

IMMORTALIS

THE RPG

A 24 hour RPG by Cliff Billing

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INTRODUCTION

In case you had already guessed 'Immortalis' is the latin word for immortal and that is what the player characters are.

First of all you should probably be an experienced GM or player. I will not be explaining about what roleplaying is, define many common roleplaying terms or include a lot of the other things you find written at the start of many rpgs. Consequently, you should probably already know that stuff and have done it all before.

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WHAT DO YOU NEED?

You'll need up to 5d6 for the GM and each player. I've also included a character sheet at the end.

THE SETTING

This game is set in an alternate version of the current day. There are colonies on several moons and planets in the Solar System and fusion-powered ships ply the space lanes between. Some believe that the first step between the stars has been taken. We first ventured into space in the 1905, ten years after the Great War.

Immortals and Summoners

Since ancient times there have been two groups of mystical humans. They are the Immortals and the Summoners. In those days the Immortals and Summoners were the Heroes of myth, Kings, Queens, Tyrants and Monsters. Needless to say, not all the great characters of myth were Immortals or Summoners, but you'll have to decide who was and who wasn't for your own game.

The Immortals, as the name implies, have the ability to live forever. They also have a number of other mystical abilities that are explained below.

As well as the Immortals there were also a number of mortals who had the power to reach across the divide between our world and what is now called the Rift. They can summon shadowy entities from the Rift and bind them. These entities are generally called Shadows. As you would guess, that gives them abilities beyond the normal and allows them to extend their own lives, although they are not immortal. These individuals are called Summoners and in ancient times they were rare compared to Immortals.

It is not necessarily the case that the good guys are Immortals and the bad guys are Summoners. It is true that most Immortals do seem to be benevolent caretakers of humanity. However, some Immortals do fall to temptation, or just boredom, and seek to subjugate nations for their greed. Summoners are much more likely to fall, it depends a little on their own nature the type of Shadow that they bind.

The Council of Immortals

Everything was getting a little out of hand by the advent of the Roman Empire and a small group of Immortals decided that normal humanity should control its own destiny. These Immortals formed a council that still exists today called the Council of Immortals. They set about persuading the rest, some of whom agreed willingly and some who needed to have their viewpoint 'adjusted' by force. Immortals and Summoners have always been more common in Europe than elsewhere and this made the task of the Council easier.

Two hundred years later the Council of Immortals and its followers had achieved its main aim. Immortals and most Summoners had retreated into isolation. They became sages, hermits and sometimes healers on the edge of society. Of course there were bound to be those that decided to ignore the dictate of the Council and when they did the Council deployed a group of enforcers to set all to rights. The existence of Immortals and Summoners started to fade into myth.

Any Immortal can be an ordinary member of the Council of Immortals, but only a small number of members are on the High Council and actually make the important decisions. The original High Council consisted of those Immortals who formed The Council of Immortals in the first place, although only Faber continues to sit on the High Council to this day. Officially, the High Council usually sits once every two years.

The Council also seeks out new Immortals and attempts to guide them in how to live their lives. Unfortunately, Immortals are always born to normal parents and there is no way to predict who will become an Immortal ahead of time. Realising you are Immortal is often a frightening experience and some gifted Immortals have the ability to sense other Immortals as they come into their power. This is usually when contact is made.

The Council also does its best to seek out Summoners and tries to stop them from becoming Dark Summoners. Summoners are also born to normal parents and it is even more difficult for an Immortal to detect a Summoner as they come into their power. Fortunately, or perhaps unfortunately, they sometimes make flagrant use of their power and this can be detected.

The Next Two Millennia

Over the next 2000 years all went well for the most part. History played out much as we would know it. That isn't to say that the Immortals had no positive effect on society, but from their isolation it was minimal and Dark Summoners countered what good they did do.

When the Christian church was on the ascendant it was agreed by the Council to make contact. From that day to this there has always been a good relationship between the Council and The Papacy. This probably has something to do with the fact that Dark Summoners can easily be seen as the Devils of Satan and the Immortals, who work against them, as the miraculous workers of God's will. This has allowed some of the worst witch-hunts to be avoided. The Council has good relations with most of the world's major religions, although the amount of contact widely varies.

The main worry for the Immortals, apart from how to fill their time, was that the numbers of Summoners gradually started to increase from the early medieval period. The Council tried to find out why this was, but have yet to determine the reason. The enforcers had

more and more to do. The turn of the 19th century there was constant conflict between Summoners and Immortals. Luckily, the conflict was still mostly behind the scenes or against normal human 'puppets' of Summoners.

The Great War

By the late 19th century the Dark Summoners were working together and towards what can only be called world domination. They used their abilities to control normal humans in positions of power. Nations started to fall under their sway. The Council was losing the battle against the Dark Summoners. It was too difficult stopping them whilst themselves having to keep everything behind the scenes or without controlling human affairs.

The Council decided that the only solution was to bolster the States that were still fairly clear of Summoner influence. Through the Church they made contact with the Heads of State of several countries and began working with them in a more organised way. They also started to recruit Immortals to the Council and increase the number of observers looking for Summoners.

The Council decided to allow some trusted Summoners to become associate members of the Council. This would allow them to help the fight against their destruct 'colleagues'. The Council thought that that the best hunter of a Dark Summoner might be another Summoner.

As the 20th century approached the lines appeared to be drawn. Conflict started to occur more openly (the conflicts were those that were historically present in our world but exacerbated and inflamed by the rising conflict between the Immortals and Summoners). The whole world headed towards war.

The Road to War Beyond:

- 1885 Bismarck of Germany is deposed by a Summoner puppet.
- 1887 Great Britain, Russia and France formed an alliance with the help of the Council. They are known as the Entente Powers.
- 1887 Germany, Austria and Italy renew their tripartite alliance. They are known as the Central Powers.
- 1890 Growing civil disorder in the USA between 'resentful' aging veterans of the South.
- 1891 Tensions in the Balkans between Austria and Russia are inflamed by Summoners. Troops of Austria and Russia counter march against each other.
- 1891 On July 25th the first blows of the Great War are struck between Russian and Austrian troops.
- 1891 Soon after Austrian and Russian troops clash in the Balkans the collection of alliances bring the Entente Powers of Great Britain and France and the Central Powers of Germany and Italy into the war. Events rapidly escalate.
- 1892 December. The First Shadow Constructs and Dark Summoners are seen on the battlefields of Europe.
- 1893 Civil unrest breaks out into armed conflict as the South is manipulated into a renewed attempt at Succession. Germany recognises the South and sends troops to help.

- 1893 The direct involvement of the Summoners in the war causes wide panic amongst the people of Great Britain, France and Russia as they see virtually unstoppable enemy warriors devastate Entente troops. The Council decides that the only way to reverse this is to reveal the existence of Immortals and take up the fight against the Summoners on the battlefield.
- 1893 12th March. The first open conflict between an Immortal and a Shadow Construct occurs and the Construct is destroyed. The Entente troops sweep over the German positions in the euphoria of the Constructs defeat.
- 1894 18th April. The rebel forces, backed by Dark Summoners, in the USA are defeated with the help of the Council. Peace returns to the Americas.
- 1895 23rd August. The Great War comes to an end when the representatives of the defeated Central Powers of Germany, Austria and Italy and their other allies formally surrender in Switzerland.

Post War

Immortals are seen by the masses as the saviours of Europe and the World, especially when the Church revealed their age long battle against the 'Forces of Satan'. The Council realises that it will be impossible to return to the sidelines. Much work is still required.

The Council begins a program to purge the Summoners influence from the defeated nations, whilst not ignoring the rest of the world. The task is obviously a lot easier now that they are not as confined in their actions.

The Council decides that its old mandate not to influence normal human affairs needs updating. It declares to the world that its role will be to act as a mediator to human affairs and to protect humanity from Dark Summoners. The Council will be impartial in its involvement, unless it is to the obvious detriment of humanity.

The majority of Immortals, and most Council Summoners , retreat back into obscurity. Most do not want to be seen as different from everybody else.

The state of Switzerland offers to be the host of the Council of Immortals. The Council agrees and locates itself in the Swiss city of Bern in a Vatican-like autonomous state. Representatives are sent to all the major nations of the world. All immortals and Council Summoners are encouraged to take up citizenship of the new Immortal State.

Over the next few years the Council clears most of the Summoners from positions of influence from Europe and the rest of the world. However, the task is an endless one.

Immortal representatives also mediate in many disputes between normal mortals. This includes the peaceful deposition of the Russia Tzar in 1905 and his return as the figurehead in 1917.

The Golden Times

With a relaxing of Council dictates many scholarly Immortals take up tenure at various universities around the world. With their unique insight they become part of a new boom in intellectual endeavour.

Over the next 100 years there is a technological explosion incomparable to any time previously, including the Renaissance. The Council was also a force for stability in the world. The Frenchman Pierre Marquet is the first man into space in 1905. The American John Denman and William Neville from Britain are the first on the moon in 1916. With the first Moon base being constructed in 1948. Tomiki Shinzo and Helen Marston are the first humans to land on Mars in 1951.

Scientists managed to convince the Council in the 1950s that climate change is going to be a problem. With the Council's help measures are put into place to slow it and, following further research, hopefully stop it. By the 1920s the Council has also overseen the implementation of projects to effectively combat poverty and disease in the poorest parts of the world. These projects are instrumental over the next 30 years in seeing the independence of many previous colonial nations and the formation of the powerful African Union.

Other familiar technology like computers, jet aircraft and television also appear. Of course military technology gained from this as well.

Fusion

In 1963 Paul Harding, a 25 year old British physics and engineering genius, set up a small company called Harding Enterprises. Over the next few years it produces various innovative devices that make it a successful player in the marketplace. As far as Paul is concerned this is just to make money so that he can continue research into other areas

In July 1968 he unveils his first Fusion reactor. The reactor hits the world by storm and many say it will see an end to the world's energy problems. It also heralds the end of the world's carbon emission problems. In the same year Paul discovers that his younger sister, Sally, is an Immortal.

The Council helps him develop Fusion technology. Fusion power is only licensed to nations with favourable humanitarian policies. Over the next few years his company is catapulted into the big leagues.

Colonisation

The coming of Fusion also initiates the advent of the colonisation of the Solar System. Spaceships can be built much more easily and they can travel between the planets in a much more reasonable time span.

Paul Harding relocates to the Mars in 1976 and his company is now the major power in space. With his help the people of Mars and Lunar declare themselves free in 1980 and he becomes their first President. As President Paul allows the Council free reign to prevent the usurpation of the Colonies by Dark Summoners. His sister is always at hand to look over things.

With Fusion powered spaceships the colonisation of the Solar System progresses rapidly in the early days. Soon there are several million people on both Lunar and Mars.

Mining of the asteroids has become a possibility and several companies take up the gauntlet. There are also several small colonies on more far-flung moons. A lot of the work on these colonies is scientific research.

Now

Things are getting troubled again. There are a lot of people that want to leave Earth and move to the colonies. Of course a lot of this is the old 'Grass is Greener' syndrome but it's also due to the fact that it's a little crowded on Earth.

The Dark Summoners are on the rise again and despite the Council's best efforts some have managed to leave Earth and are causing problems in Space.

As more nations have turned their attention to space it has also resulted in an increase in military conflict. Warships have been seen for a while now and the first small battles have occurred as each party with interests in space jockey for position.

Lunar and Mars have issued their own currency, the 'Credit'. Cell phones and ever-present cameras never really took off.

Harding Enterprises also have a new type of Spaceship that doesn't rely on fusion. It is faster and more agile than any fusion powered ships and even has a Force Field. These ships have been created with the help of the Council using Artifact technology (see below). This new class of ship, called the Nova, is much needed in the newly hostile realm of space.

The Great War saw rifle armed infantry and crude tanks battle against each other. Now there are Blaster armed Powered Armour Troopers and Fusion Powered spaceships firing Laser Cannons.

The Council does what it can. The public face of the Council sends diplomatic representative and occasional enforcers to troubled areas. The secret side of the Council has undercover Immortals and Council Summoners in most cities of the Solar System. These 'undercover' operatives are often retired fighters of the Great War who keep an eye on their home patch and either sort out any problems themselves or call for aid.

All in all, it's an exciting time to be an Immortal...

THE RULES

I don't think that any game system can be described as truly multi-genre.

Roleplaying games attempt to simulate reality with a certain style. Certain styles of system are not going to be suited to all genres. For example, a system that focuses on extreme realism is probably not going to suit a Superhero game and a system designed for an action adventure game isn't going to be much good for a gritty Lovecraft-like game of horror.

I expect that this system can be used for various genres without much work, but remember that it is designed for characters that are supposed to be larger than life. Doubtless there are many flaws that you may want to 'fix' in your own ways.

- This system uses d6 for all rolls.
- The game system is primarily skill based.

Rolling the Dice and Success

- When the GM asks a player to make a roll on an ability the player takes a set number of dice, as defined below, and rolls them.
- A player never needs to roll more than 5d6.
- Each dice will give 0, 1 or 2 successes. The successes are totalled and any automatic successes are then added to give the final result.
- The die roll:

Die Roll	Successes
1 - 3	0
4 - 5	1
6	2

- In this way each die has a 2/3 chance of producing a success. I've allowed 2 successes on a 6 so that even poorly skilled characters can occasionally get a good result.

Botching

- If all the dice come up '1' then that is a botch and the GM should decide on what thing bad happens.
- Fit the botch to the narrative of the game. This may mean a horrible failure or a success with unseen consequences.
- It should be noted that highly skilled characters are not very likely to botch (5d6 is 1 in 7776 rolls).
- *Optional Rule:* Highly skilled characters get automatic successes instead of extra dice to roll. Reduce the number of '1's required for a botch by the number of automatic successes that your opponent exceeds you by (i.e. highly skilled characters can 'force' a lower skilled character to botch).

Skill Levels

- Each Skill has a level from 1 up.
- The character starts off at the default level of 2 in all Skills, this can be increased during Character Generation and later with Advancement.

- The available levels are:

Skill Level	Dice + Auto Successes *	Comment
1 (Poor)	1d6	Very Poor
2	2d6	Default
3	3d6	Hobby
4	4d6	Professional
5	5d6	
6	5d6 +1	Expert
7	5d6 +2	
8	5d6 +3	
9	5d6 +4	
10	5d6 +5	
etc		

* the dice are rolled and then the automatic successes are added

- Once the character gets to Expert level they are guaranteed some successes, so they will always be confident of doing the easiest tasks.
- Having a maximum of 5 dice also prevents the game being slowed down too much by having to collect and roll huge numbers of dice.
- If the final Skill level, due to modifiers, requires a player to roll less than 1 dice on a roll, then every level they are dropped below 1 adds an extra dice to roll (maximum of 5) and the lowest die is taken (e.g. roll 2 dice at 0 levels, 3 dice at -1 level).

Task Checks

- These are either uncontested or contested.

Uncontested Tasks

- An Uncontested check is against a difficulty set by the GM.
- The player rolls the dice for the relevant Skill, adds the automatic successes, and must equal or exceed the difficulty.
- The GM includes all the situational modifiers in the overall difficulty (e.g. an average climbing difficulty may become Hard in the rain). However, some penalties apply to the dice and these must be taken into account as well (e.g. Wound penalties).
- Difficulties:

Task difficulty	Required Successes
Easy	2
Average	3
Hard	4
Very Tough	5
Extreme	6
Nigh Impossible	7

- The number of successes that the character exceeds the difficulty by is the margin of success (i.e. the more successes you get the more you achieve).

Contested Tasks

- This is when the character's action is opposed by another character's (either an NPC or PC).
- Both characters roll the dice for the relevant Skill and then add any automatic successes.
- Both characters may also be subject to modifiers dependant on their situation. This usually increases or decreases they effective Skill level

- The character with the greatest number of successes wins and the more they beat their opponent the better they do.
- For example: Anne and Elliot are racing cars through the streets at night, which is a Drive roll. It's dark with streetlights so they both get -1 level. Anne has 5d6 Drive and is in a street racer – which is much better than an average car and gives a +2 to her effective Skill level – and Elliot is an expert driver and has 5d6 +1 Drive, but is in a wreck of a car – much worse than average and gives him -1 to his Skill. Anne is at +1 level (-1 for the dark and +2 for the car) so she rolls 5d6+1 automatic success to the total (she gets 1, 3, 3, 4, 5 + 1 auto-success; for a total of 3). Elliot is at -2 levels (-1 for the dark and -1 for the car) so he rolls 4d6 with no automatic successes (he gets 2, 3, 4, 4; for a total of 2) Anne wins and pulls away with a screech of the cars tyres.

Situational Modifiers

- These are set by the GM and change the characters skill level.
- They are also cumulative as the above example shows.
- No individual modifier should exceed +/- 3 levels in any but the most extreme situations.
- Multiple actions: This is a special situational modifier that reduces the characters effective Skill Level for each roll by the total number of actions taken (e.g. 2 actions is -2 for each roll, 3 actions is -3 for each action, etc.)

COMBAT

- The inevitable combat section.

Combat Scenes

- When combat ensues the game enters 'Combat time', leaving real time behind.
- It may be useful to enter 'Combat time' in other situations. I'll leave this up to the GM to decide.
- Combat is broken down into Phases (each of about 2 seconds). The Combat Scene starts at Phase 1 and continues until the Combat finishes.
- Reflexes Skill is rolled for each character (the GM rolls for the NPCs) and the total for each character is recorded.
- The character with the highest number of successes takes their first action on the first Phase and other characters take their first action on later Phases, depending on the difference between the successes (e.g. the fastest character gets 5 successes and goes on Phase 1, the next fastest character got 3 successes and goes 2 Phases later, 5 – 3, on Phase 3, etc.).
- Any ties go on the same Phase.
- The Phase a character takes their next action is dependant on their Reflexes:

Reflexes	Phases until next Action
1d6 or less	8
2d6-4d6	6
5d6 to 5d6+1	5
5d6+2 to 5d6+3	4
5d6+4 to 5d6+5	3
5d6+6 to 5d6+7	2
5d6+8 to 5d6+9	1
5d6+10 to 5d6+11	2 per Phase
5d6+12 to 5d6+13	3 per Phase
etc	etc

- Characters keep taking actions in this way until the Combat ends.
- Rushed actions: Character's can rush their actions by one level (or row) on the above table (e.g. from every 6 Phases to every 5 or from every Phase to 2 per Phase) by taking a penalty to their actions:

Rushed Level	Action Penalty
1	-1

Performing Actions During Combat

- A character can do lots of things when it is their turn to act. Most short non-combat actions can be performed for one action. Long actions take a number of actions determined by the GM.

Combat Actions

- Attack and Defence (this is a contested attack roll versus the opponents defence):

Action	Skill Roll Required	
	Attack	Defence
Melee	Melee	Dodge or Melee
Ranged	Marksman or Thrown	Dodge

- The more successes the attacker gets the more damage they can do. This is the margin of success (MOS). For example: If a character gets 4 more than they needed then the MOS is 4.

Combat Situational Modifiers

- Situational modifiers often apply to attack & defence rolls:
 - Multiple attacks: - (the number of actions), as usual
 - Multiple Defences: -1 per extra Defence
 - Autofire (10 shots): +2 to attack.
 - Full attack: +1 to attack. -1 to defence until next action
 - Full Defence: +2 to Defence & No attack until next action
 - Unarmed Defence -1 versus Armed
 - Cover: 50+% +1 to Defence
 - 75+% +2 to Defence
 - Range: Short No penalty
 - Long -2 to attack
 - Extreme -4 to attack
 - Aim (1 or 2 actions) +1 or +2 to attack (attacker must be stationary)
 - Shield: Small +1 to Defence
 - Large +2 to Defence (but this is a cumbersome item)
 - Move: Normal: No penalty
 - Sprint: -3 to attack and parry: +2 to Dodge
 - Prone: +1 Defence versus Ranged, -2 Defence at Melee range

Damage and Wounds

- When a character is hit in combat they take damage and may get wounded.
- This is probably the most complicated part of the rules.

Damage

- The amount of damage is as follows:

$$\text{Weapon Rating} \times \text{Margin of Success} = \text{Damage}$$

Weapon	Rating	Weapon	Rating
Unarmed	x 3	Slug/Laser Pistol or Rifle #	x 4
Knife, Sword, Axe	x 4	HMG; Blaster Pistol or Rifle	x 5
Energy Knife or Sword	x 5	Vehicle Weapons	x 7+

Armour	Rating	Armour	Rating
Leather *	+1	Powered Armour (Light)	+4
Mail *, Kevlar	+2		
Plate *, Battlesuit	+3		

* old style armour has its rating reduced by 2 versus firearms &

and all Agility based Skills are reduced by 1 for Mail and 2 for Plate

Laser weapons do the same damage, but have up to 100 shots to allow more autofire

Wounds

- The Damage is compared to the characters Toughness in the table below:

$$\text{Toughness} = 4 + \text{Armour Rating}$$

Damage	Wound	Health Boxes Lost
0 to TGH	Scratch	No Effect
to 2xTGH	Light	1
to 3xTGH	Severe	3
to 4xTGH	Dying	Dying

Health Boxes and Penalties

- The number of Health Boxes a character gets depends on their Endurance Skill:
 - Poor Endurance:** 4 Health Boxes
 - Everybody else:** Endurance Levels + 5 Health Boxes (i.e. default is 6)
- When damage causes Wounds a character crosses off Health Boxes.
- Once a character starts crossing off Health Boxes they may have to take Wound penalties:

Boxes Lost	Penalty
0 to ½	-1 success to all rolls
½ to All	½ all successes for all rolls
More HBs	Dying

Dying

- I'm not going to include strict rules on when a character dies. In any but horror or the most realistic of games most GMs try and avoid the death of the PCs happening. Also, a character's death should be a moment of drama.
- Certainly they should be out of the fight, but perhaps you should give them a chance to crawl around a bit bleeding or feebly grasp the ankle of a passing bad guy to put them off at a critical time.
- Whether a character dies or not should depend on the narrative.
- If it is appropriate for the character to die when they get hit, then they die.
- Usually a character should have some time to receive medical help and if they don't then they may still die.
- If another character makes the effort to finish off a downed character then so be it. The bad Karma is theirs, so make them pay.
- Immortals do not die, unless it is from mystical damage (see below). Summoners usually don't die unless they take mystical damage or a lot of mundane damage.

Mystical Damage

- When an Immortal or Summoner is hit by a mystical attack (see below) and takes a Wound the Health Boxes should be crossed off with a star to differentiate it from mundane damage.
- If the character has already taken mundane damage then the mundane damage is 'moved' down the track and the mystical damage is squeezed in at the start.
- If the character takes more mystical than they have Health boxes they start to die (truly die). In this case the usual rules for Dying apply (see above).
- Also, if the attack does enough damage to result in a Dying result to start with then the character is also truly Dying.

Healing

- If a character has taken wounds it takes a certain amount of time to heal.
- A normal character who has only taken a few Health Boxes of wounds (i.e. 1 to ½) will need a little patching up, but as long as some in game time is taken they are going to be OK. Unless, it's really important to the plot that the character gets wound sickness or something (I've never known this to be the case in any game I've run or played).
- A normal character who has lost more than ½ their Health Boxes needs some proper medical attention and this may include a Medicine roll. If they don't get it then they are gradually going to lose the rest of their boxes until they start Dying (see above).
- The rate at which they lose Health Boxes depends on the situation (say every ½ hour bouncing around in the back of a van in the sweaty jungle or 1 per 2-3 hours if they are lying still on a Great War battlefield and get to groan a bit).
- Immortals or Summoners never need to receive medical attention.

- If a character gets to Hospital then it is probably safe to assume they are stabilised.
- Once a character has been stabilised then they heal at the rate below (unless they are Healed with magic). The rate depends on whether the character is a normal mortal or is an Immortal or Summoner:

Boxes Lost	Time to Heal 1 Box		
	Normal Mortal	Other (mundane)	Other (mystical)
1 to ½	2 days	1 hour	6 hours
>½ to All	2 weeks	2 hours	12 hours
Dying *	Months	A day or less	A week

* This is the time it take to get back to all HBs crossed off

Fate Points

- Fate Points (FPs) allow some characters (PCs and important NPCs) to do a few special things.
- They have been included so that the characters can give themselves an edge on important rolls and stop a freak attack taking their character out.
- Each character (if they have any at all) gets 5 at the start of a story and at start of every session they get an extra 3 to replenish spent ones.
- The FP pool cannot exceed 5.
- How FPs are used (each costs 1 FP):
 1. Re-roll a failed roll. Only one re-roll is allowed per roll.
 2. Add 1 Automatic success to a roll. Only one FP can be use per roll.
 3. Reduce the damage of an attack by 1 level (e.g. from Dying to Severe or from Light to a Scratch). Only one FP can be used per attack.

Feats of Strength

- Feats of Strength are based on the Lifting Skill.
- The base amount a character can lift is as follows (this counts as a simple action):

Poor Lifting: 40 lbs
Everybody else: 75 lbs for Level 2 (+75 lbs per level after)
- If a character wants to lift more they can make a lifting roll and for every success they can add the base amount to the weight they can lift.

Movement

- Each character has a movement speed:

Walk = 2 m/Phase
 Combat Move = 4 + (Athletics Level) m/Phase
 Long Distance Run = 6 + (Athletics Roll successes) m/Phase
 Sprint = 10 + 2x(Athletics Roll successes) m/Phase
- For sprinting roll every action to find out the speed each shot until the next action (use an average if out of Combat time).
- A walk or Combat Move is a free action (i.e. you can perform another action at the same time)
- A running counts as an action (if performing another actions the multi action penalty is applied to Athletics for the static value and the roll)
- If a long time is spent running an Endurance roll will be required every so often (e.g. every minute for Sprinting or every 15 minutes for Long distance).

IMMORTALS, SUMMONERS AND POWERS

Essence

- All Immortals and Summoners have an Essence Rating from 1 to 4.
- Normal humans have zero Essence.
- The higher a character's Essence the more powerful they are. Powers can be increased to higher levels if the character has a high Essence.
- Simply put the level of a Power cannot exceed the characters Essence.
- An Immortals Essence depends a little on age. The older an Immortal the higher their Essence. Some Immortals reach their maximum potential sooner than others (e.g. player characters). No Immortal of less than 300 has an Essence of 4.
- Summoners Essence depends on how many Shadows they have bound. For each Shadow bound their Essence is raised by one (Maximum 3). Binding more than one Shadow risks losing control and being driven insane.

Coming Into Their Power

- Immortals and Summoners usually start to manifest their Powers any time from puberty to their mid twenties.
- Immortals are often more subtle in their manifestation. Some do not even notice until years have passed, as they don't often come on in a blaze of power. Most get a vague feeling that that they have some unfulfilled potential and if they try to 'reach towards' that potential most succeed. Those that shy away are still Immortal, but they don't gain access to any but the most basic Powers (slightly fast healing not the full regeneration of most, resistance to sickness and disease).
- Of course they will eventually realise when their subconscious doesn't let them die or they are badly wounded, in which case full regeneration usually kicks in.
- Other Immortals are also on the look out for new Immortals.
- Summoners feel the touch of the Rift from puberty and soon Bind their first Shadow.

Basic Powers

- These Powers come free with the package.

Life Expectancy and Immortality

- As stated above an Immortal will live for as long as they have the will to continue.
- However, Immortals do not necessarily stop aging when they become immortal. An Immortal ages unless they will them selves to Regenerate.
- To do this the Immortal simply 'sleeps' on it. They go to bed willing their body to Regenerate and the next morning they are younger (1 year per level of Essence).
- An Immortal can return to the age that they Came into their Power.
- An Immortal that desires death simply let's himself or herself age until they die of natural causes. This is difficult to do in practice as near the end most Immortals subconsciously don't want to die and will regenerate. It can only do done when the Immortal has a strong and abiding will to die.
- Summoners have an increased life expectancy. A Summoner with an Essence of 1 usually lives to about 150 years. Those with an Essence of 2 to about 200 years and Essence 3 to about 250 years.

Regeneration

- The Healing section above shows that Immortal and Summoners heal very quickly for most wounds, even mystical attacks that don't kill them.

- However, Immortals that don't truly realise their nature only heal slightly faster than normal. Fast regeneration seems to be a learned ability as many other Immortal Powers are, although easier to learn than most.
- Any Immortal than has recognised their true nature can heal at the very accelerated rate and will even heal old scars and can regenerate limbs in about 1 day.
- Summoners don't heal old scars, but they can eventually regenerate lost limbs. It takes about a month.
- As long as the damage is mundane an Immortal can even survive decapitation and being reduced to ash.

Resistance to Disease and Poison

- All Immortals and Summoners have very healthy lives. They just don't get ill.
- Summoners add double their Essence in automatic success to resist poison and Immortals add only their Essence in auto-successes. Immortals will eventually recover and only the most toxic poison can kill a Summoner.

Skills and Memory

- Most Immortals and Summoners can reach Skill levels undreamt of by normal mortals. Most mortals reach a peak of ability dependant on their aptitude. However, Immortals and Summoners far exceed the normal mortals maximum. Of course it still takes a long to learn these high Skills Levels.
- Immortals also have very good memories, in many cases they have an eidetic memory. Summoners don't have an Immortals memory but if they forget something it often comes back to them in a sort of whisper from the Bound Shadow.

Sense Immortals and Summoners

- An Immortal or Summoner can always sense another using their Powers nearby.
- The range depends on the Essence of the character, not the Target:
 - Essence 1: A few yards
 - Essence 2: 20 yards
 - Essence 3: 100 yards
 - Essence 4: 1 mile

Jinx Tech

- Sumoners and Immortals have the odd ability to disrupt technology.
- Roll Willpower (+ Essence auto-successes). The difficulty depends on the distance, size, complexity of the device and the desired effect (e.g. a security camera 100 yds away to loop might be Very Tough)

Shadowing and Energy Shield

- Immortals are able to generate a force field around themselves which has the effect of reducing the damage multiplier:

$$\text{Reduction} = 2 \times \text{Essence}$$

- If the multiplier reduces the damage multiplier to 0 then the weapon does no harm.
- This is a conscious act of will and cannot be maintained during sleep.
- This Power can be improved (see below)
- Summoners have a similar ability called Shadowing.
- Due to the ethereal nature of the entities from the Rift all Summoners can diffuse there body to some extent and this enables them to withstand a lot of damage.
- The damage simply passes through them, as they become little more than a shadow. As for Immortals this is a conscious act of will and cannot be maintained during sleep.
- The damage multiplier is same as for Immortals.

Mystical Attacks

- All Immortals and Summoners can make ranged mystical attacks and boost their Melee attacks. Immortals generate an energy field and attack with that. Summoners draw power from the Rift and attack with a sort of shadow.
- The attacks are made as normal with the following damage multipliers:
Melee: 3 + (Essence x2)
Ranged: 2 + (Essence x2)

Immortal Powers

- These Powers are bought at Character Generation (1 per Power Point spent unless stated) or with experience points during Advancement.
- No Essence 1 characters can learn any of these Powers.
- The following limits are usual, unless stated:
Level 1: min Essence 2
Level 2: min Essence 3
Level 3: min Essence 4

Flight (2 PP per level)

- The Immortal can fly through the sky like a bird.
- This requires concentration and the multiple action penalty must be applied if the character wants to do anything else.
- Speeds depends on the level of the Power bought:
Level 1: 30 mph
Level 2: 100 mph
Level 3: 500 mph

Sense Truth (1 PP per Level)

- The Immortal can sense whether people are telling him the truth.
- The character usually has to concentrate on the target to use this Power.
- Reduce the level of the Power by the Essence of the target.
Level 1: The character can tell whether the target is lying as long as they touch the other person and stare into their eyes.
Level 2: As long as the target is present the character can always tell whether the target is lying whether they touch the person or not.
Level 3: The character doesn't need to concentrate or be in the presence of the target (i.e. they can use it down the phone)

Suggest (1 PP per level)

- This isn't the control over people's actions that Summoners can wield. It allows the Immortal to make a telepathic suggestion to the target. The target doesn't have to perform the action if it is strongly against their nature (GMs decision).
- A contested Persuade versus Willpower roll is usually in order.
- Reduce the level of the Power by the Essence of the target.
Level 1: The character gets 2 automatic successes to persuade the target
Level 2: The character gets 3 automatic successes to persuade the target
Level 3: The character gets 4 automatic successes to persuade the target

Increased Perception (1 PP per level)

- The character can boost their sense of perception for a little time each day.
- Both their ability to notice things and the range of their senses are increased (I'll leave the Range boost up to the GM)
Level 1: The character gets 2 automatic success to Perception rolls. This can be used twice a day for 5 minutes.

- Level 2: The character gets 3 automatic successes to Perception rolls. This can be used three times a day for 10 minutes.
- Level 3: The character gets 4 automatic successes to Perception rolls. This can be used four times a day for 20 minutes.

Increased Strength (1 PP per level)

- The character can boost their Lifting ability for a little time each day.
- This cannot usually be used for combat, as it requires concentration to use.
 - Level 1: The character base lifting weight increases to 150 lbs. This can be used twice a day for 5 minutes.
 - Level 2: The character base lifting weight increases to 250 lbs. This can be used three times a day for 10 minutes.
 - Level 3: The character base lifting weight increases to 400 lbs. This can be used four times a day for 20 minutes.

Increased Speed (1 PP per level)

- The character moves a lot quicker.
- This can be used for combat.
 - Level 1: Movement is Doubled.
 - Level 2: Movement is multiplied by 4.
 - Level 3: Movement is multiplied by 8.

Increased Reflexes (1 PP per level)

- The character has increased Reflexes. They get to move down the rows on the reflexes table (e.g. from 6 Phases per actions to 5).
- This can be used for combat.
 - Level 1: Move down the Reflexes table 1. This can be used for 1 scene a day
 - Level 2: Move down the Reflexes table 2. This can be used for 2 scenes a day
 - Level 3: Moves down the Reflexes table 3. This can be used for 3 scenes a day

Sense Emotion (1 PP per level)

- The character can sense the emotions of those around him.
- The character must be able to see the target and concentrate to use this Power.
- Reduce the level of the Power by the Essence of the target.
 - Level 1: The character can sense the targets basic emotion and its strength as long as they touch the other person.
 - Level 2: As long as the target is present the character can sense the targets basic emotion and if they can touch the target they get a good sense of the targets overall emotional landscape.
 - Level 3: The character can sense the overall emotional landscape of anybody they can see, although they still have to concentrate.

Improved Mystical Senses (1 PP; Minimum Essence 3)

- The Immortal has the ability to sense other Immortals nearby, whether they are using their powers or not.
- The character can sense any Immortals of equal or lower Essence within 100 yards

Artifact Creation (this is usually limited to NPCs only)

- The character can create crystalline artifacts that amplify a specific Immortals ability.
- The creation process is long and drawn out.
- Any Immortal can use an Artifact if they have the Power it amplifies and are attuned.
- Attuning takes an hour for a small artifact, but much longer for larger ones.
- The most common Artifacts are weapon. Artifact Weapons increases the Mystical Damage multiplier by one (for either a ranged or melee mystical Attack).

- There are now several Artifact Spaceships. Some of these improve Flight speeds and are significantly faster than Fusion powered ships. Some also allow the Immortal to Expand their Energy shield around the whole ship. Perhaps it would also be possible to enhance the Teleport Power to reach other worlds.
- Apart from the Weapons I'm going to leave Artifacts in the GMs domain.

Teleport (2 PP per level)

- The character can teleport to another place in the Blink of an Eye.
 - Level 2: Within sight. It takes an entire turn and cannot be combined with a combat move.
 - Level 3: The character can also Teleport to very well know places (e.g. home)

Ward (1 PP per level)

- The character can create a ward that stops anybody else of equal or less Essence passing by mystical means.
- To physically pass the barrier the character must have equal or higher Essence. Those of equal Essence must succeed in an opposed Willpower roll to pass.
- Breaching a Ward is noticed by the Immortal.
 - Level 1: The ward lasts a week and is the size of a room. Max 1 at once.
 - Level 2: The ward lasts a month and is the size of a small house. Max 2 at once.
 - Level 3: The ward lasts a year and is the size of a large house. Max 3 at once.

Shield Improvement (Cost 1 PP; Min Essence 2)

- The basic shield diffuses gases across it slowly. With this improvement the shield can be changed so that the passage of gases can be controlled by the Immortal. For example: The Immortal can will only oxygen to diffuse through it or nothing at all.

Summoner Powers

- When a Summoner first summons a Shadow the nature of the entity depends a little on the character of the Summoner.
- Not all Shadows are malicious. Some are just interested in the experience and some actually care for other creatures. Most, however, do not.
- Most Shadows are relatively pleased to leave the Rift, as it is a formless prison that most have fallen into or have been cast at one point or another.
- No Shadow wants to be cast back into the Rift and this is one of the main reasons they work to control humanity and destroy the Immortals.
- However, what leads most Summoners into conflict with Immortals are their own twisted human desires.
- No Essence one characters can learn any of these Powers.
- The following limits are usual, unless stated:
 - Level 1: min Essence 2
 - Level 2: min Essence 3
- The following immortal Powers are available to Summoners, but only to Level 2:
 - Increased Perception, Strength, Speed, Reflexes and Ward.

Increased Stealth (1 PP per level)

- The character can boost their Stealth for a little time each day.
 - Level 1 (min Essence 1): The character gets 1 automatic success to all Stealth Rolls. This can be used twice a day for 5 minutes.
 - Level 2 (min Essence 2): The character gets 2 automatic successes to all Stealth rolls. This can be used three times a day for 10 minutes.
 - Level 3 (min Essence 3): The character gets 4 automatic successes to all Stealth rolls. This can be used four times a day for 20 minutes.

Shadow Phase (1 PP per level)

- Summoners can turn their body into Shadow and then pass through solid matter.
- Requires intense concentration and cannot be combined with another action.
 - Level 1: The character can slowly pass through wood and other light materials.
 - Level 2: The character can slowly pass through any materials (except Artifacts).

Shadow Walk

- The character can step into one shadow and out of another.
 - Level 1: Within sight. It takes an entire turn & cannot be combined with combat.
 - Level 2: The character can step out in very well know places (e.g. home)

Control (1 PP per level)

- This is much more Powerful than Immortal Suggestion. It allows weak minded people to be controlled. Once a character has been controlled it is almost impossible to remove the control.
- Once the person has been Controlled they follow the Summoner's telepathic bidding.
- An act of mental submission is required to gain more than rudimentary control. If they don't get this then the target can only be forced to do one thing.
- As Summoners are NPSs this is all up to the plot and the GMs decision.
- A Persuade roll versus Willpower is usually required, the target gets +2 auto-successes to this roll.
- Immortals or Summoners cannot be Controlled.
 - Level 1 (min Essence 1): The character makes their persuade roll versus the target. The character can control a maximum of two people.
 - Level 2 (min Essence 2): The character gets 2 automatic successes to persuade the target. The character can control a maximum of 10 people.
 - Level 3 (min Essence 3): The character gets 3 automatic successes to persuade the target. The character can control a maximum of 50 people.

Shadow Construct

- When a Summoner has Bound 2 or more Shadows they also have ability to temporarily summon other entities from the Rift.
- The Construct can be made of any specially prepared inanimate material. This preparation requires 3-4 hours work minimum.
- The Summoner then calls forth a lesser Shadow from the Rift and temporarily binds it into the Construct, which then comes alive.
- The Summoner controls the actions of the Construct when it is within range (Essence x miles). Outside of this range the Shadow can gradually wrest some small control back and twist the meaning of its instructions. Eventually the Construct can break free, although Summoners do not usually allow this (the Construct still counts towards their total).
- A Construct will always return to the Summoner when called telepathically, unless free. This call has no maximum range.
 - Level 1: Can create & control 2 Constructs at once (they have an Essence of 1).
 - Level 2: Can create and control 4 Constructs at once (they have an Essence of 1).
- The physical capabilities depend on the material the Construct is made from. Straw men have the Strengths of a normal mortal, but Constructs made from Armour plate are much tougher.
- They have the same Shadowing and Mystical Attack ability as Summoners and usually have good combat abilities.

CHARACTER GENERATION

The Character Idea

- The GM should decide what the game is going to focus on and then guide the players to create their characters.
- I always think that the first step for the player is to decide upon a single sentence that defines the character and can help guide all further character generation decisions.
- The character generation below is for fairly young Immortals (30 to 75 years).

Skills

- There are various defined skills that each character has or does not. I've tried to include the smallest set that will still include everything.
- Each Skill falls under a broad Attribute. The Attribute is more for character creation and advancement and doesn't have a very important role in the system other than that.
- Characters are primarily defined by their Skills. A broad shouldered character will tend to favour Skills like Lifting or Endurance, whereas an agile character will have Athletics or Ride. They may both have Melee but the first relies on the strength of his blows and the other to the accuracy of her thrust.
- The 4 Attributes and their Skills are as follows (total of 28 Skills):
 - Body:** Athletics, Craft, Dodge, Drive, Endurance, Larceny, Lifting, Marksman, Melee, Pilot, Reflexes, Stealth, Thrown.
 - Awareness:** Empathy, Notice, Tracking, Willpower
 - Intellect:** Medicine, Knowledge, Linguistics, Occult, Streetwise, Survival
 - Social:** Animal Handling, Charm, Command, Commerce, Performance, Subterfuge.
- Each of these Skills should be self explanatory.
- Some of these Skills are fairly broad and if a character's background doesn't suggest that they would be very good at a certain application of the Skill then a penalty should be applied (-1 to -3 levels). For example: a character may be good at driving cars, but put them in a train and they are not going to be very good.

Linguistics

- This is a special case. Each level of this Skill gives a number of points to 'buy' languages. The Skill can also be called upon for a Task check as usual. On the Table below the 2 columns on the left are how many points a character gets to spend on languages for each level of skill, while the 2 columns on the right show what level of language proficiency you get for the points spent in the language.

Linguistics Skill	
Levels	Points
1	2
2	5
3	9
4	14
5	20
etc	

Proficiency	
Points	Language Level
1	Pidgin, just get by
2	Heavy accent and occasional mistakes
3	Like a native
4	University degree level

Knowledge

- This is a multi Skill and can be taken several times, each with a different speciality.
- This Skill is for all those professional, hobby and academic skills.
- The cost of each of these Skills is ½ the normal cost at character generation, as many of them are fillers rather than important game skills.

Buying Skills

Favoured Attribute

- First of all a player decides which of the 4 Attributes their character favours.
- The player then gets to tick (✓) 3 three of the Skills under the favoured Attribute.
- The character also gets 1 level in each of these ticked Skills.
- If you tick Knowledge or Linguistics that counts for all Knowledge Skills or Languages.
- Don't forget that you get to pick 2 levels if you tick the Knowledge Skill, as they are half cost. These levels can be in the same or different Knowledge Skills.

Favoured Skills

- The player picks 6 separate Favoured Skills and ticks (✓) them.
- These can be any Skills, including those already chosen during the Favoured Attribute selection.
- If the Skill has already been ticked turn the tick (✓) into a cross (✕).
- The character gets 1 level in each of these ticked Skills.
- If any of the Skills have been ticked twice then the character should now have 2 levels.
- Again, if you tick Knowledge or Linguistics that counts for all Knowledge Skills or Languages.
- Don't forget that you get to pick 2 levels if you tick the Knowledge Skill, as they are half cost. These levels can be in the same or different Knowledge Skills.

Poor Skills

- The player must pick 4 Skills that they are Poor at, fill in the tick box on the character sheet. They obviously cannot be favoured Skills
- The player gets –1 level to those Skills (i.e. they only roll 1d6 unless they improve it during character generation).
- The GM is encouraged to make sure that they fit in with the character idea and to bring these weaknesses in the game, on occasion.

Other Skills

- The player then gets another 20 levels of Skills.
- A maximum of 3 further levels can be purchased in any skill.
- Exception: a further 4 levels can be put into a single skill that has been ticked.
- Any Poor Skills (see above) cost double to increase.
- Don't forget that for every level put into Knowledge the player gets to pick 2 levels, as they are half cost. These levels can be in the same or different Knowledge Skills.

Advantages and Disadvantages

- Each player should have some advantages. These are things like wealth, connections, nobility or an Artifact (see above).
- They should also have some disadvantages to balance this (e.g. enemies, codes of honour).
- The GM sets the characters initial status suitable to the planned game (i.e. wealth, status, etc) and any improvements on this must be balanced with disadvantages.
- Discuss it with the GM.
- Every character is considered to have character quirks, which are just part of a developed character and do not count towards the Advantages/Disadvantages mentioned above.

Essence

- The GM should decide the starting Essence of all characters at the start.
- The most appropriate Essence for starting characters is 1 or 2.

Powers

- The players gets a number of Levels of Powers (or Power Points) dependent of their starting Essence.

Essence	Power Points
1	0
2	5
3	10
4	20

- Exchange these points directly for Power levels up to the maximum allowed for the characters Essence.

Fate Points

- The player has 5 Fate points to start.
- Every session the player gets another 3 Fate Point to refill their pool. However, they may never have more than 5.

Advancement

- At the end of every session the GM can give the players about 6-10 Experience points. Six EPs are given if the players having been making an effort and have been roleplaying well. Only three EPs are given if it was a short Session or was run of the mill.
- As the EP award is quite high the GM show feel free to give occasional 1 EP awards for good roleplaying and other cool things,
- EPs are used to increase Skills and buy Powers and Essence.
- All purchases should be discussed with the GM and make sense with the experience in the game and the direction the character wants to progress.
- The Costs are as follows:

Item		Cost *
Skills (except Knowledge)	Poor	10 x CR
	Normal	6 x CR
	Ticked	4 x CR
	Crossed	2 x CR
Skills (Knowledge)	Poor	5x CR
	Normal	3 x CR
	Ticked	2 x CR
	Crossed	1 x CR
Essence		50 x CR
Powers *		4 x PT

* CR = Current Level,

PT = the current total number of Power Levels a character has
(some Powers like Flight count as 2 Power levels)

IMMORTALIS CHARACTER SHEET

I'm afraid I've run out of time and will not be able to design a character sheet. You'll have to do it yourself.

It's been a very long day and I'm lucky that my wife and five year old are currently in Australia. I wouldn't have got this finished if they were around.

I think I spent a little too much time at the start on the background. The 'Current Day' could do with a more work, but never mind.

Let me know if you liked the game or have any ideas:
zebaltoon@yahoo.co.uk

Bye

Cliff