

# Realwalkers RPG: Light Edition™

Realwalkers Light Edition is part of the MEP Light System and is compatible with Hero 8™, Placidhaven™, TekHL™, Soul Axis™, and Cychosis™.

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## What is Realwalkers?

Realwalkers was originally designed as the nexus setting for MEP. While retaining this status, it has undergone a change, the light configuration that changes the mechanics base of the game to be compatible with the MEP Light System.

## Quick Overview

Since the dawn of time, a war has raged across the entire Cosmos. The primary factions of good and evil, Order and Chaos constantly vie for control of it. Battles are fought daily, with each faction hoping to stay one step ahead of the other. Deceit and gallantry meet on the infinite fields. Operations range from massive campaigns to petty skirmishes. Pockets of fealty form and erode. Worlds are devastated. The one thing that remains unchanged is the horrible facet of war.

In the beginning supernatural entities fought the War, but as their numbers dwindled, the factions were forced to recruit new blood from the ranks of an untold number of worlds. The factions would pluck these beings from their homeworlds and fling them across the cosmos having the privileged fight their battles for them. These beings became known as realwalkers. Their actions are what ultimately dictate victory in this conflict.

Eventually the factions began using the realwalkers to recruit armies, interweaving their personal soldiers within the ranks of the unaware and wage massive battles that literally crushed thousands of worlds. When the factions were displeased with their results, they would send more troops back in time to before the battle, and fight it again.

These acts distorted the structure of reality to such a point that it nearly destroyed the Cosmos. To protect itself, the Cosmos retaliated, recruiting its own armies to hold the factions in check. Thus, the Factionless was born.

The Factionless set forth a doctrine that dictated the protocol by which the war must be fought. This became known as the Predicate of War. This document gave the War structure and allowed the Cosmos to protect itself, forcing the War into a surreptitious state. With structure defined, the Factionless also created a sect known as the Weavers, who were designated as the guardians of reality.

Even now, after countless eons, the war remains in stalemate, with the scales of balance never wavering in one direction for long. So begins the story...

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## How to Play

Realwalkers Light is easy to play. The objective of the game is to score points using three six-sided dice. Depending on what is rolled, the character scores points. The character must score as many or more points than his opponent has before his opponent can score as many or more than he has.

Rolls	Points Scored
<b>Two numbers are the same</b> For example, 2,2,6 or 1,5,5	1
<b>All rolls odd or even</b> 1,3,5 or 2,4,6	2
<b>Consecutive numbers</b> 1,2,3 or 2,3,4 or 3,4,5 etc.	4
<b>All the same number</b> 1,1,1 or 2,2,2 or 3,3,3 etc.	6
<b>All other rolls score no points.</b>	

Everything is figured out using these rolls, from fighting to using special powers and talents.

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### Rounds

Everyone involved in the story gets to take a turn, that is gets to roll their dice. When everyone has had his turn, the round is finished and you move on to the next.

### What can my character do in a round?

Anything he wants, he may use his powers, talents, or any equipment that he has. He may even choose to do nothing.

### Who goes first?

Before any action begins, roll one six-sided die, whoever has the highest number, goes first, working in a descending number to the lowest, who goes last. If two people roll the same number, they go at the same time. This is also referred to as initiative.

### Fighting

Fighting is big part of Realwalkers Light. Your character has a statistic called points. Points act as an indicator of his power and toughness. His opponent must score that many or more points to beat him in a fight. Once he is beaten, he is out of the story.

To be played again, he must permanently subtract one point, before the next story, or must be discarded.

### More than one?

On occasions, the character may be forced to fight more than one individual at a time. Multiple opponents may attack one at a time or as a team. However, they choose to attack, the rules remain the same.

### Confrontation

During a fight, confrontation occurs when a character faces off against another individual. The individual may be a thug, a villain, or another character. If the character beats his opponent in the confrontation, he may move on to the next.

At the end of a confrontation, if the character is able to rest for more than what would be considered three rounds, he gains all his points back. Otherwise, he gains only three per round.

### Special Attack: Called Shot

Characteres may make a called shot, meaning that they are aiming at a particular part of the body, such as the head. This requires the character making a successful roll with either all consecutive numbers or all three numbers the same. If the attack scores more than twenty percent of the character's points, he is automatically beaten.

### Note on Confrontation Rolls

On occasions, characteres may have the chance to roll an additional die to attempt to make a successful roll. The character is still only required to make a combination of three numbers for a success. The most dice a character may normally roll to attempt a success is 6.

The only exception to this is a power that allows the character to roll double the normal amount of dice once per confrontation. Regardless of how many dice are rolled, the character always keeps the best combination.

### Combat note on Range

When not using ranged weapons, opposing individuals are considered to enter the confrontation when they are one turn away from one another, however, they can not attack one another until they are face to face. Ranged weapons may be used when the referee rules that the opposing individuals have entered confrontation. Players may be up to 5 turns away to enter confrontation with ranged weapons.

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## The Realmwalker Character

Your character in Realmwalkers Light has only two primary statistics, Level and Points. Level indicates the power of the character. Points act as an indicator of the character's power and toughness. His opponent must score that many or more points to beat him in a fight. Once a character is beaten, he is out of the story.

### Creating Your Character

#### Level

Your character starts at first level. Depending on the number of battle points he has earned, he may increase in levels. The highest level possible is 8.

#### Points

Your character starts with 15 points. These points are used to purchase talents and gear. When a character desires to purchase a talent or gear, he subtracts the points listed under the cost, and gains the bonus listed under that power. **Remember that your character's points are the number your opponent has to score in a confrontation to beat you. If you spend to many points on talents or gear, you'll be easily defeated.**

More information on talents is provided in the Book of Talents. Gear can be acquired through any number of books in the MEP Light System.

Level	Battle Points	Points
1	0	20
2	20	+5
3	50	+6
4	100	+7
5	300	+8
6	800	+9
7	2000	+10
8	5000	+12

\*For every 200 battle points beyond 5000, the character earns one point.

The points listed on the chart are how many points are added at that level. If the character is second level, he gains +5 points for a total of 25. The hero may purchase talents or gear at any time.

### Battle Points

Whenever a character gets in a confrontation, he earns battle points. Normally, he earns one point per level of the opponent he defeats. The chart above defines the number of battle points required to reach any given level. When a hero reaches a new level, he gains more points with which he may purchase talents and gear.

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### Note on Timeframes

Realmwalkers makes use of timeframes to define when a character comes from. Realmwalkers Light does the same.

The land, world, or setting in which a character begins play in is refereed to as his "realm of origin". This could be any place the player can imagine. The actual setting and details (system of government, whether or not magic is practiced) of this realm are not important at this time. What is important, however, is the realm's timeframe.

Technology levels differ within a particular realm with the passing of time. The timeframe of the realm actually refers to the technology level that particular realm is currently experiencing, and it is vitally important to know this about your character.

There are three timeframes that exist in the game. They are past, modern, and future and all realms fall into one of these three timeframes.

Past is the timeframe that refers to realms that would fall into any era from neandertal to medieval like technologies. This includes fantasy realms. Modern refers to any era of time in a realm that has technology ranging from pre- and semi- industrial age to our own present time. The transition from past too modern could be marked by events like the discovery of gunpowder, or an age of renaissance. The future timeframe refers to realms that are set in the future. Technologies that mark the transition from modern to future are events such as, total masteries of energy technologies such as, laser, nuclear, and plasma; to events like intersystem and intergalactic space travel.

All characters will start in one of three timeframes. Knowing the timeframe of the realm will indicate what templates can be picked, what talents can be picked, and what gear can be purchased at the beginning.

Note that this is only the timeframe in which the character starts. By traveling to other timeframes, throughout the game, he will eventually gain access to everything. The following are the limitations to timeframes.

#### Past: Gains +3 points

- ◆ May only start with talents that could be applied in midieval times.
- ◆ Starting gear may not consist of modern devices. This means the character may only start with ancient armor and weapons.

#### Modern: Gains +1 point

- ◆ May start with talents that could be applied in the past and modern days. Can't have talents such as cybernetics.
- ◆ May purchase any gear except those that could be considered to be from the future, such as laser and plasma weapons.

#### Future: no additional points

- ◆ May begin play with any talent.
  - ◆ May begin play with any gear.
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## Character Template

A character's template has somewhat of an occupational attachment to it. It is what your character has become up to this point in his life. Is he a mage, an engineer, a scholar...? The information contained within the template provides all of the information about playing that template.

The template contains:

- ◆ A brief description of the template that describes its concepts and philosophies.
- ◆ Any extra information required for the completion of the character, such as, the template being altered by the timeframe in which he is created. This also includes options, such as, talents that are exclusive to that template.
- ◆ Any bonuses and hindrances that come along with playing that template.

### Templates

Unlike Realmwalkers, there are no classes in Realmwalkers Light. However, for simplicity, the templates presented in Realmwalkers remain organized by their original classes.

#### Combatant Templates

**Bionic Enhanced:** Omitted, now part of Hero 8™: Cyber-Heroes Supplement.

**Cyborg:** Omitted, now part of Hero 8™: Cyber-Heroes Supplement.

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### Gladiator

The life of the gladiator is simple, but demanding; survive and put on a good show for the audience. Usually very aggressive and possessing a natural aptitude for combat at a very early age, these pit fighters make their livings in arenas and corrals, spilling the blood of those that would dare face them in hand to hand combat. The prize of their labors is a life of fame and fortune.

**Ancient Weapon Training:** The gladiator receives one ancient weapon training talent at no cost.

**Free Fighting Style:** Gains any one combat or physically oriented talent at one point lower than the regular cost.

The life of the gladiator does not leave much time for study, because of this; gladiators can never possess more than five non-physical or combat oriented talents.

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### Gunslinger

Often born in times where law is dictated by the speed of a man's draw, the exploits of gunslingers have helped shape modern civilizations and have had great influence on the structure of reality.

Renowned for their blazing speed, gunslingers hone their combat instincts toward quickness rather than accuracy. Often becoming legends overnight, these men are selected by the factions to be the law of the land, spreading their influence, by way of action, wherever these warriors travel.

**Quick Draw:** The gunslinger's amazing agility with small firearms allows him to draw any pistol or revolver without using a turn. The gunslinger also receives a +1 to initiative at levels 3, 5, and 7 when drawing any gun.

**Quick Fire:** When using any gun, the gunslinger receives +1 turn per round.

## Mercenary

A mercenary is a professional soldier, the epitome of the term combatant. Mercenaries come from all walks of life. Heritage ranges widely, from a family rich in military history, to a poor peasant with natural combat instinct. Regardless of heritage, all mercenaries strive to gain a reputation and to leave the battlefield with large bag of gold.

A mercenary's willingness to travel for the spoils of war is what makes him valuable to the factions. Most mercenaries are not devoted to a certain geographic region, preferring to travel and adventure, taking jobs forming and training militia or fighting within the ranks of armies. They care not where they go, so long as the rewards are good.

**Talents:** Due to his intense training, a mercenary gains any two combat oriented talents at half their normal cost (round up).

**Selling Talent:** A mercenary focuses his talents on war. War provides many opportunities for a mercenary to make a living. While a mercenary will usually attempt to mold his reputation around his morals, profit is a must for him to take a job. A mercenary is allowed to receive bonus points for taking a job.

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### Sharpshooter

An expert marksman, the sharpshooter relies on his abilities and natural aptitude for projectile weapons to see him to victory in combat. The talents of the sharpshooter range back to the beginning of projectile weapons. The sharpshooter's abilities have the capacity to make history in a single second. This is the primary reason for the factions' desire to recruit them into their ranks.

**Increased Accuracy:** The sharpshooter's astounding hand-eye coordination grants him +1 die with all projectile weapons.

**Free Talent:** Lucky: Auto-Hit

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### Soldier

The common soldier is important. He represents the bulk of the realmwalkers actively engaged in the war. The factions often search the centuries to find a warrior that stands out among his colleagues and draft him into the cosmic war.

Soldiers will find themselves in all manners of situations. While it is not uncommon for soldiers to be placed alongside adventurers, a great deal find themselves on a never-ending campaign, as they are hurled from battlefield to battlefield throughout the Cosmos.

**Downtime:** Not even the faction of chaos is so heartless as to leave a man in the field for too long. Realizing that a constant battle on ever changing terrain could eventually lead to madness, the factions allow their soldiers equal downtime. While some may go as long as a month of constant fighting, having to fight only half the time prevents most from dementia.

**Reassignment:** Upon reaching third level, if the soldier is still on the battlefield, he will be placed alongside adventurers to serve the rest of his days as a realmwalker fighting small skirmishes.

**Free Equipment:** Most soldiers are taken from battle during the Becoming. Because of this, the character will have all of his equipment with him, when his tour as a realmwalker begins.

Depending on the timeframe in which the character is created, he will start the game with the following equipment. This equipment is free. One weapon of choice and Armor I (as described in Hero 8™).

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**Swordsman:** omitted, now part of Placidhaven™.

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## Skilled

### Assassin

Feared and loathed throughout the Cosmos, the word assassin strikes terror in the hearts of the most seasoned realmwalkers. Requiring a neutral or evil alignment, these formidable beings are noted for their ability to slip out of the shadows, strike without warning, and disappear leaving only their victims as evidence of their coming.

The Faction of Chaos primarily uses assassins to foster support where recent attempts have failed, or to weed out potential threats to power or influence. On occasions, the Cosmos will call upon the services of an assassin for the same reasons as listed above. The faction of Order, however, holds disdain toward assassins and never considers their use.

#### Special Skills:

**Create Poisons:** All assassins have the ability to create poisons. These poisons may be created from commercial, industrial, or natural concoctions. Regardless of methods or ingredients, all poisons available to the assassin are listed on the chart below.

#### Creating Poisons

When an assassin chooses to concoct a poison, it is assumed that he spends his time purchasing ingredients and applying methods. It should take the assassin one-hour per type, per level of the poison to concoct the poison.

The assassin should choose the type of poison he desires from the list below. This will give the base cost of the poison. After this step, the assassin must choose an ingestion method. If an ingestion method other than injection or oral is selected, add the appropriate modifier to the final cost. The final step to creating a poison is deciding a commencement time. This is when the poison will take effect.

#### Poison Creation Tables

Type	Points Scored	Cost
1	none*	1
2	none**	1
3	2	2
4	4	3
5	6	4
6	10	5
7	death***	7

  

Commencement Time		Method of Ingestion	
Time	Cost	Method	Cost
1 week	-2	Injection	0
1 day	-1	Oral	0
1d6 hours	0	Touch	+1
1d6 rounds	+1		
Instant	+2		

\*- Type one poisons cause no damage, however, the victim will become violently ill for 1d6 hours having only one turn every other round.

\*\* - Type two poisons cause no damage, instead the victim loses consciousness for 1d6 hours.

\*\*\* - Must make a successful roll, or is beaten.

*For example, an assain wanting to create a poison that would cause instant death, upon touch would be creating a type 7 poison (7), with a commencement time of instant (+2), and a method of ingestion of touch. The poison would cost  $7+2+1=10$  points.*

When an assassin makes a poison, he may use it one time per story, however, individual poisons may be purchased up to three times, to be used three times in a story.

#### Antidotes

Antidotes may be created to counter the effects of poisons. Antidotes may be created at the base cost of the type of poison. Antidotes are only effective if administered before effects commence.

**Rear Attack:** The skills of the assassin are toned toward victory over honor in combat. Assassins will often use any method of attack to prevent placing themselves in direct danger.

All assassins specialize in killing from behind. An attack from behind gains +1 die to attempt a successful roll, and results in +2 points being scored.

**Special Weapon:** While assassins will use any weapon they can find, they usually favor small, easily concealed weapons. Of all the small weapons favored by the assassin, the garrote is among the elite, for it allows him to kill his victim without leaving a mess. The garrote is a thin cord used as a strangulation device. It is wrapped around the intended victim's throat, and as it is pulled, cuts off the victim's air supply and blood circulation to the brain. The most ironic aspect of the garrote is its increased efficiency as the victim struggles. All assassins must gain weapon proficiency in garrote and knife.

\*- Being that the garrote is a strangulation device, once a successful is made, the weapon is considered to be in use. Every round the user must make an overpower feat (score more points than the assassin) to break free. In the first round, the weapon scores one point. Every round thereafter, it scores +1 point (2 points in round two, 3 points in round three, 4 in four, 5 in five, and so on), until the victim breaks free or is beaten.

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### Leaper

The leapers were the first to define the art of survival and protocol for functioning within societies established throughout the Cosmos. They are the single most important focus in the game. They hold many titles; from covert operative, to politician. They are the key organizers close to the action.

Used by the factions for a great number of tasks, leapers specialize in traversing the Cosmos. A natural traveler, the leaper is renowned for his ability to adapt to unfamiliar environments, and the discomforts of realmwarping.

The leapers were solely responsible for compiling what would become one of the two most famous tomes in the Cosmos, "The Leaper's Code of Survival". They also contributed greatly to "The Realmwalker's Codex", the most famous tome written on manners of realmwalking.

**Quick Recall:** Leapers are not as greatly effected by recall as other realmwalkers. Leapers recover from recall as though they were three levels higher. At third level, leapers have instant recall.

**Realmwarp:** Leapers gain the ability to realmwarp quicker than other realmwalkers. While other realmwalkers can not control realmwarp until fourth level, a leaper may realmwarp at level three.

#### Exclusive Talent

**Natural Innovator:** Leapers are master innovators, and are selected primarily on an individual's ability to adapt to new environments. The leaper's natural talent for adapting allows the character to utilize his environment to its fullest potential.

All leapers are required to have the survival skill. This

teamed with the natural innovation skill allows the leaper to focus on his talents as a survivalist. The character could find food in the wilderness, construct simple tools and weapons, or even build a crude shelter from his environment.

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**Pilot:** omitted

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### Quester

The quester is an anomaly of the war. For while a quester will support the ideas of a faction, none have any direct affiliations with the factions. The quester has become a realmwalker, by his own accord. He has a personal mission based on his ideologies. This fire within is what has made him a realmwalker.

A quester travels the cosmos, restlessly searching for what he needs to make him whole. His own needs, desires, and fanaticism controls his realmwarp. Some questers do become aware. Most who do, however, choose not to associate with the factions, or their causes, preferring only the quest.

Questers are fanatics about their quest and rarely abandon it for any purpose, even for short periods of time. Some are driven insane in their search, and many meet a swift end, due to their impatience. The goal of the quest may be for some material item, but is often spiritual in nature. Some have many goals. Regardless, most questers will stop at nothing to achieve their personal goals.

**Realmwarp:** The quester has the ability to realmwarp at first level, however, he doesn't gain control of where he realmwarps, until he reaches ninth level. Since the quester's ability to realmwarp extends from his own desires, rather than those of the Cosmos or the factions, the quester may only attempt a realmwarp once per week. A realmwarp may be attempted only when the character is driven to the brink of insanity, assuring him that his quest has come to an end, resulting in his failure.

**Fanaticism:** By far the worse hindrance of the quester is his fanaticism. The character's fanaticism with his quest often leaves the character single-minded, impatient, and irritable. Most find it just as hard to associate with a quester, as questers often find it hard to associate with others.

In some cases, the quester's fanaticism can lead to destruction, needlessly sacrificing the lives of others, often the quester's, in hopes of achieving his goals.

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### Sojourner

Destined to journey the Cosmos, some are not meant to become aware. These are the sojourners. Quick wits and experience their greatest allies, sojourner spend their lives traversing the Cosmos, never quite understanding the true nature of what it is they do, or how it effects the realities of the worlds to which they journey.

The sojourner is a being who is merely allowed to run amok throughout the Cosmos, spreading the ideas of order or chaos to countless random worlds. They are flung from realm to realm without any aid, and never become aware of the war.

Sojourners are often selected by the Cosmos itself to help maintain the delicate balance, and unless the sojourner directly conflicts with the major plans of a faction, the factions may never become aware of the existence of a sojourner.

**Talent: Natural Innovator:** same as Leapers.

**Detection:** Some of the factions' henchmen often use magical probes to determine whether or not an individual is a realmwalker, and if so, what faction he represents. As fate would have it, sojourners are never detected as being realmwalkers.

### Protection from Paradox

If the character is of a neutral alignment (being selected by the Cosmos), he can not cause a paradox with a magnitude greater than minor. Anytime the character would cause a paradox with a greater magnitude, its effects are lessened to equal that of a minor paradox.

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**Transferred Consciousness: Cyberlution:** Omitted, the Cyberians of Cychosis™ are TC: Cybers

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**Thief:** Omitted, now part of Placidhaven™.

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### Bestowed

#### Cosmically Bestowed

Drastic times call for drastic measures. On occasions, the Cosmos will select a being from a realm and fragmenting a portion of its energy, bestow upon him extraordinary powers that he may use to help keep the balance of the Cosmos safe. These characters are known as the cosmically bestowed.

The cosmically bestowed act as the champions of the Factionless. They go where the Cosmos directs, enforcing its will to keep equilibrium amongst the factions.

It is rare that the cosmically bestowed character ever becomes aware. The main reason behind this premise is that if the character were to become aware, he would not fully understand his goal upon being placed, which may result in the character causing more harm than good.

**Cosmic Powers:** All of the cosmically bestowed characters have cosmic powers, available only to them. Cosmically bestowed may also select any powers listed in Hero 8™. Cosmic powers may be purchased at any time and should be recorded on the character sheet as **CP for Cosmic Power**. Just like with other powers, any costing over three may only be used once per confrontation.

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**Adhere(1)** This cosmic ability allows the character to adhere himself to any solid structure. The character may move in any direction, while adhered to the surface. Knocking the character off, requires the Mega-Strong power.

**Alter Physical Features (2)** Identical to the spell.

**Breathe without Air (3)** This ability allows the character to sustain in environments without air (underwater or space).

**Cosmic Talent (2)** This ability gives any one talent a bonus +2 dice when making a roll.

**Energy Blast (1)** This bestows upon the character, the ability to fire blasts of energy from his hands or eyes. This blast of energy may take on any form (lightning bolt, plasma sphere, fireball, etc.) and is considered a ranged attack.

**Cosmic Armor (2)** +4 points. These points may not be used to purchase anything.

**Fly (3)** Identical to the power.

**Heightened Sense (1)** This ability increases the magnitude of any one natural sense: hearing, sight, smell, taste, or touch by three times its normal.

**Imbue (2)** This ability allows the character to charge an object with his life energy. This act scores +1 point when the object is thrown.

**Infravision (2)** This ability allows the character to see either the patterns of heat emanated from other objects or as nightvision.

**Resistance (3)** This ability allows the character to resist the effects of any of the following conditions. At the time of selection, the character gains the listed benefit from only one aspect on the following list.

- ◆ Cold: scores 1/2 normal points
- ◆ Energy: scores 1/2 normal points
- ◆ Fear: negates effects of fear

- ◆ Fire: scores 1/2 normal points
  - ◆ Magic: scores 1/2 normal points or 1/2 normal effects
  - ◆ Toxins: toxins have only half normal effect
- X-ray Sight (3)** This ability allows the character to see through solid objects. The character may see through any object, up to three inches in depth per level.
- Absorb Energy (3)** Identical to the power.

**Blend (2)** Identical to the spell, but only effects the character.

**Cosmic Attunement (3)** This ability attunes the character to cosmic energies at a much quicker pace than normal. Upon receiving this power, the character may choose to become aware. Perception rolls receive a +1 dice bonus; the character may realmwarp at third level, and reaches recall as though he was two levels higher.

**Cosmic Combatant (3)** This ability dramatically increases the character's ability to fight, giving him the following bonuses;

- ◆ free weapon training in any one weapon
- ◆ select any single combat or physical talent at no cost

**Etherealness (3)** This ability is identical to the fifth level common spell of the same name.

**Field (3)** This ability allows the character to encompass himself or any other being within 50ft +5ft per level with a field of force for as long as he desires. The field has +3 points +1 point per level of the character, and requires the character to use one action per round for it to remain erect. If the field is destroyed, the character can not create another for one hour. Only one field may be erected at any given time.

**Magnetism (4)** This ability allows the character to manipulate magnetic forces. So long as an object contains magnetic metal, the character may subject it to his control.

- ◆ **Metal Attraction / Hurl Metal:** The character may control an object of up to 50 pounds per level.

- ◆ **Protective Field:** The character may create a protective field around himself, covering a 5ft radius, which slows the speed of metal objects entering the field. Any metal projectile, such as bullets, thrown knives, etc. score only half their normal points.

- ◆ **Adhere to Metal:** The character may also adhere himself to any magnetic metal object, allowing him to perform feats such as scaling metal walls. Knocking the character off requires Mega-Strong.

**Machine Meld (4)** This ability has the same effects as the headjack/interface system listed in Hero 8™ Cyber-Heroes. This ability, however, allows the character to automatically link with the machine and grants a +1 dice bonus to the control roll. Any machine may be linked to with this ability.

**Negate (4)** The character is required to spend one action to keep this ability active. The character may negate the effects any one form of magic; common spells, priest prayers and gifts, psychic powers, or cosmic abilities that are targeted on him.

**Regenerate (4)** Same as the power.

**Immortality (5)** After receiving this ability the character no longer ages. The character becomes totally immune to diseases and sickness (not even a cold). The character can not be killed by normal means, but can be placed in a coma by the character's points being depleted to -10. The character will not fall in battle until this is achieved. The only way to truly kill the character is by severing his head and destroying or burying it.

**Manipulate Cosmic Energy (5)** This ability allows the character to access the same cosmic energies that is used to produce any magical effect that costs 1 point.

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**Priest:** omitted; now part of Placidhaven™.

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**Psychic:** omitted; now part of Hero 8™: Inner Mind.

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## Reincarnate

"The last thing I remember was the tightness of the blindfold, and how it caused my head to throb. All around was the apparent darkness and the lingering fear of what followed the silence after the snapping of shells entering their chambers."

A reincarnate is a soul who has lived many lives, changing bodies only when the current body inhabited is destroyed or deteriorates due to old age.

Reincarnates are the rarest of realmwalkers, for they are the result of a rare phenomenon. How this effect is rendered is unknown, but during the time of the Becoming, the being is some how exposed to cosmic energy at precisely the right moment, with the end result being a recyclable soul.

**Rebirth:** Reincarnates may be killed just as easily as a mere mortal, however, when they die, they are born again, with a fresh, adult body. When the character receives a new body, it is always the same race as the original character, and always starts in the same timeframe in which the original character was created.

**Recollection:** That which makes others envy the reincarnate is their gift of partial recollection of former lives. Most recollection consists of faded memories, but most importantly, the ability to perform talents attained in a past life.

Every time a reincarnate dies and is given a new body, the character reverts back to first level, requiring the player to make a new character. The new character retains one talent costing three points or less.

**Death for the Reincarnate:** There are only two things that can reverse the reincarnate's condition that allows his soul to recycle. The first is, if the reincarnate takes his own life. The second being a great irony, in that the cosmic energy which gives them their gift, is the very same which is capable of stealing it. If the reincarnate is killed by magic, the cosmic energy that is released with the soul of the character is absorbed by the cosmic energy released by the use of magic, resulting in the eradication of the character's soul.

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## Transferred Consciousness: Leaper

The TC leaper, as they are commonly referred, travels the Cosmos in a manner much different than any other realmwalker; in the bodies of others. TC leapers are used by the Cosmos and the factions as the ultimate spies, capable of retaining knowledge and memories without identity. While the existence of a TC leaper can be difficult, for there are no true ways of tracking them, the capacity to avoid even allies by changing bodies makes them a powerful factor in the war.

**TC Leaping:** TC leapers have the ability to transfer their consciousness from one body to another. While this ability can not be controlled in the beginning, it can in later levels.

When a TC leaper leaps from one body into another, only the consciousness of the character is transferred. The character only retains mental oriented talents.

## Double Edged Blade

TC leapers are commonly used to gain intelligence for the faction with which they associate. They make perfect spies, for their physical identities can easily remain a mystery and detecting a TC leaper using magic is difficult, for they receive a +3 to resist Vs magic rolls against spells and powers that might give away their true identities.

Life is by no means easy for the TC leaper, and functioning can sometimes be nearly impossible, for when the character assumes a new identity, the consciousness of the individual that inhabits the

body lapses into a hibernative state until the character leaves the body. This can be very dangerous for the character, for not only is he in a strange environment, he is also expected to assume the identity of an individual about which he knows nothing, while maintaining his own sanity. Since most TC leapers can not leap until they succeed in their mission, some new leapers find themselves trapped in asylums or dangling from the end of a rope.

### TC Recall

When the TC leaper controls a new body, he may make attempts to tap into the hibernating consciousness of the individual to access knowledge vital to his survival. While the TC leaper may be able to recall names and faces, or how to perform the individual's job, he can not access actual memories, such as childhood fantasies or even what the individual did the previous night. When attempting to access memory, the character must make a roll scoring 2 or more points per memory.

### Controlling the Leap

As a TC leaper rises in levels, he can control his leaping abilities. This occurs at third level, and is treated as Realmwarping. Just as realmwarping, the TC leaper may only leap once every 24-hour period. The TC leaper may not target an individual, until he reaches fifth level.

When the TC leaper attempts to leap into a targeted individual, he must make a successful roll and may not make another attempt until 24 hours have passed.

### Paranoia

TC leapers often cause paranoia when in the company of the aware. One of the first records of TC leaping, is a legend that hangs loosely on the lips of any seasoned realmwalker when a newly aware inquires. As the story goes, a group of Order realmwalkers had traversed the Cosmos, tracking their nemesis across the wastes of a thousand eons, visiting a dozen realms, and had killed fully fifty men and women who harbored, at one time or another, the soul of the man which they sought.

When the team had finally tracked their nemesis to what seemed the end of time, all were killed except one man; the trusted leader of the group. How he survived, he could not recall. He wasn't even sure that their enemy had fallen in battle, and could not remember the details of the engagement. As many more unanswerable questions surfaced, the man was driven mad.

For some newly aware, the details of the legend drive them into a state of paranoia that teeters on the brink of insanity; others take it as advice to never trust anyone more than their own wits.

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### Scholars

### Engineer

From the wheel, to the greatest starship ever conceived; the creative genius of the engineer has shaped the Cosmos more than any other force. The engineer is an inventor; one that creates the technology of a realm, and is responsible for advancements in technology. The mind of the engineer can change the structure of a culture overnight.

**Improvisation Talent:** Regardless of the timeframe in which the character is created, the genius of the engineer will always seek to make life simpler, working with whatever materials he is provided.

Engineers have the skill to improvise, utilizing their tools and environment to the fullest of their capabilities. When constructing a contraption, an engineer can find or make needed parts from simple to complex with a roll scoring 2 or more points for simple parts, and 4 or more points for complex parts, so long as adequate material is

available.

**Free Skills:** The engineer receives any one of the engineering talents or two one point talents that are engineering oriented, free of charge. When using any of the above listed skills, the engineer gains +1 dice to engineering rolls. The engineer must also purchase at least two more engineering oriented skills.

**Troubleshooting:** When something goes wrong, and a machine breaks down, the engineer has the aptitude to assert his knowledge of machinery, assess the situation, and correct it with amazing efficiency.

When troubleshooting a contraption, the engineer will be required to use one of his engineering skills to assess and solve the problem and must score the amount of points defined by the problem's difficulty.

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**Mage:** omitted, now part of Placidhaven™.

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### Scholar

The inquisitive scholar spends most of his life studying or reading books, in an attempt to capture all of the knowledge he can attain. Usually secretive and subtle, scholars prefer to spend their time engulfed in books, rather than associating with people. Other than the few passersby who may disturb his studies, the scholar may allow days to pass before speaking to another individual.

Some scholars lead very adventurous lives, traversing the Cosmos in search of knowledge. Scholars are considered wise and are usually called upon for advice. When disturbed from their eternal quest, most scholars offer the requested advice with amazing attention to detail, thought, and reference to rhetoric.

**Bonus Points:** Having an aptitude for learning and a great repository of knowledge contained within their minds, scholars receive 3 bonus points during character generation to spend toward mental talents.

Upon reaching a new level of experience, the scholar gains one additional point, however, at least one new mental talent must be purchased at each level.

**Free Skills:** The scholar receives Read/Write and Research talents at no cost.

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## The Concept

### Realms

A realm is the setting in which the game takes place. The term realm may refer to a country or empire, a continent, or an entire planet.

There are obviously an infinite amount of places and times to where the characters can leap. The characters may be plunged into a fantasy realm where they fight tyranny, or a futuristic realm, in a world plagued by invaders from another world. What problems or tasks the characters will face in a realm is up to the realmmaster's imagination.

The characters may periodically, depending on if the realmmaster chooses to change the location of his campaign, "leap" into another realm, time, or reality to do battle with the opposing faction.

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### Time

The concept of time is very complex, and has perplexed mathematicians and philosophers ever since the beginning. All you need to know about the concept of time, and how it relates to the game is discussed in this section.

To keep the game simple, time, and it's application to the game, have been as simplified as possible. This is a role-playing

game, not an advanced physics course.

Characters leap across the entire Cosmos, from realm to realm, and time to time. To keep the players' heads from exploding, instead of actually expecting realmmasters to apply time to the fullest extent, the game uses only three eras of time, known as timeframes.

The three timeframes merely refer to the technology level a particular realm is currently experiencing. They are past, modern, and future. Regardless of the year that the character leaps into a realm, that realm will fall into one of these technology levels.

Past is the timeframe that refers to realms that would fall into any era from neandertal to medieval like technologies. Modern refers to any era of time in a realm that has technology ranging from pre- and semi- industrial age to our own present time. This transition could be marked by events like the discovery of gunpowder, to an age of renaissance. The future timeframe refers to realms that are set in the future. Technologies that mark the transition from modern to future are events such as, masteries of energy technologies such as, laser, nuclear, and plasma; to events like intersystem and intergalactic space travel.

If an actual year is given, it is merely game flavor.

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## Character Origins

When and where a character comes from is merely flavor information to make the game more exciting. It is up to you as the player to decide when and where the character originates. This must be consistent with the timeframe that was purchased when the character was created. Where the character is from isn't nearly as important as where he is going.

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## The War

The characters be played are engaged in a war, whether they are aware or not, that rages across the entire cosmos. They fight for the cause of good, neutrality, or evil in this war and the actions they take in the adventures they participate shifts the delicate balance of the universe in the favor of a faction.

Since the beginning of time, a war between the factions of good and evil has raged across the Cosmos. Neither side has ever gained superiority for to long, amidst pockets of ever changing fealty.

Throughout the history of the Cosmos, battles have raged, but the war is far from over. Cities have been built and burned, countless numbers have been born and died, and entire realms have been liberated and enslaved. This is the balance of the war, and the characters are either champions or pawns of a higher power, whether they like it or not. If they do not fight, the scales may become unbalanced by those who do, and if the scales tip too far in one direction, the losing faction will be over run by its enemy. It is up to the characters to decide which is worth more, to fight now and possibly die, or be totally powerless when they no longer have the choice.

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## The Cosmos

"Existence is a war; the Cosmos the battlefield."

-Excerpt from The Realmwalker Codex

The Cosmos refers to everything, the universe in entirety. Every second that has and will pass, true and alternate reality, all of the planets, stars, mountains, cities, blades of grass, even the characters themselves are part of the Cosmos, and the Cosmos is in trouble.

We are all part of the Cosmos and it us. The combined energy of everything that exists is the Cosmos. We dictate what the Cosmos is, just as much as it dictates what we are.

Because of this relationship of energy, the Cosmos seems to have developed a certain sentience about itself. The Cosmos is the

keeper of time and reality. It is the master of equilibrium, and judges not the beings that are in it, but cares only to find a perfect balance between good and evil.

The Cosmos is the battleground of the war. The factions of order and chaos constantly vie for control of its power, so as to sit on the throne that is everything and control the destiny of the universe.

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## Realmwalkers

Realmwalker is the slang term used for the soldiers who travel space and time fighting the battles of the never-ending war. They are the chosen ones. Their faces may be nameless, and may slip into oblivion just as nameless. They are also the legends, known throughout the whole Cosmos; awed by the aware, and feared and loathed by the opposition. They hail from every point in time, all walks of life, and from every place that did, does, and will exist.

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## The Factions and the Powers that Be

The powers that be are the factions in the universe. Regardless of theological preference, the Cosmos contains a primary force of good and one of evil that constantly battle for control of it. The hierarchy of these factions trickle down through the ranks of power to the ones who must do the fighting, the grunts of the war; the characters.

Each faction does not attempt to totally annihilate it opposition, for one defines the other. Each faction merely wants to control the power of the Cosmos and enforce their desires.

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## The Faction of Order

The primary faction of good, known as the Faction of Order is composed of mainly good, and some neutrally aligned realmwalkers. They patrol the Cosmos, keeping peace and order, distributing justice, and attempting to foil the schemes of the Faction of Chaos.

The Faction of Order seeks to shift the balance in their favor so to keep the Faction of Chaos in check, and rule existence by virtue of amity.

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## The Faction of Chaos

The primary faction of evil, known by the aware throughout the Cosmos as the Faction of Chaos, spends its time constantly plotting to disturb the balance of the Cosmos. Attempting to tilt the scales in their favor, so that they may overpower order, they wait for the time when they may rule the Cosmos and all of its power with an iron fist. The Faction of Chaos is composed of mainly evil and some neutrally aligned characters.

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## Hierarchy of the Factions

The hierarchy of the factions is rigidly composed and complex in structure. While the top branches of the hierarchy are unknown, the lower branches mainly consist of smaller groups that affiliate themselves with the factions. These groups, called Sects, have a structure within themselves and act on their own with each having its own philosophies and standards forming orders, brotherhoods, legions, collectives, and so on. Another branch of the hierarchy of the factions consists of the cosmic network.

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## The Cosmic Network

As a realmwalker becomes more aware, he will start to hear rumors of cosmic networks that exists. Each faction has its own network that is exclusively used by their cosmically aware. These



networks are composed of powerful individuals that travel throughout the Cosmos spreading news of events, giving subtle clues and hints to the new, wrecking the plans of their enemies, and carrying out their faction's orders.

Networks are rigidly structured, headed by a council who take direct orders from the lowerlings of the factions. The councilors then give the orders and information to dispatchers called Regents, who in return give orders and information to Runners who personally set up missions and dispense orders and information to various realmwalkers scattered across the Cosmos.

## Order's Network

The Faction of Order uses its network to constantly inform other aware realmwalkers of happenings in the Cosmos. They also use their influence of the networks of space and time to go to the aid of other aware realmwalkers to help foil the plans of the Faction of Chaos.

## Chaos' Network

The Faction of Chaos' network appears to have little to no structure at all, but by some unforeseen virtue, is very effective. It is mainly composed of evilly aligned denizens and sects that tend to happen across one another and aid their brethren for the purpose of self-gain.

The Faction of Chaos uses its network to spread evil across the Cosmos, attempting to overthrow justice and order, so they may rule the universe as they see fit. The Faction of Chaos is constantly stirring up trouble throughout space-time, trying to disrupt the delicate balance of the Cosmos, and create pockets of chaos in the space-time continuum.

They use these pockets to allow their power to flourish, so they may do battle with the Faction of Order. Knowing that the Faction of Order will soon arrive to spoil their plans, they often set up ambushes and wait.

Chaos also uses its network to traverse the Cosmos and manipulate the unaware into causing trouble, hoping to keep the Faction of Order busy. Finally, and most dangerously, the network is used to locate unaware realmwalkers. If the newfound realmwalkers are evil, chaos attempts to bring them to awareness. If they are good, chaos attempts to bring the lambs to slaughter.

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## Receiving Guidance

The powers that be are far too busy to deal with every event in the Cosmos. They have a rigid hierarchy of lowerlings that may be called upon at any time to help with tasks such as, realmwarping, reconnaissance, planning missions, sending messages, and the passing of information to those whom it most aspires.

The degree of guidance given depends on the status of awareness. If a character is unaware, the best guidance available is subtle hints and freak twists of fate, such as a dream or the lack of provisions leads the character to a town with a major problem. On occasions, an odd individual may appear from nowhere offering valuable information about current situations and then slip into oblivion just as quickly as he came.

For the aware, guidance may be provided as mentioned above, however, on occasions a member of that character's faction may appear with detailed plans about the current situation and some suggestions the characters may consider on how to deal with the task at hand.

## Intervention

The powers that be are not known for intervening in the affairs of the characters, even to the point of the characters never seeing or knowing of the powers of the factions. The characters

merely appear in a realm, find out some information by an odd twist of fate and attack the task at hand. There have been occasions noted, in some particularly dangerous situations that characters have received what they referred to as divine intervention that saved their lives.

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## The Factionless

Not all characters in the game belong to a faction. Some neutrally aligned characters are not known to exist by the factions, for the Cosmos itself has made them realmwalkers. The task has been assigned to them, to see that the balance of the Cosmos remains unmolested, and the war stays in stalemate for eternity. Most of the Factionless never becomes aware of the war. This makes it easier for them to achieve their task.

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## The Becoming

Characters start their lives in their home realm. The stories of realmwalkers before the becoming are always different and exciting. Their first leap is also just as exhilarating.

This first leap is referred to as the becoming; the moment when the character is taken from his home world and slung across the Cosmos, his life forever changed. While a particular realmwalker may or may not ever become aware, all experience the becoming.

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## Realmwarp

Realmwarp is the term used by the aware every time they "leap" into a new realm. Why and when they leap is unknown, but is usually after an important turn of events, or when a series of tasks have been completed.

Where they go when they leap is also unknown. Sometimes characters never leap from the realm in which they started. They may merely travel back and forth through time. In some cases a character may leap only once in his entire career.

Characters experience different sensations when they leap. There are thousands of varying accounts of the experiences of realmwarping. Most good aligned characters feel an odd tingling sensation and as their body goes numb are consumed by a brilliant flash of light from the horizon. Evil characters, on the other hand, usually feel the flames of hellfire licking at their souls as a mild burning sensation tinges throughout the whole of their body and are consumed by a black sphere. Neutrally aligned characters may feel nothing at all.

The sensations and visual stimuli that occur when the character realmwarps is up to the realmmaster.

## Who Controls Realmwarp

Those responsible for realmwarping characters are the Cosmos, and the powers that be. Eventually, the character is given the power to have limited control of realmwarping.

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## Recall

"Take heed and commit this to memory. Many a great realmwalker have died, staring in the face of his nemesis, never even recognizing him. Curse recall."

-excerpt from The Leaper's Code of Survival

When a realmwalker realmwarps, he temporarily forgets everything. Where he has gone, what he has done, who he is, even becoming aware. This is the result of being hurled centuries through space and time in an instant.

When a character realmwarps, he almost loses consciousness, and is completely disoriented, confused, and mildly physically uncomfortable, incapable of performing any actions, for the first minute in after the leap.

As the character becomes cosmically attuned, however, the disorienting effects of realmwarping lessen. As a character advances in levels, the effects of realmwarping lessen in duration by ten seconds. By the time a character reaches seventh level, he has instant recall.

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## The Aware

The aware refer to the realmwalkers who know of the existence of the war, and understand that when and where they go, they have a purpose; to achieve a certain goal that has been brought to them by inspiration, or a simple twist of fate. Most of the aware have no idea who or what any of the powers that be are, they merely watch for signs and then go on their mission.

Characters that are of the faction of order must earn their awareness through action, hard work, and perseverance. They will eventually, with time, learn the ways of the Cosmos and the powers of the factions.

Characters that are of the faction of evil are not given awareness until they prove worth. This comes quick, however. When evilly aligned characters become realmwalkers, they are quickly tested to see if they measure up to the faction of chaos' standards. If they do, they are given awareness early, potentially making them twice as dangerous as good aligned characters.

This is one of the many spoils of the differences between good and evil. If the character does not measure up to the standards of the faction of chaos, they are used as mere pawns, tossed around through the Cosmos, being allowed to stir up whatever trouble they can to keep the faction of order occupied while larger events are put into action.

As mentioned earlier, characters that are factionless usually do not gain awareness.

## The Unaware

This represents most of the sentient beings in the Cosmos. The unaware are completely clueless to the war that is being fought. They have a solid, defined view of reality, one that ensures their security and tranquillity. This view is the basis for the structure of reality. Keeping the unaware so is of the utmost importance, for allowing the unaware to become aware would eradicate the structure of reality and send the Cosmos into a chaotic state from which it would never recover. This is the will of the Cosmos, and has always been the sacred rule of the war; one that which neither faction violates.

While each faction often relies on the unaware to carry out their plans, they never directly inform the unaware of their plans or presence. One need not be aware of the war to serve its purpose. For example, Hitler's attempted genocide of the Jewish people, was planned and brought into being by the faction of chaos, whether he was aware of their existence or not.

## Characters Starting as Unaware

Unless otherwise stated in the character's focus, all characters start as unaware, and must earn their awareness. They must go on missions, travel where they be lead, and put the subtle clues together to become aware. Some characters, however, never reach the point of awareness, they merely travel through the Cosmos, partaking in events that could shift the balance of the Cosmos, never quite understanding just what it is they are doing, or the ramifications are of their actions. They merely exist. The missions they go on are just freak happenings of fate. Trouble always seems to find them in this never-ending dream that appears to be a different world more sick and twisted than the last.

## Cosmically Aware

On occasions, realmwalkers that exhibit certain attributes that are desired by the powers that be will be pulled from the ranks of the other realmwalkers and be bestowed with cosmic awareness. This is considered a high honor amongst the aware and those who receive this gift often join the Cosmic Network.

Upon receiving cosmic awareness, cosmically oriented abilities, such as perception and realmwarp control become easier for the character to perform.

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## Cosmically Tuned

Regardless of a character's status of awareness, as he travels through the Cosmos, he slowly becomes attuned to its energies. As he advances in level, he will reach recall quicker, and eventually become so tuned to the Cosmos' energies that he can actually control realmwarping.

When a character reaches seventh level, the stress of realmwarping no longer bothers him. At fifth level, he gains the ability to have limited control when and where he realmwarps. By concentrating on a realm that he has already visited, he may open a conduit in the space-time continuum and leap through to any timeframe of that realm, he may even go back home to his realm of origin, but no sooner than the time of the Becoming.

Controlled realmwarping is accomplished by making a successful roll. If the character succeeds in this roll, he goes where he desires. If he fails, the circumstances have it that the character may not open the conduit, or he may not be able to step into the conduit, or even worse, is hurled to the right realm, but the wrong time, or a completely different realm at the right or wrong time. A character may attempt a realmwarp, regardless of result, only once per twenty-four hour period.

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## The Will of the Cosmos

It has always been the will of the Cosmos to prevent the unaware from learning of the great secret war. Because of this, those who are aware can not convince the unaware that the war exists. Those who try, are always considered charlatans and madmen.

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## Perception

In keeping that the great secret not be uncovered, the Cosmos blinds the perceptions of others to the reality of events. Some realmwalkers refer to this as the veil effect. Keeping things hidden is a must if the structure of reality is to remain unchanged.

There are many examples of the veil effect; ranging from a plasma rifle being dropped along the side of the marketplace of a quiet English village in 1076 AD, to an entire cadre of Chaos leapers performing subtle, dark deeds around a town, preparing to assassinate the mayor. Nobody noticed anything.

As long as events are executed peaceably, and without a great deal of disturbance, non-realmwalking people will not notice. Realmwalkers, however, do. This is noted as perception, and is rolled as a talent with no bonuses, for it is a cosmic ability. When rolling for perception, if a successful roll is achieved, the realmwalker will pick up on the subtle clue seemingly oblivious to all.

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## Reality

In the game, the structure of reality is composed of peoples' ideas, thoughts, and views, as well as events in time. These ideas, thoughts, views, and events are projected into a tangible state, creating our universe. The influence of a faction, or the outcome of gaming events, such as paradox may alter these ideas, thoughts, and views.

## Changing Reality

Because of its structure, reality can not be changed, for it is composed of the results of events. Neither good nor bad results can be considered wrong results. For instance, if D-Day were to have gone poorly for the allied forces, resulting in their defeat, that would have become our reality, we would know no different.

Time is not so simple as to be measured by its passing. There are equally good and bad results that can transpire to reality. While the reality of the setting which is being played may be alternate from our own, it would be the true reality of those who inhabit that realm.

In the game, reality is what you make of it. It is to be dictated by the whims of the realmmaster and actions of the players.

## Paradox

The unaware spend their lives seeing reality with a black and white view, never wandering from the herd or lifting their masks. They have a solid, placated structure of reality, one that ensures their security. Allowing the unaware to retain this view, is a protocol of war that has existed since the beginning.

When events get out of hand, and the views of the unaware are threatened, a paradox may occur. Events such as, pulling out a .44 autmag in the town square of a medieval village and blasting holes in the natives to convince them of the war or summoning a fireball during rush hour in New York city can disrupt the normal flow of people's perception of reality; completely eradicating their ideas of what is truth and function in the universe.

When events like this occur, make a perception roll. This number may be adjusted, in either direction, to compensate for the magnitude of the possible paradox. A list is provided later that indicates the proper adjustments to the roll.

If the roll fails, the Cosmos can enforce its will to protect the people, by causing them to either dismiss the entire event or not take notice of it. If the perception roll is successful, the mask of the veil effect is lifted, and the true reality of the Cosmos seeps in. A paradox occurs.

When a realmwalker is responsible for a paradox, the Cosmos will attempt to correct the mistake to protect the innocent, usually by a series of events that placate those who were effected.

Depending on the severity of the paradox, the realmwalker may realmwarp, or suffer some other fate that befits an individual that so disregards the rules of the Cosmos and the safety of the unaware.

If the paradox is of a grand magnitude, the energies involved in the unraveling of reality spawn creatures known as paradox guardians (see compendium) who attack the source of the paradox; the character. If the character is killed, reality repairs itself and the event never occurred. If the character survives the paradox guardian, all is forgiven. Any who interfere with a paradox guardian's task, summon their own paradox guardian, who will fight until defeated, or the original engagement is decided.

## When to Roll for Paradox

As the situation presents itself, the realmmaster should roll for paradox immediately. If the situation worsens, such as two individuals continuously trading fire with laser guns in a medieval village, the realmmaster should roll for paradox every other round, enforcing a cumulative +1 die per round the situation worsens.

## Conditions for Paradox

The following are some common conditions that may cause a paradox.

- ◆ **Technology:** the use of technology from a greater timeframe.

For example, using a gun or a laptop computer in the past timeframe.

- ◆ **Bionics, Cybernetics, and Robotics:** of human size and intelligence may cause a paradox in the past and modern timeframes. This is very case oriented. If portions of the body are obviously metal, and can not be hidden, a paradox may occur if those portions do not look like armor.

For example, a character with a partially reconstructed skull that does not wear a mask, helm, or synthetic skin in the past timeframe may cause a paradox. The use of larger than human or non-human robots in the past timeframe always causes a paradox.

- ◆ **Magic:** using magic abilities that produce a physical effect in a non-magic using realm.

For example, casting the spell Fireball, or using the cosmic ability of Flight may cause a paradox. Performing the priest prayer Bless does not.

## Non-paradoxical Conditions

The following are some conditions that do not cause a paradox.

- ◆ **Technology:** the use of technology of an equal or lesser grade than the timeframe. For example, using a gun, a sword, or riding a horse in the modern timeframe. Although the sword and horse might, in some cases, be viewed as odd, it does not cause a paradox.
- ◆ **Clothing and Armor:** regardless of the timeframe, clothing and armor do not cause a paradox. For example, a character wearing an exosuit in the past timeframe is considered to have an odd, but well crafted suit of armor. So long as the character doesn't display "otherworldly feats" in his armor, no paradox occurs.
- ◆ **Equipment:** Any equipment that is on the character's body that is not being used. Most beings will have a "sure its a magic wand/odd box ya got there stranger" attitude toward the character's equipment. The more inquisitive are usually placated by any explanation that will result in the person either perceiving the character to be insane or accepting the answer with a "sorry I asked" expression.
- ◆ **Magic:** the use of any magic in a realm were magic exists or the use of magic that does not produce a physical effect.

## Severity Adjustments

The following are adjustments to the perception roll when a probable paradox occurs. Depending on the case, multiple adjustments may be required. As always, the realmmaster has the discretion of which adjustments are used.

- ◆ **The Event is Isolated:** no unaware present; no possibility for paradox. Roll is negated.
- ◆ **Single Person or Small Group:** any number between one and twenty individuals viewing an event is not enough to unravel reality; no roll is required.
- ◆ **Small Crowd:** no more than fifty people see the event's occurrence; attempt to make a successful roll.
- ◆ **Large Crowd:** a group of people numbering between 51 and 100 see the occurrence; +1 die to the attempt.
- ◆ **Very Large Crowd:** hundreds see the occurrence; +2 die to the attempt.
- ◆ **Greater Technology I:** technology used is one timeframe away. For example, using a modern gun in the past timeframe; +1 die to the attempt.
- ◆ **Greater Technology II:** technology is on opposite end of the timeframe spectrum. For example, using a laser weapon in a

medieval village; +2 die to the attempt.

- ◆ **Magic:** that produces a physical effect (very case oriented); +1 die to the attempt.
- ◆ **Vulgar Display:** of technology or magic. In any situation where the use of greater technology or magic can be prevented, in a place that obviously threatens a paradox, yet the character decides to use the technology anyway, adds an additional +1 die to the attempt.

For example, using a laptop, for amusement in the past timeframe in full view of a large crowd of people gives the following adjustments to the difficulty of the perception roll; +1 for use of technology one timeframe away, +1 for the large crowd, and +1 for vulgar display. A total of 6 dice will be rolled to attempt to make a successful roll. Paradoxes caused in this manner produce paradox guardians.

- ◆ **Heinous Display:** of greater technology or “physical” magic on the unaware. This offense is extreme in all cases and viewed as one of the most heinous displays of technology and magic. If others view the act, add +2 dice to the attempt. This adjustment does not include the crowd, magic, or technology factors. Those must be filtered in as well. Paradoxes caused in this manner produce paradox guardians. If this act is committed in self-defense, it is not considered a heinous display.
- ◆ **Repressed Use of Greater Technology:** the character tries to prevent a paradox by repressing the display of technology; -1 die to the attempt. For example, a character uses a modern gun in the past timeframe but attempts to hide the gun or use a silencer. A good display of repression will negate the possibility of a paradox occurring.
- ◆ **Blunt Explanation:** the character gives a blunt explanation of what he is going to do before he attempts to use magic or greater technology. “Look, this is a gun...”; -1 die to the attempt.
- ◆ **Placated Explanation:** the character basically lies to placate the unaware. For example, in a future timeframe, a wizard casting a fireball might say, “Hey, I’ve got a concealed mini-flame-thrower here and...”; -1 die to the attempt.

## Magnitude of Paradox

When any number beyond the target number required for causing a paradox is rolled, a paradox occurs. The number rolled beyond the target number dictates the magnitude of a paradox. The greater the number rolled, the more severe the paradox.

- ◆ **Minor Paradox:** Combination of dice rolled scores 1 point. Causes a minor strain on reality. Can be easily repaired by the Cosmos. “It was just a flash of light.”
- ◆ **Threatening Paradox:** Combination of dice rolled scores 2 points. May alter the course of reality, but not to a great extent. Possibilities: Legends or stories may be told. Cults may form attempting to duplicate the results of the character’s actions.
- ◆ **Major Paradox:** Combination of dice rolled scores 4 points. Will alter the course of reality. The magnitude of this event will echo through time and the future of the realm is changed. Possibilities: Many among those who viewed the event will try to duplicate it. Eventually one or more will accomplish.
- ◆ **Cosmic Paradox:** Combination of dice rolled scores 6 points. Instant change in the ideologies of inhabitants of the realm. The history of things to come is altered and the realm’s advancement in thought or technology is centered around the character’s actions. Summons a paradox guardian. Possibilities: As news spreads, the inhabitants of the realm find themselves shifting toward technology or magic. This inevitably destroys the former ideologies of the society, as it attempts to capture that which the character possesses.

## Preventing Paradox

There are many ways to prevent paradoxes from occurring, the primary being adaptation. Subtlety is the greatest friend of the realmwalker. Most realmwalkers will use weapons and equipment that are common to that realm, rather than resorting to superior technologies and risking a paradox.

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## Jewel of the Cosmos

There are a handful of realms that are noted amongst the Aware as Key Realms. These realms hold awesome influence over the realms that are connected to them. They act as focal points for the operations of the factions. Whoever controls them controls the lesser realms. Most of the war (70%) is fought in these Key Realms. Operations are conducted constantly within their reaches. The most important of these realms is Earth, the Jewel of the Cosmos.

The reason Earth is referred to as the Jewel of the Cosmos is that it is located at its center. For ages man knew that he was the center of the known universe, and that all things revolved around him. Not only physically, but also spiritually.

The actions man takes and the paths he chooses, dictates, if only meagerly, the course of reality. Man’s actions echo throughout the Cosmos, bleeding into others’ realities in some form or fashion.

Man being aware of this was wrong. When the Predicate of War, that which defines Protocol, was written, it was decided that man should not know of his importance in the universe. The factions decided to change man’s view. With the structure of reality having suffered greatly, it was proposed that the factions do so without altering reality.

In 1506 AD while studying at the University of Bologna a man by the name of Nicholas Copernicus was approached by two strange gentlemen. Between 1506 and 1530, the two men “helped” Copernicus to compose a manuscript known as *On the Revolutions of the Heavenly Bodies*. Fearing ridicule, they allowed Copernicus to refuse publication of his work until his death. In May 1543, the two had successfully coerced him into publishing his work. Shortly after, Copernicus died.

It seemed as though the mission had failed. That is until the factions found Tycho Brahe, Johannes Kepler, and Galileo Galilei. Within one hundred years, the age-old Ptolemaic universe was dead, and man was just as unaware as the rest of the Cosmos.

Earth is the heart of the Cosmos and whoever controls it, controls the Cosmos. Of all the battles fought, even in the Key Realms, fully 25% of the war is fought on Earth.

Only the elite of the factions is allowed to fight here, for here the laws that dictate Protocol are strictest. Every article of the Predicate of War is enforced with an iron hand. The factions are constantly overseeing actions and the Weavers incessantly guard reality.

On Earth, it is demanded that all who come here hold the Articles of Protocol in the highest accord and execute them with flawless precision. Here the protection of structure of reality is most important for any threat to it, threatens the Cosmos.

When fighting on Earth, realmwalkers must adhere to Protocol. To prevent paradox, the use of technology is carefully scrutinized. For example, only Earth originating guns within the appropriate timeline may be used. Magic that produces a physical effect can not be used openly. Anything and everything that could possibly threaten the reality of Earth is strictly forbidden.

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## The Realmwalker’s Codex

The following are excerpts from the Realmwalker’s Codex, a tome that details the protocol of survival and interaction within societies throughout the Cosmos, as well as, what dangers exist amongst the factions and their henchmen.

The book was written eons ago, by a collective group of

realmwalkers, which represented each faction and the Cosmos. While the whereabouts of the original tome remain a mystery, many of the aware have a copy of the codex, which is considered amongst them as the pinnacle of information and advice on how to survive the war.

The structure of the Codex is sketchy. It appears to be nothing more than a collection of ramblings by a host of individuals from all walks of life. Sometimes presented as well structured, elaborate theory, other times barely coherent recollections, obscured by notes and advice.

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## The Becoming

The first realmwarp, the Becoming is the sacred ritual of induction, which marks the beginning of each of our own *grandis inquisitio*. It is the one and only thing all of us have in common, regardless of fealty. While none are certain where one may sojourn, every one of us must become.

What events transpire during the becoming varies with individual, yet one tacit truth remains; the emotional and spiritual experiences, as well as audio and visual stimuli invoked are directly linked to the faction, which has chosen the individual.

Often consumed by a brilliant flash of light, those who are chosen by the Faction of Order often experience visions of divine virtue accompanied by feelings of hope, compassion, and a sense of duty that drives them to succeed in their endeavors.

Those selected by the Faction of Chaos often experience a burning sensation throughout the whole of their bodies, as a black orb envelops them. All the while, they taunted by the mocking howls of monsters and the tormented cries of the damned. Overwhelming emotions of rage, hatred, content perversity, guilt, or fear often consume the newly become that will eventually fall into the legions of the disdained.

Those who are destined to be factionless, are often beset upon by small, star-like spheres of light that dance around the individual, agglomerating to him at an ever increasing rate, until his eventual and total consumption. Feelings of urgency and importance teamed with an understanding of something greater are often accompanied by visions of cosmical impending doom.

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## Realmwarping

What happens when you realmwarp? That's difficult to define, even more so to prove. Scholars speculate that when a realmwarp takes place, a conduit, just as those that appear when magic is used, pulls you in, transports you across the Cosmos, and then sets you down in a new place or time.

How does it appear to the outside observer? It's always different. Sometimes you appear in the blink of an eye. Other times, you fade in. Occasionally there's even a real elaborate light show. I've even seen others spit through the conduit, their body's skewed. More often than not, though, the conduit isn't seen.

Who controls it? The Cosmos, the Factions, and eventually even you will be able to control it.

When does it happen? Who knows? I personally have realmwarped over a thousand times. Others I have met, only once. There is no way of determining when and why it happens.

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## Recall

As it is written by the leapers in their code of survival, "Take heed and commit this to memory; many a great realmwalker have died staring in the face of their nemesis, never even recognizing him. Curse recall."

Never has a more exacting statement on the subject of recall been recorded as the warning set down by the leaper scribes so long ago. Those few words of advice are imperative to your survival as a

realmwalker.

The curse of recall can lead to devastating results in an instant. Upon reaching the destination of a realmwarp, you will experience an uncomfortable numbness through your entire body. As if the loss of tactile sensory were not horrible enough, you also lose your memory and ability to functionally think, completely! You will be unaware of who you are, where or when you are, but most dangerously, what is going on around you.

While the effects last only a short moment, and tend to lessen in length and magnitude as you become more attuned to the energies of the Cosmos, you will be completely defenseless until recall.

This Daze of Doom is responsible for ending the careers of a number of realmwalkers. What is saddest is the sudden and useless loss of great warriors by happenstance. Many realmwarp to a location where disaster, while not imminent, can occur by means of unwarranted carelessness. Some have fallen to their doom; others have been hit by vehicles native to a realm, but most are unfortunate enough to realmwarp onto battlefields and are slain by blade or bullet before they are given the chance to defend themselves.

Such disastrous events are rare and occasions that cost a realmwalker his life, even more so, yet the danger exists and warrants attention. Luckily, utter oblivion lasts only a few seconds, and while memory remains elusive amidst confusion, the primal instinct to survive usually suffices to evade danger.

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## The War

The War, as it is referred, is so called because of its magnitude. It is truly the War. It started at the beginning of time and involves every living thing. It is the ultimate battle of good Vs evil Vs balance.

The factions have fought it since their creation, and confrontations ranging from small, covert skirmishes to massive, orchestrated battles are waged every second amidst the pockets of ever changing fealty.

The Predicate of War prohibits the changing of the outcome of a battle after it has been determined. So while realmwalkers may travel back and forth through time to fight battles, they can not fight the same battle twice. Because of this, and the fact that the moral bankruptcy of the Faction of Chaos limits them to no boundaries, the Faction of Order has suffered devastating losses over a period of time. So much so that the Faction of Chaos have managed to gain enough power to actually twist the fabric of reality, and taint the nature of the Cosmos.

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## The Cosmos

Mages call it the battery of energy from which they extract their powers. The cosmically bestowed call it their mother. Leapers call it their home. Every individual has a personal definition of the Cosmos.

In reality, it is reality. It is everything. It is a collaboration of energies that dance among one another, intertwining to form a multi-layered existence. It is energy. It is tangibility. It is the sense of taste. From the magical energies mages weave, to a blade of grass growing through a sidewalk. It is we. It is our thoughts, dreams, aspirations, and fears. It is everything, working in unison.

This cooperation of energy is alive itself. It feeds on balance, and can be destroyed. The Cosmos does not judge its citizens, for it lives in them as much as they do in it. Its primary function is to protect its balance. The Cosmos is the keeper of reality, and works to keep all things in equilibrium. If the scales tip to favor either faction, the Cosmos attempts to realign those scales, but because of its structure and etiquette, the cosmos can not outright attack a Faction. Instead, it must summon its own forces to protect it.

As of late, the victories of the Faction of Chaos have rippled throughout the Cosmos, changing the structure of reality and have, to some degree, tainted every corner of its being. The Echo of Evil has placed the Cosmos and the Faction of Order on the greatest defensive ever.

By accord, the Cosmos can not align itself with Order, for it must also keep them in check. If it were to show leniency on Order, then the tide that would wash over Chaos would tilt the scales in Order's favor, leaving the Cosmos where it started.

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## The Faction of Chaos

The epitome of disarray, the Faction of Chaos is assembled from all states of disorder, confusion, and evil. The Faction of Chaos exists for its own purpose; to rule the Cosmos as it sees fit. Chaos will attempt any method with hopes of undermining that which it despises most, Order.

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## The Faction of Order

Virtue, honor, and justice are the ideas from which Order was spawned. Order exists to placate reality, hoping to someday bring the Cosmos into an everlasting era of peace. Order spends its time patrolling the Cosmos, attempting to deliver justice to the Faction of Chaos.

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## The Factionless

Those who bind the two factions together, and at the same time attempt to mediate their power are known as the Factionless. Primarily, they serve the Cosmos. Most of the factionless are unaware as to the nature of their purpose. They traverse the Cosmos, trying to make the best of their situation.

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## Service?

Not every member of either faction seeks to do the bidding of its masters. The one aspect of unity shared by all that would serve a faction is nature, that which governs the common bond between a person's ideologies and philosophies. This is what forms the factions. Only a small percentage, those aware of the war, knows that they serve a faction. Even fewer do so willingly, but one can not fight one's nature.

How does one define service? Service comes in all forms. A kind man feeding the homeless is an example of goodness, the primary trait of Order. In retrospect, beguiling others for personal gain, while not as directly evil as taking one's life, is still evil.

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## Good or Evil?

While an individual's general nature is what ties him to his faction, it does not dictate his opinions. Not every member of the Faction of Chaos is purely evil, just as every member of the Faction of Order is not purely good. There are many more simply misguided opportunist than there are diabolical fiends; and there are just as many kind natured scrupulous individuals, as there are altruistic lawful.

There are numerous examples of individuals who one would bet his life was evil, only to find them to be of the Faction of Order. Neither the Cosmos nor the Factions can dictate how one will act in any given situation. They can only hope.

To the same accord, there are those who are evil that demand order amongst their minions. This does not define the individual as one for Order, for the use he makes of his minions spawns chaos.

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## Real mwal kers

A single word, that when spoken on the lips of the aware, spins a tale of fantastic journeys. After the becoming, it is the one

thing, regardless of fealty, that ties all of us to one another, and everything else.

We are the messengers, soldiers, seers, and sojourners. Whether we seek arcane knowledge or a way home, we are all the same. Slung across a billion years and a thousand realms, we journey for countless reasons, but only one cause. We are realmwalkers, and it is by our own accord that we name ourselves so.

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## Selection

Maybe it was because of our nature, some talent we could lend to the cause, or maybe they caught a gleam of determination in our eye, and knew we could survive. Regardless of why, what matters is that we were chosen, and the factions depend on us to see their plans through to victory.

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## Focus

The "occupation" in which a realmwalker holds within the faction. Many believe this is why we are chosen, because of the talents that define us. There are only three types of foci observed. Those who were selected by the factions and bestowed gifts and talents to better serve those who would do their bidding.

Those who have a historical importance. They are selected because they placate the structure of reality, and serve, as an example as to the way nature should be.

Finally, those who possess the talent to shape the history of things to come. It is they, who over a period of time can change the structure of reality without causing a paradox.

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## Aware

Aware, the term given to us who know of the existence of the war. We are the privileged, for many that fight the war know not what they do. While few of us ever receive guidance, we have at least achieved comfort in obtaining knowledge that allows us to extract from it a credible foundation to lull us in our situation. We may never know why we leap, or what goal is to be achieved when we do, but at least we have placation in knowing there is purpose.

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## Unaware

Most of the sentient beings in the Cosmos are unaware, meaning that they do not know of the existence of the war. What's more so, most realmwalkers also fall into this category. The first prime directive has always been to protect the unaware from ever learning of the war's secrets. It is the one thing that stagnates the structure of reality.

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## Paradox

When a realmwalker disrupts the natural flow of reality, a paradox occurs. This is usually caused when the realmwalker performs an anachronistic action and a number of people observe it. Most paradoxes can be explained away, or repaired by Weavers. Others place such a strain of space-time that it alters the existing reality potential, usually with a catastrophic results.

There are four magnitudes of paradox. They are minor, threatening, major, and cosmic. Minor paradoxes go unnoticed by the masses usually effecting only a very few. The magnitude of these paradoxes is great enough to threaten any major changes in the structure of reality.

Threatening paradoxes are much stronger and have the capacity to alter reality, but seldom to a great magnitude. These paradoxes often result in minor cultural or ideological changes, but do not restructure the realm.

Major paradoxes always result in change. The change is usually not immediate and most tend to perceive it as natural. Those effected tend to slowly adapt to the change therefore not causing a

great deal of strain on them. Whatever the case, the realm is eventually restructured.

Cosmic paradoxes hold the greatest magnitude of any other paradox, and sometimes lead to the total annihilation of an entire realm. Change is instant and rapid, with very few having the capacity to adapt to its pace. Cultures and ideologies literally crumble overnight. Those who can not succumb to the change or manage to control it are mercilessly devoured by it. Because of their severity, these paradoxes always summon Paradox Guardians.

With the exception of the minor paradox, paradoxes can be physically seen by other realmwalkers the instant they occur, with the physical effects lasting only a few seconds. Threatening paradoxes appear as a rippling bubble that encompasses the individual that caused the paradox. The bubble appears to distort the individual and any other object caught in its line of sight, making them appear wavy. A major paradox shares the same aspects of the threatening paradox, but possesses a blue hue and emits a thin, blue wave of energy from its core that spreads rapidly in all directions, toward the horizon. Cosmic paradoxes share the aspects of the major paradox with a much thicker wave of energy (usually several feet in diameter). The wave travels much slower, sometimes taking up to a minute to dissipate beyond sight, and visions of things to come are reflected from within the wave.

If the magnitude of a cosmic paradox is great enough (four or more same numbers), Bleeding results. Bleeding is an effect that can end worlds instantly. As the wave spreads toward the horizon, the images of things to come cause such a strain on reality, that as they pass certain areas, they bleed into reality, taking physical form. When this occurs, the paradox is irreversible.

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## The Subtlety

In ensuring that the unaware remain so, a system has been devised to protect them. This system is divided into three levels, each with its own purpose and responsibilities. They are The Veil, The Weavers, and the Protocol.

### The Veil

Of the three systems of subtlety, the veil functions to hide the truth from the unaware. When a very minor infraction occurs, the Veil disguises it, blocking it from the conscious minds of those it threatens. For example, dropping a gun alongside the marketplace in the past timeframe. People may walk past it for days, come within mere inches of touching it, but never realize its being there.

Events such as these go undetected by non-realmwalkers. The unaware are simply not in the frame of mind to pick up on such subtle differences.

### The Weavers

The Weavers are a Factionless sect that exists for one primary purpose, to protect reality. Weavers have the ability to sense paradoxes and repair them. Never revealing their identities, even to the aware, weavers appear only when reality has been altered without justification.

There are two types of weavers, Cleaners and Guardians (AKA Paradox Guardians). The cleaners serve to repair reality. Cleaners tasks are performed at many levels. From simple interaction to reversing actions.

Simple interaction includes very minute details, such as cleaning and reloading a gun, making it appear as though it were never fired. These interactions rarely require changing the structure of reality.

Reversing actions is much more complex, often requiring the Cleaner to alter memories and events such as, altering the results of events, or wiping memories from others minds.

The sole purpose of the Guardian is to punish those who

purposely attempt to harm the structure of reality. More information on Paradox Guardians is provided in the Cosmic Being section.

The drawback is that there are a very limited number of weavers. They simply can not handle the number of potential paradox situations that occur. It is estimated that for each paradox the Weavers prevent, three other elude their watchful eye. To help lessen the amount and magnitude of paradoxes, the Protocol was established.

## The Protocol

The protocol is the responsibility of each realmwalker. An idea, rather than an institution, the protocol makes two requests of each realmwalker; that he adapt to the technology levels of the realms he visits, and that he never discuss his experiences with any non-realmwalker.

It is expected that realmwalkers will react with instinct in dangerous situations. What the Protocol request is that the realmwalker not invoke a potential paradox when it can be avoided. This includes using hi-tech equipment in situations that don't warrant it, or fighting a skirmish with highly advanced weapons amidst the natives of a low-tech environment.

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## Results of Actions

One should always attempt to deduce the probable outcome to a situation before it develops. Could it cause a paradox? If so, could it have been avoided? If you cause a paradox, what will be its outcome? It is very possible that one wrong action could lead to the destruction of a realm. There are ways to avoid causing a paradox. Be prepared, be responsible.

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