

DRAAK

Standing five to seven feet tall, with builds ranging from slender and sinuous to broad-backed magnificence (it isn't uncommon to meet individuals weighing 500 pounds), draak are humanoid dragons. Like their kin, they bear snouted heads, piercing eyes, and scales the color of fire, liquid gold, polished onyx, or any other color ever seen on a dragon's hide.

Confidant and forceful, draak make excellent Warriors and Mages, especially since, unlike their larger kin, they're commonly driven by wanderlust and ambition. Outsiders sometimes call the draak "drakes" along with a host of other smaller dragon-like creatures, but draak view the term with anything from irritation to amusement. Nevertheless, the "corsair drakes" who raid the seas just beyond the docks of Breakwater Bay and Freeport represent a classic draak enterprise, combining a thirst for adventure with a draconic love of wealth.

There are almost as many stories about the origins of the draak as there are draak themselves—they love to tell epic creation myths that foreshadow the historical and prophesied glories of their people. In all the stories, draak are mighty Warriors

and workers of magic, and these claims, at least, are no exaggeration: when they pursue the arts of war and sorcery they often unlock legendary might. Between tales of the draak and their known aptitudes, it is no surprise communities variously revere or fear them. A draak might defend another peoples' settlement for a human lifetime, or might be known as a danger across generations, immortalized in epic tragedies.

DRAAK NAMES

FEMININE NAMES: Azzoria, Ellanaraz, Kolra, Nothka, Taneen, Sharlarrak, Ulrua

MASCULINE NAMES: Braal, Charrax, Flagrath, Garkath, Morgarro, Rastilak, Zarrian

FAMILY NAMES: Brightflame, Darktide, Lightningscorch, Frostfire, Stonescale, Whirlingdeath

PLAYING A DRAAK

If you want to play a draak, modify your character as follows:

- Pick one of the following ability focuses: Strength (Intimidation) or Willpower (Self-Discipline).
- You have Dark Sight, which allows you to see up to 20 yards in darkness without a light source.
- Your Speed is equal to 10 + Dexterity (minus armor penalty if applicable).
- You can speak and read Draak and the Common Tongue.
- Select two additional benefits from the **Draak** table. Selecting an ability increase counts as both your benefits. Alternatively, the GM may allow you to roll twice to gain two random benefits (roll 2d6 and add them together).



DRAAK	
BENEFIT	2d6
ABILITY BONUS: +1 Constitution	2
ARMORED: Your Armor Rating is increased by 2	3–4
FOCUS: Constitution (Stamina)	5
MAGICAL RESISTANCE: Choose one ability focus from among Constitution (Stamina), Intelligence (Arcane Lore), or Willpower (Self-Discipline). You may make tests using this ability + focus instead of the usual test to resist or reduce the effects of a spell. Once you choose the type of test, it cannot be changed later.	6
ABILITY BONUS: +1 Intelligence	7–8
ANCESTRY STUNT — FLAME BREATH: You may spend 4 stunt points to immediately cast the novice Fire Arcana spell <i>flame blast</i> (see CHAPTER 5) as a free action.	9
FOCUS: Intelligence (Research)	10
ABILITY BONUS: +1 Willpower	11
ABILITY BONUS: +1 Strength	12

DWARF

Most stories about the origins of dwarves are associated with stone, metal, and the deep places of the world. They say dwarves were carved from the stones of the mountains and hills by the gods, or sprang from great crystal caves or geodes in the depths, or were forged upon a divine anvil, providing their great endurance and kinship with metalwork.

Dwarves are known for their skill at arms and their talent as miners and builders. They call the hills, mountains, and underground cities home, but many dwarves are wanderers or merchants, responsible for bringing both trade and news back to their holdfasts. Dwarven enclaves are also common in many cities not built or controlled by dwarves.

Descendants of other ancestries often view dwarves as courageous and stalwart at best, or greedy and taciturn at worst. While not xenophobic, many dwarven settlements have a culture that can be gruff and exclusionary toward non-dwarves. However, once a dwarf considers someone a friend, they are loyal and kind forever after. Similarly, a dwarf who's been betrayed has a long memory, and will bear that grudge for centuries.

It's common for dwarves to be organized into clans of varying sizes, which are connected by a web of alliances to and rivalries with numerous other groups. Among these clans, the amount of responsibility an individual dwarf holds depends entirely on their standing. A young, but trustworthy dwarf could hold significantly more power than an older, more experienced family member who's proven unreliable.

Not as small as halflings, nor as tall as humans, adult dwarves range in height from four to five feet, but are generally stocky and solidly built. Dwarves are famous for their beards, which they can grow long and thick, and may be worn plaited, braided, in tails, or any number of other styles. Dwarves live two or three times as long as humans and remain vital and strong until the see their deathbeds.

DWARF NAMES

FEMININE NAMES: Ailine, Dara, Kalin, Klara, Mora, Telka, Ulma

MASCULINE NAMES: Bodag, Crag, Doffin, Hador, Gurt, Thorik, Warrik

CLAN NAMES: Bronzeblade, Highcliff, Ironshield, Rockhammer, Steelhelm, Stonebones

PLAYING A DWARF

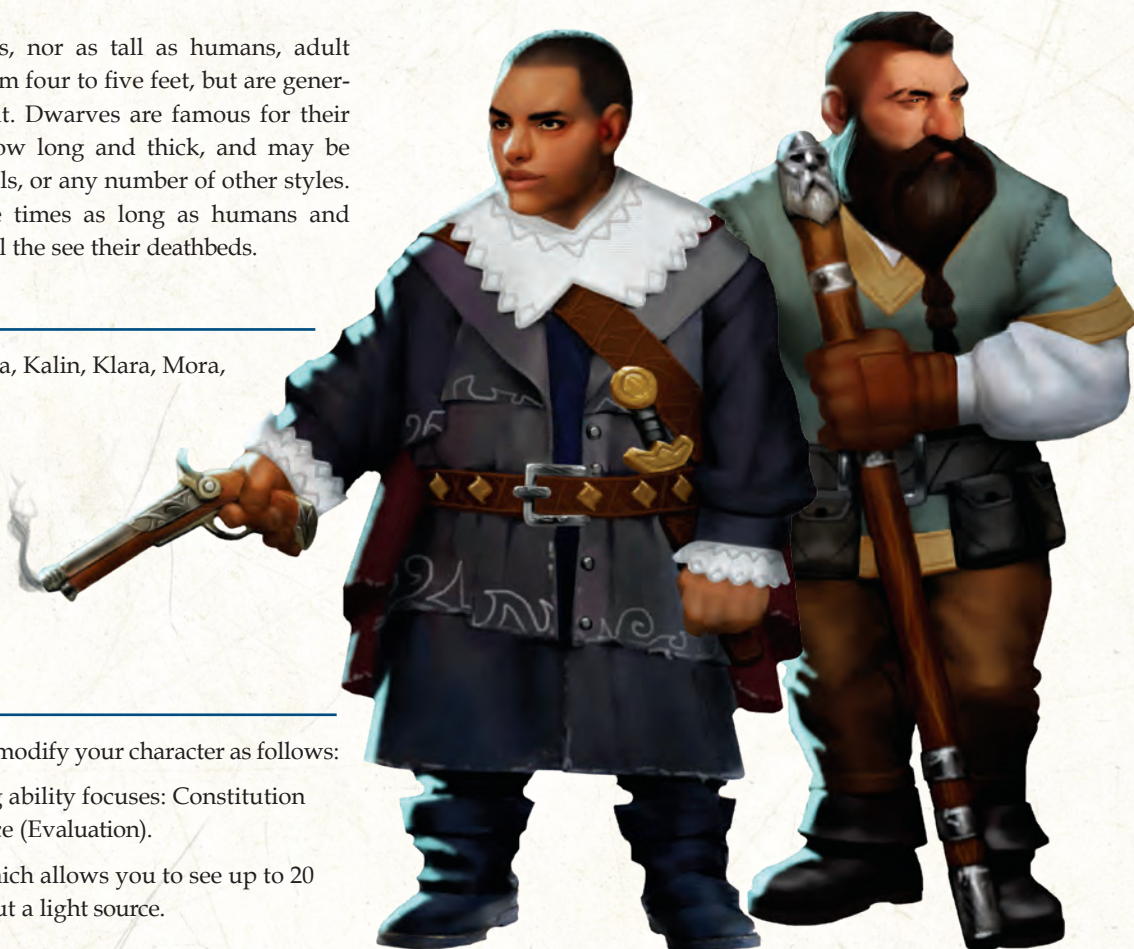
If you want to play a dwarf, modify your character as follows:

- Pick one of the following ability focuses: Constitution (Tolerance) or Intelligence (Evaluation).
- You have Dark Sight, which allows you to see up to 20 yards in darkness without a light source.

- Your Speed is equal to 8 + Dexterity (minus armor penalty if applicable).
- You can speak and read Dwarven and the Common Tongue.
- Select two additional benefits from the **Dwarf** table. Selecting an ability increase counts as both benefits. Alternatively, the GM may allow you to roll twice to gain two random benefits (roll 2d6 and add them together).

DWARF	
BENEFIT	2D6
ABILITY BONUS: +1 Willpower	2
FOCUS: Intelligence (Historical Lore)	3–4
STOUT: Your Speed is not reduced by armor penalties.	5
WEAPON GROUP: Axes*	6
ABILITY BONUS: +1 Fighting	7–8
FOCUS: Strength (Smithing)	9
FOCUS: Intelligence (Engineering)	10
ABILITY BONUS: +1 Constitution	11
ABILITY BONUS: +1 Strength	12

* If the class you choose provides this already, you can take the focus Fighting (Axes) instead.



ENVOY

An Envoy is a master of social situations, building or exploiting relationships and group interactions. The classic Envoy is an agent of a ruling court or council who both carries out the orders of their superiors and works to increase their own influence and rank. You can also use the Envoy to represent anyone who is primarily concerned with deals, diplomacy, leading, or deceiving others, from a noble captain of the guard to a scoundrel with a heart of gold or even a con artist.

As an Envoy, you aren't the best fighter in combat, and don't have the stealth and subterfuge a Rogue uses to pick off foes from the shadows. You can still hold your own in a fight, especially if you can find weaker-willed targets to cow or bamboozle,

but the Envoy is much more in their element in social encounters. If you are playing an Envoy, you should expect to do a lot of the talking with patrons, friendly rivals, suspicious officials, and tight-fisted merchants.

PRIMARY ABILITIES: Communication, Fighting, Intelligence, and Willpower

SECONDARY ABILITIES: Accuracy, Constitution, Dexterity, Perception, and Strength

STARTING HEALTH: 25 + Constitution + 1d6

WEAPON GROUPS: Any three of the following: Black Powder, Bludgeons, Bows, Brawling, Light Blades, Slings, or Spears

CLASS POWERS

Envoys gain the following powers at the specified level.

LEVEL 1

COORDINATE

You create opportunities for your allies. Whenever you generate stunt points from rolling doubles, you gain 1 SP that you can give to another character. Alternatively, you can give 2 of your SP from the Stunt Attack action (see CHAPTER 2) to an ally. If you roll doubles on a Stunt Attack action, you gain +1 SP and can transfer 3 SP to an ally. Your ally must use the SP granted at the next available opportunity (their next turn in action time) or they lose them.

DAZZLE

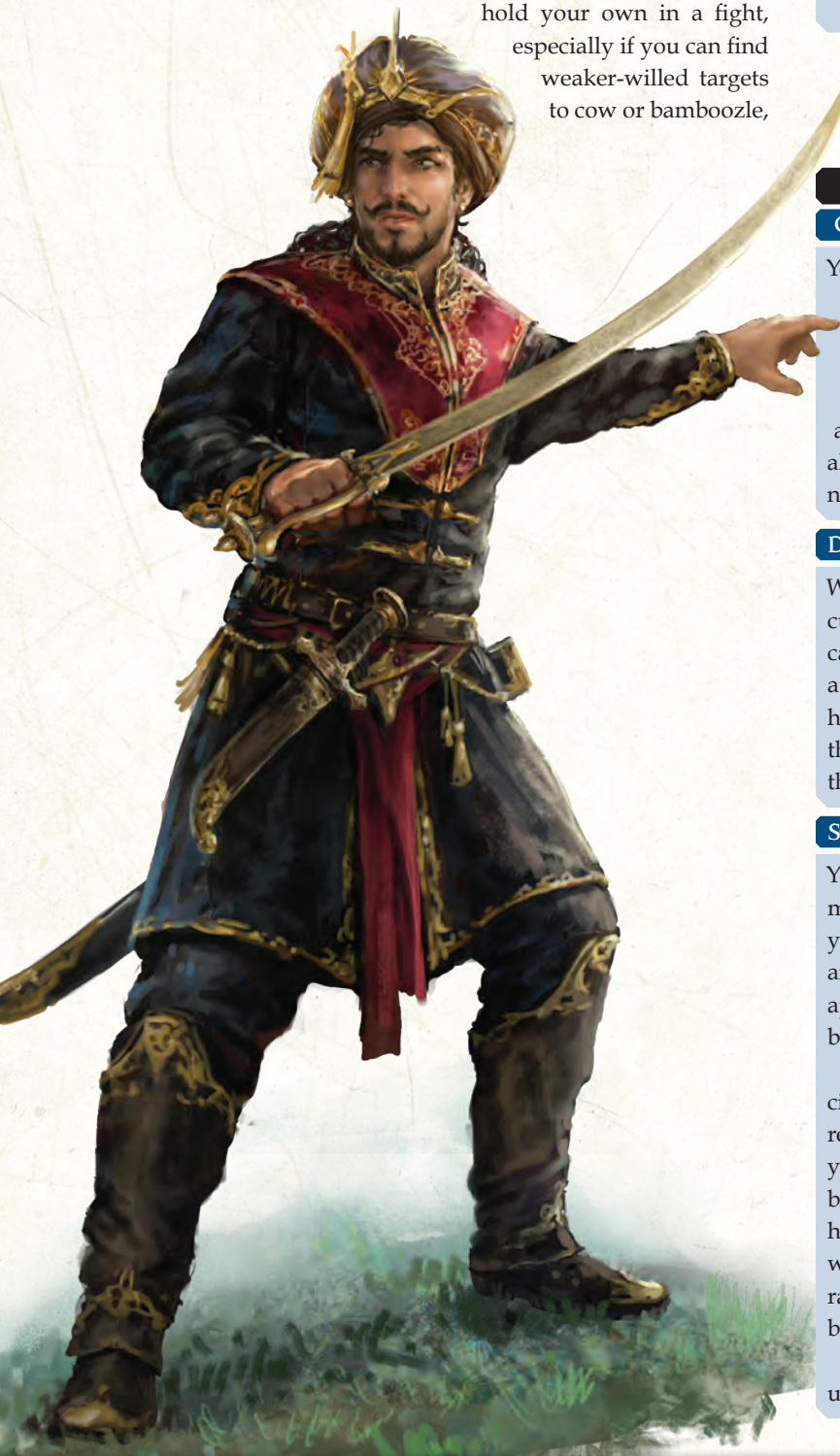
Whether it is through charming patter, a dour glare, cutting remarks, or the performance of tricks and art, you can dazzle a foe, leaving them unable to concentrate on attacking you. As a minor action select one foe, who can hear you, to dazzle. If your Communication is greater than their Willpower, you gain a +1 bonus to Defense against their attacks until the beginning of your next turn.

SOCIAL CHAMELEON

You have two social classes, and two backgrounds. Determine your first social class and background normally. For your second social class and background, you may select any different social class and then select any background appropriate to that social class. You select a focus for each background, as normal (thus gaining one additional focus).

Select one social class and background that represent the circumstances you found yourself in as a child. The other represents a second society you successfully integrated yourself into, gaining a new social class and background by the time you were a young adult. For example, you may have been born into the life of a criminal but fought your way up to be seen as a dilettante. Or you might have been raised as a guildier but spent enough time with soldiers to be able to move comfortably among them.

When using backgrounds to determine starting wealth, use the higher of your two backgrounds.



SPECIALIZATION

You may pick one specialization allowed by your class (see **CHAPTER 3: CHARACTER OPTIONS**) and gain the Novice degree of its specialization talent. For this specialization, you do not need to meet any requirements listed other than allowed class. Specializations help you customize your character and give them a theme. The specializations available to Envoys are:

Arcane Disciple, Aristocrat, Bard, Champion, Crime Lord, Diplomat, Heritage (Divine, Fey, or Infernal), Knight, Mariner/Pirate, Marked, Mystic Navigator, Spy, Skald.

STARTING TALENTS

You become a Novice in two of the following talents: Animal Training, Carousing, Command, Contacts, Inspire, Intrigue, Linguistics, Lore, Oratory, Performance.

EVEN-NUMBERED LEVELS

At levels 2, 4, 6, 8, 10, 12, 14, 16, 18, and 20 you gain the following:

ABILITIES

You gain one ability advancement, which you must spend on a primary ability.

ADVANCEMENTS

You gain one stunt advancement and one talent advancement. At levels 6, 12, and 18, your stunt advancement can be to select a class stunt from another class (see **Class Stunts** in **CHAPTER 6: STUNTS**).

FOCUS

You gain one ability focus, chosen from your primary abilities.

ODD-NUMBERED LEVELS

At levels 3, 5, 7, 9, 11, 13, 15, 17, and 19 you gain the following:

ABILITIES

You gain one ability advancement, which you must spend on a secondary ability.

ADVANCEMENTS

You gain one specialization talent advancement.

FOCUS

You gain one ability focus, chosen from your secondary abilities.

LEVELS 4, 8, AND 12

NEW FOCUS

You learn a new focus of your choice.

LEVEL 4

DOUBLETALK

You are an expert in manipulating the direction of social interactions to your favor. Once during a social encounter,

you can attempt to direct the flow of events to your favor. This allows you to perform a basic social stunt for 2 SP less than usual, to a minimum cost of 0. You may choose to do this after making a check that generates SP, or when taking any other action. Unlike most reductions of stunt costs, if you lower the cost to 0 or less, you can perform the stunt even if you do not generate stunt points. You cannot use this ability during combat or exploration encounters, as the events are too chaotic to be subject to your subtle manipulations.

LEVEL 6

ADVANCEMENT

You gain one Defense advancement (+1 Defense).

DAMAGE BONUS

You may add your weapon focus (if you have one) when inflicting damage with a melee or ranged attack.

LEVEL 8

STUNNING REPORTE

You can daze or distract opponents with carefully chosen and timed words that affect targets capable of understanding you. To use this power, take a major action and defeat the target in an opposed Communication (Deception or Persuasion) test versus their Willpower (Self-Discipline) roll. If you succeed, your target can only take a single minor action on their next turn (see the **Stunned** condition in **CHAPTER 2**).

LEVEL 11

ADVANCEMENT

You gain one Defense advancement (+1 Defense).

DAZZLE BONUS

Your bonus to Defense from Dazzle is now +2 rather than +1.

FOCUS BONUS

Your focuses now provide a +3 bonus instead of +2.

LEVEL 16

ADVANCEMENT

You gain one Defense advancement (+1 Defense).

STUNT DIE TO DAMAGE

You may add the value of the Stunt Die of your attack test when inflicting damage against a creature with a Willpower lower than your Communications.

LEVEL 20

EPIC ENVOY

Pick one type of stunt (combat, exploration, or social). You gain a +1 stunt point bonus when generating stunt points of that type.



6: STUNTS

Now that you know all the basic rules for playing the game, you can explore encounters and use the dice to help determine their outcomes. You're all set to brawl with enemies, solve mysteries, and sway hearts and minds. *This* chapter introduces a way to make those encounters more exciting and dynamic, called **stunts**. With stunts, a hero can win an argument or defeat a foe with style. You can perform maneuvers to give yourself or your teammates extra advantages to accomplish feats more complex than the basic rules cover. Most NPCs can also use stunts, so the GM can mix things up and make challenges more fun.

While **CHAPTER 2: BASIC RULES** covered combat stunts, you can use them in all forms of encounters. This chapter contains a full listing of the stunts you'll use in the game, with two exceptions. First, chase stunts, found in **CHAPTER 8: MASTERING THE RULES** along with the rules for chases, should be provided by the GM whenever relevant. Second, creature stunts, which are tailored to particular entities and can be found in their relevant game statistics.

GENERATING STUNT POINTS

To use stunts, you must generate stunt points (SP), which you can spend to pull off stunts of varying potency. You generate stunt points in the following ways:

- **DOUBLES:** When you're successful on an ability test and you roll doubles on any two of the dice (rolling the same

number on all three dice has no extra benefit) you generate a number of SP equal to the value shown on the Stunt Die.

- **STUNT ATTACK:** The Stunt Attack action (see **CHAPTER 2**) generates 2 SP on a success whether you roll doubles or not but does not cause damage or have other effects. If you roll doubles, you get these 2 SP or the number on the Stunt Die, whichever is higher.

Some optional rules, such as Relationships in Chapter 7, provide other ways to generate stunt points.

When the test is a simple test, as described in **CHAPTER 2**, it cannot generate stunt points with doubles, and it can't have stunt points spent to enhance its results. The test either achieves its base result or not, with no further complications. All tests prompted by stunt descriptions are simple tests as well, so a stunt that requires a roll cannot itself generate stunt points.

SPENDING STUNT POINTS

You can buy one or more stunts with a total cost equal to or less than your available SP. The stunts activate immediately, according to the rules listed for each individual stunt. Some of the rules for spending stunt points were covered in **CHAPTER 2**, but we'll restate, clarify, and expand them as follows.

KNOW THE STUNT

If your character doesn't have access to the stunt, you can't spend SP on it. Your character has access to stunts from the following sources.

TRUST YOURSELF

This chapter goes over the rules for stunts in a great deal of detail to clarify anything that might seem ambiguous at first glance. This isn't because stunts are complicated, but so simple in execution you may suspect something's missing. In practice, simply spending SP and following the stunt's description works in the vast majority of cases.

BASIC STUNTS

All characters and creatures can use basic stunts. Basic stunts exist for combat, exploration, and social actions.

ADVANCED STUNTS

At each even-numbered level you can gain an advanced stunt (see **CHAPTER 1: CHARACTER CREATION** for details). The most common advanced stunts are class stunts, available only to members of their character class. Class stunts are superior to basic stunts; they give members of each class distinct actions they can perform. In some campaigns there may also be other forms of advanced stunts available.

SITUATIONAL STUNTS

Spell stunts and chase stunts are examples of situational stunts, which apply to a narrower group of actions than most other stunts. Spell stunts can only be used while casting spells, and chase stunts can only be used by participants in a chase using the rules in **CHAPTER 8**. Some creatures in **CHAPTER 9: ADVERSARIES** have unique stunts reflecting their extraordinary abilities. Other situational stunts may come up in play as well, often tied to specific locations. For example, the GM might create a stunt to reflect swinging from place to place using vines, or ship's rigging, if these are nearby.

USE SP OR LOSE THEM

You must spend all the stunt points you gain from doubles and the Stunt Attack action immediately. Any unused SP are lost. SP from other sources, such as the Envoy's coordinate ability, can be spent on your first turn after gaining them, but after you have had a chance to buy stunts with them, the remainder vanish as well.

THE STUNT MUST FIT THE ACTION

Some stunts, such as spell stunts, are strictly linked to certain actions and situations. If a stunt has this characteristic it will either be noted in its stunt list or have brackets such as (Spells) to indicate such restrictions. Many stunts don't have these but are narrow in scope. For instance, you can't spend SP on Mighty Blow after a social action without a good explanation of how. The Game Master is the final judge of a stunt's restrictions.

THE STUNTS MUST TELL A STORY

Your stunts must represent actions and events in the game world—in other words, they must tell part of the story. For

instance, you'd be hard-pressed to use Sabotage to represent a life-or-death wrestling match. On the other hand, using stunts creatively is part of the fun and the GM should allow inventive justifications for particular stunts.

YOU CAN'T TAKE THE SAME STUNT TWICE

You can spend SP on multiple stunts, combining them to enhance a single action, but you can't spend SP on exactly the same stunt more than once. Some stunts have variable SP costs, and don't count as more than one stunt when you spend more SP for enhanced effects.

NARRATING STUNTS

Once you've decided which stunts to perform, narrate how your character did it. If your character performed multiple stunts at the same time, describe them all as part of or resulting from the action that generated the SP. For instance, if you make an attack, then perform the Skirmish and Knock Prone stunts, you might say, "I slide down the banister to kick him squarely in the chest, sending him flying across the room. He slams into the wall and lands in a heap."

STUNTS IN THE STORY: AN EXAMPLE

A baron hires the Rogue, Najah, to stop a local secret society from trying to oust him as their liege. Disguised as a wandering tinker, she infiltrates a meeting of the group at a local tavern, but she still doesn't know who, among those assembled, is the agitator behind the movement. The GM asks Najah's player to make a Communication (Investigation) test to try to figure it out as she talks to those present and observes their body language.

The GM secretly sets the target number for this test at 13. Najah has Communication 2 and possesses the Investigation focus. She rolls 4, 4, and 3, with the 3 being the Stunt Die result. Her total is thus 15, which exceeds the target number. The GM confirms that Najah was successful. Since doubles were rolled, the test generates stunt points equal to the Stunt Die result of 3.

Since this is out of action time, combat stunts are inappropriate. Najah can use social stunts, exploration stunts, or one of the Rogue stunts she knows, though many Rogue stunts don't necessarily apply to the task at hand. No matter the stunt she picks, she must explain how it works in the story, though the GM should be ready to provide suggestions if asked.

She considers using the Pay Attention basic social stunt to try to learn something else about the members of the secret society or the place where they are meeting, while also on the lookout for the ringleader. However, she needs to get back to the baron without being followed. Unfortunately, she's 1 SP short of Cover Your Tracks, which would be ideal.

In the end she spends 1 SP on the Impress basic social stunt targeting the person she convinced to let her into the meeting to make her subsequent actions easier, gaining a +1 bonus to her next social test directed at that individual, and 2 SP on the Wariness basic exploration stunt, providing +2 to rolls to avoid the negative consequences of her actions, such as shaking the tail of a suspicious rebel.

halved because the smoke makes it hard to see where to go. They could also leap from the window of their room but the distance and the fire on the lower floors makes this another major hazard that inflicts 4d6 penetrating damage. A successful TN 11 Dexterity (Acrobatics) test halves the damage. Do the PCs dash through the inn, potentially taking damage over several rounds but enjoying the protection of their armor, or do they make the jump to freedom and hope the penetrating damage isn't too bad?

THE RUSHING RIVER

A PC must swim across a rushing river to deliver a vital message. The river is swift and there are rocks beneath the surface that make the crossing more perilous. They must make an advanced test with a Success Threshold of 7 (see **Advanced Tests**). Each round the character must take a TN 13 Constitution (Swimming) test. If they succeed, the result of the Stunt Die counts toward the Success Threshold. If they fail, they take 2d6 damage from the rocks and/or inhaled water. They keep making tests until they make it across or are reduced to 0 Health.

OPTIONAL

HORROR

In some campaigns, fear and reality-distorting forces are as dangerous as physical wounds, if not more so. In Freeport, the pernicious influence of the Yellow Sign and the entities it represents start by breaking victims' perception of reality. Those who witness such terrors see afterimages of them, devise strange rituals to comfort themselves, or retreat into alternative realities of the mind. Mundane disturbances can also affect a character's relationship with reality. Grisly scenes, pursuit by slaving monsters—these can have persistent effects as well. All of these are sources of horror.

In game terms, horror is a type of hazard that affects the psyche more than the body. Horror causes fear or confusion, followed by the possibility of gaining **distortions**, depending on how well the character resists the shock of a horrific experience.

THE HORROR TEST

When the Game Master decides a horrific event has occurred, they call for a horror test for all who witness it. A horror test is a Willpower test, with both the focus used and the result of success or failure, depending on the nature of the horror—whether it's Unnatural, Revelatory, Threatening, or Vile. A given source of horror usually fits into more than one category, but the GM should still pick one that cleaves closest to the horror's nature, even if only by a hair's breadth.

A horror test's TN is based on the intensity of the situation as measured by the **Horror Tests** table or decided upon by the GM. However, the GM can always decide whether something calls for a horror test or not, even if it appears here as an example of a horrific event, to properly fit the mood of the campaign.

HORROR PARAMETERS

The horror rules in this section not only model the stresses of encountering bizarre creatures and phenomena, but the possible fallout from less exotic stresses, such as combat and disgusting environments. As GM, you must decide which phenomena triggers the horror rules, and which don't. For example, in a campaign where heroes take on the cults of unspeakable beings with swords in hand, you may rule that combat and scenes of carnage don't trigger these rules, but that foul beings from strange spheres and the reality twisting rites of certain mystics do.

The easiest way to customize this is to decide certain types of horrors from the four defined here—the Unnatural, the Revelatory, the Threatening, and the Vile—don't invoke these rules. In the example campaign above, where only the supernatural provokes horror, the Threatening and the Vile don't have any of the effects listed in this section, beyond ordinary fear and revulsion.

HORROR TESTS

TN	INTENSITY	EXAMPLE
9	Startling	Blood pooled around where a corpse was. (<i>Vile</i>)
11	Unnerving	The creaking walls appear to say, "Get Out." (<i>Unnatural</i>)
13	Disturbing	Having killed your companion, enemies now outnumber you 2 to 1 (<i>Threatening</i>)
15	Arduous	A shapeshifter has been impersonating someone you love (<i>Revelatory</i>)
17	Harrowing	Trapped in a chamber full of mutilated corpses (<i>Vile</i>)
19	Mind-Cracking	The archdemon that ends the world arrives (<i>Unnatural</i>)
21	Annihilating	Looking into Void, the Master of the Yellow Sign looks back (<i>Revelatory</i>)

THE UNNATURAL

WILLPOWER (COURAGE)

Disturbing supernatural phenomena such as dark magic and entities empowered by it.

HORROR TEST FAILURE: Confused

THE REVELATORY

WILLPOWER (FAITH)

Disturbing insights about oneself, one's society, the supernatural, or the nature of the cosmos itself.

HORROR TEST FAILURE: Confused

THE THREATENING

WILLPOWER (MORALE)

Situations that make characters feel powerless and in danger, such as disease, disaster, and overpowering enemies.

HORROR TEST FAILURE: Frightened

THE VILE

WILLPOWER (SELF-DISCIPLINE)

Scenes that evoke disgust or fear primarily due to their material forms. This is the category of charnel houses and torture chambers.

HORROR TEST FAILURE: Frightened



HORROR TEST RESULTS

If you succeed at a horror test, you may be rattled, but don't suffer its full effects. If you fail, you gain the condition noted for the horror type: Confused or Frightened. The condition's duration lasts for 2d6 rounds.

When the condition expires, you must make a second horror test to see if there are any lasting effects. If the source of the horror is no longer present, you gain a +1 bonus to this second test. Other circumstances can increase this bonus, up to a +3 or higher (or even automatic success if the GM chooses) if you defeated or eradicated the source of the horror. If you fail the test, you gain a distortion: a view of reality that most people would consider inaccurate, or a compulsion that might cause problems.

DISTORTIONS

Numerous forms of distortions exist. The **Sample Distortions** presented following provide a starting point. The Game Master picks a distortion to fit the horror that triggered it.

Distortions come in four degrees: transitory, short term, long term, and indefinite. This measures how long the distortion lasts, as follows:

- **1ST DEGREE—TRANSITORY DISTORTION:** The distortion's effects last for 1d6 hours.
- **2ND DEGREE—SHORT-TERM DISTORTION:** The distortion's effects last for 1d6 days.

- **3RD DEGREE—LONG TERM DISTORTION:** The distortion's effects last for 1d6 weeks.
- **4TH DEGREE—INDEFINITE DISTORTION:** The distortion lasts until removed.

When you first gain a distortion, it's transitory—1st degree. When the distortion finishes its duration, make a third horror test, this time with a flat +2 bonus. If you succeed the distortion passes. If you fail it merely becomes *permanent*, but dormant. It manifests again, for a duration based on its degree, whenever you encounter a horror of the same type or the GM feels a situation similar to the one which prompted the distortion comes up.

SAMPLE DISTORTIONS

ECCENTRIC

Your personality has changed. The old you? Submerged, too difficult to deal with, and perhaps even a danger to others. The new you? Well, that may be rough around the edges and given to odd habits, but you'll take anything to get away from who you once were.

MARKED

Whatever's behind the incident knows all about you. It or its agents follow you. They're planning something, and your days are numbered. You've seen glimpses and heard whispers of the plot against you. Why hasn't anyone else? You might surrender to your doom or load up with everything you need to fight.