

## **Brouzoufs and Bearkillers**

### **The EYE: Divine Cybermancy Tabletop**

Based on the action-RPG by Stream On studios, which is in turn based on AVA, an unreleased French RPG of their own devising.

D6s, D8s, D10s, D12s, D20s  
d100 is 00 to 99, not 01 to 100

#### **1: The Legend of EYE**

It is not known when Secreta Secretorum was founded, but it was during the Dark Ages former to 2116 at the same time as the first Martian colony.

During the first incident with the Metastreumonic-force in the Elato forest, the Federation called Secreta Secretorum to take care of this issue. For the Federation, this new force was the same one which had been so destructive during the disastrous report of the Croon incident, but very quickly Secreta Secretorum proved that this Force hadn't any resemblance with the one that the Federation so dreaded. As soon as Secreta Secretorum was in place, the mysterious Force that Secreta Secretorum called the "Metastreumomic" will sent a messenger. This messenger was captured, studied and killed. In the official report, the creature attacked first using its messenger status to surprise the Secreta Secretorum's members. Then Secreta and the Federation army jointly launched a raid into the forest to purify it.

But the raid was a failure, no one survived and the zone was declared forbidden. Soon later Secreta Secretorum introduced the E.Y.E project to create an army of warrior monks, with one major specification; the messenger's DNA was used to create a legion of 1100 soldiers. Each member of E.Y.E was also cybernetic with next-generation technology. The first aim of E.Y.E was to avert all actions of the metastreumomic will. To reach this goal, E.Y.E, along with elite soldiers of the army, launched a new raid to pacify the forest that met with rapid success.

This action had other less happy consequences. The powerful group of fanatics radicalized their action and launched reprisal action by simultaneously launching several old nuclear missiles all across the Federation. The many planets and areas that were saved owe their lives to the good work of the federal information services. The shock was terrible for the population who demanded revenge. Secreta Secretorum gave E.Y.E the responsibility of pacifying the fanatics. With Federation agreement, the cleaning operation was met with rapid success.

#### **Rise to power**

Taking advantage of the general chaos and its role in the destruction of the fanatic groups, Secreta Secretorum builds a fortress on the still irradiated ruins of the old religious megalopolis of Orteosa. This reinforced megalopolis was baptized New Eden. Ten years later, the influence and the power of the mega corporations, united within the consortium, exceeded those of the Federation. Only Secreta Secretorum remains influential and powerful. It becomes increasingly independent, going as far as founding its own army, which immediately has no equal.

Several years later after the seven-years war against the Metastreumonic-force that decimated 70% of humanity, Secreta Secretorum, taking full account of the Federation's coercive measures, decides to attempt a coup d'état. E.Y.E troops stand at the ready, rallied to win by desperation to get out from under federal rule. It's in this chaos that the creatures of the metastreumomic will reappear, launching fast and devastating attacks over all of the Federation, including New Eden.

The Federation hardened the laws prohibiting access to high-end war equipment such as the energy weapons. The whole market is in shortage. Secreta Secretorum launches its own research programs to counter it. E.Y.E is in its worst possible position. Officially, the structure no longer exists. Covertly, it takes actions through Secreta Secretorum to fight the Metastreumonic force, but the enemies

of the group as well. E.Y.E is still divided into two groups, Culter Dei and Jian Shang Di which with time, become rivals and hostile one towards each other. The equipment difficulties that both groups share are undoubtedly not foreign to these tensions. By the Year 15 (2395 in the old era), the invasion by the Metastreumonic force increases each day, and the war against the Federation ravages whole worlds every second.

## **2: Character Creation**

Creating your EYE initiate starts by understanding the primary statistics that describe your character. These inform both your derived statistics and your likelihood of success at tasks as you attempt missions and interact with the world.

**Strength** governs carry weight, melee damage, and the number of attacks your initiate gets per turn with melee, unarmed and strength-based ranged weapons like shotguns and heavy weapons.

**Agility** governs movement speed, stealth, dodge chance, and the number of attacks your initiate gets per turn with ranged weapons like SMGs and most rifles or pistols.

**Endurance** governs maximum HP, resistance to debilitating status effects, and maximum energy.

**Accuracy** governs perception and chance to hit with all attacks.

**Will** governs psionic power, initiative and mental fortitude.

**Intelligence** governs knowledge, hacking and medical skills.

Melee and heavy weapon fighters should take Accuracy and Strength, ranged fighters should take Accuracy and Agility, psychics should take Will, and hackers should take Intelligence. Endurance governs energy, which is important for both hackers, psychics and anyone making extensive use of augmentations.

## **Genetic Sequencing**

Your initiate starts with 30 in every stat. To further customize your initiate you must choose 3 genes to combine. Select whichever 3 you find most suitable, then roll penalties and maluses for each, adjusting your stats accordingly.

**Binah:** This gene represents the concrete thinking, the intelligence.

- +D8 to Will, Intelligence
- -D4 to Strength, Endurance

**Yesod:** This gene represents the vital dash, the physical strength, the basis.

- +D8 to Strength, Endurance
- -D4 to Intelligence, Will

**Netzah:** This gene represents the sense, the grace, the fluidity.

- +D8 to Perception, Agility
- -D4 to Strength, Endurance

**Tiphereth:** This gene represents the equilibrium, the consciousness.

- +D8 to Will
- -D4 to Accuracy

**Geburah:** This gene represents the power.

- +D12 to Strength, Endurance, Agility
- -D6 to Accuracy, Will, Intelligence

**Kether:** This gene represents the absolute will.

- +D12 to Will, Endurance
- -D6 to Intelligence, Accuracy

**Chochmah:** This gene represents the abstract thinking.

- +D12 to Accuracy, Intelligence
- -D6 to Strength, Endurance

**Metastreum:** This gene represents the intoxicating chaos of the metastreumonic force.

- +2D10 to a random stat

- -2D10 from a random stat

**Normal:** This gene represents the absence of choice, the doubt, the non-involvement.

- No modifications

lose one maximum karma each time you reroll?

### Derived Statistics

Your derived statistics are calculated based on your primary stat scores, although they may be further modified by cybernetic augmentations or other extenuating circumstances.

**Carry Weight:** Slots equal to Strength/5, rounded down.

**Melee Damage:** Bonus damage equal to Strength/5, rounded down.

**Throw Distance:** Yards equal to Strength/2, rounded down.

**Suprahuman Reflex:** Dodge chance equal to Agility/5, rounded down.

**Movement Rate:** Yards equal to Agility/5, rounded down.

**Maximum HP:** Points equal to Endurance.

**Energy Pool:** Equal to Endurance/10, rounded down.

**Energy Regen:** Starts equal to 1.

**Resistance:** Equal to Endurance/2, rounded down.

**Mental Fortitude:** Equal to Will.

**Initiative:** Equal to Will/5.

**Firewall:** Equal to (Will+Hacking)/2

### Skill Focuses

In addition to stat points, your initiate also receives 2 skill points to spend. A skill point in a category grants you +5 to your target number on all tasks or actions related to that skill. The maximum number of skill points you can have in a category is equal to your level.

**Pistol:** Increases chance to hit with one handed firearms (attaches to Accuracy).

**Rifle:** Increases chance to hit with two handed firearms (attaches to Accuracy).

**Heavy:** Increases chance to hit with heavy weapons (attaches to Accuracy).

**Melee:** Increases chance to hit with melee weapons (attaches to Accuracy).

**Stealth:** Increases target number for sneaking and stealth (attaches to Agility).

**Hacking:** Increases target number for hacking and interfacing with technology (Attaches to Intelligence).

**Medicine:** Increases target number for healing, maintenance and biology (Attaches to Intelligence).

**Knowledge:** Increases target number and likelihood of knowing obscure or esoteric facts about the world (Attaches to Intelligence).

**Social:** Increases target number and ability to persuade, deceive, or otherwise negotiate with people (Attaches to Will).

**Telepathy:** Increases target number and chance to hit with psychic abilities which affect the mind (Attaches to Will).

**Telekinesis:** Increases target number and chance to hit with psychic abilities that affect physical objects (Attaches to Will).

### 3: Basic Mechanics

Most tasks can be accomplished without any need for rolling dice. If the outcome is in doubt, execute an ability check by rolling D100 and comparing the result to the character's relevant stat, +/- any modifiers from equipment, relevant skills, extenuating circumstances, etc. If result is equal or less than the target number, the character succeeds. For some tests, characters with X or higher in a specific skill (determined by the GM) should succeed automatically, at least if they are not under duress. A roll of doubles on the D100 is a crit, either a failure or success depending on whether the result on the dice was equal to or less than their skill.

For opposed checks, both parties roll vs their stats as normal. If both fail their check, neither succeed at their task. If one succeeds and the other fails, the one who succeeded wins at the expense of the other. If both succeed, whoever rolled higher wins. If both succeed but one rolled a critical success, the one who rolled a critical wins. If both roll a critical, whoever rolled higher wins.

### **Equipment**

Equipping your initiate before a mission means selecting whatever gear you like from everything you have purchased, researched, or otherwise unlocked. For each equipment slot you fill over your maximum carry weight, your speed malus increases by one. Each point of Speed Malus reduces your Agility by 5.

### **Using Energy**

Cybernetic Augmentations and some psychic abilities drain energy. Whenever an augmentation or ability that uses energy is active, you must allocate energy from your energy pool equal to that augmentation or psi power's cost. Some drain additional energy in certain situations, such as when the Dermal Sheath absorbs a significant density of damage. Energy allocated in such a way cannot be re-allocated until the augmentation is deactivated, at which point the energy is lost. A character's energy regenerates at a rate equal to their Regen Rate per thirty seconds. Energy only regenerates while all cybernetic enhancements and psi powers which drain energy are deactivated.

### **Hacking**

Hacking requires the hacker to roll Will, which is then compared with the target's Firewall. The hacker must roll above the target's Firewall but equal to or below their own Will score to succeed. If the target is conscious and wishes to resist with their own active defense rather than the passive defense provided by their Firewall, the hack is an opposed test, which proceeds until someone manages to roll below their hacking score but above both their opponent's roll and their opponent's Firewall. If both succeed at this simultaneously, whoever rolled higher wins. A round of hacking takes twelve seconds, with each roll by the involved parties taking an additional six seconds. Some hardened computer systems will take multiple successes to penetrate. When you successfully hack a non-living machine, you gain control over it. When you successfully hack a conscious being, your margin of success (equal to the number you rolled) determines the maximum amount of harm you are, at your discretion, able to inflict.

|     |   |
|-----|---|
| 0+  | Reduce energy to 0, inflict -30 to all skill rolls                                      |
| 30+ | As above, plus deal damage equal to number rolled, see through victim's eyes and senses |
| 60+ | As above, plus complete control, read memories, melt cyberbrain (instant death)         |

Being hacked infects you with a virus. To get rid of it you must hack it, rolling successfully vs the Firewall score of whoever infected you with it. Hackers can intervene to defend teammates who come under cybernetic assault, or to help purge them of viruses which infect their cyberbrains.

### **Medicine and Maintenance**

Medical treatment takes one minute to administer, during which neither the subject nor the character administering the treatment can do anything else. The character doing the healing rolls D10+(Intelligence/5) to determine the amount of HP restored by the treatment. If the healer has a medkit, the timeframe is reduced to twenty seconds, and healing restores 2(D10+Intelligence/5) HP. Fixing crippled body parts is accomplished via Maintenance. Maintenance does not use energy, but can only be performed when all cybernetic augmentations which consume energy are switched off. It takes 100-Intelligence seconds to cure all crippled limbs, during which time the character performing the maintenance, as well as their patient (if they are performing it on someone else and not themselves) can do nothing else.

### **You Gain Brouzouf**

Killing enemies, stealing things, accomplishing mission objectives, etc earns brouzouf, the interstellar currency. Brouzouf can be tracked with coins, a penny (or whatever the smallest coin is where you are) is equivalent to 100 brouzouf (there is no need to track smaller denominations). Brouzouf can be spent to unlock weapons, cyber-implants, psi skills and upgrades.

### **Increasing Your Level**

In addition to brouzoufs, accomplishing objectives, killing enemies and so on earns experience. By earning experience, EYE initiates can increase their level at certain experience breakpoints. These breakpoints occur either at points determined by the GM, or when a character has gained  $25(3*n+2)(n-1)$  XP, where  $n$  is the next level. Every time your level increases, you gain 5 stat points, as well as 1 skill point. Every stat point after 60 costs double. No stat can be raised above 80.

### **Cyberbrains and Backups**

Every EYE initiate, and almost everyone else in the future, has cybernetic enhancements inside their head, built into their brain. This allows them to interact with computer systems and control their cybernetic enhancements, but even more crucially it preserves their brain upon the failure of the body, allowing it to be removed and transplanted to a new cyborg body. In gameplay terms this means that when your initiate runs out of HP, as long as another member of EYE recovers your cyberbrain, your character can be restored to life at a resurrector (typically between missions) without any further loss, although there is a chance of long term, enduring damage every time you die. If your entire squad is wiped out, there is hope yet: the mainframe EYE HQ has digital backups of all the organization's members, and your memories and consciousness will be pulled out of storage and uploaded to a new cyberbrain with a new body. However, this means the mission is a failure, and all brouzouf, XP, augmentations and levels gained during that mission are lost.

### **Permanent Injury**

If your initiate runs out of HP and perishes, there is a chance that the damage sustained inflicts a permanent stat malus through damage to the cyberbrain. Roll 1D6 and reference the table, adding 1 to the roll for every ten damage over their HP they sustained.

|     |                      |
|-----|----------------------|
| 1-3 | No malus             |
| 4-6 | -5 to a random stat  |
| 7+  | -10 to a random stat |

If you wish to avoid stat maluses your initiate sustained as a result of dying during a mission, you are welcome to restore from a backup as described above. This will mean forfeiting any experience and brouzouf earned during the mission.

## **4: Combat**

When battle is joined, everyone rolls D10+Sequence to determine initiative. Characters act in order of highest to lowest. It is possible to hold a character's action to interrupt a later character's action or go later during the same turn. However it is not possible to hold actions across turns. If it's ever important to determine how long a turn lasts, it's about 6 seconds.

### **Actions**

A character can make either two simple actions, one simple action and one complex action, or one task action on their turn.

- Moving one yard or less is a free action, as long as the character makes no other move action
- Moving yards equal to the character's movement speed or less is a simple action.
- Charging (moving yards equal to double movement speed or less and making a hand to hand attack) is a task action

- Attacking is a complex action
- Reloading is a complex action
- Aiming is a simple action
- Hacking is a complex action
- Using a psychic ability is a complex action

### **Weapon Attack Costs**

Every weapon type has an attack cost. To determine the number of attacks a character can make with a single attack action, divide the character's skill with the weapon type by the attack cost of the weapon and discard the remainder. The result is the number of attacks the character can make per attack action. For called shots aimed at specific body parts, double the listed costs. If a character's weapon skill is lower than the attack cost of their weapon, they may make one attack per action.

### **Attacking**

To execute an attack, roll D100 and compare the result to the attacker's chance to hit. To compute the attacker's chance to hit,

- Start with the attacker's Accuracy
- Subtract the target's Suprahuman Reflex
- Add 20 if the attacker used a simple action to aim
- Add 10 if the target is large
- Add 20 if the target is very large
- Add 5 to each attack aimed at the same target after the first

Additionally, the attacker's chance to hit may be further modified depending on the type of weapon they are attacking with.

### **Hand to Hand Modifiers**

- Add 10 if charging
- Add 10 if the attacker's reach exceeds opponent's
- Add 20 if the target is flanked or distracted
- Add 40 if target is totally unaware

### **Ranged Weapon Modifiers**

- Add 20 if the target is at point blank range
- Add 10 if the target is large
- Add 20 if the target is very large
- Subtract 20 if the target is outside optimum range
- Subtract 20 if the target is in half cover
- Subtract 30 if the target is in full cover
- Subtract 10 if the target is prone (not applicable at point blank range, does not stack with cover)
- Subtract 10 if the target is small
- Subtract 20 if the attacker moved more than one yard
- Subtract 30 if the target is cloaked

### **Inflicting Damage**

If the roll is equal to or below the attacker's chance to hit, the attack connects. Roll the weapon's damage and subtract the target's armor. The total, if positive, is subtracted from the target's HP. Additionally, if the attack is successful the dice show doubles, it is a critical and deals double damage.

### **Your Leg Is Broken**

If an attack deals damage equal to or greater than the target's Resistance, there is a chance one of their body parts has been crippled. Roll a D100 to determine which body part the shot strikes. If the damage exceeds the body part's Resistance (by default equal to the target's base Resistance) the body part is crippled, inflicting stat maluses which persist until treated.

|       |   |
|-------|---|
| 00-09 | Head, -10 to all stats, test Will to avoid immediate unconsciousness                      |
| 10-24 | Left Arm, cannot lift or hold anything requiring two hands                                |
| 25-39 | Right Arm, as Left Arm  |
| 40-79 | Torso, -10 to Agility, Endurance, Strength and Accuracy, take D4 bleeding damage per turn |
| 80-89 | Left Leg, test Endurance to avoid falling over. Movement speed and carry weight halved    |
| 90-99 | Right Leg, as Left Leg  |

### **Burst Fire and Shotguns**

Burst fire adds extra damage dice, as determined by the weapon. These dice are each rolled individually vs the target's armor, rather than being compared to it as a sum total. The same is true of damage inflicted by shotguns.

### **Reloading**

Reloading a weapon replenishes all rounds, provided the character has enough ammunition to fill the magazine.

### **Explosives**

Explosives have a blast and a lethal radius. If the attacker's roll is successful, the radius is centered on the target exactly. If the attack misses, the attack deviates D10 yards in a clock direction determined by rolling a D12. Regardless of where the projectile lands, roll for damage against everything in the lethal radius, and roll half damage against everything inside the blast radius but outside the lethal radius.

### **Blocking Damage**

Melee weapons, such as a sword or hammer, can be used to block all incoming damage with a successful Strength roll, provided the character has the weapon in their hand, and is facing the attacker. However, every 10 damage absorbed costs the target one energy.

karma

Dual wielding sword and weapon rules

### **Weapons**

| <b>Hand Weapons</b> | <b>Stat/Cost</b> | <b>Damage</b>        | <b>Slots</b> |
|---------------------|------------------|----------------------|--------------|
| Unarmed             | Strength/15      | D4+Melee Damage      | 0            |
| Katana              | Strength/20      | D8+6+Melee Damage    | 1            |
| Damocles            | Strength/25      | 2D10+12+Melee Damage | 2            |
| Arrancadora         | Strength/30      | 3D10+15+Melee Damage | 3            |

| <b>Pistols</b> | <b>Stat/Cost</b> | <b>Damage</b> | <b>Magazine</b> | <b>Close Range</b> | <b>Max Range</b> | <b>Slots</b> |
|----------------|------------------|---------------|-----------------|--------------------|------------------|--------------|
| BK13           | Agility/15       | D8+4          | 20              | 20                 | 40               | 1            |

|                       |                  |                    |                 |                    |                  |              |
|-----------------------|------------------|--------------------|-----------------|--------------------|------------------|--------------|
| Black Crow            | Agility/20       | D8+5               | 14              | 30                 | 60               | 1            |
| GCTG 222              | Agility/20       | 2D10+9             | 6               | 75                 | 150              | 1            |
| 444 Bear Killer       | Strength/25      | 3D12+6             | 4               | 60                 | 120              | 1            |
| <b>SMGs</b>           | <b>Stat/Cost</b> | <b>Damage</b>      | <b>Magazine</b> | <b>Close Range</b> | <b>Max Range</b> | <b>Slots</b> |
| HS 010                | Agility/20       | D6+1 (10, 4D4)     | 100             | 15                 | 30               | 2            |
| Motra                 | Agility/20       | D8+5 (5, 2D6)      | 30              | 50                 | 100              | 2            |
| <b>Shotguns</b>       | <b>Stat/Cost</b> | <b>Damage</b>      | <b>Magazine</b> | <b>Close Range</b> | <b>Max Range</b> | <b>Slots</b> |
| Betty Boom            | Strength/20      | 3*(D4+2)           | 2               | 15                 | 30               | 1            |
| Depezador             | Strength/25      | 4*(D4+4)           | 32              | 30                 | 60               | 2            |
| CAW Hammer            | Strength/25      | 5*(D6+6)           | 10              | 40                 | 80               | 2            |
| <b>Rifles</b>         | <b>Stat/Cost</b> | <b>Damage</b>      | <b>Magazine</b> | <b>Close Range</b> | <b>Max Range</b> | <b>Slots</b> |
| BOSCO                 | Agility/25       | 2D10+3             | 25              | 400                | 800              | 2            |
| TRK AD                | Agility/30       | 3D10+8             | 5               | 500                | 1,000            | 3            |
| Hunting               | Agility/25       | 3D12+8             | 8               | 400                | 800              | 2            |
| <b>Assault Rifles</b> | <b>Stat/Cost</b> | <b>Damage</b>      | <b>Magazine</b> | <b>Close Range</b> | <b>Max Range</b> | <b>Slots</b> |
| KR 93                 | Agility/25       | 2D6+6 (3, 2D6)     | 30              | 100                | 200              | 2            |
| Rotten Mound          | Agility/25       | 2D6+5              | 30              | 100                | 200              | 2            |
| S6000                 | Agility/25       | D8+4 (10, 4D6)     | 100             | 150                | 300              | 2            |
| <b>Heavy Weapons</b>  | <b>Stat/Cost</b> | <b>Damage</b>      | <b>Magazine</b> | <b>Close Range</b> | <b>Max Range</b> | <b>Slots</b> |
| Sulfatum              | Strength/30      | D10+5<br>(20, 8D6) | 500             | 60                 | 120              | 4            |
| Excidium              | Strength/30      | 3D10+16<br>(AOE)   | 5               | 400                | 800              | 4            |
| Speculum Ovum         | Strength/30      | 4D10+7 (AOE)       | 6               | 100                | 200              | 4            |

Weapons w/ parenthesis have the (# of rounds, extra dice) for burst fire

### Equipment:



Grenades - 3D10+5 (AOE), Throw distance equals range

Sentry gun - Combat turret, equipped with a machine gun, has Agility, Accuracy and HP equal to deployer's Hacking. Armor is 16. Can be upgraded with rockets.

Assault drone (Scrabouillor) - Combat drone, can carry SMGs or pistols, has Agility, Accuracy and HP equal to deployer's Hacking. Movement speed 1.5 times whatever the human average is. Armor is 10. Can be upgraded with lasers.

Medkit - Heals D10+(Medicine/5) per use.

### **Armor:**

No armor - 0 slots, 0 Armor

Light armor - 2 slots, 4 Armor

Medium armor - 4 slots, 8 Armor

Heavy armor - 6 slots, 12 Armor

### **Active Augmentations**

**Cyber Boost/Cyber Sprint** - Doubles movement speed and jump height. Consumes 2 energy while active.

**Cyber Ghost** - Creates a cyber illusion of yourself to fool enemies. Consumes 1 energy to create up to (Hacking/10) illusions. Illusions have a chance equal to Hacking of fooling enemies.

**Eye Vision** - Allows the user to see energy flows and implanted cyber augmentations, highlighting them and their users 'white hot' against a dark background (but not, notably, revealing cloaked enemies). Consumes 1 energy while active.

**Cyber Cloaking** - Bends light to make the user invisible, adding 60 to Stealth rolls while active. Consumes 2 energy while active.

**Sound Triangulator** - Allows the user to track sound via echolocation, enabling them to "see" cloaked foes. Consumes 1 energy while active.

**Power Conversion** - Sacrifices 5 HP to instantly regenerate 1 energy. Can be used while other augmentations and powers are active.

**Targeting System** - Adds 30 to Accuracy while active. Consumes 2 energy while active.

**Dermal Sheath** - An energy shield which makes the user invulnerable while active. Consumes 2 energy while active. Every 20 damage absorbed drains 1 additional energy.

**Sensitive wave** - can see enemies through walls

### **Passive Augmentations**

(All reduce energy cost of associated active implants if any. For example, leveling up eyes reduces cost of active Eye vision):

Brain - increases suprahuman reflex, along with the skills hacking, mental balance, and medicine

Eyes - increases sensitive wave (Sight distance?) and accuracy

Arms - Increases arm armor and strength

Adrenaline pumper (heart) - increases endurance and energy recovery

Cyber weapon interface - increases accuracy

Wired reflex - increases suprahuman reflex and agility

Nervous control - Eliminates somatic signs of diseases. (I think this makes going insane less debilitating, though I could be wrong)

Cyber neuronal interface - Increases hacking, and the effectiveness of the cyber power energy transfer

Cyber armored skull - Increases skull armor

PSI decuplator(?) - Increases PSI force skill and PSI resistance

Muscular control - Increases strength

Cyber armored torso - Increases torso armor

Firewall - Increases hacking defense

Legs - Increases leg armor, sprint speed, cyber jump height, and decreases noise made by moving

### **PSI Powers**

**Polycloning** - Telekinesis - Creates (Psi/10)-2 clones, maximum 5. Their Accuracy, Strength and Agility equal the caster's Will, while their health equals the caster's Will/5. Their armor and weapons are determined by the caster's Will. Creating clones consumes 2 energy while active, which does not begin to regenerate until the clones die or are destroyed.

|     |                                       |
|-----|---------------------------------------|
| 30+ | Light Armor, Pistols                  |
| 40+ | Medium Armor, SMGs or Shotguns        |
| 50+ | Heavy Armor, Rifles or Assault Rifles |

**Alchemy** - Telekinesis - Transmutes weapons or technology into HP for the caster. Each object transmuted refills Will/5 HP.

**Transmutation** - creates an attacking clone of yourself. PSI power increases quality of equipment and strength

**Madness** - Telepathy - Attacks the target's mind. The caster makes an opposed Will test vs the target at the cost of one energy. If the attacker wins, their margin of success determines the consequences for their victim.

|          |  |
|----------|--|
| Below 30 | Target takes -20 to all rolls                                    |
| 30+      | Target is driven mad and attacks friend and foe alike            |
| 60+      | Target is mind controlled by the caster and obeys their commands |

**Invocation** - Telekinesis - makes target explode and summons a beast where he died

**Dragon** - Telekinesis - makes target explode and teleports you to where he died

**Triangular gate** - Telekinesis - Summons black tentacles to kill enemies instantly. Consumes health

**Hypnotic gate** - Telepathy - Locks target into a never ending illusion. Never fails, but consumes health

**Substitution gate** - Telekinesis - Debuffs enemies to take damage whenever they damage you, and you gain health when damaging the afflicted enemy