

SHAPING THE UNIVERSE

Genre Modules

Most gaming situations involve some combination of elements that give the game its flavor, be it horror, intrigue, fantasy, science fiction, comedy, or jungle savagery. In **CYCHOSYS**, the mechanics for these genre concepts are broken down into small sections that can be added where appropriate and withheld without modifying the basic game mechanics.

Note that *genres are not character templates!* Instead, they explain how the laws of a universe in which the PC exists are different from our own. A PC may take any number of skills from any number of genres, so long as the GM has decided to use these genres in her game. Each genre is built on the same scheme: four skills to represent various types of actions possible in the genre and a set of representative trademarks. GMs are encouraged to develop framing rules that define the function of the genre within their world.

Some genres overlap, so some skills are shared between similar genres. When one of these overlapping genre skills is added to a character sheet, the player should designate which module it comes from. Only the rules that apply to the designated genre have influence over the PC's possession and use of that skill.

Genre trademarks are listed after each genre heading, and are described in a master list at the end of the chapter. Each of these trademarks is assignable to any facet. As their names suggest, these trademarks reflect the PC's vocation or quirky training rather than their inborn constitution. Since each emerges from experience and may need to cover a variety of situations, the player should chooses the facet for each genre trademark the PC acquires. Once placed, however, these trademarks are fixed.

Hey, Where's...?

Sorry, folks. This is a test version that doesn't yet have examples describing the genres and the exploits of our heroic minotaur detective. I'll get them together as fast as I can so you can see Parker and Byrne beat up on one another.

ARCANA

is the ancient magical art of controlling and releasing mental energy, a power source usually dependent on the intellect, perception, and health of the user. In universes where it is an understandable, measurable natural phenomenon, it is usually rigidly codified, with unchanging spells set down in ancient grimoires in chain libraries and crumbling towers of the magi. In some realms the power is mysterious, capricious, and released in the raw by accident. In either case, patterns of control are practiced and can become routine, but the manipulation of the power requires constant study and fine tuning in order to improve. Mistakes can result in unpredictable effects with the caster at the epicenter. **Arcana** is driven by concentration and willpower, whereas **Faith** and **Nethermancy** rely on external power, **Xenotech** on artifice, and **Spectacle** on illusion.

Conjure (M) governs the creation of energy, objects, or substances, and the summoning of creatures or structures both ordinary and fantastic.

Figure (M) involves drawing or reading magical blueprints, runes, or written spells; astrological computation and numerology; identifying spells or arcane devices while they are being thrown or in operation.

Negate (P) is the destructive component of magic, in which substances can be disrupted or annihilated. It can be used to disrupt spells as they are thrown.

Twist (P) involves the alteration of an object's shape, size, or composition. It can also be used to telekinetically move objects from one place to another, turn solid objects vaporous, and even fold space.

Suggested Trademarks: Aura, Conjuror, Druid, Elementalist, Enchanter, Improviser, Magical, Martial Mage, Nihilist, Shadow, Showman, Sorcerer, Witch, Wizard

Cosmokinesis

is the realm of manipulation of space, energy, and time. This universe-bending occur in the real universe, in which some heroes leap through time, escape through wormholes, or trek across hyperspace. Playing with these forces can make one feel like a god, although the backlash of and error can quite easily squish one like a bug. Alternatively, this realm includes the control of virtual universes, such as the electronic universe of the internet or a cerebral matrix created by interconnected minds. The unwary net-runner can be assaulted from several angles, from his concept of reality to the programs he uses to his hardware or his precious lifeline back to reality. A body abandoned is just asking to be hijacked; a body disconnected or killed could mean entombment in a endless universe where only change is constant. Cosmokinesis provides some skills that may dovetail well for giant constructs or other enterprises found in **Xenotech**. It allows similar emission abilities as **Wilderkin**, except that instead of slime you get energy. **Ghostway** overlaps with the ability to shape force and energy into semi-permanent surfaces.

Blast (P) covers breath attacks, ooze and venom sprays, shrills and scent attacks, and other types of natural bodily projections from monsters and creatures. It also includes beams and pulses of pure energy, hard radiation, collated particle streams.

Force (P) deals with the control and shaping of surfaces, simple shapes, edges, or voids made from sources of energy, such as heat, magnetism, gravity, sound, and light.

Network (M) allows gaining access to and navigating through a virtual environment or alternate plane of reality. This skill also includes high-level programming, both in virtual and real space.

Warp (E) involves reshaping the fabric of virtual space, both in creating virtual self-image, objects, and connections and as control over the local environment.

Suggested Trademarks: Celebrity, Drake, Dreadnought, Jammer, Mad Scientist, Nexus, One of Many, Programmer, Scrounger

Faith

represents belief in a deity or deities, from whom come favors bestowed upon the devout. Miracles are an expression of both the granting deity's confidence in the supplicant and his own conviction in the supremacy of his pantheon. The worshipper acts as a conduit for a god's might, displaying his power. The gods may grant boons of healing touch, immunity to illness or injury, and the ability to impress divine might on simple tools. Most deities enforce a rigid code—as long as the request is not spurious and fits the code, requests are generally granted. Alas, not all deities are patient or benevolent, and may respond to requests capriciously, maliciously, or indifferently, all of which can have disastrous effects. Although usually opposed, an alignment with **Nethermancy** can be powerful. **Mysticism** is more naturalistic, and **Spectacle** and **Arcana** are secular. Meditative arts are also found in **Kata**.

Focus (M) involves the art of meditation to reduce fatigue, resist confusion or fear, or speed healing.

Invoke (E) uses the backing of divine might to awe, confuse, intimidate, or terrify an audience or opponent. This can also be used to request direct intervention by the higher power.

Purify (M) deals with shaping divine power to cleanse water, food, wounds; to disable or destroy undead or monsters; and to repair injury of either body or mind with divine assistance.

Touch (E) deals with channeling divine power to protect, enhance, or enchant an object, person, or place.

Suggested Trademarks: Aura, Believer, Chosen, Demagogue, Dervish, Ghost, Healer, Inspiration, Knight, Occultist, Priest, Stigmata, Wings

Ghostway

is the path of psychic perception, a route to a plane in which minds are the only reference points and reality is shaped by dreams and fears. Telepathy can be used to communicate feelings, memories, or knowledge. It can also be used to heal, interrogate, dominate, or injure. A powerful will can master psychokinetic manipulation of matter or energy. Many proficient telepaths in our world may find opposite numbers within that other place, possibly relics of past lives, thought of as ghosts, demons, and spirits, creatures of thought wishing to be solid again, to find sanctuary, to find sustenance, or simply to indulge a mischievous nature. Learning on one's own as a telepath can be treacherous and even lethal to oneself or unwitting test subjects. However, the Ghostway is neither as malignant as **Nethermancy** nor as innocent as **Faith**, rooted instead in the ancient "afterlife" concepts of **Mysticism**. It overlaps with an may even interface with some types of virtual realities found in **Cosmokinesis**.

Embrace (E) involves the contact and communication with another mind on either plane. It can also cover more surreptitious probes for information and outright mental attacks. This skill also can be used for subtle misdirection by implanting suggestions or impression.

Force (P) deals with the control and shaping of surfaces, simple shapes, edges, or voids made from sources of energy, such as heat, magnetism, gravity, sound, and light.

Shield (E) covers both attempts to conceal a mind from telepathic searches and to block incoming psychic attacks. It can also be used to conceal oneself inside the host's mind, object, or location.

Twist (P) involves the alteration of an object's shape, size, or composition. It can also be used to telekinetically move objects from one place to another, turn solid objects vaporous, and even fold space.

Suggested Trademarks: Aura, Empath, Fortress, Ghost, Improviser, Medium, Mirror, One of Many, Outlaw, Shadow, Spy, Witch

HEROICS

is the possession, use, and development of superhuman abilities, trademarks, and possessions. Superpowers can take the form of technical marvels, fantastic wealth, mystical skills, control over the elements, or defiance of natural law, and are usually used in the never-ending conflict of good versus evil. Aside from the hazards incurred in fighting the good fight, Heroes also run the risk of further self-corruption by mutation of their peculiar abilities. **Heroics**, being so broad, is constructed differently than other genres in order to overlap all of them.

Unlike other genres, there no skills specific to the Heroics genre. A Heroic PC may take levels in any skill, finesse, or trademark in the manual. Skills, finesses, and trademarks gain levels of **mutation**, which are advanced independently of the normal skill, finesses, or trademark. It is not necessary to have normal levels in a skill, finesse, or trademark to gain mutation levels in it. As with effects, each new mutation level costs XP equal to the new level multiplied by the **power** for skill, trademark, or pool. The powers listed here can be scaled up (or down) if the GM wishes to curtail overpowering games.

skills (power 1) and finesses (power 2)

Each mutation level in an action total adds 3 (or some other scaling factor chosen by the GM). Each level contributes 1 fatigue to the fatigue pool for that facet and adds 1 to the speed of tricks created on that skill.

fatigue pools (power 1) and hit pools (power 4)

Mutation levels in pools add 3 fatigue or hits, as appropriate, per level. In addition, levels in hit pool mutation (also called a *superpool*) may be fatigued to soak a number of effects equal to its current level. While a PC possesses a superpool with a current level greater than 0, that PC will not die as a result of 0 hits (note that this does not stop lethal effects from piling up). Each superpool also adds its levels to Skin outfit and returns its current level as hits to that facet during a suitable period of rest.

quickness (power 2)

Mutation levels in speed each add 3 to quickness. Each level can also be fatigued for a combat action.

trademarks (power 4)

Mutation levels in a trademark can be used just like its normal levels. As an added bonus, mutation levels in trademarks can be advanced whenever the PC has XP to get them. Use any trademark you like—but look over the Extension and Restriction trademarks for power enhancement and cost reduction.

KATA

reflects training in one of several varieties of martial arts, a trained combat style rigorously tied to precision control of muscles and mind. Some of the styles involve purely combat

maneuvers, while others tend toward meditative artistic control over the body. Some special throws, kicks, or weapons styles are trademarks of a given style, but all have general moves. Errors are rare in Martial Arts, but when they occur they can be quite painful. Through its exercise-related origins, Kata shares a sense of performance with **Spectacle**. Its zen meditative component is similar to other contemplative styles associated with **Faith**.

Dazzle (P) deals with displays of control, balance, and agility with weapons or martial maneuvers that are intended to awe or confuse rather than injure. This skill includes katas, dervish dancing, and theater swordplay, among others.

Focus (M) involves the practices of meditation to reduce fatigue, resist confusion or fear, or speed healing.

Grapple (P) covers specialized martial arts attacks, including throws, chokes, holds, or traps. This skill also covers infighting with small hand weapons, and ripostes.

Parry (P) covers blocks and weapon-catching defenses associated with flowing evasion, tumbling or leaps to avoid attacks, improvising weapon blocks, and bracing to absorb the impact of strikes.

Suggested Trademarks: Athlete, Alien, Black Belt, Boxer, Dervish, Fortress, Soldier, Spy, Swashbuckler, Warrior, Wrestler

Mysticism

is the practice of communing with and drawing power from the natural world. Shamans allow familiars or animal-spirit guides to help them find a path, see the future, energize the warrior, and heal the wounded. Rangers and were-men understand and speak to the trees, creatures, and earth itself. They also know how to lend of their own vitality to repair injury to their friends, and may even be able to shape themselves into its likeness. The call of the mystic has some potential pitfalls—not everything in nature returns the mystic's friendship, some of its more vicious parts are also clever, and some parts merely regard him as lunch. The communication angle overlaps with **Wilderkin**, while the contemplative divinatory side overlaps with **Spectacle**.

Call (E) covers communication used by animals, aliens, plants, and monsters, including non-lingual sounds, color, scent, chemicals, electromagnetism, and sonar. This skill allow non-animal users to communicate with creatures in their element.

Quest (M) is used to perceive the true nature of a person, object, place, or time. In addition, this skill allows divination of past or future events by crystal ball, tea leaves, tarot, dream-walking, or other techniques.

Raise (P) allows the mystic to accelerate growth, recovery, and maturity among animals and plants. In addition, the shaman may wear away stone, rust metal, wither flesh and bone, regenerate limbs, or reverse the aging process.

Shift (P) involves changing the shape of one's body, either fluidly or between specific forms, and either voluntarily or involuntarily.

Suggested Trademarks: Aura, Believer, Claws, Diplomat, Druid, Enchanter, Inspiration, Jammer, Priest, Shapeshifter, Summoner, Warrior, Witch

Nethermancy

is the practice of drawing on dark forces for charms, enchantments, and curses. It is unformulated, incantations seldom following precisely the same path with repetition

because the target and supply are never precisely the same. Evil forces are always ready to lure converts with a taste of power, rewarding exploration but keeping satisfaction just out of reach. They are pleased by the inclusion of sacrifices in rituals but occasionally rein practitioners in with an object lesson in terror. Although usually directly opposed to **Faith** and **Mysticism**, it shares a dependency on external agency with them. It is less mechanistic than **Xenotech**. By far, this should be the most dangerous of genres.

Animate (E) involves the creation of puppets with limited independence to carry out specific tasks. Potential drudges include clockwork toys, sculptures, skeletons, nightmares, or virtual programs.

Bind (E) deals with compelling demons, monsters, or horrors to perform acts or lend of their power. This also governs defenses, such as charms and circles, against angry demons, ghosts, or spirits.

Invoke (E) uses the backing of divine might to awe, confuse, intimidate, or terrify an audience or opponent. This can also be used to request direct intervention by the higher power.

Jinx (M) covers the use of curses, rituals, enchantments, and possessions. This also covers the manufacture of ritual icons, fetishes, and talismans.

Suggested Trademarks: Blight, Chosen, Claws, Demon, Enchanter, Exoskeleton, Horror, Occultist, Priest, Shadow, Specter, Undead, Vampire, Witch

Spectacle

is where the showman plies his trade, spreading happiness, health, news, and entertainment by a one-man traveling variety show. This realm centers first around the vocal exhibition arts—uplifting an audience by a romantic melody or rallying a faltering legion with a stirring martial theme. Laughter is the best medicine—a comedy can heal while a tragedy can inspire; both can distract. It also includes performance arts: a whirling dervish, a stage magician, or a bard can rivet an audience with displays of physical control. More magical is the ability to construct deceptive phantasms by the bending of light or the manipulation of sound. Living thusly on the razor's edge of illusion and reality, entertainers are deceived by very little, seeing straight to the core of their surroundings. Spectacle shares the illumination with **Mysticism** but is less magical than **Arcana**, only show where **Kata** is substance, and merely deceptive where **Nethermancy** is corruptive.

Amuse (E) allows the PC to charm, heal, or captivate an audience with music, poetry, or stories. Alternatively, this allow permits entrancement of an audience by hypnosis or confusion.

Dazzle (P) deals with displays of control, balance, and agility with weapons or martial maneuvers that are intended to awe or confuse rather than injure. This skill covers sleight of hand, katas, dervish dancing, and theater swordfighting, among others.

Quest (M) is used to perceive the true nature of a person, object, place, or time. In addition, this skill allows divination of past or future events by crystal ball, tea leaves, tarot, dream-walking, or other techniques.

Veil (E) deals with the arcane ability to throw or display misleading sensory images using light, sound, scent, even touch. This skill also covers defense against light-based attacks as well as invisibility.

Suggested Trademarks: Celebrity, Conjuror, Demagogue, Dervish, Diplomat, Explorer, Inspiration, Showman, Swashbuckler

Wilderkin

are the non-human creatures, the werewolves, vampires, cyborgs, plants, aliens, elves, monsters, or mutants. Any individual can have an aspect of nature in their appearance, structure, skills, defenses, or behavior, regardless of their intelligence. Animals are usually resilient with high pain tolerances, quick recovery, strong instincts, natural defenses and weapons, and keen senses. Plants have the ability to heal quickly and manufacture their own food. Cyborgs may have superhuman strength and resilience, pain-reducing chipware, and built-in weaponry. Aliens may be able to cast spells, dig extensive subterranean caverns, shift shape, survive in a vacuum, or mutate. Wilderkin face the dual struggles of being outcast from humanity and outperforming it, at least in some ways. Some also struggle against the loss of human identity, or struggle against the call of the wilderness. They stand alone, deriving power from the rage of the beast. They are frequently part of **Heroics**, can be created by **Nethermancy** or **Xenotech**, may live in the **Ghostway**, and even be capable of using universal forces as weapons, as in **Cosmokinesis**.

Blast (P) covers breath attacks, ooze and venom sprays, shrills and scent attacks, and other types of natural bodily projections from monsters and creatures. It also includes beams and pulses of pure energy, hard radiation, collated particle streams.

Fly (P) deals with movement and maneuvering in three dimensions, through air, earth, water, or space. This covers the use of wings, jetpacks, and magnetic levitation.

Scan (M) covers the interpretation of unusual perceptions or senses. This can be used to find specific substances, pick up radio signals or magnetic fields, recognize targets of opportunity, or discern normal people from magicians or undead.

Shift (P) involves changing the shape of one's body, either fluidly or between specific forms, and either voluntarily or involuntarily.

Suggested Trademarks: Alien, Animal, Claws, Djinn, Exoskeleton, Monster, Radar, Shapeshifter, Warrior, Wings

Xenotech

is the interface between magic and technology, designing and building grandiose and elaborate science-fantasy machines, gizmos, and automatons. Primitive Xenotech is alchemy, in which the lore master creates simple tools and deciphers runes, chases elusive details about precious rings in dusty monasteries, or manufactures restorative elixirs and transmutes base metals in a medieval castle basement. The modern variant frequently requires bizarre reagents, extensive racks of glassware, electrodes with leaping arcs, corpse parts, banks of dials and readouts, and an underground lair on a remote island. The futuristic evolution is all about energy and/or particle fields, faster-than-light drives, captured black holes, and time rotors, and features a mobile laboratory of considerable size and weaponry, usually a starship. The xenotechnician hides his arcane prototypes from those who, accusing the scientist of madness or megalomania, would steal or destroy such advanced devices out of misguided fear. The formulaic aspect overlaps with **Arcana**, and the ability to create and control animated toys is shared with **Nethermancy**.

Animate (E) involves the creation of puppets with limited independence to carry out specific tasks. Potential drudges include clockwork toys, sculptures, skeletons, nightmares, or virtual programs.

Concoct (M) governs the manufacture, mixture, and application of potions, charms, and tools. This skill covers the creation of rings, wands, staffs, talismans, and a host of other arcane equipment.

Figure (M) involves drawing or reading magical blueprints, runes, or written spells; astrological computation and numerology; identifying spells or arcane devices while they are being thrown or in operation.

Hotwire (M) deals with the construction, installation, and repair of semi-arcane electro-mechanical devices, including prototype Renaissance gliders, bionic limbs, time machines, and clockwork toys.

Suggested Trademarks: Alchemist, Builder, Detective, Doctor, Driver, Engineer, Geppetto, Improviser, Mad Scientist, Scrounger

Genre Skills Master List

Physical Facet

- Blast (Cosmokinesis, Wilderkin)** covers breath attacks, ooze and venom sprays, shrills and scent attacks, and other types of natural bodily projections from monsters and creatures. It also includes beams and pulses of pure energy, hard radiation, collated particle streams.
- Dazzle (Kata, Spectacle)** deals with displays of control, balance, and agility with weapons or martial maneuvers that are intended to awe or confuse rather than injure. This skill includes katas, dervish dancing, and theater swordplay, among others.
- Fly (Wilderkin)** deals with movement and maneuvering in three dimensions, through air, earth, water, or space. This covers the use of wings, jetpacks, and magnetic levitation.
- Force (Cosmokinesis, Ghostway)** deals with the control and shaping of surfaces, simple shapes, edges, or voids made from sources of energy, such as heat, magnetism, gravity, sound, and light.
- Grapple (Kata)** covers specialized martial arts attacks, including throws, chokes, holds, or traps. This skill also covers infighting with small hand weapons, and ripostes.
- Negate (Arcana)** is the destructive component of magic, in which substances can be disrupted or annihilated. It can be used to disrupt spells as they are thrown.
- Parry (Kata)** covers blocks and weapon-catching defenses associated with flowing evasion, tumbling or leaps to avoid attacks, improvising weapon blocks, and bracing to absorb the impact of strikes.
- Raise (Mysticism)** allows the mystic to accelerate growth, recovery, and maturity among animals and plants. In addition, the shaman may wear away stone, rust metal, wither flesh and bone, regenerate limbs, or reverse the aging process.
- Shift (Mysticism, Wilderkin)** involves changing the shape of one's body, either fluidly or between specific forms, and either voluntarily or involuntarily.
- Twist (Arcana)** involves the alteration of an object's shape, size, or composition. It can also be used to telekinetically move objects from one place to another, turn solid objects vaporous, and even fold space.

Mental Facet

- Concoct (Xenotech)** governs the manufacture, mixture, and application of potions, charms, and tools. This skill covers the creation of rings, wands, staffs, talismans, and a host of other arcane equipment.
- Conjure (Arcana)** governs the creation of energy, objects, or substances, and the summoning of creatures or structures both ordinary and fantastic.
- Focus (Faith, Kata)** involves the art of meditation to reduce fatigue, resist confusion or fear, or speed healing.
- Figure (Arcana, Xenotech)** involves drawing or reading magical blueprints, runes, or written spells; astrological computation and numerology; identifying spells or arcane devices while they are being thrown or in operation.
- Hotwire (Xenotech)** deals with the construction, installation, and repair of semi-arcane electro-mechanical devices, including prototype Renaissance gliders, bionic limbs, time machines, and clockwork toys.
- Jinx (Nethermancy)** covers the use of curses, rituals, enchantments, and possessions. This also covers the manufacture of ritual icons, fetishes, and talismans.
- Network (Cosmokinesis)** allows gaining access to and navigating through a virtual environment or alternate plane of reality. This skill also includes high-level programming, both in virtual and real space.
- Purify (Faith)** deals with shaping divine power to cleanse water, food, wounds; to disable or destroy undead or monsters; and to repair injury of either body or mind with divine assistance.
- Quest (Mysticism, Spectacle)** is used to perceive the true nature of a person, object, place, or time. In addition, this skill allows divination of past or future events by crystal ball, tea leaves, tarot, dream-walking, or other techniques.

Scan (Wilderkin) covers the interpretation of unusual perceptions or senses. This can be used to find specific substances, pick up radio signals or magnetic fields, recognize targets of opportunity, or discern normal people from magicians or undead.

Emotional Facet

Amuse (Spectacle) allows the PC to charm, heal, or captivate an audience with music, poetry, or stories. Alternatively, this allow permits entrancement of an audience by hypnosis or confusion.

Animate (Nethermancy, Xenotech) involves the creation of puppets with limited independence to carry out specific tasks. Potential drudges include clockwork toys, sculptures, skeletons, nightmares, or virtual programs.

Bind (Nethermancy) deals with compelling demons, monsters, or horrors to perform acts or lend of their power. This also governs defenses, such as charms and circles, against angry demons, ghosts, or spirits.

Call (Mysticism) covers communication used by animals, aliens, plants, and monsters, including non-lingual sounds, color, scent, chemicals, electromagnetism, and sonar. This skill allows non-animal users to communicate with creatures in their element.

Embrace (Ghostway) involves the contact and communication with another mind on either plane. It can also cover more surreptitious probes for information and outright mental attacks. This skill also can be used for subtle misdirection by implanting suggestions or impression.

Invoke (Faith, Nethermancy) uses the backing of divine might to awe, confuse, intimidate, or terrify an audience or opponent. This can also be used to request direct intervention by the higher power.

Shield (Ghostway) covers both attempts to conceal a mind from telepathic searches and to block incoming psychic attacks. It can also be used to conceal oneself inside the host's mind, object, or location.

Touch (Faith) deals with channeling divine power to protect, enhance, or enchant an object, person, or place.

Veil (Ghostway) deals with the arcane ability to throw or display misleading sensory images using light, sound, scent, even touch. This skill also covers defense against light-based attacks as well as invisibility.

Warp (Cosmokinesis) involves reshaping the fabric of virtual space, both in creating virtual self-image, objects, and connections and as control over the local environment.

Genre Trademarks Master List

Magic and Miracles

Believer	☉ +roll on <u>resolve</u> ; ☞ one sticking effect fades
<i>Blight</i>	☹ ☹ lose hit from recovery; ☹ ☹ -3 to facet totals
Chosen	☉ +roll on <u>invoke</u> ; ☞ delay effects from 1 attack until end of combat
Conjurer	☹ +[1] to hit pool of drone; ☉ +roll on <u>conjure</u>
Druid	☞ +[R] or [H] on <u>charm</u> ; ☹ gain 1F per Ⓞ on <u>raise</u> and <u>quest</u>
Elementalist	☉ +1 XP after advance of Arcana skill; ☞ +[X] or [O] to defense
Enchanter	☹ +[L] to genre trick duration; ☞ ☹ +5 to any 1 fixed genre skill
Inspiration	☞ sticking effect on ally fades; ☞ reduce nit for ally
Magical	☞ +roll on 1 on any 2 fixed Arcana skills; ☉ +1 XP after practiced trick creation
Nihilist	☹ +3F to maximum E fatigue pool; ☹ +[X] on <u>negate</u> practiced tricks
Occultist	☉ +1 XP after advance of Nethermancy skill; ☞ inflict [U] on opponent
Priest	☞ ally makes a recovery check; ☞ +[P] or [U] to defense
Sorcerer	☉ +1 XP after practiced trick creation; ☞ act first this round
<i>Stigmata</i>	☹ ☉ -roll to <u>charm</u> ; ☹ gain 1F per Ⓞ on <u>torment</u> and <u>command</u>
Summoner	☉ self-inflicted effects add x☹1 power to total; ☹ +3 to <u>bind</u>
Witch	☹ copy 1 trademark ability from animal familiar; ☞ +[1] to ally hit pool
Wizard	☞ ☹ +3 to Quickness next round; ☉ 1x per round, <u>figure</u> is a free action

Technology

Alchemist	☞ reduce nit on 1 of 2 fixed genre skills; ☞ ☹ +5 to <u>concoct</u>
Builder	☹ +[1] to hit pool of drone; ☹ +1 XP after creation of drone or machine
Doctor	☉ +1 XP after advance of Xenotech skill; ☹ +3F to maximum M fatigue pool
Drake	☞ ☹ +5 to <u>network</u> ; ☉ +1 XP after advance of Cosmokinesis skill
Engineer	☞ as follower, add helping rank again; ☹ +1XP per advance of <u>hotwire</u> finesse
Geppetto	☉ gain level <i>Dependent</i> to give drone E facet; ☞ reduce nit for ally
Healer	☞ ally gains +[1] to any facet; ☹ gain 1F per Ⓞ on <u>purify</u> and <u>mend</u>
Improviser	☞ shift ☹3F between facets; ☉ regain 1F whenever result >0 on improvised trick
Mad Scientist	☉ gain level <i>Insane</i> to refill M fatigue/hit pools; ☞ +[R] or [U] to mind/ego
Programmer	☞ +roll on <u>animate</u> or <u>network</u> ; ☞ increase drone hit pool maximum by ☹ +[1]
Scrounger	☹ +3 to <u>search</u> ; ☉ gain [P] to gain insight on object/substance location

Monstrosity

<i>Alien</i>	☹ ☹ -3 to E facet totals; ☹ -5 to needed XP before next trademark level
<i>Animal</i>	☹ ☹ +10XP required for new trademark level; ☞ keep rolling after Ⓞ
Claws	☉ advance claw weapon; ☞ reduce nit on <u>brawl</u> or <u>climb</u>
Demon	☞ gain a combat action; ☉ reduce skill level by 1 to reduce 1 wounding effect
Djinn	☞ +roll to <u>force</u> or <u>twist</u> ; ☉ ☹ -2 to power of [W] by ☹2 for improvised tricks
Dreadnought	☞ regain [3]; Eh, [1]; ☹ +[V] to defense
Exoskeleton	☉ advance skin as armor; ☞ repeat soak step
Horror	☉ gain [X2] to inflict 1 level <i>Blight</i> on an opponent; ☞ +roll on <u>jinx</u> or <u>invoke</u>
Jammer	☞ ☹ +5 to <u>shift</u> ; ☞ gain a combat action
Monster	☉ advance natural weapon; ☞ inflict [R] at ☹1 roll on opponent
Radar	☞ ☹ +5 to <u>scan</u> ; ☞ +[V] or [R] to sound trick
Shapeshifter	☞ copy any 1 trademark, fixed until next <u>shift</u> ; ☹ +[1] or [E] at EOR
Specter	☞ +[F] or [D] to defense; ☹ +1 to Quickness
Undead	☞ +[R] or [P] on <u>brawl</u> ; ☞ inflict [U] on opponent
Vampire	☉ if you inflict [B], regain ☹[1]; ☉ if you inflict [P], regain ☹[E]
Wings	☉ +roll on <u>fly</u> ; ☹ +1 to Quickness

Telepathy

Aura	‡ +[V] to light trick; ™ +roll on <u>dress</u> or <u>charm</u>
Empath	™ +[V] or [T] on <u>embrace</u> ; ⚙ +roll on <u>charm</u>
Fortress	⚙ may use mind/ego shield in place of outfit; ™ ‡ +5 to <u>shield</u>
Ghost	™ repeat the outfit soak step; ⚙ advance will as armor
Medium	‡ ‡ +3 to any Ghostway skill; ™ inflict [H] on opponent (‡1 roll)
Mirror	™ +roll to <u>shield</u> or <u>veil</u> ; ™ opponent fails on <u>observe</u>
Nexus	⚙ add ‡2 skill levels or ‡1 finesse level; ‡ gain 1F per Ⓞ on <u>warp</u> and <u>network</u>
One of Many	‡ +1F at end of each round; ⚙ spend 3 XP to gain roll on any skill
Shadow	‡ +[V] to darkness trick; ™ +roll on <u>sneak</u> or <u>torment</u>

Presence

Celebrity	™ inflict [H] on opponent (‡1 roll); ‡ +1F to an ally each round
Demagogue	⚙ +roll on <u>amuse</u> ; ™ +[R] to attack or defense
Detective	‡ gain 1F per Ⓞ on <u>analyze</u> and <u>observe</u> ; ™ ‡ +3 to Quickness next round
Diplomat	‡ gain 1F per Ⓞ on <u>negotiate</u> and <u>talk</u> ; ⚙ advance will as armor
Driver	‡ gain 1F per Ⓞ on <u>drive</u> and <u>pilot</u> ; ‡ +[1] to hit pool of machine
Explorer	‡ gain 1F per Ⓞ on <u>navigate</u> and <u>bluff</u> ; ™ +[B] or [2] to outfit
Outlaw	™ ‡ +5 to <u>gamble</u> ; ⚙ spend 3 XP to gain a combat action
Showman	‡ +2 to speed of Spectacle tricks; ™ ally <i>group</i> gains +[U] to defense
Spy	™ ‡ +3 to Quickness next round; ™ +roll to <u>sneak</u> or <u>charm</u>

Brawn

Athlete	™ +roll to <u>heave</u> or <u>climb</u> ; ™ delay effects of 1 attack to end of combat
Black Belt	‡ +2 to speed of Kata tricks; ™ opponent fails on <u>evade</u>
Boxer	™ +[C] or [F] to close combat practiced trick; ™ opponent fails on <u>brawl</u>
Dervish	™ +roll to <u>move</u> or <u>flex</u> ; ⚙ self-inflicted effects add ‡1× power to total
<i>Extension</i>	⚙ reduce Heroic power by ‡1 level; ⚙ gain advantage to power (see GM)
Knight	‡ gain 1F per Ⓞ on <u>cut</u> and <u>brave</u> ; ™ sticking effect on ally fades
Martial Mage	™ +roll to <u>twist</u> or <u>negate</u> ; ‡ +2 to speed of Arcana tricks
<i>Restriction</i>	⚙ power inactive under described condition; ⚙ add ‡1 level to Heroic power.
Soldier	™ +roll to <u>evade</u> or <u>shoot</u> ; ™ boost one effect in outfit/skin this round
Swashbuckler	‡ gain 1F per Ⓞ on <u>throw</u> and <u>whip</u> ; ™ +[C] or [T] to melee practiced trick
Warrior	™ +roll to <u>bash</u> or <u>parry</u> ; ™ ‡ +3 to Quickness next round
Wrestler	™ +[D] to attack or defense; ™ change hit location