

# FORESEE ALPHA

By Jonathan Nolan and the World of Mystery team  
Based on 4C by Phil Reed et al which was put into the public domain

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# Overview of Foresee and 4C

Foresee is an adaptation of the public domain 4C RPG toolkit created by Phil Reed et al and released in 2007.

Foresee builds on the existing 4C mechanics and expands or alters them to provide a basis for a fantasy roleplaying game. The Foresee game rules and adaptations from 4C adheres to the same 4C inspiration and is intended to create characters inspired by classical fantasy roleplaying games and Saturday morning cartoon fantasy shows of yesteryear.

The comicbook nature of the 4C rules is adapted into a more detailed fantasy setting. To save having to go back and forth from 4C to this book the relevant parts of 4C are retyped into this book's information and altered where necessary. None of this adaptation in any way affects the original authorship of 4C and is not intended to.

Also, the writer thinks that Phil Reed and the team of Heroes did a remarkable, indeed amazing job of reducing an unearthly amount of data and a monstrous repository of enumerated powers into a useable form. All praise deservedly goes to them and their posterity. The achievement is theirs; the mistakes, my own.

In an effort to make the alterations as obvious as possible without being jarring, alterations are either noted, described as "options" or noted as being additional to the standard 4C rules as given in the original Phil Reed work. The original flow of the 4C book has been preserved *as far as possible* to help those already familiar with it.

Other than the identity of the authors and the artwork, the entirety of this rulebook and all information in it is hereby placed entirely in the public domain with no attribution or claim of copyright.

**4C uses "percentile dice", two differently colored ten-sided dice with one die designated the "tens" die and the other the "ones" die. Whenever the rules state roll d% roll both dice to generate a number between 0 (both dice show "0") and 99 (both dice show "9").**

*Example: Richard rolls d%. The "tens" die comes up 8 and the "ones" die comes up 3, for a roll of 83.*

**Remember that unlike many other systems, a result of 00 in 4C is 0 rather than 00.**

Foresee also uses all the other standard polyhedral dice from 4 sided through 20 sided.

**"GM" = Gamemaster, person "running the game", telling the story and inviting players to make characters and tell their part of the story in their own way.**

# 4C and Foresee Master Tables and addenda

As in the original 4C document, the 4C Master Tables are the central game mechanic.

When in doubt, call for a Rank Value check on the Tables.

Foresee adds to these the following options:

**AMBER** result: Automatic basic success, no roll required. Earning money in whatever job the character has is always considered an AMBER result in normal circumstances. Turn up, work, get paid, go home.

Amber is the realm of the ordinary and mundane.

**WHITE** result: Impossible with no chance of success unless the roll is modified in some way. Opening a magically locked door is “impossible” without some specific additional factor added. Lockpicking skill, brute force, or any other “normal” factor in play will not change this result. Only the direct application of a power that specifically modifies the situation such as Magic – unlocking spell or Trait Boost – Brawn will allow a roll, and it will be a difficult roll.

White is the realm of the gods, demigods and legendary heroes. It is a White Result to try and string Odysseus’ bow, for example.



# Primary Traits from 4C

4C features a total of seven Primary Traits:

## **Melee**

This Primary Trait is the measure of a character's expertise in melee combat. When kicking, punching, stabbing, or otherwise fighting in close quarters, this Trait determines the success or failure of the attack.

## **Coordination**

This Primary Trait is the measure of a character's physical proficiency. When shooting, throwing, dodging, balancing, or otherwise employing physical nimbleness, this Trait determines the success or failure of the action.

## **Brawn**

This Primary Trait is the measure of a character's physical power. When lifting heavy objects, determining damage with melee or thrown attacks, throwing an object a certain distance, or otherwise engaged in activities relying on physical power, this Trait determines the success or failure of the action.

## **Fortitude**

This Primary Trait is the measure of a character's physical stamina and robustness. When attempting to hold breath, resist sickness, overcome toxins, ignore fatigue, keep from dying, or otherwise engaged in physically strenuous tasks, this Trait determines the success or failure of the action.

## **Intellect**

This Primary Trait is a measure of the character's intelligence. When attempting to invent, solve a problem, learn, or otherwise use smarts, this Trait determines the success or failure of the action.

## **Awareness**

This Primary Trait is a measure of the character's intuition. When attempting to sense danger, spot something, recognize a hunch, or otherwise work on instinct rather than analyzing a situation, this Trait determines the success or failure of the action.

## **Willpower**

This Primary Trait is a measure of the character's mental strength. When dealing with psychic abilities, magic powers, issues of willpower, or otherwise using powers of the mind, this Trait determines the success or failure of the action.

# Secondary Traits from 4C

4C characters have four Secondary Traits:

## Damage

This Secondary Trait is a measure of the physical punishment a character can suffer before dying. This Secondary Trait uses a numerical score (not Rank Value) that is decreased as the character takes damage. This Secondary Trait's starting value is calculated by adding up the Rank Values of the character's first four Primary Traits (Melee, Coordination, Brawn, and Fortitude).

## Fortune

This Secondary Trait is a measure of the character's ability to use luck, training, and/or experience to influence the present. This Secondary Trait uses a numerical score (not Rank Value) and points may be spent from it to affect die rolls and improve the Rank Values of Primary Traits.

This Secondary Trait's starting value is calculated by adding together the Rank Values of the character's last three Primary Traits (Intellect, Awareness, and Willpower).

## Lifestyle

This Trait is a measure of the character's wealth and ability to procure needed items and services.

In Foresee, a character's Lifestyle is determined initially by their character origin.

## Repute

This Secondary Trait is a measure of how well the character is known; the greater the score the more popular the character. This Secondary Trait uses a numerical score (not Rank Value).

In 4C, this Secondary Trait's value is equal to d% roll and divide the result by 3 (round up). In Foresee, Repute begins at a set value by completed character type, based on the character's Social Status.

**In Foresee, Repute is conferred based on what the specific character happens to be. This determines initial Repute.** Once play begins, specific Repute awards and modifiers will gradually occur.

If a character has a net negative Repute with certain beings, those beings will panic, attack or riot in the presence of the character.

# New Traits

## Fame

This New Trait is a measure of the character's ability to use notoriety, social status, and/or experience to influence the present. Fame uses a numerical score (not Rank Value) and points may be spent from it to affect die rolls and improve the Rank Values of Primary Traits in a manner identical to Fortune. It can only be increased again by choosing to add any Repute or Fortune award to Fame rather than the intended Trait. It is NEVER possible to split such an award between more than one Trait. A player must either increase Fame, or choose to increase whichever Trait was originally intended to be increased.

Fame begins with a score equal to the total of the character's Repute added to their Lifestyle.

Fame can only be chosen as a power, there is no other way to have it.

## Anti-Magic

This New Trait confers an ability on the character to ignore as if immune any direct effect of magic, for example the damage caused by a spell cast at them, any power effect from a magic weapon, magical mind control or the mind control of a vampire, and so on.

Anti-Magic begins with a Rank Value equal to the character's Melee added to their Brawn, MINUS their Willpower. The minimum Anti-Magic Rank Value is zero.

Whenever any magic is used on the character, from any source, whether cast by the character itself, a friendly magic using character or an enemy, the Anti-Magic character MUST roll d% on the Master Table using the Rank Value of this Trait and consult the following table:

Color	Result
Black	Magic takes effect as normal.
Red	Magic fails to take effect.
Blue	Magic fails to take effect.
Yellow	Magic fails to take effect and person using Magic suffers Black Concuss result (see Combat section)

The character with Anti-Magic has no control over this power, it is permanently on.

# Rank Values

Rank Values are the numerical representation of Traits and power levels in 4C and Foresee. Rank Values range from 0 to whatever limit the GM sets. A normal range of 0 to 10,000 would cater to virtually all normal fantasy roleplaying type games including those with active gods, demons and *kaiju*.

## Rank Names

Rank Value	Description	Rank Name	Abbreviation	Dice
0	Nonexistent	NEGLIGIBLE	(Ne)	0
1-2	Minimum Human	PITIFUL	(Pi)	1d2
3-5	Below-Average Human	DISMAL	(Di)	1d4+1
6-9	Average Human	NORMAL	(No)	2d4+1
10-19	Above-average Human	TOUGH	(To)	3d6+1
20-29	Exceptional Human	GIFTED	(Gi)	1d10+20
30-39	Maximum Human Limit	TASTY	(Ta)	1d10+30
40-49	Low superhuman	SUPERNATURAL	(Su)	1d10+40
50-74	Superhuman	TITANIC	(Ti)	4d6+50
75-99	High superhuman	DEMIGODLY	(De)	4d6+75
100-149	Low cosmic	GODLY	(Go)	5d10+100
150-999	Cosmic	COSMIC	(Co)	1d1000*
1000+	Beyond comprehension	ULTIMATE	(U)	10d1000

\*minimum roll = 150

## Advanced 4C Rank Values

The Advanced 4C game takes the highest Rank Value groups and divides them so that instead of 13 groups there are now 18. This is primarily for the introduction of extremely powerful (cosmic) beings. If you're running a fairly low-level game you may want to stick with the smaller selection. Both versions of the Rank Values are depicted on the enclosed Master Tables (page 6).

## Rank Values in Foresee

Every Rank Value in Foresee should have its exact score randomised to produce not only a Rank Value expressed as a Rank Name but also an exact number to supersede the standard value for each Rank. For each Rank Value, randomise the exact value using the dice in the last column above.

The reason for this extra step is to provide maximum variety.

# Character Generation

Foresee character generation is the same basic process as in 4C but somewhat expanded and elaborated. Classes as in old school fantasy adventuring are represented by grouped powers and skills, sometimes with a Signature or Downside. Signatures and Downsides are explained in the Powers section of this book.

Nothing random in the following rules is mandatory. The GM can always let players choose what character to play and what powers and skills to give the character. Make the characters fit the campaign properly rather than let sheer chaos dictate. Unless you want to have totally random characters, in which case, all is well.

## **“Random 4C”**

This means that these rules default back to the 4C standard rules on this point; roll whatever is required as per 4C as administered by the GM.

## **Languages and Literacy**

All characters of at least Intellect 2 and higher speak their own native language fluently albeit with a local accent.

All normal characters who qualify are also automatically assumed to speak and write Commontongue.

No character is automatically literate in any other language. To be literate in one's own language can be a GM gifted extra skill, or the GM can require the character to use a skill slot to be literate.

Illiterate characters need to make a Yellow Intellect check to read anything written in their own language and are unable to even attempt to read any other as anything more than a complex code.

To speak another language fluently requires a skill slot to be used. This also confers basic literacy, requiring a Yellow Intellect check to read anything more complex than road signs, newspaper headlines or shop signs.

## **Commontongue**

Commontongue is a magical virus that infected virtually all life long ago. It is a type of default language able to be spoken by nearly all living beings with an Intellect greater than 4. However, some races and nations are either highly resistant to the Commontongue or deliberately choose not to use it. The sophistication of how one speaks in Commontongue is a direct function of the Intellect and types of thought process of the speaker.

## **Origin**

Character creation in Foresee is strongly and entirely humanocentric, skewed deliberately towards a fantasy world where humans are the most numerous, generic and typical species.

Where (Human) in brackets appears, this indicates a rule that, if the GM's campaign is NOT humanocentric, will need to be adapted. Either ignore the human bias and separately roll for a humanoid race type or substitute it for whatever is normal for the GM's campaign.

### Random Normal Person

All characters begin as an undefined blob with the following random attributes:

Primary Traits: roll 1d4+5 for each

Secondary Traits: Damage: 1d12+23; Fortune: 1d10+17; Lifestyle: 3; Repute: 2

As character creation progresses, these attributes will gradually be modified in most cases. Note that even the Secondary Traits are random, not calculated as in 4C. Where this initial randomness is superseded by final character creation steps this will be noted in the text.

### Random 4C Primary Trait generation:

Roll d% once on the adjacent table for each Primary Trait to determine its Rank Value:

Dice Roll	Rank Value
00-04	1
05-09	3
10-19	6
20-39	10
40-59	20
60-79	30
80-95	40
96-99	50

Once the Random Normal Person or random 4C statistics and Secondary Traits are created it is time to actually create the detailed character.

The first step in detailed character creation is to determine the character's origin. Roll d% on the following table:

Roll	Origin
00	Demigod
01	Construct (Robot)
02	Undead
03	Dimensional
04	Wereanimal
05	Elf*
06	Dwarf*
07	Halfling*
08	Gnome*
09	Roll twice and combine results
10	(Human)oid Animal
11-29	(Human) Sub-Race
30-77	Classed (Human)
78-79	Pariah (Mutant (Human) as in 4C)
80-99	Item User ((Human) Technologically Enhanced as in 4C)

\*These characters have NO random powers, only what is listed for them.

All other characters receive the powers and skills listed but it is also just barely possible some will have extra random powers or skills when first created. After Character Advancement is used all characters will become very distinctive and unique.

**UNLESS OTHERWISE NOTED IN THE TEXT ALL POWERS AND SKILLS A CHARACTER IS GIVEN BY VIRTUE OF ITS ORIGIN BEGIN AT RANK VALUE NORMAL.**

**Demigod:**

The character is the child of a God and a (Human) mortal parent. For each of the seven Primary Traits (see page 7) randomise whether the character has inherited the Godly parent's Rank Value (50% chance per Primary Trait).

God Primary Trait Rank Value is 1d100+75 rolled for each Trait separately. Human parent Traits inherited mean the character keeps the original Random Person score.

OPTION: If using Named Gods (see Gamemastering section) the God Primary Trait Rank Value should be the same as the Named God who is the parent.

OPTION: The character may look somewhat like or identical to the God parent. This may count as Celebrity power, or as a Downside depending on the God's own status and appearance.

**Construct:**

The character is the fantasy world magical version of a Robot. This includes animated statues, golems, clockwork androids, enchanted puppets and so on.

The player of a Construct receives 70 points to divide up amongst the seven Primary Traits (see page 7). These points are added to one or more of the Primary Traits until used up to the player's satisfaction. The character's Repute (see p. 8) is reduced to 0.

Powers and skills are randomised as per the normal 4C rules.

All Constructs are inherently Immune to Drowning and Immune to Asphyxiation and receive these two powers for free in addition to whatever is rolled for them.

**Undead:**

The character is a special form of Construct created from the reanimated remains of a (Human).

All Undead are inherently Immune to Drowning and Immune to Asphyxiation and receive these two powers for free in addition to whatever other powers they have by type or random roll. Skills for Undead are Random 4C.

All Undead begin with a Repute of 0, -6 with living beings.

To determine the exact nature of the Undead roll d% on the following chart (or simply choose whichever one appeals subject to GM approval):

Roll	Undeath
00-04	Skeleton
05-09	Ghoul
10-39	Deadoid
40-79	Fleshbot
80-99	Vampire

#### Skeleton:

The character is literally a magically animated (Human) skeleton. Skeletons have the following powers: Immunity to Piercing, Immunity to Normal Missiles, Fireproof. Skeletons weigh one quarter what a normal creature of the same height would weigh.

#### Ghoul:

The character resembles a fresh (Human) corpse with prominent blunt teeth, sunken eyes and a ghastly blood-like stain on mouth and fingers. Ghouls regenerate by eating the dead. Each hour spent eating fresh corpse meat restores 10 points of damage and removes any other negative effect from the Ghoul after the first hour. There is a +10 bonus to anyone tracking a Ghoul due to their Downside: disgusting smell. Ghouls have the innate power of Paralysing Touch.

#### Deadoid:

The character is a (Human) corpse reanimated through Black Magic and infused with daemonic energy. Deadoids can only have Magic as a power. Use Random 4C rules to generate powers – any roll other than one indicating that the character has Magic indicates the character has extra skills equal to the number of normal powers it would otherwise have. Deadoids are unable to be permanently killed unless the Black Magic that created them is specifically reversed to annihilate them and return them to the dead. Burning them converts them into a Skeleton. Any other result or effect indicating that they have died simply means they have become inactive for a period of 1-100 hours before they revive and become active again. If they have been burnt to ash or chopped to pieces etc. the period before reappearance is 1-100 x 100 hours.

#### Fleshbot:

The character is a reanimated corpse. The physical form will not decay further but it won't get any fresher, either. Fleshbots receive +3d10 on their Brawn as their only power.

#### Vampire:

The character is a reanimated corpse like a Fleshbot except with extra powers and abilities. The Vampire receives the +3d10 bonus to Brawn, but also has the power Mind Control. Each Vampire also has Black Magic power and Regeneration. Vampires all have the Downside: Casts no Reflection and the Signature: Afraid of Holy Symbols.

### Dimensional:

The character is an interdimensional being. This character is exactly equivalent to an Alien in standard 4C. The Dimensional may be part of an enclave who live and reproduce in the physical world of mortals or who commute to and from some other plane of existence, pocket dimension, parallel world, other side of a mirror, heaven, hell, astral plane or vibrational frequency. Literally any kind of supernatural entity could be a dimensional such as an intelligent talking tree, ghostly bigfoot, genie, ghost or pixie.

Generate the character using Random 4C. The Rank Values of all Primary Traits are each increased by +10. Dimensionals get no skills. To determine the number of powers a Pariah character possesses roll d% on the following table:

Roll	Number of Powers
00-19	1
20-59	2
60-89	3
90-98	4
99	Magic (choose type)

### Wereanimal:

The character is a (Human) who turns into an animal during the full moon or some other cyclical time period. Very rarely, the character will be frozen forever in a halfway form between (Human) and animal.

All Wereanimals are have Immunity from Normal Missiles and Immunity to Bashing, Immunity to Piercing and Immunity to Slashing. Almost all Wereanimals have a Downside: Depressed About Their Condition which reduces all Repute based rolls by -4.

To determine the exact nature of the Wereanimal roll d% on the following two charts (or simply choose whichever one appeals subject to GM approval):

Roll	Cycle
00-04	Bestial
05-09	Voluntary
10-39	Tidal
40-79	Lunar
80-99	Solar

Roll	Beast
00-04	Player's choice with GM approval: any animal from Aardvark to Zebra
05-09	Tiger
10-39	Bear
40-79	Wolf
80-99	Seal

**Bestial:**

The character is permanently in a half-(Human) half-animal form, usually resembling a shaggy humanoid with the head of the relevant animal and feet transformed into something more like the feet of the animal.

**Voluntary:**

The character has control of its shapeshifting and can shift at will between (Human), Bestial and animal forms. Each such shift takes one turn unless other powers say otherwise.

**Tidal:**

The character involuntarily shifts to its animal form every month when the tide is at its highest. More than one highest tide eg a king tide, and the character will change more than once in that month.

**Lunar:**

The character involuntarily shifts to its animal form every month when the moon is full, transforming at sunset and shifting back at dawn.

**Solar:**

The character involuntarily shifts to its animal form every month for three days in the middle of the month, transforming at sunrise and shifting back at sunset.

**Tiger:**

Character has the following powers in Bestial or animal form: Bite, Claws, Melee +25.

**Bear:**

Character has the following powers in Bestial or animal form: Bite, Claws, Melee +50.

**Wolf:**

Character has the following powers in Bestial or animal form: Bite, Claws, Melee +5.

**Seal:**

Character has the following powers in Bestial or animal form: Bite, Supersense Sonar.  
Character has the following power in all or any form: Water Native.

**Elf:**

The character is an Elf, one of the primary fantasy roleplaying races, and one with a real world history extending back into the mists of time immemorial.

OPTION: To reflect a world where an Elf is effectively immortal and ageless unless killed, increase Intellect by +25 but add Downside: Lonely Immortal.

All Elf characters are slender, have cat-like faces, pointed ears and graceful mannerisms.

Every Elf character receives skills as follows: roll Random 4C for how many skills but add 2 extra skills from the following list: Ancient History, History, Extra Language, Ancient Languages, Myths and Lore, Weaponmaking, Armormaking, Sailing and Rowing.

All Elf characters speak, read and write their own specific version of the Elf language fluently. All Elf characters also speak the Commontongue.

All Elf characters have Supersense – Farsight – doubles the range of their normal sense of sight.

To determine the exact nature of the Elf roll d% on the following chart (or simply choose whichever one appeals subject to GM approval):

Roll	Elvenkind
00-04	Polar Elf
05-09	Jungle Elf
10	High Elf
11-30	Mountain Elf
31-35	Dark Elf
36	Moon Elf
37-48	Sea Elf
49-99	Wood Elf

**Polar Elf:**

Polar Elves are half the size of a human. They have the following powers: +10 to Willpower, Freezeproof, Animal Command (Polar animals only), Pixie Dust, Supersense – can tell if you’ve been naughty or nice. Signature: compulsively cheerful and upbeat no matter how dire the situation. That can get real old after a while.

**Jungle Elf:**

Jungle Elves are wild more primitive Elves who live in rainforests, tropical jungles and tropical coral atolls and islands. They are the same basic size as a human, tending to the small side. The character has the following powers: +10 to Coordination, Animal Command (Jungle animals only), Invisibility when in jungle or tropical terrain.

**High Elf:**

High Elves are the “original” super-race from which all other Elf types claim descent. Each High Elf character has the following powers: Magic (choose type), One-of-a-Kind Item.

High Elf Primary scores are rerolled using standard random 4C, recalculate Secondary scores accordingly.

**Mountain Elf:**

Mountain Elves live in almost invisible strongholds and castles hidden amongst the crags of mountain ranges. Each Mountain Elf character has the following powers: +10 to Willpower,

+10 to Awareness, Superleap in mountainous terrain, an item in the form of a cloak, robe or dress that confers Chameleon power when in mountainous terrain.

#### Dark Elf:

Dark Elves are descended from High Elves who rebelled against their fellow Elves and the "Gods" and ended up living underground or in Black Magic affected areas. Their general culture is extremely violent, cruel, ruthless and "evil". This doesn't mean every individual of the race is like that though. And if they generally are then a hero might arise from the race and reject its teachings for some reason.

Each Dark Elf character has the following powers: Magic (Black Magic).

Dark Elf Melee, Coordination, Brawn and Fortitude scores are rerolled using standard random 4C, recalculate Secondary scores accordingly.

#### Sea Elf:

The character is a member of an amphibious race of Elves who live in faerie grottoes and magical undersea cities. Each Sea Elf character has the following powers: Water Native, Invisibility when underwater, Animal Command (Sea creatures only).

#### Wood Elf:

The Wood Elf is the "standard" Elf. Although they would never dwell in any "civilised" settlement least of all of human creation, they live in woods, copses, glades and other wilderness areas that might be directly adjacent to such urban locations.

Wood Elf characters seem to be the most "normal" of the Elves to non-Elves, despite their still significant fundamental differences.

Each Wood Elf character has the following powers: Invisibility in woodland terrain, Pet.

#### Dwarf:

The character is a Dwarf, one of the primary fantasy roleplaying races, and one with a real world history extending back into the mists of time immemorial.

OPTION: To reflect a world where a Dwarf is a member of a dying and doomed race, all Dwarf characters can start with Signature: humourless and Downside: Depressed All The Time.

All Dwarf characters are half the height and two thirds the weight of a normal human.

Dwarf characters receive +1d10 to Melee and +2d10 to Fortitude.

Dwarf characters begin with skills: Climbing, Bargaining.

Dwarf characters begin with powers: Burrowing and Supersense: Infrared Vision.

### Halfling:

The character is a Halfling, one of the primary fantasy roleplaying races.

All Halfling characters are half the height and of a normal human. However they may not have a weight appropriate to that height. To find out, roll d% on the following chart (or simply choose whichever one appeals subject to GM approval):

Roll	Halfling Obesity
00-04	Full human weight. Downside: Obese
05-09	Quarter human weight. Downside: Way Too Skinny
10	Starveling. Downside: Skeletal Appearance
11-30	One third human weight
31-35	Two thirds human weight. Portly indeed!
36	Three fifths human weight. Prosperous!
37-48	Three quarters human weight. Fat.
49-99	Half human weight (normal for species)

Halfling characters begin with skills: Cooking, Singing, Scrounge Food.

Halfling characters begin with powers: Chameleon in any non-urban areas and Combat Awareness.

### Gnome:

The character is a Gnome, one of the primary fantasy roleplaying races, and one with a real world history extending back into the mists of time immemorial.

Gnomes are partly Elf and partly earth elemental, partly magical and partly of the natural world. This produces very odd subtypes. All Gnome characters are two feet tall unless noted otherwise and one third the weight of a normal human.

To determine the exact nature of the Gnome roll d% on the following chart (or simply choose whichever one appeals subject to GM approval):

Roll	Gnomekind
00-04	Blue
05-39	Shaggy
40-69	Courteous
70-80	Guardian
81-99	Rumpled

Blue Gnome:

Blue Gnomes are blue skinned reclusive forest dwellers. Adventurers from their race tend to be semi-exiles by choice since there is a racial fear of revealing the existence and location of their villages to outsiders.

All Blue Gnome characters begin with the following powers: Brawn -5, Willpower +2d10, Superspeed in forests, Headquarters (their home village).

Blue Gnome characters begin with the following skills: one skill of the player's choice plus Farming and Scrounge Food.

Shaggy Gnome:

Shaggy Gnomes or Woodmen are reclusive forest dwellers but far more primitive than the Blue Gnome.

Shaggy Gnome characters begin with the following powers: Melee +10, Intellect -10, Headquarters (their home treehouse village).

Shaggy Gnome characters begin with the following skills: Hunting, Trapping, Tracking.

Courteous Gnome:

Courteous Gnomes live in civilised conditions or their own small but advanced woodland or farming villages. They are perfectly at home with other races and cultures and are gregarious and friendly.

Courteous Gnome characters begin with the powers: Repute +10, Awareness +10.

Courteous Gnome characters begin with the following skills: Fashionista, Diplomacy.

Garden Gnome:

Garden Gnomes live in civilised conditions in the garden or field of a friendly human or other farmer. They normally keep a large magical toadstool or hollow tree as a neat and well set out home for themselves.

Garden Gnome characters begin with the powers: Headquarters (their magical little house), Lifestyle +50.

Garden Gnome characters begin with the following skills: Treasure Lore, Identify Value of Item, Cargo Delivery, Shopping For Bargains.

Rumpled Gnome:

Rumpled Gnomes are bad tempered, usually quite ugly, predisposed to evil or at the very least constant mischief and delight in causing and hearing arguments between others.

Rumpled Gnome characters begin with the power: Magic (Black Magic).

Rumpled Gnome characters begin with the following skills: Lying, Contract Law.

### Humanoid Animal:

The character is a roughly humanoid bipedal animal of some kind. All Humanoid Animals speak the Commontongue as a native language.

*“You know, a day when a talking orangutan isn’t the strangest thing you’re going to see is generally a bad day.”*

Humanoid animals have whatever Skill(s) and Power(s) is listed on the chart below, but in all other respects are pretty average. Animals that are bigger in normal circumstances tend to be larger humanoids, but even tiny animals are still only small humanoids. The humanoidisation process seems to normalise their size to that of (roughly) a human being.

The player chooses an animal to play with GM permission or rolls d20 on the following chart:

Roll	Animal	Powers
1	Aardvark	Skill – Brawling, Detection – Ants and Termites
2	Ant	Bite, Heavy Lifting
3	Ape	Superleap, Skill – Climbing
4	Bear	Bite, Claws, Body Armor (rolls of fat)
5	Cat	Bite, Claws
6	Dog	Bite
7	Dragon	Bite, Extra Body Part: Wings OR Magic (choose one)
8	Dragonfly	Wings, Bite
9	Eagle	Wings, Bite (Peck), Claws
10	Fly	Wings OR Bite (choose one)
11	Fox	Bite, Skill – Sneaking
12	Jackal	Bite, Detection – Prey
13	Lizard	Wall-Crawling
14	Mouse	Burrowing
15	Penguin	Elemental Native – Water, Freezeproof
16	Rat	Eat Anything, Bite, Burrowing
17	Songbird	Wings, Skill – Singing
18	Spider	Wall-Crawling, Entanglement (Webs)
19	Turtle	Body Armor (Shell)
20	Wolf	Bite

Humanoid Animals keep their Random Person statistics and don’t reroll or alter anything.

## Human Sub-race

The character is a member of a sub-race of humanity. A sub-race is a distinct, atypical, instantly recognisable group of humans who isolate themselves from others and usually do not intermarry, cooperate or interact with the general human population except in terms of limited trade or warfare.

Examples would include Tokugawa Shogunate Japanese, Essenes, Lost Races such as people from a hidden city of the Incas, Pleiadeans, Masai, Pygmies and Highland Scots.

Stranger fantasy examples would be: a race of man with copper skin who live three times longer than normal due to a mystical oath; a race of humans with green skin; a race of humans with feathers instead of hair; an enclave of mankind who live in a forbidden city and worship lions as gods.

Powers: Weapon, Headquarters, one random power with random Rank Value as per normal random 4C rules.

Skills as per Classed Human.

## Classed Human

The Classed Human is the classic (nice pun) fantasy roleplaying adventurer. Levelling up is as per the Fortune expenditure Character Advancement rules of 4C but the intent is the same. In fact the levelling up equivalent using 4C rules is much closer to the authorial intent of some of the later iterations of big bad (and increasingly boring) fantasy RPGs to this day.

Some types of Classed Human below have skills listed, and where this is the case those are the only skills they start with. Others note that the skills are "Random 4C". For those characters, roll d% on the chart below:

## Skill Determination

To determine the number of skills a Classed Human character possesses roll d% on the following table:

Roll	Number of Skills
00-39	1
40-59	2
60-89	3
90-99	4

Some Classed Humans also have Downsides or Signatures listed. These are mandatory for such characters.

Classed Humans all begin as Random Normal Persons. Any modifications to this are noted in the classes table.

It is possible and may be desirable in some campaigns using Foresee to separate out the Classed Humans by type of class – all the wizard types, all the fighting types, and so on.

To assist in this, the following rule applies to all Classed Humans.

For any Classed Human there is a “Dominant Trait”. This Dominant Trait is the Primary or Secondary Trait that defines the basic type of character.

For all powers, even ones where the description says that the power must use its own Rank Value and not that of a character, THE DOMINANT TRAIT RANK VALUE IS USED AS THE RANK VALUE OF ALL POWERS POSSESSED BY THE CLASSED HUMAN.

This applies even when it would mean that the Classed Human is using a Trait for the Rank Value of a power that no other character type would ever use.

To determine the exact type of Classed Human for the character choose with GM permission or roll d% on the chart below:

Roll	Classed Human	Dominant Trait	Powers	Skills
01	Assassin	Awareness	Chameleon	Dagger, Shortsword, Climbing, Poisons
02	Druid	Awareness	Plant Control, Animal Brother	Veterinary Medicine
03-04	Fortune Teller	Awareness	Remote Senses – Sight, Telepathy	Entertainer, Cold Reading, Haggling
05-06	Tinker	Awareness	Pet, Toolkit	Repair Metal Objects
07-10	Barbarian	Brawn	Brawn +10, Intellect -4 to a minimum of 1	Random 4C
11-15	Henchman	Brawn	Brawn +10, Intellect -10 to a minimum of 1, Regeneration	NIL
16-20	Hireling	Brawn	Heavy Lifting, Beast of Burden	Occupational Health and Safety, First Aid, Warehouse Ops, Secure Storage
21	Sailor	Brawn	Fortitude +10	Climbing, Navigation, Swimming
22	Acrobat	Coordination	Rubber body	Climbing, Tumbling, Acrobatics
23	Pirate	Coordination	Vehicle (Ship),	Looting, Folklore,

			Weapon	Treasure Tales, Cutlass, Dagger
24-26	Ranger	Coordination	Chameleon in forests and fields	Riding, Tracking, Shortsword, Broadsword
27-30	Rogue	Coordination	Chameleon in urban areas and ruins	Sneaking, Hide, Lockpicking
31-32	Witch / Warlock	Coordination	Book Magic	Ritual Magic, Curses
33	Gladiator	Damage	Brawn +10, Melee +10, Intellect -20 to a minimum of 1	Punch, Kick, Wrestle, First Aid
34	Bard	Fame	Fame, Mind Control	1 skill, preferably randomly selected
35	Knight	Fame	Fame, Celebrity, One-of-a-Kind Weapon, Body Armor, Steed	NIL
36-38	Concubine	Fortitude	Mind Control	Seduction, Bargaining, Psychology
39-50	Peasant	Fortitude	Contaminant Resistance	NIL
51	Beast Master	Fortune	Animal Brother, Pet	NIL
52	Circus Freak	Fortune	1 random power, Downside: Weird Appearance	Lying, Entertainer, Public Speaking
53	Gambler	Fortune	Nine Lives	Card Games, Cheat at Card Games, Lying
54	Jester	Fortune	Mind Control (Comedy)	Slapstick Fighting
55-60	Engineer	Intellect	Toolkit	Sketching, Invention, Siege Engines
61-65	Hedge Wizard	Intellect	2 powers conferred by unique "magic spells"	Random 4C
66-68	Herbalist	Intellect	Healing	Herbalism, Medicine, Midwife
69	Sage	Intellect	Improved Skills	2 extra languages, 3 other skills total
70	Sea Captain	Intellect	Vehicle (Ship)	Navigation, Swimming, Command,

				Geography, Local Laws & Customs, Tax Evasion
71	Sorcerer	Intellect	High Sorcery Magic	Random 4C
72-75	Wizard	Intellect	School Magic	Random 4C
76-80	Merchant	Lifestyle	Astoundingly Wealthy	Random 4C
81	Noble	Lifestyle	Celebrity, Steed	NIL
82-84	Athlete	Melee	Fame, Regeneration, Signature – obsessed with health and exercise	Sport, with a special focus of interest in 2 in particular
85-89	Town Guard	Melee	Regeneration	Shortsword, Shield, Running, Local Laws & Customs
90-95	Warrior	Melee	Generalist - Weapons	NIL
96	Inquisitor	Willpower	Weapon	Religion (his own), Torture, Interrogation, Psychology
97	Kung Fu Monk	Willpower	Martial Arts	Religion (his own)
98-99	Priest(ess)	Willpower	Healing	Alchemist, Religion (her own)

Classed Humans come from a fantasy world where NOTHING is entirely ordinary. For this reason the classes include not just warrior, wizard, rogue, priest, etc. but also some more mundane classes that a functional magic kingdom must surely have. Together with Item Users the Classed Humans are the fabric of planetary society.

Some of the classes are inspired by really whacky and strange ideas from old school fantasy roleplaying. Others are stock standard and appear in every genre and media of fantasy from animated films to fairytales to adults-only books to comicbooks. The point is to get a good variation and make sure that even a totally randomised character has the least possible chance of giving off the distinctive fragrance of lemon.

The GM can at any time disallow any class from being played or even from existing in the game world. However, these classes are in the proper proportion based on their populations in fantasy world society as described in Foresee.

The GM can also readily adapt new classes based on how these are modelled.

### Pariah (Mutant as in 4C)

The character is a mutated version of a normal generic (Human). Outwardly the character may look normal but its biology and powers all come from deep genetic abnormalities that fortunately produce good rather than bad effects.

In magical fantasy world whilst there may still be “rules” about genetics the cause of the mutations may be something Dimensional, related to ancient magic or Wild Magic or some sort of curse placed on the human race.

### Skill Determination

To determine the number of skills a Pariah character possesses roll d% on the following table:

Roll	Number of Skills
00-19	1
20-59	2
60-89	3
90-99	4

### Power Determination

To determine the number of powers a Pariah character possesses roll d% on the following table:

Roll	Number of Powers
00-19	2
20-59	3
60-89	4
90-98	5
99	6

Re-roll the character’s Primary Traits as per random 4C. Calculate secondary Traits from these Primary scores as per standard 4C method.

The character’s Fortitude (see page 8) is increased by +10. The character’s Lifestyle is reduced by -10 (minimum of 0). All of the character’s powers should be innate and not derived from equipment. The character’s Repute is reduced to 0, -4 with normal members of its own species, in most cases, (Human).

Despite the many different Powers and other quirks other characters may have, as a group Pariahs would have to be one of the toughest and most powerful. No wonder normal humans hate and fear them!

### **Item User** (Technologically Enhanced)

An Item User is a normal (Human) but their powers are derived from (magical or clockwork) items.

The character's Intellect is increased by +20. The character's Lifestyle is also increased by +20. All of the character's powers should be derived from equipment and not from innate biological sources.

### **Skill Determination**

To determine the number of skills a character possesses roll d% on the following table:

Roll	Number of Skills
00-19	2
20-59	3
60-89	4
90-99	5

### **Power Determination**

To determine the number of powers a character possesses roll d% on the following table:

Roll	Number of Powers
00-19	1
20-59	2
60-89	3
90-98	4
99	5

# Powers

Powers are what make the character special. Heroes and villains might have extremely dangerous powers, but in Foresee there are also many nonviolent applications for powers, not least growing food, healing the sick and constructing wonderful fantasy locations.

Also throughout this book there are a myriad of notations such as “Chameleon in any non-urban area” and so on. These are MANDATORY MODIFICATIONS. The trade-off for magical creatures having powers is that those powers must be logical for the character. Halflings can’t hide in urban terrain using a natural Chameleon power because it isn’t their natural environment, the power simply doesn’t work there. That is the logic behind all these modifications.

But if the GM dislikes this approach – delete it and simply use the normal 4C listed powers as intended.

## Power Determination

In Foresee unlike 4C, powers are assigned by what origin for a character is rolled or selected. However for items, weapons, armor and so on and for characters still directed to use the normal 4C system, Power Determination is as given in the original 4C book.

Where the Foresee rules are silent 4C should always be used to resolve unclear information or to decide how to develop a character.

Non-Human races have innate powers and only Pariahs of their race would have extra random powers – as a result of a player rolling the “Roll Twice and Combine” origin and getting a Non-Human character as well as a Pariah character.

All combinations of powers stack – a High Elf Knight gets High Elf powers and Knight powers. Likewise skills and sigs.

To determine the number of powers a character possesses roll d% on the following table:

Roll	Number of Powers
00- 9	2
0-59	3
60-89	4
90-98	5
99	Magic*

\* Magic is a unique power governed by the player choosing a Type, School or Book of Magic for the character. Magic is fully described under its own chapter in this book.

Once you've determined the number of powers for a character roll d% once for each power on the following table to determine the character's specific powers:

Roll	Power
00	Absorption
01	Alter-Ego
02	Animal Brother
03	Animal Command
04	Anti-Magic (see page 10)
05	Astoundingly Wealthy
06	Beast of Burden
07	Beer Drinker
08	Bite
09	Body Armor
10	Bricklayer
11	Burrowing
12	Celebrity
13	Chameleon
14	Ch'i
15	Claws
16	Combat Awareness
17	Contaminant Resistance
18	Detection
19	Dimension Jump
20	Eat Anything
21	Elasticity/Rubber Body
22	Elemental/Energy Attunement
23	Elemental/Energy Control
24	Elemental/Energy Generation
25	Elemental Native
26	Entanglement
27	Extra Bodies
28	Extra Body Parts
29	Fame (see page 10)
30	Fast Attack
31	Fireproof
32	Flight
33	Forcefield
34	Freezeproof
35	Generalist
36	Grant Wish
37	Growth/Shrinking
38	Headquarters
39	Healing
40	Heavy Lifting

41	Illusions
42	Immunity
43	Improved Skills
44	Improvised Weapons
45	Innate Item
46	Invisibility
47	Irrational Strength
48	Magic (choose Type, School or Book)
49	Martial Arts
50	Mind Control
51	Nine Lives
52	Nullification
53	One-of-a-Kind Weapon
54	One-of-a-Kind Item
55	Oversized Item
56	Oversized Sidekick
57	Oversized Weapon
58	Paralyzing Touch
59	Pet
60	Phasing
61	Physical Metamorphosis
62	Pixie Dust
63	Plant Control
64	Potions
65	Protected Sense
66	Quake
67	Quest Solution
68	Quicken Unliving
69	Racefriend
70	Rage Dump
71	Random Thoughts
72	Rebuilders
73	Redline Operational
74	Refraction
75	Regeneration
76	Reincarnation
77	Rainbow Power
78	Remote Sensing
79	Rider
80	Savagery
81	Shadow Power (Energy Control – Shadow)
82	Shapeshift
83	Sidekick
84	Snack Based Regeneration
85	Spikes

86	Steed
87	Superleap
88	Supersense
89	Superspeed
90	Telekinesis
91	Telepathy
92	Teleportation
93	Toolkit
94	Trait Boost
95	Trait Increase
96	Vehicle
97	Wall
98	Wall-crawling
99	Weapon

If you roll the same power twice you may elect to either increase the power's Rank Value by + 20 or roll again on the table.

### Determining Power Rank Values

Roll d% once on the following table for each Power to determine its Rank Value:

Dice Roll	Rank Value
00-04	1
05-09	3
10- 19	6
20- 39	10
40-59	20
60-79	30
80-95	40
96-99	50

NOTE! All powers conferred by character origin begin at NORMAL Rank, do not randomise on this chart for conferred powers unless generating powers using "Random 4C".

NOTE! Whatever rank is rolled, the specific Rank Value must also be rolled as explained on page 11 of this book. That way even identical powers will still be able to be differentiated. Only use the Power Rank Values listed above if it would just take far too long to randomise all of them during the game.

### Power Descriptions

The following are the descriptions of the various powers. Each description includes general ways in which the power can be used during a game session. The GM sets the difficulty for specific actions attempted by characters with their powers. In some cases a power does not normally require a Rank Value roll to use since it confers some other benefit or effect instead. Alternate names for some powers are (given in brackets) after the power name.

**Absorption** (Harmony of the Elements, Energy Absorbing, Oneness With The Universe)

The character is immune to damage inflicted by a specific elemental or energy up to the Rank Value of this power. Any damage inflicted over the Rank Value of this power is suffered normally.

The character may use the absorbed energy in one of two ways:

**Healing.** The character instantly recovers a number of damage points equal to the damage absorbed, up to his maximum value.

**Attack.** The character, on his next turn, may unleash the absorbed energy as an attack. Treat as an appropriate elemental or energy control attack with a Rank Value equal to the number of damage points absorbed.

**Alter-Ego** (Shadow Twin, Other Me, Mirror Me)

The character possesses another form, a different persona he can willingly change into. Create a second character to use as this character's Alter-Ego. The second character automatically has no powers and is a skilled human (do not roll for powers or origin but any powers the character has are due to training or magic items). Additionally, the second character cannot possess any primary trait with a Rank Value greater than 30; any result rolled over 30 is automatically reduced to 30.

**Animal Brother** (or Animal Sister of course)

The character has a sidekick type companion who is an animal. This animal is rolled up as a normal random 4C character with the animal "flavour" preserved – construct means it's a mechanical analogue of an animal, alien means it's an alien or interdimensional animal or a mythical beast of some sort, and so on. The player needs to determine the basic type of animal – bear, crocodile, bat, horse – before rolling it up.

**Animal Command**

The character can communicate with and control animals. To successfully communicate with an animal the character must roll d% on the Master Table using the Rank Value of this power. A result of red or greater indicates successful communication. To control an animal, the character must achieve a yellow result. The character can control one type of animal (such as birds, reptiles, mammals, sea creatures, etc.), which must be determined at the time of the character's creation.

**Anti-Magic** – see page 10

**Astoundingly Wealthy**

Not a "power," this result increases the character's Lifestyle (see page 9) by +50 and Repute (see page 9) by +20.

**Beast of Burden**

The character can carry ten times the normal amount of weight when the item(s) carried are all packed up and tied up as cargo.

### **Beer Drinker**

The character cannot become inebriated from drinking beer, cider, mead or ale no matter the amount consumed or how short the time in which it is drunk. In a competition between characters all of whom have this power the best roll against the power's Rank Value prevails even if the successful Rank Value is lower than that of another contestant.

### **Bite**

The character has some form of fearsome teeth or tusks, either a natural part of the character's body or a worn item. The character uses the Rank Value of this power to make piercing attacks. Bite automatically inflicts its damage each turn as a free extra action during any Wrestling battle.

### **Body Armor**

The character has armor of some kind, perhaps thick hide or a protective bodysuit, which reduces damage by an amount equal to the Rank Value of this power.

### **Bricklayer**

The character has a special item or an innate power that lets them swiftly construct a Headquarters as per the power either for themselves or another nominated character. The Headquarters has a Rank Value equal to the Rank Value of this power minus 15, to a minimum value of 1.

The time required to build this Headquarters is equal to one day for every point in the Rank Value score of the Headquarters. This swift pace could be due to demons aiding the construction, an army of tame giant ants, raw magical power, or any other magical or fantasy explanation that the player and the GM agree upon.

Any Headquarters created by the character should be generated as per the standard rules.

A Bricklayer can also create a Trap. A Trap is a location that has a conditional trigger – entering an area, stepping on a stone, triggering a magical eye, saying a phrase in a certain language. The Trap activates when triggered. When activated the Trap delivers specified damage no greater than its Rank Value to anyone within the affected area.

The affected area for a Trap is equal to a maximum radius in sectors equal to the Intellect of the Bricklayer.

The Rank Value of a Trap is equal to the Rank Value of the Bricklayer power.

Each use of this power deducts ALL of the character's Fortune and any Fame he or she has, reducing both to zero. The Bricklayer must have a non-zero Fortune to use this power.

### **Burrowing**

The character possesses the ability to tunnel beneath the earth, moving at a rate equal to his normal running speed through any subterranean terrain with a material rank equal to or less than the Rank Value of this power. The character cannot burrow through other characters.

### **Celebrity**

Not a “power,” this result increases the character’s Repute (see page 9) by + 30. The character is so famous that whenever he would gain or lose Repute (see page 9) the values are doubled. The character cannot possess a secret identity or belong to any guild, cult, secret society or order of chivalry whose members keep their identity hidden.

### **Chameleon**

The character’s body, as well as worn or carried items, can be changed at will allowing the character to blend into the surroundings. This is similar to Invisibility except it is easier to detect the character; anyone searching for the character rolls d% and adds the Rank Value of their Awareness trait to the roll and compares it against the character’s d% roll plus the Rank Value of this power. If the character rolls higher than the searcher the character remains hidden.

### **Ch’i**

There is a mystical energy field that surrounds all living things. This energy field is called Ch’i. Ch’i flows where blood circulates and can strengthen the mind and the body. Once each hour of game time the character can automatically boost the chosen trait’s Rank Value by an amount equal to the Rank Value of this power. For a number of turns equal to one-tenth the newly boosted value (round up), the affected primary trait operates at this new value. After Ch’i boosting ends the affected Trait returns to its normal score.

The character can, instead of the Trait Boost, add Ch’i to the damage of any one attack once each hour of game time.

### **Claws**

The character has some form of claws, either a natural part of the character’s body or a worn item. The character uses the Rank Value of this power to make slashing attacks. Claws automatically inflict their damage each turn as a free extra action during any Wrestling battle.

A character can attempt to use Claws to aid in Climbing skill; to do so the character must pass a Rank Value check on this power with a Yellow result. If successful the next Climbing roll then receives a boost equal to the Rank Value of this power

### **Combat Awareness**

The character has a special sense that alerts the character to danger seconds before it strikes. In all instances in which the Awareness trait is used the character uses the Rank Value of this power instead. If this power’s Rank Value is lower than the character’s Awareness the Rank Value of this power is raised to a score equal to the character’s Awareness + 1.

### **Contaminant Resistance**

The character possesses a strong resistance to toxins, diseases, and the like. Any time the character must roll to resist the effects of poison, disease, or similar environmental hazards the character may use the Rank Value of this power or the Rank Value of Fortitude + 10, whichever is greater.

## Detection

The character has the ability to detect a specific form of energy, power, or supernatural presence. This Detection is usually either attained by training in some strange discipline or due to a function of the character's Third Eye being active in some way.

Select one type from the following list:

<b>Enemies</b>	The character can detect evil intent or intent to do harm or restrict liberty directed towards the character and anyone he or she considers a friend or family members within a number of sectors equal to the Rank Value of this power.
<b>Magic</b>	The character can detect magical energy – spells, artifacts, those with the ability to use magic, etc. – within a number of sectors equal to the Rank Value of this power.
<b>Magnetic</b>	The character can detect magnetic fields – usually powers of those possessing magnetic control – within a number of sectors equal to the Rank Value of this power.
<b>Psionic</b>	The character can detect psionic activity or ability –when a power is used or someone possesses a power – within a number of sectors equal to the Rank Value of this power.
<b>Radioactive</b>	The character can detect radioactive energy within a number of sectors equal to the Rank Value of this power.
<b>Spirit</b>	The character can detect spiritual activity – such as ghosts – within a number of sectors equal to the Rank Value of this power.
<b>Traps</b>	The character can detect traps – such as deliberately created traps and natural hazards that operate in a way similar to such artificial traps – within a number of sectors equal to the Rank Value of this power.
<b>Treasure</b>	The character can detect jewels, coins and magic items within a number of sectors equal to the Rank Value of this power, most valuable items first.

The above is by no means a complete listing of available detection powers. Players that wish to possess a form of detection not listed here are encouraged to discuss the idea with their GM.

### **Dimension Jump**

The character can move at will between dimensions. The character may freely jump to another dimension he has previously visited but visiting a new dimension requires the character to roll d% on the Master Table using the Rank Value of this power. A result of black means that the character arrives dazed at the destination dimension and must spend the next turn recovering (the character may take no actions that turn).

Dimension Jump using characters can spend 1000 Fortune (or Fame) to permanently “anchor” themselves to a set of absolute coordinates in a particular dimension. From then on no roll is required to Dimension Jump from anywhere else back to that location.

A character with Dimension Jump can also create a Trap. A Trap is a location that has a conditional trigger – entering an area, stepping on a stone, triggering a magical eye, saying a phrase in a certain language. The Trap activates when triggered. When activated the Trap delivers specified damage no greater than its Rank Value to anyone within the affected area.

The affected area for a Trap is equal to a maximum radius in sectors equal to the Awareness of the Dimension Jump character.

The Rank Value of a Trap is equal to the Rank Value of the Dimension Jump power.

Using this power to make a Trap does NOT cost Fortune or Fame.

### **Eat Anything**

The character can eat any organic material and derive nourishment from it. In addition a successful d% roll against the Rank Value of this power on the Master Table allows the character to eat material that is definitely not edible by normal members of his or her species.

### **Elasticity / Rubber Body**

The character’s body can stretch, allowing the character to attack someone in a different sector. A character with this power can stretch a number of sectors equal to this power’s Rank Value divided by 0 (round up).

OPTION: The player can voluntarily and permanently reduce the Rank Value of this power to zero (Ne) in return for the character losing Elasticity but gaining **Rubber Body**. Rubber Body makes the character innately elastic to the extent that he or she takes no damage from bashing attacks and can roll and bounce out of any fall to a height or distance equal to the character’s Fortitude score in sectors.

Rubber Body also gives a +2 bonus on any Disguise skill rolls.

### **Elemental/Energy Attunement**

The character can convert any one of the following listed elements or energies into any one other of the listed energies. It does NOT include being able to reverse the process. The two elements or energies chosen are the only two this power applies to.

Air

Damage (the character wounds itself or drains its own life force to create the effect)

Death (dead plants and animals that had Intellect 1 or less)

Earth

Electricity

Fire

Lava

Light

Magnetism

Nature (living plants and animals with Intellect 1 or less)

Shadow

Sound

Stone

Water

The amount of energy or element created from the donor energy or element is directly proportional. A tiny flame would produce a tiny amount of magnetism.

Converting to Death means the character is killing something; the energy manifests as a lethal touch that the character uses to inflict damage equal to the size of the energy or element converted.

Converting to Life means animals or plants have come back to life. It does not have to mean the same animals or plants are resurrected, the energy can resurrect or restore a different barren landscape or dead creature.

A successful roll on the Rank Value of this power is required for the Attunement to work, with whatever modifiers for size or difficulty the GM imposes.

Refer to the Elemental/Energy Control list for what generation of this energy or element might allow the character to do.

### **Elemental/Energy Control**

The character has the ability to control a single element or type of energy chosen from the list below. The character can only manipulate an existing source of the element or energy; the character does not possess the ability to spontaneously create the element or energy. For that one would also require Elemental/Energy Attunement.

## Elemental Control

<b>Air</b>	The character can manipulate winds to attack, create force fields, lift objects, etc.
<b>Earth</b>	The character can manipulate the ground to attack, create walls of earth that act as armor, lift objects, etc.
<b>Fire</b>	The character can manipulate fire to attack, increase or decrease the temperate of a flame, create a wall of fire like a force field, etc.
<b>Water</b>	The character can manipulate water to attack, create walls of water that act as armor, lift objects, etc.

## Energy Control

<b>Electrical</b>	The character can manipulate electricity to attack, create force fields, lift objects, etc.
<b>Light / Shadow</b>	The character can manipulate light to attack, blind opponents, create force fields, etc.
<b>Magnetic</b>	The character can manipulate ferrous metals to attack, create walls of metal that act as armor, lift metallic objects, etc.
<b>Sound</b>	The character can manipulate sound to attack, lift objects, create force fields, etc.

Note that the above are guidelines only. The exact extent of what these powers can do is up to the Gamemaster.

**Weather Control:** A subset of elemental/energy control, a character may choose to manipulate the weather. This power can be especially powerful since it allows a character to manipulate air, lightning, rain, and any other aspect associated with storms/weather so the Gamemaster may choose to have Weather Control count as two of a character's powers.

**Attacking:** A character using Elemental/Energy Control to attack may use either the power's Rank Value or the character's Melee Rank Value + 10, whichever is greater, for melee attacks. For ranged attacks use the power's Rank Value or the character's Coordination Rank Value + 10. Damage inflicted in either case is equal to the power's Rank Value.

**Force Field/Body Armor:** See the respective powers.

**Lifting Objects:** The upper weight limit of an object the character may lift is based on the power's Rank Value rather than the character's own Brawn.

### Elemental/Energy Generation

The character has the ability to spontaneously generate a single element or type of energy chosen from the the Elemental/Energy Control list. The character can also control the chosen element or energy as per the Elemental/Energy Control power but that control is at an effective Rank Value equal to one-half the Rank Value of this power.

A character that possesses matching Elemental/Energy Control and Elemental/Energy Generation gains a permanent + 10 Rank Value bonus to both powers.

### Elemental Native

The character is from or was raised in an elemental civilization and may breathe the element as well as breathing normally on land. When swimming or otherwise travelling through the chosen element, the character moves a number of sectors determined by the Rank Value of this power.

Rank Value	Sectors Moved in One Turn
01-02	1 sector
03-29	2 sectors
30+	3 sectors

This character is immune to all negative effects of being in the element – is not burnt in fire, does not freeze in ice, does not become radioactive or evaporate in light, does not freeze to death or disappear forever into the Inner Dark in shadow, can “swim” as if burrowing through earth and does not asphyxiate in loose soil, can fly or levitate to “swim” through air and does not freeze or asphyxiate in the freezing thin air above the clouds.

One element must be chosen and this is the element of which the character is considered a native:

Air  
Earth  
Electricity  
Fire  
Lava  
Light  
Shadow  
Water

### Entanglement

The character has an innate power or item that projects a cord, rope, web, net, energy field, tangle of vines or zone of obstacles which automatically apply a Hold result to a single targeted character or vehicle, as if the character with this power had successfully rolled on the Wrestle chart.

Once Entangled, a character or vehicle is effectively wrestling with the Entanglement effect as though it is an opposing character with Brawn equal to the Rank Value of the power.

Each turn the Entanglement goes on it loses 10 from its Rank Value for that particular instance of the effect until it disappears completely.

A character can use Entanglement once per turn. Entanglement can be used on a target that is already suffering the effect. If so, the new Entanglement adds its Rank Value to whatever existing Rank Value the old effect has.

### Extra Bodies

When the character is generated, the GM keeps a complete copy of the original character as he or she was at time of creation. If or when the character dies or is killed, this original version awakens, and appears to carry on the character's life.

Once awoken, the character develops normally. It has no memories of what its previous self did and is effectively a new character that just happens to be identical to the old. The Rank Value of this power determines how many Extra Bodies a character has:

Rank Value	Extra Bodies
0-29	1
30-49	2
50+	3

### Extra Body Parts

The character additional body parts beyond two arms and two legs, either a completely new part (such as a tail) or extras of an existing part (four arms instead of two). Extra parts do not grant a character bonus attacks.

In the **Advanced** game, the character selects a single extra body part. Extra body parts function as follows:

- Claws: The character gains the Claws power. If the character already possesses the Claws power the power's Rank Value is increased by +20.
- Extra Arms: The character gains one bonus attack each turn.
- Extra Legs: The character moves faster; increase movement by sector each turn.
- Horn(s): The character has a (pair of) horn(s) or antlers; these are useable as piercing type melee weapon at this power's Rank Value, doing Rank Value damage on a successful hit.
- Shell: The character gains the Body Armor power. If the character already possesses the Body Armor power the power's Rank Value is increased by +20.
- Tail: The character gains one bonus attack each turn and may use the tail as if it were an extra arm. If the character already has a tail the character's melee when using the tail as an extra arm is +20.

- **Wings:** The character gains the Flight power with the speed determined by the Rank Value of this power. If the character already possesses the Flight power the power's Rank Value is increased by +20.

**Fame** – see page 10

### Fast Attack

A character with this power can attack a number of times each turn based on the power's Rank Value:

Rank Value	Attacks/Turn
0-29	2
30-49	3
50+	4

### Fireproof

The character is immune to damage inflicted by flame no matter how much damage would be suffered and whether the flame is normal or magical in origin.

### Flight

The character can fly either through the use of an item or by innate means. When flying the character can move a number of sectors per turn depending on the Rank Value of the power:

Rank Value	Sectors/Turn
1-2	1
3-5	2
6-9	3
10-19	4
20-29	5
30-39	6
40-49	7
50-74	8
75-99	9
100-149	10
150-999	15
1000+	* The character can circle the world in a single turn.

### Force Field

The character has the ability to generate a force field, either through mental powers or a device.

**Device:** The force field acts as armor with a Rank Value equal to the power's Rank Value. If an attack deals damage in excess of this force field's Rank Value the device is shorted out for 1d10 turns (during which time it cannot be used).

**Mental:** The force field acts as armor with a Rank Value equal to the power's Rank Value or the character's Willpower + 10, whichever is greater. If an attack deals damage in excess of the force field's Rank Value or the character's Willpower + 10, whichever is greater, the character must roll d% on the Master Table using the Rank Value of the character's Fortitude. A result of black leaves the character dazed and the character must spend 1d10 turns recovering (the character may take no actions during that time). On any other result the character is dazed for one turn.

**Psionic:** The force field is generated by sheer force of will. The force field acts as armor with a Rank Value equal to the character's Willpower plus their Fortitude, minus their Brawn, to a minimum score of 10.

### **Freezeproof**

The character is immune to damage inflicted by cold, ice and snow no matter how much damage would be suffered and whether the cold is normal or magical in origin.

### **Generalist**

A Generalist character is considered skilled with an entire class of activities or items. Possible classes of skills a character could be a Generalist in include Weapons, Agriculture Skills including Farming, Sowing, Reaping, Raising Farm Animals, etc., Traps, Medicine, Law, Civil Engineering or Religious Services and Rituals. A Generalist gets the skilled +1 RS on all weapons, or on all related skill type rolls for Agriculture or on all types of Traps and so on.

### **Grant Wish**

The character has the magical ability to grant the heartfelt wish of another character in a manner similar to a genie or summoned demon. For any wish that is the equivalent of a power the Rank Value of this power is used to see if the wish is granted successfully. For any other wish including absurdly powerful ones the character with Grant Wish must roll d% on the Master Table using their Rank Value and obtain a Yellow result. If this roll succeeds they must then roll d% on the Master Table using their Willpower and obtain a Yellow result. If THIS roll succeeds the wish is granted, with as many evasions, stipulations and unintended consequences as the GM can load it up with.

Each use of this power reduces the character's Fortune to zero and the Fortune must be non-zero to start with for this power to be useable.

**OPTION:** Allow the character with this power to grant three wishes per person EVER without a roll being necessary but use the wishes as the basis of the game campaign – their unintended consequences leading to adventures, conflicts, strange discoveries and the appearance of powerful Dimensionals angry at all the reality alteration being thrown around.

**OPTION:** allow normal use of this power for eg healing, obtaining a non-magical item or creating a small castle even but disallow it for any universal / global effect wishes.

## Growth/Shrinking

The character can grow larger or smaller (select one), to a maximum/minimum height as shown on the table below:

Rank Value	Maximum Height	Minimum Height
1-2	9 feet	4 feet
3-5	12 feet	3 feet
6-9	15 feet	2 feet
10-19	18 feet	1 foot
20-29	21 feet	6 inches
30-39	24 feet	3 inches
40-49	27 feet	2 inches
50-74	30 feet	1 inch
75-99	60 feet	1/2 inch
100-149	120 feet	1/4 inch
150-999	240 feet	1/8 inch
1000+	480 feet	1/16 inch

When using Growth, the Rank Value of the character's Brawn is changed to the Rank Value of this power or the character's Brawn Rank Value +10 whichever is greater. Opponents attacking the bigger character gain a +1 RS bonus on their attacks.

Any giant-sized character can make a Wrestling check on its Melee score- in other words using its Melee score to make a check as if Wrestling rather than using Brawn- to tear apart any inanimate object one step lower in size than itself. Growth using characters that do not become at least 12 feet tall cannot use this effect. This tearing apart results in the object being ripped to pieces with a maximum number of similar sized pieces equal to the height in feet of the giant, or for human and smaller objects 1-100 pieces.

When using Shrinking the Rank Value of the character's Brawn is unaffected. Anyone attacking the character when using this power suffers a -1 RS penalty and the character gains a +2 RS bonus to attacks.

## Headquarters

The character possesses a secret headquarters. The headquarters size and location must be approved by the GM. The exact makeup of the headquarters – weapons locker, garage, communications center, prison, etc. – must also be approved by the GM. The Rank Value of the headquarters should be used as a rough guide.

A headquarters can be of a smaller size than suggested. A Rank Value 50 headquarters, for example, could be a single well-outfitted mansion.

With the GM's permission, the outside of the Headquarters could be far smaller than would be logically possible.

Rank Value	Possible Size and Contents
1-5	Giant magic toadstool, travelling wagon or longboat. Equivalent to a secret room in an apartment. May include a basic alchemy lab or other place to tinker. Nothing sophisticated.
6-9	Cottage, whether or not on chicken legs, Cave, Very Small Keep. Equivalent to an apartment. A home gym would be appropriate. Maybe one piece of clockwork machinery or a magic item bolted to the floor.
10-19	A Keep or house. A few dedicated rooms serve as an armory, a brig, or other specialized duty. May include a stables and/or coach house.
20-29	A Large Keep, mansion, small tomb, dungeon or cavern complex. Sprawling, spacious, and loaded with extras.
30-39	A compound or castle. Multiple buildings behind a sturdy fence or wall. A character with a headquarters of this size most likely does not have a secret identity unless they have the Modus Operandi Fake Out.
40-49	A skyscraper, Ziggurat or Giant Tower. Some floors may be rented out as offices or apartments but most of the building is dedicated to the character's adventures and quests.
50+	An orbital complex, subterranean city, inter-dimensional residence, or other highly unusual and/or massive complex.

### Healing

The character can by touching another character or their own body instantly heal a number of lost damage points equal to the Rank Value of this power on the touched character. Each use of this power inflicts 1 point of Damage on the character using the power.

### Heavy Lifting

The character can lift as dead weight ten times the normal amount of weight as long as the situation is not one that involves combat involving or adjacent to the character. The weight lifted over the character's head can be held there for a length in turns equal to the character's Brawn. It is not possible to use this power in combat of any kind. Not even to simply drop the load carried on top of someone else, it will always settle down to the ground harmlessly to itself and others.

## **Illusions**

The character can create visions, sounds and smells that imitate reality or another power so well that on a successful roll on the Rank Value of this power any character in range of the effect must successfully roll d% on the Master Table on their Awareness or be immobilised as they hallucinate. Range for the power is a number of sectors in feet equal to the Illusions using character's Willpower. Within this range a single illusion can be maintained so as to affect anyone entering its zone of influence.

## **Immunity**

The character is immune to damage inflicted by a specific attack type no matter how much damage would be suffered. Unless the GM allows immunity to apply to them, no magical attack of any kind is affected by the Immunity power. Any damage inflicted from any other different source is suffered normally.

Types of Immunity include:

Immune to Asphyxiation – character cannot be killed by lack of air or choking. Worst case outcome is passing out temporarily as if suffering Concuss effect.

Immune to Drowning – character cannot be killed by drowning. Worst case outcome is passing out temporarily as if suffering Concuss effect.

Immunity to Bashing - a character using Pull Your Punch can still physically knock a character with this Immunity back.

Immunity to Normal Missiles (ANY missile other than magical ones including crossbow bolts, arrows, spears, bullets and sling stones) – this Immunity does NOT apply to abnormal missiles including Slapstick, Improvised or weapons to hand such as stone blocks, furniture, etc. Also a character using Pull Your Punch can still physically knock a character with this Immunity back.

Immunity to Piercing - a character using Pull Your Punch can still physically knock a character with this Immunity back.

Immunity to Slashing - a character using Pull Your Punch can still physically knock a character with this Immunity back.

## **Improved Skills**

Not exactly a "power," this result grants the character two bonus skills and increases the Row Step bonus of one skill to +3.

## **Improvised Weapons**

The character can use any item as a weapon without penalty. Normal penalties due to cumbersome shape, inappropriateness, etc. do not apply. The only surviving requirement is that the character must be strong enough to wield the item in combat.

### **Innate Item**

The character has an item embedded in their body, either as a prosthetic replacement for a lost body part or hidden inside their body. Reroll what power this Innate Item possesses. Examples could include a metallic hand, gemstone eye, clockwork heart, gemstone brain, the transplanted lungs of a magical monster, etc.

The Innate Item could also be a weapon, useable either since it has replaced a hand or eye or because a hatch opens in the character to let the weapon fire outwards before slamming shut again like the door in a cuckoo clock.

### **Invisibility**

The character can become invisible and remain so for as long as desired. Sound, scent, heavy rain, and other methods can still give an invisible character away. The character may also attempt to turn objects or other characters invisible by touching them. Roll d% on the Master Table using the Rank Value of this power, on a result of red or greater the item or character touched is invisible and remains so as long as the character touches it.

### **Irrational Strength**

The character gets stronger the more upset or angry he or she becomes. Once per hour the character's Intellect may be lowered to a minimum of 1 and the points removed put directly on to the character's Brawn. For a number of turns equal to one-tenth the newly boosted value (round up), Brawn operates at this new value. At the end of this time the affected falls unconscious for d% turns.

**Magic** – has its own chapter.

### **Martial Arts**

In 4C Martial Arts is a skill. In Foresee, Martial Arts is a *power* with the following effects:

Each turn the Martial Arts character can do one of the following:

Superleap at Normal Rank;

Make a slashing type attack with each hand as a single attack, both attacks must be on the same target;

Make a single piercing attack;

Make a yell or scream which makes anyone hearing it lose their turn if they fail a roll on d% on their Willpower unless they have Protected Sense - Hearing;

Make a Wrestle attack as well as a bashing type attack with their legs.

Automatically Slip from someone else's Hold, from bonds binding the character or from an Entanglement effect that has previously caught the character.

If Martial Arts is also taken as a skill albeit under another name (see the Gamemastering chapter), normal skill bonuses apply to the Rank Value of this power.

### **Mind Control**

The character can take over the minds of others. A target of Mind Control must be within visual range of the character and must possess a Willpower Rank Value less than the Rank Value of this power or the character's Willpower, whichever is greater.

To take control of another the character must roll d% on the Master Table using the Rank Value of this power or the character's Willpower + 0, whichever is greater. If the result is black the mind control attempt fails. If the result is red or greater the target is controlled until the character releases the targeted character or the target is ordered to do something out of the ordinary (such as injure a companion) at which point the target rolls d% on the Master Table using the Rank Value of the target character's Willpower. A result of red or greater is needed to break free of the mind control.

### **Nine Lives**

The character is exceptionally lucky. At the start of each game session the character gains a pool of Fortune points (see page 9) equal to twice the Rank Value of this power. These points must be used during that game session to affect die rolls and cannot be saved or used for character improvement. Additionally, once each game session the character may roll the dice without declaring the tens die until after the roll. If the character has this power conferred more than once each extra slot of this power boosts the Rank Value by +17 and allows one more mutant dice roll in each session.

### **Nullification**

The character possesses the ability to nullify – completely negate – the powers of others within a number of sectors equal to one-tenth the Rank Value of this power (round up). To use this power the character must roll d% on the Master Table using the Rank Value of this power. If the result is black the nullification attempt fails and the character suffers damage equal to one-half (round up) the Rank Value of the power the character attempted to nullify. If the result is red the targeted power works at half its effectiveness (round up). On any other result the power is negated for this turn.

### **One-of-a-Kind Weapon**

The character owns a unique weapon of the player's choice which deals damage equal to its Rank Value.

Melee Weapon: The character makes melee attacks with the weapon using the weapon's Rank Value or the character's Melee +10, whichever is greater.

Ranged Weapon: The character uses the weapon's Rank Value or the character's Coordination +10, whichever is greater, when attacking.

Incorporated Power: At the player's discretion one of the character's other powers may be incorporated into the weapon increasing the Rank Value of the incorporated power by +10 but losing the use of the incorporated power if the weapon is lost or stolen.

### **One-of-a-Kind Item**

The character owns a unique item of the player's choice which adds its Rank Value score directly to any skill roll or other d% roll related to the area the item is connected to. For example a hammer would give its bonus to carpentry, shoemaking, sculpting and chiselling (provided you also had a chisel).

**Melee Weapon:** The character makes melee attacks with the weapon using the weapon's Rank Value.

**Ranged Weapon:** Throwing an item not intended to be thrown won't hurt the item in normal circumstances but it incurs a penalty of -6 on any Coordination check to throw it. If the item is such as could be easily thrown, the character uses the weapon's Rank Value when attacking.

**Incorporated Power:** At the player's discretion one of the character's other powers may be incorporated into the item increasing the Rank Value of the incorporated power by + 10 but losing the use of the incorporated power if the item is lost or stolen.

**Reputational Boost:** Carrying this item around in public or using it when people will spread the word about its use adds a circumstantial boost to the character's Repute with all civilised people of +10.

### **Oversized Item**

The character owns a unique item of the player's choice. The item is not magical although it resists all damage with a roll on its Rank Value. The item is grossly oversized compared to what a normal (Human) sized item would be. Despite this, the character can easily store the item in a pocket, backpack or other small hiding place when the item is not in use.

The item is either something that is already much too big to be believably carried easily, such as a longboat, ladder, miniature one-room castle, bridge or riding animal, or a grossly enlarged version of a normal small item such as a hammer, spoon, cup, umbrella or similar non-combat item.

In either alternative the character, and the character alone, can use the Oversized Item as though it is no heavier and no more awkward to manipulate than a fork. This includes using it as it is intended as well as using it as an improvised weapon. For anyone else it is as if the item is exactly as it appears – big unwieldy and heavy.

To determine the size of this Oversized Item if it is not already something implausibly large such as a longboat, determine its original normal size, then consult the Growth/Shrinking power, generate a random Rank Value and apply it permanently as Growth to the item.

The full weight and damage of the object is applied to anything or anyone it is placed on top of or slammed into when it is used as an attack. If the item is used as intended eg dropping a longboat into a river or sea, dropping a bridge across a chasm, the item functions as normal until the character picks it up again.

## Oversized Sidekick

An Oversized Sidekick is a Sidekick (as per the rules given under that power description) except that the being is either subject to a permanent Growth power effect, or is a member of a race that already is giant-sized.

To determine the size of this Oversized Sidekick if he or she is not already something implausibly large such as a troll, ogre, giant, dragon, sandworm or giant eagle, determine its original normal size, then consult the Growth/Shrinking power, generate a random Rank Value and apply it permanently as Growth to the sidekick.

Examples of “normally” giant races from which a character might have an Oversized Sidekick include:

## Giant Sidekicks

<b>Creature</b>	<b>M</b>	<b>C</b>	<b>B</b>	<b>F</b>	<b>I</b>	<b>A</b>	<b>W</b>	<b>Height</b>	<b>Powers</b>
Allosaurus	Ti	No	Ti	To	Di	Gi	To	30'	Superleap(Di)Bite(Ti)
Brass Giant	Ti	Di	De	Go	Ne	No	Ne	240'	Body Armor (Ti)
Cave Bear	Ti	No	Ti	To	Pi	Gi	No	32'	Bite (Gi), Claws (Gi)
Centaur	No	Ti	Gi	Gi	To	Gi	Ta	14'	Superspeed (No)
Cyclops	Su	Gi	Go	Su	Pi	No	No	60'	Oversized Weapon*
Giant Crab	Ti	No	To	To	Ne	No	Pi	20'	Claws (Gi)
Griffon	To	Gi	Gi	Ta	Pi	Ta	No	12'	Wings (To)
Mud Giant	Ti	Ne	De	Go	Pi	Pi	To	120'	Entanglement(Mud) <sup>A</sup>
Ogre	No	Di	Gi	Gi	Di	No	No	9'	Body Armor (Gi)
Pink Dragon	Di	No	Ti	Su	Pi	De	Su	75'	Bite(No), Wings(No)
Purple Ape	Pi	Pi	De	De	Pi	No	Ta	120'	Superleap (Ta)
Troglodyte	Gi	To	To	To	Di	To	Ne	12'	Oversized Weapon*
Troll	Gi	Di	Gi	To	Pi	Pi	No	9'	Freezeproof (Ti)
Wood Giant	Ti	Di	Ti	Ti	No	Pi	No	50'	Oversized Weapon*

\*This Oversized Weapon lacks the normal ability to shrink and disappear when not in use. It's just literally a ridiculously oversized weapon.

<sup>A</sup>This power begins at a random 4C Rank Value.

NOTE! An Oversized Sidekick cannot shrink down, does not have any way of functioning in normal sized society and is usually not a civilised entity. It is the kind of enormous creature more commonly encountered guarding an evil wizard's lair on a mystical lost island or on the lowest level of one of those incongruous subterranean complexes some worlds are riddled with.

## Oversized Weapon

The character owns a unique weapon of the player's choice. The item is not magical although it resists all damage with a roll on its Rank Value. The item is grossly oversized compared to what a normal (Human) sized item would be. Despite this, the character can

easily store the item in a pocket, backpack or other small hiding place when the item is not in use.

The weapon is either something that is already much too big to be believably carried easily, such as a fallen tree, 100' length of chain, 20' boar spear, perpetually burning fireball, siege engine, or a grossly enlarged version of a normal small weapon or item such as a warhammer, longsword, rubber ball, scissors or similar potentially lethal or damaging item.

In either alternative the character, and the character alone, can use the Oversized Weapon as though it is no heavier and no more awkward to manipulate than a fork. For anyone else it is as if the item is exactly as it appears – big unwieldy and heavy.

To determine the size of this Oversized Weapon if it is not already something implausibly large such as a longboat, determine its original normal size, then consult the Growth/Shrinking power, generate a random Rank Value and apply it permanently as Growth to the item.

All Oversized Weapons can automatically strike ALL targets within a total number of sectors of the character calculated from the "height in feet" under Growth power based on this power's Rank Value. The GM must approve the exact configuration of this area for the particular weapon. For a fireball or a net it might be a circle with radius given by the above sectors range, for a sword it might be a sweep or a straight line.

### **Paralyzing Touch**

The character's touch can render opponents unable to move. To paralyze an opponent the character must first hit with a melee attack, which deals no damage. The target must then roll d% on the Master Table using the target's Fortitude Rank Value to resist. If the result is black the target is paralyzed – knocked down and unconscious – for a number of rounds equal to one-tenth the Rank Value of this power (round up).

### **Pet**

The character has a pet. The pet is either a member of a normal species that has unusual statistics, a creature that has one random power of its own, or a member of an unusual species that has formed an atypical bond with the character. Some Pets have a particular power that is conferred on the character who owns it rather than any power of their own.

The two absolute mandatory requirements for any Pet are that it is fiercely loyal or even loving to the character who owns it and that it never engages in combat until the owner, any sidekick, any steed and any adventuring companions have first entered combat. It does not hold back out of cowardice but because its function is not that of a trained warbeast. A warbeast would simply be a non-(Human) Sidekick in fact.

The player and GM can agree on what the pet character is and how it works in play. The main test is that this is a power and should have some good effect on or for the character.

Some suggested Pets are given below:

**Possible Pets** (a non-exhaustive list)

Pet	M	C	B	F	I	A	W	Powers
Baby Unicorn	Pi	Di	Di	To	No	Di	No	Horn (Di)
Butterfly	Ne	No	Ne	Ne	Pi	No	Pi	Wings (Pi), Pixie Dust
Cat, Black	Di	Gi	Pi	Pi	Pi	Gi	Di	Nine Lives, Claws (Di)
Cat, Familiar	Di	Gi	Pi	Pi	Di	Ta	Di	Gives owner Magic power
Cobra	Gi	Su	Ne	No	Di	Di	Ne	Bite <sup>A</sup> , Paralyzing Touch <sup>A</sup>
Crocodile	To	Di	Gi	Su	Pi	No	Ne	Bite (Ta)
Dragonet	No	Gl	Pi	Pi	No	Di	No	Bite (No), Wings (Pi)
Giant Spider	No	Gi	Di	Di	Ne	No	Ne	Entanglement (Ti), Bite (No)
Grave Hound	No	Di	Ta	No	Pi	No	Pi	Bite (To), Paralyzing Touch <sup>A</sup>
Hawk	No	Gi	Ne	Di	Di	Su	Ne	Claws (No)
Imp	Pi	No	Ne	No	To	No	No	Chameleon (No)
Jump Dog	To	To	Pi	Di	Di	Di	Di	Dimension Jump
Pig	No	Bite (No)						
Python	No	Di	Gi	Gi	Pi	No	Ne	Entanglement <sup>A</sup>
Tiger	Gi	To	Ta	Gi	Di	To	No	Bite (To), Claws (Ta)
Toad, Familiar	Ne	Ne	Ne	Ne	Ne	Di	Ne	Gives owner Magic power

<sup>A</sup>This power begins at a random 4C Rank Value.

**Phasing**

The character’s body can change into an insubstantial form allowing the character to “phase” through objects. The power grants the character armor at the Rank Value of this power.

A character with phasing can roll d% on the Master Table against the Rank Value of this power to ignore any one attack each turn by becoming intangible and allowing the attack to simply pass harmlessly through them.

OPTION: The GM may rule that each Phasing power is affected by a particular substance that prevents the power from working or a Phasing character from passing through an object. Examples would be X-Ray Phasing blocked by lead, N-Ray Phasing blocked by wood, Yellow Phasing blocked by gold and Necro-Phasing blocked by living tissue.

**Physical Metamorphosis**

The character’s body can change into an unusual material, selected from the list below, at will. When metamorphosed the character possesses the traits of the material and gains armor equal to the Rank Value of this power.

Damage: Depending on the form and GM approval the character may make use of the Rank Value of this power to determine damage when attacking (punching with fists of steel, igniting things if made of fire, etc.).

<b>Energy</b>	<p>The character transforms into a being of pure energy (choose electricity, light, radiation, etc.). When in energy form the character may do such things as:</p> <ul style="list-style-type: none"> <li>• Jump into power lines and travel through them. (Electricity)</li> <li>• Move at the speed of light. (Light)</li> <li>• Cause radiation burns and sickness. (Radiation)</li> </ul>
<b>Fire</b>	<p>The character transforms into a being of pure fire. When in fire form the character is capable of setting things on fire.</p>
<b>Metal</b>	<p>The character transforms into a being of pure metal (player's choice as to the kind of metal). The Rank Value of the character's Brawn is changed to the Rank Value of this power or the Brawn Rank Value +10, whichever is greater.</p>
<b>Shadow</b>	<p>The character transforms in a being of pure shadow, the freezing cold almost sentient force of darkness connected to the realm of infinite storage known as the Inner Dark. When in shadow form, the character is Freezeproof and can store within their own physical form 100 lbs. of items, characters, liquids, weapons and so on for every 10 points of Rank Value in this power (round up). The character has total control of what he or she brings out of their inner darkness and one stored item, character or blob of liquid can be brought out or sent in per turn.</p> <p>Capturing and sending to the Inner Dark a resisting character requires a touch attack as for Paralyzing Touch.</p>
<b>Smoke</b>	<p>The character transforms into a being of pure smoke. When in smoke form the character can automatically use Entanglement on anyone he or she touches and has the power of Flight at half the Rank Value (round up) of this power.</p>
<b>Water</b>	<p>The character transforms into a being of pure water. When in water form the character may choose to flow like water, running through cracks and other small spaces.</p>

### **Pixie Dust**

Pixie Dust is a golden sparkling powder emitted naturally by fey and faerie creatures and also generated in Wild Magic areas. A character with this power either naturally generates this strange substance or has an item which emits it or a bag full of it.

Pixie Dust allows the re-rolling of one dice roll per turn for either a friendly character or an enemy or a roll in a situation such as disarming a trap or surviving a poison. The re-rolled dice result is final.

### **Plant Control**

The character can control plants, forcing them to twist and turn and using them to wrestle, attack opponents, or block attacks. The character performs all of these actions, through a chosen plant, using the Rank Value of this power. The character can control a number of plants each turn equal to the number of times he or she can attack in a turn (controlling counts as an attack). The character can only control plants within a radius of a number of sectors equal to one-tenth the Rank Value of this power (round up).

### **Potions**

The character carries with them a selection of liquids, each of which has a one-off effect. Some of these liquids would be drunk, some splashed on a target, others poured carefully on the ground.

The maximum number of potions carried at the start of each game session (or the start of each game day in an ongoing campaign) is equal to the character's Intellect Rank Value.

Using a potion takes the whole of a turn – one comicbook panel.

Each potion generates any one power effect, with a Rank Value of PITIFUL and a duration of a number of turns equal to the Rank Value of the Potions power. Rank Value of Demigodly and above in this power means that the potion effect is permanent, even if this would be undesirable.

In play, the player of this character reacts to a situation and nominates a potion power effect, for example providing Body Armor by pouring one over themselves or another character, using Entanglement on someone, setting someone on fire or putting them out, negating a Trap, and so on.

If the character does not know exactly what effect is needed due to ignorance of the true nature of the situation or effect to be fought against then the potion used might be useless or even harmful.

Summoning potions are perfectly allowable, for example summoning a temporary Sidekick or Oversized Sidekick from the aether or summoning a Pet or Steed.

Potions can also be used to generate "simple" effects such as an acid, poison or its antidote and so on.

### **Protected Sense**

One of the character's senses – either a normal sense (sight, hearing, etc.) or a supersense is completely immune to damage or attacks of a Rank Value equal to or less than the Rank Value of this power. Touch, though a sense, cannot be protected.

### **Quake**

The character has the innate ability or carries an item that generates a miniature “earthquake” effect in a number of sectors around the character equal to the Rank Value of this power.

Every character, vehicle, building and item within the affected area, friend or foe, must make a roll on d% against its Fortitude as though it had suffered a successful Pound result from the character. A Black or Red result applies as normal for items, vehicles and characters but for buildings this result indicates that the building has been literally knocked down or wrecked. Headquarters power buildings are considered unuseable until the owner spends Fortune equal to the Rank Value of the Quake power to repair the Headquarters.

### **Quest Solution**

This power allows a character to obtain a needed nonmagical item or resource. When the power is activated on a successful Master Table roll on this power's Rank Value the GM will provide a simple quest in the form “location verb number noun” that, if completed, will automatically deliver the character's required item or resource. For example “Travel to Inxia and catch nine lobsters” – if completed successfully the item or resource the character needs will be provided in exchange for the completed quest items.

### **Quicken Unliving**

The character has a special item or an innate power that lets them quicken an unliving item such as a statue, doll, chair, golem or inanimate Construct, giving it life. This power is how Constructs are brought into existence.

Any Construct created by the character should be generated as per the standard rules.

Each use of this power deducts ALL of the character's Fortune and any Fame he or she has, reducing both to zero. The character must have a non-zero Fortune to begin with to use this power.

### **Racefriend**

The character has a positive bonus to Repute with a single chosen specific race eg Elves, Dragons, Vampires. The Repute bonus is equal to the Rank Value of the power. The Downside to this power is that there is a percentage chance each game month equal to the Rank Value that the race will call upon the character to perform some duty, quest or battle for them.

Being a Racefriend does not *automatically* earn the character the enmity of any opposing or enemy race.

### Rage Dump

The character can shrug off any negative effects including Entanglement, Mind Control, Concuss results and so on by becoming enraged. This requires either another character to spend at least 5 continuous turns insulting or belittling the character or for the character to take a turn and attempt to FAIL a roll on d% on the Master Table against his or her Intellect.

### Rainbow Power

The character has the innate power or a special item able to emit beams of different colors of the rainbow. Each color can affect a different emotion as if a specialised form of Mind Control with the Rank Value of this power.

Red	Anger. Element: Fire
Orange	Paranoia. Element: Earth
Yellow	Fear. Element: "Sunshine" (Light)
Green	Envy. Element: "Nature" (living things)
Blue	Sadness. Element: Water
Indigo	Happiness. Element: Air
Violet	Indecision. Element: "Purple Twilight" (Shadow)

Rainbow Power can make temporary Constructs out of the specified element as well as the Mind Control effect. These Constructs are able to carry out a single simple task before disappearing such as making one attack on one target, lifting or carrying something, forming a bridge, a parachute or a net, forming a tentacle or hand & arm for one task, and so on.

### Random Thoughts

The character's mental processes are so alien, scattered, zen, "out there" or insane that no form of mental influence – good or bad – will work on the character. Amongst other things this makes the character immune to Mind Control, Illusions and efforts such as the Lying skill.

### Rebuilders

Tiny entities or Constructs inhabit the character's body. Whenever the character loses Damage the Rebuilders instantly heal the character completely provided a successful roll on d% on this power's Rank Value is made on the Master Table.

A fail on this roll means that the Rebuilders do not restore the lost Damage. A roll of "00" means that the Rebuilders shut down and do not heal the character for the remainder of the game session (or game day in a campaign). A Minor Success on this roll means the character is healed, but no longer looks exactly as he or she did before – the Rebuilders copy the pattern slightly incorrectly. This might change the color of an Eye or a patch of hair, give the character fingernails of another race, or change the texture or coloration of the character's skin.

Subsequent Rebuilder activity gradually shifts the character's form to what the Rebuilders consider optimal.

The damage Rebuilders restore is treated on an incoming basis, ie each attack or effect that does a separate amount of damage requires a separate Rebuilder roll. If a character is put in a situation where damage is continuous and ongoing, the Rebuilders won't activate until the effect ends. If this means the character is ash or dust, this makes no difference the Rebuilders will still work. However, in the case of a destroyed character ie a character rendered to dust, smoke, ash and so on the time to bring the character back to normal is equal to 1,000 hours minus the Rank Value of this power, to a minimum time required of one turn.

### **Redline Operational**

The character cannot suffer Dying results (see Combat chapter). Instead, the character lives on as normal despite any damage taken, with no apparent ill effects, until their Fortitude Rank Value reaches zero at which point the character simply keels over dead. The effects of Dying are applied only to see how long it will take the character to literally drop dead. Injuries or massive trauma that would rip another character apart just mess this character up but the body remains roughly in one piece until death.

At zero Damage and below the character begins to suffer a negative Repute modifier of minus whatever amount of Damage has been taken plus however many points of Fortitude have been lost. Characters with this power are amongst the most confronting, horrifying and indeed terrifying beings to witness. Blood and internal organs spill out, bones protrude, but somehow they remain functional and even cheerful or at least purposeful.

### **Refraction**

The character can affect elemental energy so that its color or nature changes. Color changes are purely cosmetic unless there is a particular effect a certain color produces as with Rainbow power. When used purely to dissipate an attack which is composed of any form of pure element or energy this power functions as armor for the character reducing incoming elemental damage from a single attack by an amount equal to this power's Rank Value.

Energy changes turn a form of energy to its "adjacent" form of energy:

Colored Light:

White / Light ("Energy") <> Red <> Orange <> Yellow <> Green <> Blue <> Indigo <> Purple <> Black / Shadow

Elemental Energy:

Light <> Fire <> Air <> Water <> Earth <> Shadow

Magic:

Magic <> Light

Black Magic:  
Black Magic <> Shadow

Energy:  
Magnetism <> Gravity <> Light <> Radiation <> Fire

Unless an elemental energy effect lasts longer than one turn the Refraction power can only shift the energy during that same turn of use, eg Magnetism can only be shifted to Gravity or a Red effect can only be shifted to White or Orange. Each one step shift using Refraction requires one turn as the only action in that turn.

Refraction does not “capture” the energy, the Refraction power changes its effect not whether the original effect hits or not or whether the new energy form is more beneficial than the original effect.

### **Regeneration**

The character heals quickly. Once per turn, instead of taking another action, the character may recover a number of Damage points equal to the Rank Value of this power.

### **Reincarnation** (aka Recasting the Character, Same Role – New Actor)

When this character dies, EVERY time they die, instead of remaining dead their physical form glitters with Pixie Dust and they awaken alive once more. The age range of the new character version is plus or minus 2d10 years from the dead version’s age at death to a minimum of 8 years old in human terms and with no real maximum.

However, all their Primary Traits are re-rolled as per Random Normal Person. They retain all the same powers and skills but lose all Downsides and Signatures. Signatures can be voluntarily reacquired since they are behavioural. The Rank Values of the powers are recalculated where necessary to match the new Primary Traits. Some powers will not require this.

The sex and species remain the same for the character but their exact physical appearance is randomly different within the normal limits for their species. A Caucasian human male will definitely awaken as a human male.

After reincarnation the Repute and Lifestyle of the character must be recalculated based on the new life gifted.

At the character’s death, the player can nominate certain things which are going to be lost, such as Primary Traits from the dead version of the character, to be retained by the new version. For each such attribute to be kept, a Yellow result on the dead character’s Willpower must be obtained on a d% roll on the Master Table. Failure indicates that the attribute is lost with the rest.

## Remote Sensing

The character has one of the normal senses useable at a great distance from the character's physical form. The effective range of this sense is given by the power's Rank Value:

Rank Value	Sectors
1-2	40
3-5	250
6-9	1 mile
10-19	8 miles
20-29	100 miles
30-39	750 miles
40-49	2000 miles
50-74	7000 miles
75-99	16000 miles
100-149	Entire planet and any moons
150-999	Entire local universe
1000+	Entire cosmos

## Rider

The character is such an amazingly good rider of beasts that he or she is considered to be standing well balanced on level ground for the purposes of all activities whilst in the saddle.

## Savagery

The character has an indomitable and animalistic nature. Lower the character's Intellect by the Rank Value of this power. Add the same amount to *both* the character's Melee and Brawn. Intellect lowered by this power cannot be reduced lower than a score of 3.

## Shapeshift

The character can turn into any shape desired (animals, other characters, objects) though the character retains the character's original size (unless the character also has the Growth or Shrinking powers). The change is automatically successful unless the character attempts to impersonate a specific thing (such as another character) at which point roll d% on the Master Table using the Rank Value of this power. A result of black means the character fails to adequately copy the character or object and can be easily identified.

## Sidekick

The character possesses a sidekick that assists him on adventures (and is the perfect tool when the Gamemaster wants to cause trouble). Create a second character randomly. This new character may possess no primary trait greater than the main character's and cannot possess more than one-half the number of powers (round up) of the main character. Any results that would break these two rules are automatically reduced. The sidekick is under the Gamemaster's control.

A Sidekick can also be an Understudy. Other than mode of dress the character is EXACTLY like the character but one Rank Value lower in every Primary Trait and power.

### Snack Based Regeneration

The character heals by eating comfort food. Once per turn, instead of taking another action, the character may recover 10 lost Damage points by eating snack foods.

### Spikes

The character has some form of spikes, either a natural part of the character's body or a worn item. The character uses the Rank Value of this power to make piercing attacks. Spikes automatically inflict their damage each turn as a free extra action during any Wrestling battle.

### Steed

The character possesses a unique and exceptional riding animal. The riding animal is treated as a vehicle the character sits outside of along with passengers. As a "vehicle" the Steed has Durability, Handling, and Velocity as if a vehicle as well as Primary Traits like any other living being. The Durability, Handling and Velocity are all equal to the Rank Value of this power. The Steed possesses two special systems – weapons, unusual abilities that mimic a power, or any other equipment the GM will approve – with each system at a Rank Value equal to one-half this power's Rank Value (round up). If one of these special systems is Flight it in the form of Wings.

Examples of Steeds include a winged horse, winged bull, bull, sea monster, giant octopus, warhorse, giant ape, clockwork horse, zebra, large lion or tiger, flying tiger, or a giant goat.

### Superleap

The character can jump across great distances. The character may leap up to a number of sectors each turn depending on the Rank Value of the power:

Rank Value	Sectors/Turn
1-2	1
3-5	2
6-9	3
10-19	4
20-29	5
30-39	6
40-49	7
50-74	8
75-99	9
100-149	10
150-999	15
1000+	The character can circle the world in a single turn.

### Supersense

The character possesses a single extraordinary sense such as superhearing or supersight. Rolls made to use the heightened sense use this power's Rank.

A player may, with GM approval, have an entirely new sense. For example, a character may be blind but possess echolocation (“seeing” like a bat) or Infrared Vision in addition to normal sight allowing the character to see in darkness without penalty.

### Superspeed

The character can run at superhuman speeds. The character can move up to a number of sectors per turn based on the Rank Value of this power or the character’s Coordination + 0, whichever is greater:

Rank Value	Sectors/Turn
1-2	1
3-5	2
6-9	3
10-19	4
20-29	5
30-39	6
40-49	7
50-74	8
75-99	9
100-149	10
150-999	15
1000+	The character can circle the world in a single turn.

When attempting an unusual manoeuvre, such as running across water or up walls, the player must roll d% on the Master Table using the Rank Value of this power. A result of black indicates failure.

Vibrations: A character with Superspeed can also attempt to “run between dimensions” by making a d% on the Master Table using the Rank Value of this power with a -100 modifier on the roll. This means such an attempt will always obtain a White Result unless other modifiers are brought to bear such as Superspeed enhancing item, Magic, etc. If the roll is successful, the character is treated as having made a one-off Dimension Jump.

### Telekinesis (Psychokinesis, PK, TK, Mind Power, Stronghold of the Will)

The character possesses the mental ability to move objects without touching them with range of “reach” in sectors equal to the Rank Value of the power. The upper limit of weight the character may lift with this power is the the power’s Rank Value. Telekinesis is a “foundation” power for characters who use mind powers or “Psionics”. It can be used to fly as if the character has Flight power at one quarter of the Rank Value of Telekinesis (round up).

It can generate a Force Field as per the power of that name at one half of the Rank Value of Telekinesis (round up).

Telekinesis can temporarily confer the Fast Attack ability for one turn every one hour. This Fast Attack takes place on the turn immediately after Telekinesis is used in this way.

Rank Value	TK Weight
1-2	50 lb.
3-5	100 lbs.
6-9	200 lbs.
10-19	400 lbs.
20-29	800 lbs.
30-39	1 ton
40-49	10 tons
50-74	50 tons
75-99	80 tons
100-999	100 tons
1000+	400 tons
5000+	10,000 tons

Ranged Attacks: The character may also use this power to perform ranged attacks – by throwing an object or simply using telekinetic “force” – using the character’s Willpower in place of Coordination. A successful attack deals damage equal to the Rank Value of this power.

### Telepathy

The character can read the minds of others and transmit mental messages. For all actions involving this power the character uses the power’s Rank.

A character with this power may read the mind of any character with a Willpower Rank Value lower than the character’s Rank Value in this. For stronger minds, competing rolls on d% between the telepath and the target are required with the higher roll prevailing if both characters make successful rolls. A character with this power is automatically aware when someone attempts to read the character’s mind. The character may attempt to block the other telepath; both characters roll d% and add the Rank Value of this power or the character’s Willpower + 0, whichever is greater.

Telepathy can confer initiative in Combat; in any turn when the character wants this he or she must make a Yellow successful roll on d% with the Rank Value of the power on the Master Table.

### Teleportation

The character may teleport a number of sectors equal to the Rank Value of this power in a single turn. Teleporting requires the player to roll d% on the Master Table using the Rank Value of this power.

A result of black means the character arrives dazed at the destination sector and must spend the next turn recovering (the character may take no actions that turn).

If the character is unfamiliar with – or cannot see – the destination sector and teleports into a solid object – which can include the ground – the player must roll d% on the Master Table

using the Rank Value of the character's Fortitude. A result of black immediately bounces the character back to the starting sector where the character is dazed and must spend - 0 turns recovering (taking no actions during that time). Any other result immediately bounces the character back to the starting sector where the character is dazed for one turn.

A roll of "00" on any Teleportation roll means the character has arrived interphased with a solid object or the ground and is instantly treated as Dying as per the combat rules. The character is also in a permanent state of Entanglement until somehow freed from the fused state.

### **Toolkit**

The character has a specialised item or set of items whose total bonus to skills is equal to the Rank Value of this power. Each individual Tool from the Toolkit can confer +1 or any other bonus up to the maximum Rank Value. It is thus possible to have a Toolkit be one Tool adding the full Rank Value to one skill, or a Toolkit with a Rank Value of 45 composed of 45 Tools, each adding +1 to a different skill roll. It isn't necessary for the character to have the related skill to receive the bonus on a skill roll from the Tool.

### **Trait Boost**

Unlike Trait Increase (see below), this power is a temporary boost to any one primary trait of the character's choice (chosen at the time this power is acquired). Once each hour of game time the character can automatically boost the chosen trait's Rank Value by an amount equal to the Rank Value of this power. For a number of turns equal to one-tenth the newly boosted value (round up), the affected primary trait operates at this new value. At the end of this time the affected primary trait's Rank Value is reduced to one-half (round up) its normal value for 1d10 turns.

### **Trait Increase**

Not exactly a "power", the character increases the rank value of any two primary traits by +15 each. If this "power" is rolled twice the bonus to each primary trait chosen is increased to +20 each.

### **Vehicle**

The character possesses a unique and exceptional vehicle. The character selects an existing vehicle (see Gamemastering chapter) and then increases the Durability, Handling, and Velocity of the vehicle by one-half this power's Rank Value (round up). In addition to this increase the vehicle possesses two special systems – weapons, unusual abilities that mimic a power, or any other equipment the GM will approve – with each system at a Rank Value equal to one-half this power's Rank Value (round up).

### **Wall**

The character can create a magical Wall. This Wall is one sector thick or wide, two sectors tall and has a length maximum equal to the Rank Value of this power. The Wall has a Damage, a Durability and a special attribute. Damage is how much damage the Wall must suffer for a cubic sector section to be destroyed enough for a character to cross without penalty or effect. Durability is identical to the same Trait for Vehicles and Steeds –

functioning as armor for people on either side of the Wall from an attack. When a Wall goes down to Durability zero, unlike a Steed or Vehicle it is NOT completely destroyed but it is no longer shrugging off attacks without any damage. From that point until it is reduced to zero Damage, the Wall is being chipped or whittled away.

Wall	Damage	Durability	Special
Diamond	Rank Value of power	50	Each cubic sector of this Wall has sufficient gemstone chunks in it to permanently increase a character's Lifestyle by +10. The gems are useless until that section of the Wall is destroyed.
Cold Iron	Rank Value of power	10	This Wall is immune to all forms of Magic, magical effects and potions.
Paper	1/20 Rank Value of power (round up)	5	When destroyed, each section of this Wall bursts into flame causing 4d10 Damage to all characters within 3 sectors and creating a Wall of Smoke in place of the destroyed section. The Wall of Smoke must then be destroyed separately.
Rainbow	Rank Value of Power	10	Each section of this Wall strikes any attacking character, character leaping or flying over it within a number of sectors equal to the Rank Value of the power, or character voluntarily touching it with a random Rainbow Power color effect.
Shadow	Rank Value of Power	7	This Wall is made of darkness. Anyone engaging in melee combat or voluntarily touching this Wall must roll d% against their Awareness on the Master Table or instantly fall into the Inner Dark, trapped until the Wall effect ends. If the roll is successful, damage is inflicted on the Wall as per normal.
Smoke	1/10 Rank Value of power (round up)	5	A Wall of Smoke produces a Chameleon effect for all characters on either side of it with respect to attackers and causes Entanglement in the form of being lost in the smoke for anyone engaging the Wall in melee combat or voluntarily touching the Wall.
Steel	Rank Value of power	20	Anyone engaging in melee combat or voluntarily touching this Wall takes 3d10 magical slashing type damage.
Thorns	1/5 Rank Value of power (round up)	5	Anyone engaging in melee combat or voluntarily touching this Wall must roll d% on the Master Table on their Willpower or fall instantly and magically asleep – treat as if Black result on Concuss table.

A Wall effect lasts for a number of turns equal to the Rank Value of the power plus the character's Fortitude.

A character with Wall power can spend 100 Fortune and make the Wall permanent until destroyed.

A Wall can also be used as a bridge, size permitting if the character makes a d% roll on the Master Table against their Intellect.

Walls form on the ground, they can't be formed around or through living entities or Constructs and they will not form if their very act of formation would directly cause harm to any living being with an Intellect of 2 or more.

### **Wall-Crawling**

The character can move normally, either by using a specialized device or innate means, across surfaces from which most people would fall (walls and ceilings, for example). GMs should inflict a RS (row step) penalty when attempting to move across a slippery surface.

### **Weapon**

The character possesses a weapon, or weapons, with a combined total damage equal to the Rank Value of this power.

Example: A character with a Rank Value of 30 in this power could own two swords of Damage 10 each and three daggers of Damage 5 each. Or a bow, crossbow, and rod of blasting each doing 10 Damage.

All Weapon power weapons are inherently Magical, Dimensional, Psionic or some combination of the three. This means all such Weapons are a magical attack rather than Normal or mundane damage.

This power does not confer any extra skill or bonus to the use of the Weapons.

If a Weapon is lost, the character may spend 5 Fortune to Luckily find it again. If they do not, and they do not take steps to recover it, it still exists but is lost to them until recovered. This same Weapon is freely useable by anyone else who finds it.

The character may possess weapons that do not appear within these rules or in existing **4C System** games or supplements. Such new weapons must be approved by the GM.

# Downsides, Weaknesses and Signatures

## Signature

A Signature (sig for short) is a behaviour that a character must perform (including for example an omission such as a dietary law). It is not a physical attribute of the character it is behavioural. Signatures could be styles of crime, picking duels, unnecessary vandalism, extreme politeness, always dressing in Crimson, using a strange and unnecessary speech pattern, always leaving a clue so that your plans can be defeated, sparing enemies, the Code of Chivalry, Bushido, arcane ritual rules of a Cult of Nameless Dread Evil, never killing, and so on.

No character can have more than three Signatures that are *voluntarily* chosen for the character by the player. If the character uses a School of Magic or is a Classed Human with a Signature, each of those conditions counts as one Signature.

For each Signature the character has, a Row Shift of +1 is applied to all d% rolls on the Master Table for ANY roll.

In any game session if the player forgets or avoids using the Signatures of a character he or she is playing, ALL bonuses to rolls conferred by ALL Signatures are lost until the next game session.

Alternate names for Signature are Code of Conduct, Geasa, Compulsion, Psychological Quirk, Tell and Behavioural Tic.

## Downside

A Downside is a physical, permanently-on version of a Signature. Examples include visible tattoos, body piercing, freakish appearance, monstrous appearance or other appearance highly unusual for the character's species, bizarre coloration, weirdly fat or thin, and similar appearance based or physical based variations that are likely to incite prejudice, fear or pre-judgment from the ignorant, intolerant or evil. However if for example monstrous appearance or tattoos are considered "normal" for the campaign then these can't be a Downside in that world.

Downsides can also apply to a set of powers such as Magic if the powers have a permanent and total Weakness or lack of effect, for example a type of magic that cannot produce any form of healing effect, powers that are always lethal when used, powers that always cause Explosions (see Gamemastering section) and so on.

## Weakness

A Weakness is a balancing attribute imposed by the GM on a creature or power when the GM thinks it is logical or when it is naturally logically suggested by the nature of the creature or power. Since a Weakness is a balancing attribute it does not confer any benefit to the receiving creature or power.

# Skills

## Using Skills

Such things as Acrobatics, Investigation, Riding, Medicine, Pilot and Drive are considered skills; discuss the skills you would like a character to have with the GM for approval. A skill grants a +1 Row Step bonus (see page 94) when making any rolls on the Master Table during an action appropriate to the skill in question.

In keeping with the ethos of 4C and the game it takes its own inspiration from, Skills in Foresee are deliberately not explained in detail. They are meant to be a simple word that explains the kind of roll to which a +1 RS would apply to. If the word doesn't logically conjure up associations with the kind of roll the player wants to make, the GM should disallow it.

Skills should be given and selected to flesh a character out and not just in the spirit of trying to min-max a super character in some dry as dust bean counter kind of way. That approach is doomed anyway since not all characters even have skills.

A somewhat complete list of all Skills NAMED SO FAR in the rules is below. There is no limit to the number of different skills there could actually be however since it comes down to them just being agreed upon names for a set of Row Shift bonuses.

## Grand List of Skills So Far:

- |   |  |
|---|--|
| 1. Acrobatics   | 22. Clowning   |
| 2. Aikijutsu <sup>M</sup>   | 23. Cocktail Making                                      |
| 3. Alchemist  | 24. Cold Reading   |
| 4. Ancient History  | 25. Command  |
| 5. Animal Husbandry   | 26. Conceal Bodily Function                              |
| 6. Arctic Survival  | 27. Contract Law   |
| 7. Armor Making   | 28. Cross Examination                                    |
| 8. Balance  | 29. Cryptography   |
| 9. Bargaining   | 30. Cult Knowledge                                       |
| 10. Bawdy Tales   | 31. Curses   |
| 11. Betting   | 32. Cutlass  |
| 12. Blacksmithing   | 33. Dagger   |
| 13. Botany  | 34. Deactivate Trap                                      |
| 14. Breath Of Heaven Through The<br>Celestial Temple <sup>M</sup> | 35. Depicting The Fan As A Moving<br>Target <sup>M</sup> |
| 15. Broadsword  | 36. Detective Work                                       |
| 16. Calligraphy   | 37. Disguise   |
| 17. Card Games  | 38. Diving   |
| 18. Cargo Delivery  | 39. Driver   |
| 19. Carpentry   | 40. Drugs and Medicines                                  |
| 20. Cheat at Card Games   | 41. Dwarf Lore   |
| 21. Climbing  | 42. Dwarf History  |

- 43. Elf Lore
- 44. Elven History
- 45. Embalming
- 46. Embrace Tiger<sup>M</sup>
- 47. Entertainer
- 48. Etiquette
- 49. Extra language
- 50. Farming
- 51. Fashionista
- 52. Fast Talking
- 53. Feign Interest
- 54. First Aid
- 55. Fishing
- 56. Fist Of Angry Sun<sup>M</sup>
- 57. Flower Arrangement
- 58. Folded Paper Conceals Secret<sup>M</sup>
- 59. Folklore
- 60. Galaxy Footstep
- 61. Geography
- 62. Genie Tales
- 63. God Tales
- 64. Gymnastics
- 65. Hagglng
- 66. Herbalism
- 67. Heroic Tales
- 68. Hide
- 69. History
- 70. Horse Racing
- 71. Identify Dinosaur
- 72. Identify Pariah
- 73. Identify Witch
- 74. Identify Value of Item
- 75. Inspiring Speech
- 76. Insult
- 77. Interrogation
- 78. Invention
- 79. Iron Robe Kata<sup>M</sup>
- 80. Item Making
- 81. Karate Chop<sup>M</sup>
- 82. Kick
- 83. Kissing
- 84. Lame Puns
- 85. Laws of the Land
- 86. Leather Making
- 87. Leather Working
- 88. Literacy
- 89. Local Laws & Customs
- 90. Local Maps
- 91. Lockpicking
- 92. Looting
- 93. Lying
- 94. Make Toast (speech, not bread)
- 95. Marksmanship
- 96. Masonry
- 97. Medicine
- 98. Midwife
- 99. Monster Lore
- 100. Monster Tales
- 101. Navigation
- 102. Ninja Toe<sup>M</sup>
- 103. Occultism
- 104. Occupat'l Health & Safety
- 105. Paper Making
- 106. Pickpocket
- 107. Pilot
- 108. Planar Lore
- 109. Poisons
- 110. Prestidigitation
- 111. Psionic Training
- 112. Psychology
- 113. Public Speaking
- 114. Punch
- 115. Red Monkey Style Hand<sup>M</sup>
- 116. Religion
- 117. Repair Metal Objects
- 118. Return To Mountain<sup>M</sup>
- 119. Riding
- 120. Ritual Magic
- 121. Roof Running
- 122. Running
- 123. Sailing and Rowing
- 124. Scrounge Food
- 125. Secure Storage
- 126. Seduction
- 127. Set Fire
- 128. Sexual Positions
- 129. Shield
- 130. Shopping For Bargains
- 131. Shortsword
- 132. Siege Engines
- 133. Sign Language
- 134. Sketching

135.	Slapstick Fighting	146.	Travellers' Tales
136.	Sneaking	147.	Treasure Lore
137.	Sport	148.	Treasure Tales
138.	Stone Lungs <sup>M</sup>	149.	Tumbling
139.	Swimming	150.	Uppercut
140.	Tax Evasion	151.	Vehicle Repair
141.	Taxidermy	152.	Veterinary Medicine
142.	Torture	153.	Warehouse Ops
143.	Tracking	154.	Weapon Making
144.	Translate Language	155.	Wrestle
145.	Trapping	156.	Zoology

<sup>M</sup>Skill is, unless the GM allows otherwise, only for characters with the Martial Arts power.

### Contacts

In place of a skill a character may possess a contact. A contact is a friend or acquaintance the character can call on for assistance. Contacts must be cleared with the Gamemaster though any reasonable contact idea should be automatically allowed. (Attempting to claim the President of the U.S. as a contact is going to be a lot more difficult to have approved by the GM than a low-level police officer.)

### Slapstick Fighting

*Only trained professionals should attempt to kill someone with a whole boiled lobster or deep dish banana crème pie.*

Slapstick Fighting is a skill that functions as a limited version of the Improvised Weapons power. Rather than letting the character use any item as a weapon without penalty, the skill allows any of the following to be used as if it were a normal weapon with which the character is proficient (ie +1 Row Shift):

Soda Siphon, Length of Wooden Plank, Rubber Chicken, Cream Pie, Length of Rope, Ladder, Frying Pan, Slipper or Shoe, Hat, Potted Plant, Non-magical Tool, Crab, Ball, Barrel, Lobster, Tropical Fish, Octopus or Squid.

Slapstick Fighting is actually the type of fighting used in Saturday morning cartoons in which direct physical violence is prohibited: lots of running around, physical comedy and harmless or nonlethal stunning and tripping attacks. Lots of entanglements and pratfalls. Such shows are basically an example of a world where most people use Slapstick Fighting and also nominate to use Pulling Your Punch (see Combat section).

# Magic

Magic in 4C is a Power. It works in a quick and dirty way as being able to recreate another power's effects.

This is not that game.

In Foresee Magic is central to everything. A character with the "Magic" power is someone who casts spells of some sort. Usually, a Wizard so described although there are other types. Hedge Wizards generate weird spells outside the civilised way of developing magical powers. All other types of magic using characters operate by using a Type of Magic.

## Types of Magic

All Magic is divided into three Types. These Types are High Sorcery, Schools and Books.

## High Sorcery

Sorcerors are people who use High Sorcery. They say a poem-like incantation and obtain a magical effect.

For any effect they wish to produce, the GM must set a difficulty for the roll to be made. This number is SUBTRACTED from the roll made on d% versus the Primary Trait used by the Sorceror.

All High Sorcery rolls are made on Willpower unless the character is a Classed Human in which case they are made on Intellect.

The difficulty of any High Sorcery spell is calculated by adding the Range Rank Value to the Rank Value of the maximum Damage to be caused AND/OR the power to be duplicated.

For example, a fireball spell with a range from the caster of 6 sectors that the caster wants to have inflict 3d6 damage on a target has a Range Rank Value of 6 (No) and a Damage Rank Value of 18 (To). It's also an elemental/energy effect equivalent to a power so the GM adds the Rank Value of 18 again to reflect that this is a spell that is very much like imitating a power. This gives a total difficulty for this spell of  $6 + 18 + 18$  for a total of 42 (Su).

The character is a Classed Human and therefore must roll d% against his Intellect of 7. The difficulty of 42 is subtracted from the roll. He rolls 96.  $96 - 42 = 54$ . Looking up 54 for an Intellect of 7 (No) on the Master Table indicates... Success! Just. The spell therefore takes effect as a ranged attack on a single target, hitting the target for 3d6 Damage unless something the victim can think of such as Evade lets them escape this ranged attack.

A Sorceror can reduce the difficulty of any spell casting by sacrificing 1 Fortune to the Dimensionals of Magic and calling upon them by name in the spell poem. This confers a +2 RS bonus to the d% roll required to cast the spell. However, failure once Dimensionals have been invoked causes anger in the Other Realms, and the Sorceror immediately takes 1d8 Damage from fury of these ineffable beings.

## Schools of Magic

Each School of Magic is a collection of Wizards all of whom research repeatable spell effects and consent to follow a set of rules and preclusions. Every School of Magic has a Signature. This Signature takes the form of renouncing all other forms of Magic and Powers outside the School. The Signature also associates all the spells of the School with an ancient language, a colour or type of appearance and an element or concept – for example fire, slavery, healing, human supremacy, destroying undead, dragons or heroism, etc.

However, in return for this sacrifice the Wizard of a School of Magic gains the ability to use four defined spells. These four spells count as if subject to a skill bonus of +1 RS and are useable as many times per session or game day as the Wizard pleases, until a roll to use them is failed. Once that happens the spell for which the roll failed is “lost” for the rest of that session or game day due to mental exhaustion on the part of the School Wizard.

All School Magic spells begin at a Rank Value of NORMAL for consideration of any of their effects. All School Magic spells do not endure, ie they take effect and exist for one turn unless the type of effect (Wall, Body Armor) is such that it would have a duration in which case its duration is equal to the Rank Value of the spell in turns.

To use any of the four spells the Wizard of a School of Magic rolls d% against his or her Intellect on the Master Table. Remember there is a +1 RS bonus on this roll.

Schools of Magic also create magical scrolls. A magical scroll is a special form of potion, a one use magical item. In this case the potion is the ink used to inscribe the scroll with a spell. The ink endures until the Wizard reads the scroll. Whatever spell is on the scroll is successfully cast with an Amber result, ie no roll needed. However, if it requires targeting, other rolls on d% or any other parameters the Wizard still needs to fulfil that for the spell to be effective.

Schools of Magic divide their spells into subtypes: Combat, Healing, Insight, Protection and Signature. (C,H,I,P,S)

Combat spells either cause damage or produce a Body Armor effect.

Healing spells do exactly what it says on the tin – restore lost Damage, remove a Curse, stop a character from Dying, and so on.

Insight spells affect the senses.

Protection spells are amongst the weirdest in effect but simplest in concept – they strengthen, defend, avoid harm or drive off hostile life forms.

Signature spells are those unique magics that the School has individually discovered and which are available to no one else.

New spells are gained exactly like new powers as per the Character Advancement rules. Any new spell “discovered” MUST in all respects match the “flavor” of the rest of the Wizard’s School of Magic.

Alternatively, one of the existing four spells can be increased in power by expending Fortune equal to 77 plus the current Intellect of the character. Each School spell can be increased in this way a total of eight times. This improvement is called Puissance. For non-Combat subtype spells, each step of improvement in Puissance either confers a further +1 RS when casting the spell or increases the area affected by the spell where possible by a further sector. It cannot improve both, the character must choose one or the other. Note carefully the exact change to the spell’s Puissance.

Some examples of Schools and spells are presented at the end of this section but it is strongly recommended that the GM and players work out their own.

The progression of spell improvement under Puissance is as follows:

### School of Magic Puissance

Prefix to Spell Name	Effect
	As per normal for the School of Magic
“Better”	Damage / armor increased by +1d4 / 10
“Improved”	Damage / armor increased by +1d6 / 20
“Superior”	Damage / armor increased by +1d8 / 30
“Heroic”	Damage / armor increased by +1d10 / 40
“Epic”	Damage / armor increased by +1d12 / 50
“Cosmic”	Damage / armor increased by +2d10 / 60
“Ultimate”	Damage / armor increased by +3d10 / 75
“[Name of character]’s Ultimate”	Damage / armor increased by +50 / 100

*Example: Monkey Pod, Wizard of the School of Fraternity Magicians, spends 944 Fortune, being eight lots of 108+10 (his Intellect being 10). This is enough to take his known spell Beer Belch from normal Puissance to its maximum Puissance. His version of this spell is now known as Monkey Pod’s Ultimate Beer Belch.*

### Example Schools and their Four Spells

The Guild of Wizardry and Associated Dweomeric Sciences

Signature: Must wear blue robes decorated with golden stars, must wear silly pointed hat (also blue with gold stars), must talk in circumlocutious and obfuscatory manner.

Four Spells:

Brossken’s Deleterious Circle (C) [Wall of Steel], Simple Open Blast Furnace For Beginners (C) [Elemental Control Fire for 3d6 Damage to one target within 6 sectors], Orc-B-Gon (I)

[Mind Control only affecting Orcs, Ogres, Trolls, Goblins and similar and only to make them leave the area and go far, far away], Sit A Spell (H) [Healing]

Cult of Yoggonn'l'ckc

Signature (actually Downside): Must be tattooed extensively with blasphemous black ink symbols and pictures. Must worship the dreaded Yogon, etc. a Dimensional of extreme violence and evil.

Four Spells:

Consume Mind (I) [Illusions], Hypnotic Gesticulation (I) [Mind Control], Armor of Hate (C) [Body Armor], Dark Blessings of the Infinite (P) [Combination of Fireproof and Freezeproof]

Ye Royal College of Wizardes (By Appointment To His Majesty King Jgontisee of Nesaw)

Signature: Code of Chivalry.

Four Spells:

Imperial Hammer (C) [Oversized Weapon – Warhammer], Voice of the Mind (I) [Telepathy], Protection from Upstarts (P) [Immunity to Normal Missiles], Sunset's Last Gleam (S) [Rainbow Power – Orange effect]

The Phingaz of Phung

Signature: all members of this School must have committed at least one successful theft of an item or coins to a value of at least 100 Gold Coins (Lifestyle 10 equivalent). Members don't rat each other out, ever! We're the Wizards dat keep it real, suh.

Four Spells: Detect Ho (I) [Detection – attractive women], Unnatural High (I) [Illusions, inflicted on the caster himself to experience a narcotic type effect], Blend In (P) [Chameleon effect that makes the character blend into a crowd of four or more people, effect receives -10 penalty on anyone trying to track or find the character for every 10 people in the crowd], Live Large (H) [Astoundingly Wealthy – remember this spell has a duration, at the end of which EVERYTHING this spell provided – house, resources, vehicle, jewellery, adventuring items – DISAPPEARS INTO THIN AIR]

## **Books of Magic**

A Magic Book is exactly what it sounds like, a thumping great wooden covered book with a maximum of forty pages, one spell per page. To begin with, it has 4 spells available. Each of these spells is identical to a Power – randomise which power. It can include powers such as Celebrity or Astoundingly Wealthy – such things are common dreams of those who follow the Black Arts.

New spells are added exactly as per the gaining a new power rule for spending Fortune, up to a maximum of 13 spells total discovered in the Book of Magic. From spell 14 to the maximum of 40 spells the cost to add another spell to the Book is 10,000 Fortune per new spell.

However, once all 40 pages are complete and activated as spells, the Book confers upon its owner +150 to their Intellect!

A Book of Magic has a Material Value of 5000 and is completely immune to any Damage inflicted by any source other than spells cast by another Wizard who also uses a Book of Magic.

## **Black Magic**

Black Magic is actually two types of Magic: evil Magic, and necromancy. Necromancy is not automatically evil but most of it is very grisly and disturbing as it deals with life and death.

A Wizard who uses Black Magic is almost always simply known as a Black Magician, a sinister figure of suspicion or fear in most parts of the world.

However there are also natural Black Magicians – Witches (female) and Warlocks (male).

Black Magic confers the following powers, Rank Values determined as per the character's origin and the power descriptions:

Pet, Teleportation, Grant Wish, Shapeshift, Shapeshift Other.

Black Magic also has the following Downsides: Instantly Recognisable For What You Are, Weird Appearance, Hunted by Witchfinders.

Shapeshift Other is the same as Shapeshift however the Black Magician can use it on anything he or she touches.

Witchfinders are groups of Black Magic hating characters who perpetually seek to eradicate all Black Magicians, Witches and Warlocks from the world out of a pathological hatred and fear that somehow those who use Black Magic will cause the end of the world.

How absurd!

OR IS IT?

## Wild Magic

Wild Magic was one of those concepts that was madly in vogue in old school gaming for a period, probably because it offered not only an aetiological ontology for the most bizarre and otherwise inexplicable features and creatures of a fantasy world but because it also allowed some randomness and unpredictability in some of those games where things tended to be all crunch and no lunch – samey wamey vanilla.

In Foresee, Wild Magic is a force that appears at random. It has the combined effects of Pixie Dust and the Grant Wish power. The effective Rank Value for any Trait needed for the roll to Grant Wish is Beyond Comprehension, literally: 1000.

Wild Magic can trigger once per session (or game day for a campaign). It will only have a chance of triggering immediately after 100 or more Fortune in total has been spent in the session or on that game day. The chance that Wild Magic will strike is a percentage equal to the exact amount of Fortune spent divided by 10 round up.

*Example: half way through the game session the characters are doing horribly badly. As a result they are spending Fortune constantly to try and survive and make some rolls on their powers. As a result of THAT, they go from having spent 88 total Fortune in the session to spending 40 more for a total of 128! 128 divided by 10 is 13, rounding up. There is a chance of Wild Magic striking equal to 13% on d%. Not good.*

When Wild Magic strikes it's obvious to all usually since the air crackles with multi-colored glitter and strange winds blow into the world from other planes of existence.

If everyone can be careful enough not to say anything able to be construed as a wish, desire or claim, the effect will pass harmlessly in 13 turns. If not...

Wild Magic forms and takes immediate effect. It affects a random character and attempts to give literal effect to their last spoken desire, wish or claim. For example at the end of an adventure Margillis turns to her companions and says "I still think Dread Peasant Bogolog survived that fall somehow"... Next thing you know, the Wild Magic attempts to Grant that expressed "Wish", with the bonus on the roll conferred by Pixie Dust. If the roll re-rolled succeeds, back from the dead comes Bogolog. Or at least, he SURVIVED the fall... Is he even still alive? Or is he now Undead, or a Dimensional??

## Chaos Magic

Chaos Magic in old school games came in two forms. The first form was Moorcockian Chaos, 8 Arrows, mutated monsters, capricious uncaring Gods of Chaos, etcetera etcetera et al. The second form was more or less a power gaming thing of boosting a spell's power or effects in exchange for ...side effects.

A magic using character that chooses Chaos Magic does so accepting that their body and mind will be warped and wracked, eventually to the point where they no longer even resemble their original self. However, the power of this Magic is enormous.

A user of Chaos Magic is called a Chaos Magician, Chaos Worshipper or Chaotic. They suffer a -6 Social Status modifier with all non-Chaotics.

Chaotics have the following powers: Reincarnation, Nine Lives, Energy Control, Steed, Weapon, One-of-a-Kind Item and Body Armor.

Chaos Magic demands all users accept the Signature: Servant of Chaos. This requires them to accept whatever commands the Gods of Chaos send them, usually in dreams (or nightmares).

Chaos Magic also inflicts a horrifying Downside on its users.

Each time the Chaotic fails a roll to cast a spell, their body or mind warps a little more. There is no way to reverse this process, not even spending Fortune or Fate, because the character consented to this warping of their flesh and ravaging of their mind by the Gods of Chaos. Any failed attempt to use a power is a failed spell casting attempt for this character.

For each failed attempt to cast a spell, roll d% once on the Chaoticisation chart:

Roll	Effect
00	The character develops gills on its neck. They are non-functional but look disgusting.
01	One of the character's eyes becomes that of another species – goat, frog, snake, etc.
02	One of the character's fingers becomes a boneless tentacle like an octopus leg
03	The character's hair or equivalent turns to snake scales
04	A weird gemstone forms on the character's forehead, burrowed directly through his or her third eye and into the brain. It tells them things.
05	Any remaining fingers of the character gain talons. The character now has the Claws power.
06	One of the character's feet becomes a goat hoof.
07	One of the character's feet becomes a giant bird claw.
08	One of the character's hands becomes a flipper. -10 to Coordination, to a minimum of 1.
09	The character's nose becomes a pig snout.
10	The character's torso become a segmented worm-like cylinder.
11	A pair of tusks sprout out of the character's lower jaw.
12	The character emits a constant stench. +20 on all d% rolls to track the character.
13	One of the character's eyes becomes a snail-like eye on an eyestalk.
14	One of the character's ears become a strange flower-like tube.
15	One of the character's legs become like that of another species – eagle, goat, horse, elephant, tiger, etc.
16	The character's spine sprouts strange waving miniature tentacles.
17	The character's abdomen becomes furry and shaggy like that of a satyr.
18	One of the character's fingers becomes similar to the gnarled root of a tree.

19	The character's mouth mutates into spider jaws.
20	The character's mouth mutates into the mouthparts of a fly.
21	The character loses all the toes or equivalent from one of his or her feet.
22	The character's groin becomes like that of a lizard.
23	Character sprouts a tail.
24	Character sprouts Horns – now has Horn power.
25	The character's head become octopus-like.
26	Character sprouts Wings – now has Wing type Flight.
27	One of the character's fingers becomes like a spider leg.
28	The character develops a face closely resembling that of a random animal.
29	One of the character's legs mutates so that the knee bends in the other direction like the leg of an animal.
30	The character becomes covered in feathers.
31	Character's chin sprouts a strange randomly colored beard.
32	One of the character's ears is replaced with what looks like a large curled tube.
33	One of the character's hands mutates to resemble a metallic gauntlet.
34	One of the character's ears disappears leaving a tiny hole in its place. Awareness – 8 to a minimum of 1.
35	One of the character's lower arms becomes crystalline but flexible.
36	Character mutates to become a centaur type creature – from the waist up the character is "the same", from the waist down the character is now some kind of animal, insect or bird. Randomise what type.
37	The character sprouts an Extra pair of arms.
38	The character's head melts into his or her chest. The character is now headless. All the features and functions of the head are now at the front of the chest.
39	Character reverts completely to its original unwarped form.
40	Character grows a new internal organ which has some strange, nonhuman or alien, function.
41	Character becomes semi-transparent.
42	Character becomes boneless, like an octopus.
43	The character's abdomen develops odd rock-like protrusions.
44	One of the character's lower arms mutates into a form similar to the forearm of an Ape.
45	The character grows a new head.
46	Character grows a tail.
47	Character's upper body and arms excluding the head warp into a form resembling an animal, randomise what type.
48	Character emits smoke at random times.
49	Character loses 1d4 fingers. Where they were there are now only smooth nubs. Coordination -9, to a minimum of 1.
50	The character's tongue becomes snake-like.
51	The character sprouts an extra toe.
52	The character sprouts an extra finger.
53	Character's eyes glow in the dark.
54	Character's skin peels off its face, exposing the skull or interior to the air. This is

	harmless to the character but looks utterly horrifying.
55	The character has chain embedded in its body, hanging off it at random locations. This is harmless to the character but looks utterly horrifying.
56	One of the character's hands detaches from its arm, leaving a smooth stump behind. The hand lives as a separate creature equivalent to a cat. The character now has the Pet power.
57	Character becomes almost flat or "two dimensional".
58	The character sprouts a lion's mane around its face.
59	The character develops octopus suckers all over its body.
60	Character sprouts a tentacle from its shoulder. This functions as an extra arm.
61	Character turns blood red in color permanently.
62	The character's groin becomes like that of a lion.
63	Character turns metallic golden in color permanently.
64	Character suffers a random Growth effect that permanently alters the character's size.
65	Character suffers a random Shrinking effect that permanently alters the character's size.
66	The character becomes an albino.
67	Character becomes invisible as per the power during daylight hours, permanently.
68	Character sprouts tiny branches and leaves.
69	The character's body develops one perfectly formed body feature it would not normally possess.
70	The character's head becomes goat-like.
71	Character's ears become huge floppy flaps.
72	The character's head becomes bull-like.
73	Character develops a taste for eating raw meat.
74	The character develops a taste for eating freshly killed Gnomes.
75	Character develops a taste for drinking blood.
76	The character sprouts a trumpet-like organ from its head. Purpose; unknown.
77	Character instantly grows a shock of long feminine blonde hair from the top of its head.
78	The character's neck disappears. The head is now attached directly to the torso.
79	One of the character's feet mutates to resemble a writhing pile of worms.
80	The character develops an enormous boil somewhere on its body. Something is going to hatch out of that boil some day...
81	The character's brain grows through the head with a hard brain-like shell. This is harmless to the character but looks bizarre.
82	Character glows in the dark.
83	The character weeps blood constantly. This has no effect on the character.
84	Character's legs become like snakes.
85	The character develops a relatively fragile shell like that of a snail. This confers no armor bonus on the character.
86	The character undergoes a random permanent Physical Metamorphosis.
87	The character's hair or equivalent is replaced by tiny hissing snakes.

88	Character's jaw mutates to resemble a shark's mouth.
89	The character's skin mutates. It now resembles discoloured custard and falls off in lumps. The raw flesh underneath immediately leaks more of the pus-like "skin" to cover the hole.
90	One of the character's eyes detaches from its head, leaving a smooth stump behind. The hand lives as a separate creature equivalent to a cat. The character now has the Pet power.
91	The character becomes an androgyne – both male and female.
92	Character grows an eye in the palm of one of its hands.
93	The character's skeleton grows outside through its flesh. This is harmless but looks monstrous and frightening.
94	All the character's hair (or equivalent) falls out.
95	One of the character's feet detaches from its leg(s), leaving a smooth stump behind. The hand lives as a separate creature equivalent to a cat. The character now has the Pet power.
96	A new face, identical to the character's own, forms on a random part of his or her body.
97	The character loses one arm entirely. There is just a smooth stump where it was.
98	Character loses one leg entirely. The other one swells and warps to become twice its original size with an enormous foot on the end.
99	Character's upper arms become bat-like with webbing that makes wearing clothes with sleeves uncomfortable.

The GM must track how warped the character has become. When the character has lost all the original physical features of its body head to toe, the character undergoes Mindwarp and is lost to its player, becoming an evil psychotic monster hell-bent on murder and darker crimes.

# Combat

## Combat Overview

Combat in 4C takes place in turns, each of which covers an abstract amount of time equal to the action depicted in a single comic book panel.

A character can perform any action that would fit into a standard panel including attack, dodge, or move.

You may only attack once in a turn (the exception is the Fast Attack or other power which grants characters the ability to make multiple attacks in one turn).

It is possible to move and attack in the same turn but you suffer a  $-1$  Row Step penalty to your attack for every sector you move into unless you perform a Rush (see section in this chapter). You may also move and dodge in the same turn but you suffer a  $-1$  Row Step penalty to your dodge for every sector you move into.

During a turn the action takes place as follows:

**Initiative** is determined by going in order of Awareness. For more information consult the Initiative section in the Gamemastering chapter of this book. This is NOT the same as in 4C! Please consult the section and thoroughly understand it before play.

The GM secretly determines the actions of GM Characters.

The players and GM each state their actions for the turn in order of initiative of each character.

*For example if there are two players with one character each and two GM characters, and initiative is such that it is GM character then both players' characters then the other GM character, first the GM states what the first character will do. Then the first player states what their character will do. Then the second player's character does its thing. Finally the other GM character has its turn.*

Repeat until the combat is over.

## Duels

A special form of combat is the Duel. In a Duel there are two combatants only. Almost always, they agree beforehand as to the choice of weapons- Magic spells, identical Rods of Blasting, or just whatever melee weapons each favours. The combat is to the death and might be an extremely short battle depending on the weapons.

In a Duel, the combat Initiative is rerolled EVERY TURN. This is to reflect the psychological torment and tiny margin for error in close one on one ritualistic combat.

## Melee Attacks

Hitting, kicking, stabbing, slashing, etc. are all types of melee attacks. To resolve a melee attack, determine whether or not it is a Bashing, Piercing or Slashing attack.

**Bashing:** Any unarmed attack with fists or feet or an attack with a blunt weapon or object is a Bashing attack. Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Miss. You whiff.
Red	Hit. You inflict Damage.
Blue	Pound. Your opponent suffers damage and may be knocked down (possibly into an adjacent sector).
Yellow	Concuss. Your opponent suffers damage and may be knocked out.

**Piercing:** Any unarmed attack with a horn, antlers, spikes or teeth, or a thrusting weapon where the point is driven into an enemy is a Piercing attack. Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Miss. Embarrassing.
Red	Hit. You inflict Damage.
Blue	Concuss. Your opponent suffers damage and may be knocked out. The opponent also suffers ongoing damage of -2 Damage per turn until receiving medical aid.
Yellow	Dying. You've fatally wounded your opponent.

**Slashing:** Any attack with a knife, sword, or other sharp object is a Slashing attack. Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Miss. Nothing but air.
Red	Hit. You inflict Damage.
Blue	Concuss. Your opponent suffers damage and may be knocked out.
Yellow	Dying. You've fatally wounded your opponent.

## Ranged Attacks

Includes shooting a firearm and throwing a weapon or object, in short any attack across a distance is a ranged attack. Roll d% on the Master Table using your Coordination Rank Value and compare the result to the following table:

Color	Result
<b>Black</b>	Miss. Wild shot. On a roll of "00" you've inflicted a Blue result on a friendly target if possible.
<b>Red</b>	Hit. See Damage on p. 5.
<b>Blue</b>	Nail. You've hit your target; if you did not declare you were trying for the Nail then this is a Hit.
<b>Yellow</b>	Dying. You've fatally wounded your opponent. If you declared a Bullseye and you rolled 90 or more, you succeeded.

Ranged attacks include throwing grenades. Grenades are magical (in Foresee) at least and inflict their damage in an area of 2 sectors around the target or where they land if they miss. In the sector where they hit the full damage is done. One sector from the target or landing place it does half damage rolled, round up. Two sectors away it inflicts one third damage, rounded up. This area damage is inflicted on ALL characters in the affected sectors, friend or foe.

Orbs (Grenades) come in a very wide selection of effects, all with the same range. The standard Orb of Blasting is a fragmentation grenade, but other typical grenades include the following, none of which directly inflict normal physical damage:

Orb Type	Effects
Orb of Entanglement	Entanglement power on the target at TOUGH Rank Value
Orb of Fire	Covers all in range in flammable liquid...
Orb of Illusions	Illusions power on the target at TOUGH Rank Value
Orb of Paralysis	Paralyzing Touch on all in range at TOUGH Rank Value
Orb of Shadow	Inflicts effect of voluntary touching of Wall of Shadow on all in range
Orb of Stunning	Inflicts Concuss chart attack on all in range

A character can also throw a flaming torch or brazier. The material value of a wooden torch is 5, a metal brazier is 12 and the fire in either case inflicts an extra 1d4 damage to a target.

**Range:** Weapons are limited in range as follows:

Normal Missile type	Range in Sectors
Arrow, Elven Bow	33
Arrow, Great Bow	30
Arrow, Long Bow	25
Arrow, Short Bow	15
Bolt, Dwarven Crossbow	5
Bolt, human Crossbow	4
Boomerang	100
Bullet, Sling	50
Chakram	20
Dart, Blowpipe	5
Dart, hand thrown	Character's Brawn divided by 10, round up
Orb of Blasting / Grenade	Character's Brawn divided by 10, round up
Rod of Blasting / Pistol	99
Staff of Blasting / Rifle	200
Thrown Knife	3

A Ranged Attack made in the same sector is considered Pointblank Range and confers a +1 RS on the attacking character's attack roll.

Bows typically come equipped with a quiver of 30 arrows, Crossbows with 10 bolts, Slings with 100 bullets. Rods of Blasting have six shots before requiring six Potions of Deafening Explosions to be poured into them to recharge them up to full. Staves of Blasting have eleven shots and therefore require 11 Potions of Deafening Explosions to recharge fully.

Orbs / Grenades are one use items, as are thrown potions imitating grenade effects.

### Range Penalty

Count the number of sectors from the attacker to the target ignoring the attacker's sector but including the target's sector. For each sector the attacker suffers a -1 Row Step penalty to the effective Rank Value of Coordination for this attack.

## Damage

Any successful hit inflicts damage that is subtracted from your Damage total. When your Damage points are reduced to 0, you are Dying (see Dying in the Gamemastering chapter).

The amount of damage an attack inflicts depends on what type of attack it is:

**Melee Attack:** Inflicts an amount of damage equal to the Rank Value of the attacker's Brawn if weaponless; a one-handed weapon adds NORMAL damage (2d4+1) (see page 11 for random score) and a two-handed weapon adds TOUGH damage (3d6+1) (see page 11 for random score) points. Martial Arts skills may also add to unarmed damage.

Individual melee weapons may be high quality, enchanted or even Power possessing in a Foresee campaign, in any of these cases they will do different additional damage as the GM decides in consultation with the players.

Melee Weapon Type	Damage
Sword of the Eastern Islands / Katana	7d6
Smashing Mace	5d8
Warhammer	4d10
Iron Boxing Glove	5d4
Quarterstaff	4d6
Dagger	1d6
Longsword	2d10+5
Broadsword	3d10
Ball and Chain	1d10+2
Diddyknocker / Baseball Bat	2d10

A character can also use a flaming torch or brazier in melee combat. The material value of a wooden torch is 5, a metal brazier is 12 and the fire in either case inflicts an extra 1d4 damage to a target. This means that a wooden torch does 1d4+5 and a metal one 1d4+12 damage to a target on a hit.

**Ranged Attack:** Inflicts a number of points of damage equal to the Material Value of the item thrown. If using a projectile weapon the damage is as for the listed Normal Missile projectile, plus any bonuses. If using a ray or magic spell the description of that Power or item will provide the damage.

Normal Missile type	Damage
Arrow, Elven Bow	6d6
Arrow, Great Bow	5d6
Arrow, Long Bow	4d4+4
Arrow, Short Bow	2d4+2
Bolt, Dwarven Crossbow	8d6
Bolt, human Crossbow	5d6
Boomerang	2d4
Bullet, Sling	1d10
Chakram	2d6
Dart, Blowpipe	1d4
Dart, hand thrown	1d6
Orb of Blasting / Grenade	10d10+50
Rod of Blasting / Pistol	10d10
Staff of Blasting / Rifle	10d10+20
Thrown Knife	1d10

### Attacking Multiple Targets at Once

When surrounded by multiple opponents in a single sector a character may elect to attack everyone at once. Roll to attack but on a Yellow result everyone is affected as if the result was Red. Any result less than Yellow is a complete miss on EVERYONE. This only works with melee attacks.

### Block

Sometimes it's necessary to stop Brawn with Brawn. When blocking, roll d% on the Master Table using your Brawn Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Your block attempt has no effect.
Red	1 Row Step. For purposes of damage, the Rank Value of the attacker's Brawn suffers a -1 Row Step penalty.
Blue	4 Row Steps. For purposes of damage, the Rank Value of the attacker's Brawn is reduced by 3 row steps.
Yellow	7 Row Steps. For purposes of damage, the Rank Value of the attacker's Brawn is reduced by 6 row steps.

### Catching

There are times when a character must catch something (a falling civilian, a thrown object, etc.) When catching, roll d% on the Master Table using your Coordination Rank Value and compare the result to the following table:

Color	Result
Black	Fail. You miss. If it was an object being thrown to harm you, such as a weapon, you're automatically hit.
Red	Fail. You've missed.
Blue	You catch, but possibly harm, it. You must make a second d% roll on the Master Table using Coordination; any result less than Blue means what you caught suffers damage equal to the Rank Value of your Brawn.
Yellow	Perfect catch. Good job!

## Dodging

Dodging means the character spends the turn ducking and weaving like a Dodgeball expert, trying to avoid being hit by any ranged attack. Dodging doesn't apply to melee combat.

Roll d% on the Master Table using your Coordination Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Not quick enough.
Red	3 Row Step. Anyone attacking you this turn suffers a -3 Row Step penalty to the appropriate Trait.
Blue	6 Row Steps. Anyone attacking you this turn suffers a -6 Row Step penalty to the appropriate Trait.
Yellow	9 Row Steps. Anyone attacking you this turn suffers a -9 Row Step penalty to the appropriate Trait.

## Evade

Similar to dodging, except it applies to melee combat only, Evade is the act of weaving and bobbing for a turn to avoid an attack. Roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Not only did you fail but you moved into the exact spot your opponent was attacking; your opponent automatically hits you.
Red	Evade. You successfully evade the attack and are unharmed.
Blue	Superior Evade. Not only did you successfully evade the attack but you've also manoeuvred yourself into an enviable position; on the next turn you gain a +1 Row Step bonus to your Melee roll to attack the opponent that you just evaded.
Yellow	Maximum Evade. As blue but your bonus is +2 Row Steps.

### Fortunately Rolling With The Punch

This applies to melee combat only. Fortunately Rolling With The Punch is the act of tracking through a melee combat attack that has hit and will cause damage or an effect. It's already going to hit, there's nothing to be done about Evading it. However, the character can spend 5 Fortune (or Fame) and roll with the punch (or other attack). This may mean no or smaller damage is taken from the strike by the character turning through the thrust or arc of the attack, in effect moving slightly ahead of the strike. Once the Fortune (or Fame) is spent, roll d% on the Master Table using your Melee Rank Value and compare the result to the following table:

Color	Result
Black	Fail. Not only did you fail but you moved into the exact spot your opponent was attacking; your opponent automatically hits you.
Red	Subtract your Coordination from the attacker's damage done to you.
Blue	Fresh Air. Not only did you successfully roll with the punch but you've also manoeuvred yourself into an enviable position; on the next turn you gain a +1 Row Step bonus to your Melee roll to attack the opponent whose attack you just rolled with.
Yellow	Punch: Rolled With. As blue but your bonus is +2 Row Steps.

### Wrestling

Grabbing, choking, holding, and similar attacks are all covered under wrestling. Roll d% on the Master Table using your Brawn Rank Value and compare the result to the following tables:

**Seizing:** Use this when you want to grab something out of an opponent's grasp.

Color	Result
Black	Miss. You grab at air.
Red	Miss. Not quite.
Blue	Snatch. You've grabbed the target of your seize attempt.
Yellow	Shatter. You've grabbed the item but broke it.

**Slipping:** Use this when you're being held by an opponent.

Color	Result
Black	Fail. You're still held.
Red	Fail. Just for a second . . ., but no.
Blue	Elude. You've escaped.
Yellow	Turnabout. You've not only escaped but can also reverse the hold.

**Struggling:** Use this when you want to grab an opponent and restrain the character.

Color	Result
Black	Fail. Not even close.
Red	Fail. Just out of reach.
Blue	Hold. You've successfully grappled your opponent.
Yellow	Hold. You've successfully grappled your opponent.

## Combat Results

The following is a listing of the various combat results mentioned previously under the different attack types.

**Bullseye:** This is a called ranged attack on a living being. If successful it kills the target outright if it has less than 1000 Damage and inflicts 1000 Damage on it otherwise. The attacker must state the intention to try for this result before rolling the attack. If a Bullseye is not declared before the dice are rolled this result is treated as a Hit. The Gamemaster has the final say on the effect of a successful Bullseye attack result. As a Bullseye is strictly a piercing projectile type attack the GM should disallow this called ranged attack if the character is using a Blasting weapon, Orb, Boomerang, Chakram or any other projectile that is not sharp and pointy at one end. It is NOT strictly automatically relevant whether the victim of the declared Bullseye is very large or very small compared to the character attempting this special marksman shot.

Remember that any character killing another in cold blood ie murdering them instantly loses ALL Fortune. Unless this called ranged attack is being used in self defence, Bullseye could well qualify for that penalty.

**Concuss:** Compare the Rank Values of the attacker's Brawn to the defender's Fortitude. If the attacker's Rank Value is greater than the defender's the defender must roll d% on the Master Table using his Fortitude and compare the result to the following table:

Color	Result
Black	The defender is knocked unconscious for 1d10 turns. The defender loses all Fortune points and can do nothing until regaining consciousness at which point the defender immediately recovers a number of Fortune points equal to the Rank Value of Fortitude.
Red	No effect.
Blue	Same as Red.
Yellow	Same as Red.

**Dying:** You are dying. This process is fully described in the Gamemastering chapter of this book.

**Elude:** You've escaped from the hold and may move into any adjacent sector of your choice.

**Hold:** You're firmly holding your opponent. For every Turn you maintain the hold your opponent suffers a number of points of damage equal to your Brawn Rank Value.

**Nail:** This is a called ranged attack on a specific target. It is used for feats of marksmanship such as severing a rope with an arrow or shooting a gun out of someone’s hand; it deals damage to the target like a normal hit. The attacker must state the intention to try for this result before rolling the attack. If a Nail is not declared before the dice are rolled this result is treated as a Hit. The GM has the final say on the effect of a successful Nail attack result.

**Pound:** Compare the Rank Values of the attacker and defender’s Brawn. If the attacker’s Rank Value is greater than the defender’s the defender rolls d% on the Master Table using Fortitude. Compare the result to the following table:

Color	Result
Black	The defender is knocked down and into an adjacent sector of the attacker’s choice. The defender must spend next turn getting up and can perform no other action. If there’s an obstacle between the chosen sector and the defender’s current sector; and if the attacker’s Brawn is greater than the Material Value of the obstacle the defender is knocked <i>through</i> the obstacle.
Red	The defender is knocked down in the currently occupied sector. The defender must spend next turn getting up and can perform no other action.
Blue	No effect.
Yellow	No effect.

**Shatter:** Unfortunately you grabbed the object a little too hard and broke it. If the object could possibly injure someone or something, such as a Rod of Blasting, the GM should roll randomly to determine which character – or important item – in the sector or adjacent sectors was harmed.

**Snatch:** You’ve grabbed the object in question and wrested it from your opponent.

**Turnabout:** You’ve not only escaped your opponent’s hold but can also place your own Hold on the opponent or move to an adjacent sector instead.

### **Fighting with Non-Weapons or “Weaponised Non-Weapons”**

If a character is caught unarmed and needs a weapon, he or she can use any object at hand as an improvised weapon. There is a -6 penalty on all rolls when doing so. The Powers “Improvised Weapons” and “Slapstick Fighting” remove this penalty.

### **Quips**

A character can lose initiative, taking action last in the turn, but make a cutting, witty or funny comment at the BEGINNING of the round before anyone else takes action. If more than one character Quips they dice off for who goes first as per the Initiative rules in the Gamemastering section. It might be that everyone Quips, or that both people in a Duel make Quips. If everyone is doing it, no one loses initiative and the initiative positions are

unchanged. Robin Hood and the Sheriff of Nottingham in the 1940s version come readily to mind.

Players should make up their own Quips rather than having some bogus rule but the general idea is either to boost the morale of your own team or demoralise, anger or distract the enemy for some purpose. Or just because the character is compulsively talking due to nervousness or fear of death.

### **Rushing**

Rushing is charging an opponent, by running at him to shorten the distance between you. It is basically closing to attack as quick as you are able to. It also adds power to the eventual attack since by charging you are adding your speed to the power of your attack on the enemy. Of course, the Rush has to work for any of that to actually matter!

To rush an opponent you must meet the following conditions:

The opponent cannot be in the same sector as you.

You must be able to reach the opponent in one turn, as determined by the Movement Rate (see Gamemastering chapter) at which your character can actually move.

If these two conditions are met you roll d% on the Master Table using your Fortitude Rank Value and gaining a +1 Row Step for each open sector you move into.

Compare the result to the following table:

Black	Miss. You run right past.
Red	Hit. You inflict Damage.
Blue	Pound. Your opponent suffers damage and may be knocked down (possibly into an adjacent sector).
Yellow	Concuss. Your opponent suffers damage and may be knocked out.

### **Vehicle Combat**

Vehicles are attacked like characters; roll the attack and apply damage if the attack hits. Vehicles cannot wrestle or be wrestled except in the case of Giant sized characters or if the vehicle is humanoid or animaloid in shape, ie has arms, legs or tentacles.

**Collisions:** A collision is when a vehicle hits something (a character, wall, another vehicle, etc.). A vehicle's operator may choose to purposefully hit an object (ram) and the selected target must roll d% on the Master Table using Coordination if on foot or the vehicle's Vehicle Trait (Control, Handling, Manoeuvring, etc.) if operating a vehicle and compare the result to the following table:

Color	Result
Black	Failure. The target is hit and suffers collision damage.
Red	Success. The target gets out of the way.
Blue	Success. The driver or another character in the evading target vehicle can attempt to leap from its own vehicle into or on top of the enemy vehicle.
Yellow	Same as Blue but there are is no penalty for the leap between vehicles if that is what chosen to do.

**Collision Damage:** The struck object suffers a number of points of damage equal to the vehicle's Durability and the striking vehicle suffers a number of points of damage depending on what was hit:

- *Character:* If the character has armor (either worn or natural), the vehicle suffers a number of points of damage equal to the armor's Rank Value.
- *Vehicle:* The vehicle suffers a number of points of damage equal to the second vehicle's Durability.
- *Object:* The vehicle suffers a number of points of damage equal to the Material Value of the hit object.
- *Characters Inside a Vehicle:* Characters inside a vehicle that is involved in a collision suffer 0 points of damage for every sector the vehicle moved that turn prior to the collision.

A vehicle involved in a collision moves no further that turn.

A flying vehicle applies falling damage to any target it strikes from above if the vehicle plummets ie travels downwards at maximum velocity, calculated as the straight line distance between falling vehicle and target. Consult the falling damage section of Climbing entry in the Gamemastering chapter of this book.

### Waiting

A character that wins initiative may choose to wait before acting, allowing opponent(s) to act first and then interrupting and taking an action at the best possible moment. For example, a character planning a ranged attack against an opponent may wait for that opponent to move closer (reducing the penalty associated with ranged attacks).

# Gamemastering

This section is arranged in alphabetical order so when it becomes use repeatedly as a reference it is easier to quickly find the various rules and explanations. To begin with though this might make the section odd to peruse.

## **Altering The Dice** (Fame and Fortune)

After a roll is made you may spend 5 points from either Fame or Fortune to shift the result of a single roll one color left or right (from black to red, red to blue, blue to yellow, or vice-versa) on the Master Table. The roll you alter can be your own or someone else's (ally or enemy). You may spend additional points to further shift the color (i.e. from black to blue or red to black) with each additional shift costing a further 5 points. Multiple characters may spend Fortune to affect the same die roll.

*Example: Tony wants to reduce the result of an opponent's roll from blue to black. This costs 10 points (two Color Shifts), but Tony's character only has 7 points. Thus Tony can do no better than to shift it from blue to red (one Color Shift); the opponent still succeeds, but less so and Tony has 2 points remaining in his Fortune.*

## **Character Advancement** (Experience Points)

Characters may improve their traits and powers as follows:

**Traits:** A character may spend Fortune or equivalent points of Fame to improve the Rank Value of traits. Increasing a Rank Value by one point costs a number of points equal to the current value. *Example: Joseph wishes to increase his character's Melee from 30 to 31. This costs 30 points.*

**Powers:** The Rank Values of powers can be increased in the same way as the Rank Value of Traits: Increasing a Rank Value by one costs a number of points equal to the current value.

**New Powers:** A character may also gain a completely new power – with its Rank Value determined randomly – by spending 1000 Fortune or equivalent Fame points.

This new power must have an in-game explanation (be it an accident, a new gadget, super serum, or any other means approved by the GM). New Powers that are Magic spells from the same Type, School or Book are obviously chosen from those lists and the explanation is pretty simple, the character's been learning on the job.

**Skills:** A character can gain a new skill at the cost of 50 points. As with new powers, there needs to be an in-game reason for this new skill (maybe the character has been attending night school).

There are also some unique advancements noted in Powers and for some magic spells.

**REMEMBER!** In Foresee, every expenditure of 100 or more Fortune in one session or game day triggers the risk of Wild Magic (see page 75)!

## Character Health

Characters start the game with a number of Damage points. Characters lose these points as they suffer damage throughout the course of an adventure and may die if reduced to 0 points.

## Climbing

This section entirely replaces the 4C toolkit version of Climbing.

Every character can attempt to climb a wall, sheer cliff, ladder, mountain or other steep object.

The number of sectors a normal healthy character can climb per turn is given by adding their Fortitude and Coordination and dividing by 3, rounding up. This is the character's Climbing score.

Every turn spent Climbing, the character must roll d% against their Climbing score on the Master Table. Failure indicates they have fallen off the object being climbed. If they are not secured with rope or otherwise able to negate the fall such as by applying Superleap downwards they take the full falling damage as given below.

Climbing is also subject to skill roll bonuses as if a skill and a character can have Climbing Skill or Generalist – Mountaineer and add such Row Step bonuses directly to the Climbing rolls as per normal skill rolls.

Each turn spent climbing inflicts one point of Damage on the climbing character in the form of extreme fatigue. For super characters this is unlikely to matter very much, but for normal mortals it severely limits their climbing.

Wall-Crawling characters directly add their Rank Value to their Climbing ability.

Characters with natural Claws such as wild animals can automatically use their claws to help them climb. Typical (Human) characters with Claws need to make a roll to do so. Some forms of Superspeed apply in mountains and in this case the Climbing is assumed to be part of the power.

Falling Damage: for every sector the character falls after the first, the character takes Damage on impact equal to 2d10 per sector. For the first sector 1 point of Damage is suffered. Thus falling 5 sectors or 50 feet would result in a character suffering 8d10+1 damage. The maximum amount of damage a character can suffer when falling is falling from orbit. This causes 1000 times 1d100 times + 5000 points of damage.

Other than through specific power use there is no way to resist or ignore falling damage. Normal armor rules apply but in most cases the armor is not going to cope with the amount of damage a falling object causes.

Carrying an object and then dropping it on another character from a great height is possible. The Durability or Material Value of the object is subtracted from the character's Climbing before each roll. If the object has both Material Value and Durability the higher of the two is used as the modifier.

If successfully lifted up and taken to a height, targeting a person or object below is resolved as per normal ranged combat.

On impact if the thrown from a height object hits successfully the falling damage of the object is suffered by the object and half of this damage is also added to the damage caused to the target.

Exhaustion rules also apply to Climbing since it is a type of Movement.

### Dying

A character that goes down to Damage of zero is dying. Each turn the character's Fortitude Rank Value drops by one Row Step on the Master Table at the end of each turn until it reaches Rank Value 0, at which point the character is dead. Once a character reaches Rank Value 1-2 the character can stabilize by spending 10 Fortune or Fame points each turn for as long as there are enough points to hold on to life.

If the character receives first aid before it dies, meaning someone spends a full turn tending to the wounds, the character automatically stabilizes; the character's Damage points remain at 0 but the Fortitude Rank Value stops dropping.

### Exhaustion

A character can move or fight continuously for a number of turns equal to the Rank Value of his Fortitude before he runs the risk of suffering from exhaustion. The character must roll d% on the Master Table using the character's Fortitude Rank Value:

Color	Result
Black	You collapse and must rest for 3d10 turns.
Red	You collapse and must rest for 2d20 turns.
Blue	Second Wind: No effect.
Yellow	Sugar Rush: No effect.

The character must continue rolling once each turn – at a -10 penalty to his Fortitude Rank Value – until he or she rests for 10 turns.

### Fortune (Fluctuating Fortune, Luck and Death)

Characters start the game with a number of Fortune points. These points may be spent to affect the outcome of events in the game. In addition, characters may gain and lose these points based on their actions.

### Gaining and Losing Fortune Points

Characters gain Fortune points for positive actions such as stopping crimes, winning fights, donating to charity, keeping appointments, rescuing someone from a fire, making time for friends, etc. The amount of points gained varies by the impact of the action as shown on the following table:

Scale	Points Gained
Personal+	+5
Neighborhood+	+10
City	+15
Duchy	+25
Kingdom	+50
Empire or Continent	+75
Global	+100
Cosmic	+250
Good roleplaying	+8

### Losing Points

Characters lose Fortune points for negative actions such as committing crimes or allowing them to happen, losing fights, failing to keep appointments, failing rescue attempts, ignoring friends, etc. This means that in general villains and monsters that do evil will never have as much Fortune as heroes.

The amount of points lost varies by the impact of the action as shown on the following table:

Scale	Points Gained
Personal+	-5
Neighborhood+	-10
City	-15
Duchy	-25
Kingdom	-50
Empire or Continent	-75
Global	-100
Cosmic	-250
Murder, Rape, Arson	- ALL

For characters with Fame, any POSITIVE award of Fortune can be applied to Fame instead.

### Giant-Size Smashing Things

Any giant-sized (12' tall or more) character can make a Wrestling check on its Melee score- in other words using its Melee score to make a check as if Wrestling rather than using Brawn- to tear apart any inanimate object one step lower in size than itself. Growth using characters that do not become at least 12 feet tall cannot use this effect. This tearing apart results in the object being ripped to pieces with a maximum number of similar sized pieces equal to the height in feet of the giant, or for human and smaller objects 1-100 pieces.

## Gods

Gods are extremely powerful Dimensionals. Gods are either individual unique creatures, members of a single family of creatures, a tribe or nation of creatures, or a collection of unrelated creatures who have banded together like some cosmic version of an adventuring party or superhero team.

Other than the solitary unique Gods who don't cooperate with other Dimensionals, Gods will almost inevitably be worshipped in a pantheon, a grouping of Gods who are linked by race of worshipper, purpose of activities they carry out, marriage alliances or general outlook – good, evil, nature, war, looking after the land of such-and-such, etc.

In a Foresee game, Gods can be more or less irrelevant, especially at low power levels of play. This is not particularly likely however. A lot of old school fantasy gaming is quite notorious for whatever gods were given statistics turning up to fight the players in an epic battle of overpowered character versus poorly thought out god.

4C bases its simulation on comicbook worlds. In comicbook type worlds, including the fantasy world of Foresee, Gods are going to be around, as physical beings who can be met, spoken to, fought, made love to, trapped or imprisoned, even killed in some way. Yes, killed; these so-called Gods are of course nothing of the sort, just insanely powerful aliens.

**Named Gods:** the Named Gods are those Dimensionals that have a commonly accepted name, worshippers or servants, a home dimension (usually with a city-state or gigantic palace, pyramid or similar) and clearly defined powers, purpose, appearance and personality. These Named Gods are the absolute classic bread and butter of deities in old school fantasy, and even in cartoon fantasy.

Making up Named Gods is fun, and it allows a level of character creation far beyond the normal characters.

All Named God characters have the following powers, in addition to any specific power due to their "flavour": Headquarters, Grant Wish, Pixie Dust, Dimension Jump, Shapeshift, Teleportation and Telepathy. The Rank Value of each power varies from God to God but virtually none of them lack the powers listed above.

Some scholars wonder, since all Named Gods can shapeshift, has anyone ever truly seen the native form of one of these Dimensionals? Are ALL of them playing some elaborate charade on the human race?

Named Gods all resemble tall and superheroically muscled men and women. Their apparent human race coloration and dress varies with whatever the majority of their worshippers look like. For example the family of Dimensionals known as the pantheon of Greek Gods by and large look like the Greeks other than any Gods or Goddesses who married into the family.

Some Gods, such as those of Ancient Egypt, have several favorite forms, that of an animal or item headed superheroic man or woman, that of an animal and that of a bird with distinctive human head. Despite the different appearances such Named Gods use their powers do not vary with their form.

Randomising a new Named God's Primary Traits can be done as follows. For each Primary trait, roll 1d100 twice and multiply the two numbers. If you want some more randomness add 1d10 to the product. This gives you each Primary Trait.

*Example #1: Rolling up a new Named God. Melee: 00 times 64. ZERO! Adding 9 rolled on 1d10, gives Melee of 9! Not a God of War then...*

*Example #2: Rolling up a new Named God. Coordination: 87 times 10. 870 plus a roll of 8 on 1d10 gives Coordination of 878. Definitely Cosmic Coordination, to go with his Normal Melee...*

As you can see, randomising God Primary Traits starts to tell a story straight away.

Whichever the highest Primary Trait for a Named God, determines the Divine Bloodline of the God. Melee is the Bloodline of War. Coordination is the Bloodline of Thieves or the Bloodline of Archers. Brawn is the Bloodline of Strength or the Bloodline of Power. Fortitude is the Bloodline of Kingship (or Queenship) or the Bloodline of Childbirth. Intellect is the Bloodline of Knowledge. Awareness is the Bloodline of Wisdom. Willpower is the Bloodline of Magic.

Primary Trait	Bloodline
Melee	War
Coordination	Archers, Thieves, Luck, Medicine
Brawn	Strength, Power, Monster Slaying
Fortitude	Kingship, Childbirth, Old Age
Intellect	Knowledge, Invention, Mystery
Awareness	Wisdom, Death, Life, Nature
Willpower	Magic, Dragons, Chaos, Law

Next comes deciding on a Divine Portfolio for your new Named God. A Portfolio is a single attribute that the God is the "God of". Examples include Mischief, Thunder, Thieves, Lies, Pain, Orcs, Elves, Sailors, the Ocean, Death, Trade, Mercy, Enlightenment, Goodness, Evil, Chaos, Law and so on.

You can't really lose with the choice because if you pick something classic and obvious like God of War for a God whose Bloodline is War or Archers, it fits. But then equally if you say God of War for a God whose bloodline is Wisdom – you get Athena; Childbirth – you get Sekhmet; Knowledge – you get Hanuman; Magic – you get Odin.

So now you have the Primary Traits (and the Secondaries, calculated from same), a Bloodline, and a Portfolio for your Named God. If you're building or adding to a pantheon, think of the backstory. Is this a team, a family, a tribe, a nation, a band of freed prisoners, a

group of survivors of a godwar, common enemies from different dimensions united to oppose a god-level enemy? This will really help you decide how to complete the Named God.

From the God's Bloodline, the character will get any one of a Steed, a Pet, a Sidekick, a One-of-a-Kind Item, a Vehicle or a Shield (Body Armor).

From the God's Portfolio the God will receive a One-of-a-Kind Weapon, for use against his or her enemies and to smite unworthy mortals.

Every Named God has a favourite day of the week (or equivalent division of time). This is when they usually "tune in" without fail to those who worship them.

Is your new Named God the son or daughter of another Named God, or did it coalesce fully formed with only a vague family tree, or is it part of a network of Gods only linked by adoption into each other's "families"? The adoption process usually occurs when a dominant human culture conquers other cultures and takes over their religions and cults.

Give your God a name!

Example: I've just finished rolling up the Primary Traits of a new Named God. His insanely low Melee of 9 is by far his lowest score. His highest score is Fortitude of 1709, making his Bloodline Kingship, Childbirth or Old Age. I am going to pick Old Age. I have a theory as to why his Melee is so low – this is an old man type Named God, long retired from godwar and the petty struggles of mortal kings. His place as a god of kingship was usurped by his grandson so now my newly created Named God is like Ra in the Egyptian pantheon – respected but sidelined by newer gods. My new god is a God of Old Age. When he fights it won't be with some sort of physical super-weapon but with some kind of sneaky magic or trickery. He has had to survive a long time against stronger gods. He isn't evil, but he certainly isn't good. From his Bloodline I decide he has received a One-of-a-Kind Item. This is his real weapon, a Cauldron that can create potions. These potions might be poisons, illusions and so on. His One-of-a-Kind Weapon is a simple gnarled walking stick, equivalent to a Godly version of a simple wooden club. It's his Cauldron that will do the damage!

I name him, "Xensh, God of Old Age". First of a new pantheon!

The big question is, can a God possibly be playable alongside non-God characters in a game? Theoretically, yes. In practice, probably not unless everyone else is playing characters of awesome power or unless there is some sort of crippling of the God character going on – an Alter-Ego, a loss of memory, a Curse of some kind.

Or, you could just let someone roll up a God and see how it goes! But if you do, remember to keep everyone else involved, as well as providing enough crazy challenges and quests for the intrepid heroes to engage with!

## Gold Coins

Foresee like 4C uses a Lifestyle rule which means spending money and accumulating treasure are more abstract than many old school fantasy games. Since this doesn't really fit the ethos of those games, if the players wish to, they can accurately assess how many Gold Coins or equivalent local currency they possess at any one time by simply using the Rank Value of their Lifestyle Rank Value. That is how many gold coins or equivalent they own. For anyone whose Value Rank is lower than 14, this loot is NOT in the form of actual coins but in resources, food, possessions and equipment to that total value in gold.

If the GM allows the game to "cash out" the Lifestyle value for the player characters, and they then have enumerated items and cash, whatever the characters do to or with that loot is to be reflected in their Lifestyle score. If they increase their treasure, their Lifestyle score goes up. If they are financially ruined or robbed, down the Lifestyle goes.

Whether treated as Lifestyle or Gold Coins, the actual numerical Rank Value is still the purchasing power of a character.

## Healing

If the game is played by session, all injuries and lost Damage etc. is fully recovered before the next session for all surviving characters.

If the game is played as a campaign then each night of normal sleep or equivalent the characters heal a number of Damage points equal to the Rank Value of their Fortitude.

## Initiative

In Foresee, Initiative is rolled once and once only PER COMBAT. Until the combat is "reset" by no one taking an action relating to combat in the same turn, Initiative remains the same.

Unless other factors are used by the GM such as powers like Telepathy or surprise attacks and so on, characters take an action in combat beginning with whichever character initiates combat and then in strict order of Awareness scores, with any bonuses to Initiative.

In the event two characters have literally identical Awareness scores including any modifier those two characters roll competing d% against their Awareness on the Master Table to determine who can act first, or one can "Yield Initiative" to the other voluntarily- basically let the other character act first in the Initiative order each turn.

## Journal

It is highly recommended, URGED in fact, that the players and GM each keep a journal for the game.

In the players' journal each session should be "written up" and kept with any relevant notes, the story so far, records of villains and monsters faced with information as best the characters know, as well as any props or clues the GM has given them to puzzle over.

In the case of the GM and given the sketchy rules derived from 4C not only should the journal contain notes on the adventures, maps, timelines and other game related details but also any rules calls made by the GM when interpreting or changing 4C and Foresee rules.

Players reluctant to keep or update a journal should receive a small Fortune or Fame reward for doing so as an incentive. Once they know they're getting Fortune or Fame for doing it watch them grab the journal and a pen with their nubbies!

## Lifestyle

Lifestyle measures a character's wealth and access to other resources as shown on the table below:

Rank Value	Level of Wealth/Lifestyle
1-2	Unemployment or state benefits.
3-5	Student or part-time employment. Highest possible Lifestyle for a normal non-adventuring peasant.
6-9	Full-time, hourly wage employment. Highest possible employment for town dwelling freeborn person.
10-19	Guild Member, Rogue who robs people in cities, Professional employment. Unavailable to anyone without a Power of some worth to an employer.
20-29	Independently wealthy.
30-39	Small Guild, Small Duchy or ruler of a productive mine.
40-49	Large Guild, international Church, Duchy or Island Kingdom.
50-74	Small nation.
75-99	Large nation.
100-149	Superpower.
150-999	Global resources.
1000+	Galactic resources.

It is possible, and quite likely for Pariahs for example, to begin the game with a Lifestyle of zero. Lifestyle zero means the character is utterly destitute, homeless and penniless, begging or stealing to survive. Not nice at all.

In general, the GM should allow characters to procure items and services appropriate to their Lifestyle Rank Value unless it would interfere with an adventure. As a general guide if the cost in Gold Coins would be less than or equal to the Lifestyle Rank Value the character can obtain such items each session. The number of such items the character can obtain is equal to the Rank Value divided by 10, rounded up.

Remember that this is rated in GOLD Coins. Most normal non-magical items are going to be measured in Copper Coins, Silver Coins, Ducats, Sovereigns or Lead Bits.

Suggested Exchange Rate:

1 Gold Coin = 2 Sovereigns = 3 Ducats = 10 Silver = 120 Copper = 333 Lead Bits.

### Lifting things

Character weight lifting – maximum amount a character can lift over its head and hold there for one turn without injury:

Rank Value	Weight
0	5 lbs.
1-2	50 lbs.
3-5	100 lbs.
6-9	200 lbs.
10-19	400 lbs.
20-29	800 lbs.
30-39	1 ton
40-49	10 tons
50-74	50 tons
75-99	80 tons
100-149	100 tons
150-999	200 tons
000+	400 tons per 1,000 Rank Value or proportional fraction thereof

### Martial Arts

In 4C Martial Arts is a skill, and fair enough too. But in comicbooks and in fantasy roleplaying of the old school, Martial Arts is (a) incredibly powerful and (b) incredibly silly. For both these reasons, in Foresee Martial Arts is a Power.

However, it is logical that there would be skills associated with Martial Arts. It simply requires us to rename them from “Martial Arts” to other names that either reflect what they do or are silly in the comicbook Martial Arts way.

Refer to the table below for suggested Martial Arts skills that a player can select. If the Generalist power is rolled the character could also be Generalist – Martial Arts and have all of them. Martial Arts skills only confer a normal skill +1 RS if they specifically say so otherwise they provide whatever Effect is listed in the chart. Also if the skill allows an action, that action is all the character can do in the turn where the action is attempted.

NOTE! Only characters with the Martial Arts power are allowed to choose these skills!

Martial Arts Skill	Effect
Ninja Toe	Character rolls on Martial Arts Rank Value with a +1 RS instead of Coordination for Dodge.

Depicting The Fan As A Moving Target	Character rolls on Martial Arts Rank Value with a +1 RS instead of Coordination for Catching.
Fist Of Angry Sun	Character's unarmed attack does +3d6 Damage
Galaxy Footstep	Movement Rate +1 Sector per turn
Red Monkey Style Hand	+2 RS on Evade rolls
Iron Robe Kata	Damage from Orbs / Grenades is halved, round up.
Aikijutsu	Instead of any other actions the character can choose one target. That target is treated as though the martial artist character has obtained a Yellow (Maximum Evade) result on the Evade chart.
Stone Lungs	Character can hold breath for extra number of turns equal to Rank Value of Martial Arts.
Embrace Tiger	+2 RS on all Wrestle rolls.
Return To Mountain	+2 RS on all Rushing rolls.
Breath Of Heaven Through The Celestial Temple	If Dying, the character loses Fortitude row steps per HOUR not per turn.
Folded Paper Conceals Secret	Character can negate one slashing type melee attack per turn by catching or turning aside the weapon or animal part inflicting the attack.
Karate Chop	Character can deliver an open handed strike inflicting Brawn plus 1d100 Damage. NOTE this attack requires one turn of total inactivity and on the following turn the attack is made as a normal Bashing attack, if successful this is the damage inflicted.

All of the above are SKILLS not Powers. They are obtained as per the rules for skills.

### Master Table

The Master usefulness extends beyond the confines of combat; the Master Table is the key to any and all actions characters perform.

When a character wants to attempt an action that will have an impact on the storyline (i.e. leap from rooftop to rooftop or notice an enemy hiding in a dark alley) the GM does two things: Decides which Primary Trait or power applies to the action. For example, Brawn for jumping or Awareness for noticing or Superspeed for running up a wall. Then the GM decides the difficulty of the action based on the following table:

Color	Difficulty
Amber	Automatic
Black	Easy
Red	Average
Blue	Difficult
Yellow	Ridiculous
White	Impossible

The player then rolls d% based on the appropriate Trait or power and compares the color result to the color needed for success; if the result equals the color or a greater color the character's action succeeded. If the action fails, it is up to the GM to determine exactly what happens to the character as a result.

Color	Result
Amber	No roll required
Black	Failed Attempt. Your action has failed.
Red	Minor Success. Your action succeeded, but just barely; in most instances this will be enough.
Blue	Success. You have succeeded at your attempted action.
Yellow	Major Success. You have succeeded in a spectacular way. Some actions, as determined by the GM, will require a Major Success.
White	IMPOSSIBLE, automatic failure.

Take a look at the 4C Basic and Advanced System Master Table (see page 7); it is the key to all actions in the game. To use the Master Table, find the appropriate Rank Value in the leftmost column, roll d%, and find your die result on the table by moving along the row. The number rolled will be in a black, red, blue, or yellow box which will give you the result.

Note that in Foresee to allow quicker game play there are also the options of Amber automatic success no roll required and White guaranteed failure without modifiers.

There are two tables from the 4C toolkit. The Basic one suits games where the powers are not as extreme. It's recommended for Foresee to use the Advanced table in all circumstances due to the presence of Gods, Demons and insanely powerful magic.

### Material Value of Common Substances

Sometimes the strength of an object will come into play. In such instances, use the following table as a point of reference:

Material Value	Substance
1-2	Paper
3-5	Plastic
6-9	Aluminum
10-19	Brick
20-29	Concrete
30-39	Stone

40-49	Iron
50-74	Steel
75-99	Diamond
100+	Magical or alien substance

### Modus Operandi (MO)

MO is simply the patterns of behaviour that the characters whom the GM plays with and against the players' characters use to achieve their ends. These patterns are summarised as simple words and phrases so a GM can quickly get the feel of how a character will act.

MO is not signature. MO can change, a character can adapt to different circumstances. But all else being equal MO describes how they will behave.

Modus Operandi	Explanation
Altruist	The character avoids all evil acts
Baroque Plotter	The character approaches plans by adding unnecessary steps that might even endanger the real objective
Brain	The character will always use Intellect based rolls in preference to other activities where he or she can
Coward	The character avoids all direct confrontations whenever he or she can
Daredevil	The character is utterly unconcerned for their own safety and security
Duellist	The character seeks direct confrontations at every opportunity
Fake Out	The character publically pretends to be one thing whilst being something completely different in reality
Goon Squad	The character uses the cheapest stupidest available hired muscle
Insane Plotter	The character goes minute to minute chopping and changing, making a chaos of any coherent plan
Instinctive	The character will always use Awareness based rolls in preference to other activities where he or she can
Linear Plotter	The character approaches plans in a simple uncomplicated and straightforward way
Loves Capers	The character loves the thrill of crime especially when it involves plot and plans
Masterpiece Minions	The character goes for quality rather than quantity in his or her army or team. Uses for example a high level adventuring party of

	unique beings rather than a Goon Squad
Merciful	The character will avoid killing at all costs even if it means his or her quest fails
One-Off Items Quests	The character fixates on unique items and seeks to possess them at all costs
Planner	The character anticipates what the enemy might do
Robs To Enrich	The character commits crimes to enrich their life materially
Spider	The character remains in the shadows controlling things behind the scenes
Thuggish	The character is boorish, unappreciative of sophistication and delights in using bullying and physical force
Unsentimental	The character does not give enemies an even break to be sporting
Utterly Ruthless	The character won't hesitate to kill to achieve his or her quest or objective

The GM and players can invent as many more MOs as they like following the same basic idea as above. MO is meant to save time and be fun; if it isn't, don't use it.

### Movement

4C games are played on a map (whether imaginary or physical) divided into equal sized arbitrary individual areas known as **sectors**. The number of sectors a character may move in a turn is called Movement Rate and is determined by the Rank Value of Coordination.

Rank Value	Sectors Moved in One Turn
01-02	1 sector
03-29	2 sectors
30+	3 sectors

Giant sized characters 30' or more in height add their height divided by 10 (round down) to their Movement Rate.

The Movement Rate is the default speed based on the default means of movement for the character. For a Giant Slug this is sliding on its mucus with its one weird leg, for a human it's walking, for a Giant Eagle it's flying without use of its Wings, ie gliding.

### Poisons

Ah yes, poisons. The bane of the life of many a fantasy game, since it tends to be the case that the poisons rules are either incredibly complex or absurdly simple.

In Foresee, all Poisons have the following attributes: Delivery System, Effects, Antidote? and Throw Off. Delivery System describes how you can normally get poisoned, Effect is what it

does to you once it's in your system, Antidote? simply answers yes or no as to whether there is one or not, and Throw Off is the d% roll required on Fortitude to throw off ie end the effects of the poisoning. Throw Off will be noted as "average", meaning a normal success on the Master Table using Fortitude, "Red", "Blue", "Yellow" or "White", White meaning impossible and only an antidote will cure the poisoning. There may also be a note such as -2RS meaning for example "Yellow -2RS" tells you that you must roll d% against your Fortitude on the Master Table with a penalty of 2 Row Shifts to Throw Off the poisoning.

Attempts to Throw Off the poison can be made every turn, but only if that is the only activity the character attempts.

Possible Delivery Systems are Eaten (E), Drunk (D), Combat (C)(delivered on a poison weapon such as an arrow, dagger or speartip) or Breathed In (B)(in the form of a mist, powder or cloud).

Poison	Effects	Antidote?	Throw Off
Blue Heaven C	Death at the turn immediately after turn in which character poisoned	Yes	Blue
Bullshot Dust B or C	Character compulsively salutes and shouts out jingoistic slogans, incapable of any normal actions	Yes	Blue -1RS
Cursed Nachos Chili Oil E	Makes the character think they're Elton John or Michael Bubl�	No	Average
Devil's Foot Extract B	Loss of consciousness immediately, loss of 7 Damage per turn	No	Red -2RS
Dinosaur Snooze	Instantly knocks character to zero Damage	No	Average
Extract of Black Orchid B	Loss of 1d10 Damage per turn	No	Yellow
Green Dream D or B	Character erupts in painful boils, loss of 2 Damage per turn	No	Blue
Green Lotus Juice D	Loss of 5 Damage per turn	Yes	Average
Mummy Sweat C or D	Death in 100 turns	No	Red -1RS
Purple Toadstool Flesh E	Paralysis (as per Paralyzing Touch), loss of 1d4 Damage per turn		Blue
Queen Bloodbat Venom C or E	Hallucinations (as per Illusions power), Vomiting, loss of 10 Damage per turn	Yes	Yellow -2RS
White Nightmare C	Loss of 17 Damage per turn	No	Average

## Repute

A character's Repute is used when a character is dealing with the public; the player rolls d% on the Master Table and checks the color result:

Color	Public Reaction
Black	Unfavorable ("Get out of here you freak!")
Red	Favorable ("Thanks.")
Blue	Very Favorable ("That was amazing!")
Yellow	Extremely Favorable ("You are the greatest!")

**Actions Speak Louder Than Words:** The GM may assign Row Step bonuses and penalties to the d% to reflect the character's actions prior to interacting with the public. The following are some suggested modifiers:

Circumstance	Modifier
Threatening	-2 Row Steps to reactions when threatening a citizen
Friendly	+2 Row Steps to reactions when treating citizens in a friendly manner

## Gaining and Losing Repute Points

Each time a character stops a crime or saves a life (or, if things aren't going well, commits a crime or kills), and the action is known to the public, the character gains or loses Repute points:

Points Gained or Lost	
Thwart Criminal Activity	+2
Save a character's life	+2
Commit Criminal Activity	-2

## Social Status

Repute is also constantly modified as characters earn unique bonuses or penalties whilst adventuring. As a general guide if an adventure involved rescuing people or saving them or their livelihoods the character receives a modifier of "+1 with" those people when interacting with them. This might mean saving criminals or evil beings makes them look more favourably even on someone they would ordinarily despise.

These modifiers are collectively known as Social Status. The modifiers add TO THE REPUTE STATISTIC itself before it is rolled on in the situation.

*Example: Grognardus rescued a Dwarf King in the past. This famous deed gave him a +4 modifier with Dwarves. Although his normal Repute is 2, with Dwarves it is effectively 6.*

In Foresee, the general assumption is that the characters begin as nobodies and earn Repute and Social Status modifiers.

If for some reason they are higher status or to see what other characters might have as a Repute, use the following table of examples:

Social Status Condition	Repute or Modifer
King in good standing	24
Prince or Princess	22
Aristocrat	14
Member of Order of Chivalry	+4 with Aristocrats
Member of Thieves' Guild	+6 with criminals
Character is a known traitor to King	-5 with Aristocrats, -4 with members of the army of the realm, +3 with commoners
Wizard	-2 with Church members
Black Magician	-6 with good people
Sailor	3
Known member of heroic company	+2
Member of race notorious for violence	-5 with enemies of race
Character frequently damages people's property, buildings or goods	-4 with militia, merchants and property owners
Honest Sheriff	+3 with commoners
King's Favorite Animal	9
Lowly Peasant	0

Once the GM gets into the swing of Social Status, go nuts. There could literally be a hundred different little bonuses or penalties, all of which becomes part of the character's story and a hook for adventures.

All Social Status modifiers stack. So if you get +3 with Elves and -6 with Wizards if you meet a Wizard Elf the Repute modifier is -3.

### Row Steps (RS)

A Row Step represents a shift of one or more rows up or down the Master Table in the effective Rank Value for a single action. A Row Step can be a bonus or penalty. For example, a +1 Row Step moves the effective Rank Value to the next higher row while a -2 Row Step moves the effective Rank Value two rows lower.

*Example: Jessica's character is trying to hit an opponent with a karate chop. The Gamemaster tells Jessica her character gains a +1 Row Step bonus due to favorable circumstances. Her character has a Melee Rank Value of 30-39, so for this one attack the bonus brings it to 40-49.*

## Sectors

Sectors are the abstract unit of measurement used in 4C and Foresee. In Foresee a sector is a 10 by 10 feet square. A “cubic” sector such as for a section of a Wall spell is 10 feet wide, 10 feet long and 10 feet high throughout its area. A cube in other words.

## Swimming

Without a special power or device, a character moves only a single sector each turn when swimming. A character that sinks may hold his breath for a number of turns equal to his Fortitude Rank Value; after that point the character must roll d% on the Master Table using the character’s Fortitude Rank Value:

Color	Result
Black	You are Dying.
Red	You are winded; your Fortitude Rank Value drops by one Row Step.
Blue	No effect.
Yellow	No effect.

The character must continue rolling once each turn, with a cumulative -1 Row Step penalty to his Fortitude Rank Value for each turn since he started drowning, until he reaches breathable air or begins Dying.

## Traps

A Trap is a location that has a conditional trigger – entering an area, stepping on a stone, triggering a magical eye, saying a phrase in a certain language. The Trap activates when triggered. When activated the Trap delivers specified damage no greater than its Rank Value to anyone within the affected area.

Traps can be made by Bricklayers or people with Trapping skill.

The affected area for a Trap is equal to a maximum radius in sectors equal to the Intellect of the Bricklayer or 1 sector for anyone else making a Trap.

The Rank Value of a Trap is equal to the Rank Value of the Bricklayer power or NORMAL for anyone else.

To randomise the form of a trap, roll 3 sets of 1d20 and consult the columns below. “Lock” means the form the Trap has taken prior to activation; “Key” means how a character can safely deactivate the Trap without triggering it (if this can be discovered); “Trap” means the actual nature of the Trap effect if or when it is sprung.

### Random Trap:

	First Roll: (Lock)	Second Roll: (Key)	Third Roll: (Trap)
1	Aquarium	Moving Aside	Swinging blade (slashing attack)
2	Bank Vault	Key	Fireball 3d6 damage no roll to avoid
3	Chess Set	Rearranging	Blast of ice 3d6 damage no roll to avoid
4	Sculpture	Throwing Switch	Cage equivalent to Wall of Iron drops
5	Fountain	Turning Wheel	Monster released
6	Fireplace	Playing Music	2d10 Spear fire (piercing attacks)
7	Giant Clockwork	Rotating Cog	Blowpipe darts fire
8	Jigsaw Puzzle	Assembling	Orb of Blasting drops
9	Block of Stone	Placing Correct Rune	Swarm of biting insects released
10	Door	Attaching Item	Character teleported to hostile location
11	Musical Instrument	Pushing Button	Construct released
12	Mysterious Levers	Saying Correct Word	Area sealed off, begins to rapidly flood
13	Colored Ropes	Entering Code	Deafening noise begins blasting out
14	Skeleton	Drawing Pattern	Nets drop - Entanglement
15	Statue	Pulling Lever	Cloud of Poison released
16	Suit of Armor	Sliding Open Panel	Sprayed with (unlit) flammable oil
17	Treasure Chest	Sacrificing item	Ray instantly reduces Damage to zero
18	Tapestry	Dance Steps	Pitfall drops character 1d100 sectors
19	Toy	Replacing item	1 ton block of stone drops
20	Barrel	Adding Item	Alarm goes off

These are just suggestions, Traps are almost infinite in possibilities.

### Vehicles (and Steeds)

Except for those with special movement powers, characters will need to rely on vehicles or steeds (living vehicles) if they want to quickly cross long distances.

All vehicles (and steeds) are defined by three Vehicle Traits:

#### Durability

This Vehicle Trait is a measure of how much damage a vehicle can suffer before it is destroyed. It also doubles as armor, reducing the damage the vehicle and characters inside the vehicle suffer from an attack by its value. This Vehicle Trait uses a numerical score (not Rank Value) that is decreased as the vehicle takes damage and increased when the vehicle is repaired; this Vehicle Trait may never drop below a score of 0 and never be raised above its starting value.

#### Handling

This Vehicle Trait measures the agility of a vehicle. This Vehicle Trait uses a Rank Value. For a steed, this could even be simply a Coordination Rank Value. Performing sharp turns or other unusual manoeuvres is handled with this Trait; roll d% and compare the color result to the difficulty of the manoeuvre on the following table:

Color	Difficulty
-------	------------

Black	Easy (standard turns)
Red	Average (sharp turns)
Blue	Difficult (jumping over a broken bridge)
Yellow	Ridiculous (turning a car on to two wheels to slip through a narrow alley)

If the result equals the color or a greater color the manoeuver succeeded. If the manoeuver fails the vehicle (or steed) crashes. A crashing steed indicates that the riding animal loses control of its own movement to the point that it can no longer brake or halt its progress over the terrain or through the air or water, etc.

**Crash:** When a vehicle or steed crashes its operator must roll for the severity of the crash. The GM should apply the crash results heroically not in a mean spirited way. Foresee isn't meant to be an Air Crash Investigation simulation game.

Roll d% on the Master Table using the operator's Coordination Rank Value and compare the result to the following table:

<i>Color</i>	<i>Result</i>
<b>Black</b>	Vehicle crashes into an appropriate object, character, or vehicle (as determined by the GM) in the same sector in which the manoeuver was attempted. If the vehicle crashes into a character or other vehicle there is a chance for the vehicle to avoid the crash (see Collision p. 00).
<b>Red</b>	As black but the vehicle crashes in an adjacent sector to the one in which the manoeuver was attempted.
<b>Blue</b>	As red but the vehicle also breaks into 1d100 pieces scattered over a large area.
<b>Yellow</b>	As blue but in addition if it is possible something on the vehicle catches fire or explodes. If not, all characters in or on it are thrown out of the crash impact and must roll on the Pound result chart in the Combat chapter of this book.

For purposes of damage inflicted/suffered, a crash is treated like a collision. If there is nothing but ground to hit in the sector the vehicle crashes into the ground (Material Value 50).

For a flying vehicle or steed, additional damage is caused calculated as per the Falling rule under the Climbing section of this Chapter, above. For every 50 points of Damage the crash causes a crater one sector deep and one sector wide is created.

Note that this means crashes involving flying vehicles are pretty much assured of being completely lethal.

### Velocity

This Vehicle Trait measures the number of sectors a vehicle (or steed) may move in a single turn. This Vehicle Trait uses a numerical score (not Rank Value). For special vehicles and steeds this Velocity score will be most likely replaced with a different score or a modified one at least.

### Vehicle Damage and Repairs

A vehicle with its Durability reduced to 0 is completely destroyed; it cannot be repaired. Vehicles are fully repaired between adventures. In a campaign, the owner of the vehicle or the person repairing it must make a roll either on their Intellect plus any bonus from, if they have it, Vehicle Repair skill for vehicles or Veterinary Medicine for a steed, by rolling d% on their Intellect against the Master Table. If successful, the character spends Fortune and/or Fame equal to the damage the vehicle (or steed) suffered and it is restored. This process takes a number of hours equal to the damage in points that the vehicle or steed suffered.

### Sample Vehicles

The following is a small selection of vehicles. The GM should use these as a point of reference for vehicles of his own design. Remember that in a classic fantasy world the “engine” of a vehicle is actually an animal (or slaves) of some sort pulling the vehicle. With the very rare exception of a Construct or some sort of clockworks, there will always be an animal-vehicle interface of some sort as the means of propulsion. And then there’s the broomstick, the magic carpet and the oceangoing cauldron...

Vehicle	Durability	Handling	Velocity
Dog Cart	10	6	6 (sectors/turn)
Noble Coach, horsedrawn with 2 horses	20	30	12 (sectors/turn)
Flying Carpet	30	99	20 (sectors/turn)
Ocean-Going Magical Cauldron	55	3	30 (sectors/turn) on water, does not work on land or in air
Flying Broomstick	8	33	20 (sectors/turn)
Mechanical Horse	100	3	22 (sectors/turn)
Rickshaw (human pulled)	3	3	4 (sectors/turn)
Palanquin with 4 bearers	3	5	3 (sectors/turn)
Ox Wagon	44	6	6 (sectors/turn)

# Quick and Dirty Stat Blocks

It was an absolutely universal feature of old school games to have a wall of statistics at the back of the book. This was meant to be a quick reference guide in the days when people might not have, or think they needed, every book. In the spirit of that, and because a 4C type game actually doesn't need entire pages for each creature, character or encounter, this chapter is a huge list of monsters, animals, plants and characters that a GM can immediately use. NOTE: any power not given a power Rank Value is at NORMAL Rank Value or by Primary Trait as per whatever standard rules apply to the power.

## Why Orcs?

There's a question that may have occurred to someone reading this book. Where are the Orcs? Or Goblins? The answer is that they are either "monsters" – an aberration to be fought and destroyed, Dimensionals – in which case they're covered by those rules.. or they are interrelated distant cousins of humankind. If they are distant cousins, then they are for all intents and purposes Human Sub-races as per those rules. Just remember to specify that their skin color is all acrylic paint green.

Orcs and so on are listed in this section but a variety of them are included, the types of which contradict each other. This is perhaps due to the Commontongue using the words 'Orc' and 'Goblin' as catch-all words rather than specific race or species indentifiers.

## Appalling Adversaries

Creature	M	C	B	F	I	A	W	Powers
Allosaurus	Ti	No	Ti	To	Di	Gi	To	30', Superleap(Di), Bite(Ti)
Antelope	Pi	Gi	No	No	Di	Pi	Ne	Superleap
Baby Unicorn	Pi	Di	Di	To	No	Di	No	Horn (Di)
Beaver	Di	Di	No	No	Di	Di	Di	Headquarters
Beaver, Giant	No	To	To	Ta	Pi	Di	Di	Headquarters, Tail slap does +3d6+4
Bigfoot	Ne	To	Ta	To	Di	U	Di	Phasing, Invisibility in woodlands
Brass Giant	Ti	Di	De	Go	Ne	No	Ne	240', Body Armor (Ti)
Brontosaurus	No	No	Go	Go	No	No	No	80', Oversized Weapon* (tail)
Bull	To	No	To	Ta	Di	No	Di	Horns
Bull, Firebreathing	No	To	To	Ta	Pi	No	Pi	Energy Control - Fire <sup>H</sup>
Bull, Storm	Ti	To	Ta	To	Ne	No	Ne	Flight, Energy Control - Weather <sup>H</sup>
Butterfly	Ne	No	Ne	Ne	Pi	No	Pi	Wings (Pi), Pixie Dust
Cat, Alley	Di	Gi	Pi	Pi	Pi	Gi	Di	Eat Anything, Claws (Di)
Cat, Black	Di	Gi	Pi	Pi	Pi	Gi	Di	Nine Lives, Claws (Di)
Cat, Familiar	Di	Gi	Pi	Pi	Di	Ta	Di	Gives owner Magic power
Cave Bear	Ti	No	Ti	To	Pi	Gi	No	32', Bite (Gi), Claws (Gi)
Centaur	No	Ti	Gi	Gi	To	Gi	Ta	14', Superspeed (No)
Chaotic Lost Soul	No	No	No	No	Di	Pi	Ne	Black Magic
Chimp	Ta	No	Ta	No	Di	No	No	Superleap
Cobra	Gi	Su	Ne	No	Di	Di	Ne	Bite <sup>A</sup> , Paralyzing Touch <sup>A</sup>
Cow	No	No	To	No	Pi	Di	Ne	Potions – provides milk every day
Cow, Thunder	Ti	To	Ta	To	Ne	No	Ne	Flight, Energy Control - Sound <sup>H</sup>

Crocodile	To	Di	Gi	Su	Pi	No	Ne	Bite (Ta)
Cyclops	Su	Gi	Go	Su	Pi	No	No	60', Oversized Weapon*
Deer	No	No	Di	Di	Pi	Pi	Ne	Superspeed
Deer, Stag	To	To	No	No	Di	Di	Pi	12', Horns, Superspeed
Dog, Big	No	To	To	No	Di	No	Di	Bite, Skill: Tracking
Dog, Lap	Pi	Pi	Pi	Pi	No	No	No	Celebrity
Dog, Shaggy	To	To	No	To	Di	Pi	Pi	Body Armor (fur) (Su)
Dog, Small	Di	Pi	Di	No	Di	Di	Di	Skills: Tracking, Hunting
Dog, Wild	To	To	No	To	Di	To	Di	Bite, Burrowing
Dolphin	No	Ti	Ta	No	No	No	No	Elemental Native - Water
Dragonet	No	Gl	Pi	Pi	No	Di	No	Bite (No), Wings (Pi)
Dragonet, Fairie	No	Gi	Pi	Pi	No	Di	No	Rainbow Power (No), Wings (Pi)
Dragonet, Purple	No	Gi	Pi	Pi	No	Di	No	Teleportation (No), Wings (Pi)
Elephant	To	No	Ta	Ta	No	No	No	15', Horns (tusks)
Frog	Ne	Ne	Ne	Ne	Pi	Di	Ne	Superleap (Pi)
Frog, Colorful	Ne	Ne	Ne	Ne	Ne	Di	Ne	Potions – instantly lethal poison skin
Frog, Giant	No	To	No	No	Pi	No	Pi	9', Superleap, Entanglement (tongue)
Frogman	No	No	No	No	Pi	Di	Di	Weapon, Headquarters, Superleap
Giant Crab	Ti	No	To	To	Ne	No	Pi	20', Claws (Gi)
Giant Spider	No	Gi	Di	Di	Ne	No	Ne	Entanglement (Ti), Bite (No)
Gleep Dragon	No	No	No	Ti	Pi	Pi	Pi	32', Bite(Su), 2 heads <sup>C</sup>
Goblin, Cave	To	Su	Di	Di	No	No	Ne	Invisibility when underground
Goblin, Tricky	Pi	Di	Di	Pi	No	Gi	No	Chameleon
Gorilla	Di	No	Ti	Ta	Di	No	Di	Superleap
Grave Hound	No	Di	Ta	No	Pi	No	Pi	Bite (To), Paralyzing Touch <sup>A</sup>
Great Ape	Ta	To	Gi	Ta	Pi	U	Pi	Superleap, Weapon
Griffon	To	Gi	Gi	Ta	Pi	Ta	No	12', Wings (To)
Guardian Ape	To	To	To	To	Pi	No	Di	9', Superleap (No)
Hawk	No	Gi	Ne	Di	Di	Su	Ne	Claws (No)
Hydra	Su	Di	Su	U	Ne	No	Ne	50', 5 heads <sup>C</sup> , Regeneration
Hydra, Olympian	De	Gi	U	U	No	Go	Pi	900', 7 heads <sup>C</sup> , Rebuilders
Imp	Pi	No	Ne	No	To	No	No	Chameleon (No)
Jelly, Delicious	Ne	Ne	Ne	No	Ne	Ne	Ne	Potion – lethal poison <sup>B</sup>
Jelly, Predatory	To	Ta	No	No	Ne	U	Ne	Detection - prey
Jump Dog	To	To	Pi	Di	Di	Di	Di	Dimension Jump
Kangaroo	Gi	Di	To	No	Pi	No	Pi	Superleap (Di)
Killer Whale	Ta	Su	Ta	Ta	Di	No	Di	20', Elemental Native - Water
Lion	To	To	Su	No	Di	No	No	Bite, Claws, Energy Control – Sound (Roar)
Lobster, Delicious	Pi	Pi	Pi	Di	Pi	Pi	Ne	Claws (Pi)
Lobster, Giant	Ta	To	Ta	To	Pi	De	Ne	60', Claws(Ta), Body Armor
Mammoth	Ta	Ta	Ta	Ta	Di	No	No	26', Horns (tusks), Freezeproof
Mastodon	Ta	No	Ta	To	Di	Di	Di	9', Horns (tusks)
Mermaid	No	Elemental Native – Water, Mind Control						
Merman	Ta	No	Ta	Ta	Di	Pi	Pi	Elemental Native – Water, Weapon
Mud Giant	Ti	Ne	De	Go	Pi	Pi	To	120', Entanglement(Mud) <sup>A</sup>
Ogre	No	Di	Gi	Gi	Di	No	No	9', Body Armor (Gi)

Ogre, Courteous	To	Chameleon <sup>l</sup>						
Ogre, Green	De	To	To	To	No	No	No	Downside: Repulsive personal habits
Ogre, Monstrous	Gi	To	To	To	Di	To	Ne	9', Oversized Weapon*
Orangutan	No	No	Gi	No	Pi	No	Di	Superspeed when climbing trees
Orc, Beastman	No	No	No	No	Pi	Di	Di	Eat Anything, Body Armor (skin)
Orc, Immortal	Gi	No	Gi	Gi	Di	No	No	Downside – slave to Evil God
Orc, subhuman	No	No	No	No	Pi	Di	Di	Weapon, Headquarters, Eat Anything
Orc, Urukhai	Ti	No	No	No	Pi	Pi	Ne	Weapon, Detection: Elves
Otter	No	Ta	Di	No	Di	No	Di	Superspeed in water
Otter, Giant	To	Gi	No	Ta	Di	Di	Di	Superspeed in water, Bite
Panther	No	Su	To	No	Di	No	No	Bite, Superleap (No)
Pegasus	No	No	Gi	Su	Di	Di	Ne	Wings (Su)
Pig	No	Bite (No)						
Pink Dragon	Di	No	Ti	Su	Pi	De	Su	75', Bite(No), Wings(No)
Pit Slime	Su	Di	Su	No	Ne	No	Ne	1d12 pseudopods <sup>D, B</sup>
Purple Ape	Pi	Pi	De	De	Pi	No	Ta	120', Superleap (Ta)
Python	No	Di	Gi	Gi	Pi	No	Ne	Entanglement <sup>A</sup>
Rat, Forest	Pi	Pi	Pi	No	Pi	Gi	Di	Superleap (No)
Rat, Giant	To	To	Di	Di	To	To	Di	Eat Anything, Bite
Rat, Sewer	No	No	Pi	Pi	No	No	Pi	Eat Anything, Contaminant Resistance
Rhino	To	Di	To	Gi	Di	No	Di	Horns, Body Armor
Rhino, Prehistoric	Su	No	Ti	Ti	Pi	No	Di	15', Horns, Body Armor
Rhino, Woolly	To	Di	To	Gi	Di	No	Di	Horns, Body Armor, Freezeproof
Roc	Go	De	Co	Go	No	U	No	480', Wings (Co)
Roc, 2 Headed	Go	De	Co	De	No	No	No	480, Wings (Co), 2 heads <sup>C</sup>
Snailman	No	No	No	No	Di	No	No	Body Armor (shell), Entanglement <sup>H</sup>
Tiger	Gi	To	Ta	Gi	Di	To	No	Bite (To), Claws (Ta)
Toad, Familiar	Ne	Ne	Ne	Ne	Ne	Di	Ne	Gives owner Magic power
Toad, Giant	Ta	Di	Di	Di	Di	No	Pi	Entanglement (tongue)
Troglodyte	Gi	To	To	To	Di	To	Ne	12', Oversized Weapon*
Troll	Gi	Di	Gi	To	Pi	Pi	No	9', Freezeproof (Ti)
Troll, Courteous	Gi	Gi	Gi	Gi	To	To	To	Chameleon <sup>l</sup>
Troll, Monstrous	Ta	No	Ta	Ta	Pi	No	Ne	18', Body Armor (U) (skin)
Troll, Rock	De	Di	De	De	Pi	Di	No	Body Armor (U) (skin)
Unicorn	Ti	No	Gi	To	No	Di	No	Horn (Ti)
White Shark	Ta	To	Ta	Ta	Pi	Su	Di	30', Elemental Native - Water
Wild Boar	To	To	Su	To	Di	Di	No	Bite, Horns (Tusks)
Wolf	To	To	No	To	Di	To	Di	Bite, Claws
Wolf, Prehistoric	Gi	Gi	To	Gi	Di	To	Di	10', Bite, Claws
Wolf, Spectral	To	Gi	No	To	No	No	U	Bite, Claws, Phasing
Wolf, Winter	No	No	No	To	No	No	No	Bite, Claws, Freezeproof
Wolf, Witch	To	To	No	To	No	No	No	Bite, Claws, Black Magic
Wombat	No	Di	No	To	Pi	No	Di	Burrowing
Wombat, Giant	To	Di	Su	Gi	Pi	No	Di	30' Burrowing, Headquarters
Wood Giant	Ti	Di	Ti	Ti	No	Pi	No	50', Oversized Weapon*
Zebra	No	No	Di	No	Pi	Di	Ne	Superspeed (Di)

### Dastardly Dimensionals

Dimensional	M	C	B	F	I	A	W	Powers
Charming Devil	No	No	Su	U	U	U	Ti	Celebrity, Mind Control, Illusions <sup>F</sup>
Clay Giant	U	Di	U	U	Di	Di	Pi	Downside – water soluble
Flower Maiden	No	U	Su	U	Di	U	To	Flowering Plant Control (U)
Jack Frost	Ti	No	No	U	No	Gi	Su	Elemental Control – cold weather <sup>F</sup>
Mothman	Ta	U	To	U	No	No	No	Flight, Phasing, Illusions
Succubus	Su	Su	Di	Su	Gi	Ti	Gi	Mind Control, Shapeshift <sup>F</sup>
Talking Tree	Ti	Di	Go	Go	Gi	U	U	15', Entanglement, 5 tentacles <sup>D</sup> , Elasticity
UFO	Su	Su	Su	U	Ne	No	U	Phasing, Illusions, Entanglement, Paralyzing Touch

### Enemy Elementals

Elemental	M	C	B	F	I	A	W	Powers
Kobold	To	Di	U	U	Di	No	Ne	Elemental Control - Earth
Ooze Grub	To	Pi	To	To	Ne	No	Ne	Bite (To), Climbing skill
Salamander	Di	Di	To	To	No	No	U	Elemental Control - Fire
Shadow Person	Su	Su	Su	To	Gi	Gi	Di	Elemental Control - Shadow
Sylph	Di	U	Di	U	No	Ti	Su	Elemental Control - Air
Undine	Su	To	Go	U	Di	Di	Di	Elemental Control - Water
Will-o-Wisp	Su	U	No	U	Ne	U	U	Elemental Control – Radiation

### Fearsome Fungi

Fungus	M	C	B	F	I	A	W	Powers
Crimson Toadstool	To	No	To	To	Ne	No	Ne	5', 13 tentacles <sup>D, B</sup>
Mushroom Man	No	5', "Plant" Control - Fungi						
Purple Toadstool	Ne	No	To	To	Ne	No	Ne	6', Poison cloud Trap <sup>H, B</sup>
Wolf Puffball	Gi	No	To	To	Ne	To	Ne	12', Bite, Superleap

### Ugly Undead

Undead	M	C	B	F	I	A	W	Powers
Barrow-Dead	To	Di	Gi	Ne	No	To	Su	Weapon, Regeneration
Frankenstein Monster	To	No	To	De	No	No	U	Regeneration, Freezeproof
Ghost	No	No	No	No	No	Su	Su	Phasing, Freezeproof
Ice Cream Phantom	Di	No	Di	No	No	Pi	No	Freezeproof, Elemental Control – Ice Cream
Martensean	To	Di	Ta	To	Pi	Di	Di	Burrowing, Eat Anything
Mummy	No	Pi	Su	Pi	Ne	Ne	Ne	Generalist – Wrestling <sup>F, G</sup>
Revenant	Ta	Ta	To	U	No	Ta	U	Martial Arts
Slasher Goalie	To	Di	Su	U	Pi	Di	U	One-of-a-Kind Weapon – Machete
Wraith	U	Su	Su	U	Ti	Ti	Ti	Phasing, Force Field
Zombie, Blind	Di	Pi	To	Su	Ne	No	Ne	Downside - Blind
Zombie, Fast	To	To	No	To	Ne	Di	Ne	Superspeed (Di)
Zombie, Vomiting	Di	Gi	No	No	Ne	Ne	Ne	Entanglement – vomit <sup>H</sup>

All of these undead automatically have Immune to Asphyxiation and Immune to Drowning.

### Villainous Vegetables

Plant	M	C	B	F	I	A	W	Powers
Deinobush	Ne	To	Pi	Ti	Ne	Ne	Ne	4 Dart Firing Pipes (To) <sup>E,B</sup>
Hypnoshrub	Ne	Ne	Ne	To	Ne	Ne	No	Illusions, Mind Control <sup>B</sup>
Tiger Tree	No	Pi	Su	Pi	Ne	Ne	Ne	Bite (To), Claws (Ta)
Vampire Tree	Ne	Su	To	Su	Ne	Ne	No	10 Tentacles (To) <sup>D,B</sup>

\*This Oversized Weapon lacks the normal ability to shrink and disappear when not in use.

<sup>A</sup>This power begins at a random 4C Rank Value.

<sup>B</sup>This creature is immobile.

<sup>C</sup>This creature can take a separate action with each of its heads per turn.

<sup>D</sup>This creature can take a separate action with each of its tentacles per turn.

<sup>E</sup>This creature can take a separate action with each of its missile weapons per turn.

<sup>F</sup>This creature will have 4 skills appropriate to its nature – seduction for a Succubus, contract law for a Devil, and so on.

<sup>G</sup>This creature has Downside – Terrifying Appearance.

<sup>H</sup>This creature has a breath weapon. It makes a range attack that hits like a grenade. Base damage is 3d6 + 1, modified by range, skills and other powers as normal.

<sup>I</sup>This creature's Chameleon power makes it *look* exactly like a normal (Human) member of the dominant campaign race.