Technogrammaton

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An entry to the 1KM1KT Cyberpunk competition 2010

by Andrew Peregrine

First, an apology

This isn't finished, not by a long chalk. So what you see here is the vaguest form of ashcan game. June has turned out to be a very busy writing month for me and I just failed to put in the hours on this project. However, I felt I should hand in something and so here it is. Hopefully I'll be able to finish what I started at a later date, although I have had another cyberpunk style idea in the meantime…

A note on the 'Cyberpunkness'

In this game I've steered away from replacement limbs and corporate wars. While these might seem essential for cyberpunk, I don't believe they are. Snowcrash is more my model than Neuromancer. The world in this setting is our near future, a place a little more advanced than ours as it never really had a dark age. Religion has taken the place of corporations and the adherents of the faiths are engaged in a struggle that is getting worse by the day. For me, cyberpunk is about both tech, and a film noir ennui that stops the advances we have made from creating the perfect world they promise. The future is sleek and responsive, but dark and dangerous. In short, it rains in my world too.

A world under Allah – a brief alternate history lesson

The world of Technogrammaton in the year 2010 is a little ahead of ours, but not by much. However its technology is far more advanced due to the world being dominated by the might of a 2200 year old Islamic empire.

It is all due to the failure of a single horse in the year 306 CE. The horse in question was to bear a Roman noble called Constantine away from his lord Galerius. While Constantine was a promising officer, he was a little too promising and Galerius had made a point of keeping him and his father separate. Constantine was a virtual hostage in Galerius' court. One night word came to Constantine that his life was in danger and he fled for his father's court. He drove several horses to exhaustion, desperate to escape quickly as leaving was treason, and treason was death. Had he reached his father's camp Constantine would have one day led the Roman Empire. He would have taken control of the western Empire and led a conquest of the east that would have made him absolute ruler of a new and stronger empire. He would have also converted to the tiny yet troublesome religion of Christianity, and eventually ordered Rome to adopt it as the state religion. He would have formed the Nicean councils that ensured disagreements in the Christian church were managed and settled, so as to maintain unity in the faith. When Rome eventually fell the faith in this religion would have bound the peoples of Europe together and gave them a commonality they could use to repel the incursions from the east.

However, all this was not to be. On the night of his flight, Constantine rode his third horse just a little too hard. It collapsed on him in full gallop and he was thrown. Landing badly he snapped his neck and died. This is where the story truly begins…

The Rise of Islam

In the year 610 CE, a new religion rose in the east. It was based on the word of the Hebrew and Christian faiths that had never quite managed to claim a foothold in the majority of their communities. Islam's message was powerful and magnetic to the fractured tribes of Arabia. It quickly came to dominate the faith of the Middle East and then set out on a crusade to bring the word of God to the rest of the world. One by one, the Islamic armies dominated the fractured tribes and nations that lay before them. Decades of squabbling over the remains of the Roman Empire had left Europe with little or no unity to speak of. The Islamic forces steadily moved across Europe and Africa, and brought their faith with them to an eager populace. As most of Europe was suffering from plague, the Arab invasion was seen as a force of deliverance. Many saw the plague as the wrath of this new God, destroying all evil in the path of his righteous army. Those who survived the plagues converted eagerly to Islam, convinced they had been spared by the new God of Muhammad.

It is likely that all of Europe might have fallen to the forces of Islam by the tenth century. However, fate took a hand when Arabs attempted to take the rich city of Byzantium (a city never renamed Constantinople that had become rich through trade). Plague, the supposed spiritual ally of the Arabs turned on them, devastating the Islamic army. The soldiers of Byzantium took advantage of the weakened Arabs and managed to drive them off. Few converted to Islam when they had seen the new 'plague of god' destroy its own legions.

Baulked by the defence of Byzantium the Arabs attempted to conquer further into Europe from Spain. They defeated the Franks at Tours (who simply could not gather enough allies) and went on to conquer most of France. However, once into the open ground of Europe, the Arabs were again slowed considerably. Unused to the cold weather and standing against a finally united group of European allies they found the Arabs lost their taste for European Conquest. It was not until the coming of Charlemagne that the Arabs were finally pushed back. Charlemagne converted to the small religion of Christianity and managed to form alliances with other like-minded kings. Under his leadership the Arab forces were pushed out of France and Spain and Europe reasserted itself once more.
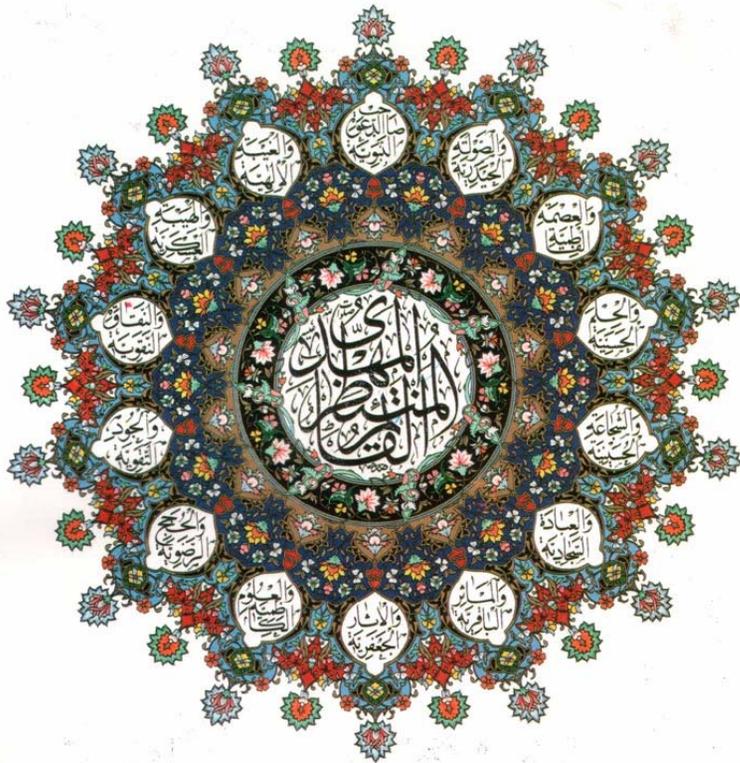
However, by this time most Europeans were Muslims, even if they longed to throw off the shackles of Arabian invaders. The Spanish in particular had adopted Islam with enthusiasm and became rich as a gateway between the Muslim African lands and the new Europe. However it was Byzantium that truly profited from the trade between east and west. With both Europe and Arabia having Islamic populations the crusades simply never happened. Europe never really entered a true dark age as knights and lords remained at home to see to their domains. However, this did not mean the spectre of war left entirely. Warrior monarchs like King Richard 'the Lionheart' fought many battles to expand their domains rather than travel to the 'holy land'. Under Richard, England expanded considerably, although subsequent kings lost much of the territory he gained as is always the case. Despite the wars and border disputes that marred this age, the middle ages managed to maintain its technology and learning. Many scholars maintained their links to the advanced Arabian kingdoms with no crusade to block communication. Byzantium played its part in this as well. With many pilgrims (often on the Hajj to Mecca) and scholars travelling to the East the city grew rich from trade. The scholars travelling through the area also often stopped to take an interest in the classical learning of the Greeks which Byzantium managed to preserve and profit from. All these factors ensured that the advances of the past were not forgotten and by the 14th century there was simply no need for a renaissance. What was recovered and rediscovered in our world had simply never been lost.

It was not until the 16th century that any particular troubles broke out. One day a German Muslim Iman named Martin Luther made several decrees to his congregation about how they should worship God. While many different forms of Islam had developed over time, this was the first time anyone had written down the specifics of their faith outside the agreed tenets of the Qur'an. Full Shari'a law had never 'caught on' in Europe, as it was seen as Arabian law rather than God's law. So, almost every country

followed a slightly different version of 'how to live as a Muslim'. There was no central authority for Islam in the same way Christianity in our world had a Pope and so no way to decide who was right. While all agreed the five pillars of Islam were central to belief, there was a lot of disagreement as to any other interpretation of the laws of God. These differences had seethed under the surface for quite some time, and Luther's declaration brought all these petty differences to the surface. Arguments began as to how correct Luther was, and many more sects began to make declarations of their own. Eventually war broke out as discussion became violent and a war that was to last 30 years and involve most of the known world took hold.

After many years, the warring nations gradually began to tire of war. They all realised there was no definitive way to decide who was right and the war was costing them dearly. People began to seek commonality rather than animosity and peace began to settle with Islam now divided into several distinct sects. The leaders of these sects came together to meet in the powerful city of Byzantium, to seek an answer to the chaos. After several days they finally agreed to recognise each other's claim to some form of truth and that they were all indeed Muslims. They also agreed that someone was going to have to decide what was true and what was not. So a new organisation was formed, one that could monitor the religious behaviour of all Muslims and seek to ensure that the Islamic community was never brought into such conflict again.

The organisation became known as the 'Kaabayeen'. The name developed from their original name as the 'Knights of the Kaaba' named after the enclosure for the sacred black stone in Mecca. This represented that their purpose was not to be the centre of Islam, but to house and protect the essence of Islam. While the order was made up of Islamic knights they did not have a martial directive. Each knight was picked mainly for his scholarly ability. They would travel the land and discuss the tenets of Islam with those they met looking to understand the faith of others. They would then try to bring potential disagreements to a forum they could be discussed in openly and where disagreements could be settled or heresies dealt with. The Kaabayeen operate in secret so that they might discover how people truly feel, which has led to all manner of accusations against the organisation. Some rumours even suggest there is a secret sub-sect within the Knights called the 'Aswad' who actually assassinate those they deem heretical rather than allow them to argue their case where they might corrupt others.

The plan worked, and the creation of what was effectively an Islamic Inquisition ensured that the various Islamic peoples managed to get along without falling apart. However, while this held the religion together, the world was still made up of several different countries. They have warred and fought for all the same reasons as they have in our world. So there was still a first world war when a series of alliances brought the several nations into conflict. Germany still initiated a second world war and chose to brutally oppress the Jewish people, leading to the creation of the state of Israel. Much of the world is as you know it, except that Islam, not Christianity is the dominant religion of the world.

The State of the World

While it has adopted Islam as its primary religion, Europe is a mostly secular place. England maintains a strong Islamic population and during its Victorian Imperial years brought Islam to many more developing nations. The English style of Islam has therefore formed the basis for Islamic worship in Africa, India and much of America. However, England does also boast a minor renewal of its pagan faiths which have remained strong as they were among the last nations to join the Islamic community. In their conquest of India the English discovered Sikhism and many of them converted. They lent their support to the Sikh community and were a powerful force in seeing it grow across India and even Europe.

Spain in staunchly Islamic and maintains strong ties with the Arab world. The small religion of Christianity found a refuge in Germany and the nation has the highest proportion of Christian faithful outside America.

The USA has adopted any and every religion wholeheartedly. Christians looking to escape the Islamic control of Europe and the East fled here to set up a new life (known as the 'Pilgrim fathers'). Islam eventually followed though and has established itself as the dominant religion. However, American Islam is very different to that of Arabia and involves a lot more vibrant sung prayer that more conservative Muslims consider heretical.

Most of the rest of the world remains as it is in our world. Africa is a nation of many states, and has had missionaries from almost every nation arrive at its door. Much of South America was colonised by the Spanish who brought Islam rather forcibly to the

land. Russia absorbed Islam from the south and mixed it with many oriental beliefs in the time of Genghis Khan. The orient has kept to itself, but as global westernisation takes a hold the religions of Europe are moving in quietly.

One major difference to the map of the world is the country of Byzantium which is a combination of most of Greece, Bulgaria and Turkey. The country has remained neutral in many of the wars that have surrounded it and has become a wealthy first world power. It has no state religion, and welcomes adherents of any faith, although most of its population is Muslim.

One of the main advantages of the spread of Islam has been the adoption of Arabic as a worldwide language. As it is part of Islamic faith that the Qur'an should be read in its original script, every nation with an Islamic population teaches its children Arabic from an early age. The convenience of having a language that almost everyone speaks has made it the common language of the world and it is unusual to find somewhere that no one speaks it. As the most recent Empire, England comes a close second, although the English did ensure more people spoke Arabic as they spread Islam further across the globe.

Technology

With no crusade to destroy the achievements of Arabian culture and no true dark ages to ensure Europe took a step backwards, the technology of the world is far in advance of our own. Computers were invented at around the same time, but with more advanced mathematics they became more reliable and more capable significantly quicker. Many believe AI is on the verge of discovery, if it hasn't appeared already.

Robotics is also a growth industry. Better algorithms and calculations have allowed the programming of artificial devices far superior to those of today. Every home has some form of robotic device, usually for housework, and most heavy building is done with robotic workers. Robots are a little slower than humans so have not replaced them. However, they can be left unattended to perform a variety of tasks (such as cleaning the home) while their owners are out at work.

In general, much of the same technology exists today, but in this world it is at least 20 years ahead of where we are now. Few new gadgets have appeared, but mobile phones and computers (for instance) are far more advanced. As such, most people carry a variety of phone that has the processing power of today's most advanced laptop. They are used for business and personal use and effectively allow people to carry their office around with them. Most offices simply have docking stations people plug their phones into for the convenience of a larger keyboard and screen. Networking and wireless communications are ubiquitous. You can connect to the internet almost anywhere at any time free of charge (well, as part of your phone tariff). Most networks are powerful enough to allow users to log in from anywhere in the world and do their business with the same access they might have in the office.

For the businessman on the move, motion screens are very popular. These glasses project a 'heads up' display for the operator and project a laser field in front of them to detect motion. This allows the user to touch and select objects they can see in the glasses with ease. Touch screens and voice recognition has made typing almost a thing of the past. So it is not uncommon to see people sitting on the train on the way to work waving their arms in front of them selecting invisible objects and dictating notes.

As you'd expect, weapons technology is rather advanced as well. However, a gun is still a gun, even if these are smaller and more reliable with a harder punch. In our world we can already destroy the world several times over, and you can't be any more dead than dead, so few people would notice the difference. Luckily medical technology has improved. Better computer systems have made imaging and scanning very advanced. Holographic projections of the entire body in minute detail can be summoned up without a need for vast magnetic resonance scanners. However, such technology is still limited to hospitals. People don't heal any quicker but there are several advanced that help the process a little more than we do today. There are also less accidents as technology (being more advanced) has better and more safety features. So while car accidents still hurt and even kill people the casualties are often not as severe.

Christianity in a Muslim world

This small sect of Jews has taken a very long time to get a foothold anywhere in the world. It suffered horrible oppression under Roman government and just as it was trying to spread its word across Europe, Islam appeared and stole its thunder. However, it hasn't died out, even though it is very different from how it is in our world.

For a start, even though it is small, Christianity is still one of the six main religions of the world. It has slightly more adherents than Sikhism does in our world. Denied the support of Rome it never created the Vatican, and only when it found a home in Germany did it gain any form of central authority. Sadly during the Second World War the (actually mostly secular) Nazis implied Christianity has supplied them with a moral imperative to destroy the Jewish people. While this was untrue, the accusation damaged the credibility of Christianity.

The Christian faith has remained strong and vital despite several attempts to quash it. However it has not fared well as adherents often see themselves as fighting against a world intent on destroying it. Many Christians see the adoption of Shari'a law as a form of religious persecution and are at the forefront of protests when Islamic doctrine attempts to define legal policy.

All this has led many young Christian to become disenchanted and even violent. Since Roman times Christianity has been a religion of martyrdom. Many seek to emulate Christ's sacrifice for their cause. In our world this tendency faded as the fortunes of Christianity rose. However, in the world of Technogrammaton it remains strong and central to Christian belief. Many Christians are committing acts of terrorism to get their point across, believing that their sacrifice makes them a martyr and as such they will be welcomed into heaven by Christ. With Christianity spread across the world many people see these terrorists as their own shadows and paranoia is building that attacks might come at any time from anyone. The dubious comfort of racial profiling is simply not available; so many people have turned on the faith as whole. The brunt of this backlash is mostly suffered by those Christians who stand up and declare both their faith and their dedication to peace, as they make themselves targets for the fear and paranoia directed at their community.

The Kaabayeen

The player characters in Technogrammaton are all part of the Kaabayeen, an old order founded to try and keep the faithful on one path. Since the 17th century the order has been quietly trying to sink into the background as its overzealous enthusiasm for the cause created the horror of the inquisition. As a reaction to the confusion and religious separation inspired by Martin Luther the Kaabayeen were ruthless in rooting out what they saw as heresy. Believing that Islam itself might fracture and fall apart, they were driven by panic and caused terrible suffering. Many people believe the order faded away purely out of guilt.

While the Kaabayeen deeply regret their past actions, the order still believes that it has a worthwhile purpose. Most people see it now as a group of scholars. These older (almost retired) agents study Islamic lore and law and offer their advice and opinion to any who seek their wisdom. While they are not the only such experts, Kaabayeen scholars hold to a more standardised and quite moderate series of beliefs, making them popular. No matter where you are in the world, the advice you might get will probably be the same from any Kaabayeen scholar, and they all have confirmable qualifications to legitimise their opinions. This service has done a lot to help hold the 'Umma' or 'world of Islam' together as different cultures have found different interpretations of the sacred texts.

The wisest of theses scholars lives in the holy city of Mecca and holds the title 'the K'eeton'. Most people believe this renowned scholar is the leader of the Kaabayeen. In truth though he only acts as the final spiritual authority on scholarly advice. The true leaders of the Kaabayeen are quite secretive, and consist of a council of
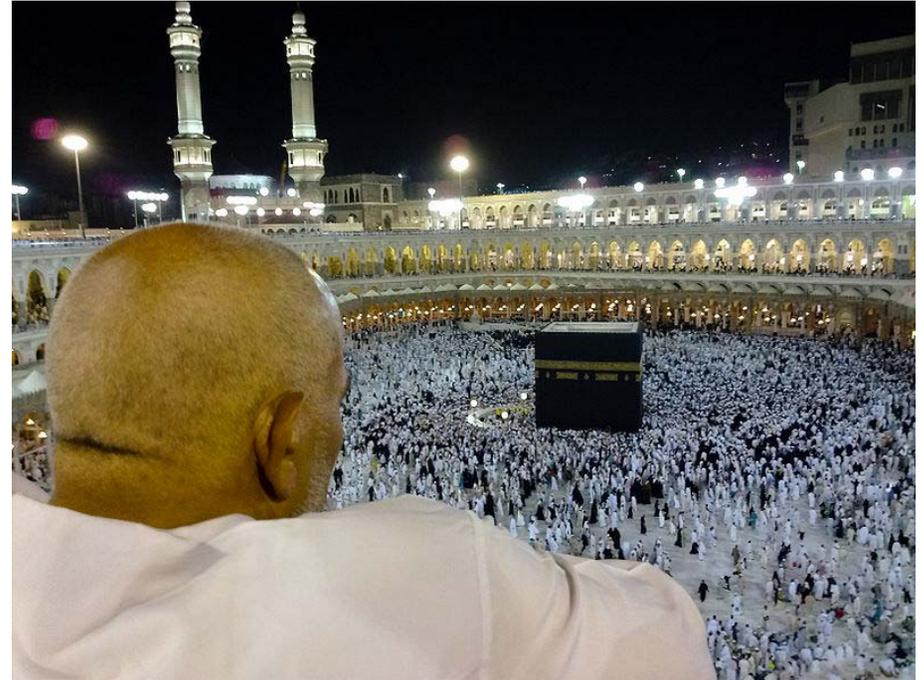
twelve members. This secrecy is mostly simply to protect their operations and those they investigate from false accusation, rather than some secret agenda. The council has had agenda in the past, and often suffers from politicking between its members, but generally function as an organisational leadership rather than some 'shadow council'. Each council member had responsibility for a geographical area and the agents who operate within it. The councillor who watches over Mecca acts as the chairman of the council.

However, the Kaabayeen are not just an order of old men, and that is where the player characters come in. Kaabayeen still do the work they were created to do. In this day and age it means

investigating suggestions of heresy and corruption in the Islamic world. They also have the power to arrest, intern and punish those who break religious (Shari'a) law. This does not only apply to everyday Muslims and Kaabayeen are encouraged to police each other for signs of corruption and heresy.

The interpretation of their remit very much depends on the individual agent. While some are power hungry and are looking to enforce their own religious views this is not always the case. Many agents are looking to discover how other people follow their faith and try to find ways for their wisdom to benefit the rest of the community and vice versa. While the Kaabayeen can be a tool of oppression they are often also a means for peace and understanding.

So, on a day to day basis the Kaabayeen function as a form of shadow FBI. However, they also investigate acts of occult significance and function as a world-wide counter terrorist organisation. In the last twenty years though they have come across something else. People have been saying that God is speaking to them on the internet, and Hebrew characters have begun to appear in computer systems that exhibit strange qualities.

Rules System and Creating Characters

While I've not been able to fully integrate a system, I've chosen FATE as detailed in Starblazer Adventures as my core system for Technogrammaton. This is mainly as the system is so rules light it really needs very little detail beyond character creation. Its adaptability means I need to add little in the way of rules here. So you should find this setting fits other systems easily.

Having said that, there are a few points we should cover for creating player characters.

As I've mentioned the players are all members of the Kaabayeen, and as such are likely to have a few specific skills. These will depend very much on the type of agent you are looking to play. As Fate assumes you can attempt pretty much any skill your character's basic training gives them a basis in most things. Some agents might be trained primarily in surveillance, combat, investigation or even the occult, and sent out as required. Generally though, some skill in combat and investigation will be the most useful for any agent. All Kaabayeen agents must pick some level of skill in either Academic or Mysteries to represent their knowledge of Islam and religion in general. Religious lore and knowledge comes from the Academics skill, but the Technogrammaton comes under the heading of Mysteries.

Apart from that, any skill should work fine in this setting unless it has the word 'Starship' in the title! Had I got as far as finishing I'd provide more stunts and go over the ones available. However, common sense should make it quite clear what stunts you should be able to select. As computer systems are very advanced, those listed for Starblazer Adventures are all fine, but computers should be a separate skill from Science, with computer stunts applying only to the computer skill.

Your character will also collect a few aspects. At least one of these aspects should relate to their work as a Kaabayeen. They might be 'Dedicated' to the cause or at least the cause as they see it to be. However, in the face of what is going on they might equally be 'Jaded' or even suffering a 'Crisis of Faith'. The Kaabayeen are not all 'men in black' they are real people driven by duty and faith. However the Gamemaster may well play up the counter-terrorist aspect, where agents might be selected not so much for their faith but their skills.

Agents have access to the same sort of technology and back up as any other law enforcement agency. There is a certain amount of international jurisdiction, but this is balanced by a lack of power in areas of local and federal law enforcement. All agents are issued with a sidearm and state of the art computer systems so they can report to and receive updates from their superiors. The sunglasses are optional.
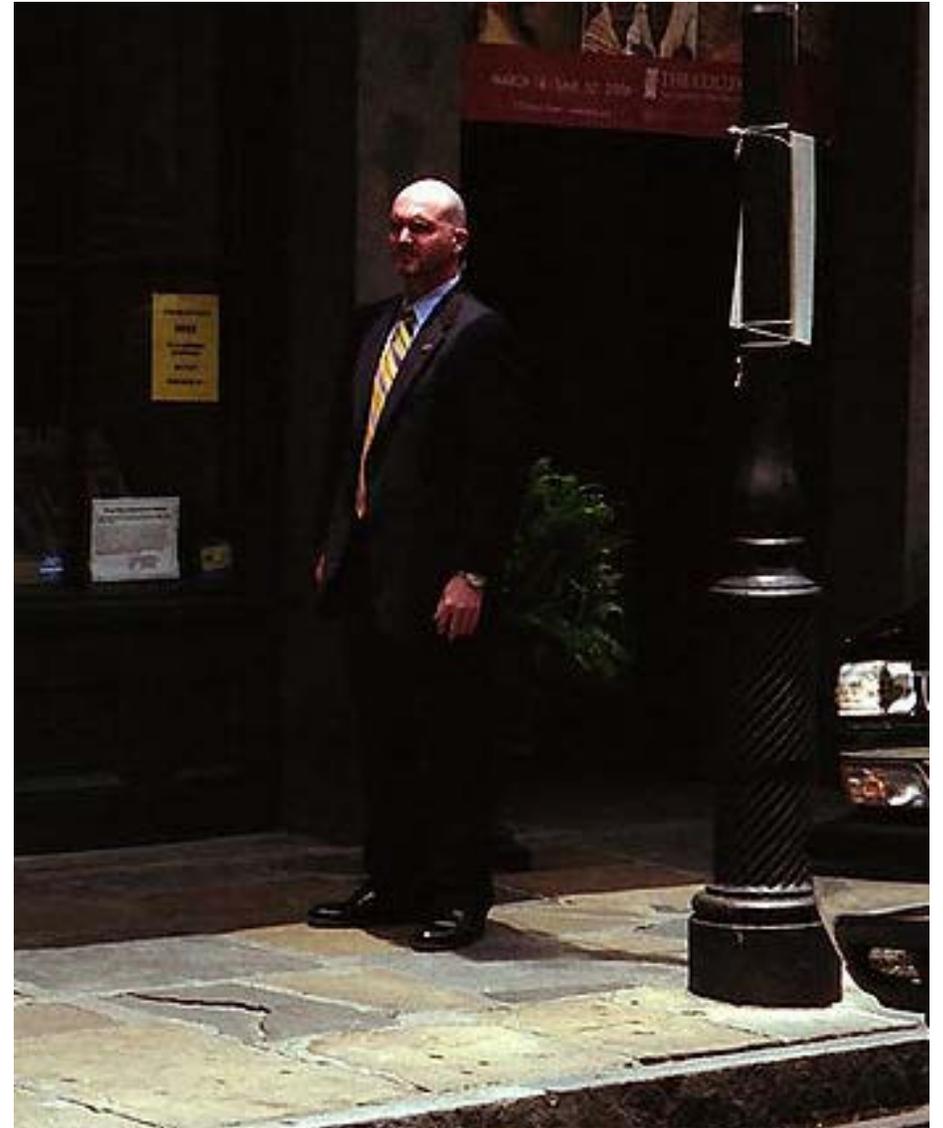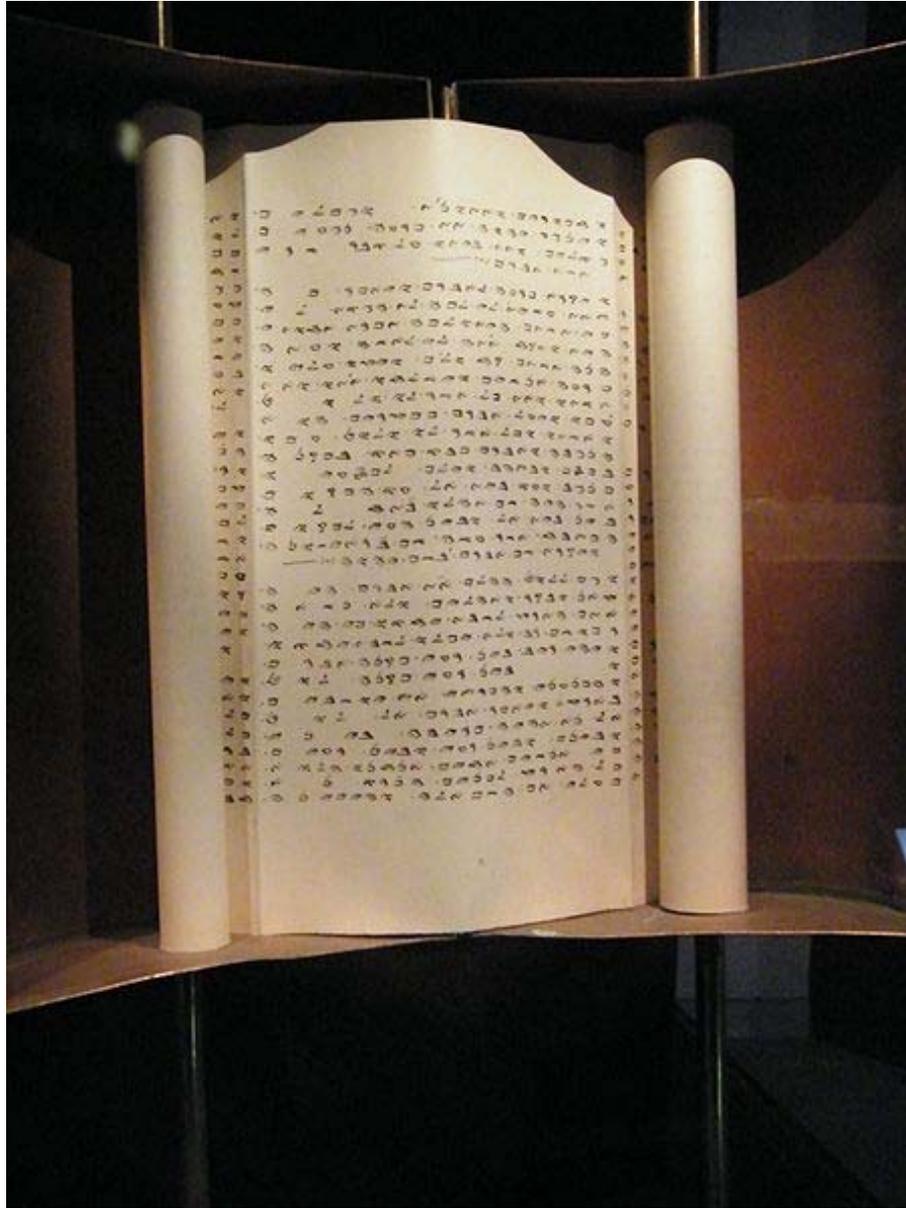
The Technogrammaton

No one is quite sure when Hebrew letters started to have power inside computer systems. Plenty of Kabbalah scholars insist they have always had this power, and just been waiting for technology to catch up. But many more suggest that as humanity nears some form of technological singularity God himself is trying to warn or help us move forward.

It was the Nazi's in World War 2 that first made the discovery that Hebrew characters could affect computer systems. Their reaction was paranoia and fear. Unable to master the nascent 'sorcery' and believing the Jewish people held the keys and refused to share them they set about systematically destroying the Jewish people to remove the threat. Thankfully they failed, although they caused terrible suffering and damage. However, the power of the Technogrammaton remained, and as computer systems advanced and interfaces improved, so has their power grown.

No one knows the limits of their power, and even the application of one or two letters can have incredible effects on a computer system. Many suggest this is due to the way all Hebrew letters have a numerical value. This value allows a computer to understand them. However, their effects are almost supernatural, suggesting that some other force is at work.

Using the Technogrammaton

There is far more to using the letter that simply learning what they mean. While we have supplied a quick one or two word meaning, they are much deeper than that. Like runes, each letter has a meaning that has to be felt and experienced as well as understood.

You can only know and understand them in their abstract sense that defies simple description. In this way each letter is a separate skill, and is learnt and gained in the same way as any other skill. However, when swapping skills of the skills tier you can only swap a Hebrew letter skill with a skill one level above or below it. They are neither learnt, nor forgotten easily.

Learning to use a skill requires you to understand its numerical value so you can input it into a computer system. Those with computer skills can create small programs that shortcut the 'true name' of the letter and speed up the process. However, you must still possess an understanding of the letter itself and its true meaning to know how to apply it. Like any number, use of the letters must be exact, and only with a deep understanding of it can they be applied at the right moment in the right way. Most of this ability is intuitive once you have come to know the letter in question, so their use is a question of feel and timing rather than computer knowledge.

So what can you do with the letters? Generally there are a few ways they can be applied, and they all depend on the amount of contact that you and your target have with a computer system.

At their lowest level they can be applied in programs to overrule the software you come across, as long as it too is not powered with one of the letters. If you are having trouble breaking through a security firewall, applying Yod or Daleth might break you in. If you are looking for specific data, Lamed might help you find it. If you are trying to create security then Taw will help protect your data.

At their highest level the letters can affect real people, as long as they have some form of connection to the computer system you are using. You need not have your brain jacked in (that technology hasn't quite made it yet) just be using some form of input device.

The more involved and connected you are the more the letters can affect you. The codes are communicated through your senses directly into the primitive parts of your brain. So by a form of hypnosis, people can be controlled and given tasks to accomplish, often without their knowledge if you are really good.

If the Gamemaster wants more 'powers' in the game the letters of the Technogrammaton might instead of skills be considered stunts under the Mysteries skill.
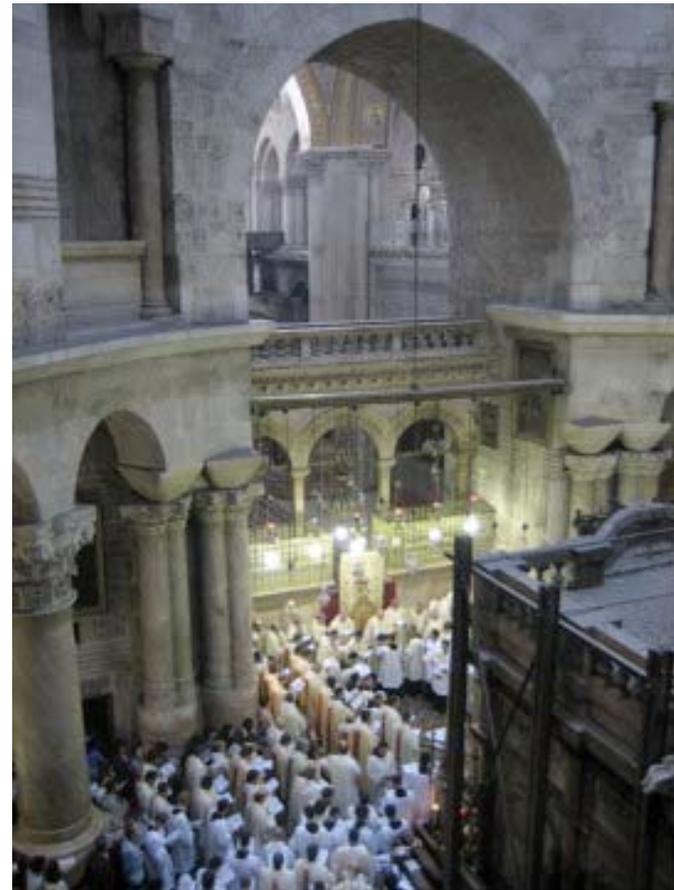
A summary of the Hebrew letters and their meaning follows below:

Letter	Name	Meaning	Value
א	Aleph	To learn or Teach, guidance	1
ב	Beth	House, household and home	2
ג	Gimel	To deal or bargain, or the results of a bargain	3
ד	Daleth	To enter or leave	4
ה	He	Behold! Often used as emphasis rather than a word itself	5
ו	Waw	A hook, to hold, to keep	6
ז	Zayin	Debate, but also conflict	7
ח	Heth	To fence in, also to destroy	8
ט	Teth	To knot tie or twist together	9
י	Yod	The hand as a fist, strength, power	10
ך כ	Kaph	The hand outstretched, supplication, weakness	20 / 500
ל	Lamed	Learning, scholarship	30

Letter	Name	Meaning	Value
ם מ	Mem	Water	40 / 600
ן נ	Nun	Propagate or increase, also offspring	50 / 700
ס	Samekh	To support or uphold	60
ע	Ayin	The eye, so also senses and expression	70
ף פ	Pe	The mouth, so also speech	80 / 800
ץ צ	Tsadhe	Hunting	90 / 900
ק	Qoph	A circle, a circuit, coming around again	100
ר	Resh	The head, summit also used to mean poison or venom as well as poverty	200
שׁ שׂ	Sin Shin	Tooth, also sharpen (either a blade or a tongue). Can also imply revenge and retaliation	300
ת	Taw	Limit, boundary	400

The Gathering Storm

The power of the Hebrew letters is not a new gift, but may be a sign of something more terrible on its way. More and more people who use the letters are being diagnosed with mental problems, as if their minds are being stretched beyond their tolerance. Those who have lost their minds to the Technogrammaton often say they have heard the voice of God. He has a mission for them, but one they do not understand. Despite being the ramblings of madmen, this 'voice of God' is remarkably consistent, between people who have no connection or cultural common ground. Investigating these occurrences are becoming a growing focus of the Kaabayeen.

At the same time, Christian terrorists seem to be advancing their agenda. Attacks are becoming more common and captured terrorists often claim the time is coming when they will 'remove the sin of the false prophet Muhammad, who corrupted the purity of Christ's words'. These fanatics often also suffer from the insanity of the Technogrammaton, but in different ways. They often manifest the symptoms of the 'voice of God' but often have quite different agendas.

Among the Kaabayeen a strange and new heresy is taking shape. The K'eeton himself has considered that the God of the Hebrews, Christians and Muslims may not actually be the same God. Ancient texts suggest that older Gods may have decided to claim to be the one true God. Could it be that God, Jehovah and Allah are indeed separate beings? If they are it seems they are seeking one final conflict that will decide who is the 'one true God'. A storm is coming, one that is biblical and ancient, and only the Kaabayeen stand between humanity and the wrath of their Gods.

Written by Andrew Peregrine

Art and graphics legally stolen from wikicommons

Hebrew letter details from:
http://www.abarim-publications.com/Hebrew_Alphabet_Meaning.html

￼ Technogrammaton

Character Name

Age/Gender

Skills

Legendary (+8)

Epic (+7)

Fantastic (+6)

Superb (+5)

Great (+4)

Good (+3)

Fair (+2)

Average (+1)

Aspects

Career Aspect

Physical Stress	1 2 3 4 5 6 7 8 9 10
Composure Stress	1 2 3 4 5 6 7 8 9 10

Consequences

Minor (-2)

Major (-4)

Severe (-6)

Extreme (-8)

Stunts

Fate Points   /   Refresh Rate