

Double Exposure, Inc. presents The Avatar System Version 3.0 BETA 3 - August 24, 2006

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Introduction

In 1994, Double Exposure announced the creation of a new concept in gaming and gaming conventions: The Avatar System. A new convention called DREAMATION was born, and scheduled for January of 1995. This convention would form the annual basis of the Avatar System, and would begin a live role playing game of epic proportions. The rules allowed for character creation and facilitated a complex game which continued after DREAMATION was over. The game was a hit with players, and both DREAMATION and the Avatar System became well known as an extra-special experience on the East Coast.

The Avatar System has evolved over the last eleven years, and many new features have been added, such as the Bazaar, the monetary system, new venues, new role playing concepts and the addition of several staff members to enhance the role playing experience. However, one thing became very clear: The Avatar System, which was originally designed as a supplemental addition to a gaming convention, has gone far beyond its original boundaries. In 1998, many of its core players noted that older rules designed around DREAMATION were no longer needed, and perhaps it was time to rework the system altogether to fit the more mature and experienced players who have been devoted to it for many years.

In 1999, AS2.0 was born. That set of rules was a complete rewrite of the original Avatar System, and began a new era in the evolution of Double Exposure and the Avatar players. During the next 6 years, the system would continue to evolve through AS2.6, each layer adding new rules, some which worked very well, and some which did not. The work you are currently reading, Avatar System 3.0 is a less thorough rewrite of the version 2.6 ruleset, streamlined for consistency and clarity. As well, the primary purpose of this new major revision is to enhance the open-ended creative nature of the system, allowing players more freedom than ever before. And finally, some concepts which were introduced in AS2.x are now dropped, simply because they were not working as expected and/or intended.

The rules presented in this work are meant to be the totality of the Avatar System. Under no circumstances are any of the rules or concepts which were in effect under any older system meant to be "assumed". Any information presented here which contradicts or conflicts with prior information, in written, oral or "folklore" form will supercede the older information. In addition, any information presented in this work which is missing, confusing, contradictory or otherwise unclear, will be corrected with subsequent

revisions; players should never fall back to older rules, even if they seem to answer a problem, unless specifically authorized by a Double Exposure official (administrator or gamemaster).

The Avatar System is now a completely independent entity, and while Double Exposure conventions and events will feature Nexus action, the system has now matured to the point where all players, new or old, will be able to enjoy it anywhere, anytime and under any circumstances.

As a final note, please remember that the Avatar System is a work of fiction. It is not meant to represent any person or persons, living or dead, in any way, nor is it meant to offend any ethnic or religious group. The concepts presented herein are necessary for the enjoyment and understanding of the game and are not meant to dispute any personal belief or ethic of any reader.

The Nexus

Reality as we know it is far more complex than can ever be imagined by any entity. Many citizens of reality have envisioned a "creator" or "God" (and in some cases more than one) who watches over all. Others subscribe to a theory of complete randomness and chaos, portraying "life" and "intelligence" as a complete accident. Most have come to accept the idea that reality has no beginning and no end, although the concept of "infinity" is so hard to grasp that it is beyond the reach of most.

Most of these citizens create their own frame of reference purely to maintain their sense of self-importance. The truth is so overwhelmingly alien to most citizens that it cannot be accepted, because once accepted a citizen can never again return to their safe, observable frame of reference. We say "most", because there are a very few citizens of reality who have learned the truth, usually by accident, and have abandoned their frame of reference. You are one of those citizens. You are one of the few who accidentally "fell" into the Nexus.

Reality is made up of an infinite number of universes and an infinite amount of time. Each moment of each universe is made up of an infinite number of permutations. We call this the "Multiverse". The Multiverse is made up of pure energy - an energy which is undefinable and will never be quite understood. This energy is in and of itself its own creator in an infinitely repeating loop. In other words, the Multiverse created itself and all of its elements, and in turn, its creation created the creator. While there are entities known as "deities" in many universes and in many time frames, they in turn are all creations of the Multiverse.

The energy of the Multiverse takes an infinite variety of forms. Sometimes it is solid and follows certain rules which are called "laws of physics". Sometimes it is fluid and becomes a random collection of elements which change every moment of their existence. Sometimes the energy remains ethereal, existing only as something non-visible and non-tangible. And only under the right circumstances does it allow for the creation of intelligence and "life" as we know it.

Each infinite universe has its own unique frame of reference. Sometimes this frame of reference is obvious, such as physical manifestation of elements which form more complex structures, living or inanimate. Other times, this frame of reference is outlandish, following no rules other than the thought processes of its inhabitants. As a general rule, a frame of reference in one universe is not understood (and sometimes not even perceived) by another universe. Yet all frames of reference and in fact, all universes are made of the same energy of the Multiverse.

On rare occasions, two or more universes get crossed (usually temporarily), and inhabitants of one universe are given a glimpse into an alternate form of the energy of the Multiverse (this usually results in very strange occurrences which remain unexplained to the majority of inhabitants in each universe). Sometimes when this happens, it is even possible for an inhabitant of one universe to enter a different one. But the energy of the Multiverse is constantly changing, and the forms it takes to create what we know as intelligent life is fleeting. Generally, an intelligent inhabitant's energy is released and reformed, resulting in the inhabitant's "death". So it is very rare indeed that any inhabitant would ever find a way back to its original universe, much less a third.

But while the Multiverse has the occasional leak or rift between its universes, this is not the way it maintains its consistency. While there is no actual "center" to infinity, there is a point in time and reality which connects to every other moment and location in the Multiverse. This point is called the Nexus. There is no explanation for the Nexus, any more than there is an explanation for reality. It simply exists. The Nexus is an entity and not an entity. Its intelligence is the intelligence of the Multiverse itself, and as explained above, while it can be said that the Multiverse created the Nexus, it can also be said that the Nexus created the Multiverse and so forth.

The Nexus is infinitely large, of course, and it is made of pure Multiversal energy. Since it connects to every other location in the Multiverse, inhabitants of those other locations sometimes find their way into it. When this happens, those inhabitants become pure energy, and are reformed in the Nexus. However, in order for energy to maintain any form in the Multiverse, it must have a frame of reference, and the intelligence which was formed with the energy of the inhabitant must successfully adapt to the Nexus in time to save itself. If an inhabitant ever loses its frame of reference, its energy is released and it ceases to exist in any capacity.

More often than not, inhabitants cannot reform their frame of reference, and they quickly fade from reality. But there are those inhabitants whose energy is strong enough for them to recreate their existence, and they are able to join the community of the Nexus. This community is infinitely diverse, yet allows for each individual frame of reference to interact. When an inhabitant successfully joins the community, it is transformed into an "Avatar". Although Avatars DO have specific genders, in the interest of identifying Avatars as intelligent entities, we will henceforth refer to them as "he". Please substitute "he or she" when appropriate.

Theoretically, an Avatar is made of pure energy and can actually form and reform in any way he likes. However, due to the Multiverse's only rule of nature - the frame of reference rule - an Avatar must maintain his general form and substance in order to survive. In rare cases, an Avatar has become so powerful that he can expand his horizons beyond his frame of reference, but as a general rule, an Avatar's energy becomes whatever he was in his prior universe.

Energy in the Multiverse is infinitely dense or sparse. In other words, there is no measurement of how much energy it takes to form an inhabitant in any given frame of reference, so we are only able to measure energy relative to itself. Avatars have varying levels of energy, and when they begin their existence in the Nexus (which requires a minimum level of energy to even accomplish), they are too weak to be able to manifest all of their former characteristics (indeed, it takes all of their initial energy to hold their form together). In time, Avatars increase the amount of energy they can manage and they grow in power and skill until they match (and in many cases, exceed) their prior existence from whatever universe they are from. Sometimes they apply their growing energy to increase their characteristics and other times they use it to master new characteristics.

The Nexus allows all frames of reference to exist simultaneously. Of course, the Nexus is perceived differently by every Avatar. Yet they are all able to exist and communicate because of the equalizing nature of the Nexus, and because of this Avatars have a complete political, economic and social structure. We must understand that in the infinity of the Nexus there exist Avatars whose frame of reference is so alien to the others that they cannot partake in any of this structure. However, it is generally accepted that the explanations which follow pertain to the majority of Avatars, and should be understood as the "central" structure of the Nexus.

The Nexus holds many secrets, not the least of which is the nature of its own existence in the Multiverse. While most Avatars understand the concepts given in this section, there are of course an infinite number of things that they do not understand. The longer an Avatar stays in the Nexus, the more he learns and understands. But of course, new aspects of the Nexus and new concepts are being discovered constantly, and the only thing that Avatars can ever be assured of is that they are a part of the most fundamental part of the Multiverse.

Avatars and Journeying

Once an Avatar has mastered his frame of reference, he is basically immortal, because there is no external pressure on his energy from the Nexus (this aspect of the Nexus makes it unique from the rest of the Multiverse). However, the Nexus itself evolves in an infinite number of permutations, and Avatars who have spent a long time in the Nexus may decide at any time to leave it, at which point they become susceptible to the normal conditions of the Universe they enter. Since the Nexus connects to the rest of the Multiverse at all points and at all times, it is easy for an Avatar to leave. Except in very rare circumstances, once an Avatar leaves the Nexus, he will never find his way back. Thus, Avatars choose some point in their existence to retire and finish out a normal "lifetime" in the universe and timeframe of their choice.

But generally, Avatars stay in the Nexus for a very long time, because the Nexus is a paradise of infinite proportions. In the first place, there is an infinite amount of interaction that Avatars have with each other, which means that there is very little time to get bored. Avatars spend much of their existence growing in power, challenging each other for status and enjoying the incredible variety of activities in the Nexus. Also, the Nexus provides an infinite amount of entertainment for Avatars, in the form of skill challenges and games. Avatars can play wargames, board games, card games and many other type of games in a structured system which is rewarded by the Nexus

itself. All of this will be explained in the following sections.

But perhaps the most intriguing aspect of life in the Nexus is a very special method of visiting the rest of the Multiverse that all Avatars (even new ones) can enjoy. The Nexus controls portals (called Gateways) to specific destinations at specific times, which groups of Avatars can travel to safely. These groups are led by one or more experienced Avatars called "Chaperones", and they lead their party for a brief, set period of time. This is called "Journeying", and Avatars who embark on Journeys are called "Wanderers". When an Avatar Journeys, he gives up his physical incarnation and is encased in protective energy which allows him to come back to the Nexus through the Gateway he left. Since Avatars who Journey are basically pure energy again, they must find a "Host" to exist in for the brief period of time that they are Wandering.

A Wanderer merges his energy with that of the selected Host, and basically takes over the Host for the length of the Journey. A Wanderer is in complete control of the Host, so he inherits all of the Host's special abilities. The Host is aware of the Wanderer's presence during the time of the merge, but immediately loses all memory of the Wanderer once he leaves. The Wanderer, on the other hand, has all of his memory intact during all times, and can sometimes even use his energy to enhance the Host's capabilities.

By Journeying, Avatars can visit anywhere in the Multiverse that they can find a Host, learning all about other cultures, universes and frames of reference. New Gateways are constantly being opened in the Nexus as researchers find and chart new universes and new times. In many cases, an Avatar will find one or two favorite spots to Journey to, and will return often to the same Host to have many different adventures. The Nexus places no limit on the amount of Journeying an Avatar can do, other than the necessary time limit of each Journey. Wandering does take a lot of effort, though, and Avatars need rest between Journeys anyway. The Nexus rewards Wanderers in the same way it reward Avatars who win skill challenges - by allowing them to absorb and use more energy (explained later).

Although the time limit represents the absolute amount of time a Wanderer can remain outside the Nexus, a Journey will end abruptly with the death of a Host. As soon as a Host dies (however death is defined in that universe), the Wanderer is immediately returned to the Nexus. When this happens, the Nexus does not reward the Avatar, as the Nexus does not like having its elite inhabitants destroying the hosts they employ (whether or not it was the Avatar's fault is irrelevant).

Perhaps the greatest achievement of an Avatar is finding his own definition of "paradise" in the Multiverse, and retiring there permanently to live out the rest of his existence. Sometimes it is for love, sometimes it is for power, and sometimes it is just because he has grown tired of immortality. In any event, the Nexus releases him with its blessing, and although he can never return, every once in a while in his now finite life, the Nexus might tweak his fate in some small way that reminds him of who he once was.

Creating an Avatar

Now that you have an understanding of the Nexus and its place in the Multiverse, it is time to create a new Avatar to enjoy it. There are three simple steps to creating an Avatar: Make your Genre selection, name your character, and start thinking about his history. All you need to submit to Double Exposure is your Genre choice, your gender and your name. The history of your Avatar is up to you to develop and role play during the course of the character's lifetime.

The Genre selection represents the frame of reference from which your Avatar comes - it is the only thing about your character that you cannot change, because it forms the basis of his existence. If you decide that you do not like the Genre(s) you have chosen, you are always free to retire your Avatar and start a new one with a new Genre selection (also, when you reach 10th level, you are able to create a second character). Genres are explained in detail later.

Once you have made your choices, you will be issued a temporary (unlaminated) Character Card (CC). The receipt of your temporary CC is the beginning of your life as an Avatar. It is assumed that you have just arrived in the Nexus and that you have just established your frame of reference. Hence, you are basically powerless to do anything other than "exist", and begin communicating with the rest of the Nexus. We call this state "Level 0", because all of the basic Statistics which make up your character are set to their lowest level (a value of 1), and you are unable to affect the rest of the Nexus in any way other than communication. You will be able to Journey as a Level 0 Avatar, but the Nexus will store your rewards until you begin at Level 1.

You may stay a Level 0 Avatar for as long as you'd like, but your character cannot evolve until you make two choices which will turn you into a Level 1 Avatar. First, you need to choose which House you will belong to. This is

not a permanent choice, but it is necessary before you continue. An Avatar of Level 1 and higher must always belong to a House. The House you belong to will grant you a free low-level Skill (explained later), and this will be the only Skill that you can use until you advance to Level 2. Houses will be explained in detail in a later section.

Second, you need to allocate your starting Ability Points into your Primary Stats. The number of Ability Points you receive depends on your Genre selection. As a Level 1 Avatar, you are not yet eligible to choose any Powers or Skills (explained later). Your Level 0 Avatar had 1 point in each of the eight Primary Stats, and you must now use all of the Ability Points available to enhance the Primary Stats as you see fit. At this time, you will begin on the path to character recovery, which will be further developed as you advance in the Nexus.

This information should be given to Double Exposure, and we will proceed with your new, laminated Character Card identifying you as a Level 1 Avatar. You are now ready to receive rewards from the Nexus and you are able to affect other Avatars physically and mentally. You will also receive 10 Nexus Credits (explained later). Finally, you are able to use your House Button (explained later) and your Action Cards (explained later).

The Character Card

The laminated Character Card (CC) is the official record of your Avatar, and must be presented to other Avatars during actions and to Double Exposure officials when necessary. You cannot interact in any way with the Nexus unless you are in possession of your CC. Since it is laminated, you will not be able to write changes on it. Instead, there are two ways that it can be modified.

First, every number represented on the CC is in a box which is the exact size of a small white label (available in sheets from Double Exposure) which can be stuck on it to keep track of temporary changes to your Avatar. When those temporary changes are no longer relevant, simply remove the label and reveal the permanent number underneath.

Next, there is a section on your character sheet where "deaths" are recorded (explained later). When your Avatar is "killed" in the Nexus, a hole will be punched out of this area to indicate a "death", and these "deaths" will carry penalties when your character reaches his next Level.

The CC has sections for Primary Stats, Secondary Stats, Skills and Powers (all explained later). Note that Skills and Powers will be shown with titles only, and may be referenced in the appropriate appendices in these rules (or in the case of Lords who have created custom Skills and Powers, on separate reference sheets). The CC also shows the Avatar's name, Genre(s), gender, and Level. Shown under the Level is the number of Experience Points (EP) necessary to advance to the next Level. Items are never shown on your CC. An Avatar's House is not shown on the CC, but he must always represent himself properly by wearing the correct House Button while he is in character.

Damaged or lost CCs can be replaced by Double Exposure at any time, but please remember that you are not able to have ANY effect on the Nexus (including communicating in character with other Avatars) unless you are in possession of your CC. In fact, you are not even able to wear a House Button unless you are in possession of your CC (this ensures that you do not falsely provoke a combat or other Action which you are ineligible to get involved with).

Note that you are never obligated to show your CC to any other Avatar unless a game mechanic action which needs the card is performed. Even then, you are obligated to show your CC only to the Avatars who are involved with that mechanic at that time.

Genres

There are six Genres to choose from when you begin a new Avatar. Each of these Genres has a unique set of Powers which can be accessed to develop your character as it advances in the Nexus. We will explain these Powers in detail later.

Genres are considered general guidelines for the frame of reference which your Avatar embraces. It is up to your imagination to tailor your Genre choice and the associated raw Powers to your Avatar and role play the way that they are manifested to other Avatars. For example, if your Avatar comes from the Fantasy Genre and can cause damage with an elemental wide-area damage spell, it is up to you to determine whether he is a Mage who casts a firestorm, a mermaid who can manifest a wall of water, or a golem who can move a piece of a mountain to rain down on his opponents. The interpretations of the generic Powers are as infinite as the Nexus itself.

Of the six Genres, four may be combined into a hybrid Genre selection. These

are Fantasy, Technology, Superpowers and Gothic. The other two Genres are not allowed to be combined, and choosing one of them automatically makes you a single-Genre Avatar.

Although an Avatar with a hybrid Genre selection has the ability to use Powers from more than one Genre, he takes a significant penalty for doing so; the number of Ability Points available to spend on Stat enhancement, Skills and Powers are reduced.

The Cartoon Genre is unique in that it is the only Genre which represents a universe with no set laws of physics. In this way, it has some very strange powers and manifestations, such as the fact that they do not die like other Avatars can. An Avatar who is from the Cartoon Genre also takes a penalty to the Ability Points he can use.

Likewise, the Terran Genre represents a universe in which there are no special powers, and all of the Power selections are firmly based in "reality". The theory behind a Terran Avatar is that in order to survive the frame of reference challenge and exist in the Nexus without having any enhanced abilities at all requires extraordinary effort, and as such, anyone from the Terran Genre is entitled to a bonus to his Ability Points. However, Terrans have a very limited range of "extras" that they can work with; not all are apparent when the character starts out.

Here is the way it works:

If your Avatar comes from a single Genre selected from Fantasy, Technology, Superpowers or Gothic, you receive 100% of the normal Ability Points (you start with **20** Points at Level 1).

If your Avatar comes from any two of those four Genres, you receive 90% of the normal Ability Points (you start with **18** Points at Level 1).

If your Avatar comes from any three of those four Genres, you receive 75% of the normal Ability Points (you start with **15** Points at Level 1).

If your Avatar comes from all four of those Genres, you receive 60% of the normal Ability Points (you start with **12** Points at Level 1).

If your Avatar comes from the Cartoon Genre, you receive 80% of the normal Ability Points (you start with **16** Points at Level 1).

If your Avatar comes from the Terran Genre, you receive 140% of the normal Ability Points (you start with **28** Points at Level 1).

Note that the penalties and bonuses listed above apply to EACH Level - you are eligible to receive Ability Points every time your Avatar advances 1 Level (more about this later).

Now we will explain each Genre and what it represents:

The Fantasy Genre is a frame of reference in which magic and magical creatures exist. In some universes, magic comes from the minds of the inhabitants, and in others, it is tapped from some other source. An Avatar who is from the Fantasy Genre can be a wizard, a priest (with deity-granted magic), a hero, or any of numerous other possibilities which are generally known in fantasy tales. The Avatar should determine the way that he is able to use magic (if in fact he can use magic) so that his frame of reference can be adjusted for other Avatars to see his manifestation of his Energy (this effect will be explained in detail later). Under some circumstances, a hero from the Fantasy Genre may not be able to use magic at all, but instead is enhanced by magic to be very strong or very fast, etc.

The Technology Genre needs a much more precise explanation. While in theory, even a Terran can use technology per se, this frame of reference assumes a very advanced state of technology, in which the inhabitants of the universe are able to tap into various energy sources directly. In other words, they would have command of nuclear power or quantum mechanics in much the same way that an inhabitant would be able to tap into magic in the Fantasy Genre. This Genre allows the use of advanced weapons and devices which can be embedded and powered directly into the body of the Avatar, allowing them and them alone to access certain items in the Nexus which must be self-powered. Note that unlike the Fantasy Genre, Avatars from the Technology Genre need to regain their power sources and THEN purchase or manufacture the items necessary to use that Power. Some Powers in the Technology Genre are self-reliant, such as special implants and enhancements that will tap the natural Energy reserves of the Avatar, but the vast power of a Technology Avatar resides in the Items which only he can use.

The Superpowers Genre is a frame of reference with very special characteristics. The laws of physics in a Superpowers universe allow mutations in its inhabitants to naturally affect their abilities in positive or negative ways. For example, whereas a deadly burst of radiation would kill an inhabitant of

one of the other Genres, it would probably cause a mutation to an inhabitant of a Superpowers Genre, giving him a power such as flight or X-ray vision. Also unlike many of the Powers of the Fantasy and Technology Genres, the Powers of the Superpowers Genre are natural and unlimited - they are manifestations of the Avatar's own body. You can think of the Superpowers Genre as the tongue-in-cheek Genre where the laws of physics apply (unlike the Cartoon Genre), but with very strange extremes which are not easily imagined by other universes.

The Gothic Genre is the frame of reference where the unexplained is explained. Universes of this Genre have supernatural occurrences on a regular basis, and generally operate outside of what we call the normal space/time continuum. In other words, beings from multiple dimensions move in and out of the universe at will. Whether this is manifested in a Heaven and Hell, or as creatures from a "horror" culture, or a separate reality of dreams and nightmares, this Genre encompasses much that is weird and extraordinary. The Powers of the Gothic Genre revolve around supernatural force and willpower, with a fair amount of dark content. Unique Mental Powers can be found here, representing some Gothic Avatars' unique ability to enter the minds of others naturally and bend their will. Most Gothic Powers tend to be far less obvious than those of other Genres, and usually more insidious.

The Cartoon Genre is the wildcard of the Multiverse. This frame of reference does not take normal physical laws into effect, replacing them instead with a fluid set of standards which can change fairly quickly. Inhabitants of these universes generally set their own rules, and operate within standards which they alone have control over. They interact with each other on a level that is totally beyond what any other Genre can understand. This leads the inhabitants of these universes to adopt a very "wacky" approach to life, and this comes across as very comical to other Avatars. Powers of the Cartoon Genre are unlike other Powers in that their effects are unpredictable and sometimes absurd, but such is the nature of Cartoon Avatars. The most striking ability which all Cartoon Avatars share is that they don't "die" like other Avatars. Any time they would normally fade away and die (explained later), they instead morph into a temporary (and incorporeal) alter-ego, and do NOT take a penalty (as do all other Genres).

The Terran Genre represents the majority of the Multiverse. While we've spent a great deal of time talking about the other Genres, you need to understand that 99% of the Multiverse is actually very ordinary. However, Avatars in the Nexus are disproportionately represented because in order to make it to Nexus, one usually tends to be an extraordinary being. That having been said, there are a few "ordinary" Avatars who find their way into the Nexus, and since they are adept at mastering great feats in both body and mind, they tend to develop faster than Avatars who already have a more unusual frame of reference. Terran Avatars have no Powers at all, but with steady advancement, many can build up their own natural Skills and Stats.

Primary Stats

There are eight Primary Stats in the Avatar System, representing the makeup of your character. Each of these Primary Stats has a minimum value of 1, and theoretically, no maximum value. We say theoretically, because there is a restriction on the allocation of points, and it has to do with the most important Stat, Energy (ENE).

ENE is a measure of your Avatar's actual existence in the Nexus. Avatars with higher ENE values are able to do more in the Nexus and with more power. ENE can be considered the raw power from which all other Avatar manifestations evolve (remember that all Powers in the Nexus are simply a result of perception from other frames of reference).

Because of this, there is a restriction that no other Primary Stat can be higher than the ENE Stat, although any other Stat can equal it. If you wish to raise another Stat higher than your current ENE, you must raise your ENE first. This applies even to Terran characters who do not specifically USE the ENE Stat.

The other seven Primary Stats form the basis of your raw abilities in the Nexus. They are as follows:

Strength (STR): A measure of how physically strong you are. How much you can lift, how much you can push, how hard you punch, etc.

Intelligence (INT): A measure of how much knowledge you have accumulated, and how much you can remember. INT is also used to calculate resistance to suggestion by virtue of knowledge (for example the disbelief of an illusion), and it helps to determine how well you are able to use your mind to affect things around you.

Cunning (CUN): A measure of how well you apply common sense in your

decision making. While INT shows how much knowledge you have, CUN shows how well you can use that knowledge to help you.

Agility (AGI): A measure of how fast and dexterous you are. AGI is used to calculate how quickly you can get out of the way of an incoming attack and how fast you can react to the situation around you. AGI is also a measure of raw agility, such as the ability to perform very complex maneuvers.

Constitution (CON): A measure of how physically tough you are. CON is used to calculate how much damage you can take before you collapse, as well as how much punishment you can undergo before being significantly weakened.

Charm (CHA): A measure of how physically and mentally attractive you are, and how well you can influence people around you. CHA is used in several mental calculations because it is a significant indication of how your frame of reference interacts with others, as well as your mental willpower.

Luck (LUC): A measure of how lucky you are, and how often chance seems to favor you. As your LUC is raised, it has a direct effect on the random occurrences inherent in every Action your Avatar takes.

Secondary Stats

The eight Primary Stats listed above are used in the calculations of your Secondary Stats. Although it may seem as though Secondary Stats are centered around violence, in fact, there is rarely any other need to test one's offensive or defensive capabilities. As has been proven many times in the Nexus, an Avatar's perceived threat, real or imagined, is often far more powerful than the act of following through on the threat.

There are seven Secondary Stats, and an explanation of each and how it is calculated follows. Remember that the ONLY way to permanently affect the Secondary Stats is by changing the Primary Stats, although some effects in the game will indeed temporarily change Secondary Stats while leaving the Primary Stats alone. Note that in the following calculations, the results are TRUNCATED, not rounded. In other words, if a result comes to 7.5, it will become 7, not 8.

Offensive Rating (OR): This is a measure both of how accurately you can hit a target and with how much force you can hit that target in short range combat. It is calculated with the following formula: $((STR/2) + (AGI/8) + 1)$. The minimum OR of any Avatar is 1.

Defensive Rating (DR): This Stat has two purposes. First, it measures your ability to dodge an incoming attack and to withstand an amount of it. Second, it is a measure of how accurately you can hit a target with a Long Range attack. It is calculated with the following formula: $((AGI/2) + (STR/8) + (CUN/4) + 1)$. The minimum DR of any Avatar is 1.

MIND: This Stat is a measure of mental willpower and thought, and serves as both an offensive and defensive Stat. Note that anyone can use his OR to punch someone, but an Avatar cannot use his MIND Stat offensively unless he has a Skill, Power or Item which allows him to do so. It is calculated with the following formula: $((CHA/2) + (INT/3) + (CUN/6) + 1)$. The minimum natural MIND of any Avatar is 1. Note that some effects in the game can lower an Avatar's MIND Stat to 0; unless specifically stated otherwise, during the time that the Avatar has a MIND of 0, he may not communicate or perform any other Action until his MIND Stat is at least 1.

LIFE: This Stat determines how much damage an Avatar can withstand before he "dies". Although there is no real "death" in the Nexus (explained later), an Avatar will temporarily die if his LIFE Stat reaches 0. As long as it does not reach 0, LIFE is automatically replenished to its maximum 10 minutes after either the last Combat or the last time ANY LIFE has been affected. For more information on how Combat affects LIFE, see the Combat Section. It is calculated with the following formula: $(CON*2)$. The minimum LIFE of any Avatar is 2.

Initiative (IN): The main purpose of this Stat is to determine precedence when your Avatar is involved in an action with one or more other Avatars. It is crucial in helping to sort out large melees and other group-related actions, but it is also used whenever the question of "who goes first" comes up. It is calculated with the following formula: $((CUN/4) + (AGI/8))$. The minimum IN of any Avatar is 0.

Energy Manifestation (EM): This Stat is the amount of energy you have available for the use of Powers. All Powers require a minimum EM for them to be used. Your EM resource is theoretically infinite, but the restriction is that you can only use as many EM points as you have to activate one or more Powers within a single Combat or within 10 minutes (outside of combat). EM is automatically replenished to its maximum 10 minutes after either the last Combat or the last time ANY EM has been affected. For more information on how Combat affects EM, see the Combat Section. It is calculated with the

following formula: $(ENE/3) + \text{Level}$. Note that Terrans have an automatic EM of 0. The minimum EM of any non-Terran Avatar is 1.

Luck Bonus (LB): This Stat shows how many extra 10's you are allowed to add to your Action Cards (explained later). Since Action Cards are used for most random occurrences in the Nexus, your Luck Bonus can affect many things that your Avatar does. It is calculated with the following formula: $(LUC/6)$. The minimum LB of any Avatar is 0. The MAXIMUM BASE LB of a character is $(\text{Level}/2 + 2)$, rounded UP, EVEN IF his LUC Stat warrants a higher LB (if this is the case, the LB will be applied correctly upon reaching the appropriate Level). Once a character reaches 15th Level, LB is allowed to go all the way to 10 (with 60 LUC), and this is the maximum LB allowed.

Upon reaching Level 4, an Avatar may decide to apply a "S/M Modifier", which will help to fully define the exact Size and Mass of an unusually built body. An Avatar may decide to add up to 6 points into S/M or subtract up to 3 points from S/M; each point equates roughly into 4' of size (horizontally or vertically) or 60 pounds of Mass (or 2 and 30 of each). For each positive point of S/M, the Avatar gains an extra 10% OR and 25% LIFE (rounded up) and loses 25% IN and 20% DR (rounded down, and can't fall below 0). For each negative point of S/M, the Avatar gains 25% IN and 20% DR (rounded up) and loses 10% OR and 25% LIFE (rounded down, and can't fall below 1). This change is PERMANENT for the Avatar, and the decision is made at the point where the Avatar reaches Level 4 or never. Note that the percentages listed are not ADDED, they are cumulative. So for example, if someone has a +2 S/M and would naturally have a 5 OR, 5 DR, 10 LIFE and 3 IN; the first point would make it 6 OR, 4 DR, 13 LIFE and 2 IN and the second point would make it the final 7 OR, 3 DR, 17 LIFE and 1 IN. Although the DR and IN numbers would bottom out eventually, making it appear as though this is a terrific proposition to throw 6 points into it and gain all that OR and LIFE, remember the following:

A) A 30' tall giant or 30' long snake is VERY unwieldy and will from this point on have trouble attending Avatar functions and interacting on a normal basis with other Avatars. Even if it is thrown all into Mass with no Size change, it means that the Avatar is going to be slow and cumbersome and will not be able to sit on normal chairs without breaking them, etc.

B) An Avatar who wants the change MUST give a rationale for his character, AND continue to role play it as such.

C) Since Items are rated for S/M Mod, a tweaked Avatar may not be able to use a normal sized Item; these restrictions are noted on the Item itself.

Houses and the Council

The political structure of the Nexus centers around 15 different groups called "Houses". The members of each House share common principles and beliefs, and form a political body with an agenda for the Nexus. Some Houses consider themselves the policemen of the Multiverse, while others try to cause as much mischief as they can for pure enjoyment. Others still struggle to research and discover new aspects of the Multiverse and are the force behind the continual development of the Nexus.

Each House conveys a series of unique Skills to its members. At the first Level that an Avatar joins a House, he is granted the first tier Skill of that House. At the third Level that an Avatar has joined a House, he is granted the second tier Skill, and then at the fifth, the seventh, etc. If an Avatar joins a new House, he permanently loses all of the Skills he has gained from the previous House, and begins with the first tier Skill of the new House, regardless of his actual Level. For example, if a Level 5 Avatar who has been a member of one House leaves to go to another, he loses the first, second and third tier Skills he earned from the previous House, and receives only the first tier Skill of the new House. Assuming he stays as a member of the new House, when he reaches Level 7, he will earn the second tier Skill of the new House, and so forth.

Any Avatar can join any House, regardless of his background or Genre. Houses do not convey any other bonuses or penalties other than their special Skills. Each House (and the skills which it conveys to Avatars) is listed in Appendix A. An Avatar may only change his House at the time that he has earned a new Level, at which point the Skill assignment described above takes effect for the new House.

The political strength of a House depends solely on the number of members it has. Each year in the Nexus, every House votes a leader, or "Councilor" to be the head of the House, and all 15 Councilors meet as the political body known as the "Council". The Council also votes on a leader, who is called the "Chairman of the Council". It is the job of the Chairman and his Council to enact rules and make judgments on the mundane matters of the Nexus. Each Councilor has a number of votes equal to the number of members in his represented House; this is referred to as a "weighted" vote.

The Nexus mandates that the Council meets at least twice a year, and that all

Councilors vote on those issues deemed worthy of a vote. Not every issue needs a vote; some are settled after debate, and some are simply delegated to a specific House to take care of. A quorum of Councilors is eight out of fifteen, and if at least eight councilors are not present, there can be no official vote. Official votes must be presented in such a fashion that a "yea" result will cause a change in current law or an action to occur. Councilors may not abstain from a given vote, other than in principle. An abstention is an automatic "Nay" vote. Once the votes are counted and a decision is reached, the Nexus abides by the decision immediately (unless the Nexus overrides the decision, which is unusual but does happen).

Note that not all issues require a weighted vote. When a vote is called for, it may either be one-Councilor-one-vote if all Councilors agree, OR at the request of ANY Councilor, must be a weighted vote. For the purposes of representation, Houses MAY be spoken for by someone OTHER than their Councilor, but only Councilors are eligible to cast a vote.

The Chairman's House is considered to be the "ruling" House of the year, and is looked to lead the Nexus in recruitment and education of new Avatars as well as the maintenance of the research, entertainment and well-being of all of the Avatars in the Nexus. If the Chairman resigns or otherwise loses his position before the next election, a new Councilor for his House may be substituted by emergency House vote (if necessary), BUT the Chairman of the Council (and therefore a new ruling House) must be chosen by a new Council vote as quickly as possible.

Role Playing and Gamemasters

In the course of playing your Avatar character, you will be presented with many situations where your role playing skills will be challenged. You will need to make decisions as your character would make them, and you need to leverage your physical abilities with your mental judgment. That would be difficult enough if we left you and the rest of the Avatars alone. But Double Exposure also maintains a staff of gamemasters whose job it is to challenge you even further.

Avatars are constantly being watched and their actions are rewarded as consistently as possible. Gamemasters also have the job of rewarding players who role play very well and continually contribute to the Avatar System. Gamemasters are considered to be the Nexus itself for the purposes of decision making, and any judgment of a gamemaster is final, at least to resolve whatever the current problem is. After that problem has been resolved, Double Exposure may reverse a decision or rule that future decisions of that type should be treated differently, but under no circumstances should a gamemaster be questioned during the action which prompted his intervention.

Some Avatars in the game are known as "Assistant Gamemasters", and have the task of moving certain sections of the game along without the need for fully impartial entities. They should be respected as much as any full gamemaster in the area with which they have been entrusted.

As an Avatar, you are considered to ALWAYS be in the Nexus, whether you are at a Double Exposure event, another gaming event, or anywhere else in the world. The system is designed so that it can be consistently played anywhere, even online! There are two exceptions to this rule. First, any Avatar who is Journeying (involved in a sanctioned role playing game) is considered to be outside of the Nexus for that period of time and cannot return to interact until the Journey is over. Second, every Avatar has access to a button with the symbol of his house (called a "House Button"), and it is necessary to wear this button at all times when the Avatar is playing his character. Whenever a player removes his button, he is considered to be "Out of Character", and is not only incapable of taking any action in the Nexus, but indeed should not even be communicating with anyone else who is "In Character". The following points explain exactly how House Buttons work:

1) There is one definitive identification of whether or not you are in character, and that it that you are wearing your House button. If a player is NOT wearing a proper House button (or in the case of a button shortage, something official from a GM which is to be counted instead of a button), HE IS NOT IN CHARACTER, PERIOD. If he is wearing a button, HE IS IN CHARACTER. If he is wearing a button but has his hand or something else (other than a layer of clothing) obscuring the button, HE IS IN CHARACTER.

2) If a player is in a domain AND is wearing a button, he will need TWO other players to vouch for him that he is indeed not in an area of Proper where other characters can interact with him (unless they are in the same domain, of course). This means simply that if an Avatar is alone in a domain, or even if he is with ONE additional person, he SHOULD have his button off. It should be assumed that if two players are involved in a one-on-one session in this manner, they are considered to be IC to each other (ONLY).

3) An Avatar is free to go in and out of character as many times as he wants

with no time limits as long as he is alone. In other words, as long as he is not involved in anything game-related, he is free to step outside a room and in privacy, take off his button. He is also free to put on his button at any time while he is alone, placing him instantly in character for when he meets another player.

4) If an Avatar needs to go out of character while he is NOT in privacy for whatever reason, he MUST announce verbally that he is going OOC. At that point, he MUST count to 10 (slowly and quietly) and then remove his button. If anyone has a reason why he should not go OOC at that particular moment, HE MAY NOT REMOVE HIS BUTTON until whatever interaction that player needs is taken care of. If he believes that someone is going to intentionally take advantage of him during this 10 second count, then he should leave the room and take his button off in privacy. Note that the "Hide in Shadows" Skill is the only exception to this rule.

5) If an Avatar needs to go in character while he is NOT in privacy for whatever reason, he MUST announce verbally that he is going IC. At that point, anyone else who is in the area in which he announced this has the opportunity to announce that they are going OOC IMMEDIATELY. Nobody else in the room or logical area may interfere with them (in contradiction to point 4). Two notes: One, if an Avatar wishes to avoid the possibility of someone getting a free OOC swap in this manner, then he should leave the room and put his button on in privacy. Two, if there is any obvious IC interaction going on in the room or logical area an Avatar is in (such as a combat, or an obviously IC meeting), he IS NOT ALLOWED TO JUST POP INTO CHARACTER. Again, if he wishes to go IC, he should leave the room or logical area, put his button on in privacy, and walk back in.

6) Anyone caught violating these rules by either A) One GM or one Assistant GM, or B) three or more players will be penalized as follows: First offense during an event - The player will not earn any more than the base EP given for the event. Second offense during an event - The player will not earn ANY EP from the event. Third offense or more during an event - The player will LOSE a complete level, regardless of the amount of EP he has.

The basic concept of the Nexus is that you can do whatever you want while role playing, as long as you do not affect anything mechanic-related. Generally, you can achieve any effect you want as long as it is accepted and not challenged, AND you can come up with a good in-character reason why you would be able to produce that effect - for example, although meaningless to other characters, a Terran Avatar would NOT be able to just freeze ice for a drink, while a Fantasy Avatar with Elemental Effect would be able to do just that.

An example of role playing infringing on game mechanics: An Avatar builds a machine which produces 3' tall pink elephants which whine constantly. The Nexus can be filled with these, and the person who is responsible for it can explain to everyone that the noise of the whining elephants is drowning out all conversation. As long as this continues to be accepted as a role playing element, everyone has a good time with it. However, another person comes along and attempts to use an item with a verbal component, and Mr. Elephant person says "You can't use that, because the elephants are drowning you out". Suddenly, that has crossed the line, because a role playing prop with no substance is going up against a written game mechanic. It is, however, up to the person who wants to use the item whether or not to go along with it or to defy the whining elephants and use his item anyway.

Although the main focus of the Avatar System has always been during live events and conventions, the continued advances of the Internet have created many opportunities for continued character development between events. Obviously, all Avatars can role play as easily online as they do in person, but sometimes game mechanics suffer from a lack of face-to-face encounters and freely available game masters. Therefore, some select rules have notes attached to them for how timing and other effects should be treated while using the Avatar System online. However, unless specifically stated otherwise, all effects in the game work in the same timeframe outside of events as they do during events.

Experience Points and Levels

Once you become a Level 1 Avatar, you are immediately eligible to begin receiving rewards for your endeavors. These rewards are called "Experience Points" (EPs), and you can receive them in three basic ways.

First, the Nexus will reward you with 5 EP for every hour of successful Journeying you complete. The length of the Journey must be determined in advance (up to a maximum of 8 hours per Journey, or 40 EPs). If your Host dies during the Journey and you are returned before its completion, you will not receive any EPs (even if you die in the 8th hour and have already qualified for 35 EPs). Your Chaperone is responsible for reporting your successful Journey to the Nexus (he must hand you a signed EP form for you to present to the Nexus), and you will be credited with your EPs shortly

after the completion of the Journey.

Note that a role playing session must be Nexus sanctioned and the game-master must be a qualified Double Exposure GM in order for you to receive EPs for the session. There are restrictions on the number of sessions any Double Exposure GM can run outside of official Double Exposure events. Also, multiple sessions at the same sanctioned event usually count as a single Journey unless specifically stated otherwise.

Second, the Nexus will reward the winners of pre-sanctioned, structured Skill Challenges with the following points: 10 EPs for winning, 5 EPs for placing second, and 3 EP for showing third. In order for a Skill Challenge to qualify for rewards, it must have a minimum of 8 participants (not counting an Avatar who is watching over the Challenge, who is called the "Director"). The Director is responsible for reporting your EPs to the Nexus (he must hand you a signed EP form for you to present to the Nexus), and you will be credited with your EPs shortly after the completion of the Skill Challenge.

Note that a wargame, board game or card game must be Nexus sanctioned and the Director must be a qualified Double Exposure Director in order for you to receive EPs for the game. There are restrictions on the number of games any Double Exposure Director can run outside of official Double Exposure events.

Third, players will earn EP for attending official Double Exposure events. Anyone who attends an event will earn a minimum amount of EP (called the "base"), and depending on what they do at the event, they may earn a "multiplier" which will be factored with the base to come up with an EP total for the event. Some Double Exposure events are themed events with a plot; players are usually not forced to participate in a given plot, but those who do are generally the ones who will receive the highest multipliers. All event EP is given at the END of the event.

If a player has two characters, he may divide up EP between them as he sees fit. He can, for example, play character A for a weekend, and assign all earned EP to character B, even if character B was not playing that weekend.

On your CC, you will find a number that represents how many EPs are required for you to advance to the next Level. You may not make any changes to your Avatar until you have reached the next Level. A Level 1 Avatar needs 10 EPs to advance to Level 2. The following table shows how many EPs are required for each Level.

Level	EPs Needed	Total EPs
2	10	10
3	20	30
4	50	80
5	100	220
6	220	400
7	400	800
8	800	1,600
9	1,600	3,200
10	2,500	5,700 Nexus Lord
11	3,000	8,700
12	3,000	11,700
13	3,000	14,700
14	3,000	17,700
15	3,300	21,000 Nexus Ancient

When an Avatar reaches a new Level, he will be able to spend "Ability

Points" (APs). The number of APs he receives depends on his Genre Selection (explained previously), but the base number of APs he will receive is shown in the following table.

Level	100% APs
1	20
2	15
3	20
4	25
5	30
6	35
7	40
8	45
9	50
10	60
11	80
12	100
13	125
14	150
15	200

APs are the primary way that you are able to improve your Avatar. You are able to spend APs to raise your Primary Stats and to purchase Skills and Powers. When your Avatar reaches Level 1, you MUST spend all of the initial APs you receive on your Primary Stats. After that, you may begin spending the APs you receive at each Level as you see fit. The only restriction on their use is that you MUST spend all of the APs you receive at each level (they cannot be carried over or "held in account" UNTIL a character reaches Level 10). Remember that no Primary Stat may ever be greater than ENE, but you may spend your APs to raise ENE at the same time as another Primary Stat. Each AP spent on a Primary Stat raises it by 1 point.

Although there is no other restriction on the way you can spend your APs on Primary Stats, please study the formulas of the Secondary Stats carefully to ensure that you are balancing your character. It is certainly allowed for you to boost your OR and/or DR as high as it will go, but good luck if you get hit once and you have ignored your LIFE Stat, or if someone comes along with a Mental Blast and you have no MIND defense.

Each Skill and Power has an associated AP cost (and in many instances other requirements), but once you pay for it, it becomes a permanent part of your character. More information on Skills and Powers will be presented later. You may NOT spend AP on Skills or Powers until you reach your second Level.

Note that the number of APs you receive at each Level can also be affected by the number of times you "died" in your previous level. For each "death" (explained later), you will lose one future AP. This penalty will take effect when you reach your next level, but in extreme cases, you may begin tapping into APs that you would earn in FUTURE levels. If you advance a Level and have lost all of your normal APs due to deaths, you will NOT be able to make any changes to your Avatar at all. This does not affect those Items, Skills and Powers that depend on the actual level of the Avatar to determine their results.

When you reach a new Level, the Nexus will generate a new CC for you, reflecting all of the new information you have paid for with your APs. Please note that no changes to your character are official unless they are reflected on your new laminated CC - in other words, you cannot just declare that you have reached a Level and thus are entitled to begin using a new Power.

Upon reaching Level 10, an Avatar is recognized by the Nexus as being a "Nexus Lord". At this point, the player may begin a secondary character (but may only have a maximum of two characters at any given time), and is granted certain special privileges:

1) A Nexus Lord is given a section of the Nexus called a "Domain" in which he is able to define his own slice of reality to rule as he sees fit. Other Avatars who visit his Domain are able to earn EP directly from the Nexus Lord for achieving quests and goals set by the Lord, up to a maximum of 40 EP during any 8-hour period. A player may earn a maximum of 160 EP each month of real time from visiting other Domains. The Nexus Lord earns 5 EP for each hour of real time he runs his Domain for at least 6 other (active) players, up to a maximum of 160 EP each month of real time.

2) A Nexus Lord is considered to be "fully realized" in the Multiverse and may define new (special) Skills or Powers for his character (within limits). These Skills and Powers may be an extension of the existing rules or may be completely new, but will only be available for the Nexus Lord who defined it. These Skills and Powers have a VARIABLE cost depending on their complexity and relative effectiveness, and the Lord needs to have enough AP to buy it once it is approved and rated. A Nexus Lord may buy as many special Skills or Powers as he has available AP to spend, but may only

purchase them when he reaches a new level.

3) A Nexus Lord earns 1 ENE point for every 100 EP he earns above 5,700. Unlike normal AP expenditure, this is calculated immediately upon earning the EP.

Upon reaching Level 15, the character will stop earning AP, but will continue to earn ENE for each 100 EP. At this point, he is considered to be a "Nexus Ancient", and any further growing that he might do will have to come from mechanisms other than normal Nexus growth. Nexus Ancients are very rare and very powerful, and many who reach this point in their "lives" start to consider "retirement". A player may retire a Nexus Ancient character to NPC status and begin a new (third) character if he chooses to.

Action Cards

All random occurrences in the Nexus are handled by a set of "Action Cards" (ACs) which each Avatar should carry with him at all times. Random occurrences are involved in every combat and melee (more information later), as well as many actions related to Items, Skills and Powers. The standard "AC Deck" consists of 10 normal playing cards, Ace through 10 (suits are irrelevant). For future reference, any 10, face card or Joker is considered to be a "10" in your AC Deck.

Any time that a random occurrence is called for, you will be asked for an "AC Pick" which simply means that a card must be chosen from your AC Deck, and revealed immediately. Sometimes a random occurrence will call for more than one AC Pick at a time; you must do whatever the instructions say. It is protocol (and easier) if you fan your AC Deck (face down) for the Avatar whom you are targeting or otherwise interacting with and allow him to pick your card(s). You will then pick his response cards, if applicable, in the same fashion.

Any time an AC Pick is called for, there are two results which are constant. First, an Ace is an automatic "fumble", which has a different result depending on how the AC Deck is being used. Any time an Ace is chosen in any way, it immediately nullifies the entire AC Pick and reduces the result to 0. If this occurs in a situation OTHER than a non-power related (defined as any attack with a Power or an Item which specifically emulates a Power) Defensive Draw, it nullifies (reduces to 0) the TOTAL result being calculated INCLUDING all modifiers - if a calculation is "AC Pick" plus 6, a result of Ace + 6 = 0!). For example, if an Ace is chosen in an attempt to punch another Avatar, the punch will simply MISS altogether. As a further example, if a large effect calls for three cards to be chosen and added together, if any one of the three cards is an Ace, the net effect of the calculation is 0.

Any time an Ace is chosen in a non-Power related Defensive Draw, it will force an exclusive single card draw, which will then be SUBTRACTED from all other remaining defensive numbers (note that modifiers will still remain in effect before the subtraction) to come up with a final Defensive Calculation. For the purposes of this calculation, two special rules apply: A) The Ace will remain out of the deck for this special draw ONLY and will be placed back into the deck as soon as the draw is finished, for the continuation of the round as per normal rules (to follow). B) Any 10 drawn in this special draw will count as 0. If there are no cards left in the AC Deck for this draw, the entire Defensive Calculation will become 0 automatically, just like any other situation.

Any Power or Item which is specifically meant to defend the player against a specific type of Power or Item, will not be negated by the draw of the Ace (although the Ace will still make the result of the rest of the AC Pick 0). For example, if a player has a Ring of Fire Resistance +5, it can still be subtracted from the total damage done by a fireball, even if the defensive AC Pick is an Ace.

The second constant involves 10s; depending on the Avatar's LB, there may be more than one 10 in the deck. Any time a 10 is chosen, another card MUST be chosen and added to the result, even if the random occurrence only calls for one card. The 10 MUST be removed from the deck before the bonus card is chosen. The result of the random occurrence is the sum of all cards chosen.

There are four things to keep in mind when using the 10's bonus rule. First, if a second 10 is chosen (we'll explain this in a moment), then indeed it is also set aside and another card MUST be chosen and added to the result. You may end up repeating this process as many times as there are 10s in your deck. Second, if an Ace is chosen at ANY time, it sets the ENTIRE result to 0, just as if it were the only card chosen. Third, if a random occurrence calls for more than one card to be chosen, ANY 10s chosen will force an additional card, and all cards will be added to the result (unless an Ace is chosen). Fourth, if you and someone else need to make simultaneous AC Picks (such as an Offensive Calculation vs. a Defensive Calculation, explained later), the Avatar who has INITIATED the Action which called for the draw will always finish picking first, BEFORE the other player does. This also goes

for a multiple target scenario, but in the case of several players needing to make decisions together, established Initiative (explained later) or a new Initiative draw is in order.

For every point of LB your Avatar has, you add one additional 10 to your AC Deck. In the interest of using a deck of playing cards efficiently among four Avatars, it is suggested that you use face cards or Jokers to symbolize additional 10s. Note that your LB increases the chance that a more significant result will occur, but does NOT decrease the chance of a total failure (drawing an Ace).

As a final note, understand that Items, Skills and Powers will usually not make any further reference to the above rules. Unless an Item, Skill or Power specifically contradicts one of the above rules, they should be applied equally to ALL random occurrences called for. In other words, if an Item calls for a single card to be chosen, it is already understood that the result could actually be 2 or more cards added together, or for that matter, a total result of 0.

Nexus Credits

The Nexus has a monetary system which affects all Avatars, called "Nexus Credits". Avatars can ONLY earn Nexus Credits when they reach a new level (beginning with Level 1). After they have earned Nexus Credits, they may spend those credits on anything which is available in the Nexus (more on the availability of Nexus goods and services later).

Nexus Credits come in 7 basic denominations: 1, 5, 25, 100, 500, 1,000, 5,000 and 10,000. Please note that while counterfeit Nexus Credits have indeed been found in the Nexus, the original Nexus Credits are actually fairly hard to duplicate successfully. If you are unsure as to the validity of a Nexus Credit note, feel free to take it to any Double Exposure official for examination.

The amount of Nexus Credits you will earn at each level is shown on the following table.

Level	Nexus Credits Earned
1	10
2	25
3	50
4	100
5	200
6	500
7	1,000
8	2,000
9	3,000
10	4,000
11	5,000
12	6,000
13	7,000
14	8,000
15	10,000

Avatars do NOT earn credits after reaching Level 15, however, they will receive their normal credit allotment for their secondary character as it advances.

Note that Nexus Credits are not "stealable" as a game action under any circumstances, but unfortunately, Double Exposure cannot be held responsible for lost or stolen Nexus Credits from you if it occurs out of character. Double Exposure will immediately ban any player who physically steals ANYTHING from any other player (proven beyond a reasonable doubt, of course), but it is up to the guilty party as to whether your character can actually recover the Nexus Credits or not.

The Nexus Bazaar

There is an area of the Nexus which forms the "central" meeting place of Avatars, called the Nexus Bazaar. At the Nexus Bazaar, you will find games of skill, games of chance, and merchants who want to sell you valuable (and not-so-valuable) items.

Items can be purchased from anyone at any time, but coming to the Bazaar allows Avatars to trade and negotiate with a large number of merchants and other Avatars to ensure the best deals. Merchants will generally display their items and then haggle with you as to their price. You are usually free to examine the Item before making a decision.

Games of skill usually require a small fee to partake of, and prizes can be in the form of either Items or Nexus Credits. Each individual hawker will explain the rules of a given game of skill.

And then there is the Casino. The Casino consists of 5 different games of chance: WildStar, Quarantine, Progression, NexusBall and Nexus Poker. The rules for each of these games are presented in a separate work. Most of these games are unique and have been invented for the Avatar System. Feel free to try them all, but beware, many Avatars have been separated from their Nexus Credits quickly in the Bazaar. Note that under no circumstances does Double Exposure condone or facilitate actual gambling at any event. All Nexus Casino games are presented as "in character" enhancements and use Nexus Credits exclusively. Nexus Credits have no cash value for any purpose outside of the Avatar System.

Items

There are many different types of Items that you will find in the Nexus. Some are weapons; some are used to defend against weapons. Some hurt other Avatars, and some heal other Avatars. Some Items are tools, used to help perform various actions. Others enhance various Stats and Abilities. You get the idea.

When an Avatar reaches Level 6, he is allowed to define one special Item which defines his character and is therefore made "Special" (explained below). This is a one-time decision and cannot be reversed (but under certain circumstances, Special Items can be upgraded), although it can be delayed indefinitely. Note that when your Avatar dies, even an Unstealable Item can be taken by a lucky Avatar scavenging the body (explained later), but a Special Item is unstealable.

All Items which are anything more than decorative must have an "Item Card" (IC). This card is an official record of the capabilities and use of the Item. The Item may also have a physical component as well, but this is not necessary (it is used purely to enhance the role playing experience). The only thing that matters is the IC.

All ICs share the same basic characteristics, which will be described in a moment. After the basic characteristics, there is a text description of the item which includes any special instructions and/or capabilities for its use. The text description of the item will always supercede the information presented in the basic characteristics, but the basic characteristics are a good quick reference for the Item's general purpose.

An Avatar can carry as many Items as he wants, but only certain Items can "be in use" at any given time. These Items are represented by having them in a special "Ready Pouch" designated by the Avatar. If an Item is in the Ready Pouch, it is assumed that it is readied in whatever fashion the Item should be readied. If the Item is not in the Ready Pouch, then it is not currently readied. For example, if an Avatar is attacked as he walks through a doorway, he may be in possession of two swords. At the start of Combat, he must show the contents of his Ready Pouch, and show which sword is currently "readied"; if neither sword is readied, he must use an Action to bring the sword to the ready state. Having an Item "readied" means it is actually drawn and ready to be used. In the case of Armor, this means that it is worn and in use.

An Avatar may only have ONE Weapon in his Ready Pouch at a time, unless he has a game effect which specifically allows for more. An Item is identified as a Weapon if the word "Weapon" appears in the "Class" characteristic.

Many Weapons have ammunition associated with them. All Ammunition has a "+" designation, but it has a specific limited scope: Only one Ammunition card may be present in the Ready Pouch for each readied Weapon. Note that if an Avatar swaps a Weapon in his Ready Pouch, he may also swap the associated ammunition(s). However, changing ammunition for one Weapon counts as an Action unless the Weapon specifically says otherwise.

As shown below, an Avatar may have a maximum of 13 Items in the Ready Pouch, plus one for each stacking "+" in a given Slot. Items in the Ready Pouch must be revealed at the beginning of Combat, and if any Slot has too many Items in it, that Slot is NULLIFIED, and those Items are removed from the Ready Pouch. Note that Items will say which slots they represent on the BACK of the Item card so that the actual characteristics of a given Item do not need to be revealed until it is necessary to reveal them.

The following are the thirteen basic characteristics of all Items:

Class: This is an identifying characteristic for the Item which is used for other Items as well as Skills and Powers. For example, if the Class is "Edged Weapon", then the "Edged Weapon" Skill will improve its use. This characteristic is also used to pinpoint the exact kind of object the Item is for effects which target a specific class of Items. After the classification, this section will also show the Attributes assigned to the Item, if applicable. Attributes are explained in detail in the next section, and are applied to all types of attacks and defenses, whether they are based on Skills and Powers, or Item effects.

Activation: This may be Continuous, Activated or Special. If an Item is Continuous, it is assumed to be active (and all of its characteristics in effect) just because it is in the Ready Pouch. If that Item is a Weapon, it is assumed that its main purpose will be activated when it is used as a Weapon, but any additional characteristics are Continuous. All Continuous effects must be announced prior to the first round of combat, described later. Again, if the Item is an Armor, it is assumed that its main purpose will be activated when damage is to be taken, but any additional characteristics are Continuous. If an Item is Activated, it can be turned on and off at will by the Avatar just by being in the Avatar's Ready Pouch. If the Item is Special, then it has some other way of being used or triggered which will be explained in the text description of the Item.

Duration: This may be a value, Instant, or Permanent. Unlike the Activation characteristic, the Duration characteristics refers to its actual effect either when used or when it comes into play in a situation. For example, a special ring may suck ENE from any Avatar within Range (see below) when it is worn. The Activation of this Item would be Continuous, but its Duration may be 1 Hour for all Avatars who may come within its range. If an Item is Instant, then the effect is immediate and does nothing else once it is applied. If the Item is Permanent, then its effect will last indefinitely or until cancelled by the Avatar who wields it (if possible). If an Item is Activated, the Duration refers to its actual use by the Avatar who owns it.

Range: This may be a value, Touch, or Special. A value would refer to the Item's Long Range capability or the effective distance that it can be used. In combat, only items which have a Long Range capability (i.e. any value in the Range section) may be used at Long Range, up to the Range indicated. If the Item is Touch, then it must be held or used at Short Range to be effective (such as a sword). In this case, the term "Touch" indicates that the Item can ONLY be used as a Short Range Item. If the Item is Special, then it may not have a Range limit, or the term Range has no meaning for it. This would be explained in the text description.

Value: When the Item is a Weapon, this characteristic shows the value added to the Offensive Calculation. If the Item is used in a Defensive Calculation, this characteristic shows the value added to DR. When the Item is General, this characteristic will show whatever value is associated with its use.

Break Point: This characteristic shows the total amount of damage necessary to destroy the Item. If the calculated damage done to the Avatar who is using it exceeds this number WHILE THE ITEM IS IN THE Ready Pouch, the Item is immediately destroyed. Note that this number is NOT limited to armor! If more than one Item would be broken in this way, the ONE Item with the lowest break point, and only that Item, will be destroyed. If there is more than one Item with that lowest identical Break Point, then ONE is randomly chosen to break. The others "survive". If this characteristic is "0" then the Item cannot be broken by someone else. Note that unless an Item specifically says that it cannot be destroyed, an owning Avatar can ALWAYS privately destroy one of his own Items outside of Combat.

Stealable: This may be Yes, No or Special. If it is Yes, then the Item can be stolen at any time. If it is No, then the Item can only be taken upon the death of the owning Avatar. If it is Special, the Item can NEVER be stolen from the Avatar. Stealing will be explained later.

Requirements: This characteristic will detail anything which is needed before the Item will work. For example, a Weapon may need a specific Proficiency Level before it can be used, or an energy shield may need a power source before it will operate.

Bonuses/Penalties: This characteristic will detail special benefits or drawbacks to using the Item. This characteristic will only pertain to the Avatar using the Item and not, for example, his target.

S/M Mod: This characteristic shows two numbers: x/y. They will represent the addition and subtraction maximums in order to use the Item, as a range of numbers. The user's S/M Modifier must fall WITHIN these two numbers in order for him to use the Item.

Use: This may be Once, a value, or Forever. This characteristic simply shows how many uses the Item has before it is rendered ineffective. If it is Once, the Item is destroyed immediately after it is used, whether or not it was successful in its use. If it is a numeric value (including "1"), the Item has a number of charges which need to be recorded (you should use ink on the Item Card itself) before it will no longer work. Unlike Once, the Item does not disappear, but instead may be recharged (details would be in the text description). If it is Forever, the Item may be used any number of times unless there is some other reason why it cannot be used.

Slot: There are eight "Slots" that an Item can be in when it is in the "Ready Pouch", as follows:

- 1) Head
- 2) Neck
- 3) Torso
- 4) Arm (2)
- 5) Leg (2)
- 6) Hand (2)
- 7) Foot (2)
- 8) Held (2) (might account for one weapon and one shield or one two-handed weapon)

As a general rule, once a Slot is taken up, it cannot be used for any other Item, so an Avatar should normally have a maximum of 13 Items in his Ready Pouch. However, some Items allow for "stacking" because of the way they are designed. This would be represented by a "+" sign after the Slot name. For example, a "cape" might be designated "Torso+", allowing the Avatar to wear it along with another body armor. Likewise, some Items use multiple Slots, and they fill those slots the same way individual Items would. For example, "full plate mail" might be designated "Torso/Arm/Leg/Leg", filling FIVE Slots all by itself. Note that the "Hand" slots are NOT for weapons and shields - they are for gloves or other Items which fit on the hands. The "Held" Slots are ambiguously set aside for things which are held for Combat - and while a given Avatar might not be humanoid, this is consistently applied for ALL Avatars. By the way, the "Held" slots are ambidextrous - "Right Handed" and "Left Handed" are left to the role playing of the character.

Although it might be logical that more than one ring can be worn on a five-fingered hand, a ring will take up one of the two hand slots all by itself. Remember that not all Avatars are humanoid - some have tentacles! Also, remember that Avatars are limited to ONE weapon in their Ready Pouch, unless they have a game effect which specifically allows more.

An Avatar may swap an Item into and out of his Ready Pouch as an Action. This will be explained in detail later.

Attributes

Quick Attribute Reference:

- EF - Elemental Fire
- EE - Elemental Electricity
- EW - Elemental Water
- EI - Elemental Ice
- ER - Elemental Earth
- EA - Elemental Air
- K - Magical
- X - Spiritual
- Z - Zany
- NE - Energy Electromagnetic
- NN - Energy Nuclear
- NP - Energy Photonic
- NF - Energy Fusion
- NQ - Energy Quantum
- NG - Energy Gravity
- M - Mind
- P - Physical
- Y - Reaction
- Y+ - Reaction which can be used vs. Surprise Actions
- S - Surprise Action

Every Action in the Avatar System can be broken down into one or more Attributes. Attributes are given so that the types of attacks can be identified with the types of defenses that are associated with them, and so that every type of Action taken clearly shows what kind of Nexal Energy and Frame of Reference was used.

The most basic of Attributes is the Physical Attribute, symbolized with an "P". When an Avatar punches another Avatar, he is using a Physical Attack. When an Avatar blocks an attack with his shield, he is using a Physical Defense. All P Actions are assumed to be baseline for Offensive Calculations (using OR) and Defensive Calculations (using DR), as explained in the Combat section. All Items which slash, clash, crunch and bang are usually P items, and this will be shown in the "Class" section of the Item. If an Item does not have ANY Attribute, it is assumed to be Physical.

Although many effects in the Avatar System have SOME Physical basis, there are special classifications of effects which help to clarify the frame of reference form which they come. The following Attributes are used to break down the effects in the game into manageable chunks so that defenses make sense. Whenever common sense does not seem to be enough to

determine whether a given defense can cancel out a given effect, players must fall back on the Attributes assigned to the Actions in question. If this still does not clear up the issue, then assume that whatever is not clear is simply not affected by other Powers, Skills or Items that do not specifically say they affect it.

(E) Elemental: There are six different types of Elemental Attributes, and the type of Element represented by the effect will be shown following the "E". (EF) Fire; (EE) Electricity; (EW) Water; (EI) Ice; (ER) Earth (yes, this differs from (P), and is a generic term for any Elemental effect based in solid objects); (EA) Air. Although all Elemental effects are generally of equal capability, they are differentiated so that appropriate defenses can be chosen against them. If a given effect has an (E) Attribute with no second letter designation, it shows that it can affect ANY other Elemental effect.

(K) Magical: This Attribute shows that a specific type of effect is based on a basis of Magic, and can only be defended against by an effect based also in Magic. An example of this Attribute would be a giant fist which has been created in the air - it is not Elemental and it is not based in Energy; rather it is based on its creator's willpower and mystical ability.

(X) Spiritual: This attribute is mired in the unexplained; while the Magical Attribute has basis in reality, the Spiritual attribute is based in "unreality". Any effect with this Attribute transcends normal explanations and can only be countered with equally paranormal effects.

(Z) Zany: This Attribute pertains strictly to the Cartoon Genre and includes effects which have no other explanation other than absurdity; generally these effects can only be countered by other Zany effects.

(N) Energy: There are six different types of Energy Attributes, and unlike the Elemental Attributes, they are not all of equal value. While Elemental effects have their basis in raw power, Energy effects reflect "refined" power - they are the hallmark of technology and the Technology Genre, although we see Energy effects in other Genres as well. If a Terran is going to use some sort of effect, it is most likely going to have either a Physical or Energy Attribute. The same principles that apply to Elemental Attributes apply to Energy Attributes; if a given effect has an (N) Attribute with no second letter designation, it shows that it can affect ANY other Energy effect.

The Energy Attributes are as follows: (NE) Electromagnetic Energy, which is based on the principles of electric and magnetic power (the reason there is a difference between EE and NE is that EE is a BASIC raw power, while NE is a harnessed, directed power); (NP) Photonic Energy, which is based on light (lasers, flashes, holography); (NN) Nuclear Energy, based on radiation and nuclear power; (NF) Fusion Energy, which is based on the science of implosion and atomic anti-matter; (NQ) Quantum Energy, which is based entirely on the random science of quantum mechanics; (NG) Gravity Energy, which is based on the strongest forces known to the natural laws of Physics. Note that there are possibly stronger forces to be tapped in the Multiverse that have yet to be discovered!

Finally, there is the (M) Mind Attribute. Effects with the M Attribute stand alone in that they are the result of pure mental power and do not touch the real world at all. All Mental Attacks and non-combat Mental Effects are considered to have an M Attribute, and may ONLY be countered by other M effects.

If an effect has more than one Attribute, then it has its roots in all of the Attributes listed. If one of those Attributes is negated by another effect, then the remaining Attributes will remain in effect on a percentage basis. For example, if someone uses a Flaming Sword (PEF) against someone with a Ring of Fire Protection (EF) which negates any EF Action, then the Flaming Sword would be reduced to HALF of its effectiveness because of its P Attribute. If it were a Flaming Ice Sword (PEF, EI), it would be reduced to two-thirds of its effectiveness.

In the sections which follow, the term "Real Combat" will be used frequently - the exact definition of "Real Combat" is the use of any effect which does NOT have the (M) Mental Attribute. Real Combat could include a fist (P), a Flaming Sword (PEF), a laser pistol (NP), an Ice Bolt (EI), etc.

There are two additional Attributes which are applied to Items, Skills and Powers. Effects which could possibly counter them must be specifically labeled as such. These two Attributes are listed along with the other Attributes in parentheses, but they define HOW the effect may be used instead of what it consists of.

Anytime an Action is taken, it has the potential of sparking a Combat. You are not able to just go up to someone and hit them with a sword; an Action like that must be announced, and Initiative must be taken into account. Some Actions, however, can be taken as "Surprise" Actions, and are designated by "S". For example, all Long Range Attacks and all Mental Attacks may be used as S attacks. These Actions can be taken with no prior warning, and go

into effect immediately. Once the Action is taken, a combat may begin as a response to the Action, assuming the target is able to retaliate. Unless otherwise specified, Surprise Actions can NOT be stacked; only one is allowed before a Combat is mandatory. This applies to any Avatar in sight range of the original Surprise Action. Once a Surprise Action is performed, another may not be performed by any Avatar in sight range of the original Action for a period of ten minutes; further, no Surprise Action may be performed by anyone who has been in a Combat in the last ten minutes, nor into an existing Combat (even if the Avatar who wants to perform the Surprise Action has not been a part of the existing Combat).

Some Actions can be used as "Reactions", which means that they can be declared as an immediate (appropriate) response to something which has just happened (including something which HE has just initiated) and do not count as an Action. As examples, a declaration of combat can be followed by a Suggestion that the declarer NOT attack a certain Avatar, and the use of Detect Invisibility can follow the attempt to attack an invisible target. Any Items, Skills or Powers which can be used as a Reaction are designated by "Y".

Further, while a majority of Reactions need to be "invoked" (Suggestion is a good example), some are designated as "continuous", which means that just by virtue of the Avatar having them, they almost become a part of the Avatar (even though the Avatar always has a choice of whether or not to use them). No Powers fit into this category, but any Power which has a continuous effect (such as Mind Blank) is considered to fit into this category. The reason we make this differentiation is almost exclusively for the purposes of responding to a Surprise Action. Any Skill which has the "+" designation after a "Y" is allowed to be used when defending against a Surprise Action. In the case of any Skill which requires an Item to be useful at all, obviously that Item MUST be readied for the Skill to be applicable - in other words, if someone has Edged Weapons III and is Surprise Attacked, he gets the +5 DR bonus IF he is already holding a sword. But since drawing a sword is NOT considered to be a Reaction, he cannot draw a sword and apply the bonus just because it has a "+" designation. The same holds true for a Martial Artist who needs his hands free to get his DR bonus - if he is holding something, he cannot "put it away" and declare his Martial Arts DR bonus in response to a Surprise Action.

Skills and Powers

Unlike Items which are physical objects that are purchased or traded from other Avatars, Skills and Powers are purchased ONLY with APs (or, in the case of Skills, granted by the Avatar's House). Also unlike Items, purchased Skills and Powers can never be removed from an Avatar once they are earned.

The basic difference between Skills and Powers is that Skills are available to all Avatars and Powers are only specific to Genres. Powers have a minimum EM requirement which must be met before the Power can be earned by an Avatar. If the Avatar's EM falls below this minimum requirement for any reason in the future, the Avatar cannot use the Power until the Avatar's EM is restored to at least the minimum value necessary to use the Power. Likewise, Skills sometimes have a minimum Stat requirement before they can be used, and this requirement must be met before the Skill can be earned. Again, this requirement must be maintained for the Skill to be used (note that the free Skills which are given by the Avatar's House do not have any Stat requirements, even if they are listed in the Skills section with a Stat requirement). Even if a Skill or Power cannot be used because of this restriction, it remains a part of the Avatar, albeit dormant.

In order to use any Power, you MUST spend at least the minimum amount of EM shown in the description. Except for those few Powers which have only a simple cost to invoke, the more EM you put into a Power, the more effect will come out of it. Powers which cause damage to an opponent have their own Offensive and Defensive calculation (explained later) which is written right into the text of the Power. If the Power is substituting for a Combat Action, then this calculation overrides the normal combat calculation. This calculation always involves EM, and the minimum amount of EM that you may use is the EM requirement of the Power. You may use any amount of EM from the minimum requirement up through your currently available EM. Remember that you can only use as many EM points as you actually have in a single Combat or within 10 minutes outside of combat when using Powers. When a calculation involving EM is called for within the description of the Power, the EM number which should be used is the actual amount of EM that you decided to put into the Power when you invoked it, NOT your total EM. Remember that EM is finite, so using it all on one Power may achieve the desired effect but will leave you powerless for the remainder of the combat (or ten minutes if outside of combat).

Many Skills have "upgrade" potential, so that they can become more and more powerful as the Avatar earns more AP. For example, you can purchase Edged Weapons at a very early Level (starting at 2) for only 5 AP. But when you want to start to build it to a more respectable Skill, you will be putting more and more AP into it to grow its numbers.

All Skills and Powers have a cost associated with them that represents the amount of APs which must be spent to earn them. Once this cost is paid (upon reaching a new Level), the Skill or Power becomes a permanent part of the Avatar. Note that there is no specific restriction on the number of Skills and Powers an Avatar can have other than the number of APs he is able to spend on them.

As an example of the previous two paragraphs, you will find that Edged Weapons can be bought for 5 AP. This by itself allows the Avatar to WIELD a sword (among other weapons). Once this is purchased, the Avatar can spend an additional 10 AP to improve his Edged Weapons Skill by +6 OR. This brings the Skill up to "Proficiency 2". Note that the amount of AP necessary to advance any given Skill forward is part of the description of the Skill. There is usually a special circumstance which becomes invoked at a certain Proficiency; for example, when Edged Weapons becomes Proficiency 3, the Avatar begins to get a DR bonus from it as well.

Appendices B, C and F through J list all of the different Skills and Powers available to Avatars. If an Avatar's Genre Selection includes more than one Genre, he is free to choose Powers from any of the Genres that are represented. The Avatar's CC will list the name of the Skill (and its Level) or Power that he has, but for the actual application of the Skill or Power, the Avatar should keep the appendices available for reference.

Skills and Powers also share limitations on how often they can be used. Some Skills and Powers can be used any number of times, but many can only be used once during a set interval (an hour, a day), and some restrict their use to one target per interval. This will be clearly presented in the description of the Skill or Power, but its enforcement is a matter of trust. Since a day is a long period of time, we trust you as the player to keep track of a Skill or Power which has been used and to not use it again until it is legal to do so.

As previously noted, each House has a series of Skills which are conveyed to its members. Some House Skills are actually Proficiency Advances of the basic Skills; they add either a basic (Proficiency 1) understanding of the Skill as if it were purchased, or they add a Proficiency Level to a purchased Skill. Some House Skills are "Enhancements" to Skills which otherwise may not have Proficiency Levels. And some House Skills are unique to the House and are not available for purchase altogether. Unlike other Skills, an Avatar is assumed to have the Skills of his House based on the Tier level shown on the front of his CC, and therefore does NOT have to reveal the back of his CC to use a House Skill. Anytime ANY non-Lord Avatar (10th level and above) uses ANY House Skill (except for the actual House Fleming Skills), he must make a separate single card pull from his REMAINING AC Deck (the card will return to his deck regardless of the result). If the result is an Ace AND the Avatar using the House Skill is a Fleming using a non-Fleming House Skill, he may not be able to use the Skill OR may have blown his cover. This is explained in detail in the House Fleming section in Appendix A. If the Avatar is NOT a Fleming, the card pull is for game consistency only.

Any Skills or Powers which enable the user to use a "Mental Action" will call for the following calculation comparison: (MIND + AC Pick + modifiers) vs. (MIND + AC Pick + modifiers). In order for the Skill or Power to work, the Avatar's calculation must simply exceed the target's calculation. In the case of actual Mental Attacks which might cause damage, please see the section on Mental Combat. Remember that Mental Actions are not possible without some Item, Skill or Power to invoke them.

Unless otherwise noted, if the same Power is used by more than one Avatar at the same time, the effects are calculated separately, not combined (unless there is a numerical addition or subtraction which logically would affect a target twice). Further, a second use of the same power will generally be cumulative unless otherwise noted (for example, two Toxic Cloud attacks will do damage twice per combat round).

As a final note, the Avatar System is meant to be a very open and creative system, in that the Powers available to the players are extremely generic. For example, one of the powers is "Physical Projectile", which has set characteristics such as the amount of damage it can cause and under what circumstances it can be used. It is up to the player who owns the Power to define it for the frames of reference of the players who will witness it. For example, that same "Physical Projectile" might be a magic arrow, a steel ball, a rock, or perhaps a flying chipmunk. Avatars are therefore much freer to define what their character's Abilities are when they describe an Action to the Avatars around them.

Life and Death in the Nexus

As you know by now, Avatars are immortal as long as they stay in the Nexus (or Journey under its protection). So an Avatar cannot actually die. But tension fills the Nexus and the social structure is such that combat is inevitable. There are many ways for Avatars to harm each other and many

disputes and political struggles are settled with deadly force.

At any time that an Avatar's LIFE Stat drops to 0 or below, the Avatar is considered to have temporarily "died". In exactly four minutes after the Avatar's "death" (this is established either as the end of the Action which caused the Avatar's death OR the end of the entire combat in which the Avatar was involved, whichever is later), the Avatar's body will disappear in a wisp of smoke, and the energy which usually forms the Avatar will not be able to form for a period of one additional hour. The exception to this rule is any Avatar from the Cartoon Genre; we'll get to that in a moment.

During the four minutes that the Avatar is "unconscious", the Avatar who "killed" him has the opportunity to steal one Item from the Avatar's Ready Pouch (and only from the Ready Pouch) with no penalty. If the "Killing" Avatar declares his intention to steal an Item, the unconscious Avatar must pull out all of the Items from his Ready Pouch, whether or not they are Stealable. The thief then may pick any ONE Item he wants, OTHER than the unconscious Avatar's Special Item. Note that the "killer" may default his steal to a second Avatar, but under no circumstances will more than one Item be taken in this fashion per death.

In a group combat situation (explained later), the victorious side will determine (in whatever fashion they see fit) who gets to take an Item from which unconscious Avatar. Remember that only one item may be selected (whether or not it is Stealable) from each unconscious Avatar before the Avatar disappears.

Also during the four minutes of unconsciousness, there is the opportunity for another Avatar who has a Power which can alter the normal effect of death to save the unconscious Avatar (or in some cases, to send him to a worse fate). This may happen before or after an Item has been taken. Note that if the victor wants to steal an Item at the same time that another Avatar wants to Change his status, an Initiative calculation is called for (explained later), and Actions are taken in Initiative order. Note that all of the "debate" must be accomplished within the four minute grace period!

As noted above, if the Avatar died during a combat, the four minutes begins immediately after the combat ends; this period of time is called the "grace period". No COMBAT Action may be taken by or against any Avatar who was involved in the combat in which the Avatar died. This allows stealing, the Resurrection and Necromancy Powers to be used, and any other Items or effects which may be applicable. If an Avatar who was NOT involved in the combat decides to affect the corpse(s) during the grace period, NONE of the Avatars who were IN the combat may affect him, HOWEVER, an Avatar (or group) who was NOT involved in the combat MAY initiate a combat with this new Avatar, possibly preventing him from using his Power (or steal an Item) within the four minute time frame.

This grace period is invoked ONLY IF one or more Avatars died during the Combat. For the purposes of EM and LIFE replenishment for surviving Avatars, the grace period is a continuation of Combat which does NOT count towards the ten minutes of out-of-combat replenishment (see the Combat section for more details). The grace period is considered to be over at the end of four minutes or when there are no more dead bodies to affect.

Assuming that the Avatar is not resurrected or otherwise affected by "alternate death" Powers, he MUST turn in his CC to a Double Exposure official, who will hold it for the period of time the Avatar cannot act (the killer may want to escort the dead Avatar for the purposes of making sure that the CC is turned in). If this happens at an event where Double Exposure has NOT set up operations, it will be a matter of trust that the dead Avatar will put away his CC out of sight.

A hole must be punched in the "Death" area of the CC, and the number of deaths that his character has will be taken into account when he advances to his next Level (as previously explained).

During the time that the Avatar is in "limbo", he may not take any direct Action in the Nexus, and this includes communication. It is assumed that the ethereal form of his energy is resting and that he is unable to actually reach any other Avatar in any other way. Note that this all ties in with the fact that you cannot actively participate in the Nexus unless you are in possession of your CC, which is taken away from you when you die.

The dead Avatar IS able to Journey (and to communicate OUTSIDE of the Nexus through a Host), since his energy is able to Wander into a Host normally. He just cannot change into his normal Avatar form until the time period is over. However, the Nexus does make an exception for Skill Challenges, as long as the dead Avatar does not affect the Nexus in any other way.

As for Cartoon Avatars, they have no such concept as "death", so they operate slightly differently. A Cartoon Avatar whose LIFE is reduced to 0 will

still enter unconsciousness the way other Avatars do, and this will last for 4 minutes past the end of the Action or the entire combat in which he died. However, at the end of the 4 minute period (during which he IS susceptible to scavenging and other "alternate death" Powers), he will become an "alter ego", in possession of his CC, for a period of one hour. This alter ego might be a flower, an antelope, or a ghost of his character. For all intents and purposes, he becomes a zero level Avatar, unable to affect anything in the game or be affected by anything in the game, but may communicate freely with everyone else. Note that a Cartoon Avatar NEVER loses future AP points the way other Avatars can.

Non-Combat Actions

The vast majority of things which an Avatar can do in the Nexus need no specific rules. Most role playing is done without guidelines and most political maneuvers are performed within the framework set in this document.

An "Action" is assumed to be anything which an Avatar does to affect another Avatar or the Nexus itself. Many Actions can be performed outside of combat, and will not provoke a combat.

The Actions which need specific rules mostly center around combat, and we will discuss that in the next section. For now, let's talk about an important concept, that of the "Surprise Action". As pointed out in the Attributes section, any time you affect someone in the game with an effect, you generally have to alert the player and use Initiative. This reflects the natural alertness of all Avatars, who would, for example, see another Avatar with a concealed weapon come towards them and probably react in natural paranoia. However, there are Actions and effects which can be used outside of combat, and these are designated by the (S) Attribute. One specific Action is part of the normal ruleset, and it is detailed here.

Pickpocketing (P/S) is an attempt to steal an Item from an Avatar's Ready Pouch without engaging the Avatar in combat. To do this, you announce to the Avatar that you are attempting the Action, but you do not have to tell him WHAT you are attempting to steal. Then you use the following pickpocket calculation: (DR + AC Pick + modifiers). The potential victim now uses the following detect calculation: (MIND + AC Pick + modifiers). If your pickpocket result is higher than the target's detection result, you follow the procedures shown previously for an unconscious Avatar, EXCEPT that items which are marked "Stealable: No" may not be taken. The Pickpocketed Avatar does NOT know "in character" that something has been stolen until you are safely out of sight, and the victim cannot retaliate for one hour if he finds out "in character" (from someone else) who pickpocketed him. HOWEVER, if you randomly choose an item which has a Stealability characteristic of No or Special, you have not only failed to Pickpocket it, you have also alerted the target (and he may attack you with Short Range Combat). You may only attempt one Pickpocket per Avatar per hour, even if you fail. If you choose an Unstealable item, or your Result is equal to or lower than your victim's, you have failed, and the target is alerted to you and can attack you if he chooses. Note again that CREDITS CAN NOT BE STOLEN BY PICKPOCKET! Also, picking pockets may not be simulated by actual pocket picking! Anyone caught physically stealing property will be banned from the Avatar System by Double Exposure. Although Pickpocket uses the MIND Stat, it is not considered to be a Mental Action.

You may not Pickpocket someone who has been declared as a Combatant in a combat.

As a note regarding the Ready Pouch, it should be stated that no Avatar is actually obligated to carry ANY of his possessions in his Ready Pouch. However, this is a serious issue if that Avatar gets attacked, because at the exact moment he is put into Combat, EACH AND EVERY ITEM which gets put into the Ready Pouch counts as an Action during that Combat. So if he is trying to protect his Items from Pickpocketing by not having them ready, and he gets attacked, he could easily be dead before he puts his rings on. As a consolation, that means that nobody can take anything from his body either!

Combat

Although combat in the Nexus has been simplified drastically from other gaming systems, there are a LOT of things which can make it very complex. We have decided to present combat in three sections (this one and the next two) and to use this first section to set forth the steps, in order, of all combat in the Nexus. In the following two sections, we will explain individual Actions and the role of Mental Combat in a straightforward way which will allow you to see how they fit into the following steps.

We must take a moment to explain that everything you are about to read is to be considered a framework for combat. There are so many rules here that are stretched or otherwise broken that it is hard to imagine any round of combat actually proceeding exactly as it is described below. So we will state now that in absence of any contradicting rules, this is the framework

to be used, but any Item, Skill or Power which contradicts anything shown below will take precedence.

The key to understanding combat in the Nexus is that all of the following rules assume that an Avatar can hit another Avatar with a basic Physical attack (be it fist, pseudopod, leg, whatever), and that there is a base chance to hit (plus a random element) and a base amount of damage (plus a random element) that will be done, assuming no additional modifiers at all. The reason the following steps are necessary is because there are a LOT of modifiers which can be added into the sequence, and this is especially true when you have more than two combatants.

Some Powers (described later), Skills and Items are designated with the symbol "S", meaning "Surprise". ALL Mental Actions and Long Range Actions (see below) fall into this category as well. This means that they can be used ONCE on an Avatar or group of Avatars without a Combat declaration, unless that Avatar or Group is already in a Combat (in which case, the attacker must join the combat and draw Initiative in the NEXT round in order to affect it). Whether or not they are successful, the target(s) retains all knowledge of the Action (even after its effects are finished, unless otherwise noted), and can initiate a normal Combat immediately after, if he is able to. Note that under no circumstances can a Reaction be invoked because of a Surprise Action, but as explained in the Attributes Section, any Skill or Item which is designated with a "Y+" can be used automatically in defense, assuming the logical conditions for its existence are met (i.e. the Item is actually being held or worn).

ANY Long Range Action can be made by Surprise; the exact circumstances of this are as follows (note that these rules should also be applied to ANY Surprise Actions, except where specifically noted differently):

- 1) The target must NOT already be involved in a Combat (as noted above).
- 2) The target must actually NOT know that the Long Range attacker is anywhere near him and about to attack. Now it should be obvious that this rule is subject to misunderstanding, therefore it is the burden of the attacker to PROVE that the target did not know of his presence, and the best way to do so is with the use of a neutral third party (like a GM), who also assists in this rule. Mental Actions are exempt from this condition.
- 3) Someone who is neutral and not in character (it does not necessarily have to be a GM) can notify the target that he has been attacked at Long Range, OR the attacker can remove his House button and inform the target (and prepare to resolve the attack), and THEN the attacker can go back to his original vantage point and re-enter the game.
- 4) The resolution of the attack follows all normal rules and the target gets all of the defense he is entitled to.

Only ONE Surprise Action by ONE Avatar may be made in a given situation before a Combat must be declared, no matter what the circumstances are. If more than one Avatar wants to Surprise an unsuspecting Avatar, then an Initiative draw will be done to see who will perform the Surprise Action.

The following rules govern ALL Combat:

A Combat begins with a simple declaration of intent to use an Action. Once this happens, the intended target(s) must oblige the declaring Avatar with a game response (they cannot just run away out of character).

Once a Combat is established, it proceeds in "rounds", which consist of a series of steps. Until you are used to the details in each step, it is suggested that you have these rules handy and that you go through them one by one, even if they don't seem to apply to the current situation. This will give you the discipline necessary to deal with the more complex situations which you are bound to get into.

The very first thing to be done as soon as a Combat is established is to determine how much EM and LIFE each Combatant has. Each Avatar who is involved in the Combat must make a note of his remaining EM and his remaining LIFE. The beginning of Combat is considered to be an effect to both EM and LIFE and therefore the 10-minute counter is immediately reset without replenishing either.

Any EM which is used DURING the Combat will be replenished 10 minutes from the end of the Combat (or, if it is necessary, the end of the grace period). Any LIFE which is lost DURING the Combat will be replenished 10 minutes from the end of the Combat (or, if it is necessary, the end of the grace period) UNLESS the Avatar dies during the Combat.

Whenever any AC Pick is made (NOT including the Initiative draw), any card OTHER THAN AN ACE which is drawn will be removed from the target's AC Deck until the entire round is over (all cards are replaced during the Clean

Up step). In this way, a powerful Avatar who is being faced by multiple assailants can be worn down by numbers (each card removed from the deck makes a drawn Ace more likely).

The actual length of time of a round in game time is determined to be the amount of time it takes to sort everything out. In other words, there is no specific amount of game time that a round takes. Then again, time is mostly meaningless to immortal Avatars, isn't it?

If an Avatar wishes to enter a Combat after the first round has begun, he may do so at the beginning of the NEXT round (ONLY). He may NOT enter closer than 6' to any other Combatant (in other words, he must enter at Long Range until he (or someone else) is able to change his positioning. He must make a normal Initiative draw just like all of the other Combatants at the appropriate time. Note that there is NO WAY of surprising any Avatar who is already involved in a Combat.

The following steps must be followed in order for EACH round of combat:

Step 1 - Establish Combatants: Each person who will be performing an Action during this round must announce his intention to do so now. Note that players do NOT need to say WHAT they are doing, only that they will be doing something. Also, any combatants who are Taking a Blow (explained later) for another Avatar as determined in the previous round should declare their intention to continue in that capacity during this round (they will NOT do anything further this round other than ensuring that the Avatar they are Taking a Blow for will not be attacked).

It should be determined immediately at the beginning of any given round that all of the Combatants are ELIGIBLE to be in the Combat. This means that they have been wearing a House Button for at least a minute before the combat was even suggested, and this in turn means that they are in possession of their CC. Checking this at the beginning of the Combat and for any new players entering a subsequent Round will save a lot of aggravation later. Also, once established, Combatants may NOT move from the spot they were in when the round is established.

Each Combatant's Range Status is determined at the beginning of each Round, and is no more specific than 5 foot increments (usually that is good enough to settle disputes, and no distance measurement in the System is more specific than 5 feet increments). Any Combatant who is 5 feet or closer to an Avatar is in Short Range of the Avatar. Any Combatant who is greater than 5 feet from an Avatar is in Long Range of the Avatar. An Avatar may be Short Range to some Avatars and Long Range to others. We will discuss the difference in a few paragraphs.

Step 2 - Establish Items in Ready Pouches: Each Combatant, during his first round of any given Combat (in no particular order) must show his Ready Pouch to all other Combatants. Combatants do not need to reveal the characteristics of Items which are in the Ready Pouch, BUT he must show the backs of the Items so that other combatants can see what Slots are in use. In subsequent rounds, a player may add a single Item and/or remove a single Item from the Ready Pouch INSTEAD OF performing an Action during that round; this is called an "Item Swap". Any Item he Swaps into the Ready Pouch is immediately "in use" in whatever fashion it works. Only Items which are in the Ready Pouch may be used during the Combat. By the way, picking up an Item on the floor or one which is handed to you counts as an Action also, AND a swap must be fully explained to all other combatants: for example "I am putting the sword I am holding away (out of my Ready Pouch) and I am picking up the mace which is on the floor and putting it into a Held slot of my Ready Pouch instead. This is my Action."

Step 3 - Establish Defensive Stances: Each Combatant involved in the round can declare that they are taking a Defensive Stance for this round (only). This doubles their base DR for the rest of the round, and prohibits them from taking any Action at all for the rest of the round. Items which are Continuous are factored into calculations, but all other Items, as well as all Skills and Powers (unless they are simply continuous defensive and are automatically factored) can NOT be used. The rationale behind this rule is that the player is so busy dodging or otherwise concentrating on the incoming attack(s) that he has no time to activate or otherwise use any other game effects.

Step 4 - Determine Initiative: Each Combatant (as established in step 1) determines his Initiative result for the round using the following calculation: (IN + AC Pick). This will establish the order of Combat for this round (only). If there are enough Combatants that it will be difficult to remember who goes first, it is suggested that you write down the order of combat. Any ties in the Initiative calculation should be broken by a single AC Pick (do not add IN to tiebreaking draws). Continue with single AC Picks until all ties are broken. All Cards drawn during the Initiative step are returned to the AC Deck; all subsequent draws will remain pulled from the deck until the end of the round.

Step 5 - Perform Actions: Each Combatant (as established in step 1) will now, in order of determined Initiative, announce and perform a single Action. This Action may be one of the basic maneuvers shown in the next section, or it may be the use of a single Item, Skill or Power. Note that each Combatant does NOT need to reveal what he will be doing until it is his turn to Act.

At this time, we will discuss Long Range Actions. As long as a Combatant has a valid Long Range target (defined as any Combatant who is more than 5' away from him), he may use a Long Range Action (if he has one available). By doing so, he will HALVE his DR (rounded up) for the remainder of the round for all subsequent calculations which involve it. This effect is CUMULATIVE for the remainder of the round (should the combatant have a second opportunity to use his Long Range weapon during the same round), but is reset at the beginning of the next round.

Long Range Actions have a range of line of sight unless otherwise specified. This means that if you as a player can see your target, it is a viable target - we assume 360 degrees in most cases - unless a specific, explainable and applicable game mechanic is blocking the target. However, many Powers and Items DO specify that they have a maximum range that they can be used, and this must be taken into account at all times, and honored once Combat positions have been determined. In addition, when a Combatant is targeted by a Long Range Action, a "Melee Check" must be performed. A Combatant is determined to currently be in a Melee if A) He has attacked any other Combatant with a Short Range (P) attack during the very last Action he was eligible to take or B) He has been attacked by any other Combatant with a Short Range (P) attack SINCE the very last Action he was eligible to take.

If a Combatant uses a Long Range Action directly on another Combatant who is involved in a Melee, there is a chance that he will hit someone else involved in that particular Melee. A Combatant is considered to be a part of the Melee if he is currently involved in either part A or B of the Melee Check as defined above (for example, if the target is attacking one Avatar and being attacked by a third, all three are considered to be in his Melee). Once the Action is declared, a random draw must be made to see WHO is actually targeted by the Action. This is on a one-to-one basis, so if there are three Combatants involved in the melee, there is a one in three chance (draw from three cards or some other random number generator) of hitting any one of them. There are two modifiers to this chance: First is the level of Marksmanship Proficiency the attacker has (which is discussed in the Weapons Proficiencies" section), and second is the S/M of the Combatants involved in the Melee. For each point of negative S/M of each Combatant in the melee, one chance is removed from the draw (with a minimum of one chance to hit that target), and for each point of positive S/M of each Combatant, one chance is added to the draw. Once the drawn target is established, the Action MUST be performed, even if it will target someone whom the Combatant does not want to target.

Step 6 - Determine Reactions: Some Powers, Skills and Items allow Avatars to REACT to the declaration of an Action by another Avatar (designated by the (Y) Attribute). At this time, ALL Reactions MUST be declared immediately and simultaneously, even if they are identical. After Reactions are declared, each one will be resolved individually in order of Initiative, and all Reactions are considered to be used, even if they duplicate results. For example, if several Suggestions are to be used to prevent an Avatar from performing a certain Action, they must all be declared simultaneously, and even if the first Avatar successfully Suggests that the Action not be taken, all of the other Suggestions which were declared MUST also be used. After all Reactions are resolved, the initial Action will be resolved.

Special Note: Any Avatar who is already under the control of another Avatar (via one of the Mental Skills, Powers or Items) may be commanded as necessary (and freely) as a Reaction, BUT that command must be declared, in Initiative order, along with any other Reactions. This rule even includes commands to Zombies on how to react to a given Action.

Step 7 - Clean Up and Establish Next Round: During this step, any loose ends from the round will be cleaned up and finished, and it will be determined whether the combat will continue or not. If there are at least two Combatants still in the Combat and at least one of them who wishes to continue the combat, it MUST continue. If there is only one Combatant left, the combat immediately ends or enters the grace period. Note that while there are ways to escape combat (for example, Fleeing, explained in the next section), simply refusing to enter a combat is NOT one of them. If an Avatar wishes to attack you, it must be in the combat structure (whether or not you are fighting back). Such is the risk you take by being in character. All effects which last until the end of the current round will stop at the beginning of this step. All Cards pulled from the AC Deck are returned to the Deck at this time, ready for the next round (if necessary).

At the end of Combat (or at the end of the grace period, if it is necessary), ANY Combatant has the ability to declare a free "Flee" Action (explained in the next section), which will take effect without contest. If he does so, all

the rules of Flee apply as if he had fled during the Combat. If he does not choose to Flee, he is subject to being attacked as normal. He must declare his intention to Flee immediately at the first opportunity, and must be given a chance to do so before any new Combat is initiated. Note that no Surprise attacks may be made by anyone who was in the Combat he has just finished, and no surprise attacks may be made by other Avatars until he has been given the chance to declare his Flee Action.

Combat Actions

The following Actions are the basic maneuvers you may perform during the Action step of combat (step 5 above). When it is your turn to perform an Action, you may perform one of the following basic maneuvers, or you may instead use an Item, Skill or Power. However, you are limited to ONE Action during each round of combat (unless specifically directed by an Item, Skill or Power).

Short Range Combat: In order to use a Short Range Action, the Combatant must 5' or less from his intended target. The Combatant declares HOW he is attacking his target. He has the ability to declare that he is using ONE (and only one) Item to supplement the attack, as long as the Item is in his Ready Pouch. Other Ready Pouch Items might be Continuous and they will also be declared. In some cases, Items MIGHT stack, in the sense that multiple Items can indeed be used during the same attack - these would be very clear on the ICs themselves, otherwise he can only use ONE Item.

Now the Combatant calculates his Offense. Skills and Powers can be freely added to the calculation, as long as they do not constitute a second form of attack (many Powers can SUBSTITUTE for an attack, and in that case, you would use the description of the Power as the calculation of the attack). The calculation is (1 AC Pick + OR + modifiers). As previously noted, if the AC Pick contains an Ace, this entire calculation will equal 0 (Item modifiers are part of the calculation).

The Combatant is not obligated to add his entire OR to the attack. He may "pull his punch" by adding as much of his calculated OR (defined as the OR which is available to him as a result of adding in all modifiers) as he wants to (but he must add at least 1 point). This option is not available if the Item he is using to supplement the attack specifically states that he must use his full OR when it is being used. In the case of most Weapons, pulling your punch means you are (for example) targeting a leg instead of a torso, etc. Note that he MUST announce how much of his OR he is using BEFORE the AC Pick. 10's drawn while "Pulling a Punch" do NOT allow another card to be drawn, but count as a full 10 points.

Once the Combatant's Offense is calculated, it is time for the target to calculate his Defense. First, he declares whatever Items which will be helping to supplement the Defense, as long as those Items are in his Ready Pouch. Any Item which is in a valid slot AND is Continuous may add to his defense. If any of his Items must be INVOKED (for example, a ring which forms a force field ONLY when he is attacked, then ONLY ONE of such an Item can be used. Now the target calculates his Defense. Skills and Powers can be freely added to the calculation, as long as they do not constitute any sort of attack. The calculation is (1 AC Pick + DR + modifiers). As previously noted, if the AC Pick contains an Ace, a special draw is required which will subtract from the calculation (see rules for "Action Cards", above).

Now the Offense is compared to the Defense. If the Defense equals or exceeds the Offense, the attack misses and does no damage, and the Action is over. If the Offense exceeds the Defense, then the attack hits. The target's LIFE is thus decreased by the point difference between the Offense and Defense (i.e. 15 Offense vs. 10 Defense = 5 points of damage). If the target's LIFE is still above 0, he is "wounded", but may continue the combat. The Action is now over.

Long Range Combat: All Long Range Combat works exactly the way Short Range Combat works, with one exception: Instead of using OR, the Combatant uses DR in the Offense calculation. As above, the Combatant may add as little or as much of his DR as he wants to the attack calculation, unless the Item, Skill or Power he is using for the Long Range Attack specifically states otherwise. Remember that the Combatant's DR is HALVED (rounded up) for all subsequent calculations for the remainder of the round, cumulatively.

In order to use a Long Range Action, the intended target must be greater than 5' away.

Taking a Blow: An Avatar may elect to "jump into the path" of an attack directed at another Avatar, if he is in Short Range of the target. This Action takes effect immediately, so any further attacks in the current round will be affected. However, the Avatar taking this Action may carry it over (declared in step 1) and continue it into the next round. The Avatar who is Taking a Blow can perform no other Actions (it is assumed that all of his concentration is going towards protecting another Avatar). The Avatar who is being thus

protected will continue to be protected IF and ONLY IF he does not take any Action other than Flee (explained later). At the point where the protected Avatar takes any Action other than Flee, he is no longer considered to be protected by the Avatar who is Taking a Blow, and if the protecting Avatar wants to continue protecting him, he must re-establish Taking a Blow with the Avatar during his next Action step. Note that the use of the Flee Action is optional in this situation; the Avatar being protected may very well just sit there and do nothing.

Taking a Blow may not be combined with any other Action (such as Defensive Stance or Flee), and an Avatar Taking a Blow is NOT allowed to use the Combat Flexibility Skill. It has NO effect on Mental Attacks directed at the protected Avatar (although an Avatar who was going to Mentally attack the protected Avatar may decide to attack the Avatar who is Taking a Blow instead). Further, this Action can NOT be used as a Reaction; the protecting Avatar MUST announce his intention to Take a Blow during HIS Action (as determined by Initiative), so he cannot protect an Avatar from an attack during a faster Avatar's Action.

You may NOT Take a Blow if you are involved in a melee which does not include the Avatar you want to protect, even if you are within 5' of that Avatar.

Fleeing Combat: An Avatar may declare a Flee Action, in which he attempts to escape from the current combat. The Avatar calculates his chance to Flee in the following manner: (1 AC Pick + DR + modifiers). Any other Avatar who is involved in the combat may now challenge the Fleeing Avatar by calculating his chance to Catch: (1 AC Pick + DR + modifiers). If ANY single Avatar's Catch calculation exceeds the Fleeing Avatar's Flee calculation, the Fleeing Avatar has FAILED, and must continue in the current combat.

If the Fleeing Avatar's Flee calculation equals or exceeds ALL challenging Avatar's Catch calculations, then he has successfully Fled the Combat. In this case, the Fleeing Avatar cannot remain in the presence (line of sight) of any of the remaining Combatants during the remainder of the combat. Further, he may not become a Combatant in any combat for a period of one hour from the time he Fled (he may neither attack nor be attacked, but may continue to perform non-combat-related actions in the Nexus). The Avatar who has Fled cannot be the target or initiator of any Surprise Actions during this time (including Pickpocket), and he cannot point a Weapon at or makes any threatening gestures at anyone during the hour, and may not interact IN ANY WAY with any of the Combatants he Fled from.

Special Note: Although in most cases any command given to an Avatar via one of the Mental Skills, Powers or Items must fall within the framework of the rules (i.e. an Avatar cannot be commanded to attack if it is not his turn to do so in a combat), a special exception is made for the command to Flee, IF AND ONLY IF anyone who might stop the Avatar from Fleeing immediately declares that he will NOT attempt to stop the Avatar from Fleeing. Under this circumstance, an Avatar can be commanded to immediately leave a combat and begin his Flee time.

Charge: Any Combatant may Charge to a new position on the battlefield as an Action, as long as there is currently no hostile Combatant within 5 feet of him (defined as any Combatant who is still ABLE to affect him with a Short Range Action and who states his hostility and therefore his objection to the Avatar using a Charge). The result of the Charge must be determined in advance, and is determined in 5 foot increments (for the purposes of a Charge maneuver, actual distance traveled does NOT influence the result or the timing). When Charging to a new position, he will simply declare generally where he wants to end up, based on common sense placement of other Combatants. For example, he might say "I am closing to within 15 feet of Player A, which puts me 20 feet away from Player B" - if there is a dispute about actual range, it should be resolved by applying common sense to prior calculations, or in the case of an unresolved dispute, by random draw.

Once an Avatar has established where he is Charging, any other Combatant whose VERY last Action (either in the current combat or outside of combat; for example, a Surprise attack) was a Long Range Action specifically directed AT the Charging Avatar (group effects do not qualify) gets EITHER a "free" Action at Long Range, directed ONLY at this target (it cannot be a group effect), OR gets a "free" Item Swap (at each player's discretion). If an Avatar chooses to use a free Action, and it is a second Long Range Attack in the same round, it will further halve his DR for subsequent calculations. Regardless of the actual Action, it is calculated normally as if the player had done it on his Turn, including loss of played cards from the AC Deck.

A Charge maneuver counts as an Action, so the Charging Avatar cannot take any other Action during that round of combat, unless special circumstances permit. Note that you are NOT allowed to use a Charge Maneuver if you are currently involved in a melee.

Mental Combat

There is no "natural" Mental Combat in the rules. In order to use a Mental Attack as an Action, you must have an Item, Skill or Power which allows you to make such a Mental Attack. A Mental Attack works much like a Physical Attack, with the following exceptions:

- 1) There is no differentiation between Short Range and Long Range.
- 2) The Offensive Mental calculation is: (1 AC Pick + MIND + modifiers), and the Defensive Mental calculation is: (1 AC Pick + MIND + modifiers). Although MIND is being used instead of OR and DR, the effect is the same - if the Offensive Mental calculation exceeds the Defensive Mental calculation, the target's LIFE is reduced by the difference.
- 3) A Mental Action cannot be taken against any opponent with a MIND Stat of 0, even if the 0 is temporary.
- 4) All Mental Actions may be used as Surprise (S) Actions, according to the rules of Surprise Actions. However, Mental Surprise Actions are unique in that they can NEVER be predicted.

Note that there is a large variety of Mental Actions which can be used, and many have nothing to do with "damage". You may use any Mental Action during your Action step, but the calculation is always the same - if the Offensive Mental calculation exceeds the Defensive Mental calculation then the Action is successful, otherwise it has failed.

Most Mental Actions require line of sight to the target, but there are some which can be directed at any Avatar (usually a GM or some other third party is needed to play these). This type of Action is the exception to the Flee rules; if you have a Mental Action which can affect any Avatar regardless of his location, you may use it even against an Avatar who has successfully Fled combat.

Note that whenever you are using a Mental Action, you have control of how much of your MIND Stat you are using, with a minimum of 1. MIND is not naturally degraded (however there are some Powers which affect it), so a decision to use all of your MIND does not affect the next Mental action you use.

Weapon Proficiencies

As explained in a previous section, a basic "attack" can be made with nothing more than an Avatar's fist, pseudopod, foot, etc. However, Items and specifically Weapons can be used to increase an Avatar's natural abilities. Some Weapons are so ridiculously easy to use that someone can just pick them up and use them - brass knuckles, a cudgel, a metal rod, etc. These are called "Null Weapons" because they can be used by anyone. But most weapons need SOME sort of training to use them, and additional training to use them WELL. In order to use a real weapon, an Avatar must have at least Proficiency 1 in that Weapon Class in order to use the Weapon. The following Weapon Proficiencies can be purchased as Skills (see Appendix C):

Edged Weapons: Swords, knives, and other sharp Weapons have a Proficiency set which revolves around AGI. As Proficiency grows with Edged Weapons, the wielder of the Weapon gains a bonus for Defense as well as being able to block some types of attacks. Unless otherwise specified, the DR bonus is applied only to (P) attacks. Edged Proficiency is the most elegant of Proficiencies, but can ONLY be used in Short Range Combat.

Blunt Weapons: Relying on brute force (STR & CON) rather than dexterity, Weapons such as hammers, maces and quarterstaves need Blunt Proficiency. Any Blunt Weapon can be used as a Null Item at +0 OR with no Proficiency, but such weapons are designed to inflict extra damage for someone who knows how to wield them properly. While a Proficient wielder of a Blunt Weapon gains no DR bonus for using it, he can achieve a higher OR because of the force of a hit inflicted with the Weapon.

Cleaving Weapons: Falling in between Edged Weapons and Blunt Weapons are the Cleaving Weapons, which rely on STR, AGI and CON. Axes, scythes and polearms need this Proficiency to do ANY damage. Very Proficient wielders gain the larger OR bonus of Blunt Weapons and the benefit of some DR bonus. In addition, ALL Cleaving Weapons can score a "Critical Hit", a special bonus which is applied ONLY to Cleaving Weapons - it refers to the additional damage which can be done by the accentuation of a Cleaving Weapon in a gaping wound (either by twisting or pounding or some other continued movement after the initial hit). On ANY successful hit (meaning an Avatar's Offensive Calculation involving a Cleaving Weapon has exceeded the target's Defensive Calculation and has caused damage), the attacker may decide to use the Critical Hit - he draws a single card from his AC deck, and if it is higher than his Critical Threshold (which changes based on the level of Cleaving Proficiency), he scores the Critical Hit. In that case, the amount of damage done to the target's LIFE Stat is IMMEDIATELY DOUBLED, and

the wielder of the Cleaving Weapon loses control of the Weapon (and must hand the Item Card to the target). If the target is still alive, the target MUST remove the Cleaving Weapon from his body during his NEXT available Action, or NOT take another Action until he does.

If the target removes the Cleaving Weapon from his body during an Action (an automatic success), he gets to keep the Weapon. If he chooses NOT to remove the Weapon (or is forced to not remove it for whatever reason) and instead leaves it embedded, the original Attacker (ONLY) may use HIS next Action to remove the Cleaving Weapon and reclaim it (also an automatic success). If the target dies and has NOT removed and claimed the Weapon (either because of the Critical Hit or because of a subsequent hit with another attack), the original Wielder of the Cleaving Weapon may reclaim the Weapon for free, at the end of the combat, IN ADDITION to the normal looting of the target's body. However, even if the target is dead, recovering the weapon DURING Combat is still an Action.

Marksmanship: In order to use any Long Range Weapon, INCLUDING a Weapon which is a natural part of the Avatar (i.e. a Power), the Marksmanship Proficiency must be employed. It relies on AGI and CUN to aim a Long Range Weapon properly for it to be effective. As an Avatar gains Proficiency in Marksmanship, he also gains the ability to target a Short Range Combatant involved in a melee. At each proficiency after the first, he gains one extra "chance", be it an extra card or pip on a die to hit the target he intends to out of a group of Avatars who are involved in a Short Range melee situation. Note that the chance to hit the intended target will never be 100%, as close as it might be.

As an example, assume two Avatars are involved in melee and an Avatar is shooting at one of them. With Proficiency 1, he has an equal (50%) chance of targeting either one of them. At Proficiency 2, he has a 2 in 3 (67%) chance of getting his intended target. At Proficiency 3, he has a 4 in 5 (80%) chance of getting his intended target.

Throwing Weapons: Utilizing AGI and STR, the Throwing Weapons Proficiency involves knives, axes, shurikens and other things which are flung at high speed through the air at an intended target. Unlike the Marksmanship Proficiency, Throwing Weapons require balance and force, and can do a lot of damage if used correctly.

All Throwing Weapons naturally "Stack", in the sense that they are all marked "Held+". An Avatar may have as many Throwing Weapons in his Ready Pouch as his STR Stat. For each additional Proficiency level, he gains the ability to handle and throw more weapons in a single Action (the exact number of Throwing Weapons which can be used vary with the type of Weapon and are printed on the IC). These Weapons are all added together in a CUMULATIVE Offensive Calculation as if they formed a single Weapon. In addition, Throwing Weapons of the same type count as a single Weapon for the purpose of the Item Pile, up to the maximum number allowed to be used at once.

All Throwing Weapons used in a Combat are recovered AT THE END OF THE COMBAT on simple chance pulls from the deck. If the card pulled is anything but an Ace, the weapon is recovered; on an Ace, it is destroyed or lost. An Ace does not negate the possibility of other weapons being found - the Ace goes back into the deck for the next pull. Cards pulled in this way stay out of the deck until all Weapons are pulled for.

Although Throwing Weapons are a Long Range Attack, they have a very special rule attached to them which separate them from other Long Range Weapons. When using Throwing Weapons, a player ADDS his OR to his DR and uses that in his Offensive Calculation (there is no penalty to DR as there is with Marksmanship). However, for every 10 feet (rounded down for convenience) that the weapon travels (up to its maximum range), the OR + DR used is reduced by 1/4 (BEFORE modifiers, and rounded up). Throwing Weapons cannot be used in Short Range Combat (unless the Item Card specifically states otherwise). Unlike Marksmanship, Throwing Weapons cannot be used to target anyone involved in a Melee.

Martial Arts: Although technically not a Weapons Proficiency, Martial Arts is a specialized form of a basic attack. It assumes that the user knows how to hit more often and harder when using nothing but his bare hands and feet (or whatever passes for these limbs). Martial Arts Proficiency depends entirely on AGI because it doesn't really matter how strong the Avatar who is using it is.

Since the Avatar employing Martial Arts flows with the art form, he gets a significant bonus to both OR and DR for non-Weapon combat; even so, some Weapons do exist which can facilitate and enhance the Skills. Unless an Item Card specifically states otherwise, an Avatar must have both his Held slots EMPTY in his Ready Pouch in order to use his Martial Arts Skill.

Appendix A: The Houses of the Nexus

House Ares, aka "Warmasters": The basis of this house is a love for war and combat of all types. Warmasters spend much of their free time learning all they can about the art of war, and spend a lot of their time developing strategy and techniques for successful battles, from large-scale simulations of all-out war to one-on-one skirmishes with their fellow Avatars. Generally, they are the keepers of the more elaborate and unique weapons found in the Nexus, from all different Genres and universes.

First Tier Skill: Weapon Familiarity. This Skill adds ONE Proficiency Level to ANY Weapon Proficiency (except Martial Arts), and ignores ALL Stat requirements. If the Avatar does not have a specific Weapon Skill, then this Skill allows him to wield a Weapon as if he had Proficiency 1.

Second Tier Skill: Focus Attack Familiarity (Y). This Skill adds ONE Proficiency Level to the Focus Attack Skill, and ignores ALL Stat requirements. If the Avatar does not have Focus Attack, then this Skill allows him to use Focus Attack as if he had Proficiency 1.

Third Tier Skill: Willpower (Y). An Avatar with this Skill is able to enhance his defense against any given type of attack through the use of sheer force of will over his body. He receives a bonus of +15 to his Final Defensive Calculation against ANY type of attack, whether Skill, Power or Item based, including Mental attacks. This bonus is applied AFTER all other numbers are calculated. This Skill has NO effect on DR when used in Offensive Calculations for Long Range Attacks.

Fourth Tier Skill: Weapon Superiority. This Skill adds ONE Proficiency Level to ANY Weapon Proficiency (except Martial Arts), and ignores ALL Stat requirements. If the Avatar does not have a specific Weapon Skill, then this Skill allows him to wield a Weapon as if he had Proficiency 2 (based on this Skill combined with Weapon Familiarity).

Fifth Tier Skill: Danger Sense (Y+). An Avatar with this Skill can NEVER be the victim of any Surprise attack, either Long Range, Mental or those designated by (S). Instead, he will ALWAYS have the benefit of an Initiative draw in an actual Combat.

Sixth Tier Skill: Weapon Mastery. This Skill adds ONE Proficiency Level to ANY Weapon Proficiency (except Martial Arts), and ignores ALL Stat requirements. If the Avatar does not have a specific Weapon Skill, then this Skill allows him to wield a Weapon as if he had Proficiency 3 (based on this Skill combined with Weapon Familiarity and Weapon Superiority).

Seventh Tier Skill: Dual Weapons. An Avatar with this Skill can use two Weapons at the same time in a single Action, as long as they are both in a Held slot. Each weapon gets calculated separately and is considered an individual attack, and each of those attacks can be made on either the same target or two different targets. Note that any Weapon used in this way must fit into a single Held slot.

Eighth Tier Skill: Supreme Command. An Avatar with this Skill uses his extraordinary knowledge of Combat to lead and to establish himself as a commander of whatever Combat he is currently involved in. While he may use Actions at the appropriate time, he may NOT be targeted by any enemy UNLESS his side consists of no other Combatants OTHER than those possessing this Skill. Further, at any time he deems appropriate and at any point in the Combat (although NOT in the middle of a calculation), he may declare the Combat over, and all Combatants are immediately placed on successful "Flee" status.

Choosing House Ares

If you would like your character to focus on physical Combat, Ares is a good choice for you. The First, Fourth and Sixth Tier Skills allow Ares Avatars to be powerhouses of almost any Combat Skill, and the Fifth Tier Skill is one of the most useful in the Avatar System. Once a native Ares Avatar reaches the status of "Nexus Ancient", he can practically set the pace and the tone of any Combat in the Nexus. Ares is usually populated by Terrans who focus on their weapons or martial arts Skills, but there are some other Genre players who use the Ares House Skills as supplements to their other power-based attacks and defenses.

House Avalon, aka "Questers": The house of traditional fantasy characters, Avalon caters to all Avatars who represent generic swords & sorcery. When these Avatars wander, they always fit right into the proper mold necessary in one of the infinite fantasy oriented worlds, and excel in whatever role they choose. In the Nexus, the Questers are always seeking to improve their knowledge of the arcane, and always trying to gain a greater knowledge of the ways of magic and magical Items.

First Tier Skill: Resistance to Illusion Familiarity (Y+). This Skill adds ONE Proficiency Level to the Resistance to Illusion Skill, and ignores ALL Stat requirements. If the Avatar does not have Resistance to Illusion, then this Skill allows him to use Resistance to Illusion as if he had Proficiency 1.

Second Tier Skill: Recruit Living Familiar. An Avatar with this Skill will be able to recruit any sort of living familiar of any size and shape the Avatar wishes (subject to common sense), which will follow the Avatar around and can enter a combat along with the Avatar (as an independent entity under the Avatar's control). The familiar will have the following Stats (Level in each calculation refers to the owning Avatar's Level): OR (5*Level), DR (10*Level), MIND 0, LIFE (20*Level), IN 0, and uses a standard A-10 Action Deck for all draws. When the familiar is recruited, the owning Avatar must specify the exact Attribute of its attack (choosing from R, any one Elemental Attribute, or K), and whether the attack is Long Range or Short Range (it cannot be both). Note that the familiar does not need to be replaced with the advent of a new Level; if the owning Avatar so chooses, he can simply have the familiar grow. If the familiar is killed, the Avatar who owns him may invoke this Skill again no less than 24 hours from the death of the familiar. The familiar can be resurrected using the same 4 minute rule which is applied to Avatars, but the familiar cannot be otherwise affected by "alternate death" Powers. The familiar can not perform any Action outside of the line of sight of the Avatar. If the Avatar dies, the familiar may either run away alive (with no penalty or hindrance) or it can stand by him to defend his body, and may continue to fight to the death if necessary, under the direction of the dead Avatar's player. A familiar cannot be called during Combat.

Third Tier Skill: Magic Item Form Creation Familiarity. This Skill adds ONE Proficiency Level to the Magic Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Magic Item Form Creation, then this Skill allows him to use Magic Item Form Creation as if he had Proficiency 1.

Fourth Tier Skill: Immunity to Illusion (Y+). An Avatar with this Skill will always successfully disbelieve any Illusion or Projection in his sensory range.

Fifth Tier Skill: Magic Item Form Creation Superiority. This Skill adds ONE Proficiency Level to the Magic Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Magic Item Form Creation, then this Skill allows him to use Magic Item Form Creation as if he had Proficiency 2 (based on this Skill combined with Magic Item Form Creation Familiarity).

Sixth Tier Skill: Magical Affinity. An Avatar with this Skill has a certain affinity with all things magical. When taking damage from any (K) based effect, the Avatar may draw a single card from his AC deck (and it remains out). If the card is NOT an Ace, the amount of damage taken is HALVED (rounded down). A drawn 10 will NOT force a redraw. The new number becomes the ACTUAL damage number when calculating things such as an Item's Break Point. Note that this Skill does NOT apply to effects which happen indirectly (i.e. a magic bolt hits the ceiling and causes a block of actual granite to fall onto the Avatar). In addition, any time the Avatar is attempting to cast any (K) effect in which he adds his own EM and draws an Ace, he may choose to start his entire calculation over again as if the first had not happened. He may only do this ONCE per Action, and the original cards drawn will STILL remain out of the AC Deck.

Seventh Tier Skill: Magic Item Form Creation Mastery. This Skill adds ONE Proficiency Level to the Magic Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Magic Item Form Creation, then this Skill allows him to use Magic Item Form Creation as if he had Proficiency 3 (based on this Skill combined with Magic Item Form Creation Familiarity and Magic Item Form Creation Superiority).

Eighth Tier Skill: Magic Immunity. An Avatar with this Skill cannot be harmed by any (K) effect, regardless of its source.

Choosing House Avalon

This is one of the most specialized Genre Houses in the Nexus. It is mostly populated by Fantasy Genre Avatars and has its own political structure. Members of House Avalon tend to work together to quest for special Items and to create magical Items which are coveted (and can be used by) other Houses. Once a native Avalon Avatar reaches "Nexus Ancient", he is immune to almost anything from the Fantasy Genre. Choose this House if you would like to be a part of a cohesive family with heritage steeped in traditional fantasy.

House Citadel, aka "Crusaders": This house tends to attract many of the religious leaders of the Multiverse. Its members spend much of their time arguing with each other over the various beliefs of their universes even though it became obvious to them that the Multiverse truly dwarfs the deities of the individual universes. This relatively new house evolved from a prior house, Canterbury, because its members decided that their image needed to be overhauled. Now they are seeking the one true religion of the Nexus, to satisfy their innate desires to have something to crusade for.

First Tier Skill: Inspiration Familiarity (Y). This Skill adds ONE Proficiency

Level to the Inspiration Skill, and ignores ALL Stat requirements. If the Avatar does not have Inspiration, then this Skill allows him to use Inspiration as if he had Proficiency 1.

Second Tier Skill: Martial Arts Familiarity (Y+). This Skill adds ONE Proficiency Level to the Martial Arts Skill, and ignores ALL Stat requirements. If the Avatar does not have Martial Arts, then this Skill allows him to use Martial Arts as if he had Proficiency 1.

Third Tier Skill: Inspiration Superiority (Y). This Skill adds ONE Proficiency Level to the Inspiration Skill, and ignores ALL Stat requirements. If the Avatar does not have Inspiration, then this Skill allows him to use Inspiration as if he had Proficiency 2 (based on this Skill combined with Inspiration Familiarity).

Fourth Tier Skill: Martial Arts Superiority (Y+). This Skill adds ONE Proficiency Level to the Martial Arts Skill, and ignores ALL Stat requirements. If the Avatar does not have Martial Arts, then this Skill allows him to use Martial Arts as if he had Proficiency 2 (based on this Skill combined with Martial Arts Familiarity).

Fifth Tier Skill: Stun (P, S). An Avatar with this Skill is able to render any single target within Short Range immobile (unable to communicate, perform any Action, participate in any "normal" maneuvers such as stopping a Flee Action or taking a free shot at a Charging Avatar, or defend against any Action) for the remainder of Combat (plus one additional minute after Combat) or a period of 10 minutes (outside of Combat), by using a secret, swift sensory deprivation technique. To do so, the Avatar must make the following Offensive Calculation: (2 AC Picks). Any non-zero result will indicate success. Note that if all Combatants in a Combat are Stunned, the Combat immediately ends, thereby releasing all Stunned Avatars one minute after it ends. A Stunned Avatar can be pickpocketed once as if he were a corpse (following the rules of the Combat grace period). Initiative always goes to the Stunner first, and to a card draw if he declines.

Sixth Tier Skill: Martial Arts Mastery (Y+). This Skill adds ONE Proficiency Level to the Martial Arts Skill, and ignores ALL Stat requirements. If the Avatar does not have Martial Arts, then this Skill allows him to use Martial Arts as if he had Proficiency 3 (based on this Skill combined with Martial Arts Familiarity and Martial Arts Superiority).

Seventh Tier Skill: Spiritual Affinity. An Avatar with this Skill has a certain affinity with all things spiritual. When taking damage from any (X) based effect, the Avatar may draw a single card from his AC deck (and it remains out). If the card is NOT an Ace, the amount of damage taken is HALVED (rounded down). A drawn 10 will NOT force a redraw. The new number becomes the ACTUAL damage number when calculating things such as an Item's Break Point. Note that this Skill does NOT apply to effects which happen indirectly (i.e. a weapon used by an Avatar who has used the Grow Limbs Power or who is under the influence of Necromancy). In addition, any time the Avatar is attempting to use any (X) effect in which he adds his own EM and draws an Ace, he may choose to start his entire calculation over again as if the first had not happened. He may only do this ONCE per Action, and the original cards drawn will STILL remain out of the AC Deck.

Eighth Tier Skill: Divine Intervention. An Avatar with this Skill appears to have a certain "link" with the Nexus itself - which of course substitutes for any given Deity which the Avatar worships. When this Skill is invoked, the Avatar may add 200 points of effect to any card draw that he has JUST made for ANY reason. In addition, if the previous card draw contained an Ace, the Ace is ignored. This Skill is usable only ONCE per day.

Choosing House Citadel

The members of this House tend to take their role playing very seriously, and they show a continuous poker face to the rest of the Nexus. Citadel Avatars are very heavily geared towards combat because of their Martial Arts bonuses, and Stun is possibly the single most powerful Fifth Tier Skill of all the Houses. Still, it is a serious commitment to be in this House, as their traditions are wrapped up in formality. Any Genre fits into the House. Once a Native Citadel Avatar reaches "Nexus Ancient", he can tap the Nexus itself to help him work out critical situations.

House Cleese, aka "Pythons": This house is devoted to the crazier and sillier aspects of life in the big Multiverse. Progress and expertise are secondary to humor and practical jokes. While usually very funny, Cleese members often can become annoying, especially when they take nothing seriously (i.e. delicate political matters). However, many is a time that much tension has been broken in a critical meeting when a Cleese has set a whoopee cushion in just the right place...

First Tier Skill: Levity (S,Y). An Avatar with this Skill is able to stop all Avatars within hearing range from taking any Action for 1 full minute (outside of combat) or 1 round of combat (when in combat). During the period of Lev-

ity, the Avatars will be laughing so hard that they will be frozen. However, if the Avatar who is using this Skill tries to get away when other Avatars do not want him to, they will come to their senses and the Levity will end abruptly. Therefore, it is not a catalyst for Fleeing combat. Also, if the affected Avatars are the target of any other adverse Action, the Levity will end. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

Second Tier Skill: Cutting Remark. An Avatar with this Skill is able to so fluster another Avatar that the target's next Initiative calculation (and only the next one) is automatically 0 (as if he had drawn an Ace). Use of this Skill counts as an Action.

Third Tier Skill: Hilarity (S,Y). An Avatar with this Skill is able to invoke so much hysteria amongst other Avatars within hearing range that they will be completely frozen and unable to perform any Action at all for a period of 10 full minutes (if it is used during Combat, the Combat immediately ends and the 10 minute timer is started at the END of the cleanup phase). During this time, the Avatar may perform any Action he wants without fear, unless he performs an Action which would adversely affect any of the Insane Avatars (i.e. Fleeing is fine, attacking them is not). Also, if the affected Avatars are the target of any other adverse Action, the Insanity will end. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

Fourth Tier Skill: Unpredictability. An Avatar with this Skill will act so totally outrageous in Combat that he puts his opponents at a severe disadvantage. By invoking this Skill, all of the Avatar's current and future Melee foes will receive a penalty of -50 OR for the remainder of the round of Combat. Use of this Skill counts as an Action. It may not be used outside of Combat.

Fifth Tier Skill: Insanity (Y+). An Avatar with this Skill is able to act at just about any time he wants to, whether it is quickly or slowly. Any time an Initiative draw is called for, the Avatar can ignore it and instead make up his own number, whatever he wants it to be. He does this by ensuring that his opponents are completely off guard by his constant stream of jokes and monologue; often when someone should be attacking him, they are laughing so hard that they forget who their target is!

Sixth Tier Skill: Zany Affinity. An Avatar with this Skill has a certain affinity with all things zany. When taking damage from any (Z) based effect, the Avatar may draw a single card from his AC deck (and it remains out). If the card is NOT an Ace, the amount of damage taken is HALVED (rounded down). A drawn 10 will NOT force a redraw. The new number becomes the ACTUAL damage number when calculating things such as an Item's Break Point. Note that this Skill does NOT apply to effects which happen indirectly (i.e. a weapon taken from a Portable Hole and used legitimately). In addition, any time the Avatar is attempting to use any (Z) effect in which he adds his own EM and draws an Ace, he may choose to start his entire calculation over again as if the first had not happened. He may only do this ONCE per Action, and the original cards drawn will STILL remain out of the AC Deck.

Seventh Tier Skill: Extraordinary Luck. An Avatar with this Skill adds three (3) additional 10's to his AC Deck, regardless of his actual LB. In addition, he is immune to the Gothic Power Unluck.

Eighth Tier Skill: Zany Immunity. An Avatar with this Skill cannot be harmed by any (Z) effect, regardless of its source.

Choosing House Cleese

There are two Houses which cater to players who like to keep their role playing outrageous and frenetic, Cleese and Godot. Cleese members tend to be sillier than Godot members, and if you enjoy being clever and inventive in just about every situation, this is the House for you. To Cleese, everything can be a joke and even the most serious role playing and/or Combat is there to be tampered with and diffused. When a native Cleese Avatar reaches "Nexus Ancient", he becomes completely immune to anything Zany.

House Delphi, aka "The Enlightened": The house of oracles, scientists and gypsies, Delphi is involved in all aspects of esoteric and intellectual analysis of the Nexus. Other Avatars look toward The Enlightened to lead the way in both rational problem-solving and supernatural clairvoyance. The members of House Delphi generally provide many valuable services to the Nexus, including predictions and record keeping, and are usually

treated with respect (if not cautious deference).

First Tier Skill: Research. An Avatar with this Skill is able to dissect and explain just about any mystery or mysterious Item which he focuses on. To use this Skill, he must announce his attention to Research something which another Avatar or a Gamemaster has presented, and makes very clear what he is trying to determine. He then removes his House Button for 1 hour. At the end of that hour, the Avatar or gamemaster will enlighten him with an answer to his question. Note that the nature of the research may not yield any usable results, but the Avatar or Gamemaster who is being targeted is under no obligation to reveal this until the research is completed. It is up to the discretion of the Avatar or Gamemaster who is answering the research exactly how to phrase the response, but it **MUST** be based in **SOME** factual reality, either from in-character or out-of-character knowledge. The Avatar who is using this Skill may stop it at any time and replace his House Button, thereby aborting the Research (if he wishes to research the same question, he must begin his 1 hour over again). Note that if Research is used outside of an event, the length of the research is considered to be 2 days per subject researched.

Second Tier Skill: Accelerated Learning. When an Avatar with this Skill purchases any Proficiency beyond the first Level of ANY Skill, he will pay the AP cost for the next-lower Proficiency Level instead of the one he is purchasing. Note that this Skill does not apply to Powers, and is not retroactive.

Third Tier Skill: Mind Blank (M). An Avatar with this Skill is able to completely clear his mind of all accessible knowledge which otherwise might be coerced out of him by Avatars with Mental Abilities. This Skill requires one round (inside of Combat) or a full minute (outside of Combat) to invoke and release; therefore it cannot be used as a Reaction. During the time it is being invoked or released, the Skill is **NOT** considered to be in effect, but he cannot perform any other Actions. Once the Mind Blank is in place, the Avatar can hide any secrets or knowledge he'd like from prying Mental Actions, although he is vulnerable to other orders from successful Mental Actions (such as orders to attack someone else, etc.). He may not initiate ANY other Mental Actions while he is Mind Blanked (even if ordered to), and nothing short of his own decision (without any outside influence) stop the Mind Blank. He is free to use any other type of Action during the Mind Blank, as long as it is not Mental.

Fourth Tier Skill: Mental Clarity (M,Y+). An Avatar with this Skill is able to focus his mind in much the same way a warrior focuses his body. The Avatar gains a +25 MIND during all Mental Actions that he is involved with, whether he initiates one or is the target of one. Use of this Skill does **NOT** count as an Action.

Fifth Tier Skill: Instruction. An Avatar with this Skill is able to teach Proficiency 1 of any of the non-House Skills which he possesses to any other Avatar, free of AP spending by the student. The time for this training is one week for each AP the Skill would normally cost. The Avatar may only have one student at a time, and a student may only have one teacher at a time. This Skill cannot be used to teach any Skill not listed in Appendix B or C, and cannot be used to teach anything beyond the first Proficiency of a given Skill.

Sixth Tier Skill: Mental Domination (M, Y+). An Avatar with this Skill is so finely tuned to anything having to do with the Mind that he gains a +75 MIND during all Mental Actions that he is involved with, whether he initiates one or is the target of one. Use of this Skill does **NOT** count as an Action. This Skill works in conjunction with Mental Clarity.

Seventh Tier Skill: Enhanced Instruction. An Avatar with this Skill is able to teach any Proficiency of any of the non-House Skills which he himself possesses to any other Avatar, free of AP spending by the student. The time for this training is one week for each AP the additional Proficiency would normally cost. The Avatar may only have one student at a time, and a student may only have one teacher at a time. This Skill cannot be used to teach Proficiency in any Skill not listed in Appendix B or C, and the terms "teacher" and "student" are universal for this Skill and the Skill "Instruction".

Eighth Tier Skill: Enhanced Research. An Avatar with this Skill is able to fathom just about any mystery or mysterious Item which he focuses on. To use this Skill, he must announce his attention to Research anything having to do with the Multiverse, and makes very clear what he is trying to determine. He then removes his House Button for 3 hours. At the end of that time period, the Avatar or gamemaster will enlighten him with a detailed explanation about the subject he has enquired about. Note that the nature of the research may not yield any usable results, but the Avatar or Gamemaster who is being targeted is under no obligation to reveal this until the research is completed. The Avatar who is using this Skill may stop it at any time and replace his House Button, thereby aborting the Research (if he wishes to research the same question, he must begin his 3 hours over again). This Skill is usable only **ONCE** per day. Note that if Enhanced Research is used outside of an event, the length of the research is considered

to be 2 weeks per subject researched.

Choosing House Delphi

This House has been established as the information center of the Nexus. If you enjoy being a character that everyone else runs to for answers, if you enjoy being enigmatic and building your character with the concept that knowledge is power, this is the place for you. Many plots and storylines which take place in the Nexus have foundations in Delphi members who are depended on by the rest of the Nexus for the Research Skill and their unique way of gathering information. Once a native Delphi Avatar reaches "Nexus Ancient", he begins to glean much of the mysteries of the Multiverse!

House Fleming, aka "Moore's": This house is made up of spies, secret agents and other cryptologists, who spend much of their time trying to make the Nexus their personal playground. Masters of disguise, Moore's will very often be found infiltrating areas of the Nexus where they do not belong, escaping with vital secrets before anyone even knows they've been there. When an Avatar needs information on someone or something in the Nexus, a Moore is always the obvious choice. For a fee, and IF you can find one.

First Tier Skill: Disguise I. An Avatar with this Skill is allowed to wear an Avatar Button depicting any House. Note that this is not considered to be an illusion. This skill also allows an Avatar to REPRESENT himself as a member of the House (according to the button he is wearing) and be recognized as such UNLESS he uses something from his CC to contradict the disguise (see special rules below). The representation may include Council meetings where a proxy would normally serve a function instead of the Councilor (note that this normally does not include voting even for a real House member), and other official role played functions. Note that this Skill does **NOT** allow the Avatar to change his perceived gender.

Second Tier Skill: Enhanced Investigation (S). An Avatar with this Skill is allowed to see the entire CC of any other Avatar in the Nexus without invoking a game mechanic need to see the card. This Skill may be used once per hour, and may not be used during Combat.

Third Tier Skill: Disguise II. An Avatar with this Skill can own an alternate CC depicting a name and House designation other than his own. All other actual Stats will remain the same. Note that this is not considered to be an illusion. This Skill allows the Fleming to ACTUALLY BE the person he is impersonating. When he receives his alternate CC, all House Skills up to and including Tier 5 listed WILL BE AVAILABLE AND REAL, and usable. This will simulate the time the Fleming took to actually learn the principles of the House. To use his own House Skills (i.e. Investigation), he must do so from his own CC. It takes ten minutes of OOC time for a Fleming to change from his real CC to his Disguise CC or back again. This Skill does **NOT** allow a Fleming to use Tier 6, 7 and 8 House Skills; once a Fleming reaches Lord (level 10), his cover can no longer be blown (see below), and the Fleming Tier 6, 7 and 8 Skills will be available directly on his alternate persona's card. A Fleming may voluntarily change the House of his actual Disguise CC ONLY during a Level change, and will be reset to Tier 1 of the new House he is impersonating just as if he had actually changed Houses. See special rules below to understand how a Fleming maintains his alternate persona and under what circumstances he will be FORCED to change his Disguise CC. Note that this Skill DOES allow the Avatar to change his perceived gender. HOWEVER, the Lilith gender-based Skills can STILL discern the Avatar's real gender.

Fourth Tier Skill: Sleuthing (S). An Avatar with this Skill is allowed to see three Item Cards (drawn at random) of the Ready Pouch of any other Avatar in the Nexus without invoking a game mechanic need to see the cards. This Skill may be used only once every two hours, and may not be used during Combat.

Fifth Tier Skill: Disguise III. An Avatar with this Skill can actually impersonate any other Avatar in the Nexus who is his Level or lower, complete with an authentic CC (including the proper gender, although the Lilith gender-based Skills can still discern the Avatar's real gender). It takes 2 hours of real time to prepare for the impersonation (although an Avatar CAN come to an event with the assumption that he spent his two hours preparing beforehand), during which time the Avatar cannot perform any other game Action (his House button is removed). This is not considered to be an illusion. The Avatar gains ALL of the benefits of his target, including all Powers, Skills and Stats; through the House and his own abilities, he has learned how to simulate just about everything the target does in some form or another, at the same level! Note that he is **NOT** able to use his own CC during the time he is impersonating another Avatar, and must turn in the fake CC before assuming his own personality (including the assumption of his alternate, ongoing Disguise II persona), which will take the normal 10 minutes of OOC time. Although the Disguise is almost perfect, it is STILL subject to the House Skill rule and the cover will be blown on an Ace draw (although this has NOTHING to do with his ongoing Disguise II persona). Further, a given Avatar can only be impersonated once every 48 hours of

real time (an impersonation is considered ended when the Fleming uses any other CC).

Sixth Tier Skill: Enhanced Sleuthing (S). An Avatar with this Skill is allowed to see the entire Ready Pouch of any other Avatar in the Nexus without invoking a game mechanic need to see the cards. This Skill may be used only once every two hours, and CAN be used during Combat (but not in the MIDDLE of an Action).

Seventh Tier Skill: Redirection (Y+). An Avatar with this Skill can redirect ANY Action which specifically targets him (either individually or as part of a group) to ANY other Avatar in line of sight at the time the Action is declared. The player who has declared the Action MUST go through with the Action, although he has control over the degree of effort he puts into it (i.e. he might decide to put only the minimum EM necessary to use the Action). Once this Skill is used, the Avatar who has performed the Redirection is considered to have successfully Fled.

Eighth Tier Skill: Espionage. An Avatar with this Skill can discover the important points of any conversation (of any type) which takes place in the Nexus, provided he knows that it took place and who was involved in it. To invoke this Skill, he removes his House button (and forces up to two other Avatars in sight range to do the same), and he may ask up to 10 questions of the other Avatars (privately - and in a different physical place if necessary) about one given conversation that is made very clear to his targets. They must answer him truthfully and as completely as they can, while still cognizant that they do not need to reveal information that was not specifically asked for. When the Espionage is completed, all parties put their House buttons back on and continue wherever they were in the Nexus. This Skill cannot be used if any of the affected parties are either in Combat or in the middle of an Action. Usable only ONCE per day, or once per two weeks if outside of events.

Choosing House Fleming

House Fleming is the most unique House in the Nexus; a Fleming character has the ability to keep his true identity secret throughout his "life" in the Nexus, and then to become any other character he wants when he reaches Level 9. This House has a high degree of angst because of the special undercover rules, but they enjoy a great deal of leverage when big Nexal decisions need to be made and other Houses fight for the support of the House...at least those who they can find, in whatever form they happen to be in. Once a native Fleming Avatar reaches Nexus Ancient, his presence is felt everywhere in the Nexus, as no conversation can be completely hidden from him.

Special Rules for House Fleming Members

There are three ways to play a character in House Fleming. The first is the easiest: Play it entirely for fun, changing House Buttons and causing general confusion about who you are and who you are allying with. This method has the least angst and simply allows you to enjoy the special privileges conveyed by the Fleming House Skills.

The second way to play the character is to consistently show only your alter-ego to the Nexus. For the first four levels of the character's existence, this means being in as few Combats as possible, laying low, and preparing for the character's fifth level where he retains an almost air-tight alter-ego. This is very difficult to do, but with care and attention to the slightest detail of your role playing, can be very rewarding and ultimately lead to many dramatic moments. Even if your friends know you are actually a Fleming Out of Character, the only game mechanic which would reveal you In Character is a blown House Skill.

The third way is the single most difficult thing to do in the Nexus, and it is the Holy Grail of House Fleming: To create a character which retains his alter-ego both In Character and Out of Character throughout its existence. The day you choose to reveal who you truly are for whatever reason would come as an absolute shock to friends who you may have allied with and played with for literally years! Note that once a Fleming character reaches Lord (10th level), he is considered to be fully recognized as a master of his alter-ego and is no longer subject to House Skill checks; nor can his cover ever be blown mechanically (see below).

The following special rules apply to all Fleming members, but they are obviously most important to those players who are attempting the second or third method of being a part of the Fleming mystique.

1) House Fleming members who are Tier 3 and above and are able to use Disguise II will be able to utilize ALL Skills of the House they are impersonating as if they were the proper Tier within that House, UNLESS they decide to change houses after their first disguise card is made. That means that immediately upon getting the Disguise II Skill, the Fleming is able to create a fake CC which will allow him to use the first three Tier House Skills of

the chosen cover House. If he changes cover Houses (either intentionally or because of a "blown cover"), he will begin at Tier 1 of the new House just as if he were a regular player changing Houses. Unless he changes his actual House from Fleming to another House, he will retain his Tier standing within House Fleming. If the Fleming stays in the cover House through to Tier 5, he WILL be able to gain the Tier 5 Skills, provided he has not "blown his cover". Note that any Skills which affect other Skills indirectly will NOT actually work, although the fake CC will show fake values as if it had. For example, a Fleming does NOT get the benefit of Accelerated Learning (from House Delphi), but the fake CC will show it as if he had.

2) It is assumed that a Fleming who is using a cover House is doing so with excruciating care, and is somehow faking the use of the House Skills which he would not normally use. A Fleming who has achieved Disguise II is ready to use those Skills in public without challenge, HOWEVER, if the single card pull which needs to be made for the use of House Skills results in an Ace, he has not only failed to fake the Skill properly, but he has done so in such a spectacularly dismal fashion that he has revealed unequivocally that he is a Fleming impersonating a member of the cover House, and all of his methods of faking the other House Skills become immediately apparent. At that moment, he will immediately drop to Tier 1 of the cover House (with the assumption that he has perfected some OTHER way of faking the easiest Skill of the House). He may either stay in the cover House beginning his Tier ladder from the start, OR he may then decide to change to a different cover House, at which point he will begin at Tier 1 in the new House (and allowed to use the Tier 1 cover House Skill as per normal Fleming rules). This will allow him to convince people either A) That he has become a real member of the original cover House, or B) That he has become a real member of a new cover House. For all they know, he really HAS left House Fleming after the disaster!

3) A Fleming who is Level 4 and under may still find himself in a situation where he must use a Skill of the House he is tentatively courting. An Avatar can NEVER be forced to use a House Skill under any circumstances, and this includes Possession and other Mental Skills. However, sometimes a Fleming may need to do something extraordinary. To represent the learning process of the Fleming who is trying to fake the Skills of a cover House before he reaches Tier 3, the Fleming is allowed to try to use either the Tier 1 or Tier 2 Skills of the House he is currently wearing a button for. On a single card draw of (11 - Level) or higher, he has successfully faked the House Skill. Otherwise, he has failed. For example, a 4th Level Fleming using Disguise I to wear a House Avalon button is trying to fake the First Tier Resistance to Illusion House Skill. His card draw must be a 7 or higher to do it successfully, otherwise, he fails. Note that since the single card draw ONLY affects Flemings, he will of course be revealed as a Fleming at that point if he should fail.

4) The Nexus will NEVER recognize a House Fleming member as a member of any House other than Fleming. A Fleming may never become a Council Representative of any House other than Fleming without blowing his cover (including the penalty), and if any other situation where the Nexus is challenged to bless the Fleming as a member of a different House arises, the same result will occur. Note that this rule is also intact for Disguise III.

5) Any House Skills which have lingering effects after their use will be considered "cancelled" at the exact moment that a Fleming changes his representation of his House. For example, if a third level Fleming successfully uses the Avalon Skill "Summon Familiar", the Familiar will disappear as soon as he changes his House Button (but not when he goes OOC, assuming he is sticking to one House and does not represent himself as anything OTHER than that House).

6) The actual condition of having a blown cover is a mechanical process, not a role playing process to anyone other than the ones who saw him blow his cover. In other words, these rules protect a Fleming from any game mechanic which would uncover him against his will as a Fleming, UNTIL he blows his cover, but he is still allowed to role play it any way he wants. So even though he has officially LOST the ability to fake House Skills higher than Tier 1, he MAY still be able to convince others that he is still the same fake Avatar, assuming he manages to convince or otherwise make the witnesses to his blown cover keep their mouths shut. Eventually, he will probably be challenged and will have to reveal his CC with its telltale "Tier 1" designation, but that time may come just far enough in the future for him to finish his current business with his cover House.

7) It is understood that at no time should the revelation of the back of a Fleming's CC showing Fleming Skills be construed as In-Character knowledge of the fact that he is Fleming. Thus a Fleming who is following the Third Way will still want to keep it a secret, but a Fleming following the second way does not necessarily have to. Failing the Skill check of the usage of a House Skill is still construed as both In-Character and Out-Of-Character knowledge of his true House.

House Galahad, aka "Paladins": The House of the pure of heart, Paladins seek always to protect the innocent and vanquish those who walk on the dark side. The natural enemies of House Lugosi and House Lightfoot, they speak out sharply against the misuse of the vast power that the Nexus gives Avatars over the Multiverse. When Wandering, House Galahad members usually merge with the purest of figures in the universe they are visiting, and work their deeds for truth and justice.

First Tier Skill: Heroism I (Y). When an Avatar with this Skill Takes a Blow for another Avatar during a combat, he is allowed to take a regular Action during his turn as if he were not, in addition to the protection of the target.

Second Tier Skill: Confidence (Y). An Avatar with this Skill gains a bonus of +10 Offensive Calculation after any (P) attack is directed at him (whether or not it is effective), to be used during his NEXT attack, as long as it is in the same Combat (if this never happens, the Confidence expires at the end of the Combat). The effects of this Skill are cumulative, so multiple attacks will continue to boost his Offensive Calculation until it is used or it expires.

Third Tier Skill: Heroism II (Y). When an Avatar with this Skill Takes a Blow for another Avatar during a combat, he is allowed to take a regular Action during his turn as if he were not, in addition to the protection of the target. Also, he will receive a +30 DR bonus which can be applied to any Defensive calculation for the remainder of the Round (but not to Long Range Offensive DR).

Fourth Tier Skill: Precision I (Y). An Avatar with this Skill gains a +25 bonus to any Offensive Calculation when using any (P) or (N) attack (whether Short Range or Long Range) against a single target.

Fifth Tier Skill: Morale (Y). An Avatar with this Skill will, for the remainder of Combat, convey a bonus of +20 OR and +20 DR to all Combatants on the side of the Avatar who is inspiring Morale (excluding himself). Note that this bonus is NOT cumulative, so if two Avatars with this Skill are on the same side, only one need use it. Note that the Avatar who is using this Skill has the final say on exactly who is "on his side".

Sixth Tier Skill: Precision II (Y). An Avatar with this Skill gains a +75 bonus to any Offensive Calculation when using any (P) or (N) attack (whether Short Range or Long Range) against a single target. Note that this Bonus is cumulative with Precision I.

Seventh Tier Skill: Rage (Y). An Avatar with this Skill gains a bonus of +25 Offensive Calculation after ANY attack is directed at him (whether or not it is effective), to be used during his NEXT Action, as long as it is in the same Combat (if this never happens, the Rage expires at the end of the Combat). The effects of this Skill are cumulative, so multiple attacks will continue to boost his Offensive Calculation until it is used or it expires. Note that this Bonus is ALSO cumulative with Confidence, although the Confidence Bonus only rises with a (P) attack.

Eighth Tier Skill: Fortitude (Y+). An Avatar with this Skill is completely immune to all LIFE damage when he is Taking the Blow for any other Avatar.

Choosing House Galahad

This is a House for heroes and those players who enjoy being knights in shining armor. The Skills of this House are based in defense and honor, so this is NOT the House to choose if you are a very combat-oriented player or you enjoy having a lot of offensive output. House Galahad members enjoy roles as bodyguards and "go-to guys" when there is trouble in the Nexus. Once a native Galahad Avatar reaches "Nexus Ancient", he becomes the ultimate protector and champion.

House Godot, aka "Frat Boys": Cowboys, Freebooters, Space Hotshots and other wild heroes find their brotherhood here. The house of smooth talking, wild abandon, incredible tales and inflated egos. These folks are second only to House Cleese in their total disregard for the serious nature of the Nexus, often throwing loud parties instead of holding any actual political meetings. It has become a part of Nexus legend that you will always have the attention of at least one Godot member if you are holding a bottle.

First Tier Skill: Liquid Immunity (Y+). An Avatar with this Skill will experience no ill effect after coming into contact with or imbibing any potion, drink or other liquid that would cause a negative reaction.

Second Tier Skill: Bravado (Y). An Avatar with this Skill is so completely oblivious to the fact that he is getting hurt that it actually makes him stronger. Whenever he has lost one half (rounded down) of his LIFE points during combat, he gains a bonus of +10 OR for the remainder of the Combat. The effects of this Skill are cumulative until the end of the Combat.

Third Tier Skill: Appeasement (S,Y). An Avatar with this Skill is able to calm any number of Avatars down by offering to buy them all a drink and show them a good time. This Skill will affect all Avatars within audible range at the time it is used, and will prevent any and all attacks or other adverse Actions from being directed at the Avatar who is using this Skill for a period of 1 hour. Note that the appeasement is completely suspended for all targets if the Avatar attacks or directs an adverse Action towards any one of them. Usable only once per hour. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

Fourth Tier Skill: Recovery. An Avatar with this Skill is so used to recovering from wild parties when he wakes up in the morning that he is able to recover from the limbo which is conveyed by death much faster. Instead of the usual 1 hour that an Avatar must wait before he gets his CC back after being killed, an Avatar with this Skill will only wait ten minutes. All other restrictions apply during that time, though.

Fifth Tier Skill: Distraction (S,Y). An Avatar with this Skill is able to completely distract any number of Avatars by acting so outrageously that they forget they ever wanted to fight. This Skill will affect all Avatars within line of sight at the time it is used, and will prevent each Avatar from partaking in any combat or other adverse Actions for a period of 1 hour. Note that the distraction is completely suspended for a target if any Avatar attacks or directs an adverse Action towards him (which necessarily would have to come from either the Avatar who is distracting OR an Avatar who was not affected by the distraction. If used during a combat, Distraction will immediately END the combat, and begin the grace period; even if an outsider arrives and attempts to enrage combatants again, anyone who wishes to leave the immediate area may do so during the grace period. Usable only once per Combat. Although this Skill can be used at any time and does not count as an Action, it cannot be used to interrupt an Action which has already started; the user may, however, announce that the Skill will be used immediately following the resolution of the current Action.

Sixth Tier Skill: Environmental Immunity (Y+). An Avatar with this Skill is so hardened to the various substances which make up the Multiverse that he is completely immune to any non-Targetted effect involving any Element (E), Energy (N) or Toxicity (from any Power or Item which includes the word "Poison" or "Toxic"). For example, he will take damage from a fireball which is specifically targeted to him (either individually or as a specific group), but he will not take damage from a firestorm which is an area effect.

Seventh Tier Skill: Apathy (M, Y+). An Avatar with this Skill is so apathetic to the demands of everyday life that he may turn any Mental action against him into a shared proposition. Any time a Mental (M) Action targets him successfully (whether individually or as part of a group), he may immediately (at the conclusion of the previous resolution) invoke the same Mental Action (with instant success, and at the same numerical level if appropriate) right back at the original invoker. If the Mental Action involved any verbal instructions to the target, then the Belligerent Avatar can make the instructions anything he wants them to be within the guidelines of the original Skill or Power.

Eighth Tier Skill: Euphoria. An Avatar with this Skill has such an extraordinary ego that he can convince any Avatar or Group of Avatars that everything around them is perfect. To invoke this Skill, he draws three cards from his AC Deck. A drawn 10 does NOT force a redraw. If the result is greater than 0, Euphoria will completely negate ANY Mental (M), Magical (K) or Spiritual (X) effects which are present and continuous on any Avatars in Line of sight (including himself). Avatars cleansed in this fashion go back to their immediate pre-effect state. Note that this means that someone who recovers from Necromancy actually goes back to being dead and about to fade. Note that this Skill has no effect on anything other than effects on other Avatars. This Skill can be used only ONCE per day.

Choosing House Godot

As was explained in the Cleese Section, there are two Houses for those players who enjoy being silly and frenetic, and Godot is the other one. However, its members differ in their philosophy from Cleesians in one significant way: While members of House Cleese tend to be loners, causing mischief in silly ways, members of House Godot tend to be far more social, sticking together to enjoy parties, socialization and other family oriented silliness. It has also been noted that Cleese members tend to start trouble while Godot members try to run away from trouble. So the choice all comes down to your playing style. Once a native Godot Avatar reaches "Nexus Ancient", he is an egotistical force to be reckoned with, and usually can diffuse any

situation by imposing his own perception of reality on those around him!

House Helvetia, aka "Druids": Helvetians believe in the natural order of things and the balance of nature, and try to maintain that balance whenever possible. While many of the other Houses tend to take extreme (and in many cases, opposite) views of their role in the Nexus, the Druids have become the judges and arbitrators of the Nexus. Many of the members of this House are called upon to settle disputes and to remain impartial in the face of political pressure. Helvetia attracts Avatars from all genres and universes - those who believe in common sense and decency above petty disputes such as good versus evil.

First Tier Skill: Mental Balance (M,Y+). An Avatar with this Skill receives a bonus of +10 MIND whenever he is the target of a Mental Action. This Skill cannot be used when the Avatar is the one initiating the Action.

Second Tier Skill: Restore Sense (M). An Avatar with this Skill is able to nullify the effects of any successful non-Attack (i.e. Psionic Blast is an Attack) Mental Action (except Possession) performed on any single Avatar (other than the Avatar using this Skill), as long as his MIND Stat is greater than or equal to the target's. This nullification happens immediately and releases the target from any commitment he had as a result of the Mental manipulation and renders that target immune from the identical Mental attack (whatever the source) for a period of one hour. Although this Skill can be used as often as necessary, it requires an Action, and may NOT be performed as a Surprise Action, so the attempt MAY force Combat (and its subsequent Initiative draw) from an interested third party. The Avatar performing the Restore Sense needs to be able to communicate with the intended target in some effective way.

Third Tier Skill: Compartmentalization (M,Y+). An Avatar with this Skill receives a bonus of +30 MIND whenever he is the target of a Mental Action. This Skill cannot be used when the Avatar is the one initiating the Action.

Fourth Tier Skill: Voice of Reason (Y). An Avatar with this Skill is able to completely suspend a Combat after any round. All Avatars involved in such a Combat are given the option to freely leave the Combat (as if they had successfully Fled), or to continue it in 10 minutes as a NEW Combat (which means that all Avatars involved are healed). Usable only once per day.

Fifth Tier Skill: Mental Immunity (M,Y+). An Avatar with this Skill is totally immune from the effects of any Mental Action directed at him.

Sixth Tier Skill: Voice of the Multiverse (Y+) An Avatar with this Skill is able to completely suspend a Combat at ANY point, even in the middle of an Action. All Avatars involved in such a Combat are given the option to freely leave the Combat (as if they had successfully Fled), or to continue it in 5 minutes as a NEW Combat (which means that all Avatars involved are healed).

Seventh Tier Skill: Judgment (Y+). An Avatar with this Skill can isolate any single Avatar and imprison him for a period of 1 hour (as if he had been killed) in whatever manner he sees fit. This Skill can be used at ANY time and on ANY Avatar in line of sight. It can even interrupt an Action. To use this Skill, the Avatar must draw three cards. A drawn 10 will NOT force a redraw. If he does not draw an Ace, the Skill is successful, and the target of the Judgment must stop EVERYTHING he is doing and remove his House button. Any Actions, continuous effects, conversations or negotiations he was involved in are completely suspended and must be restarted from scratch after his sentence is up. If the Judgment is successful, all three drawn cards are removed from the Avatar's AC Deck for the same period of time as his target's imprisonment.

Eighth Tier Skill: Harmony (Y+). An Avatar with this Skill cannot be targetted by any other Avatar in the Nexus, for either harmful OR beneficial effects.

Choosing House Helvetia

This House was created for players who don't seem to belong anywhere else. The House has very laid back members who don't necessarily want to specialize in anything and generally go with the flow. The House has a very loose organization, very few politics and almost no friction. The House Skills conveyed bolster Mental Actions and allow for a very neutral approach to role playing in the Nexus. Once a native Helvetia Avatar reaches "Nexus Ancient", he becomes the ultimate voice of neutrality, and commands absolute respect as an impartial judge above all reproach.

House Lightfoot, aka "Thugs": This house was originally founded by the Thieves' Guilds of many traditional fantasy thieves, and was later expanded to include other genres. Space Rogues, Pickpockets, Pirates and other Avatars who choose the sub-legal approach for a lifestyle will find their home here. Generally, the other Houses give Lightfoot a lot of room to do whatever they want; they will take it anyway! Other Avatars would do well to avoid calling them "Thugs".

First Tier Skill: Escape Combat Familiarity (Y). This Skill adds ONE Proficiency

Level to the Escape Combat Skill, and ignores ALL Stat requirements. If the Avatar does not have Escape Combat, then this Skill allows him to use Escape Combat as if he had Proficiency 1.

Second Tier Skill: Light Fingers Familiarity (Y). This Skill adds ONE Proficiency Level to the Light Fingers Skill, and ignores ALL Stat requirements. If the Avatar does not have Light Fingers, then this Skill allows him to use Light Fingers as if he had Proficiency 1.

Third Tier Skill: Hide in Shadows. An Avatar with this Skill is able to remove his House Button at will, as long as he is not the direct or indirect target of any tangible game effect. This Skill may not be used as a Reaction under any circumstances (although it is not considered to be an Action), and area effects and other indirect effects which affect him will prevent its use as well. In Combat, he may use the Skill to instantly escape the Combat IF and ONLY IF he is not in a Melee, but NOT in the middle of an Action which is directly or indirectly targeting him. The use of this Skill is NOT considered a Flee Action, BUT once used, the Avatar must stay OOC for a period of 10 minutes; once that period is over, the Avatar may join back into the Combat he left during the NEXT round as if he were a newcomer. Note that this and Hide in Daylight are the only effects which will circumvent the 10 second rule regarding removal of a House button in public.

Fourth Tier Skill: Enhanced Escape Restraint (P,K,Y+). An Avatar with this Skill is immune to the effects of any Item, Skill or Power which would normally render him immobile or imprisoned. Note that this Skill cannot be used to counter any Attribute other than (P) or (K). This Skill works normally against the "Stun" Skill.

Fifth Tier Skill: Procurement. An Avatar with this Skill is able to procure just about any Item or raw material which exists in the Nexus (but does NOT belong to someone else). In order to use this Skill, the Avatar would declare what he is looking for, and if the Item or raw material exists, a period of time (in weeks) will be assigned for the procurement. The Avatar has NO restrictions during this time, and if the full period of time is used, the Avatar will find his Item or raw material. Note that only one Item or raw material can be procured at a time, but the Avatar can STOP a procurement and begin another one (forfeiting whatever time went into the first one).

Sixth Tier Skill: Enhanced Pickpocket (P,Y). When an Avatar with this Skill performs a successful Pickpocket Action, instead of just naming a Slot, he may physically take the target's entire Ready Pouch and look through it to decide which Item he wishes to take. He still may not take any Item which is listed as "Unstealable" or "Special".

Seventh Tier Skill: Hide in Daylight (Y+). An Avatar with this Skill is able to remove his House Button at will, at any time he wishes, even in the middle of an Action. This Skill may be used as a Reaction, and it is not considered to be an Action. The use of this Skill is NOT considered a Flee Action, BUT once used, the Avatar must stay OOC for a period of 10 minutes; once that period is over, the Avatar may join back into a Combat he left during the NEXT round as if he were a newcomer. If this Skill is used in the middle of an Action, the Action is either continued (if he was not the only target) or aborted (and resolved as if unsuccessful). Note that this and Hide in Shadows are the only effects in the game which will circumvent the 10 second rule regarding removal of a House button in public.

Eighth Tier Skill: Grand Larceny. An Avatar with this Skill is able to steal any Item from any other player (as long as that Item is not a Special Item), regardless of the "Unstealable" characteristic. In order to use this Skill, the Avatar would declare what he is going to Steal, and a period of time (in weeks) will be assigned for the Grand Larceny. The Avatar has NO restrictions during this time, and if the full period of time is used, the Avatar will obtain the Item. Note that only one Item can be sought (or Procured) at a time, but the Avatar can STOP a Grand Larceny and begin another one (forfeiting whatever time went into the first one). Once the Item is in his possession, the target Avatar to whom the Item once belonged will NOT know who took the Item.

Choosing House Lightfoot

There are three Houses which can be considered "the bad guys" of the Nexus, and this is the first. The organization of the House is very much like a traditional mafia structure; the members all watch out for each other and anyone who dares to threaten one member will face the wrath of the whole House. The Procurement Skill is one of the most interesting House Skills in the game, and bolsters the impression that House Lightfoot members tend

to have a lot of toys to play with. Once a native Lightfoot Avatar reaches "Nexus Ancient", he becomes the ultimate thief, as practically any Item is his for the taking.

House Lilith, aka "The United": This house is the result of the merging of two previous houses, Athena and Calypso. The only true gender-related house in the Nexus, the women of Lilith believe in the superiority of the female gender in all of its forms throughout the Multiverse. Whether this superiority is through force or subversion is left to the individual member, but it is rare that members of House Lilith do NOT get what they ask for.

First Tier Skill: Male Mental Manipulation Familiarity (M,S,Y). This Skill adds ONE Proficiency Level to the Suggestion and Coercion Skills, and ignores ALL Stat requirements, if and only if the target of the Skill is Male. If the Avatar does not have the specific Mental Manipulation Skill, then this Skill allows him to use either of the two Skills as if he had Proficiency 1.

Second Tier Skill: Combat Flexibility Familiarity (Y+). This Skill adds ONE Proficiency Level to the Combat Flexibility Skill, and ignores ALL Stat requirements. If the Avatar does not have Combat Flexibility, then this Skill allows him to use Combat Flexibility as if he had Proficiency 1.

Third Tier Skill: Male Intimidation (M,Y). An Avatar with this Skill has learned how to use a male Avatar's (only) weaknesses to his advantage. He gets a bonus of +25 MIND to ANY Mental Action which he initiates against a single male target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any male Avatar without restriction, if the Mental Action which it is used in conjunction with it fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other male target for whom it has not failed previously).

Fourth Tier Skill: Combat Flexibility Superiority (Y+). This Skill adds ONE Proficiency Level to the Combat Flexibility Skill, and ignores ALL Stat requirements. If the Avatar does not have Combat Flexibility, then this Skill allows him to use Combat Flexibility as if he had Proficiency 2 (based on this Skill combined with Combat Flexibility Familiarity).

Fifth Tier Skill: Male Superiority (M,P,Y+). An Avatar with this Skill can so completely manipulate the male gender that he is completely immune to ANY directed hostile (P) or (M) Action which would be taken against him by any Male Avatar, unless he is unconscious (including the four minutes of impending death), has a MIND of 0, or is otherwise under the control of anyone else (male or female). This Skill does not work against area attacks and effects.

Sixth Tier Skill: Combat Flexibility Mastery (Y+). This Skill adds ONE Proficiency Level to the Combat Flexibility Skill, and ignores ALL Stat requirements. If the Avatar does not have Combat Flexibility, then this Skill allows him to use Combat Flexibility as if he had Proficiency 3 (based on this Skill combined with Combat Flexibility Familiarity and Combat Flexibility Superiority).

Seventh Tier Skill: Male Command (M,Y). An Avatar with this Skill has learned how to use a male Avatar's (only) weaknesses to his advantage. He automatically succeeds by 25 points in ANY Mental Action which he initiates against a single male target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any male Avatar without restriction, if the Mental Action which it is used in conjunction with it fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other male target for whom it has not failed previously). This Skill completely supercedes Male Intimidation.

Eighth Tier Skill: Combat Domain (Y+). An Avatar with this Skill can be anywhere on the Battlefield he chooses to be during each and every Combat turn involving any player. The rules of Charging do not apply to him - in the same round he may decide to attack an opponent in Melee, and then in the next Action, flip himself out of range to that opponent. He must make the declaration of his current location BEFORE each Action takes place; once the Action is announced, he can no longer change his position. He may not automatically leave the Combat, and if he is immobilized for any reason, this Skill cannot be used.

Choosing House Lilith

Originally created as a haven for female role players, House Lilith has evolved into a fun House for both male and female players. The Skills of the House tend to be somewhat sarcastic and stereotypical, so the House has tended toward the sillier aspect of the Nexus, but not quite as bad as Cleese and Godot. Once a native Lilith Avatar achieves "Nexus Ancient", he becomes one of the most elusive and deadly Combat opponents there is.

House Lugosi, aka "Them": The house of darkness is home to those who wish to walk in shadows. Vampires, werewolves, creatures of darkness and other horrors of the more gothic universes come together to participate in the greater glory of Nexus politics. House Lugosi is traditionally feared and avoided more than any other house, and with good reason. The politics of this house are high, both internally and externally, as all of its members fight for the power they believe is rightly theirs.

First Tier Skill: Mental Manipulation Familiarity (M,S,Y). This Skill adds ONE Proficiency Level to the Suggestion and Coercion Skills, and ignores ALL Stat requirements. If the Avatar does not have the specific Mental Manipulation Skill, then this Skill allows him to use either of the two Skills as if he had Proficiency 1.

Second Tier Skill: Intimidation (M,Y). An Avatar with this Skill has learned how to use his opponent's weaknesses to his advantage. He gets a bonus of +20 MIND to ANY Mental Action which he initiates against a single target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any Avatar without restriction, if the Mental Action which it is used in conjunction with it fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other target for whom it has not failed previously).

Third Tier Skill: Mental Manipulation Superiority (M,S,Y). This Skill adds ONE Proficiency Level to the Suggestion, Coercion and Hypnosis Skills, and ignores ALL Stat requirements. If the Avatar does not have the specific Mental Manipulation Skill, then this Skill allows him to use any of the three Skills as if he had Proficiency 1 or 2 (based on this Skill combined with Mental Manipulation Familiarity).

Fourth Tier Skill: Fear (M,Y). An Avatar with this Skill has learned how to use his opponent's worst nightmares to his advantage. He gets a bonus of +50 MIND to ANY Mental Action which he initiates against a single target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any Avatar without restriction, if the Mental Action which it is used in conjunction with fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other target for whom it has not failed previously). Note: A target is not immune to Fear just because he is immune to Intimidation; he must become immune to Fear independently. This Skill may NOT be used concurrently with Intimidation.

Fifth Tier Skill: Mental Manipulation Mastery (M,S,Y). This Skill adds ONE Proficiency Level to the Suggestion, Coercion and Hypnosis Skills, and ignores ALL Stat requirements. If the Avatar does not have the specific Mental Manipulation Skill, then this Skill allows him to use any of the three Skills as if he had Proficiency 2 or 3 (based on this Skill combined with Mental Manipulation Familiarity and Mental Manipulation Superiority).

Sixth Tier Skill: Spiritual Affinity. An Avatar with this Skill has a certain affinity with all things spiritual. When taking damage from any (X) based effect, the Avatar may draw a single card from his AC deck (and it remains out). If the card is NOT an Ace, the amount of damage taken is HALVED (rounded down). The new number becomes the ACTUAL damage number when calculating things such as an Item's Break Point. Note that this Skill does NOT apply to effects which happen indirectly (i.e. a weapon used by an Avatar who has used the Grow Limbs Power or who is under the influence of Necromancy). In addition, any time the Avatar is attempting to use any (X) effect in which he adds his own EM and draws an Ace, he may choose to start his entire calculation over again as if the first had not happened. He may only do this ONCE per Action, and the original cards drawn will STILL remain out of the AC Deck.

Seventh Tier Skill: Domination (M,Y). An Avatar with this Skill has learned how to completely overwhelm his opponent to his advantage. He gets a bonus of +100 MIND to ANY Mental Action which he initiates against a single target. Note that this Skill is used in combination with an actual Mental Ability and does not in itself constitute any sort of Mental Action. There is a special restriction on this Skill, and it is as follows: While it can be used at any time and against any Avatar without restriction, if the Mental Action which it is used in conjunction with fails, this Skill may not be used against that target again for 24 hours (although it may be used on any other target for whom it has not failed previously). Note: A target is not immune to Domination just because he is immune to Fear or Intimidation; he must become immune to Domination independently. This Skill may NOT be used concurrently with Fear and/or Intimidation.

Eighth Tier Skill: Spiritual Immunity. An Avatar with this Skill cannot be harmed by any (X) effect, regardless of its source.

Choosing House Lugosi

Of the three Houses which are characterized as “the bad guys”, Lugosi is the most serious of them, and traditionally some of the best serious role playing sessions of the Avatar System have originated in the politics and power struggle of this House. It is not for the faint of heart or mind; the other members of House Lugosi expect that new members will treat them with respect as they establish their own reputations in the Nexus. But this is the place to be if you enjoy very intense scenarios. Most Lugosi members tend to be of the Gothic Genre, but all Genres are welcome and have strengths which mesh well with the Lugosi House Skills. Once a native Lugosi Avatar reaches “Nexus Ancient”, he is so in tune with the forces of spirituality that he is master of the dark side of the Multiverse.

House Octagon, aka “Hackers”: This house is well known throughout the Nexus for their intense love of technology and computers above all other forms of communication. Hackers live for their time tweaking and experimenting, and they are responsible for many of the technological advancements made in the Nexus or imported from other universes. In fact, they have become the undisputed masters of technology-based Items, in much the same way Avalon handles magical Items.

First Tier Skill: Technology Item Form Creation Familiarity. This Skill adds ONE Proficiency Level to the Technology Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Technology Item Form Creation, then this Skill allows him to use Technology Item Form Creation as if he had Proficiency 1.

Second Tier Skill: Create Mechanical Servant I. An Avatar with this Skill will be able to create any sort of mechanical or robotic servant with a maximum size of a bread box, which will follow the Avatar around and can enter a combat along with the Avatar (as an independent entity under the Avatar’s control). The servant can walk, roll, float or use any other form of mobility. The servant will have the following Stats: OR 20, DR 20, MIND 0, LIFE 20, IN 0, and uses a standard A-10 Action Deck for all draws. The servant has two attacks, one which is (P) based and can be used only in Short Range Combat, and one which is (N) based and can be used only in Long Range Combat. When the servant is created, the owning Avatar must specify ONE exact Attribute of its Long Range Attack PROVIDED the Avatar has the associated Adaptation (if the Avatar does not have an Adaptation, the Servant cannot have a long range attack), although he does NOT get to spend EM on the attack. Building a new Servant takes 12 hours of real, non-combat time. The servant can NOT be resurrected or otherwise affected by “alternate death” Powers; once it is destroyed, it is considered unrecoverable. The servant can not perform any action outside of the line of sight of the Avatar. If the Avatar dies, the Servant will become inert and unable to perform any Action. It may at that point be attacked and destroyed, or carried off by another Avatar to save it, if the Avatar is able to leave a Combat with it (if it is saved, then the owning Avatar can immediately reactivate it when he is alive). An Avatar may only create one Servant at a time using any Mechanical Servant Skill.

Third Tier Skill: Technology Item Form Creation Superiority. This Skill adds ONE Proficiency Level to the Technology Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Technology Item Form Creation, then this Skill allows him to use Technology Item Form Creation as if he had Proficiency 2 (based on this Skill combined with Technology Item Form Creation Familiarity).

Fourth Tier Skill: Create Mechanical Servant II. An Avatar with this Skill is able to enhance his Servant in two crucial ways: First, the Servant itself has new Stats - OR 60, DR 100, MIND 0, LIFE 100, IN 0. Second, the owning Avatar (only) is able to spend EM to boost the Servant’s Long Range attack (only) with the appropriate Attribute multiplier (as if the Servant was a weapon). In addition, the Avatar may choose to remove the Servant’s short range attack altogether and replace it with an EM storage unit which can hold up to 30 EM at a time for use with the long range weapon. The Avatar can recharge this storage unit at a rate of 1 EM per non-combat minute, regardless of the actual amount of EM he has. Note that this substitution renders the Servant useless at short range, unless it successfully charges to a long range position on the battlefield. Note that all other rules and restrictions from Create Mechanical Servant I are still in effect for this Skill.

Fifth Tier Skill: Technology Item Form Creation Mastery. This Skill adds ONE Proficiency Level to the Technology Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Technology Item Form Creation, then this Skill allows him to use Technology Item Form Creation as if he had Proficiency 3 (based on this Skill combined with Technology Item Form Creation Familiarity and Technology Item Form Creation Superiority).

Sixth Tier Skill: Technological Affinity. An Avatar with this Skill has a certain affinity with all things technological. When taking damage from any (N) based effect, the Avatar may draw a single card from his AC deck (and

it remains out). If the card is NOT an Ace, the amount of damage taken is HALVED (rounded down). A drawn 10 will NOT force a redraw. The new number becomes the ACTUAL damage number when calculating things such as an Item’s Break Point. Note that this Skill does NOT apply to effects which happen indirectly (i.e. an energy bolt hits the ceiling and causes a block of actual granite to fall onto the Avatar). In addition, any time the Avatar is attempting to use any (N) effect in which he adds his own EM and draws an Ace, he may choose to start his entire calculation over again as if the first had not happened. He may only do this ONCE per Action, and the original cards drawn will STILL remain out of the AC Deck.

Seventh Tier Skill: Create Mechanical Servant III. An Avatar with this Skill is able to enhance his Servant in two crucial ways: First, the Servant itself has new Stats - OR 120, DR 200, MIND 0, LIFE 200, IN 0. Second, the owning Avatar (only) is able to spend EM to boost ANY of the Servant’s Attacks with the appropriate Attribute multiplier (as if the Servant was a weapon). In addition, the Avatar may choose to remove the Servant’s short range attack altogether and replace it with an EM storage unit which can hold up to 60 EM at a time for use with the long range weapon. The Avatar can recharge this storage unit at a rate of 2 EM per non-combat minute, regardless of the actual amount of EM he has. Note that this substitution renders the Servant useless at short range, unless it successfully charges to a long range position on the battlefield. Note that all other rules and restrictions from Create Mechanical Servant I and II are still in effect for this Skill.

Eighth Tier Skill: Technological Immunity. An Avatar with this Skill cannot be harmed by any (N) effect, regardless of its source.

Choosing House Octagon

As you can tell from the House Skills, this House caters almost exclusively to the Technology Genre, even moreso than, for example, Avalon caters to the Fantasy Genre. The life blood of the Technology Genre is the ability to create effective Technology Items, and nobody can create Technology Items better than a 9th Level Octagon. In addition, the Mechanical Servant III is one of the best natural bodyguards in the Avatar System. No matter what form your love of technology takes, consider being in this House if you really want to take advantage of the overwhelming force which the Technology Genre has to offer. Once a native Octagon Avatar reaches “Nexus Ancient”, he is in complete control of the natural forces of technology in the Multiverse and can use them to his advantage!

House Renaissance, aka “Tinkers”: While this house is filled with many rational thinkers, much like Delphi, the members tend to exercise their intelligence and wisdom for personal profit rather than the good of the Nexus. Tinkers are constantly developing new Items and perfecting them for sale. Often called “mad scientists”, the Tinkers are constantly producing strange and wondrous things, some of which actually work. Masters of strategy and abstract reasoning, you will often find a Tinker engaging another Avatar in a Skill Challenge, and usually beating them soundly. They tend to like everyday life in the Nexus more than they like Wandering the Multiverse and finding new adventure (probably because it is not of their making).

First Tier Skill: Item Form Creation Familiarity. This Skill adds ONE Proficiency Level to the Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Item Form Creation, then this Skill allows him to use Item Form Creation as if he had Proficiency 1.

Second Tier Skill: Conceal Items (Y). When an Avatar with this Skill is successfully Pickpocketed, and the thief names the slot of Item he is searching for, the Avatar may choose which Item the thief will get instead of having the thief pick it from him. He must choose an Item which is actually Stealable, and if there is no Item which is Stealable other than the one that the thief chose, then the chosen Item must be given. Once this Skill is used against a thief, the thief may not target him again for 24 hours. Note that this Skill is useless against the Enhanced Pickpocket Skill.

Third Tier Skill: Item Form Creation Superiority. This Skill adds ONE Proficiency Level to the Item Form Creation Skill, and ignores ALL Stat requirements. If the Avatar does not have Item Form Creation, then this Skill allows him to use Item Form Creation as if he had Proficiency 2 (based on this Skill combined with Item Form Creation Familiarity).

Fourth Tier Skill: Tweak Item Familiarity. This Skill adds ONE Proficiency Level to the Tweak Item Skill, and ignores ALL Stat requirements. If the Avatar does not have Tweak Item, then this Skill allows him to use Tweak Item as if he had Proficiency 1.

Fifth Tier Skill: Item Form Creation Mastery. This Skill adds ONE Proficiency Level to the Item Form Creation Skill, and ignores ALL Stat requirements.

If the Avatar does not have Item Form Creation, then this Skill allows him to use Item Form Creation as if he had Proficiency 3 (based on this Skill combined with Item Form Creation Familiarity and Item Form Creation Superiority).

Sixth Tier Skill: Tweak Item Superiority. This Skill adds ONE Proficiency Level to the Tweak Item Skill, and ignores ALL Stat requirements. If the Avatar does not have Tweak Item, then this Skill allows him to use Tweak Item as if he had Proficiency 2 (based on this Skill combined with Tweak Item Familiarity).

Seventh Tier Skill: Item Specialization. An Avatar with this Skill may choose any one type of Item when he receives this Skill, and he will be able to specialize in the creation of that type of Item. This allows him to create his specialty (and only his specialty) with TWICE the potency (IUs) he would otherwise have been able to give it. For example, he might decide to specialize in "swords"; now any sword he makes may have twice as much OR as he could previously give it. In addition, if he Tweaks an Item which is his specialty, he is able to Tweak it by TWICE the amount he would otherwise be able to give it. Note that this Skill supercedes normal justification rules.

Eighth Tier Skill: Adapt Item. An Avatar with this Skill is able to change (add or subtract or otherwise modify) one requirement OR one effect of ANY Item he is handed. The Item may only be adapted ONCE. The rules of Tweak Item apply to the timing of this process. He may choose to remove a negative effect, add a positive effect, remove a strength requirement, change a Slot designation, etc. He may not add anything to the Item in excess of what he would already be able to create from scratch. An Item that is Adapted may STILL be Tweaked, and vice-versa.

Choosing House Renaissance

This House appeals to players who enjoy using their creativity for their own sake and the sake of the other players in the Nexus. While Avalon and Octagon can create speciality Items in their respective Genres, only a 9th Level Renaissance member can create the most powerful of general-purpose Items and Weapons, and modify existing Items of any Genre to do even more than they were intended to do. This House tends to be filled with loners, and there is not much political or social structure. Choose this House if you intend to be a merchant, a mercenary, or if you enjoy changing alliances often. By the time a native Renaissance Avatar reaches "Nexus Ancient", he is a master of all Items and can be sought after to make anything - for a price!

House Tocsin, aka "Barons": The members of this house love to challenge the political framework of the Nexus in every way possible, fabricating loopholes, tricky explanations and outright confusion even in the simplest of rules. Its members thrive on the constant game of power that all Avatars play, and any Avatars unlucky enough to get involved in their politics soon find themselves drawn into the web as well. House Tocsin wants nothing more than to rule the Nexus and to exert their power over everyone else, even if it means resorting to underhanded schemes and dealings with less reputable factions of the Nexus. As long as they do it THEIR way.

First Tier Skill: Resistance to Mental Manipulation Familiarity (M,Y+). This Skill adds ONE Proficiency Level to the Resistance to Mental Manipulation Skill, and ignores ALL Stat requirements. If the Avatar does not have Resistance to Mental Manipulation, then this Skill allows him to use Resistance to Mental Manipulation as if he had Proficiency 1.

Second Tier Skill: Mental Manipulation Familiarity (M,S,Y). This Skill adds ONE Proficiency Level to the Suggestion and Coercion Skills, and ignores ALL Stat requirements. If the Avatar does not have the specific Mental Manipulation Skill, then this Skill allows him to use either of the two Skills as if he had Proficiency 1.

Third Tier Skill: Confusion (M,P,Y). An Avatar with this Skill is able to confuse any Avatar who is targeting him specifically with any Short Range (P) Action. He gains a bonus of +20 to his Defensive Calculation. Note that this Skill has no effect against any Item which has an Ability which is independent of the Avatar who is using it (i.e. it will have an effect against a sword because it is being wielded, but not against a machine. It also has no effect against any attacker with a current MIND Stat of 0.

Fourth Tier Skill: Resistance to Mental Manipulation Superiority (M,Y+). This Skill adds ONE Proficiency Level to the Resistance to Mental Manipulation Skill, and ignores ALL Stat requirements. If the Avatar does not have Resistance to Mental Manipulation, then this Skill allows him to use Resistance to Mental Manipulation as if he had Proficiency 2 (based on this Skill combined with Resistance to Mental Manipulation Familiarity).

Fifth Tier Skill: Incite Violence (S). An Avatar with this Skill is able to start a combat regardless of the intentions of the Combatants which he names. He must choose two definitive sides and name as many Avatars (who are within

audible range) as he wants to fill those two sides (minimum of two). He does not have to partake in the Combat, but can name himself as a Combatant if he wishes. The Avatar may then disappear as if he had successfully Fled. The resulting combat must go at least one round, at which point it can be ended if all Combatants agree. Usable only once per day.

Sixth Tier Skill: Mental Manipulation Superiority (M,S,Y). This Skill adds ONE Proficiency Level to the Suggestion, Coercion and Hypnosis Skills, and ignores ALL Stat requirements. If the Avatar does not have the specific Mental Manipulation Skill, then this Skill allows him to use any of the three Skills as if he had Proficiency 1 or 2 (based on this Skill combined with Mental Manipulation Familiarity).

Seventh Tier Skill: Resistance to Mental Manipulation Mastery (M,Y+). This Skill adds ONE Proficiency Level to the Resistance to Mental Manipulation Skill, and ignores ALL Stat requirements. If the Avatar does not have Resistance to Mental Manipulation, then this Skill allows him to use Resistance to Mental Manipulation as if he had Proficiency 3 (based on this Skill combined with Resistance to Mental Manipulation Familiarity and Resistance to Mental Manipulation Superiority).

Eighth Tier Skill: Eminent Domain. An Avatar with this Skill can force his way into any agreement, treaty or property that he is aware of anywhere in the Nexus to his advantage, whether it is written or oral. To use this Skill, he first declares which subject he is using the Skill on. He must then notify all parties involved in the subject (or a GM instead), and give ONE clause which will be enacted at the same time as the subject, as long as the clause uses a principle or concept already contained in the subject. That clause will be in effect as long as all other conditions of the subject are met. For example, if a treaty between two houses is reached, the Avatar may invoke Eminent Domain to insert that he must also be defended if attacked; but he cannot randomly insert a tithe to be paid to him by the other parties (unless of course a monetary clause is already in the contract). He may also take a percentage (including 100%) of any monetary transaction which takes place in his presence. This Skill is usable once per day, but its effects last as long as the subject which is targeted.

Choosing House Tocsin

This is the third "bad guys" House, and perhaps the most misunderstood of all of the Houses. Its members tend toward the silly side, but always with an insidious agenda. Unlike Cleese members, who cause mischief for the sake of having fun, Tocsin members manipulate for their own gain, using whatever means they have at their disposal. Unlike Lightfoot members, who subscribe to the theory of "honor among thieves", Tocsin members have no allegiance to their House or their friends unless it suits their purposes. This is the most political of Houses and has some of the weirdest dynamics in the Nexus. Once a Tocsin Avatar reaches "Nexus Ancient", he becomes a significant political force which everyone must beware of, as his name seems to enter into every corner of politics and economics.

Appendix B: Non-Combat Skills

Item Creation. Cost: 10 AP. Stat Requirements: INT 10. An Avatar with this Skill is able to create an Item which has 8 IU of usability. The Avatar can only work on one Item at a time, and it takes 1 week of real time per IU (maximum of 8 weeks) to finish the Item.

Proficiency 2: 20AP, INT 20, 16IU, 2 IU/week.
Proficiency 3: 30AP, INT 40, 32IU, 4 IU/week.
Proficiency 4: 40AP, INT 60, 64IU, 8 IU/week.
etc.

Magic Item Form Creation. Cost: 10 AP. Stat Requirements: INT 20. An Avatar with this Skill is able to create an Item which has 4 IU of usability. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time per IU (maximum of 8 weeks) to finish the Item. The created Item may be enchanted with 1 EM of effect per IU not used in any other attribute.

Proficiency 2: 20AP, INT 40, 8IU, 1 IU/week.
Proficiency 3: 30AP, INT 60, 16IU, 2 IU/week.
Proficiency 4: 40AP, INT 80, 32IU, 4 IU/week.
etc.

Technology Item Form Creation. Cost: 10 AP. Stat Requirements: INT 20. An Avatar with this Skill is able to create an Item which has 4 IU of usability and can be powered by any specific Technology energy source. The Avatar can only work on one Item at a time, and it takes 2 weeks of real time per IU (maximum of 8 weeks) to finish the Item. Note that the Item will only work if it is powered by the proper Energy Source, available only to Technology Genre Avatars. Once the proper Energy Source is applied, the user of the Item may pump as much EM into each use of the Item as he is capable of producing; each EM point spent in this way will increase the primary usefulness of the Item (defined on its card) according to the chart of Energy Sources in Appendix E.

Proficiency 2: 20AP, INT 40, 8IU, 1 IU/week.
Proficiency 3: 30AP, INT 60, 16IU, 2 IU/week.
Proficiency 4: 40AP, INT 80, 32 IU, 4 IU/week.
etc.

Repair Item. Cost: 15 AP. Stat Requirements: INT 20. An Avatar with this Skill is able to repair any normal Item which has lost its functionality due to breakage or age. It will take the Avatar 1 hour to restore each original IU to the Item, and the Avatar must repair it to its full potential or not at all. Note that this Skill cannot be used on any Item which is based in Magic or Technology. An Avatar can only work on one Item at a time. Note that if Repair Item is used outside of an event, the length of the Repair is considered to be 1 day per IU repaired.

Tweak Item. Cost: 25 AP. Stat Requirements: INT 30. An Avatar with this Skill is able to improve any Item's effect by up to 8 IU. Avatar can only work on one Item at a time, and it takes 1 week of real time plus 1 week per 4 IU (maximum of 3 weeks) to finish tweaking the Item. Note that this Skill will work on Items of any origin, including Magic and Technology based Items (however, it cannot be used to CHANGE the Energy Source requirement of a Technology based Item OR to change the Enchantment on a Magic based Item). Note that a given Item can only be tweaked ONCE in its lifetime, and that it cannot be used during the time it is being tweaked. An Avatar can only work on one Item at a time, whether he is Repairing it or Tweaking it.

Proficiency 2: 50AP, INT 60, 16IU, 1 week plus 1 week/8 points.
Proficiency 3: 75AP, INT 90, 32IU, 1 week plus 1 week/16 points.
Proficiency 4: 100AP, INT 120, 64IU, 1 week plus 1 week/32 point.
etc.

Resistance to Illusion (Y+). Cost: 15 AP. Stat Requirements: INT 15. An Avatar with this Skill gains a +10 bonus to his MIND Stat for the disbelief of any Illusion or Projection in his sensory range.

Proficiency 2: 15AP, INT 30, +30 bonus.
Proficiency 3: 15AP, INT 50, +60 bonus.
Proficiency 4: 15AP, INT 70, +90 bonus.
etc.

Investigation (S). Cost: 20 AP. Stat Requirements: INT 15. An Avatar with this Skill is allowed to see the front of the CC of any other Avatar in the Nexus without invoking a "game mechanic need" to see the card. This Skill may be used once per hour, and may not be used during Combat.

Counter Intelligence (Y+). Cost: 20 AP. Stat Requirements: INT 15. An Avatar with this Skill is able to negate the effect of either the Investigation Skill or the Sleuthing Skill. A special card will be given to any Avatar with this Skill which can be shown instead of his CC.

Light Fingers (Y). Cost: 10 AP. Stat Requirements: CUN 7, AGI 7. An Avatar with this Skill receives a bonus of +10 to his Pickpocket calculation when attempting a Pickpocket Action.

Proficiency 2: 20AP, CUN 15, AGI 15, +25 bonus.
Proficiency 3: 30AP, CUN 30, AGI 30, +50 bonus.
Proficiency 4: 40AP, CUN 60, AGI 60, +100 bonus.
etc.

Escape Restraint (PY+). Cost: 25 AP. Stat Requirements: CUN 15, AGI 15. An Avatar with this Skill is immune to the effects of any Item, Skill or Power which would normally render him immobile or imprisoned. Note that this Skill cannot be used to counter any Attribute other than (P). Special Condition: When used against the "Stun" Skill, the Stun is reduced to 1 minute (outside of Combat) or to the end of the current round (in Combat), instead of being negated altogether.

Suggestion (M,S,Y). Cost: 10 AP. Stat Requirements: CUN 8. An Avatar with this Skill is able to use a Mental Action on a single target which, if successful, will allow the Avatar to suggest to the target that ONE particular game-related Action he has announced and is about to perform in the next ten minutes should not be executed. He may convey this concept through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). If the suggestion works, the target may choose to perform a different Action or no Action at all. A double negative cannot be used to make a target take an action he has chosen NOT to do. In this case, read "different" as significantly changing the outcome (i.e. choosing a different target, not just using a knife instead of a sword to attack). This Skill may not affect Nexus Credits or Special Items in any way. The negation is given at the time of invocation of the Skill. Usable only once per round during combat, or once per minute outside of combat.

Proficiency 2: 10AP, CUN 15, +10 bonus.
Proficiency 3: 10AP, CUN 30, +20 bonus.
Proficiency 4: 10AP, CUN 45, +40 bonus.
etc.

Coercion (M,S). Cost: 15 AP. Stat Requirements: CUN 15. An Avatar with this Skill is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to coerce the target into doing one (strictly defined) service for a period of ten minutes. He may convey this concept through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). This service cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. Also, a target can only be forced to lose ONE Item per Coercion (whether by breaking it or giving it away, etc.). The command is given at the time of invocation of the Skill. The effects of the coercion will last for 10 minutes (outside of combat) or until the end of the combat. A target may NOT be re-coerced to perform the same type of action twice in one hour.

Proficiency 2: 20AP, CUN 20, +20 bonus.
Proficiency 3: 20AP, CUN 40, +40 bonus.
Proficiency 4: 20AP, CUN 60, +80 bonus.
etc.

Hypnosis (M,S). Cost: 30 AP. Stat Requirements: CUN 30. An Avatar with this Skill is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to Hypnotize the target into doing any and all services requested (to the best of the Avatar's abilities) for a period of fifteen minutes. He may convey these concepts through any form of communication which the target will understand (i.e. verbal, hand gestures, telepathy, etc.). These services cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Skill may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. Also, a target can only be forced to lose ONE Item per Hypnosis (whether by breaking it or giving it away, etc.). The effects of the hypnosis will last for 15 minutes (outside of combat) or until the end of the combat. A target cannot be re-hypnotized until the initial Hypnosis has worn off, and no lesser form of Mental attack can dissuade the Hypnotized Avatar from NOT performing the requested services. The Avatar who has Hypnotized him cannot release him prematurely, but does not have to issue any further commands if he does not want to.

Proficiency 2: 30AP, CUN 40, +20 bonus.
Proficiency 3: 30AP, CUN 60, +40 bonus.
Proficiency 4: 30AP, CUN 80, +80 bonus.
etc.

Resistance to Mental Manipulation (M,Y+). Cost: 15 AP. Stat Requirements: CUN 15. An Avatar with this Skill will gain a bonus of +10 MIND against any type of coercive or suggestive or hypnotic Skill or Power (including Mesmerize, Possession and Hypnosis).

Proficiency 2: 15AP, CUN 25, +25 MIND.
Proficiency 3: 15AP, CUN 50, +50 MIND.
Proficiency 4: 15AP, CUN 75, +75 MIND.
Proficiency 5: 15AP, CUN 100, +150 MIND.
etc.

Inspiration (Y). Cost: 5 AP. Stat Requirements: CHA 5. An Avatar with this Skill, by uttering an appropriate, inspirational message to any other Avatar within hearing range, will grant a bonus of +10 to the next single Calculation that the Avatar makes, whatever it might be. An Inspirational message is usable once per Avatar per day, and only once per hour (or Combat) to anyone. It is allowable for the same inspirational message to affect multiple Avatars at the same time (i.e. in a melee), subject to the usability restriction; if so used, then the bonus will take effect on each Avatar's very NEXT Calculation. If an Avatar is in such a group and has already been inspired that day, he simply gains no benefit from it while others do. Note that this bonus cannot be applied to its user. In addition, if an Avatar is inspired a second time by a different Avatar (before the Calculation the first one was supposed to be applied to), ONLY the highest Inspiration will be in effect.

Proficiency 2: 10AP, CHA 10, +20 bonus.
Proficiency 3: 15AP, CHA 20, +40 bonus.
Proficiency 4: 20AP, CHA 40, +80 bonus.
etc.

Appendix C: Combat Skills

Edged Weapons (Y+). Cost: 5 AP. Stat Requirements: AGI 5. An Avatar with this Skill is able to use an Edged Weapon.

Proficiency 2: 10AP, AGI 10, +10 OR when using an Edged Weapon in Short Range Combat (ONLY).
Proficiency 3: 15AP, AGI 20, +20 OR/+10 DR when using an Edged Weapon in Short Range Combat (ONLY).
Proficiency 4: 20AP, AGI 40, +40 OR/+20 DR when using an Edged Weapon in Short Range Combat (ONLY).
Proficiency 5: 25AP, AGI 80, +80 OR/+40 DR when using an Edged Weapon in Short Range Combat (ONLY).
etc.

Blunt Weapons (Y). Cost: 5 AP. Stat Requirements: STR 5, CON 5. An Avatar with this Skill is able to use a Blunt Weapon.

Proficiency 2: 10AP, STR 10, CON 10, +15 OR when using a Blunt Weapon in Short Range Combat (ONLY).
Proficiency 3: 15AP, STR 20, CON 20, +30 OR when using a Blunt Weapon in Short Range Combat (ONLY).
Proficiency 4: 20AP, STR 40, CON 30, +60 OR when using a Blunt Weapon in Short Range Combat (ONLY).
Proficiency 5: 25AP, STR 80, CON 40, +120 OR when using a Blunt Weapon in Short Range Combat (ONLY).
etc.

Cleaving Weapons (Y+). Cost: 5 AP. Stat Requirements: AGI 5, CON 5. An Avatar with this Skill is able to use a Cleaving Weapon with no Critical Threshold.

Proficiency 2: 10AP, AGI 15, CON 10, +10 OR/+2 DR when using a Cleaving Weapon in Short Range Combat (ONLY), Critical Threshold of 10, 2x damage.
Proficiency 3: 15AP, AGI 25, CON 15, +25 OR/+4 DR when using a Cleaving Weapon in Short Range Combat (ONLY), Critical Threshold of 9, 3x damage.
Proficiency 4: 20AP, AGI 35, CON 20, +40 OR/+6 DR when using a Cleaving Weapon in Short Range Combat (ONLY), Critical Threshold of 8, 4x damage.
Proficiency 5: 25AP, AGI 45, CON 25, +55 OR/+8 DR when using a Cleaving Weapon in Short Range Combat (ONLY), Critical Threshold of 7, 5x damage.
etc.

Marksmanship (Y). Cost: 5 AP. Stat Requirements: AGI 5, CUN 5. An Avatar with this Skill is able to use a Long Range Weapon (but not a Throwing Weapon), including those which are Powers rather than Items. Note that the following Proficiency Bonuses are NOT added if the attack is an Area effect, a (K) effect or a Thrown Weapon. In addition, the Bonuses apply to the Offensive Calculation ONLY, and then only when using an actual Long Range Attack. Note that the Melee Chances are actual, not cumulative.

Proficiency 2: 10AP, AGI 10, CUN 10, +15 DR Bonus, +1 Melee Chance.
Proficiency 3: 15AP, AGI 20, CUN 15, +30 DR Bonus, +2 Melee Chances.
Proficiency 4: 20AP, AGI 30, CUN 20, +45 DR Bonus, +3 Melee Chances.
Proficiency 5: 25AP, AGI 40, CUN 25, +60 DR Bonus, +4 Melee Chances.
etc.

Throwing Weapons (Y). Cost: 10 AP. Stat Requirements: AGI 5, STR 5. An Avatar with this Skill is able to use a Throwing Weapon in long-range combat. Note that the following Proficiency Bonuses are ONLY added if the attack is by a Thrown Weapon. In addition, the Bonuses apply to the Offensive Calculation ONLY, and then only when using an actual Thrown Weapon Attack. Note that the additional Thrown Weapons are actual, not cumulative.

Proficiency 2: 15AP, AGI 15, STR 10, +10 DR Bonus, +1 Thrown Weapon.
Proficiency 3: 20AP, AGI 30, STR 15, +20 DR Bonus, +2 Thrown Weapons.
Proficiency 4: 25AP, AGI 45, STR 20, +30 DR Bonus, +3 Thrown Weapons.
Proficiency 5: 30AP, AGI 60, STR 25, +40 DR Bonus, +4 Thrown Weapons.
etc.

Martial Arts (Y+). Cost: 20 AP. Stat Requirements: AGI 15. An Avatar with this Skill gains a bonus of +10 OR and +10 DR for all Short Range (P) Combat (only), as long as he does not have any Item in his Held slots (unless the Item is specifically designated as Martial Arts-Compatible). This bonus is applied both when he is attacking and when he is attacked. The bonus is not to be used for any other Action, nor for any sort of Long Range Combat.

Proficiency 2: 30AP, AGI 30, +20 OR, +20 DR.
Proficiency 3: 40AP, AGI 45, +40 OR, +40 DR.
Proficiency 4: 50AP, AGI 60, +80 OR, +80 DR, DR Bonus can apply vs. Long Range (P) Attacks.
Proficiency 5: 60AP, AGI 75, +160 OR, +160 DR, DR Bonus can apply vs. ANY Targetted Attack except (K), (X) or (Z) Attacks.
etc.

Focus Attack (Y). Cost: 5 AP. Stat Requirements: AGI 10, MIND 10. An Avatar with this Skill will receive a bonus of +10 OR during Short Range (P) attacks that HE initiates.

Proficiency 2: 10AP, AGI 20, MIND 20, +20 OR.
Proficiency 3: 20AP, AGI 40, MIND 30, +40 OR.
Proficiency 4: 30AP, AGI 80, MIND 40, +80 OR.
etc.

Escape Combat (Y). Cost: 5 AP. Stat Requirements: AGI 5, CUN 5. An Avatar with this Skill receives a +10 bonus to his Flee calculation when attempting a Flee Action.

Proficiency 2: 10AP, AGI 10, CUN 10, +20 Bonus.
Proficiency 3: 15AP, AGI 20, CUN 20, +40 Bonus.
Proficiency 4: 20AP, AGI 30, CUN 30, +80 Bonus.
etc.

Combat Flexibility (Y+). Cost: 10 AP. Stat Requirements: AGI 10. An Avatar with this Skill gains a bonus of +5 OR and +10 DR during all Short Range (P) Targetted Attacks. This bonus is applied whether he attacks or is attacked, but does not apply to Offensive DR for Long Range Attacks. This Skill cannot be used if he has any Item in his Ready Pouch with any OR Penalty.

Proficiency 2: 20AP, AGI 20, +10 OR, +20 DR.
Proficiency 3: 30AP, AGI 30, +20 OR, +40 DR.
Proficiency 4: 40AP, AGI 40, +30 OR, +80 DR, DR bonus can be used vs. ANY Short Range Targetted attack EXCEPT (K), (X) or (Z).
Proficiency 5: 50AP, AGI 50, +40 OR, +160 DR, DR bonus can be used vs. ANY Targetted attack EXCEPT (K), (X) or (Z).
etc.

Shield Parry (Y+). Cost: 5 AP. Stat Requirements: AGI 4, CON 8. An Avatar with this Skill is able to use a single-handed shield in Short Range (P) Combat, as long as it is in a Held Slot. Note that some shields provide additional protection beyond (P).

Proficiency 2: 10AP, AGI 8, CON 16, +10 DR vs. any Short Range (P) Targetted Attack.
Proficiency 3: 15AP, AGI 12, CON 32, +25 DR vs. Any (P) Targetted Attack.
Proficiency 4: 20AP, AGI 16, CON 48, +50 DR vs. Any (P) Targetted Attack.
Proficiency 5: 25AP, AGI 20, CON 64, +100 DR vs. Any (P) Targetted Attack.
etc.

Appendix D: Item Creation Guidelines

The following guidelines are meant to explain what is possible with the Item Creation system; it is by no means complete. The Avatar System is meant to be an open-ended system which rewards creativity, and as such all of the guidelines presented here may be extended for special circumstances and situations.

Item Creation:

An IU, or "Item Unit", is a basic measure of the work which is produced by a creator; the following values are assigned to Items manufactured with Item Creation I, II and III. Note that these are GUIDELINES; it is not possible to just request that an Item have characteristics just because it CAN; a creator must have a rationale for the item.

1 point of offense physical damage, long or short range = 1 IU
1 point of defense vs. physical damage, long or short range = 1 IU
1 point of offense non-physical damage, long or short range = 2 IU
1 point of defense vs. non-physical damage, long or short range = 2 IU
1 point of offense usable in prohibited situation, long or short range = 4 IU
1 point of defense usable in prohibited situation, long or short range = 4 IU
1 point of offense with no defense, long or short range = 8 IU
1 point of defense vs. attack with no defense, long or short range = 8 IU

1 point of STR, gained or lost while in use = 4 IU
1 point of INT, gained or lost while in use = 4 IU
1 point of CUN, gained or lost while in use = 4 IU

1 point of AGI, gained or lost while in use = 4 IU
1 point of CON, gained or lost while in use = 4 IU
1 point of CHA, gained or lost while in use = 4 IU
1 point of LUC, gained or lost while in use = 4 IU

1 point of permanent change to any Primary Stat = 32 IU, plus destruction of the Item (this assumes a rationale for the change).

1 point of MIND, gained or lost while in use = 8 IU
1 point of LIFE, gained or lost while in use = 4 IU
1 point of IN, gained or lost while in use = 8 IU
1 point of LB, gained or lost while in use = 24 IU

1 IU = 2 sets of ammunition (i.e. 2 rounds of 6 bullets each) - within reason.

Please note that NO ITEM can "just have a value"; it must be rationalized. So a ring, for example, cannot just boost your STR, but it may boost LUC under the right circumstances. While the various Item Creation Skills sound open-ended, an Item creator is limited by practical considerations, such as the material he is using, the actual effectiveness of a raw form he is working with, etc. For example, He cannot just create a tiny finger sword and expect it to be able to deliver as much damage as a two-handed greatsword, no matter how many IUs he is ABLE to pump into it.

Some normal Items CAN simulate the effects of Powers to a very limited degree; these are all subject to approval by the Nexus, after proper rationalization by the player creating them.

Magic Item Creation

A Magic Item Creation Form starts out identical to a normal created Item, using the guidelines above. Once an IU is spent on a numerical value shown above, it is NO LONGER AVAILABLE for use when the Item is enchanted. For example, assume a Magic Item Form is created with 16 IU. If it is a ring, all 16 points will go towards its enchantment. If it is a sword which is +5 OR, only 11 IU will be left for enchantment. Note that there are two things which compensate this seeming imbalance (i.e. why would anyone ever choose only Item Creation I, II & III when they can choose Magic Item Creation I, II & III and create both practical AND enchanted Items?): First, Magic Item Creation Skills cannot produce the same value numbers as Item Creation Skills. Second, a Magic Item Form will be destroyed if an enchantment is attempted and fails.

Technology Item Creation

Energy Source Conversion Chart for Technology Item Form Creation:

Electromagnetic Energy: 1 IU per 1 point of effect; each additional EM spent by user increases primary usefulness of Item by 1 point.

Photonic Energy: 2 IU per 1 point of effect; each additional EM spent by user increases primary usefulness of Item by 2 points.

Nuclear Energy: 4 IU per 1 point of effect; each additional EM spent by user increases primary usefulness of Item by 4 points.

Fusion Energy: 8 IU per 1 point of effect; each additional EM spent by user increases primary usefulness of Item by 8 points.

Quantum Energy: 16 IU per 1 point of effect; each additional EM spent by user increases primary usefulness of Item by 16 points.

General Item Creation Notes

1) If two or more identical Items are being made in immediate succession with ANY of the Item Creation Skills, the second Item will take 1/2 (rounded UP) the amount of time the first Item took; the third Item will take 1/3 (rounded UP) the amount of time the first Item took; the fourth Item will take 1/4 (rounded UP) the amount of time the first Item took, etc, down to a MINIMUM of 2 weeks per repeated Item, without further limitation.

2) Two or more Avatars using IDENTICAL Item Creation Skills can combine their talents to create objects faster. For each additional Avatar working on an Item, 20% of the time the Item would normally take is saved (rounded UP), up to a maximum of 5 Avatars saving 80% (rounded UP). Additional Avatars working on an Item can NOT increase the effectiveness of the Item. This does NOT apply to Repairing or Tweaking of Items.

3) Null Items can be created by just about anyone with a minimum INT of 7; they generally take 1 week each.

4) Any given Avatar can ONLY work on one project at a time, whether that is Creating, Tweaking, or Collaborating on an Item.

Appendix E: Fantasy Powers

Bless (K). Cost: 10 AP. EM Requirement: 3. An Avatar with this Power can call upon a magical deity to help all Avatars who are fighting on his side (including himself). All Avatars whom he names in the Blessing will receive a bonus to all of their Offensive and Defensive Calculations as determined by the following formula (per Avatar Blessed): (1 AC Pick + EM - 3). The Blessing will last for one round of combat or one minute. Note that the user of this Power may elect to keep it in effect by spending additional EM points during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round, but he DOES need to make a new calculation to determine effects.

Blindness (K,S). Cost: 10 AP. EM Requirement: 3. An Avatar with this Power is able to cause a user-defined effect which will temporarily blind any and all opponents within line of sight. This blindness will last until the end of the round, and the magnitude of its effect is calculated as follows: (1 AC Pick + EM - 3). For each point of this result, all of the targets' Offensive Calculations are reduced one point (OR calculations for short-range Combatants and DR calculations for long-range Combatants). Note that the user of this Power may elect to keep it in effect by spending ONE additional EM point during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round, but he DOES need to make a new calculation to determine effects.

Combat Instability (K). Cost: 10 AP. EM Requirement: 5. An Avatar with this Power is able to cause a normally stable battlefield to become unstable and hard to fight on, affecting every Combatant in the Combat regardless of range. This user-defined effect might be grease, buckling ground, ice, or whatever else would cause problems for the Combatants. The effect of the Instability lasts until the Initiative draw of the next round, and the user may keep it in effect by spending an additional 3 EM points during the initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round. The effect of the Instability is that any Combatant who draws an AC Pick of less than 6 (regardless of what the final calculation is) will NOT be able to take any Action during the round. Note that this includes the user. This Power may NOT be used outside of Combat.

Create Harmful Illusion (K). Cost: 20 AP. EM Requirement: 10. An Avatar with this Power is able to create an Illusion of any animate or inanimate object of a size no greater than 1 cubic foot per point of EM put into the Power when it is invoked, which will last for the remainder of the combat or 10 minutes (if outside of combat), as appropriate (i.e. an illusory fireball would by its nature last a matter of seconds). To use this Power, the Avatar needs to explain to anyone who is in line of sight what he is holding or what has appeared in the immediate area. At the point where the user either wants to establish the magnitude of the Illusion or someone chooses to disbelieve that the object exists, the user will perform an Illusion Calculation: (1 AC Pick + EM). Any disbeliever will perform a Disbelieve Calculation: (1 AC Pick + MIND). If the Disbelieve result is greater than or equal to the Illusion result, he will not believe the Illusion, and the user must confess to him that it is an Illusion (once one person figures it out, anyone else is aware that HE believes it is an Illusion, but they have to calculate their own Disbelief separately). The user can describe the Illusion in detail as to what it is doing and what it could potentially do. The illusion appears immediately, and he may use the object to attempt to do harm to a target (as part of the same Action). If the object is a weapon, he can describe how it is fired or used, and if the object is a living creature, he can describe exactly how the creature is attacking. The Illusion result (which never changes once it is calculated) will determine the OR and the DR of the object as it attacks or is used to attack (the Illusion has no MIND). Note that nothing else will affect the Illusion (it cannot be attacked), but if the user is killed, the Illusion immediately disappears harmlessly. The Illusion can use a Long Range Attack. When the user has described the exact Attribute of the attack, if the target has some Power or Skill which allows him to defend against that type of attack, he can use it. While this Power can be used very creatively, it can only be used to create things which affect other Avatars, not other THINGS. For example, an Avatar cannot create a illusory mirror which will deflect a real fireball, because that would result in fooling the fireball, not the caster of the fireball. Although this Power uses MIND in its calculation, it is not considered to be a Mental Action. No Items or Skills of any type may be used to modify the Illusion, unless explicitly stated.

Create Harmless Illusion (K). Cost: 10 AP. EM Requirement: 5. An Avatar with this Power is able to create an Illusion of any animate or inanimate object of a size no greater than 1 cubic foot per point of EM put into the Power when it is invoked, which will last for the remainder of the combat or 10 minutes (if outside of combat), as appropriate (i.e. an illusory fireball would by its nature last a matter of seconds). To use this Power, the Avatar needs only explain to anyone who is in line of sight what he is holding or

what has appeared in the immediate area. If (and only if) someone chooses to disbelieve that the object exists, the user will perform an Illusion Calculation: (1 AC Pick + EM), and the disbeliever will perform a Disbelieve Calculation: (1 AC Pick + MIND). If the Disbelieve result is greater than or equal to the Illusion result, he will not believe the Illusion, and the user must confess to him that it is an Illusion (once one person figures it out, anyone else is aware that HE believes it is an Illusion, but they have to calculate their own Disbelief separately). Note that the Illusion cannot actually cause any harm, but the user can describe it in detail as to what it is doing and what it could potentially do. While this Power can be used very creatively, it can only be used to create things which affect other Avatars, not other THINGS. For example, an Avatar cannot create an illusory mirror which will deflect a real fireball, because that would result in fooling the fireball, not the caster of the fireball. Although this Power uses MIND in its calculation, it is not considered to be a Mental Action. No Items or Skills of any type may be used to modify the Illusion, unless explicitly stated.

Darkness (K). Cost: 10 AP. EM Requirement: 5. An Avatar with this Power is able to cause a user-defined darkening effect which fills whatever battlefield the current Combat is taking place in for the remainder of the Combat (it can be used outside of a combat for effect, but doesn't do much and will last for 5 minutes). The magnitude of this effect is calculated as follows: (2 AC Picks + EM). Every Combatant must make a separate defensive calculation as follows: (1 AC Pick + CUN). For each Combatant where the effect calculation is greater than the defensive calculation, that Combatant can take no further Action during the remainder of the round, other than a Flee Action. Note that if one of the affected Combatants attempts a Flee Action, none of the other Combatants who were also affected may challenge him. For this purpose, the user of this Power should also make a calculation roll to see how his own Darkness affects him. This Power cannot be used outside of Combat.

Defensive Forcefield (P,K). Cost: 20 AP. EM Requirement: 10. An Avatar with this Power can cast a magic forcefield of any type to protect a number of Avatars (including himself) in a 15' radius, which will last until the end of the combat or for ten minutes (if outside of combat). The invoker cannot specify who is to be protected and who is not. The forcefield has a calculation of its effectiveness (per Avatar protected): (2 AC Picks + EM), which may be added to any Defensive Calculation for any (P) attack (either directed or Area attacks). It does nothing against Mental attacks, or any Power or Item which "Drains" any Stat. The invoker only needs to pay the EM cost upon its casting. Note that this is a one-way forcefield which allows the targets to attack even while being protected. The Forcefield must be in place before the attack; it cannot be used as a Reaction.

Defensive Shield (P,K). Cost: 15 AP. EM Requirement: 5. An Avatar with this Power can cast a magic shield of any type to protect one target (which can be himself) which will last until the end of the combat or for ten minutes (if outside of combat). The shield has a calculation of its effectiveness: (1 AC Pick + EM), which may be added to any Defensive Calculation for any directed (P) attack. It does nothing against Mental attacks, any Power or Item which "Drains" any Stat, or any non-directed Area attack. The invoker only needs to pay the EM cost upon its casting. Note that this is a one-way shield which allows the target to attack even while being protected. The Shield must be in place before the attack; it cannot be used as a Reaction.

Detect Invisibility (K,Y). Cost: 15 AP. EM Requirement: 5. An Avatar with this Power can completely negate an invisibility or Shadow Power of any and all Avatars who are in line of sight. To do so, the user must make the following calculation for EACH Invisible target: (3 AC Picks). A drawn 10 will NOT force a redraw. If the result is greater than 0, then the target is revealed to everyone who would normally be able to see him. This Power may also be used to negate Hide in Shadows and if successful, force the target to put his Button back on, IF he is still in line of sight.

Elemental Area Effect (E,K,S). Cost: 20 AP. EM Requirement: 9. An Avatar with this Power can cause devastating damage to a group of Avatars (within 60 feet of each other) by sending a storm of Elemental force to strike them from a distance (line of sight). The invoker cannot specify who is to get hit and who is not, he can only pinpoint the center of the blast, and all Avatars in a 30 foot radius are eligible to be hit. When purchased, an Avatar must specify WHICH Element or Elements he is able to use for this Power; if more than one Element is specified, each works 20% less effectively (the Avatar's CC will show how many Elements are specified, so for example, if there are 3 Elements Specified, the chosen Element only does 60% of the actual Offensive Calculation). An Avatar may purchase multiple versions of this Power, each for a different Element. Offensive Calculation (one Calculation for all targets): (3 AC Picks + EM + 10). Defensive Calculation (per target): (1 AC Pick + modifiers).

Elemental Blast (E,K,S). Cost: 15 AP. EM Requirement: 6. An Avatar with this Power can cause damage to a group of Avatars (within 30 feet of each other) by sending a blast of Elemental force to strike them from a distance. The invoker cannot specify who is to get hit and who is not, he can only

pinpoint the center of the blast, and all Avatars in a 15 foot radius are eligible to be hit. When purchased, an Avatar must specify WHICH Element or Elements he is able to use for this Power; if more than one Element is specified, each works 20% less effectively (the Avatar's CC will show how many Elements are specified, so for example, if there are 3 Elements Specified, the chosen Element only does 60% of the actual Offensive Calculation). An Avatar may purchase multiple versions of this Power, each for a different Element. Offensive Calculation (one Calculation for all targets): (2 AC Picks + EM + 5). Defensive Calculation (per target): (1 AC Pick + modifiers). This Power can ONLY be used as a Long Range Attack.

Elemental Bolt (E,K,S). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power can cause damage to a single Avatar by sending a bolt of Elemental force to strike him from a distance. When purchased, an Avatar must specify WHICH Element or Elements he is able to use for this Power; if more than one Element is specified, each works 20% less effectively (the Avatar's CC will show how many Elements are specified, so for example, if there are 3 Elements Specified, the chosen Element only does 60% of the actual Offensive Calculation). An Avatar may purchase multiple versions of this Power, each for a different Element. Offensive Calculation (one Calculation for all targets): (2 AC Picks + EM + 5). Defensive Calculation (per target): (1 AC Pick + modifiers). This Power can ONLY be used as a Long Range Attack.

Elemental Effect (E,K,S). Cost: 2 AP. EM Requirement: 1. An Avatar with this Power can cause any non-harmful Elemental effect to occur on his person or within 5 feet of him. Note that this Power will not have any effect on any other Power (i.e. fire will not dispel the Darkness Power). The amount of EM put into this Power determines how long (in actual minutes) it will last. When purchased, an Avatar must specify WHICH Element he is able to use for this Power; an Avatar may purchase multiple versions of this Power, each for a different Element.

Elemental Touch (E,K,S). Cost: 5 AP. EM Requirement: 2. An Avatar with this Power can cause damage to a single Avatar by touching him (physically) with Elemental force. When purchased, an Avatar must specify WHICH Element or Elements he is able to use for this Power; if more than one Element is specified, each works 20% less effectively (the Avatar's CC will show how many Elements are specified, so for example, if there are 3 Elements Specified, the chosen Element only does 60% of the actual Offensive Calculation). An Avatar may purchase multiple versions of this Power, each for a different Element. Offensive Calculation: (1 AC Pick + EM). Defensive Calculation: (1 AC Pick + modifiers). This Power can ONLY be used as a Short Range Attack.

Enchant Magic Item Form (K). Cost: 20 AP. EM Requirement: 20. An Avatar with this Power is able to take a Magic Item Form (created with the Skill) and imbue it with a magical effect more or less based on any Powers or other effects which he has available to him (temporarily or permanently). If successful, the Item will be imbued with the desired Power, up to an EM usage dictated by the numerical value of the Magic Item Form. Note that the Magic Item Form must be capable of accepting at LEAST the minimum EM needed for the power, or it will be automatically destroyed anyway. The Item will have a number of charges (uses) equal to 1/4 (rounded down) of the successful calculation. If unsuccessful, the Item is destroyed. The calculation is: (3 AC Picks + EM). The caster is not allowed to put more EM into this Power than his maximum EM shown on his CC, even if he has temporarily acquired more. This Power can also be used to re-enchant a Magic Item which has no more charges left; the calculation for a re-charge reduces the AC pick by 1 (reducing the number of possible charges but also making it easier to accomplish). A Magic Item can only be re-charged ONCE; it will automatically be DESTROYED after the last charge is used after its first re-charge.

Form Shift (K). Cost: 10 AP. EM Requirement: 3. An Avatar with this Power is able to cause a user-defined effect (blurring, vibrating, fogging, etc.) which will make it very hard for another Avatar to target him with a Long Range Attack. The effect of the Power is calculated as follows: (1 AC Pick + EM). For each point of the result, he gains +2 DR vs. Long Range (P) Attacks, until the end of the round (in combat) or for 5 minutes (outside of combat). Note that the user of this Power may elect to keep it in effect by spending ONE additional EM point during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round. The Shift must be in place before the attack; it cannot be used as a Reaction.

Haste (K). Cost: 5 AP. EM Requirement: 3. An Avatar with this Power is able to affect the Initiative calculation of a single target (which can be himself). The effect is calculated as follows: (1 AC Pick + EM). The result is added to the target's IN Stat during the Initiative step of the NEXT round of combat. Note that the user of this Power may elect to keep it in effect by spending ONE additional EM point during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round. The range for this Power is visual.

Heal Damage (X,K). Cost: 10 AP. EM Requirement: 3. An Avatar with this Power can Heal a number of LIFE points for a single target (which can be himself) during a combat by using this Power as his Action. The Actual method of the Healing is up to the invoker's imagination. The number of LIFE points Healed is calculated as follows: (1 AC Pick + EM). Note that this Power has no range restriction as long as the invoker explains what form it is taking. This Power has no effect on a dead Avatar, even before he has disappeared.

Imprison (K). Cost: 15 AP. EM Requirement: 8. An Avatar with this Power is able to temporarily freeze a single target (other than himself) in a user-defined, non-Elemental way (a cage, a web, etc.) so that the target is effectively immobile for a period of time determined by the calculation. During this time, the target may take no Action of any type, but may communicate freely. Other Avatars are unable to touch the target or to make any other Action involving him. The prison cannot be destroyed by any means, and it will protect the target as well. To determine the effects of the Power, the following calculation is used: (2 AC Picks + EM - 5). If the result exceeds the target's IN Stat, the Imprison is successful. If the Power is used in combat, for every two points by which the result exceeds the target's IN (rounded down), the target will be Imprisoned for one round of Combat. If the Power is used outside of Combat, for every point by which the result exceeds the target's IN, the target will be imprisoned for one minute.

Infravision (K,Y). Cost: 5 AP. EM Requirement: 2. An Avatar with this Power is able to ignore the effect of any type of darkness effect. It lasts for one round of combat or 5 minutes (outside of combat). Note that the user of this Power may elect to keep it in effect by spending ONE additional EM point during the Initiative step of each subsequent round.

Invisibility (K). Cost: 20 AP. EM Requirement: 6. An Avatar with this Power can render himself invisible to all other Avatars for the purposes of directed game Actions. If the Avatar communicates with another Avatar or performs any game-related Action other than basic movement (which includes repositioning himself on the battlefield as per a free Charge during his Action or removing himself from a battle altogether with no Flee restrictions), the Invisibility is immediately broken. The one exception to this rule is that an Invisible Avatar may attempt a normal Pickpocket Action (with a +10 bonus), and does not break the Invisibility unless he fails. Note that an Invisible Avatar can be targeted indirectly, for example with an area effect which includes the area he is standing in. For the purposes of role playing, an Invisible Avatar's presence can be "felt" so that people know he is somewhere close, but not quite sure where. The Invisibility will last for one hour of real time (or the remainder of Combat, whichever is longer), or until it is broken voluntarily.

Physical Projectile (P,K,S). Cost: 10 AP. EM Requirement: 2. An Avatar with this Power can cause damage to a single Avatar by hurling a magically created, but solid projectile of any type to strike him from a distance. Note that this Power can only be used as a Long Range attack, but it can be used as a Long Range attack even if the caster is in Short Range Combat. Further, the object created does not suffer any penalty for hitting a target involved in melee. The object created will have an Offensive value of (1 AC Pick + EM + 10). The target will use his normal DR against the attack. No Weapons Skills have any effect on this Power, as the Projectile is not actually being "wielded".

Reflection (Y). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power is able to reflect a portion of the damage which should be caused by ANY Long Range Attack (including Thrown Weapons) right back at the Avatar from whom the damage came from. This Power should be used immediately after it is determined that an attacker's Offensive Calculation has beaten the user's Defensive Calculation in Long Range Combat. The Avatar will then perform the following calculation: (1 AC Pick + EM). The result of this calculation is the number of points or damage which will now be reflected back at the Attacking Avatar. Any remaining damage will be taken by the user. The original Attacker may prevent the incoming damage by using another Power as if he were a defending player who had just lost a Defensive Calculation. Otherwise, the damage will be subtracted from his LIFE normally.

Resurrection (X,K). Cost: 20 AP. EM Requirement: (5 + Level of target). An Avatar with this Power can bring a dead Avatar back to life, whole and complete, and with no Nexus penalties, if used before the dead Avatar disappears (and if successful). It can only be attempted once per dead Avatar, and in fact, if unsuccessful, the Avatar immediately disappears as if his 4 minutes were up. The calculation for success is: (3 AC Picks). A drawn 10 will NOT force a redraw. If the calculation is greater than 0, then the Resurrection is successful. The Avatar who has been brought back to life will have 1 LIFE point but will otherwise be ready to act, so it is a good idea to wait until the combat is over since he can be re-targeted if he is still in the combat. This Power has no effect on Cartoon Avatars. The range for this Power is 5' and the target must be touched.

Silence (K). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power is

able to cause all other Avatars within line of sight of the user to fall completely silent for a period of time determined by the calculation. During this silence, Avatars may not communicate in character at all. They are able to use Items, Skills and Powers by explaining their intentions out of character, but if an Item, Skill or Power requires any spoken element (such as Mental Coercion Skills for example), it cannot be used. The effectiveness of this Power is determined with the following calculation: (2 AC Picks). A drawn 10 will NOT force a redraw. The result determines the number of minutes in real time that the effect will continue. If this Power is used in combat, then the Combat may proceed normally, but in silence. This Power is not cumulative. If it is cast again before the last one has worn off, then the new one will take effect immediately (even if the new one fails). Note that if an Avatar leaves the line of sight of the user, he will be able to communicate normally, but if he re-enters the line of sight while the Power is still in effect, he will be subject to its effects again.

Sleep (K). Cost: 15 AP. EM Requirement: 6. An Avatar with this Power is able to cause a single target to fall into a slumber, thereby rendering him inactive for a period of time determined by the calculation. During this time, the target may not take any Action of any type, and may not communicate in character at all. The Sleep will last either until it wears off naturally, or until any other Avatar makes any Action which involves the target. This includes Pickpocketing, although the thief is allowed to make the calculation to determine success before the target wakes up. If successful, the thief gets away as normal, and the target awakens. To determine the effects of the Sleep Power, the following calculation is used: (1 AC Pick + EM). If the result exceeds the target's CHA Stat, the Sleep is successful. If the Power is used in combat, for every two points by which the result exceeds the target's CHA (rounded down), the target will Sleep for one round of combat. If the Power is used outside of combat, for every point by which the result exceeds the target's CHA, the target will Sleep for one minute.

Slow (K). Cost: 10 AP. EM Requirement: 3. An Avatar with this Power is able to affect the Initiative calculation of a single target. The effect is calculated as follows: (1 AC Pick + EM). The result is subtracted from the target's IN Stat (to a minimum of 0) during the Initiative step of the NEXT round of combat. Note that the user of this Power may elect to keep it in effect by spending ONE additional EM point during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round. The range for this Power is visual.

Strength (K). Cost: 15 AP. EM Requirement: 6. An Avatar with this Power is able to cause a single target (which can be himself) to experience an immediate increase in OR. The exact cause of the strength is user-defined. The number of points by which the target's OR is increased is determined by the following calculation: (1 AC Pick + EM). The effect will last for one round in combat or 5 minutes outside of combat. Note that the user of this Power may elect to keep it in effect by spending TWO additional EM points during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round. The range for this Power is visual.

Sustain Life (X,K). Cost: 5 AP. EM Requirement: 2. An Avatar with this Power can slow down the dying process for a single Avatar. If used within the 4 minutes before an Avatar disappears, the Avatar will automatically be sustained for an additional number of minutes as determined by the following calculation: (1 AC Pick + EM). Note that this Power can only be used once on a given dead Avatar (unless he has died a second time), even if it were to be used by a second invoker. The range for this Power is 5' and the target must be touched.

Toxic Cloud (K,S). Cost: 15 AP. EM Requirement: 5. An Avatar with this Power can cause continuous damage to a single Avatar by sending a cloud of a toxic nature (such as poison, tear gas, radiation, etc.) to coalesce around him. The cloud will continue to have an offensive effect each round (if in Combat - at the beginning of the invoker's turn) or each minute (outside of combat) if the target does not leave the line of sight of the invoker (by whatever legal means he is able to) or the target dies. The cloud follows the target as long as the target is still in line of sight. The cloud does not disappear just because it does no damage in a round. This Power can be used as either a Long Range or Short Range Attack, and even though it is affecting only a single target, it is considered to be an Area effect. The invoker only needs to pay the EM cost upon its casting. Offensive Calculation (per round or minute): (1 AC Pick + EM - 5). Defensive Calculation (per round or minute): (1 AC Pick + modifiers).

Toxic Storm (K,S). Cost: 20 AP. EM Requirement: 10. An Avatar with this Power can cause continuous damage to a group of Avatars (within 30 feet of each other) by sending a cloud of a toxic nature (such as poison, tear gas, radiation, etc.) to coalesce around them (from line of sight) with a radius of 15 feet. The invoker cannot specify who is to get hit and who is not, he can only pinpoint the center of the storm. The storm will continue to have an offensive effect each round (if in combat - at the beginning of the invoker's turn) or each minute (outside of combat) to each target if the targets do

not leave the range of the storm (by whatever legal means they are able to) or the targets die. The storm does not disappear just because it does no damage in a round. This Power can be used as either a Long Range or Short Range Attack, and is considered to be an Area effect. The invoker only needs to pay the EM cost upon its casting, but if he moves, the Storm disappears. Offensive Calculation (one Calculation for all targets, per round or minute): (2 AC Picks + EM - 5). Defensive Calculation (one Calculation for all targets, per round or minute): (1 AC Pick + modifiers).

Weakness (K). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power is able to cause a single target to experience an immediate reduction in OR. The exact cause of the weakness is user-defined. The number of points by which the target's OR is reduced is determined by the following calculation: (1 AC Pick + EM). The effect will last for one round of combat or 5 minutes (if outside of combat). Note that the user of this Power may elect to keep it in effect by spending TWO additional EM points during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during the next round. The range for this Power is visual.

Appendix F: Technology Powers

Electromagnetic Adaptation. Cost: 5 AP. EM Requirement: 2. An Avatar with this Power has some form of Electromagnetic affinity which will allow him to energize Electromagnetic Adaptation Powers and Electromagnetic-based Items - this may be an implant, a specialized talent, inherent energy, etc.). Note that the definition of Electromagnetic in this case is any Multiversal energy which has its roots in electricity or magnetic force. This Adaptation can energize any Item which requires it, and the user of the Item can increase its effect by one point for each point of EM he adds to it (subject to the normal use of EM).

Photonic Adaptation. Cost: 10 AP. EM Requirement: 4. An Avatar with this Power has some form of Photonic affinity which will allow him to energize Photonic Adaptation Powers and Photonic-based Items - this may be an implant, a specialized talent, inherent energy, etc.). Note that the definition of Photonic in this case is any Multiversal energy which has its roots in light or light waves. This Adaptation can energize any Item which requires it, and the user of the Item can increase its effect by 2 points for each point of EM he adds to it (subject to the normal use of EM).

Nuclear Adaptation. Cost: 20 AP. EM Requirement: 6. An Avatar with this Power has some form of Nuclear affinity which will allow him to energize Nuclear Adaptation Powers and Nuclear-based Items - this may be an implant, a specialized talent, inherent energy, etc. Note that the definition of Nuclear in this case is any Multiversal energy which has its roots in radioactive decay or atomic reaction. This Adaptation can energize any Item which requires it, and the user of the Item can increase its effect by 4 points for each point of EM he adds to it (subject to the normal use of EM).

Fusion Adaptation. Cost: 30 AP. EM Requirement: 8. An Avatar with this Power has some form of Fusion affinity which will allow him to energize Fusion Adaptation Powers and Fusion-based Items - this may be an implant, a specialized talent, inherent energy, etc. Note that the definition of Fusion in this case is any Multiversal energy which has its roots in the ability of matter to release its power inward instead of outward. This Adaptation can energize any Item which requires it, and the user of the Item can increase its effect by 8 points for each point of EM he adds to it (subject to the normal use of EM).

Quantum Adaptation. Cost: 40 AP. EM Requirement: 10. An Avatar with this Power has some form of Quantum affinity which will allow him to energize Quantum Adaptation Powers and Quantum-based Items - this may be an implant, a specialized talent, inherent energy, etc.). Note that the definition of Quantum in this case is any Multiversal energy which has its roots in the ability of matter to act in unpredictable, chaotic and/or variable ways. This Adaptation can energize any Item which requires it, and the user of the Item can increase its effect by 16 points for each point of EM he adds to it (subject to the normal use of EM).

Create Harmful Projection (NP). Cost: 15 AP. EM Requirement: 10. Requires Photonic Adaptation. An Avatar with this Power is able to create a Projection of any animate or inanimate object of a size no greater than 1 cubic foot per point of EM put into the Power when it is invoked, which will last for the remainder of the Combat or 10 minutes (if outside of combat), as appropriate (i.e. a projected laser blast would by its nature last a matter of seconds). To use this Power, the Avatar needs to explain to anyone who is in line of sight what he is holding or what has appeared in the immediate area. At the point where the user either wants to establish the magnitude of the Projection or someone chooses to disbelieve that the object exists, the user will perform a Projection Calculation: (1 AC Pick + EM). Any disbeliever will perform a Disbelieve Calculation: (1 AC Pick + MIND). If the Disbelieve result is greater than or equal to the Projection result, he will not believe the Projection, and the user must confess to him that it is a Projection

(once one person figures it out, anyone else is aware that HE believes it is a Projection, but they have to calculate their own Disbelief separately). The user can describe the Projection in detail as to what it is doing and what it could potentially do. The projection appears immediately, and he may use the object to attempt to do harm to a target (as part of the same Action). If the object is a weapon, he can describe how it is fired or used, and if the object is a living creature, he can describe exactly how the creature is attacking. The Projection result (which never changes once it is calculated) will determine the OR and the DR of the object as it attacks or is used to attack (the Projection has no MIND). Note that nothing else will affect the Projection (it cannot be attacked), but if the user is killed, the Projection immediately disappears harmlessly. The Projection can use a Long Range Combat attack. When the user has described the Attribute of the attack, if the target has some Power or Skill which allows him to defend against that Attribute, he can use it. While this Power can be used very creatively, it can only be used to create things which affect other Avatars, not other THINGS. For example, an Avatar cannot create a illusory mirror which will deflect a real laser beam, because that would result in fooling the laser beam, not the caster of the laser beam. Although this Power uses MIND in its calculation, it is not considered to be a Mental Action. No Items or Skills of any type may be used to modify the Projection, unless explicitly stated.

Create Harmless Projection (NP). Cost: 10 AP. EM Requirement: 5. Requires Photonic Adaptation. An Avatar with this Power is able to create a Projection of any animate or inanimate object of a size no greater than 1 cubic foot per point of EM put into the Power when it is invoked, which will last for the remainder of the combat or 10 minutes (if outside of combat), as appropriate (i.e. a projected laser blast would by its nature last a matter of seconds). To use this Power, the Avatar needs only explain to anyone who is in line of sight what he is holding or what has appeared in the immediate area. If (and only if) someone chooses to disbelieve that the object exists, the user will perform a Projection Calculation: (1 AC Pick + EM), and the disbeliever will perform a Disbelieve Calculation: (1 AC Pick + MIND). If the Disbelieve result is greater than or equal to the Projection result, he will not believe the Projection, and the user must confess to him that it is a Projection (once one person figures it out, anyone else is aware that HE believes it is a Projection, but they have to calculate their own Disbelief separately). Note that the Projection cannot actually cause any harm, but the user can describe it in detail as to what it is doing and what it could potentially do. While this Power can be used very creatively, it can only be used to create things which affect other Avatars, not other THINGS. For example, an Avatar cannot create a illusory mirror which will deflect a real laser beam, because that would result in fooling the laser beam, not the caster of the laser beam. Although this Power uses MIND in its calculation, it is not considered to be a Mental Action. No Items or Skills of any type may be used to modify the Projection, unless explicitly stated.

Dampening Field (NQ,S). Cost: 25 AP. EM Requirement: 10. Requires Quantum Adaptation. An Avatar with this Power is able to set up a Field which drains energy from other Avatars as they attempt to use their Powers. The Field will last for the rest of a combat or for 10 minutes, whichever is longer. To establish the effect of the Power, the following calculation is used: (2 AC Picks + EM). For each point of the result, one point is subtracted from EVERY Power calculation (to a minimum of 0) made by its user while the Field is Active. The range of this Power is one foot radius from the user per point of the calculation. The field does not move even if its user moves. Use of this Power is considered an Action, and it must be in place to be effective, therefore it cannot be used as a Reaction.

Electromagnetic Area Attack (NE,S). Cost: 20 AP. EM Requirement: 4. Requires Electromagnetic Adaptation. An Avatar with this Power can cause damage to a group of Avatars (within 30 feet of each other) by sending a storm of energy of an Electromagnetic nature (such as electricity, gravity, etc.) to strike them from a distance (line of sight). The invoker cannot specify who is to get hit and who is not, he can only pinpoint the center of the storm, and all Avatars in a 15 foot radius are eligible to be hit. Offensive Calculation (one Calculation for all targets): ((1 AC Pick * 2) + EM). Defensive Calculation (per target): (1 AC Pick + modifiers).

Electromagnetic Attack (NE,S). Cost: 10 AP. EM Requirement: 2. Requires Electromagnetic Adaptation. An Avatar with this Power can cause damage to a single Avatar by sending a blast of energy of an Electromagnetic nature (such as electricity, gravity, etc.) to strike him from a distance. Note that this Power can only be used as a Long Range Attack. Offensive Calculation: (1 AC Pick + EM). Defensive Calculation: (1 AC Pick + modifiers).

Electromagnetic Repulsion (NE,Y). Cost: 10 AP. EM Requirement: 2. Requires Electromagnetic Adaptation. An Avatar with this Power is able to shield himself against any (P) Attack by repelling it either wholly or partially. The calculation for this Power is: (1 AC Pick + EM). As a special bonus, this calculation can also be added as a modifier to the Defensive Calculation of any (EE) attack. This effect can be added to the user's Defensive Calculation for one round of combat or for 1 minute (outside of combat). Note that this Power can be left on continuously as long as its user has the EM points

to sustain it. If he chooses to do this, it will continue to be on even if he is attacked in the next round before his turn.

Energy Effect (NE,S). Cost: 2 AP. EM Requirement: 1. Requires Electromagnetic Adaptation. An Avatar with this Power can cause any non-harmful energy effect (light, heat, glow, etc.) to occur on his person or within 5 feet of him. Note that this Power will not have any effect on any other Power (i.e. light will not dispel the Darkness Power). The amount of EM put into this Power determines how long (in actual minutes) it will last.

Fusion Attack (NF,S). Cost: 20 AP. EM Requirement: 8. Requires Fusion Adaptation. An Avatar with this Power can cause damage to a single Avatar by causing a Fusion reaction within his body (such as cold fusion, atomic disintegration, etc.). This Power can be used as a Long Range or Short Range Attack. Offensive Calculation: $(1 \text{ AC Pick} * 3) + \text{EM}$. Defensive Calculation: $(1 \text{ AC Pick} + \text{modifiers})$.

Infraision (NP,Y). Cost: 5 AP. EM Requirement: 1. Requires Photonic Adaptation. An Avatar with this Power is able to ignore the effect of ANY type of darkness effect. It lasts for the remainder of combat or 10 minutes (outside of combat).

Laser Targeting (NP,Y). Cost: 10 AP. EM Requirement: 4. Requires Photonic Adaptation. An Avatar with this Power is able to naturally guide projectiles and other Long Range Weapons and Powers more accurately and with more effect (excluding Thrown Weapons). The exact amount of precision given to the user is established with the following calculation: $(1 \text{ AC Pick} + \text{EM} - 5)$. For each point of the result, the user adds 2 points of DR (for Offensive Calculation ONLY) during his attack. For every 5 points of the result (rounded down), the user adds one more Chance to the draw for Attacking a Long Range target involved in a Melee.

Magnetism (NE,S). Cost: 10 AP. EM Requirement: 5. Requires Electromagnetic Adaptation. An Avatar with this Power is able to attract any single Item which has ANY metal in it right from the possession of other Avatars, even in the middle of combat. In order to initiate this Action, the user must declare the Item he is trying to attract, and it must be an Item which is in the Avatar's Ready Pouch, and is metal. To determine the effect of this Power, the calculation is as follows: $(1 \text{ AC Pick} + \text{EM})$. If the result is greater than the target's STR, then the Item immediately flies through the air and into possession of the user, who can add it immediately to his Ready Pouch (whichever slot(s) the new Item requires must be emptied in the same Action - so this Power grants a free Item Swap as well). The range for this Power is line of sight. The Power has no effect on Items with absolutely no metal in them.

Nano-Magnetism (NF,S). Cost: 25 AP. EM Requirement: 15. Requires Fusion Adaptation. An Avatar with this Power is able to attract ANY single Item right from the possession of other Avatars, even in the middle of combat. In order to initiate this Action, the user must declare the Item he is trying to attract, and it must be an Item which is in the Avatar's Ready Pouch. To determine the effect of this Power, the calculation is as follows: $(2 \text{ AC Pick} + \text{EM})$. If the result is greater than the target's STR, then the Item immediately flies through the air and into possession of the user, who can add it immediately to his Ready Pouch (whichever slot(s) the new Item requires must be emptied in the same Action - so this Power grants a free Item Swap as well). The range for this Power is line of sight.

Nuclear Area Attack (NN,S). Cost: 25 AP. EM Requirement: 10. Requires Nuclear Adaptation. An Avatar with this Power can cause continuous damage to a group of Avatars (within 60 feet of each other) by bathing them in energy of a Nuclear nature (such as radiation, atomic explosion, etc.) at a distance (line of sight). The bath will continue to have an offensive effect each round (if in combat - at the beginning of the user's turn) or each minute (outside of combat) to each target if the targets do not leave the line of sight of the user (by whatever legal means they are able to) or the targets die. The bath does not disappear just because it does no damage in a round. The invoker cannot specify who is to get hit and who is not, he can only pinpoint the center of the bath, and all Avatars in a 30 foot radius are eligible to be hit. This Power can be used as either a Long Range or Short Range attack. The user only needs to pay the EM cost upon its use. Offensive Calculation (one calculation for all targets, per round or minute): $((1 \text{ AC Pick} * 2) + \text{EM})$. Defensive Calculation (per target, per round or minute): $(1 \text{ AC Pick} + \text{modifiers})$.

Nuclear Attack (NN,S). Cost: 15 AP. EM Requirement: 5. Requires Nuclear Adaptation. An Avatar with this Power can cause continuous damage to a single Avatar by bathing him in energy of a Nuclear nature (such as radiation, atomic explosion, etc.). The bath will continue to have an offensive effect each round (if in combat - at the beginning of the user's turn) or each minute (outside of combat) if the affected Avatar does not leave the line of sight of the user (by whatever legal means he is able to) or the affected Avatar dies. The bath does not disappear just because it does no damage in a round. This Power can be used as either a Long Range or Short Range

attack, and even though it is affecting only a single Avatar, it is considered to be an Area effect (not a targetted attack). The user only needs to pay the EM cost upon its use. Offensive Calculation (per round or minute): $(1 \text{ AC Pick} + \text{EM})$. Defensive Calculation (per round or minute): $(1 \text{ AC Pick} + \text{modifiers})$.

Quantum Alteration (NQ,Y). Cost: 15 AP. EM Requirement: 3. Requires Quantum Adaptation. An Avatar with this Power is able to affect any AC Pick he makes (only) by spending 3 EM points (in addition to the EM cost of any Power he is using, if applicable). When this Power is used, the user draws one EXTRA card (1 more than the current AC Pick instruction calls for). After he has looked at all of the cards he has drawn, he can decide which ONE to put back in his AC Deck, and then calculate his result with the remaining card(s). An Ace can be put back into the deck in this fashion. This Power cannot be used unless there is an additional card left in the Deck to draw, and its use must be announced PRIOR to drawing ANY cards. This Power can NOT be used to affect any draws associated with any other type of (NQ) Action.

Quantum Reversal (NQ,Y). Cost: 15 AP. EM Requirement: 3. Requires Quantum Adaptation. An Avatar with this Power is able to negate the result of any one calculation (containing an AC Pick element) that someone else in his immediate area has made. To determine the success of the Power, the following calculation is used: (2 AC Picks) . A drawn 10 will NOT force a redraw. If the result is greater than 0, then the Reversal is successful, and the target must redo his calculation from scratch. He does not need to set aside the AC Pick(s) he made during the calculation; in fact they MUST go back in the deck (but not cards from prior calculations in the round that were left out). The range for this Power is visual. This Power is usable only once per combat or once every hour outside of combat, and it can NOT be used to affect any draws associated with any other type of (NQ) Action.

Radiation (NN,S). Cost: 15 AP. EM Requirement: 10. Requires Nuclear Adaptation. An Avatar with this Power can fill the entire area around him with a powerful radioactive field which causes slow damage to all targets in sight (except the user). Once the user successfully starts this Power, it will be shut off if he moves, or if he decides to shut it down, or if it runs out naturally. The radiation will last until the end of the current combat or 10 minutes, whichever is longer. The user only needs to pay for the Power when he begins using it. To determine its effectiveness, the following calculation is used: $((1 \text{ AC Pick} * 2) + \text{EM} - 10)$. The result is the amount of damage that ALL targets in line of sight of the user will take PER ROUND of Combat (during the Initiative step, starting the round following the one in which the Power was started) or during each minute of non-combat time (starting with the minute AFTER the Power is used). The only protection from this Radiation would be something which specifically prevents damage from the (NN) Attribute. The user is free to use other Actions starting the round after he has used this Power. Combatants who wish to get away from the Radiation must do so through legal means (such as Fleeing). This can be used as either a Long range or Short Range Action, and it is considered to be an Area effect.

Stasis Field (NE). Cost: 20 AP. EM Requirement: 10. Requires Electromagnetic Adaptation. An Avatar with this Power is able to halt all activity (including his own) within his line of sight for an amount of time determined by the following formula: $(1 \text{ AC Pick} + \text{EM} - 10)$. For each point of the result, the Stasis Field can exist for one actual minute. The user can cancel it at any time, but it cannot be turned off and back on again without reusing the Power. Anyone entering the field of vision of the user will immediately be subject to the Stasis Field's effect. During the time that the Field is in effect and no activity can happen, other effects and Powers which are on a timed basis will be expiring. This includes, for example, the 4 minutes which Avatars have to affect a dead body. Note that if the Stasis Field is in effect for 10 minutes or more, all Combat is negated and all EM and LIFE are brought back to full (including the user's).

Tractor Beam (NE,S). Cost: 15 AP. EM Requirement: 5. Requires Electromagnetic Adaptation. An Avatar with this Power is able to instantly lock onto another Avatar using static electricity and draw him to within 2 feet, for the remainder of the combat round or for 1 minute (if outside of combat). To determine the effectiveness of this Power, the following calculation is used: $(1 \text{ AC Pick} + \text{EM})$. For every point of the result, up to 25 pounds of matter can be moved; a rough judgment call is made to see if the result is enough to move the weight of the target. If so, then the target can be moved from anywhere in the line of sight of the user. Note that this Power cannot be used to cause actual harm to an Avatar. The Power can be used to move a Combatant from one position on the battlefield to another (in much the same way the Charge Action does, but without the free attack or Item Swap). The range for this Power is visual. Note that the user of this Power may elect to keep it in effect by spending TWO additional EM points during the Initiative step of each subsequent round. If he chooses to keep it in effect in this manner, he may use his turn for a normal Action during

the next round.

Appendix G: Superpowers Powers

Deflection (Y). Cost: 10 AP. EM Requirement: 3. An Avatar with this Power is able to deflect a portion of the damage which should be caused by ANY Long Range Attack in a random direction. This Power should be used immediately after it is determined that an attacker's Offensive Calculation has beaten the user's Defensive Calculation in Long Range Combat. The Avatar will then perform the following calculation: (1 AC Pick + EM). The result of this calculation is the number of points or damage which will now be deflected at a different target. Any remaining damage will be taken by the user. All Avatars in line of sight of the user will make a single AC Pick (with no redraw for a 10). This Pick will be modified by S/M as follows: For each negative point of S/M, the Avatar will ADD one point to his calculation (potentially reaching 11 or higher), and for each positive point of S/M, he will subtract one point from his calculation (potentially reaching 0 or lower). The lowest number calculated will be the target of the deflected damage (ties should be broken randomly). The new target may prevent the incoming damage by using another Power as if he were a defending player who had just lost a Defensive Calculation. Otherwise, the damage will be subtracted from his LIFE normally.

Energy Absorption (E or N,Y). Cost: 10 AP. EM Requirement: 3. An Avatar with this Power can absorb an amount of energy from any Short Range or Long Range Attack containing the specified Attribute (other than as an ancillary bonus of an Item). When purchased, an Avatar must specify WHICH single Attribute he is able to use this Power against (chosen from any E or N Attribute). This Power is applied AFTER an amount of damage should be done to the Avatar with the Item or Power, and he is able to instead absorb a number of the damage points and not only ignore them as damage but also convert them into EM points which can be used for Powers immediately. The amount of energy which can be absorbed is calculated with: (1 AC Pick + EM). Note that the user may purchase this Power multiple times using different Attributes.

Energy Bolt (E or N,S). Cost: 5 AP. EM Requirement: 2. An Avatar with this Power can cause damage to a single Avatar by sending a blast of pure energy of any nature to strike him from a distance. Note that this Power can only be used as a Long Range Attack. When purchased, an Avatar must specify WHICH single Attribute he is able to use for this Power (chosen from any E or N Attribute). Offensive Calculation: (1 AC Pick + EM). Defensive Calculation: (1 AC Pick + modifiers). Note that the user may purchase this Power multiple times using different Attributes.

Energy Blast (E or N,S). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power can cause damage to a group of Avatars (within 15 feet of each other) by sending a blast of pure non-elemental energy of any nature to strike them from a distance (range is visual). The invoker cannot specify who is to get hit and who is not, he can only pinpoint the center of the blast, and all Avatars in a 15 foot radius are eligible to be hit. Note that this Power can only be used as a Long Range Attack. When purchased, an Avatar must specify WHICH single Attribute he is able to use for this Power (chosen from any E or N Attribute). Offensive Calculation (one Calculation for all targets): (1 AC Pick + EM). Defensive Calculation (per target): (1 AC Pick + modifiers). Note that the user may purchase this Power multiple times using different Attributes.

Flare (E or N). Cost: 15 AP. EM Requirement: 6. An Avatar with this Power can create an aura of energy around his body which will immediately affect anyone who is in Melee with him. When purchased, an Avatar must specify WHICH single Attribute he is able to use for this Power (chosen from any E or N Attribute). The user will use the following Offensive Calculation for all targets: (2 AC Picks + EM). Each defined target will use the following Defensive Calculation: (1 AC Pick + modifiers). Note that the user may purchase this Power multiple times using different Attributes.

Flight (Y). Cost: 20 AP. EM Requirement: 2. An Avatar with this Power may invoke it at any time without regard to timing, phase or action, inside or outside of Combat. The restriction is ONLY that every time it is invoked, it will cost 2 EM points. When Flight is invoked, it is considered to be in effect for the remainder of the round of Combat, or for 1 minute (if outside of Combat - note that it is not considered a hostile Action so it does not fall into the "S" category), unless the Avatar announces specifically that he has landed. There are three basic effects which Flight enables. Note that in discussing these effects, any other Avatar who also has Flight can negate the user's ability simply by using his own Power to bring things back to an even footing. However, non-flying Avatars would not be able to participate in any calculations brought about by flying Avatars. The first effect is that the Avatar can fly to any point on the battlefield during a Combat as if he had Charged, with no penalties (such as the free counter-attack for Charging). By doing so, it is assumed that he has landed before actually taking his Action. The second effect is that the Avatar can automatically remove himself from any Combat as if he had taken a free Flee action, but with no penalties

or draws (other than by other flying Avatars). The third effect is that while the Avatar is in the air, he is immune to all Short Range Actions, including Pickpocket, other than by other Flying Avatars. Note that while in the air, the Avatar must specify his height in 5' increments for range calculations.

Indestructibility (Y). Cost: 20 AP. EM Requirement: 3. An Avatar with this Power can resist the effects of any (P) attack which does damage, whether Short Range or Long Range. The calculation is: (2 AC Picks + EM). The result of this calculation can be added as a modifier to the Defensive Calculation of any (P) attack. This power has an immediate use ONLY. If the user is hit twice in one round of combat, he must expend the EM and make a separate calculation against EACH attack.

Power Punch (Y). Cost: 5 AP. EM Requirement: 3. An Avatar with this Power can enhance any Weaponless (defined as not using a Weapon or any Item which is Activated) Short Range (P) attack, including Martial Arts (as long as no Martial Arts Weapon is involved). To use this Power, the following calculation is used: (1 AC Pick + EM). For every point of the result, a bonus of 3 points will be added to his TOTAL Offensive Calculation for the attack, UNLESS the Calculation is already 0. The effect of this Power is instantaneous, and it is still considered to be a (P) attack. If the user can take more than one Action in a single round, the Power must be paid for each time it is used.

Power Shield (Y). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power can shield himself and anyone within 15 feet of him from any (E) or (N) attack or effect. To use this Power, the user must declare the radius of its effectiveness (from 0 to 15 feet, 0 meaning that it is just protecting him). This number will be called the Range. Then the following calculation is used: (2 AC Picks + EM - Range). For every point of the result, one point of energy damage will be negated (whether long range, short range or area effect) for every target within the Range of the user. This Power has no effect on any attack other than (E) or (N), and is useless against any Action which does not do damage. The Shield is instantaneous and will disappear immediately after it is used; subsequent uses must be paid for individually.

Psionic Blast (M,S). Cost: 20 AP. EM Requirement: 4. An Avatar with this Power can use a Mental Attack which can cause damage to his target. For each additional point of EM which is put into this effort (above 4), add 1 point to your Offensive Mental Calculation.

Psionic Stun (M,S). Cost: 10 AP. EM Requirement: 2. An Avatar with this Power can use a Mental Attack which can cause his target to be stunned (as opposed to taking damage) for a period of X rounds (in combat) or X minutes (outside combat), where X is the amount that the Offensive Mental Calculation exceeded the Defensive Mental Calculation. For each additional point of EM which is put into this effort (above 2), add 1 point to your Offensive Mental Calculation. "Stunned" means that the target may not do anything, even talk, for the duration of the effect. However, the Stun will immediately wear off if any Action is taken against him, including Surprise Actions such as Pickpocketing, AFTER the Action has been calculated.

Regeneration (X). Cost: 20 AP. EM Requirement: 4. An Avatar with this Power can regenerate LIFE points as soon as they are lost, once per round of combat. The number of LIFE points regenerated is determined by the following calculation: (2 AC Picks + EM).

Size Change (X). Cost: 10 AP. Energy Requirement: 4. An Avatar with this Power can instantly reduce or enlarge his size and gain either offensive or defensive benefit from it. To use this Power, the user will declare whether he is shrinking or growing, and then the following calculation is used: (1 AC Pick + EM - 4). If the user chose to shrink, then for each point of the result, he will add a bonus of one point to his DR (for defensive purposes only); this does not increase his Long Range ability). If the user chose to grow, then for each point of the result, he will add a bonus of one point to his OR. In either case, all other Stats remain the same, as well as all other abilities. The Size Change will last until the end of the current combat or for 10 minutes, whichever is greater. The user only needs to pay for the Power when he begins using it. Although this Power differs from the S/M Modifiers, it also affects all calculations involving S/M in the following way: For every 5 points of the result (rounded down), a single point of S/M is added or subtracted (as appropriate), for the purposes of that calculation only (i.e. using a Long Range Action on a target in a Melee).

Sonic Attack (P,S). Cost: 15 AP. EM Requirement: 6. An Avatar with this Power can create a loud sound (piercing, booming, etc.) which will cause (P) damage to either a selected target or all of the Avatars in line of sight. If the user chooses to direct this Attack at a single target, he will use this Offensive Calculation: (2 AC Picks + EM), and his target will use this Defensive Calculation: (1 AC Pick + modifiers). If the user chooses to use the Area effect, then he will use the following calculation: (2 AC Picks + EM - 6). Each Avatar in line of sight will use the following Defensive Calculation: (2 AC Picks + modifiers). Note that in either case, on a successful attack, any fragile or glass Items which are being held or are within 5 feet of a target

will shatter.

Super Speed (Y). Cost: 15 AP. EM Requirement: 3. An Avatar with this Power can draw two Initiative cards at the beginning of any Combat round by spending 3 EM during the Initiative step. The Avatar then takes two turns during the round instead of one, as indicated by the two cards he is holding (draw the two cards together so that they are two different cards). For each additional point of EM that the user puts into the Power at the time of invocation, he may add a point of IN to ONE and ONLY one of the two calculations. During any combat round that this Power is invoked, the Avatar may elect (ONLY during the turn indicated by the better Initiative draw) to either Flee automatically (unless challenged by another Avatar with Super Speed as per the rules of the Flight Power), OR Charge WITHOUT any free counter-attack, OR adopt an automatic Defensive Stance for the entire round (using any of these three options negates the second Initiative draw). This Power must be paid for EACH round it is used.

Telekinesis (S). Cost: 20 AP. EM Requirement: 5. An Avatar with this Power is able to move objects or other Avatars using nothing but thought. To determine how much can be moved, the following calculation is performed: (1 AC Pick + EM). For every point of the result, up to 25 pounds of matter can be moved. If the target is an inanimate object, it can be moved anywhere in the line of sight of the user (immediately). If the target is another Avatar, his Familiar or Servant (etc.), then a rough judgment call is made to see if the result is enough to move the weight of the target. If so, then the target can be moved anywhere in the line of sight of the user. Note that this Power cannot be used to cause actual harm to an Avatar or his pet, but since it is immediate, it can be used to break up a Melee, or to move a target away from Combat altogether. If the Power is in fact used to move a target out of Combat, that target will LOSE his turn during the current round, and must re-enter the Combat during the next round (this will NOT refresh either EM or LIFE, but it WILL allow him to re-enter the Combat at the range he was dropped at). The Power can be used to move a Combatant to a different point on the battlefield (in much the same way the Charge Action does, but without the free attack). The range for this Power is line of sight. This Power may not affect Nexus Credits or Special Items in any way, and it cannot be used to react to other Actions.

Teleport (S,Y). Cost: 20 AP. EM Requirement: 8. An Avatar with this Power can teleport away from any situation instantly and cleanly, with no adverse effects and with no further penalties (such as the Flee restrictions). Alternately, he may use this Power to instantly reposition himself on the current battlefield as if he Charged, but at any time and with no free counter-attack - for example, he can position himself to Long Range immediately after a Short Range attack is announced (and is therefore nullified). To determine the success of this Power, the following calculation is used: (3 AC Picks). A drawn 10 will NOT force a redraw. If the result is greater than 0, the user has successfully teleported to any point he wishes, including out of the line of sight of other Avatars. Usable only once per minute (outside of Combat) or once per round (in Combat).

X-Ray Vision (Y). Cost: 5 AP. EM Requirement: 3. An Avatar with this Power can see a number of Item cards (drawn at random) of any target Avatar, if successful. The calculation to determine how many cards he can see is: (1 AC Pick + EM - 8). This Power can only be used outside of combat, and can only be used once per Avatar per day.

Appendix H: Gothic Powers

Curse (K,X). Cost: 15 AP. EM Requirement: 10. An Avatar with this Power can set a Curse upon a single Avatar which will follow the Avatar around for an hour of real time. To determine the effect of the curse, the following calculation is used: (3 AC Picks + EM - 10). If the Curse is successful, then the target will receive a penalty of the value of the result during ONE specific type of calculation which he will perform for the next hour of real time. These types of calculations include: Powers, Skills, Items, Offensive Calculation, Defensive Calculation, Pickpocket Attempts, Flee Attempts, etc. The Curse can only be lifted by the user, who may do so at any time before it is finished. The range for this Power is visual, and the Curse takes effect immediately. It is up to the user to dramatically role play the actual curse while explaining what it will affect.

Drain Energy (X,S). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power can temporarily drain away free EM from a single target and add it to his own pool of unused EM, if and only if the target has any EM. The effect is instantaneous; the target must be within 5' of the user, and be touched. To determine the effect of this Power, the user will use the following offensive calculation: (2 AC Picks + EM + 5). The target will use the following defensive calculation: (1 AC Pick + EM). Note that the EM number used in the defensive calculation is TOTAL EM, not what the target has left. For each point that the offensive calculation exceeds the defensive calculation, one point of EM is drained, up to the amount of EM the target has left. Any EM which is absorbed in excess of the user's EM Stat will disappear at the end of a combat or in ten actual minutes if not used. The target's EM will

regenerate in the normal way.

Drain Life (X,S). Cost: 20 AP. EM Requirement: 8. An Avatar with this Power can temporarily drain away LIFE points from a single target and add it to his own LIFE Stat. The effect is instantaneous, and the target must be within 5' of the user, and be touched. To determine the effect of this Power, the user will use the following offensive calculation: (3 AC Picks + EM - 10). The target will use the following defensive calculation: (1 AC Pick). For each point that the offensive calculation exceeds the defensive calculation, one point of LIFE is drained, up to the amount of LIFE the target has left. The target can only be drained down to 1 LIFE (the minimum), and cannot be killed by this Power. Any LIFE which is absorbed in excess of the user's LIFE Stat will disappear at the end of a combat or in ten minutes. The target's LIFE will regenerate in the normal way.

Drain Mind (X,S). Cost: 15 AP. EM Requirement: 6. An Avatar with this Power can temporarily drain away MIND points from a single target and add it to his own MIND Stat. The effect is instantaneous, and the target must be within 5' of the user, and be touched. To determine the effect of this Power, the user will use the following offensive calculation: (3 AC Picks + EM). The target will use the following defensive calculation: (1 AC Pick + MIND). For each point that the offensive calculation exceeds the defensive calculation, one point of MIND is drained, up to the amount of MIND the target has. Any MIND which is absorbed in excess of the user's MIND Stat will disappear at the end of a combat or in ten minutes. The target's MIND will regenerate naturally at the end of a combat or in ten minutes, whichever is longer. Although this Power affects the MIND Stat, it is NOT a Mental Action.

Grow Limbs (X,S). Cost: 15 AP. EM Requirement: 5. An Avatar with this Power can sprout several extra limbs (or tentacles, or whatever) with which he can use more than one Item (including Weapons) during an Action. To determine the success of this Power, the following calculation is used: (1 AC Pick + EM - 5). For every 5 points of the result, one extra limb is sprouted, and one additional Slot can be added to the Ready Pouch of type Weapon, Shield or General. These limbs will last until the end of the current combat or for ten minutes, whichever is longer. The user may add one Weapon or Activated Item (up to the number of extra limbs he has) per round for FREE at any time after the Initiative step (and may also add an extra instead of his Action as allowed by the normal rules of the pile). If the user holds more than one Weapon or Activated Item because of the Power, then the user can use ALL of the Items he is holding during his Action. He will determine the effect of each Item separately as if they were being used singly. This does, by the way, allow him to attack with more than one weapon during a single Action. If the user chooses, he may use the extra limb as an additional attack with no additional item (just as a regular punch). The user only has to pay the cost for this Power when he first uses it. Use of this Power excludes the use of Martial Arts, because it ruins the sense of balance that the Martial Artist would normally have. This Power is usable only once per hour, or Combat, whichever is longer.

Horror (M,X,S). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power can use a Mental Attack which, if successful, will force the target to attempt to Flee (using the actual Action and its penalties) any Combat on his next turn, or to leave the line of sight of the user immediately (if not in Combat). For each additional point of EM which is put into this effort (above 4), add 1 point to your Offensive Mental Calculation. The range for this Power is visual.

Infestation (K,X). Cost: 20 AP. EM Requirement: 8. An Avatar with this Power can cause an Infestation of hundreds of tiny creatures (of his choosing) to attack all Avatars within line of sight (except the user) for the remainder of the Combat or for ten minutes, whichever is greater. The user only has to pay the cost for this Power when he uses it the first time. To determine the effectiveness of this Power, the following calculation is used: (2 AC Picks + EM). For every 5 points of the result, all Avatars in range of the user will take one point of damage per round (during the user's turn) or each minute (if outside of combat). Note that if the user moves, his infestation moves with him as long as the Power is in effect. The user can stop the infestation any time, but to start it again requires another use of the Power. Combatants who wish to get away from the Infestation must do so through legal means (such as Fleeing). Only effects which can neutralize the (K) Attribute can defend against the Infestation.

Mesmerize (M,X,S). Cost: 20 AP. EM Requirement: 8. An Avatar with this Power is able to use a Mental Action on a single Avatar which, if successful, will allow the Avatar to Mesmerize the target into doing any and all services requested (to the best of the Avatar's abilities) for a period of time. To determine the success of the power, use the following calculation: (2 AC Picks + EM). The target will defend with a normal Defensive Mental Calculation. If successful, the Mesmerization will last for a number of actual minutes equal to the difference in results. The services requested cannot be in any way directly harmful to the target (i.e. plunging a knife into his chest), but may be indirectly harmful (i.e. having the target provoke a more powerful foe into a combat). This Power may not affect Nexus Credits or Special Items

in any way, and may not be used to force the target to perform ANY House Skill. Also, a target can only be forced to lose ONE Item per Mesmerization (whether by breaking it or giving it away, etc.).

Mimic (X). Cost: 15 AP. EM Requirement: 4. An Avatar with this Power can temporarily adapt the Powers of other Avatars to his own use. Whenever the user is a target of a successful Action (meaning the Action actually did something and did not miss or fail) involving any Power, he is able to use any and all Powers which fit this description during his next turn (in combat) or within 5 minutes (if outside of combat) as if it were on his CC. The Power would of course be dependent on his own Stats, and he would need to put the extra 4 points of EM necessary to use this Power into his version of the Power. Except for the extra 4 points of EM, the Power would work identically to the original. If it is a Power which is dependent on an Item (such as many of the Technology Powers), then the Power is useless without the Item. This Power does not classify as a Reaction; it must be invoked during the user's proper turn.

Necromancy (X). Cost: 20 AP. EM Requirement: (2 + Level of target). An Avatar with this Power can bring a dead Avatar back to pseudo-life, with no Nexus penalties, if used before the dead Avatar disappears (and if successful). It can only be attempted once per dead Avatar, and in fact, if unsuccessful, the Avatar immediately disappears as if his 4 minutes were up. The calculation for success is: (3 AC Picks). A drawn 10 will NOT force a redraw. If the calculation is greater than 0, then the Necromancy is successful. The Avatar who has been brought back in this manner will have a LIFE and MIND of 0, but retains his other stats (such as OR and DR). The Avatar so enchanted is actually a mindless Zombie who is under the control of the user for a period of 1 hour. He must follow the commands of the user as best he can, all the while not communicating in any intelligent fashion with any other Avatar (unless directed as to what to say by his master). The Zombie cannot use any item, power or skill without the specific instruction of his master, EACH time it is to be used (i.e. the Zombie is useless as a combat creature without his master telling him what to do with his own abilities). Note that since he has a MIND of 0 during this time, he is immune to any Mental Actions, and further, as a Zombie with 0 LIFE points, he cannot be killed again (if his master releases him, he will spend the rest of his normal hour as a dead Avatar). Instead, any Action which results in damage to the Zombie will instead put him out of commission (as if he were unconscious) for the number of actual minutes corresponding the amount of damage he would normally take. At the end of the hour, he will regain his full LIFE and control of his Avatar form again. This Power CAN affect Cartoon Avatars. The range for this Power is 5' and the target must be touched. This Power may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. The controlling Avatar may have an unlimited number of Zombies at his command at any given time.

Paralyze (X,S). Cost: 25 AP. EM Requirement: 8. An Avatar with this Power can stop another Avatar dead in his tracks with nothing more than a touch, in a manner which is left up to the user to define. To determine the success of the Power, the following Offensive Calculation is made: (1 AC Pick + EM). It is compared to the target's Defensive Calculation: (1 AC Pick + modifiers). The target is Paralyzed for the number of actual minutes that the Offensive Calculation beats the Defensive Calculation. During this time, the target may not move or communicate in any way, and all of his Stealable Items (only) are up for grabs. If anyone performs any Action on the target which causes damage, the Paralyze is immediately broken. However, any Defensive Calculation that the target must make is at full value. The target must be touched to invoke this Power.

Possession (M,X,S). Cost: 25 AP. EM Requirement: 8. An Avatar with this Power is able to use a Mental Action on another Avatar which, if successful, will allow the Avatar to completely Possess the target (he can physically take the target's CC and Items and declare what Actions the target will be taking) for a period of time, in actual minutes, defined by the number of points by which the Mental Attack succeeded by. For each additional point of EM which is put into this effort (above 8), add 1 point to your Offensive Mental Calculation. Note that this Power cannot be used to order an Avatar to kill himself. The range for this Power is 5' and the target must be touched. This Power can only be used once per day. This Power may not affect Nexus Credits or Special Items in any way, and may not be used to force the target to perform ANY House Skill. The user's body completely disappears (as if he were OOC) during the time he is possessing the target, and he assumes all aspects of the target as if he were that person (for the purposes of role playing, the target will remain in the game and the user will tell him how to act from an OOC perspective).

Shadow Form (X,S). Cost: 20 AP. EM Requirement: 6. An Avatar with this Power can render himself virtually invisible to all other Avatars for the purposes of directed game Actions by assuming a Shadow Form of himself. The Avatar can freely communicate and can perform any game-related Action which does not have a physical component (i.e. he may cause an Infestation but may not use an Item or fire a Weapon) or requires him to

touch another Avatar or an object. If he does perform an Action with a physical component, he will immediately wax back into his regular form. A Shadowed Avatar may not perform a Pickpocket Action or touch physical objects. A Shadowed Avatar can not be targeted directly, but he can be targeted indirectly; for example with an Area effect which includes the Area he is standing in. For the purposes of role playing, a Shadowed Avatar can be seen vaguely so that people know generally where he is to talk to him, but his form shifts often enough that he cannot be targeted directly. The Shadow Form will last for one hour or the remainder of Combat (whichever is longer), or until it is broken voluntarily.

Shape Change (X,S,Y). Cost: 15 AP. EM Requirement: 4. An Avatar with this Power can temporarily change into the shape of any creature he wishes (although the new creature must have the same basic mass as the user). The effect of this Power will last until the end of the entire combat or ten minutes, whichever is longer. To determine the actual physical effects of the Change, the following calculation is used: (2 AC Picks + EM). The numerical result of this calculation can be immediately applied to any of the following Secondary Stats: OR, DR, LIFE or IN, in any combination he wishes. If any points are applied to the user's DR, the user will lose the ability to use Long Range Attacks. It is up to the imagination of the user to determine what shape he has become and why the shape affects the Secondary Stats in the way that it does. Note that once the points are allocated to the Secondary Stats, they will remain that way until the end of the Shape Change period. The user may invoke this Power again before he shifts back to his original form, but must then define a different form (in other words, the changes are NOT cumulative). NOTE: The use of this Power does NOT count as an Action, and it may be used at any time (although only once per minute or each round of combat), subject only to the EM cost.

Unluck (X,S). Cost: 5 AP. EM Requirement: 3. An Avatar with this Power can cause any single target to have bad luck for a period of time. The effectiveness of this Power is calculated as follows: (1 AC Pick + EM). If the result of this calculation exceeds the target's LUC Stat, then the target must remove ALL 10's from his AC Deck for the remainder of the combat or for ten minutes (whichever is longer). The range for this Power is 5' and the target must be touched. This Power can NOT be used as a Reaction; it must be in place before the target NEEDS to perform a draw.

Appendix I: Cartoon Powers

Bomb (Z,S,Y). Cost: 15 AP. EM Requirement: 8. An Avatar with this Power can set and detonate a tremendously damaging Bomb of his own design, which will cause damage to any Avatar within line of sight (except the user). To create the Bomb, the user will simply describe the form of the bomb (which can be anything), and then will count down slowly and loudly from 10 to 1 (about 2 seconds per number). Anyone who is still in line of sight of the user when he says "1" will take damage (the user may not move). If used during a Combat, Combatants are allowed to break away from the combat as if they had successfully Fled (with normal Flee restrictions, and with no other game mechanic allowed to stop them). No other Actions can be taken during the countdown other than moving away from the Bomb. When it explodes, the following calculation is used: (2 AC Picks * EM). The result is the amount of damage that EACH Avatar in line of sight will take. The only defense against this Bomb would be one which protects against the (Z) Attribute. Usable only once every eight hours.

Boom (Z,S). Cost: 10 AP. EM Requirement: 5. An Avatar with this Power can cause an instant catastrophe to a single target, taking whatever form the user wishes (a 16 ton weight, a giant goldfish, etc.). To determine the effectiveness of this Power, the following calculation is used: (2 AC Picks + EM). The target will take an amount of damage equal to the result. The only defense against this catastrophe would be one which protects against the (Z) Attribute. Usable only once per hour or Combat (whichever is longer).

Disappear (Z,S,Y+). Cost: 15 AP. EM Requirement: 6. An Avatar with this Power can disappear in a cloud of dust (or other effect) from any situation at any time. To use this Power, the user will make the following calculation: (2 AC Picks). A drawn 10 will NOT force a redraw. If the result is greater than 0, then the Avatar immediately disappears, poof, just like that, but ONLY at the end of whatever current calculation and effect is being performed (for example, he can disappear if an attack is declared, but he may not disappear after seeing the result of the attack, until that result is calculated). Once this power is used, the effect is as if the user Fled, with all appropriate restrictions. Usable only once per hour.

Guided Projectile (Z,S). Cost: 10 AP. EM Requirement: 5. An Avatar with this Power can create a visible projectile (described any way he likes) which will follow a single Avatar around until either it explodes or its time runs out. The projectile will last for one real (absolute) hour, and will not explode unless its target initiates (as opposed to reacts to) any game-related Action greater than communication. The targeted Avatar is allowed one (and only one) Action to each and every Action performed against him during the hour. To determine the effectiveness of the Projectile, the following calculation is

used: (3 AC Picks * EM). If the result is 0, the Projectile fails to be created, but any other result will determine the amount of damage that the target will take if the Projectile should explode. The only defense against this Bomb would be one which protects against the (Z) Attribute. If, however, the target survives the hour without the Projectile exploding, the Projectile will be immediately sent back to the Avatar who created it and will explode at HIM for the full amount of the damage calculated with the same defense restriction. Usable (attempted) only once every eight hours.

Lose Mind (Z,M). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power can temporarily reduce his MIND Stat to 0 (making Mental Actions useless against him). To use this power, the following calculation is made: (3 AC Picks + EM). If the result is greater than 0, then the Power is successful and the Avatar will have a MIND of 0 for a period of time equal to the result of the calculation in real minutes (or rounds of Combat, interchangeably). Due to the nature of Cartoon Avatars, a MIND of 0 does not render them useless, and they can indeed continue thinking and acting at their normal intelligence. However, they may not initiate any Mental Actions with a 0 MIND. Although the use of this Power as an Action is instant, it cannot be used as a Reaction; it must be in place before a Mental Action is attempted to be effective.

Manifest Object (Z). Cost: 5 AP. EM Requirement: 2. An Avatar with this Power can produce any single harmless object instantly, which can have any actual game mechanic effect OTHER than causing harm to another Avatar, either directly or indirectly. To use the Power, the following calculation is used: (2 AC Picks + EM). If the result is greater than 0 then the Power was successful, and the result will be the actual numerical value of the object (if it is used in combat) OR the amount of time the object lasts (if outside of combat). If produced in combat, the object will last until the end of the Avatar's NEXT turn. If it produced outside of combat and a combat starts during the time limit of the object, it will continue to last until the end of the Avatar's FIRST turn. For example, if a shield is produced, it can block an amount of damage up to the value of the result of the calculation. Regardless of the item which is produced, it immediately takes up one appropriate slot in the Ready Pouch, so the Avatar must take something else out - this is considered free and part of the Power.

Manifest Weapon (Z). Cost: 10 AP. EM Requirement: 5. An Avatar with this Power can produce a single Weapon instantly which can be used for a Long Range or Short Range (P) attack (with no additional bonus). To use this Power, the Avatar declares what type of Weapon he is going to produce, and then uses the following calculation: (3 AC Picks + EM). If the result is greater than 0, then the proper Weapon is produced (having an Offensive value equal to the calculation) and can be used to attack IN THE SAME ACTION (along with any Skill that the Avatar has in using that Weapon - note that any Weapon he produces can be used in its rudimentary fashion as if he had the Weapon Familiarity Skill). Otherwise, a harmless object is produced (such as a flower or a turnip) which renders the Action wasted (and the combatant's turn ended). The Weapon disappears after it is used to attack during that Action. Regardless of the item which is produced, it immediately takes up one appropriate slot in the Ready Pouch, so the Avatar must take something else out - this is considered free and part of the Power. This Power can be used outside of combat, and the produced Weapon will last for 1 minute, but will not be available if a Combat is actually entered (therefore there is no point in using it as a Surprise Action).

Nullify Item (Z,Y). Cost: 10 AP. EM Requirement: 4. An Avatar with this Power can temporarily disable any Item in the Ready Pouch of any Avatar in line of sight, by causing something to happen to it (left up to the user's imagination - for example, a flower gets inserted into a gun). The Item will be nullified instantly as the Avatar attempts to use it. Note that even though the Item is rendered useless, Combatants are still restricted to one Item in a combat, and may only perform an Item Swap at the appropriate time. To determine the effectiveness of this Power, the following calculation is used: (3 AC Picks). A drawn 10 will NOT force a redraw. If the result is greater than 0, the target Item is nullified and cannot be used during the current Action. This Power can be used at any time (if in combat, as a Reaction), and does not count as an Action, but each Weapon nullification (or repeat nullification) will cost 4 EM points and must be drawn for separately.

Portable Hole (Z,Y). Cost: 5 AP. EM Requirement: 3. An Avatar with this Power can open a hole in which to put his Items, allowing him to move Items in and out of his Ready Pouch FREELY without costing him an Action. To use this Power, the user must spend the 3 points of EM to open the Hole, and then it will immediately close when he has taken one Item out of it and/or put one Item into it. If he does not have the EM to spend and there are Items in the Hole, they are unavailable to him, but his Ready Pouch remains usable. Once an Avatar has purchased this Power, it is assumed that all of his non-Ready Pouch Items are in the Hole, so to swap any Item, he will need to open the Hole to get to it.

Warp Reality (Z,Y). Cost: 25 AP. EM Requirement: 10. An Avatar with this

Power can change any one effect of any one Item, Skill or Power at the time it is being used to affect any primary or secondary Stat (EXCEPT LUC and LB), by spending 10 EM. The numerical parts of the effect remain the same, but the affected Stat changes. For example, the user can declare that instead of causing 12 points of calculated damage, an Energy Bolt will add 12 points of INT, or remove 12 points of MIND. No matter what the duration of the original effect, the changed effect will remain in effect until the end of the NEXT Action or Reaction performed by the user (at which point the Warp is reversed back to normal). If EM or LIFE was changed, then the new warped points will be subtracted first, even though they are slated to disappear soon. The change cannot cause any permanent loss to any Avatar, nor can it cause instant death. Also, the change does not work on Items with Continuous effects; it must be used at the time when the effect of another Activated Item (excluding normal use of Weapons), Skill or Power is established. To determine whether this Power is successful, the following calculation is used: (3 AC Picks). If the result is not zero, the Warp is successful. If the Warp is successful, all three drawn cards are removed from the Avatar's AC Deck until that particular Warp is reversed.

Zany Defense (Z,Y). Cost: 15 AP. EM Requirement: 10. An Avatar with this Power can use ANY of his normal defenses (including Shields, Armor, DR or other protective Items) as appropriate against an attack with the (Z) Attribute. Appropriate in this case means in relation to the way the (Z) Attack was defined in the first place. While this is subject to interpretation, the limitation of EM used in the calculation more than compensates for any disparity that might come up. To use this Power, the following calculation is performed: (2 AC Picks + EM). If the calculation is successful, the user blocks that number of points of damage from the (Z) Attack (explaining, of course, the rationale for how he did so). Each Attack must be paid for separately. Note that the Power does not need to be used until it is determined that damage has actually been done.