

House rules...

[Experience points](#), [Character creation \(Perks, Attributes, Optional Attributes, Skills\)](#),
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[Five characters : elven mage, race psionist, electric samurai, reality runner, the ghost marksman](#)

[The 28s : 28s beginners, creation ; discovering 28's true nature](#)

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Experience points.

5 xps always ? Hu... think otherwise. Think 5 xps = 1 act. Think Act Experience points or **A**.

And now...

1 A. = 5 xps for building skills. Yup, you'll need those xps, after all.

2 A. (10 xp) = 1 perk from the sixth to the tenth.

3 A. (15 xp) = 1 perk after the tenth.

3 A. (15 xp) = +1 attribute point below 10 and above 5. Everyone one has 5 in each attribute.

4 A. (20 xps) = +1 attribute point above 9. (20 xps, yup, I know, it's cheaper. But the way is very very long too to be a real bad ass with an average of 10 in all the attributes).

In other words :

Raising an attribute from 5 to 9 costs 15 xps per increase.

Raising an attribute above 9 costs 20 xps per increase.

XP (A.) bonus = 0 (beginners), (just to have the missing attributes / perks / skills without which you can't play your concept), 50 (ready to fry some dinosaurs), 100 (I've done one or two wars, son)

Character creation ;

Perks = 2 + 3 (far above the rules, but I do think it will be a great way to really play your character without wondering about keeping Xps for that, besides, it gives you all the cool stuff without being OP).

Other Perks house rules...

Category Master : If you buy five perks in one category, you have a sixth for free.

Spells/Miracles/Psionic powers : you gain 2 « spells » per perk.

Armor / gear : the second and third perk about buying enhancements for your armor/gear gives you two enhancements instead of one.

Cyber : maybe you could double the second and third cyber perk if the character is rich.

Mastery : Oh gawd, let's say you could be very good at FOUR things.

Nile perks : Oh gawd, I want to think a bit more super... You will be able to have 2 attribute perks and four skill perks (even if it's expensive). Also, skill perks are bonus. You don't really add them to the skill, you just write like that : Dodge 3(5). You have to reach a real 5 to buy Mastery. You don't really add them to the skill, you just write like that : Dodge 3(5). You have to reach a real 5 to buy Mastery.

Attribute perks are also a bonus, write them in brackets. Dexterity 10 (12)

I add one Perk : Super lifter → 2 Strength points per level (max two or, even three if), only for lifting and damage, nothing about toughness.

Inventing a Pulp Power on the fly is easy, you could go looking for spells, psionic powers or miracles and give a standard success for a level one power and a good result for a level two power. The skill for using a power would be Reality (after all, you bend reality when you use a skill). The power has also the following benefits : multi-tasking (penalty -2), multi-target (penalty -2).

I play an electric samurai, I buy my Ion Gusoku. First perk = one enhancement, second perk = Two enhancements, so a total of three, third perk = five enhancements, and I still have room for two very needed perks like Ki strike and Focused strike

I play an elvish mage, I can buy resilient, elven sorcerer, spellcaster X2 (5 spells – 3 +2) and magister.

Elven mage don't come from nowhere.

I want to play a core earther very able in reality : 5 reality perks will give me six and I'll be able to be a pain in the ass for the Core Earth's enemies.

I am the best Pulp Heroe ever, I really want to be the best marksman in the world and I do like the idea of being able to phase through matter. I'll go with Dex +2, Fire combat +4, Phase through matter level 2 (because, with those damn house rules I can have 6 perks when I buy 5 perks from the same category ; Let's say that my power needs one round of concentration to be active, and that I can bring someone with me at half my dexterity pace. The duration would be concentration).

I play a psionist from the race. I'm in need of 3 good attributes and psionic perks. I'll go with Iron Will, Multi-tasker and Three (four with house rules) Psionic perks.

Attributes = 40 attribute points + four A. (20 xps),

You have to spend a A. (5 xps) per point over 9... Unspent A. will be saved for the next attribute enhancement or to buy a fourth skill if you use Skill House rules 2 : broad skills (see below).

You could go faster with those builds.

In need of two good attributes. 11 (2 A.), 10 (1 A.), 8, 6, 5 = 1 A.(5xps) unspent.

The fair character. 10 (1 A.), 9, 8, 7, 6 = 3 A. unspent to buy an another attribute below 10.

The specialist : 13 (4 A.), 8, 8, 6, 5.

In need of three good attributes : 9, 9, 8 → 9 (3 A.), 7, 7 or 9, 9, 8 → 9 (3 A.), 8, 6 ; 1A. unspent.

The know it all : 8 → 9 (3 A.), 8, 8, 8, 8 = 1 A. unspent.

House rules : Tougher Pcs... I do like the idea of the Pcs being a bit more than the world, and I think it's suitable for them to have toughness +1, shock +1 and four wounds. It goes with my idea of the 28s... [See below.](#)

House rules,

Optional = Secondary Attributes

Dexterity gives birth to 2 secondary Attributes.

Dexterity and Strength → **Combat capacity (CC)** = Dexterity +1 per 2 strength points (max +4) above Dexterity or Dexterity -1 / -2 / -3 if Strength is four / seven / ten points lower. CC is used for unarmed and melee combat.

I'm the big Munchkin Dex super. I have 15 dex and 8 strength, my CC is 13.

Dexterity and Mind → **Coordination (Co)** = Dexterity +1 per 2 Mind points (max +4) above Dexterity or Dexterity -1 / -2 / -3 if Mind is four / seven / ten points lower. CO is used for Vehicles skills and Heavy Weapons if you think it's suited.

3 other optional attributes changing a bit the rules :

Karma (Ka) = Charisma/2 (each karma point can transform a dice result to your charisma score – if you have charisma ten, you don't reroll. 2 karma points can also transform a natural 1)

Chance → Possibilities per Act. Chance = Charisma/2 -1 (minimum 3)

Magic = The average of Mind and Spirit rounded up, with a +1 bonus by spending 2 A. (ten xps) at the character creation. Magic could be improved up to +3 by spending 3 A. (15 xps) for a +2 and 4 A. (20 xps) for a +3. Of course each time you raise Mind or Spirit, check for Magic increase too. (Magic is the spice, the absolute concrete power of the multiverse), Magic would be used for Faith, Psion and Magic. Magic is really an option. But I do like the idea of a Magic Attribute for the 28s... High Charisma could give you, for free, the bonus : +1 (Charisma 11), +2 (Charisma 12), +3 (Charisma 13).

Thus, a high ranking Pc with Mind 13, Spirit 12 and Charisma 11 would have a Magic attribute of 14.

Skills = 6 A. (30 xps)

1 = 1 xp ; 2 = 3 xp ; 3 = 6 xp.

You could go faster with those builds :

The know it all : one 3 (6 xp), two 2 (6 xp), eighteen 1 (18 xp) (25 skills points and 21 skills known)

The specialist : Four 3 (24 xp), six 1 (6 xp) (18 skills points and 10 skills known)

The fair character : Two 3 (12 xp), four 2 (12 xp), six 1 (6 xp) (20 skills points and 12 skills known)

The adventurer : One 3 (6 xp), Five 2 (15 xp), nine 1 (9 xp) (22 skill points and 15 skills known)

The very able : One 3 (6 xp), four 2 (12 xp), twelve 1 (12 xp) (23 skill points and 17 skills known)

The not so bad at many things : Eight 2 (24 xps), six 1 (22 skill points and 14 skills known)

Skill House rules 1

You may want to lower the number of skills to 24. Super skills or mastery would still be based upon the rules... Once you reach Intimidation and Willpower 5, you could only gain a mastery in Intimidation or Willpower.

With 24 skills, it's simple : 2 or maybe 3 skills are enhanced together. In bold, the changes... The second skill depends on the character's background. Surviving with Trick will be a little tougher in the beginning if you never wandered in the outside, maybe you'll have a -1 malus before getting used to it. Because the characters are infused with the energy of possibilities, it's rather a « magic » way, like in the old Torg, to be more talented.

The skills for Faith, Magic and Psionic being the same, you have to spend 1 A. (or five Xps) per magic skills added.

I want to play a mage / priest / Psionic core earther. I'll have to pay 10 xps for my spirit magic skill and 5 xps for my mind magic skill.

Linguistic is threaded in the possibility energy too. So you get to learn far more languages this way.

The 24 skills :

Air Vehicle, Energy weapon, Fire combat, **Find / evidence analysis / tracking**, **Gifted** (Charisma magic – Telepathy with the psionic perk + 1 skill from the 40 skills in the rules with the attribute Charisma instead of the regular one. Yup you could be a talented fencer with melee based on charisma), Heavy weapons, **Intimidation / Willpower**, Land vehicles, Melee, **Mind Arcana** (Alteration and divination OR Kinesis), Missiles, **Maneuver / Beast riding**, **Medicine / first aid** (*if you have a healer BG, you have medicine, if not, you don't but time will help*), **Persuasion / Streetwise** (non streetwise character will get it after several acts), **Reality / Profession**, , Science, Scholar and linguistic (2 languages per dot, try old ones), **Spirit arcana** (Conjuration and Apportation or Precognition or Faith), **Stealth / Dodge** (*stealthy characters are dodgy and dodging is a matter of stealth*), **Taunt / Linguistic** (2 languages per dot), **Tech.** (Computer and Lockpicking, and even repairing if you prefer.), **Trick/Survival/Tracking**, Unarmed combat, Water Vehicles

Yup, I know I put tracking under two skills. Because, well, as you wish. I really don't mind. And I don't like the idea of three skills for basically the same thing.

Skill House rules 2

The energy of possibilities is so **high** that the characters are infused with innate knowledge of the multiverse. They are using only **12 broadskills** (usually three skills in one) but, once they reach 5 (or 4 if you prefer), mastery is by the rules... You have to pay 5 xps (1 A.) to learn a fourth skill. You get to have the psionic or the faith skills only if you have the perks for it.

Let room for 13 skills in your character sheet because you'll have to sum up Arcana with Spirit or Mind.

First aid is a Knowledge or Trick or reality check, whichever suits you more.

When it seems not possible that the broadskill work due to the character background, give a big malus until the flow of possibilities embrace the character.

Arcana (Alteration, Apportation, Conjuration, Divination), **Fighting** (Melee, Unarmed combat), **Intimidation** (Intimidation, Willpower, Kinesis), **Find** (Find, Evidence Analysis, Tracking, Precognition), **Knowledge** (Science, Scholar, Computer, Medicine), **Maneuver** (Beast riding, Dodge, Maneuver, Stealth), **Persuasion** (Persuasion, Streetwise, Linguistic – 3 languages per add), **Reality** (Reality, Faith, Profession), **Taunt** (Taunt, Gifted – choose one of the 40 skill, it will be base upon charisma, Telepathy), **Trick** (Trick, Survival, Tracking, Lockpicking), **Shooting** (Energy weapons, Fire combat, Heavy weapon, Missiles), **Vehicles** (Air vehicles, Land Vehicles, Water vehicles),

The beginning skills with 12 skills are :

Two +3, three +2, four +1

or three +3, seven +1,

You have to spend one A. to buy the four magic skills if you play a mage and one A. to buy either lockpicking or survival if you want to increase Trick with all the skills...

Improving broad skills costs new add X2. With mastery you improve skills at the base cost (new add)

I'm an electric samurai, I reach 5 in fighting, I have already bought the mastery skill melee, improving melee to 6 will only cost me 6 experience points. I'll know have Fighting 5 (Melee 6)

List

Strength, Dexterity, Mind, Spirit, Charisma

Shock, Toughness, Wounds, Melee defense, Unarmed defense, Dodge

Skills (24) : Air Vehicle, Energy weapon, Fire combat, Find/evidence analysis, Gifted/Telepathy, Heavy weapons, Intimidation/Willpower, Land vehicles, Melee, Mind Arcana, Missiles, Maneuver/Beast riding, Medicine/First aid, Persuasion/Streetwise, Reality/Profession, Scholar, Science, Spirit arcana, Stealth/Dodge, Taunt/Languages, Tech., Trick/Survival, Unarmed combat, Water Vehicles

Skills (12) : Arcana, Fighting, Intimidation, Find, Knowledge, Maneuver, Persuasion, Reality, Taunt, Trick, Shooting, Vehicles,

Perks :

The elven mage

Strength 6, Dexterity 8 → 9 (3 A.), Mind 9, Spirit 9, Charisma 8 (1 A. left)

Shock 6(7), Toughness 6(7), Wounds 3(4), Melee defense 9, Unarmed defense 9, Dodge 10

Skills (24) : Air Vehicle, Energy weapon, Fire combat, Find/evidence analysis 2, Gifted/Telepathy, Heavy weapons, Intimidation/Willpower 2, Land vehicles, Melee, Mind Arcana 3, Missiles 1, Maneuver/Beast riding 1, Medicine/First aid, Persuasion/Streetwise 1, Reality/Profession 2, Scholar 2, Science, Spirit arcana 3, Stealth/Dodge 1, Taunt/Languages 1, Tech., Trick/Survival 1, Unarmed combat, Water Vehicles

Skills (12) : Arcana 3 (1 A.), Fighting, Intimidation 3, Find 2, Knowledge 2, Maneuver 1, Persuasion 1, Reality 2, Taunt, Trick 1, Shooting 1, Vehicles,

Perks : Elven sorcerer, Magister, Spellcaster X3 → X4 (9 spells)

The race psionist (Tharkold)

Strength 7, Dexterity 7, Mind 9, Spirit 9, Charisma 8 → 9 (1 A. left)

Shock 7(8), Toughness 7(8), Wounds 3(4), Melee defense 7, Unarmed defense 7, Dodge 8

Skills (24) : Air Vehicle, Energy weapon, Fire combat 1, Find/evidence analysis 1, Gifted/Telepathy 3, Heavy weapons, Intimidation/Willpower 1, Land vehicles 1, Melee, Mind Arcana 3, Missiles, Maneuver/Beast riding 1, Medicine/First aid, Persuasion/Streetwise 1, Reality/Profession 1, Scholar 1, Science, Spirit arcana (Kinesis) 3, Stealth/Dodge 1, Taunt/Languages 1, Tech. 1, Trick/Survival 1, Unarmed combat, Water Vehicles

Skills (12) : Arcana, Fighting, Intimidation (Kinesis) 3, Find (precognition) 3, Knowledge 1, Maneuver 1, Persuasion 1, Reality 1, Taunt (telepathy) 3, Trick 1, Shooting 1, Vehicles 1,

Perks : Multi-tasker, Psionic X3 → X4 (9 psionic powers), Iron Will,

The reality runner

Strength 8, Dexterity 8, Mind 8, Spirit 8 → 9 (3 A.), Charisma 8 (1 A. left)

Shock 8(9), Toughness 8(9), Wounds 3(4), Melee defense 9, Unarmed defense 9, Dodge 9

Skills (24) : Air Vehicle 1, Energy weapon 1, Fire combat 2, Find/evidence analysis 1, Gifted/Telepathy, Heavy weapons 1, Intimidation/Willpower 2, Land vehicles 1, Melee 1, Mind Arcana, Missiles 1, Maneuver/Beast riding 1, Medicine/First aid 1, Persuasion/Streetwise 1,

Reality/Profession 3, Scholar 1, Science 1, Spirit arcana, Stealth/Dodge 1, Taunt/Languages 1, Tech. 1, Trick/Survival 1, Unarmed combat 1, Water Vehicles 1
Skills (12) : Arcana, Fighting 1, Intimidation 3, Find 3, Knowledge 1, Maneuver 1, Persuasion 1, Reality 3, Taunt, Trick 1, Shooting 1, Vehicles 1,
Perks : Adaptable, Tenacious, Storm caller, Realm Runner, Prodigy, Negation.

The electric samurai (Pan pacifica)

Strength 8 → 9 (3 A.), Dexterity 10 (1 A.), Mind 7, Spirit 9, Charisma 6
Shock 9(10), Toughness 9(10)/13(14), Wounds 3(4), Melee defense 13, Unarmed defense 12/13*,
Dodge 11/12* (*with 12 skills)
Skills (24) : Air Vehicle, Energy weapon, Fire combat 2, Find/evidence analysis 1, Gifted/Telepathy,
Heavy weapons, Intimidation/Willpower 2, Land vehicles 3, Melee 3, Mind Arcana, Missiles 1,
Maneuver/Beast riding 1, Medicine/First aid, Persuasion/Streetwise 1, Reality/Profession 1, Scholar,
Science, Spirit arcana, Stealth/Dodge 2, Taunt/Languages, Tech., Trick/Survival 1, Unarmed combat 2,
Water Vehicles
Skills (12) : Arcana, Fighting 3, Intimidation 2, Find 1, Knowledge, Maneuver 2, Persuasion 1, Reality
1, Taunt 1, Trick 1, Shooting 2, Vehicles 3,
Perks : Ion Gosuku X2 (3 enhancements), Speed demon, Focus strike, Ki strike

The Ghost Maksman (Nile)

Strength 7, Dexterity 13(15), Mind 6, Spirit 8, Charisma 6
Shock 7(8), Toughness 7(8), Wounds 3(4), Melee defense 17, Unarmed defense 17, Dodge 17
Skills (24) : Air Vehicle, Energy weapon, Fire combat 3 (7), Find/evidence analysis 1, Gifted/Telepathy,
Heavy weapons, Intimidation/Willpower 1, Land vehicles 1, Melee 2, Mind Arcana, Missiles,
Maneuver/Beast riding 2, Medicine/First aid, Persuasion/Streetwise 1, Reality/Profession 3, Scholar,
Science, Spirit arcana, Stealth/Dodge 2, Taunt/Languages 1, Tech., Trick/Survival 1, Unarmed combat
2, Water Vehicles
Skills (12) : Skills (12) : Arcana, Fighting 2, Intimidation 1, Find 2, Knowledge, Maneuver 2,
Persuasion 1, Reality 3, Taunt, Trick 1, Shooting 3 (fire combat 7), Vehicles 1,
Perks : Super skill X2, Super attribute X2, Phasing level 2 (cause 1 shock if failing).
Okay, this one is a bit OP, but hey, it's Nile, and well, he isn't very good at resisting Taunt or Trick and
everytime he'll use skills related to dexterity outside Nile, he could be able to disconnect.

The 28...

You may want to hear about the 28, the chosen ones, the ones in synergy with eternity shards and darkness devices. They are the chosen ones, the last bastion of hope, the paragons of possibility energy and Magic. Explain to the players that after a moment of crisis and a meeting with a guy called John Ghost, they went through a door, reappeared in a strange place twice located in two different cosms, spoke with a portal and a cat headed woman in a dream where they were the nobles ones of their city and then woke up in their bed, sweaty and not very sure about what happened to them. Everything was a bit strange, really like a dream. They also remember that they were given the opportunity to throw a piece of red and blue crystal in the form of a, more or less, twenty sided dice... and that the named John Ghost noted in a strange book the results of the dice and told them something like that, "it's okay, follow me now to this door, quickly, quickly, you are threatened" and, indeed, the characters felt a danger and saw a thing called a Ravagon...
Since then, they dream about three doors, and this wonderful city. Let the player choose one door or location per Cosm he likes the most. He has to choose Core Earth and the cosm he would really like to come from, plus a third one. He is very connected to this places. He knows the main language of these cosm.

Even if he has no spells, he has some kind of innate potential, sometimes expressed by broken glasses

or unexplained movements of objects, flashes of psychometry, visions of the future, a faster healing of bruises...

He can't help thinking about the number 28 and he can sense magical and immortal beings... True darkness (or Evil) also appears to him, he seems to know horrors the Gm needs to throw at his poor psychic face, it's not a matter of rolling dices, just feeling.

Worse, sometimes the pj has the impression of being inside the skin of other people when he sleeps, people in dire need of help... He feels connected to the energy of these people and dreams, sometimes, that he does things to help them.

28s beginners, creation

Attributes = 40 (or 45 if you are feeling generous from the beginning) points + 6 A. (it's one A. or 5XPs per attribute point above 9, remember, with my house rules)

Skills = 12 skills only rules and two +3 ; four +2 ; six +1 (It appears that they are able to do everything since this strange dream).

They have the following powers :

Axiom (to begin with) = Mixed Core Earth / two cosms of the player's choice (they have one « door » of their own in each of these cosms).

Pulp perks = +1 in two attributes, +2 in three random skills (throw randomly for four skills, choose 3). You'll have a fourth skill once you are aware of your real potential. You can have a +4, in one skill if you roll the same dice twice.

Random super skills (D12) : **1) Arcana** (Alteration, Apportation, Conjunction, Divination), **2) Fighting** (melee, unarmed combat), **3) Intimidation** (Intimidation, Willpower, Kinesis), **4) Find** (Find, Evidence Analysis, Tracking, Precognition), **5) Knowledge** (Science, Scholar, Computer, Medicine), **6)**

Maneuver (Beast riding, Dodge, Maneuver, Stealth), **7) Persuasion** (Persuasion, Streetwise, Linguistic – 3 languages per add), **8) Reality** (Reality, Faith, Profession), **9) Taunt** (Taunt, Gifted – choose one of the 40 skill, it will be base upon charisma, Telepathy), **10) Trick** (Trick, Survival, Tracking, Lockpicking), **11) Shooting** (Energy weapons, Fire combat, Heavy weapon, Missiles), **12) Vehicles** (Air vehicles, Land Vehicles, Water vehicles),

Innate perks = Three reality perks, One arcana (magic/faith/psionic) perk of their choice, Access to perks from three Realms

Beginning (other) perks : 4.

Healing = 1 wound per 12 hours ; They can always soak, even when they run out of possibilities, a three wounds or more hit if they stand near 100 km of their door in one of their 3 cosm or near a magic door or a stellae (1 km),

Resistance : 4 wounds, Toughness +1 and Shock +1

Access to the doors : The doors are magical hardpoints able to drive the 28s to their own micro-realm in dreamlands in which there is a city and a big portal. Missing Pcs must watch/keep/defend the portal while they aren't in game. Choose where the doors stand in three cosms. There are only 28 doors on earth. So Pcs usually share their doors. Most known doors are in Cairo, Paris, Vatican city, Manhattan, Portree (Scotland), Seattle, Québec, Isle of Pines (New Caledonia). The doors can also teleport you to a door you have already watched (TN 18) or touched (TN 14) if you spend one possibility per player. If you miss the Reality skill to use a door, the GM is up to teleport you where it would suit the best an epic story. The doors are able to disappear whenever it suits a scenario but they are always « on » at midnight. It's more the doors that are in need of the Pcs than the reverse (everytime a PC is missing, a door was there, be sure of that, you'll never have to player a PC as a NPC again)... Being able to use the doors is something the GM should build slowly...

Think also that three doors are the three points/angles of a triangle and that there would be enough plot material to create things when the characters are in the center of this triangle, perhaps the appearance of their first power, another portal or whatever you want. I do think they could find their own eternity shard there and swallow it after fighting their inner fear or demon. They could also leave their crystal there and pass it on to someone else (or hide it from a big bad guy in need to steal the PC's power).

Who Knows, maybe some 28 felt corrupted by the Power of a Darkness device or a High Lord and, maybe, Nemesis to the 28s exist, I think Ravagons or demons... In short ... Have fun.

Bonus, after discovering their true nature :

- +1 to the five attributes (max 14 or race). It's not a power, it's really +1.
- A fourth super skill of their choice, usually Reality (because it's the related skill to use their powers).
- You can have 4 super attributes and 6 super-skills with Pulp Powers now.
- **Three Super-powers** of their choice (see below). Super-Attribute powers can combine with super attributes perks. Usually, you have one super attribute and two other powers. Increasing a super-power costs a second Super-Power. You could go for Super-Charisma and Touched by the Goddess or Blast and Super-Blast, it would be two powers chosen.
- All the reality perks : adaptable, axiom increase, grant possibilities, negation, prodigy, realm runner, storm caller, storyteller, tenacious
- 3 A. (15 xps) for skills.
- Access to all the perks in the game.
- Three perks for free.
- They generate their own axioms, being 23 everywhere (the 28s are highly magical and spiritual) +4 axiom points distributed as they wish. When they have a chance to disconnect, roll the D20 and one eternity dice, they disconnect only on a 1 on the D20, and a 1-3 on the eternity dice. If they do get an eternity symbol, they heal 2 shocks, and, maybe, 1 more shock with each other eternity symbol. The suffer a major failure if the dices are double 1. Feel free to block their powers for the rest of the scene (or the act), make them lost 2 possibilities, let them experiment the feeling on a NPC from the scene while their corpse disappear, transform them in an another race.
- They generate one (Charisma below 10) or two possibilities per day that can't be kept more than a day.
- Reality is the Super-Power skill and a 1 is not a critical failure but just a -12 when they use their Super-Power. With reality checks, the 28s can sense the flow of possibilities, energy, magic or faith in the world... see and talk with spirits or ghosts, be here when wild things happen...

Powers...

Yup, we could think 28s are « Supers » because they really have super powers. They could have more than three powers after they discover their true nature and it would cost them 5 A. (25 xps). The absolute limit would be 13 powers. You could find ways of gaining powers through stories about saving eternity shards. Powers are here to tell stories about bigger than life Pcs. As a GM, because the idea of the 28s came a bit from the Old Torg, Shadowrun, World of Darkness and Call of Cthulhu, I only use 28s player characters since ten years of GMing. It depends on the gaming style, but I went from only one power to seven or eight of them (Necessary Evil). Feel free to give the first powers as you wish. One by one, three in a row. One for free and the others two after x gaming sessions. The first time the player gets a power, he discovers his true nature. TN for powers are usually 10 (standard success), 15 (good success) or 20 (outstanding success).

Power's limits

Powers have only four limits : disconnecting, Silver (restrained by enchanted silver, the character loose his bonuses), removing the cristal in the brain. and « the feeling ».

Il pourrait exister une cinquième limite : les chasseurs de cristaux. It may exist a fifth limit : crystal hunter...

A crystal hunter willing to steal the eternity shard of his comrades would stand two issues : A willpower test TN22 or against Target Willpower +4 whichever is the highest, the 28s usually being not able to fight each other (unless the became mad, amnesics or possessed). Succeeding in a Willpower contest against the target (even dead) without any way to spend possibilities or cards. You could only go for the secondary attribute – Karma, to help you. Who ever wins, it's up to the GM's choice. Un new potential

28 could be created in the mind of a npc in which the hunter or the victim experimented the feeling in.

The loser either dies or must learn again all his (new) powers in a new body.

The winner absorbs the power of the other eternity shard and could gain a new power, 10 xps, +1 in one or two attributes, an increase in one or two skills, GM's choice... You always win something when you win, but what ? It's always a surprise gift.

Super-Attributes.

Super Attributes Spirit, Mind, Dexterity and Charisma = +3. You can combine the Nile perk and Super-Attribute Power to reach an absolute limit of one 14 (The 28s attribute limit) +3 +2, so 19 (25 for strength or 27 for pure strength)

You can decide that Super Attributes give you **one** of the following advantages **per point above 12**.

- **Dexterity** = Armor Dex penalty reduced to 12 / 13 / 14, falling damage divided by two, Dexterity dice favored, wall crawling, free mastery or favored for a dexterity skill.

You could enhance Super-Dexterity by Buying **The best of all kind** : +2 bonus to all Dexterity related skills. 3 bonus from the Super-Dexterity Super Power. A 1 on a dexterity skill can still disconnect you but it isn't anymore a critical failure. It's a -12 (of course you can't reroll, even if you are favored). You can now have two more super-skills (pulp perks) related to Dexterity.

- **Charisma** = 1 social perk or leadership perk or 1 telepathy power (or +1 to the power if you already had it). Charisma dice favored, free mastery or favored for one charisma skill,

You could enhance Super-Charisma by buying **God attitude** : +2 bonus to all related Charisma checks (skills, attributes). Super skill +4 (gifted, one skill of your choice is now based upon Charisma) and the ability to taunt everyone in a 28 meters radius (player's call would be everyone has -6 to everything). 3 bonus from the Super Charisma super power. You can now have two more super-skills (pulp perks) related to Charisma.

- **Mind** = 1 precognition power (or +1 to the power if you already had it), speak all languages, read all languages, multi-tasker (three powers), Mind dice favored. Eidetic memory, one enhanced sense, free mastery or favored for a mind skill. If you do prefer, you could choose Super-senses in lieu of Super-Mind.

You could also enhance Super-Mind by buying **Super-senses** : 6 enhanced senses of your choice (X-Ray, Dark vision, Sonar, Very long distance view – you get rid of -4 penalty range malus, Tracking smell like the wolverine, etc...). You have a +4 bonus for all related Sense skill (Evidence analysis, Find, Tracking, Survival).

- **Spirit** = 1 kinesis power or one miracle power. One Savage or Prowess perk, free mastery or favored for a spirit skill.

You could enhance the power and go for **Blessed by the Goddess** : Every morning, you get to roll two Super-Powers randomly and you have them. Reality (or Faith) is mastered and favored. You also learn two powers of your choice between Miracles, Spells and Psionic Powers.

Super Strength = +3 Strength per level and +2 shocks. You can buy Super Strength thrice (and be a brick). Super strength could give you advantages like : super jump (Strength / StrengthX2 / StrengthX4 meters in high, double in long jump), heavy damages (10/20 piercing armor on non living targets), 2 / 4 / 6 piercing armor, Force cone (damage = Strength minus two – max 18 - in a Strength/2 meters long + Strength/4 meters large cone), Immunity to air / fire / radiation / cold (+4 toughness against those elements, and thus, immunity to being in space)

Once you reach 20 damage, no weapons will give you damage bonus. You can use whatever you want, it'll just hurt more targets. Count -1 damage per 2 targets you sweep...

With Strength 14, Pulp attribute +2, Super Strength X2 and Take That (see below), my 28's Strength is 27. Oh my gawd, I'm the heaviest lifter living and I'm grateful for the 6 shocks I get too. My toughness is 22(23 as a 28). But what a pain in the ass when my mind will be controlled or when I won't be able to play because I've such a low Trick or Taunt ability.

Transforming Psionic / Miracles or Magic into one Super-Power.

Choose two related spells / miracles / psionic powers, (Invisibility and force field ; healing and cure diseases, read mind and telepathy), give them the following bonus when it's doable : range X2, damage or protection +3, multi-tasker (can be used twice in a round), favored, duration x 3 or concentration, +2 bonus to use.

Choosing a Power from this list :

Free action means no roll, except the D20 and eternity roll to disconnect when a card says so. The power skill is Reality. And usually, you have to go with Reality +2 (or +4 if you already had +2) when you gain your fourth super-skill.

Powers should be a bit more versatile, feel free to let the player spend a possibility and copy, for one round, an another power he could emulate when something big comes in the game... The healer or the speedster able to regenerate himself super fast, the telepath going mind control, the super strength giving your more toughness... Have fun if it fits a good wild scene.

Alter-self = one round to perform. The character can be whatever he wants (animal, other character, other race, other sex), the character keeps his characteristics, save for dexterity and Strength that can be transferred at a +1/-1 ratio (max +4/-4) depending on the size (up to 10% or 300%). If the character has wings, claws or fur, or another important characteristics to copy, the character can copy 4 (+1 per success) between : water breathing, flying (dexterity pace), darkness vision (ignore -4 penalties), one animal sense, +1 bare-handed damage (X2), +1 toughness (X2), wall crawling, copying voice or growl, digital print, retinal print, DNA print.

Blast = range 50 / 100 / 200. Base damage = 14. The character has 10 points. Each round, he can freely use them for : *small zone radius* (2), *medium zone radius* (4), *large zone radius* (8), *Multi-target without penalty* (2 per target, max = 4), *Mark target* (Condition one target only this round, +1 to shooting per point, max +6), *More damage* (+1 per +1, max +8), *Armor piercing* (1 point per 2 AP), *Heavy damages* (2 points to remove 10 toughness/armor to a non living target, max 20), *Energy control* (10 points ; You can intensify or lower the chosen energy within a very wide radius around you and inflict penalties of -4 on everyone, you can also totally absorb three energies, suffering no damage. Creating an energetic melee weapon is also possible, inspire yourself from the above costs. By enabling the energy to engulf him, the character can also acquire the power Fly with a speed x4 and +4 to toughness).

Either you use shooting or reality. You can use three energies, go wild between : mental, darkness, light, cold, fire, radiation, force.

You could go further and take **Super blast** = condition, blast. You get to have 10 more points and you can add : more damage (+1 per +1, max +16), *Barrier* (+1 per toughness you gain from blasting around to cover you, max +10), *Long range* (range X10 = 5 pts), *Magical damage* (You can blast everything, intangible or not, for 10 pts).

Fly (with spatial immunity) = free action. speed mach 2, -4 to be hit while flying or hovering quickly. By spending one possibility, you could copy super-speed, blast, resistance or take That for one round + one per 2 shocks. One shock gives you +3 damage this round. You are so quick that you have +2 to hit and damage a single target. Penalty for multi-targeting is reduced by 2.

Healing : Oh yes, you can heal everything, regenerate a missing limb or organ, cure disease. It's a simple reality check (2 wounds +1 per success or just a good success to regenerate a limb, even from an old wound). You can also bring a dead back to life : spend one possibility and two shocks per day since the death or just one shock if death just occurred up to five minutes ago. A spectacular success (20) and one more possibility could even bring back characters deads weeks or months ago. But there is a twist. When you give back life, either the target is now connected to you for your life (magical seeing could track that if you don't spend 3 shocks or a possibility while you heal. You'll see, also, that you are going to experiment the feeling in the bodies you cured) or either someone else dies to feed this new life. It's up to the GM to see how this work. Death never occurs to characters having received your body fluid.

Oh yes, I forget : you must also give some body fluid (whichever one you choose, blood being the less creepy because you are able to sweat blood) to heal someone, it can bring good roleplaying opportunities. If you don't give body fluid, just the blood on your hand touching the target's skin, you heal one wound less, and can't regenerate old wounds or missing organs. Your ability cures diseases or poisons, too. Since you are a healer, you regenerate at a faster rate than the other 28s (one wound per 4 hours) and you have toughness +2 (always) or +4 when you are healing someone. A 1 on the reality skill drives you to sweat a lot of blood and lose two shocks. Last but not least, if you give your blood at night, by a full moon, you can rejuvenate your target by 1 / 2 or 3 years (*oh gawd you are going to be so desirreeeeed*). Of course, you can rejuvenate yourself with your own blood.

Intangibility = free action. Goes through matter at walking pace. Can't be hurt while phasing except by silver, intangible npcs and magical items. Can dephase, attack, and phase in a round without malus. Can bring two characters with him. There is a Willpower contest for unwilling targets. Side effect, the character is prone to meet ghosts, spirits or undead creatures. He has strength +4 in the intangible world. He can also appear in weird places while phasing in very high magical or spiritual places... It seems that he can visit the dreamlands easily too. He has access to levitation (dexterity pace) and water walking. A 1 on a disconnect check could lock him in ghost form or made him way lighter or heavier. The character is able to manipulate a bit the gravity around himself and change his dexterity and strength at +1/-1 ratio : TN 10 = +2/-2, +1/-1 per success. 15 means you could boost one attribute and lessen the other by 3. The character has spatial immunity when he is intangible (immunity to air, fire, cold and radiation = toughness +4)

Invisibility (active as a free action) = -6 to be hit. Invisibility is also being silent and odorless for the 28s. The malus to hit you stand always, save if someone with magic vision or sonar can see you (a bit) and lesser the malus to -3. You can hide all your allies in a medium radius zone up to 50 meters away. You could also concentrate each round (-2 to all actions) on this medium zone and increase toughness by +2/+4/+6 (depending on success level with a reality check). Two other feats of invisibility could be possible : illusions (medium zone) and solid light creation (a weapon doing 16 damage and Armor piercing 2 / 4 / 6 within a range of 10 / 20 / 50 meters and a duration of 3 / 6 / 9 rounds)

Oh my gawd, I create my weapon, it will be a blaster/lightsaber, my reality check scores 21 (outstanding success), I'll be able shoot you 50 meters away with 6 armor piercing damage.

Matter control (usually plants or earth) = you can manipulate up to one/two/four tons. You can use your Reality score in lieu of Trick or Maneuver when you try those interaction attacks with the matter you control. You can hurt a medium zone with damage 16 (25/50/100 meters). You can, also, create : matter golems (See basic Golem.), a +6/+8/+10 toughness barrier, a 16/17/18 damage gun of your choice. A good and outstanding success boost your power as indicated between slashes. You can have one creation active all time, the second one is concentration based with a -2 malus.

« **Basic** » **Matter Golem** : Strength 16, Other attributes 10.

Toughness 16, Damage 16 (melee and throwing, range 20 meters), Shock 14, four wounds.

Usefull skills 13. Dodge 12, Combat 14. Defense 14 and the bodyguar, darkness vision perks.

You can create one Golem or give +1 bonus to all his attributes per success.

Mind control = Reality vs Willpower. Range = 50 and out of sight after the contact is made. Ability to speak at distance with an innate telepathy. Can control up to a maximum of five targets without malus for multi-targeting. The targets are the absolute slaves of their master. They can make a willpower contest if they are asked to kills themselves or their loved ones. They can have their memories erased at will, too.

The power is so frightening that the character has the Ability to use Intimidation on every target around him (Charisma meters in radius).

One last feat : The character can totally transfer his mind and consciousness (and thus an important part of his crystal) into one target. He keeps his powers but not his Strength, Dex and related bonus. It's a Reality versus Reality or Willpower contest, but then, this is a way to truly be immortal too. Once your victim is totally erased, you open the brain of your old corpse, swallow what's left of your crystal and regain all your bonus and characteristics. You'll just have a new body.

Regeneration = 1 wound (or missing attribute) per round, 1 missing limb per minute. 1 shock per 3 rounds, wake up from a KO in one minute, essentially immortal if he isn't targeted by silver (regeneration divided by 100), thrown in an element causing more than one wound per round or have the brain crushed. A severed head would grow a new body in less than one hour. The character doesn't feel pain and has toughness +2 (innate regeneration with bruises). By spending one possibility, the character can heal, without rolling dice, 4 wounds in a round. He is virtually immune to diseases and poisons, too.

Resistance = Toughness +6, compatible with worn armors. Immunity to diseases and most poisons, only sleep two hours per night, doesn't need to eat or drink for several days. Ignore Armor piercing. It is pure resistance. You gain 2 shocks and one wound too. You heal quickly (One wound per 4 hours). You could go also with **Hyper resistance** buy buying the power twice. You don't need to breath, eat or drink, you are immune to all poisons and illness. You are immortal too. Sleeping is an option half an hour per day. Your toughness is now +13. You have one more wound and Two shocks. Healing is now one wound per hour.

Super speed (with spatial immunity) = speed mach 3. -6 to be hit while running. Negate -4 penalty of multitargeting. Can hit a single target with +4 bonus to hit and to damage. Can run on walls and above water. May spend one shock to go through matter one round and/or improve his unarmed damage by +3, with armor piercing 6 on living or do regular damage on intangible targets. May go to faster than light with a succeeding glory card played and give the GM a lot of opportunities !!! ;)

Take that ! +5 damage (melee or unarmed), +5 strength for lifting or throwing purposes... 3 super-strength advantages (see super strength) and 2 shocks. It could, or could not, combine with the house rule Pulp Power : Super Lifter (GM's choice, it does for me:). If it doesn't, and you already have super-lifter pulp power, you loose super-lifter and choose other pulp powers.

Telepath = Alter memory, read and speak in up to Spirit + Charisma minds. Speak and read all languages, able to concentrate and communicate with sentient animals or plants, and even basic animals. Can use Mental blast (damage 16, armor -4, medium zone, range 50). Within the zone, the character can also call and command up to one big animal (rhino, dino), five large animals (tigers) or ten medium ones (wolves) per success with a reality vs willpower contest. The animals will help, for sure, at the fullness of their abilities.

Teleport : up to 100 meters in combat. Can bring with him two characters (opposed strength for unwilling target). Can teleport, strike, and teleport again in one round without malus for multi-tasking and a +2 bonus to hit and to damage. With three rounds of concentration, can teleport wherever he wants on the planet with the cumulative following malus / bonus : +4 to a known door, -6 to a different reality he isn't connected to, - 2 if he has only seen a picture of the place, -4 to maintain a door (concentration) allowing everybody to pass through (the door lasts one round after the concentration, enemies can go through either), -4 to another place in the universe. May use his power to fill a medium zone (distance sight) with spatial distortions causing 16 damage (armor piercing 4).

Time control. The pain in the ass power. Mj approval only. But still. I do like it a lot. The success threshold is 15, and you can not maintain more than two temporal powers at the same time.

Acceleration / Slowdown : It gives +4 bonus to all actions and a speed multiplied by 4 while the world is moving more slowly around the character (or the character is moving faster). The power lasts three rounds per success. If the character attacks only one target, he also has a +4 damage bonus.

Out of time : in his area of action, duration 3 rounds per success. The character escapes time. He can sacrifice 3 rounds of duration to take people with him. He can not interact with things or objects that have remained in the temporal stream.

Vision of the past : a good or extraordinary success can make you see things months or years back.

Vision of the future : out of combat, flashes on the future of a place or a person, at the will of the GM. In combat, you can withdraw 2 next initiative cards successfully, or even "erase a catastrophic round," it never existed, with good success.

You can go in the past (1 round by success) or in the near future (one hour per success) by spending a possibility or 2 shocks. For two more shocks, all your allies can come with you. A 1 on the dice will

bring you where it suits the GM. By spending two possibilities + 1 per PC that accompanies you, you could go when it seems a good idea for the GM or the group to play a scenario in the past or the future. The reality roll is then 20.

Time Control can also copy, more or less, for a possibility or 2 shocks, Super-strength, Super dexterity, Blast, Healing, Invisibility, Intangibility, Regeneration, Resistance, Take that, for 1 round per success. The TN of these powers would just be +2.

You can boost this power by buying or replacing it with **Clones**. You can bring to you 2 « time » clones, +2 per success to help you in a fight or a scene. They are not able to use magic, miracle or psionic powers outside of the three that you possess as being an aware 28. They also do not have the ability to clone themselves. You can keep 2 clones indefinitely if you do not use other temporal powers or Clones. The possibility pool for you and your clones is yours +1 per two clones.

Rolling a D20 to randomly get your powers...

Hey, you could like the idea of choosing one super attribute, one power and go random for the third power.

1) Super Spirit	2) Super Dexterity	3) Super Mind	4) Super Charisma
5) Super Strength	6) Alter-self	7) Blast	8) Fly
9) Healing	10) Intangibility	11) Invisibility	12) Matter control
13) Mind control	14) Regeneration	15) Resistance	16) Super-speed
17) Take that	18) Telepath	19) Teleport	20) The pain in the ass.

If you want to begin with fully aware 28s, the rules are.

Attributes : 45 (8 A. either for attributes or fourth skill) + 2 super attributes (+1), Minimum = 6, maximum = 14 (costs 6 A. though)

Resistance : 4 wounds, Toughness +1, Shock +1, Heal 1 wound per 12 hours, can always soak, even when they run out of possibilities, a three wounds or more hit if they stand near 100 km of their door in one of their 3 cosm or near a magic door or a stellae (1 km), 1 (charisma less than 10) or 2 possibilities regenerated per day.

Skills : Arcana, Fighting, Intimidation, Find, Knowledge, Maneuver, Persuasion, Reality, Taunt, Trick, Shooting, Vehicles, → two +3, four +2, six +1 + four D12 for random super skills, you choose three results between the four and wich super skills will be improved. You can add, then, a fourth skill of your choice (usually Reality).

I roll 2, 2, 3 and 4, I could choose 2 twice and 3 and improve melee +2, unarmed combat +2 and Kinesis +2)

Perks : all the reality perks, 7 perks (3 from anywhere), one arcana perk (miracle, spellcaster or psionic)

Powers : 3. Power Roll based on Reality +2 or +4 with a Skill pulp power perk

Axioms : 23 everywhere +4 +1 per perk « Axiom increase » chosen after the first one (the limit is 27). The character has three favorite cosms, Earth must be included, in each of which he has a magic door.

28 Munchkins, but...

They have the following problems. They must always help their fellow 28s (TN 22 to refuse to do so). Power in them is a small and tiny spark of solid blue and red light in their brains, a kind of crystal, thirteen-sided, located in the hypothalamus. You can remove it and either, they lose their powers, or their spirit is transferred to the crystal, waiting for someone to swallow it (a willpower contest will indicate who will be the dominant mind of the new body). They dream of things to do and must go where their dreams call them. Sometimes they lose their memories, waking up in strange places. They are the wardens of the dimensional portals. When a PC can not play, he is teleported to a portal, without

any way to talk to the active PCs and stays there, keeping by its mere presence the portal closed. They are "good guys", or at least the guardians of this planet, with the powers and skills to save the Earth. They have access to pocket size dimensions, one being theirs, where they can imagine their dream world. They have to work with two entities, one called the mother goddess, the other being Bastet. They can not harm a feline and must protect them. The lords are very interested in trapping the 28 in their pocket dimension and stealing their possibilities.

They all come from one source, one great event. It was said that the first event was in ancient Greece, when members of the Gerousia (<https://en.wikipedia.org/wiki/Gerousia>) were visited by an entity. Others talked about a ship called The Queen of Athena, sunk by a meteor in San Francisco Bay on February 19, 1919. It is said that after that, 28 people received the shared power of an entity and were able to protect the Earth until then from the Invasion of external Entities. The energy of the 28 could be given by consenting 28 to a consenting person of his choice or shared among them all in a sacrifice to save the world and give rise to new fragments of power. We do not know how the previous ones lost their lives or their memories ... The only thing we are sure of is that four characters from each cosm have recently woken up, a little different, after being visited by a Strange guy named John Ghost. This guy, John Ghost, oh my God, beautiful, well-built, but not charismatic, unable to eat something that is not round shaped, whispering in the ears of cats, regularly drinking tomato soup with paprika, able to disappear strangely in the blink of an eye, blessed by the goddess of fortune, possessor of a book indicating the future and the past, seen several times in the inner circle of the Delphic Council, apparently guardian of the Gates of reality, hypochondriac but apparently unable to die (due to an incredible luck), John Ghost knows (he is an amazing psychic) that the PCs have to do stuff or things (remove the refrigerator on the second floor of this building and bring me the tomato jars, and you will see how the shit storm will come) that will bring the adventure. He is the synchronicity and all the excuses you need as a GM to bring any adventure. He is the seer who gives cryptic advices and he can be found wherever it would be necessary to help the players (uh, he never fights unless he falls in love with a pc and his only fighting style is by making big reels with his magical camera that he uses as a voyeur to take pictures of everything and anything). Don't use him every scenario, just sparcely... The 28 are experiencing the "Feeling" too. Think "Quantum Leap", and you will get the idea. When the GM feels writing something different or testing a new game in an alternative reality, the minds of the 28 are transferred into a new body. This is basically the idea that PCs play other PCs to test a new game, story or idea. The bodies in which the PCs experience the "feeling" can be important NPCs for the future of the game, duplicates of the PCs in alternative universes, future stormknights, ancestors of the PCs ... as you wish. The "feeling" exists to change the pace of the game. You could also put the PCs in the enemy's bodies, and while they are « in », they can help these characters change their attitude because having received the feeling leaves an indelible trace ... When "Feeling" is activated, all attributes, skills, assets are those of the new body, unless the GM decides otherwise. By spending 2 possibilities, the PCs can have access to their complete character sheet for 3 rounds...

And last, but not least feeling or use of super-powers can « activate » magic or power when, for unknow reasons (except for the Goddess), NPCs absorb a tiny shard of the 28's light and grow the potential to become stormknight or « sharded » (individuals with one power, or maybe, two powers)... The risk of disconnection of the 28 is in any Reality where the power of their crystal should not exist : below 7 in any axioms (except on Earth and their two favorite cosms).

The Shards (or sharded)...

Oh my god, there are ideas I like in your file but there are things too « Munchkin » or unbearable in it... Bleeeeh, what can I do with it ?

It's simple, The Pcs could play « The shards ». Those affected by the 28.

The rules are not complicated ...

Creation: just like in the rules or your house rules.

Bonus 1: The character is connected to 2 cosms, including the earth, he has access to the use of psionic

powers, magic or miracles (being a core earther too)

Bonus 2: Give three perks for free, the character has access to the assets of the Earth and another reality.

Bonus 3: Give 25/50 or 75 xps according to the style of play.

Bonus 4: Choose or Roll a power in the list of super powers. If you do not like them, give a strange access to 3 power assets (power pulp, magic, miracle, psionic powers). If you do like them go for two powers, a chosen and a random one.

Bonus 5: Characters feel strange magical places or are called by dreams or presentiments to make certain scenarios. When a non-player character is not at the gambling table, he finds himself in a strange place near a door he must keep or he dreams that he is another person.

Et voilà...

Five fully aware 28s...

The elven mage, Nadiia Silversun. (Aysle, Core earth, Tharkold)

Strength 7, Dexterity 10 (4 A.), Mind 10 (11/14) (1 A.), Spirit 10 (11/14) (1 A.), Charisma 9
Shock 8, Toughness 8, Wounds 4, Melee defense 11, Unarmed defense 11, Dodge 11

Axioms : 23, Magic 27

Skills (12) : Arcana 4 (1 A.), Fighting 1, Intimidation 3, Find 2 (Find 4), Knowledge 2, Maneuver 1 (dodge 3) (1 A.), Persuasion 1, Reality 3 (Reality 7), Taunt 1, Trick 2, Shooting 1, Vehicles 1, (1xp)

Perks : Elven sorcerer, Magister, Spellcaster X3 → X4 (9 spells), Resilient, Endurance, Psionic (Kinesis), All the reality perks (adaptable, axiom increase, grant possibilities, negation, prodigy, realm runner, storm caller, storyteller, tenacious), 28 → +1 Mind and Spirit

Super-Powers : Teleportation, Mind +3 (speak and read all languages), Spirit +3 (Two miracle powers : healing and Cure disease)

The race psionist (Tharkold, Earth, Aysle)

Strength 8, Dexterity 8, Mind 10(11) (1 A.), Spirit 10(11) (1A.), Charisma 10(13) (4A)

Shock 9, Toughness 9, Wounds 4, Melee defense 9, Unarmed defense 9, Dodge 11

Axioms : 23, Social 25, Tech 25

Skills (12) : Arcana 3 (1 A.), Fighting 1, Intimidation 3 (Kinesis 5), Find (precognition) 2, Knowledge 2, Maneuver 1 (dodge 3), Persuasion 1, Reality 3 (Reality 5), Taunt (Telepathy) 3, Trick 1 (1 A.), Shooting 1 (Energy weapons 3), Vehicles 1, (3 xps left)

Perks : Multi-tasker, Psionic X3 → 4 (9 spells), Iron Will, Spellcaster (3), Miracle (3), Resilient, All the reality perks (adaptable, axiom increase, grant possibilities, negation, prodigy, realm runner, storm caller, storyteller, tenacious), 28 → +1 Mind and Spirit

Super Powers : Charisma +3 (telepathy favored), Alter self, Mind control

The reality runner (Earth, Nile, Cyberpapacy)

Strength 9, Dexterity 9(11), Mind 10 (4A.), Spirit 10 (13) (4A.), Charisma 9(10),

Shock 12, Toughness 10, Wounds 4, Melee defense 13, Unarmed defense 13, Dodge 13

Axioms : 23, Social 25, Tech 25

Skills (12) : Arcana 1, Fighting 2, Intimidation (Kinesis) 3, Find (precognition) 3, Knowledge 2, Maneuver 2, Persuasion 2, Reality 3 (Reality 7), Taunt (Telepathy) 2, Trick 1 (Trick 3), Shooting 1 (Fire combat 5), Vehicles 1, (1 xp left)

Perks : Adaptable, axiom increase, grant possibilities, negation, prodigy, realm runner, storm caller, storyteller, tenacious, Psionic X2 (5 spells), Resilient (psionic), Axiom increase +1, Pulp power dex (+1 → +2), Pulp power reality +2 (+2 → +4), Endurance, 28 → +1 Dex, +1 Charisma

Super Powers : Invisibility, Telepath, Spirit +3 (+1 power)

The electric samurai (Pan pacifica, Earth, Nile)

Strength 10(13) (1 A.), Dexterity 12(14/17) (6 A.), Mind 8, Spirit 10(11) (1 A), Charisma 7
Shock 14, Toughness 14/18, Wounds 4, Melee defense 18/22(without armor), Unarmed defense 18/22
(without armor), Dodge 16/20 (without armor)

Axioms : 23, Social 25, Tech 25

Skills (12) : Arcana 1, Fighting 4 (melee 6), Intimidation 2, Find 2, Knowledge 1, Maneuver 2,
Persuasion 1, Reality 3 (Reality 5), Taunt 1, Trick 1 (Trick 3), Shooting 2 (Fire combat 4), Vehicles 3,
(1 xp)

Perks : Ion Gosuku X2 (3 enhancements), Speed demon, Focus strike, Ki strike, Miracle, Trademark
weapon (Katana), Pulp power dex +1, All the reality perks (adaptable, axiom increase, grant
possibilities, negation, prodigy, realm runner, storm caller, storyteller, tenacious), 28 → +1 Spirit, +1
Dex,

Miracles : Cure diseases, Curse, Strike

Super Powers : Strength +3 (super jump, strength meters high), Regeneration, Dex +3 (Armor limited
to Dex 14, wall crawling, melee mastery)

The Ghost Maksman (Nile, Earth, Living land)

Strength 8 (9), Dexterity 14 (16/19) (6 A.), Mind 7, Spirit 9(10), Charisma 7

Shock 10, Toughness 10, Wounds 4, Melee defense 23, Unarmed defense 21, Dodge 21

Axioms : 23, Social 25, Tech 25

Skills (12) : Arcana 1, Fighting 2 (Melee 4), Intimidation 2 (Kinesis 6), Find 3 (+4 bonus with hyper
senses), Knowledge 1, Maneuver 2, Persuasion 1, Reality 3 (Reality 5), Taunt 1, Trick 1 (1 A. know all
skills), Shooting 4 (fire combat 8, Missiles 6) (1A. know all skills), Vehicles 1 (air vehicles 3), (1 xp)

Perks : Super skill (Fire combat) X2, Super attribute (Dex) X2, Phasing level 2 (cause 1 shock if
failing), Psionic (Kinesis), Super skill (Kinesis X2), All the reality perks (adaptable, axiom increase,
grant possibilities, negation, prodigy, realm runner, storm caller, storyteller, tenacious), 28 → +1
Strength and Spirit

Psionic powers : Mend, Telekinesis, Pyrokinesis

Super Powers : Dexterity +3 (wall crawling, Dex limit with armor = 13, falling damages divided by 2,
Fire combat mastery, Fire combat favored), Hyper senses (view long distance, sonar, darkness vision,
long range hearing, smell tracking, x ray vision), Matter control.

And...

John Ghost, as a 28 beginner (Nile, Earth, Orrorsh)

Strength 8, Dexterity 9 (11), Mind 8, Spirit 12 (14/17) (6 A.), Charisma 9,

Shock 9, Toughness 9, Wounds 4, Melee defense 12, Unarmed defense 12, Dodge 15

Axioms : Tech 23, Social 25, Spiritual 24, Magic 24

Skills (12) : Arcana 3 (1 A.), Fighting 1, Intimidation (Kinesis) 2, Find 3 (Find 5, precognition 5),
Knowledge 2 (Scholar 4), Maneuver 2 (dodge 4), Persuasion 1, Reality 4 (Reality 8), Taunt (Telepathy)
1, Trick 1 (1 A.), Shooting 1, Vehicles 1, (1 xps)

Perks : Adaptable, axiom increase, grant possibilities, negation, prodigy, realm runner, storm caller,
storyteller, tenacious, Spellcaster (3 spells), Resilient (psionic), Psionic (3 powers +2 with blessed),
Pulp power dex (+1 → +2), Pulp Power (Precognition +2), Pulp power Spirit (+1 → +2), Pulp power
reality +2 (+2 → +4), Miracles (3), 28 → +1 Dex, +1 Spirit

Super Powers : Spirit +3 (willpower, faith, kinesis favored, + miracle powers), Blessed by the
Goddess (Reality favored and mastery for free, Teleportation and Super Strength today), Time control

As the PC's seer and guide, add +2 to Mind, Spirit, Charisma, Find, Maneuver, Trick and Arcana and
+4 to Reality. Add 2 Powers (Super-senses and Mind +3), He has access, through his book, to all the
miracles or spells from Nile, Earth and Orrorsh