

## Chapter Six

# RECOVERING

### Injury and Health

At some point your PC will get hurt—if not, you're probably not having that much fun. Generally, you should expect your PC to trade a debilitating and possibly lethal combination of effects (nifty as they are) for bruises—actually getting stuck with a long list of effects should be unusual. Consequently, however, the hit pools, fatigue pools, trademarks, and sometimes even quickness may decline temporarily during play as the character gets hurt and tired.

If any hit pool is reduced to 0, the character is **exhausted** and must stop to rest, able only to defend himself. If two hit pools fall to 0, the PC is **incapacitated**, unable to initiate any action requiring an action total. This condition may represent unconsciousness or simply an inability to continue some or all voluntary actions. **Death** occurs whenever all hit pools drop to 0.

### Medical Treatment

Healers may use skill totals to repair injury to other PCs. Several types of curative techniques (medicine, magic, miracles, occult, etc.) may help a PC restore hits, fatigue, and other temporary reductions. The healer designs her treatment as an improvised trick (see Trick section for example), adding effects to remove matching effects stuck on the patient. The healer may also face a basic environmental difficulty—it is harder to perform hospital medicine in a desert tent than in a hospital.

Practiced healing tricks, such as medicine, concoctions, or talismans, can be crafted to remove any combination of effects without worrying about accumulated effects or hits. GMs may find it wise to restrict all such medical treatments to one attempt per new round of injuries, or twice daily, to restrict their abuse: after all, some medicines lose their potency if taken too often; others can kill on an overdose.

#### Medical Treatment

<p><i>At the knock, Parker opens the door. Angelica shakes her head. "You look terrible—can I come in?" She holds up her black bag. "Sure." Parker gestures inside, wincing. She steps in and gasps. "What happened to your office?" "I don't know. Office ransacking is an occupational hazard. I need to invest in an EA computer or something—post my files on the Web, maybe that'll put an end to this." He clears a path through the blizzard of paper on the floor to a chair. She helps Parker pull off his ruined coat and shirt, picking fragments of the fabric out of the wounds, applying a burn salve, then stitching them up. Parker barely feels the needle through his bruised muscles, but under her gentle care he begins to relax a little. Her eyes flick from Parker to his new weapon, propped butt-end down on the chair by the door—Parker kept the Howler. "So, did you learn anything?" Parker nods. "Byrne has a boat. A huge boat."</i></p>	<p><i>Angelica's <u>mend</u> 6+roll =34 She adds 3 hits: -1 -2 -3 =-6 She adds 3 [E]: -1 -2 =-3 She adds [P]: -2 =-2 Her total is 23 EEP3. Her result (15 difficulty) is 8. Impact 3 adds 2 hits. Parker regains 6 fatigue, may remove a [P], and adds 5 hits.  Parker's hit pools are now P7 M3 E4</i></p>
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## Natural Recovery

**Natural healing** occurs following reasonable rest periods, usually at least a few consecutive hours of sleep. First, for each hour of dedicated rest, each of the PC's **fatigue pools** regains fatigue equal to his current hit pool for the same facet. Second, after a typical night of rest, the PC regains 1 hit for each hit pool above half (be generous, round to the lower half on odd-value pools). Some trademarks and heroic abilities confer extra hits during this phase of recovery healing. The hits and fatigue may be distributed where they are most needed—they are not restricted by facet, although any extra fatigue or hits do not add to the character's pools.

Under certain circumstances, the GM may increase or decrease the amount of rest time needed to engage pool recovery. Increases in this time may reflect less than ideal circumstances for rest, poor quality of sleep, or severity of wounds or illness. Decreases in time may be brought about by familiar or medical surroundings, helpful medication, and relative safety.

### Natural Recovery

<p><i>"As your doctor I insist you rest—Byrne's not going anywhere tonight, at least not for a few hours." Angelica pushes Parker back into his office chair, ignoring his protests. "I'll wait, and wake you."</i></p> <p><i>"What if they come here?" Parker insists.</i></p> <p><i>"Believe me, you'll hear me scream. Now sleep."</i></p> <p><i>Angelica watches Parker grumble, petulantly adjust himself in his chair, and huffily thump his feet up on the desktop. He leans back, props his hat over his eyes. Angelica makes herself comfortable on the sofa. In a few minutes, she hears Parker's breathing slow; presently he begins to snore softly. Her eyes stray to the Howler. Warily she watches Parker relax before rising and softly moving toward the weapon. With a fingertip she draws a floating luminous circle in the air over the weapon; the circle breaks apart like a smoke-ring in a breeze, and Angelica scowls. She gazes at Parker, for a minute, steeling herself for her long night ahead.</i></p>	<p><i>Parker's hit pools are P7 M3 E3. GM rules he can do a full round of recovery.</i></p> <p><i>Parker sleeps for 4 hours.</i></p> <p><i>He regains 4x 7 P fatigue.</i></p> <p><i>He regains 4x 3 M fatigue.</i></p> <p><i>He regains 4x 4 E fatigue.</i></p> <p><i>His P and E hit pools are above half; he regains 2 hits and puts both in the M hit pool.</i></p> <p><i>His trademark <u>Conditioned</u> also confers 1 hit during recovery; he puts it in the Physical facet.</i></p> <p><i>Final Hit Pools: P8 M5 E4, only 2 hits away from full.</i></p>
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Trademarks may also become fatigued during play; depleted levels recover fatigue at the same time as the fatigue pools. Certain types of attacks may damage the shield provided by natural armor or mental defenses; these recover hits at the same time as hit pools. To recover an effect lost from skin or will, or to remove a sticking effect naturally, a number of hits equal to its power must be recovered—these can be accumulated over several nights until the cost is paid.

## Chapter Seven

# BEING UNIQUE

### Trademarks

**Trademarks** represent the inborn characteristics of the PC, and in **CYCHOSYS** do three things for the PC. First, each trademark defines some aspect of the appearance, personality, psyche, occupation, or weakness of the character. Second, each trademark level enlarges the PC's resistance to injury by adding 1 hit to a hit pool. Finally, and most importantly, each trademark also provides the PC with two special abilities, often some kind of injury resistance, XP kickbacks from skill or trick advancement, increases to speed or defense, advantages in familiar tasks, or other nifty specializations. Since these fundamental elements of the character are technically present even during character's formative years, they function even while the PC is being built for play, so the addition of trademarks to a new PC may reveal additional skill levels and/or yield some extra experience points.

Like skills, trademarks come in levels, but trademarks do not cost XP to advance. Instead the GM chooses the number of trademark levels available to new PCs, usually 1 trademark level per 10 starting XP, no more than 3 levels in the same trademark. During play, a new level of a PC's trademark is discovered by development each time 100 XP is earned and spent in development.

Most trademarks are **positive**; that is, they are qualities of the PC that make him heroic instead of ordinary. Even heroes, however, have their vulnerable sides, represented by **negative** trademarks, which are recorded as negative levels, reduce the hit pool, and counteract the "cost" of one positive trademark level—and not all the effects of vulnerability are bad!

The following pages consist of a list of trademarks, both positive and negative, for each facet. As with most other parts of this manual, skill names are underlined,

[effects] are bracketed,

**F** denotes fatigue,

and negative trademarks are *italicized* and marked with a **⚡** symbol.

The **⚙** symbol heads abilities that are always active, but are applied only once no matter how many levels there are in the trademark.

The **⚡** symbol means that the ability described is applied once per level of the trademark.

The **⌚** symbol means that the trademark must be fatigued (as if it were a small fatigue pool all its own) to activate that ability; once activated, the ability lasts until the end of a combat round.

Some trademarks refer to a **fixed** skill, finesse, or effect; the player may choose that skill when the first level of that trademark is acquired, but once chosen cannot be changed.

These lists are incomplete and can be supplemented or specific trademarks changed to better suit the needs of the PCs. A recipe for constructing trademarks is provided in the back of the manual.

## Physical Trademarks

### Combat

Aggressive	‡ +3 to <u>cut</u> ; ☞ +roll to <u>bash</u> or <u>brawl</u>
Ambidextrous	☞ +[F] or +[T] to improvised attack trick; ☞ +[C] or [T] to counter defense
Brawny	‡ +1 Quickness; ☞ +[D] or [2] to <u>brawl</u> attack
Energetic	☞ gain a combat action; ‡ +1F to an ally each round
Ferocious	☞ gain a combat action; ☞ +[F] or [B] to improvised attack trick
Frenetic	⊗ spend 3 XP to gain a combat action; ‡ +1 Quickness
Military	☞ gain a combat action; ☞ regain 1F to trademark
Proficient	☞ boost 1 wounding effect on an attack; ☞ reduce nit on any 2 fixed P skills
Relentless	‡ +1F at end of each round; ☞ delay effects of 1 attack to end of combat
Seasoned	⊗ add ‡2 skill levels or ‡1 finesse level; ☞ opponent fails on any 1 fixed P skill
Trained	⊗ add ‡2 skill levels or ‡1 finesse level; ☞ reduce nit on any 2 fixed P skills

### Movement and Defense

Agile	☞ +[H] or [R] to defense; ☞ ‡ +5 to <u>move</u>
Courageous	☞ +[K] or [U] to defense ; ⊗ +roll to <u>brave</u>
Deft	‡ +1 to Quickness; ☞ ‡ +2 to any action total
Fast	‡ +1 to Quickness; ☞ gain a combat action
Fleet	‡ +3 to <u>move</u> ; ☞ repeat soak step
Graceful	⊗ +roll to <u>flex</u> ; ☞ +[D] or [H] to defense
Lithe	‡ -1 to Burden; ☞ repeat soak step
Nimble	☞ reduce nit on <u>climb</u> or <u>sneak</u> ; ☞ +[D] or [R] to defense
Reflexive	☞ restart action total; ☞ repeat soak step
Spry	⊗ <u>move</u> and <u>whip</u> finesses advance as skills; ☞ +[R] or [H] to defense
Vulnerable	⊗ ‡ 1 hit location not protected by outfit or skin; ‡ +3 to <u>evade</u>

### Physique

Athletic	⊗ +1 XP after P finesse advance; ‡ +skill as XP after practiced trick creation
Conditioned	⊗ +1 hit during recovery; ‡ +[1] to skin
Crippled	⊗ -roll to <u>move</u> ; ‡ +[TR] on your first physical attack each combat
Diseased	⊗ ⊗ -1 hit on recovery; ‡ +[P] to skin
Double-jointed	☞ +roll to <u>flex</u> or <u>brawl</u> ; ☞ repeat the outfit soak step
Durable	☞ regain 3F to physical facet; ☞ shift ‡[1] between facets
Fit	‡ +1F at end of each round; ☞ regain [1] to P pool
Heavy	⊗ ‡ +1 to Burden; ‡ +[D] to skin
Large	‡ +[B] to skin; ‡ +3F to maximum P fatigue pool
Resilient	☞ shift ‡3F between facets; ‡ +3F to maximum P fatigue pool
Small	⊗ ⊗ take extra [1] whenever you take hits; ‡ +1XP per advance of <u>sneak</u> finesses
Strong	⊗ +roll to <u>heave</u> ; ‡ +[2] to muscle-powered weapons
Tall	‡ +1 to Quickness; ☞ change hit location
Tough	‡ +[1] to skin; ☞ +[O] or [X] to defense
Young	⊗ +1 hit during recovery; ‡ +3F to maximum P fatigue pool

### Physical Trademarks

<i>Asterion has 2 levels in Conditioned, reflecting his tough minotaur physique. Each time he rests to regain hits, he gets an extra hit. In addition, his thick leather-like hide adds 2 hits to his outfit over his entire body.</i>	⊗ +1 hit during recovery ‡ +[1] to skin
<i>Asterion has 2 levels in Heavy, partly as a consequence of his size. This makes him a little slower than he would be otherwise (adds to his Burden), but also makes it harder to knock him down.</i>	⊗ ‡ +1 to Burden ‡ +[D] to skin

## Mental Trademarks

### Creativity and Intelligence

Bright	☞ +2 to any action total; ☼ any 2 fixed M finesse advance as skills
Clever	☞ +roll to <u>analyze</u> or <u>bluff</u> ; ☼ +1 XP after practiced trick creation
Eclectic	☼ add #2 skill levels or #1 finesse level; # +skill as XP after practiced trick creation
Educated	☼ add #2 skill levels or #1 finesse level; # +3F to maximum M fatigue pool
<i>Gullible</i>	☼ take [H] whenever mind/ego attacked; # +[U] to mind/ego
<i>Illiterate</i>	☼ ☼ -roll to <u>recall</u> ; ☞ +roll to <u>concentrate</u> or <u>brave</u>
Innovative	# +skill as XP after successful improvised trick; ☞ +2 to any action total
Keen	☞ #+5 to <u>observe</u> ; ☞ reduce nit on <u>search</u> or <u>recall</u>
Prodigal	☼ +roll to any 1 fixed M skill; ☞ # +2 to any action total
Resourceful	☞ shift #3F between facets; ☼ +roll to <u>tinker</u>
<i>Retentive</i>	# -1 to Quickness; ☞ +roll to <u>invent</u> or <u>analyze</u>
Spontaneous	☞ act first this round; ☞ # +2 to any action total
Wildwise	☼ <u>brave</u> and <u>search</u> finesse advance as skills; # +[O] to skin

### Stability

Adaptive	☼ may shift 1 hit between facets each round; ☞ shift #3F between facets
<i>Aversion</i>	☼ # each roll on 1 fixed skill costs 3F extra; +1XP per advance of #1 fixed skill
Calm	☞ reduce nit on any M finesse; # +1F at end of each round
Efficient	# +2 to speed of practiced tricks; # +1F per [E] gained
<i>Immature</i>	☼ ☼ -1XP after M finesse advance; #+3 to <u>resolve</u>
Industrious	# +3F to maximum M fatigue pool; ☞ reduce nit on any 2 fixed skills
Judicious	☞ +1 XP after skill advance; ☞ shift #3F between facets
Methodical	☞ +roll to <u>recall</u> or <u>tinker</u> ; # +[R] to skin
<i>Obsessed</i>	☼ take [P] whenever you roll @; ☼ spend 3 XP to gain a combat action
Professional	☞ reduce nit on any 2 fixed skills; ☞ delay effects of 1 attack to end of combat
<i>Rash</i>	☼ ☼ -roll to <u>evade</u> ; ☼ self-inflicted effects add x#1 power to total
Stable	# +[P] to skin; ☞ +[R] or [O] to mind/ego
Stalwart	☞ one sticking effect fades; ☞ regain 1F to trademark

### Perception and Coordination

Adventurous	# +1 to Quickness; # regain 3F at end of any combat
Alert	☼ 1x per round, <u>observe</u> is a free action; ☞ act first this round
Calculating	☞ +[T] or [V] to ranged attack; ☞ boost 1 wounding effect on an attack
Coordinated	☞ gain a combat action; ☞ reduce nit on <u>shoot</u> or <u>tinker</u>
Deadly	☞ +roll to <u>shoot</u> or <u>throw</u> ; ☞ +[L] or [T] to ranged attack
Empathic	☞ ally gains any 1 fixed effect to defense; # +1XP per advance of <u>mend</u> finesse
Flashy	☞ boost 1 range effect on an attack; ☼ +1 XP after practiced trick creation
<i>Oblivious</i>	☼ ☼ -roll to <u>observe</u> ; #+3 to <u>concentrate</u>
Perceptive	☞ +roll to <u>concentrate</u> or <u>evade</u> ; ☞ gain a combat action
Prescient	☞ +[R] or [U] to defense; ☞ act first this round
Quiet	☞ #+5 to <u>sneak</u> ; # +3 to <u>analyze</u>
Sharp	☞ +roll to <u>observe</u> or <u>search</u> ; ☞ ally gains +[R] to defense

### Mental Trademarks

*Asterion has 1 level in Sharp. After years of detection he's tuned his sight and other senses to spot hidden objects, to notice tiny clues, to observe that something is absent, and to recognize an ambush in time to warn his companions.*

☞ +roll to observe or search  
☞ ally gains +[R] to defense

## Emotional Trademarks

### Charisma and Status

Attractive	↻ +roll to <u>charm</u> or <u>dress</u> ; ↻ inflict [R] at #1 roll on opponent
Charismatic	⊛ +1 XP after E finesse advance; ↻ reduce nit for ally
Cheerful	‡ regain 3F at end of any combat; ↻ ally gains +[U] to defense
Compassionate	↻ sticking effect on ally fades; ⊛ <u>invent</u> and <u>charm</u> finesses advance as skills
Eloquent	↻ reduce nit on <u>talk</u> or <u>dress</u> ; ⊛ <u>talk</u> and <u>negotiate</u> finesses advance as skills
Helpful	↻ as follower, add helping rank again; ‡ +1F to an ally each round
Highborn	⊛ add #2 skill levels or #1 finesse level; ⊛ +roll for recovery total
<i>Ill Tempered</i>	⊛ ⊛ take [P] whenever attacked with <u>torment</u> ; ⊛ +roll to any 1 P skill
Lucky	↻ restart action total; ↻ opponent fails on any 1 fixed combat skill
Older	⊛ add #2 skill levels or #1 finesse level; ‡ +3 to any 1 fixed skill
Optimistic	‡ +1F per [E] gained; ⊛ ally gains 1F on your ⊙
Sensible	↻ change hit location; ↻ gain a combat action
Sensitive	↻ ally gains +[P] to defense; ‡ gain 1F per ⊙ on <u>invent</u> and <u>mend</u>
Wealthy	↻ boost one effect in outfit/skin this round; ⊛ +roll to <u>dress</u>

### Subterfuge

Camouflaged	↻ reduce nit on <u>sneak</u> or <u>torment</u> ; ‡ +1XP per advance of <u>sneak</u> finesses
Cunning	‡ +skill as XP after practiced trick; ⊛ <u>gamble</u> and <u>bluff</u> finesses advance as skills
Introverted	⊛ ⊛ PC cannot be an ally; ⊛ +1XP for each crash
Manipulative	‡ +3 to <u>negotiate</u> ; ↻ +[R] or [P] to <u>bluff</u> attack
<i>Nemesis</i>	⊛ ⊛ take [H] whenever adversary appears; ↻ ‡ +5 to any 1 fixed skill
Predatory	↻ +[F] or +[B] on melee attacks; ⊛ <u>observe</u> , <u>torment</u> finesses advance as skills
Stealthy	↻ opponent fails on <u>observe</u> ; ↻ +[S] or [O] on attack from hiding
<i>Strange</i>	⊛ ⊛ -roll to <u>charm</u> ; ⊛ advance skin as armor
Unassuming	↻ +roll to <u>sneak</u> or <u>bluff</u> ; ⊛ will not be attacked until attacks in combat
Wary	‡ +3 to <u>evade</u> ; ↻ gain a combat action

### Dedication and Willpower

<i>Addicted</i>	⊛ ⊛ lose recovery roll whenever fix is unavailable; ‡ +[P] to mind/ego
<i>Angry</i>	⊛ ⊛ -1XP per advance, E finesses; ⊛ +roll to <u>torment</u>
Cool	‡ +[R] to skin; ↻ ‡ +5 to <u>resolve</u>
Dauntless	‡ +1F at end of each round; ↻ inflict [R] at #1 roll on opponent
<i>Death Wish</i>	⊛ ⊛ -roll to <u>evade</u> ; ↻ +[R] or [U] to mind/ego
Driven	⊛ self-inflicted effects add #1× power to total; ↻ +roll to <u>concentrate</u> or <u>resolve</u>
Executive	↻ ally gains +[R] to defense; ↻ reduce nit on <u>command</u> or <u>negotiate</u>
Focused	⊛ advance mind/ego as armor; ‡ +3F to maximum E fatigue pool
<i>Guardian</i>	⊛ ⊛ take [HP] whenever dependent is threatened; ‡ +1F to an ally each round
<i>Insane</i>	⊛ ⊛ critical failure if first roll is nit; ⊛ self-inflicted effects add ×#1 power to total
<i>Noble</i>	⊛ ‡ -1 to Quickness; ⊛ ally gains 1F on your ⊙
Skeptical	↻ +[R] or [H] to mind/ego; ↻ ally gains +[U] to defense
Spiritual	↻ any 2 fixed effects to mind or ego; ↻ one sticking effect fades
<i>Tormented</i>	⊛ ⊛ take [HR] whenever crisis is recalled; ‡ +3F to maximum E fatigue pool
Zealous	⊛ self-inflicted effects add #1× power to total; ⊛ +3XP for each [B] taken

### Emotional Trademarks

<i>Asterion has 2 levels in Wary, learned from years of gunfights and ambushed on dark streets. He adds +6 to his <u>evade</u> totals and may fatigue for an action during a round of combat, saving him 12 fatigue.</i>	‡ +3 to <u>evade</u> ↻ gain a combat action
<i>Asterion also has a Nemesis in Aiken Byrne. Byrne is powerful enough to represent a serious threat.</i>	⊛ ⊛ take [H] whenever adversary appears; ↻ ‡ +5 to any 1 fixed skill

## BUILDING STUFF

### Machines and Drones

Devices encountered, used, or built by PCs fall into two categories. **Machines** are devices that operate continuously only while powered, lack a means of perception of their environment, and cannot attempt to evade injury or destruction on their own. Examples of machines include cars and other vehicles, tractors and heavy equipment; televisions and other electronics, appliances, and some types of weapons. By contrast, **drones** are constructs possessing limited awareness and information processing capacity, can follow independently a series of complex instructions, and can adapt to changes in environment within the limits of their programming. Examples of drones include some computers, aircraft and spacecraft guidance systems, zombies, computer viruses, homunculi. In **CYCHOSYS**, machines are represented only by a single facet, representing physical toughness, while drones also have the perceptive and mental abilities represented by the mental facet. Both lack the spark of innovation inherent in the emotional facet, although advanced magic, science, or occult might allow the brave creator to breathe even life into his construct.

Building machines or drones is accomplished with XP and follows the same pathway as character creation. **Skills** (*power 1*) and **finesses** (*power 2*) are advanced just as in PC creation. It is possible that machines or drones may have skill levels in a facet they lack; in this event, the skill should be reassigned to a new facet. The **fatigue pools** (*power 1*) and **hit pools** (*power 4*) may each be advanced; each level adds 3 fatigue or hits, respectively, to the pool value calculated as in PC creation. Some devices may also be usually fast, thus **quickness** (*power 2*) may be advanced, each level adding 3 points to the typical calculation. GMs may allow devices to have some **trademarks** naturally, and others may be advanced (*power 4*). Finally, weapons, armor, and tricks all are developed as in PC creation.

#### motorcycle (machine)

Physical hit pool: **9**

Trademarks: fleet 2, fast 2, sleek 2 (☞ inflict [R] at #1 roll on opponent; # -1 Burden)

Skills: move 6 (+6 on totals)

Physical fatigue pool:  $6 + (5 \text{ levels} \times 3) = \mathbf{21}$

Outfit: **fiberglass 1 O4**

Quickness:  $10 + (4 \text{ levels} \times 3) + 2 = \mathbf{24}$

XP cost: 6 skill levels (21) + fatigue levels (15) + quickness (12) + 2 trademark levels (12)  
= 60 XP

Note that the normal PC will not attempt to assemble a motorcycle, but rather buy one already built, thus alleviating the XP cost for construction. Is it any wonder motorcycles are so expensive? Look at the experience it takes to make one. Building machines and devices is not a casual undertaking, even in gaming.