

## Regis Furor: Kings of Rage

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### Mission Statement

Congratulations. It's been a few months since we've got some new blood, hence the up-close-and-personal treatment. Yeah, actually. Anyone new at this level is a big deal. Now, the first question anyone has is, "Why did I get past when nobody else did?" The test didn't feel too good, did it? Did some of the questions seem harder to solve than they should? Did some of the sections have images that didn't mesh with the questions next to them?

Of course. You're psychic.

If you knew that, well, glad to acknowledge you. If you didn't, surprise. Didn't believe in psychic powers? You don't have to believe anymore. Now you know.

We call ourselves the Regis Furor: the Kings of Rage.

We came into this world back in 1883, created by Alain Holston and Joseph Derringer. Derringer was a psychic--what we came to call a mount. He seemed to exhibit powerful mood swings, going from genteel, even afraid, to sudden bouts of anger and even rage. He was believed to be mad. Alain sought Derringer, found him in an asylum, and saw that his anger was far from that of a madman; it was focused, purposeful, and could exhibit functional reasoning. Alain persuaded the orderlies to allow Joseph to go under his care and took him to his private estate and studied Joseph's bouts of rage.

He found that Joseph was not insane, but had a tendency to be temporarily possessed by something beyond human conception--what Alain dubbed a god-fragment and what we call ultraterrestrial egos--"Yuis." Yeah, sounds like something he made up on the spot. But he found that Joseph, while possessed, could sense things no other man could. He could hear dog whistles, predict the actions of his opponents. Oh, and leap thirty feet strait up from standing. That helped prove his case... but he kept it secret. He thought the power was too great to share. He was a bit of a prick, really. Thought about owning the world.

Soon Alain found how to bring out Joseph's power. It required hate--the stronger the hatred, the more potent and controllable the mount.

Over time our power grew. Alain Holston found other mounts and even different manner of supernaturally gifted persons--those that could call down fire or manipulate the physical world with only their minds, those who could dive into the thoughts of others and some who possessed great strength or useful physical aberrations. What Holston discovered near his final years was that all these fantastic abilities had a single source: hate.

Tapping into hate seemed to bring all these abilities together. He hadn't given it much thought beforehand... but he realized that his men (as he took to calling them) had no power that could, on its own, be used for peaceful purposes. No healing, no true wisdom. Nothing but violence, and violent things.

It was 1921 at the time, and Alain and his men found they were exhausted with political intrigue and war, sick of it. They knew, however, that the coming brighter times would collapse--the very year and day, in fact, thanks to the first female member of Alain's group, Anastasia Romanov. Over the coming decades, knowing what was to come, they readied, and after World War II rose to power and prominence as... well, what you signed up for. The Holston-Derringer Foundation for the Study of Human Affairs.

Wherever they could, the Regis Furor helped, using their powers of destruction to ease the stress of oppression, to inspire a few new stories about protecting spirits or guardian angels. We've missed a lot. Your victories probably won't make the news... may never get into the history books. But we're making a difference. People we've saved have gone on to be politicians that do real good, revolutionaries that truly work for change. It's antithetical to the nature of psychic power, but we must be patient. Bit of a rat nipping at the heel.

There are a great many rats at our heels.

In 1928 Alain died of natural causes, as Anastasia said he would, and the next year the stock market crashed. Holston-Derringer made sure to lose enough money to not seem suspicious, but kept enough to pull through. Anastasia killed herself in 1934, however, unwilling to continue her life after what she saw transpire in... she didn't say when, but sometime in the 2000s... she jumped in front of a bus. She left just enough notes to take us to...

Well, to a few weeks ago.

A few weeks ago, we started putting out the advertisements. You saw one, and let me guess, it seemed enthralling in a way you couldn't quite express how, right? One of our agents, Norris Wilcox, put subliminal messages only true psions could pick up... true psions and the non-true-psions who thought the positioned seemed cool.

You're not just a "free range student of human emotion." You're one of the Kings of Rage. Your tool is tapping into that emotion that drives us to glory and horror. It might steal your ability to reason, it might lead you to hate yourself. Anastasia only saw things that ended in horror and grotesquerie. Never anything meaningful, except perhaps to prepare against. She got tired of it, you see. Joseph perished in a fire, trying to save someone but too pissed off to make

his way through the flames. Lots of our agents die for bad reasons, but that's a risk we have to take.

If we don't risk losing everything, we can't do much more than someone who isn't a Rage King. And that's unacceptable. We--well, you--have great power, power that can save lives, destroy darkness, end suffering. But you're dancing on the head of a pin. If you miss your aim, you tumble off and into the boiling sea of fanged rats the pin rises from. But if you keep it up, you will dance with such beauty the world would gasp in awe if it were allowed to see...

Will you, now?

Dance with the rats nipping at your heels?

### *What is a Roleplaying Game?*

A roleplaying game is its own genre, and thus tough to describe. It's akin to a video game sans the video game system: one player, the Game Master, comes up with the situation and plays the enemies, contacts, allies, and innocents the players encounter. Players create characters--called agents in this game--that play through the scenario. Their actions and ideas change the course of the game.

### *What is Regis Furor: Kings of Rage?*

*Regis Furor* is a 24-Hour RPG (a roleplaying game started and completed within 24 hours) about characters transcending their weaknesses and the innate violence of their special powers to do great things.

The system is a modified version of Bloodworks, a previous RPG project. The game has been fully rewritten (not copied and pasted) to comply with a yet-to-be-revealed updated version of the system.

### *A Summary of the System*

Characters are consistent of two basic parts:

*The Badge* is the "good side" of the character: his skills, abilities, and powers.

*The Rat* is the "dark side" of the character; his fears, vices, and grim fates.

*The System:* The system is as such: two six-sided dice (henceforth referred to as 2d6) are rolled, adding the character's natural talent (Parameter) and skills or power (Descriptors) to the result.

For instance, two dice are rolled; one comes up 3, the other 4. The Parameter is rated at 2; the bonus offered from the skill is +3. The total is 12.

The roll is always opposed--by either an enemy, a disaster or event, or by the character's own Rat. The one who rolls higher is successful.

## Agent Induction

Making a new *Regis Furor* agent is a process of several steps, summarized below. First, though, an introduction to the basic aspects of a *Regis Furor* character:

*The Badge.* In Regis Furor terminology, your "badge" refers to your suite of powers. Your Badge is the part of your character that you show others; it's what you're proud of, it's the face you want to wear on your sleeve. It's also the half of your character that works toward your goal.

Your Badge is made up of your Codename (what you're referred to as; also hints at your destiny), your Arsenal (the weapons, skills, and powers you most often use), your Sidearms (your minor helpful skills, talents, and gear), and your Parameters (the measurement of your natural ability). A list of known psychic abilities is after the character creation section.

*The Rat.* Prominent Regis Furor agent Nicholas Clairmont once uttered, "The rats will get you in the end, whether they're crawling on all fours or eating through your mind." The Rat is the part of you that wears away your foundations. Nobody wants to admit being a Rat, but everybody is, to some degree. The Rat is the half of your personality that wants to bring you down for the entropic joy of it.

Your Rat is consistent of your King Rat (the cancer seeking to break down your destiny), your Vermiform (your most typical and distinctive failings), your Curses (little things that wear on you), and your Mind Fragments (the features of the landscape of your self-defeat).

*Power Levels:* There are three levels of power; your GM will inform you of the power level before the game begins.

*Novice:* Your character is a newcomer and has yet to achieve great power or skill. You have one Codename and King Rat, one Arsenal and Vermiform, three Sidearms and Mind Fragments, and 16 parameter and mind fragment points. One of your descriptors must be a psionic power.

In addition, your character has a pair of free Sidearms, Sense Psion (used to detect hidden psions, rolled with Intellect) and Holston-Derringer Basic Pass (used to get into sensitive areas, rolled with Slick).

*Experienced:* Your character has been on a few missions and knows his way around. As with a novice character, except you have one Codename and King Rat, two Arsenals and Vermiforms, four Sidearms and Mind Fragments, and 21 parameter and mind fragment points.

In addition, your character has a free Arena, Holston-Derringer Advanced Pass (used like the basic Pass), and two free Sidearms, Sense Psion and Holston-Derringer Bureaucracy (to get past the boring parts, like paperwork; rolled with Intellect).

*Champion:* Your character is a prominent member of Holston-Derringer and has excellent training and power. Champions are like Novices, except they have one Codename and King Rat, three Arsenals and Vermiforms, five Sidearms and Mind Fragments, and 26 parameter and mind fragment points.

In addition, your character has the Holston-Derringer Perfect Pass, which grants a flat +12 to get into sensitive areas; and Arsenal versions of Sense Psion and Holston-Derringer Bureaucracy.

*1. Concept.* Perhaps the most vital part of character creation, and the most flexible. All you need to start with is a vague idea of what you want your character to be or do; perhaps you've got exactly the character in mind already, or maybe you need time to develop it further. No worries; the first step can be carried on throughout all the others. By the end of character creation you'll have much of your character mapped out.

Be sure to get GM approval for your concept.

*2. Codename.* The first part of your Badge is your Codename. It's what you go by--a description of your greatest skill and highest potential. In system terms, your Codename is the defining aspect of your Badge; your greatest skill, something that will lead you to and through your destiny. Pick a suitably interesting name.

In game, your Codename is what you're referred to as on a mission and among your comrades. This can include a power or skill, but it must figure into some part of your destiny. Your Codename should relate to something you'll use often and may define your status in the party.

In system, your Codename normally gives a +6 bonus to rolls to use your power or skill. However, in dramatic times when your character's destiny seethes to the surface, the bonus takes off to +12.

*3. Arsenal.* It's what you carry with you, your most reliable tools, skills, and powers. These will get you through from day to day and mission to mission. An Arsenal is any power or skill you use frequently that doesn't define who you are as a person.

In game, your Arsenal is the summation of your skills and paranormal abilities. These can include "gunplay," "melee weaponry," "excellent social skills," "Masters degree in chemistry," and so on. They can be as open as "all melee weapons" or "life sciences" to as narrow as you wish them to be.

In system, your Arsenal grants a +6 bonus to their rolls.

*4. Sidearms.* They're not your best weapons, but they sure come in handy. A sidearm is a backup skill or power you can fall back on; if for whatever reason you need a good singing voice to help on a mission, there you go.

In game, your Sidearms include skills such as "trudge through paperwork," or minor abilities such as "partial mount of..." and "handy with a revolver." Sidearms are more focused than Arsenals; an Arsenal skill can handle all firearms, whereas a Sidearm might cover a type of gun.

In system, your Sidearm gives a +3 bonus to its rolls.

*5. Parameters.* Your natural aptitudes, such as strength and speed. There are a total of six parameters:

*Might*, physical strength and endurance.

*Agility*, accuracy and speed.

*Hate*, the strength of your hatred and your skill at intimidation.

*Control*, how much of a grip you have on yourself and your willpower.

*Intellect*, your academic knowledge.

*Slick*, your skill at bargaining and diplomacy.

These all start at 0 (minimal) and are increased by spending ability points. 1 is underwhelming; 2 is average; 3 is above average; 4 is exceptional; 5 is unusually powerful; 6 is astonishingly powerful; 7 is record-breaking amazing. 7 is the starting limit for Parameters.

Each parameter has an associated health track, each equal to the base score +3.

*Might* is the base of *Health*, physical damage you can absorb.

*Agility* is the base of *Fatigue*, how far you can go without collapsing.

*Hate* is the base of *Rage*, how passionate you can be before burning out.

*Control* is the basis of *Willpower*, how far you go before you break.

*Intellect* is the base of *Sanity*, your grip on the world.

*Slick* is the base of *Ego*, how in-control you are.

Each parameter can be damaged through the use of skills or attacks, typically in contests.

**6. King Rat.** The King Rat is the spiritual opposite of the Codename; your King Rat is the thing that will tear you apart if you let it. Think Greek tragedy: great men laid low by single, glaring faults. Classical examples include Undying Hubris and, especially dangerous in this game, Vulnerable to Rage. A King Rat may also be a curse laid on you by some scorned psionic foe.

In game, your King Rat is your most deep-set vice. Perhaps it's a hidden scar on your soul or the most glaringly obvious feature about you. A drunkard who will stumble into his own grave is dominated by his King Rat; the shining executive who is haunted by what he did a decade ago in an abandoned lot is "merely" haunted by his King Rat like a true carrion rodent.

In system, your King Rat typically punishes you with a +6 bonus to opposed rolls. If its appearance is especially dramatic, it doubles to a +12 bonus.

**7. Vermiform.** The Vermiform parts of your soul are common failings. They may not lead to your ultimate destruction, but they don't make it easy, either. If you're mainly a drunk, but you're a lecher on the side, lechery would be your Vermiform.

In game, a vermiform trait may be overshadowed by your King Rat, or it may be more obvious but less insidious. Someone who is embarrassingly foul-mouthed is certainly remembered for that as opposed to the slowly-advancing arthritis that is claiming his good hand.

In system, your Vermiform grants a +6 bonus to opposed rolls when they come up.

**8. Curses.** Curses are minor failings that dog a character. Often they're mere quirks or minor failings. Drinking yourself into the grave is a King Rat; drinking too much and spending most of your time barely comprehensible is a Vermiform; hitting the sauce a bit much and being perpetually glazed is a mere Curse.

In game, curses may be relatively innocuous and perhaps even thought of in a positive way; someone who loves to gamble might be considered a guy who knows a good time when he sees one.

In system, your Curses grant a +3 bonus to opposed rolls when one comes up.

**9. Mind Fragments.** Your mind fragments are a measure of the inner turmoil your character suffers. Unlike parameters, fragments can't be objectively measured and are instead the relative strength within the character. There are six mind fragments:

*Oblivion:* The urge to give in and let entropy toss you around.

*Trauma:* Past mental scarring and weakness.

*Angst:* General-issue dissatisfaction. Popular among unpopular teens.

*Love:* How weak the object(s) of your affection are; the lower, the more competent your connections are. If you have 0 Love, you might have no significant emotional attachments, at your option.

*Supernatural:* All psions have an individual supernatural setback. These can include Tribute (your character owes a Yui some favor), Mutant (you have a physical setback), and Inhuman Outlook (your mind doesn't work quite like humans' do and you are prone to the alienation of others).

*Fear:* How cowardly you are in the face of horror.

You have as many mind fragment points as you do parameter points; however, there is no cap on mind fragment level. It's possible, though dangerous, to put every point into a single mind fragment. You're unshakable at every point--until your single weakness comes up and you collapse into yourself.

*10. Finishing Touches.* Look over your character and make sure he's everything you want him to be. If your character idea shifted halfway through creation, tidy him up so he confirms to the whole vision.

### *Known Powers*

The following is a list of common psionic powers. Characters can easily create new abilities, but be sure to check with your GM to see what he consider balanced.

*Apportation:* The ability to cross space without physically moving through the distance between; you blink out on your end and blink in on another. Many apportations are accompanied by a faint scent of either wintergreen or a short tingle of music from a familiar-sounding song. In terms of special effects, fairly low key.

In game, those who apportate are known as gatecrashers. They are the star players in extraction missions, but are invaluable in just about any mission, thanks to their ability to get in and out of areas with great speed.

In systems, apportation allows you to teleport up to 10 feet with a Sidearm, up to 60 feet with an Arsenal, and, at maximum drama, can feasibly teleport anywhere within several miles of the user.

Apportation exchanges what's on the other side of the teleportation with whoever is teleporting. Thus, if a gatecrasher accidentally apport into a solid object--such as a wall--he is merely stuck there until he gates back out. Careful aiming can allow this power to deal damage (like a normal attack).

*Entropovore:* The power to consume the violence and sadness an object or place has seen. While "postcognition" and "psychometry" describe the power in a scientific way, entropovores are considerable more visceral; they feed on the past, the hate and confusion the world leaves behind.

In game, entropovores are used to discern the history of an object or place by "eating" the past. This makes them consummate information-gleaners, and also quite subtle. The flicker of rage entropovores contain makes them seem touchy or randomly furious, and (to the mild irritation of most entropovores) are often passed off as being mildly autistic.

In system, entropovores can consume the past, gaining knowledge and information. However, once the character "eats" the past, that knowledge is no longer available, because that

part of the past has been devoured; some malignant psions purposefully eat the past to deprive others of knowledge. On the upside, haunted places can be purified with use of the power.

*Friction Soul:* Friction souls are more prosaically known as "pyrokinetics." With a thought, they can create abominable reactions and catch a portion of the atmosphere on fire, causing the air itself to explode.

In game, a friction soul has a single obvious use: blowing shit up. It's massively useful as a weapon, but is unsubtle and draws attention to the friction soul. Many psions with this as their primary power are instructed in subtle skills to make up for their blatant abilities.

In system, a friction soul allows you to light stuff on fire at a distance, attack foes with big explosions, and raise all manner of flaming hell. Calculate damage to an enemy as if he had failed your Control check (so if the control was 10 and the rage roll 15, the victim takes 3 damage).

*Mount:* A mount is a psion who takes on an ultraterrestrial intelligence--a "Yui" in Rage King parlance. Effectively, the mount takes on the personality and a few personal traits of the Yui who rides him; sometimes these are straightforward, and the Mount has a personality that can be grasped by humans. Other times the Yui is barely comprehensible at best and may manifest without the Regis Furor's control (a good source for a King Rat or Vermiform).

In game, Mounts are typically selected for missions based on the power their Mount grants them. They are also the most useful when confronting "normal people," as they can be the most subtle of the Kings of Rage.

In system, Mounts, simply, add their bonus to all rolls with their use. Unlike other powers and skills, Mounts can stack with other skills and powers that work in their parlance. Name your Mount, sketch out its personality, and name its arena (such as "devastating strength," which would apply to all uses of Might; "unnatural cunning," applying to Intellect and any skill based on Intelligence; and so on).

*Negacognition:* A negacog can detect beings of horror and upcoming disasters. Negacogs have an unfortunate tendency to predict great disasters that no team of adventurers are able to handle, but can also see smaller disasters that they can prevent.

In game, Negacognates are typically NPCs, but a few Negacognates are filtered into "off team" groups to serve as early warning for teams in hazardous areas.

In system, a Negacog simply gathers information of what may be in the near future whenever they successfully roll.

## Agent Procedures

An agent is expected to *act*. That's why they're the Kings of Rage; it's not that they impotently howl and smash at random, they are in control of their skill and use it to awesome effect. This is how they get things done--first mechanically, then in-game.

### *When to Roll*

There are two aspects to taking action: one is to simply *do* something, and one to resolve the act. Sometimes the second step is omitted: you don't need to roll to walk from place to place in an office building, or to breathe, or to hit a stationary object. However, if you're running from



place to place in a collapsing, burning building, or trying to hold your breath when being dragged into the sea, or to slam an enemy with a giant hammer, you'll need to roll to see how you do.

### *How to Roll*

A roll is always opposed by another. Your roll is 2d6+the Codename, Arsenal, or Sidearm you're using+a corresponding Parameter; the opposed roll varies. Against an opponent, it's his 2d6+Codename, Arsenal, or Sidearm+Parameter; he might be dodging your attack or trying to avoid being swindled.

The attributes matched up must make sense. You can always parry like for like--out-foxing a fox or blocking an oncoming blow. You can dodge out of attacks with athletics training or real skill at avoiding damage. You can't parry a gunshot, though you can dodge.

Against a disaster or environmental danger, it's 2d6+a difficulty rated Codename, Arsenal, or Sidearm+an applicable Mind Fragment, typically Fear or Oblivion. This would be, for instance, an earthquake's "attack" or the test to hold your breath after a time has elapsed.

If you don't roll against the environment or someone else, you roll against *yourself*. The opposed roll is 2d6+a King Rat, Vermiform, or Curse+a Mind Fragment. Unlike other rolls, you add two ability scores together to oppose the roll if you don't have a fitting Badge attribute. This is when you succumb to your own failings--rolling to keep from lapsing into an old habit, for example, would be 2d6+your Control+your Willpower against your 2d6+your Rat+your Oblivion.

### *Checks Without Badge Stats*

If you don't have a Badge attribute that goes with what you're trying to do, and what you're attempting is a skill, you can roll with just a Parameter. You can't attempt to suddenly light things on fire with your thoughts, but you might be able to puzzle out what a plane does.

The opposed roll's difficulty goes up by +3 if you don't have the appropriate Badge attribute.

### *Stacking*

Normally, you only use one Badge trait and one parameter to oppose something. There's one exception: a Mount can add his Mount trait to any roll in the Mount's purview.

Opposed rolls from an opponent that play to one of your Rats gains a bonus from your Mind Fragments; however, the maximum bonus is equal to the strength of the Rat. For example, a telekinetically-created spider creature attacks with its Rasping Fangs Arsenal and its 3-rated Might against a character with Arachnophobia as a Curse and Fear 4. The spider creature gains an extra +3 to its roll.

### *Ties*

If the roll and opposed roll are ties, what happens depends on what was rolled. An attack roll ends with the attackers locking weapons, neither gaining an advantage. If testing against an environment, the tie goes to the character. If testing against yourself, the tie goes to your vices.

### *Damage*

Some rolls only determine if something happens: for instance, seeing who gets to the door first ends with someone reaching it first. Other times, characters suffer damage.

If a roll results in damage, the loser suffers 1 damage to a damage track, +1 for every 2

points by which the roll failed. (So, a result of 8 against a roll of 17 results in the loser taking 5 damage.) If damage is dealt by a weapon, what weapon is used doesn't matter as long as it's a usable weapon. A toothpick just isn't going to do much of anything in a fight; a dagger, however, can lodge into a foe's temple or eye. A shotgun can tear a man to pieces in one shot, unless the guy using it fires from the hip or has never picked up a gun before.

In a short contest, such as an argument, scuffle, or a short race, only one damage track needs to reach 0 before the loser drops out, defeated. In a long contest, such as a typical fight or diplomacy over some vital issue, two health tracks must reach 0. The first health track to reach 0 levels a -3 penalty on all rolls associated with its score.

In an extremely long contest--something with wide-reaching consequences--no fewer than 3 tracks must be emptied.

Some example contests and damage:

*Fighting.* In a nonlethal fight, Fatigue is drained first; same with a short fight. In a long fight, characters might have to drain Health down before a loser bucks and runs, or at least collapses and plays dead. In an extremely long fight, Willpower is the last thing to go out.

*Athletic Competition.* In athletic competitions, Fatigue goes first, and it usually ends there. For a long competition, either Willpower or Rage is drained, depending; for an epic contest, the unused of Rage or Willpower goes out last.

*Diplomacy.* A bluff is a single roll. Attempting to sell something or settle an argument might drain Ego first. For wildly important and impassioned arguments, Willpower or Rage goes next. For important rolls, Fatigue might be the last thing to give out.

### *Burning At Both Ends*

If you need an extra boost to stay alive, you can damage a health track for a bonus to your roll. For instance, a character in a hellish combat situation may opt to burn Sanity to bolster her defenses, while an athlete may tear his ligaments in pushing himself past his limit.

You can take up to 3 damage from a single track to add +2 per point burned to the roll you're taking. At 0 damage in the track, you suffer the usual punishment (-3 to all checks with that attribute), but this doesn't count for dropping out of a contest (see below). You can only burn one extra damage track.

### *Dropping Out*

When the requisite number of health tracks go out, your character is down, but not out. Even in combat, a character is assumed to be, at his worst, "merely" dying but still able to be resuscitated. Failing to act fast to save a fallen character, however, may end in the character's death (though this should be relatively rare; starting from scratch all the time is no fun).

If you run out of three damage tracks, you suffer permanent injury in the form of a new Curse related to the experience. (For instance, someone who runs out of Fatigue, Health, and Willpower in combat may have a permanent leg injury to represent damage taken during the combat.)

### *Healing*

Your damage tracks refill at a set rate, though the rate depends on whether or not you hit 0 in the track.

Ego restores at a rate of one per ten minutes; Willpower, Fatigue, and Rage each restore at one point every hour; Health restores at one per day; Sanity restores at one per week.

However, if you hit 0 in any track, it takes twice as long for that track to restore. You've been taken to the very limit; it'll take more time to congeal.

### *Using Powers*

To use a power, you must make a special roll. Oppose  $2d6 + \text{Control} + \text{current Willpower}$  with  $2d6 + \text{Hate} + \text{current Rage}$ . If you *fail* the roll, you fly off the handle and unleash your power.

Single-use powers, such as apportionment, entropovory, and friction soul need an action to use and one activation roll per use; the hate is here and gone, so only repeated use can cause a lasting change in mood. However, the individual spats can be quite severe: sudden mood swings, brief incoherent rages, howls of loathing, et cetera.

Extended-use powers, such as mount and negacognition, require a single action to activate and only one roll to last for the whole of a scene; the powers are on constantly, but the change in mood is noticeable, although less severe. Someone mounted by an ultraterrestrial intelligence experience drastic, but less overt, changes in mood: a normally quiet person might become aggressive but hypnotic (bolstering Slick), for instance.

If a failure occurs, the action is wasted. A successful activation of a power stimulates the character's hate and grants him a +3 bonus to the Hate- and Rage-modified opposed roll for subsequent uses of the power; for a single-use power, this is for the rest of the scene. For an extended-use power, this is for the rest of the game session.

*However, the character also suffers a +3 bonus on all tests opposing his Control.* The bonus to opposed rolls also occurs whenever the GM deems a character's hate may make him less functional (though not on attack rolls).

After the first use of psionic power, each subsequent power use deals a point of damage to Rage. Rage cannot refill as long as the character accepts the +3 bonus to the opposed roll for psionic power. When Rage hits 0, the character cannot use psionic powers; he is utterly drained. He cannot use psionic power again until he gets at least 1 point of Rage healed; he is at -3 to his psionic opposed roll until he fully heals the Rage damage track.

## Life of an Agent

Being an agent of the Regis Furor first requires the facade of being in the Holston-Derringer Foundation for the Study of Human Affairs. The Holston-Derringer Foundation is a prominent foundation for humanities; those who sign up are dispatched to far-off locales and "trouble areas" to study the local conditions and contribute to the community--helping whoever needs help.

The Holston-Derringer Foundation is officially unaffiliated with any governments but often receive a lukewarm welcome wherever they go. A few minor dictatorships have crumbled shortly after being visited by Holston-Derringer and it's a superstition that if one's country is visited by the group, it's a sign things are about to hit the breaking point.

Thus far nobody has made a direct connection between revolution and Holston-Derringer, as most of Holston-Derringer's "expeditions" (as the higher-ups refer to them) seem uneventful. For the most part, HD headquarters dispatches its agents to trouble areas with two sets of instructions: the public instructions, for the majority of "mundane" agents, and private instructions, for psionic agents and the "clued in" non-psions.

Public instructions are as innocuous as it gets--the agents help out where they can. Private instructions are typically orders to check out certain sites and persons, testing for psionic influence or disturbances. More often than not, the Regis Furor negacognates are right, and something must be done to contain the psionic errors.

When not on missions, Regis Furor agents are advised to keep from using their powers. Many agents agree, mainly because constant use of power isn't too effective. The mood swings and difficulty in control while gunning on rage can be dangerous and might attract the wrong sort of attention, though the Foundation is quick to advertise that it will hire people of all kinds, even those with disabilities--partially to make the foundation look better in the public view, and partially to cover for the disproportionately large number of workers with "mood disorders."

There are numerous centers run by the Foundation placed in major cities around the United States, Europe, and Japan; there are relatively few elsewhere. Most psionic agents live at home, only reporting to Holston-Derringer when receiving a call for a mission. Agents are expected to have a cell phone and internet access, if only so they can be contacted at a moment's notice; given the astonishing salary psionic agents receive, this is not difficult for all but the most hedonistic.

Perhaps the strongest insistence from Holston-Derringer is that, no matter what the mission or where the agents are, they should do their best to help anyone in trouble. Holston formed his organization to ease the lives of the many, not for the express purpose of kicking psionic butt; one is to put off any investigation, including the scouring for psionic errants and cryptids, if an emergency demands a supernatural helping hand. The occasional story of a Holston-Derringer agent performing a feat of amazing strength is fine, and can be chalked up to bursts of adrenaline. Stories of agents being witches or becoming possessed by Satan, however, are horribly bad exposure; moderation is key.

Agents are allowed to retire after their first three missions, though they are required to regularly keep up with Holston. Rogue ex-agents are often hunted down if they duck under Holston-Derringer radar; the threat of being chased down by super-intelligent firestarters is enough to keep many ex-agents in control.

The most vital ruling from Holston-Derringer is to never take a life; forgiveness has been leveed for a few cases, but they are the exception. In all the years of Holston-Derringer and their dozens of missions, they have only forgiven three deaths.

## Game Masters and Opposition

Game Masters have a unique obligation: where the other players only create one character, you must create not only an entire suite of characters, but also the scenario of the game. Here's a guide to painless adventure creation:

*Steal Ideas.* Feel free to steal a good idea for an adventure from movies you watch, books you read, and games you play. However, you shouldn't rip the plot straight and unadulterated; add in twists and unforeseen changes. For instance, take the typical slasher movie: a seemingly indestructible horror cuts up some teenagers until finally being "outsmarted" (read: hit hard enough).

It's easy to add the general theme of *Regis Furor*, that of the strong using their skills to help where they can, to this template: the "slasher" is a rogue psion who is uncontrollably manifesting his destructive powers. The characters can't just destroy the psion; he's just some unlucky sucker who needs training. Taking him alive requires finesse and careful tactics, and can be resolved in a number of ways.

*Good Structure.* A well-paced adventure can make even a generic concept come to life. Good structure calls for several interesting encounters escalating to the final encounter of the session. A sample framework:

1. The characters get shipped out to a mission and get their briefing.
2. The characters arrive and get their affairs sorted.
3. The characters engage the mission, encountering resistance from something or someone (a good time for a short conflict).
4. The characters explore the conflict they have been sent to resolve.
5. Something complicates the mission (a good time for a medium conflict).
6. The source of the conflict is uncovered and confronted (the large conflict).
7. The conflict defeated, the characters "clean up" with the locals; if failed, the characters have to retreat and maintain what dignity they can.
8. The team returns home and checks in with Holston-Derringer.

The characters always have something to do. Note that the characters should be the ones who initiate movement from one phase to another.

*Spice Things Up.* If the players aren't finding the clues you dropped, make them more obvious. A cryptic poem gets interpreted by a helpful NPC, making it easier to understand. A dimensional trap sputters to a halt and leaves the characters free but terribly displaced.

If the game ever gets stagnant, feel free to cut a few ropes. However, never simply solve the characters' problems; the characters face struggle and come out on top because of their own skill and their players' creativity, not because some uber-agent shows up and kills everything when they get their butts schooled.

*Play to the Characters.* After a session or two, the characters should establish their personalities quite well. When you can get a feel for what the characters are like, start introducing character-centric situations; play to their weaknesses and strengths. This goes double for enemy design; a pacifistic team will be annihilated if all you do is pitch combat after combat at them.

*Opportunities to Shine.* If the guy who took Friction Soul as his psionic power never gets to use it because there's always witnesses, he feels cheated. Always make allowances so that every character can contribute something important; in the former case, include a few fights with monsters in secluded areas so the Friction Soul can explode things.

*Balance Enemies.* Estimate the rough strength of your characters before pitching challenges at them. If something seems too harsh, it's easy to adjust on the fly; simply knock down the opposition level one or two, or deduct a few points from an enemy's Parameter. If the first gang member nearly takes down the whole party, then have the others be weaker; explain the enemy as a leader or the best fighter. This can also lead to interesting spur-of-the-moment plot twists.

The advantage of the simple system of Regis Furor is that enemies can be quickly designed and balanced; you only need the powers they'll use against the players and their parameters.

*Interesting Enemies.* Crib monsters from other RPGs or alter ones you've seen in movies and books. In stat terms, a monster's just a pile of bonuses; get interesting and descriptive with psion-spawned foes.

Humans and psion enemies should have distinct personalities; a megalomaniac entropovore gorging on grim wisdom to "purify the world" is considerable more interesting than "a guy with big guns and liek t eh awexome musals".

*Follow Leads.* Your players can inspire interesting new ways for the story to go all on their own. Try and pick up on their cooler ideas; you'll tell a more interesting story and have the players feel clever.

*Experience.* Grant the characters experience points. Players receive 1 to 5 xp at the end of each game; one for showing up, one for contributing to the game, one for good roleplaying, and up to two for creative solutions. 5 xp can purchase a new Sidearm; 15 xp can get you a new Arsenal. You can increase a Sidearm into an Arsenal by spending 10 xp. Increasing an ability score costs 2xthe new level in xp.

### *The Enemies of Regis Furor*

Regis Furor comes up against numerous foes; here is a guide to some of the enemies typically encountered.

*Cryptids:* There's no such thing as Bigfoot. But there *is* such a thing as the chupacabra. Cryptids are mysterious creatures that seem to leave no reliable evidence; there's blurry photographs, sketchy testimony, and inconsistent reports of what they look like and how they act. But nonetheless they exist.

In reality, these creatures are, to use an awkward comparison, the ghosts of psychic power. Not merely a person's soul--if men even have souls--but the remnant of a great psychic power that flared and was stricken from the world. They take bizarre patchwork appearances; they can be huge or tiny, threatening or beautiful. They tend more toward threatening than beautiful, though.

There are many kinds of cryptid; below are a couple that have been encountered by the Foundation. Monsters have no maximum ability score.

*Chupacabra:* The "goat sucker" of Mexico, a chupacabra resembles a compact beast part ape, part great lizard, part mosquito. The beast tears goats apart and devour their intestine; they lack psi powers but are dangerous creatures that hunt in packs.

Codename: Goatsucker; Arsenal: Acid-Toothed Maw; Sidearms: Track, Leap From The Shadows, Hiss Menacingly; Parameters: Might 4, Speed 4, Hate 3, Control 0, Intellect 0, Slick 0; Health 7, Fatigue 7, Rage 6, Willpower 3, Sanity 0, Ego 3.

*Mothman:* A silent flier, combining the features of man, moth, and owl. Taller than a man and sporting massive, unmoving wings. The mothman sports an aura of terror and can take a humanlike shape to deliver cryptic prophecy.

Codename: Harbinger of Bad Times Ahead; Arsenal: Aria of Wrongness (Psi), Evoke Prophecy, Drift On The Wind; Sidearms: Mimic Human, Find Prey; Parameters: Might 3, Speed 5, Hate 2, Control 5, Intellect 8, Slick 6; Health 6, Fatigue 8, Rage 4, Willpower 8, Sanity 11, Ego 9.

Aria of Wrongness: Roll 2d6+Aria of Wrongness+Intellect vs. 2d6+enemy's Resist Fear+Control. Failure drains Ego, then Willpower, then Sanity.

*Aberrations:* Aberrations are animals mutated by possession of psionic ability. The resemblance to their base creature may be obscure or blatant, depending on the nature of the aberration. There are relatively few psionic animals; cryptids, surprisingly, are more common.

*Once A Bear:* This thing resembles a great tank of flesh, fur, and boney spikes, crowned on one end with a great maw that opens, distressingly, on an exposed brain. It lacks will but has boundless rage.

Codename: Ursa Omega; Arsenal: Rending Talons, Friction Soul (Psi), Scent Prey; Sidearms: Sense Psion; Parameters: Might 9, Speed 3, Hate 7, Control 1, Intellect 0, Slick 0; Health 12, Fatigue 6, Rage 10, Willpower 4, Sanity 0, Ego 3.

*Uncontrolled:* Psions with no formal training may gain great power and fail to control it. The power goes off whenever they take any manner of mental damage. Uncontrolled psions must be found, peacefully contained, and schooled in the control of their powers as soon as possible, else they hurt themselves and everyone else in their way.

Codename: Lost Soul; Arsenal: Uncontrolled Mount (Psi); Sidearms: Loyal Student/Worker; Parameters: Might 2, Speed 2, Hate 2, Control 2, Intellect 2, Slick 2; All Damage Tracks 5.

The mount goes off on its own and utterly commands the victim. If the uncontrolled psion suffers any damage to Rage, Willpower, Sanity, or Ego, the power goes off without needing a roll.

*This game was completed within four minutes of the deadline. Apologies for missed details.*