

# EXEMPLAR

A ROLE-PLAYING GAME

BY

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# WARNING

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## TABLE OF

# CONTENTS

TITLE PAGE	1	RESISTANCE	14	IGAC PERSONALITY	20
WARNING	2	PREREQUISITES	14	<b>CH. 5: SETTING</b>	21
TABLE OF CONTENTS	3	ALPHABETICAL LISTING	14	THE IGAC, IN GENERAL	21
INTRO: CONCEPTS	4	AVALON PER. TRANCE	14	EXEMPLAR ORDERS	21
THE UNIVERSE, BRIEFLY	4	BALANCE	14	TEMPLAR/JUSTICAR	22
ROLE-WHATTING?	5	BYPASS	14	NAVIGATOR	22
RULES IN A NUTSHELL	5	COMPEL	14	INFILTRATOR	22
STUFF YOU NEED	5	COUNTERATTACK	15	FREE ORDERS	22
FEEL AND SOURCES	5	CØN. OF NØNEX.	15	PRIME	22
<b>CH. 1: CHARACTERS</b>	6	DIFF. OF FØRCE	15	CØNNECTING THE DØTS	23
CHARACTER CØNCEPT	6	ENERGIZE	15	EXAMPLE PLANET, EPSILON	23
STYLES	7	EMPOWERED STRIKE	15	<b>CH. 6: WRAITHS</b>	25
METAPHYSICS	7	FØRCE DAM. FIELD	15	SCENARIO SUMMARY	25
COMBAT	7	LIGHT. WAR. STANCE	15	NAMED NPCs	25
PLOT POINTS	7	MØUNTING TENSION	15	CITIZEN TRENTØN	25
STATTING ØUT	7	ØMINI. PER. TRANCE	15	CMDR. SAMUELS	26
AIMS AND CØNNECTIONS	8	PINPØINT ACCURACY	15	INFILTRATOR HYERT	26
A FEW EXAMPLES	8	PRISM. PER. TRANCE	15	CMDR. CØNNERS	26
NAVIGATOR	8	PSYCHIC PER. TRANCE	16	CIVILIAN REMEY	27
ASSASSIN	8	PSYCHIC REFØCUS	16	NØTED UNNAMED NPCs	27
TECHNICIAN	8	PSYCHIC REFRESH	16	MINØR EXEMPLAR	27
<b>CH. 2: ACTION</b>	9	STEP WITHOUT WALK	16	WRAITHS	27
RECAP	9	STRIKE FIRST STANCE	16	FITTING THE PCs IN	27
DIFFICULTY DICE	9	TELEKINETIC FØRCE	16	SCENE 1: LIFT ØFF	27
BØNUSES AND PENALTIES	9	TELEPATHY	16	SAMUELS EXPLAINS	28
CHANCE RØLLS	10	TEMPERATURE TØLL.	16	CØNNERS EXPLAINS	28
COMBAT	10	THØUGHT SCANNING	16	SCENE 2: EPSILON ØRBITAL	28
EFFECTS OF ATTACKS	10	WARP NAVIGATION	16	REMEY EXPLAINS	28
SPECIAL COMBAT SITUATIONS	11	<b>CH. 4: CASTING</b>	17	SCENE 3: BØARDING PURITY	29
PLOT POINTS	12	TWO TYPES OF NPCs		HYERT EXPLAINS	29
ADVANCEMENT	12	NPC STAT TEMPLATE	18	SCENE 4: RETURN TØ PURITY	29
<b>CH. 3: METAPHYSICS</b>	13	PØRTRAYING NPCs	19	EPILOGUE	30
USING WILLPØWER	13	EXAMPLE NAMED NPCs	19	<b>REFERENCE SHEET</b>	31
NEMESIS	13	IGAC EXEMPLAR	19	<b>CHARACTER SHEET</b>	32
TECHNIQUES	14	EXEMPLAR ØFFICER	20		
ACTIVATION	14	NAVIGATOR	20		

## i n t r o d u c t i o n

## CONCEPTS



So picture this. You're all dressed out in your shiny white plastic and aero-aluminum body armor, striding through the main tube of one of the hugest space faring constructs known to man. You've got a shield across your back, a sword on one hip, rifle on the other, pistol in a shoulder holster and knives up your sleeves and in your boots, and you know how to wield every last one. You're a badass, pure and simple.

White lights flash, which is okay, because lights flash all the time and in these parts, everything that's anything is either white or chrome, and the techies haven't managed to make chrome lighting yet. But these aren't your standard flashing white lights. These are your hey, buddy, wake the hell up because someone's shooting a stream of lead and microwave radiation at your thorax. So you're alert, you're ready, you form up with your buddies, stand in position, and crack! there they are, grubby browns and greens and blacks invading your nice pristine corridors.

Someone hurls a knife, but that's okay; you've already got your sword out, and no Justicar worth his salt wouldn't be able to knock a sluggish piece of scrap metal out of the air with that. So the knife's on the floor now, but not before you're on that bastard, slash-slash and now they're bleeding, damn--there goes your shield--out comes your pistol and now the party's just got started...

## THE UNIVERSE, BRIEFLY

White and chrome are the colors of the day. From the city-planet of Prime to the colossal Warships to the arms and armor of the Marines Templar and Justicar,

shining white plastic and gleaming metal are the bread and butter of Man's universal pallet. White and chrome are holy colors because they exemplify purity and imitation of one's surroundings.

Or so sayeth IGAC, the Intergalactic Government And Church, and what IGAC says is law. IGAC is wise and all knowing and looks out for its own. Stay with the pack, be like the pack, live the pack is their mantra. Self discipline, suppression of desire, and perfect control over one's faculties are the highest virtues that any man or woman could hope to achieve in their lifetime. And such are embodied by the Exemplar Orders Various.

The Templars are the guys who go around and beat shit up in the name of the church. The Justicars are a lot like the Templars, but their device is the scale of justice. The Navigators navigate, charting Jumps and making sure those great big heaps of shiny white metal and plastic don't end up so many atoms strewn about the universe. Not everyone has what it takes to be an Exemplar, but these guys, they have it and more. There are others, but no one really cares about them, because they're not nearly as obvious as the Templars, Justicars, and Navigators. The other guys don't do important stuff. Anyway, they wear *black*, and if something's not white and chrome it's not worth a second in the spotlight of the public's eye.

Some folks don't like IGAC. These poor schmucks are universally accepted to be barbaric, uneducated, ugly, undisciplined rabble, even if they go around calling themselves Exemplars, too. And even if they do take down a few Warships, what of it? IGAC has more! What can a few puny terrorists do in the face of the majesty that is the Intergalactic Government and Church

## ROLE-WHATTING?

Justicar is a Role-Playing Game, commonly referred to as an RPG due to the intrinsic laziness of the human race. If you've never played an RPG before, you should probably go find one, as the next couple sentences are this booklet's only attempt at explaining the thing.

In an RPG, one player thinks up an imaginary situation (here one having to do with the galaxies of IGAC) which they deem cool. This person is known as the Game Master or Game Moderator or Gargoyle Magnificent or just plain old GM. The other guys, here on out just called the Players with a capitol P, create characters. Then the fictional characters of the GM interact with the fictional characters of the Players, as determined by said real human beings, to create a story about how the Player's Characters (called PCs) triumph over obstacles. In theory, anyway--usually people just use Role-Playing as an excuse to blow shit up (which is a good thing).

## RULES IN A NUTSHELL

Every character has six Styles--being Prowess, Stealth, Piloting, Charisma, Technology, and Wits--that show what they are capable of. When a player wants their character to do something tricky, a few 10 sided dice (available in any respectable hobby shop) are rolled and added up, the precise number used being an arbitrary decision of the GM's based on the perceived difficulty of the task. If the total of the roll is equal to or under the character's value for the appropriate Style, the action is considered successful.

Character-against-character conflicts get marginally more tricky. In these cases, the initiator sets the number of dice to be rolled, and makes their check. If they succeed, the other guy makes a check using at

least as many dice. This process continues, back and forth, until someone botches and misses a roll. In this case, their opponent is declared victorious. If you care, you can interpret each roll or pair of rolls as being a minor conflict in and of itself, all of which together lead up to the grand finale.

## STUFF YOU NEED

Obviously, you need a couple players. One guy to be the GM, and a few others to be the Players-with-a-capitol-P. One Player is enough, but three or four is preferable. It can get hard on the GM if five or six other guys are sitting across the table, so more than that isn't recommended. Everyone will need a few ten sided dice (six or seven per person should suffice), and its useful to have a pencil with which to take notes. A good eraser is vital. The GM should have a few note cards or a spiral notepad, and each Player should have a character sheet. And that's about it.

## THE FEEL, AND SOURCES OF INSPIRATION

Bright, shiny lights. Gleaming and deadly weapons. Guys with cool haircuts and neat armor and big, sleek spaceships that are aerodynamic for the sole purpose of looking tres badass. The ubiquitous signatures of Man, White and Chrome, starkly contrasting with endlessly twinkling regions of Black. Such is the imagery of Exemplar.

Where's it come from? An amalgam of literary, cinema, and role-playing sources. **Star Wars** has the white and the space, **The Matrix** has chrome and kung-fu. Navigators and Warpships are shamelessly ripped off from Frank Herbert's **Dune**. The games **Exalted**, **Wushu**, and **Feng Shui** are excellent action movie emulating masterpieces. And, of course, none of my creativity would ever go anywhere without the good folks at The Forge and RPG.Net.

CHAPTER ONE

CHARACTERS



ou, as a Player (blah blah capitol P), will be required to construct your character using the guidelines set forth in this chapter. If you are the GM, you can pretty much ignore them except as a meter by which to gauge the challenge of an enemy that you have created. From either perspective, the first part of character creation is the same.

THIS BEING, A CHARACTER CONCEPT

Before you start hammering out the mechanical nit and grit of your character, you need to have a direction. Your first two choices are pretty simple: choice the first, Exemplar or Normal Dude? Exemplars are more powerful in the game, but the players of norms get a metagame resource that helps them regain an edge. Choice the second, IGAC or part of some resistance movement? Note that those who choose to play IGAC citizens should most likely devise a character with a bit more originality than the standard sheep.

After you have these two foundations down, think a bit more about your character. At this point, all you need to have in mind are roles and skills. Basically, be thinking about what your character is bad at, what they're good at, and what they're awesome at. All the rest comes later.

STYLES

The six Styles are the core of any character, as they define their intrinsic strengths and weaknesses. A rating of 10 in a Style means that the character isn't anything special in that field, and they possess the

expertise of an average adult who really has no idea what the hell they're doing. A rating of 15 signifies a dabbler or novice, and 20 a practiced professional. A rating of 25 is excellent, and 30 or higher is a thorough level of mastery.

To reiterate, the six Styles are listed and briefly described below:

- **Prowess** is a character's physical fitness and athletic talent, including strength, stamina, and agility.
- **Stealth** is a character's ability to be discreet and go unnoticed where they shouldn't be.
- **Piloting** is a character's training and skill with vehicles of all sorts, and includes both standard operation and navigation.
- **Charisma** is a character's sense of self and social presence, and is relevant in many legal and political situations.
- **Technology** is a character's understanding of and ability to use modern technology and computers.
- **Wits** is a character's alertness and natural cunning, and is often used to deceive others or notice minor details.

After setting values to the Styles (which comes later), look for any with ratings of at least 15. In each of these Styles, choose a Talent for your character. This is an area in which they excel exceptionally well. A Style may be almost anything, but should be relatively finite—for instance, as a Talent of Prowess, Combat may be a wee bit too broad. However, knife-fighting and firearms would both be acceptable.

## METAPHYSICS

Each character of import has three metaphysical values, which are too abstract and have too indirect affects to be denoted in the same manner as the Styles. These three scores are Insight, Willpower, and Nemesis.

- **Insight** is a character's understanding of themselves and the greater workings of the universe, through whatever tinted glass they achieved this high state. It is the quality that makes Exemplars so special.
- **Willpower** is a character's self discipline and their ability to push themselves to the limit. It acts as an expendable resource, and is in general a great thing to have, all round.
- **Nemesis** is greek for "inescapable fate," and a countdown until the death of your character. For a while, you may use Nemesis to be a supreme badass. Then it kicks in and bends the universe to make you supremely dead.

Characters with an Insight score (ie, Exemplars) have the option of learning Techniques, which range from blatantly psychic mysticism to incredibly advanced martial arts maneuvers. When selecting Techniques for your character (if you do), note that each one has a minimum Insight requirement, and possibly some other prerequisites, too.

## COMBAT

Characters have two combat scores, which are figured based upon their Styles. These scores are Melee, which tells a character's skill at close combat, and Missile, which represents a character's ability to shoot and not get shot. One of these scores will be the best of the character's Prowess and Wits, and the other will be the least. Alternatively, both may be the average of the two Styles.

Aside from a raw value, each of these scores has an associated Favored Move. You can find out more about Moves in the combat section of Chapter Two: Action. In brief, the moves are light, standard, and heavy, and then either single target or multiple target.

A Favored Move is one of the above moves, the device with which it is carried out, and then the results of the move, possibilities being injuring the foe, shoving the target back a few yards, and relieving the target of their armament, or any combination thereof. For example, a character could have the Favored Moves of Melee (multiple target heavy shove and wound, roundhouse kick) and Missile (single target light wound, pistol).

## PLOT POINTS

This is the metagame resource that allows a norm to occasionally steal the spotlight. These really represent nothing about the character, aside from possibly dumb luck—they are more the tool of a player.

## STATTING OUT

The moment has arrived. You can stop trying to figure out what you want for your character, slap some numbers down, and have fun with the results! In creating your character, you start with a few basic values, and then have 15 points for improvement.

The **Styles** each start with a rating of 10. One point buys a +5 increase. No Style may have its value raised above 30.

**Metaphysics** are less uniform. Insight starts at 0, and Willpower and Nemesis each start at 1. One point buys a +1 increase in either Insight or Willpower; or a Technique. Insight may not be raised above 1/5 of a character's *lowest* Style, Willpower may not exceed 4, and Nemesis is set at 1 for all beginning characters.

Every character begins with one **Plot Point**. Extra Plot Points may be purchased for one point each. There is no limit to the number of Plot Points that a character may start out with.

## AIMS AND CONNECTIONS

Okay. All that system blather is done with; now you just need to do a bit of creative thinking. Create a context in which your character exists. Basically, think of people and organizations or ideals that they have some connection to and what that connection is, and how it could potentially create conflicts. Remember, conflict is the meat of the game, for without conflict there may be no action sequences, and without action sequences, **Exemplar** would barely be a game at all. In other words, more possible conflicts is better!

While you are doing this, also come up with a few goals and aims for your character. These will be the motivations that you fall back upon when things are getting slow, and help to make the plot interesting (read: involve action sequences).

## A FEW EXAMPLE CHARACTERS

This character is a navigator Exemplar. Their specialties are vehicles and combat, with an emphasis on fighting multiple opponents and mobility.

Styles: **Prowess** 25 (Short Swords), **Stealth** 10, **Piloting** 25 (Navigating), **Charisma** 10, **Tech** 15 (Repairing Vehicles), **Wits** 15 (Keeping Cool).

Metaphysics: **Insight** 2, **Willpower** 2, **Nemesis** 1. Avalon Perception Trance, Warp Navigation, Step Without Walking, Bypass. Combat: **Melee** 25 (multiple target standard wound and disarm with short swords), **Missile** 15 (single target heavy wound and shove with rifle). Plot Points: 1.

The following character, another Exemplar, is an assassin of sorts. Their areas of expertise are stealth and ranged combat.

Styles: **Prowess** 15 (Running), **Stealth** 30 (Disabling Security), **Piloting** 10, **Charisma** 10, **Tech** 10, **Wits** 25 (Sniping). Metaphysics: **Insight** 1, **Willpower** 4, **Nemesis** 1. Concentration of Nonexistence. Combat: **Melee** 15 (single target light wound and shove while unarmed), **Missile** 25 (single target heavy wound with rifle). Plot Points: 3.

This last character is the least heroic, and presented as a contrast. They are a technician of some sort, most likely a civilian citizen of the IGAC.

Styles: **Prowess** 10, **Stealth** 10, **Piloting** 15 (Personal Craft), **Charisma** 15 (Dealing with Superiors), **Tech** 20 (Engineering), **Wits** 15 (Explaining How Stuff Works). Metaphysics: **Insight** 0, **Willpower** 3, **Nemesis** 1. Combat: **Melee** 10 (single target throw while unarmed), **Missile** 15 (single target standard wound with pistol). Plot Points: 9.

These three examples may also serve as a template for those who have no time to (or do not wish to) create a character of their own.



## CHAPTER TWO

# ACTION



Fast and furious action is what **Exemplar's** all about. Stuff, in general, should move really fast and explode frequently. This includes both characters and the scenery.

### Wait . . . RECAP!

Ah. Yes. For those of you who skipped the introduction: shame, shame, shame. There was important stuff in there. Really. Namely, the core mechanic of **Exemplar**. For you, I shall restate:

Whenever a character performs an action to which the outcome is in doubt, dice are rolled to see what's what. These dice are ten sided, and the precise number used depends on how difficult the task is. They are rolled and added up, and then compared to the character's value for the most relevant Style. If the roll total is equal to or under the Style's value, the action was a success. This sort of roll is referred to as a check.

When two characters are going head to head, a series of rolls is made to determine the winner. The first person to fail a roll loses. The number of dice used in the first roll is set by the initiator of the conflict. If they pass, their opponent must then make a roll themselves, using at least that many dice. This sort of competition is referred to as a contest.

### SETTING DIFFICULTY DICE

If you plan on being the GM, you will often need to give the Players a number of dice to use in a check. The more difficult the action being attempted, the

greater the number of dice to be rolled. In general, a character using a value of 10 can handle a 1 die action without event, and each +5 increase in value lets them safely handle one more die.

So, you can set the difficulty dice by determining what sort of person should be able to perform the action at hand. If anyone can do it the first time, use 1 die. If you need to know at least a little something extra, or should have a bit of practice going in, use 2 dice. If you're likely to fail unless you really know what you're doing, use 3 dice. If true expertise is required to be sure you'll come out on top, use 4 dice. For truly heroic actions, use 5 or more dice.

### BONUSES AND PENALTIES

The difficulty dice of an action state how hard it is. Because this is a game, not the real world, this doesn't always have much of a correlation to the success rate. The reason for this is the concept of bonuses and penalties, which make an action more likely to happen for pretty much completely arbitrary reasons that often have more to do with entertainment value over realism.

The following can earn a character a bonus. Each bonus eliminates one difficulty die:

- :: If a character's Talent in the Style used applies,
- :: If a character has assistance,
- :: If a character has the perfect tools for the job,
- :: If the character takes extra time to get it just right,
- :: If the player describes the action in an exciting way,
- :: and If the player describes the action in a particularly clever or tactical way.

The following can warrant a penalty. Each penalty

adds one extra difficulty die:

- :: If the character rushes things,
- :: If the character is using poor or improvised tools,
- :: If the character is wounded,
- :: If the player describes the action in a boring way,
- :: If the action would look really stupid, were this a major motion picture,
- :: and If the player describes the action in a way that is getting old or is tactically stupid.

## CHANCE ROLLS

Sometimes it is unclear whether something will happen or not, but a character's Styles have little or no direct effect on the outcome. When such a situation arises, a chance roll is called for. When a chance roll is made, figure the chance out of 10 that something will happen. Then, roll a single 10 sided die. If the result is equal to or under the chance, then the event happens. If the result is over the chance out of ten, then the event fails to happen.

## COMBAT

Combat is, for the most part, handles like any other contest. When fighting with swords, knives, fists, and such, use Melee instead of a Style. When fighting with guns and thrown weapons, use Missile. When fighting with guns in close combat, use the better of the two. Any Talents from either Style can apply to combat. The first roll of a combat represents the initiator's charge or step up, and each roll thereafter is one character's attempt to evade and respond with an attack of their own.

When making a roll in combat, you have the option of making a light, heavy, or standard attacks. Light attacks are quick, weak, and accurate, and force the target to take a penalty when defending against them. However, they are less likely to inflict a severe wound. Heavy attacks are the opposite, being powerful and

slow, and let the defender take a bonus to avoid harm. However, when they *do* make contact, they tend to be quite damaging. Standard attacks are, in all ways, standard—they have no special bonuses or penalties associated with them.

When one character fails a roll, it means that they have been hit by their opponent (unless that roll was the first of the fight). A chance roll is used to determine the extent of the attack's effects. If the victim is not disabled by the attack, a new contest is started, with the character who dealt the blow being the new initiator.

## EFFECTS OF ATTACKS

If a character successfully pushes an attack through their opponent's defenses, they get to decide just what exactly happens to their foe. They have a number of Effect Points (or EP) to work with equal to the number of dice that they used on their last roll, before applying bonuses and penalties. Heavy attacks add +2 EP, while Light attacks take away -2. If the offense fulfills all the requirements of the attacker's favored move, then they gain a further +2 EP.

The attacker then splits their EP up among a number of effects, including wounding, disarming, pushing their opponent back or knocking them down, and other such delights. For each effect that gets assigned EP, a chance roll is made, with the chance out of 10 being the number of EP assigned. The effects are described below, with their associated outcomes for a successful and unsuccessful chance roll.

**Wound:** *Unsuccessful*—the target takes a minor wound. A character with at least one minor wound suffers a penalty on ALL rolls. Also, add your number of minor wounds to the attacker's chance out of ten when they attempt to deal you further injury.

*Successful*—the target takes a disabling wound. Characters with a disabling wound can take no actions, and are most likely unconscious.

Using modern medical technology, it takes a day of treatment to convert a disabling wound into a light wound or eliminate a light wound. Without the benefit of such medicine it can take a week or even a month where healing would have otherwise taken a day.

**Disarm:** *Unsuccessful*—you knock your opponent's weapon to the ground where they can easily pick it up again. *Successful*—your target's weapon flies out of their grasp and lands eight or ten meters away, or you snatch it away and are now holding it yourself.

**Push:** *Unsuccessful*—your opponent is either knocked back a few yards but remains standing, or knocked to the ground but not back (their choice). *Successful*—the target is both knocked to the ground and back a few yards.

**Other:** If you can think of other neat stuff to do to your enemy, your GM should be able to come up with results on the spot. If not, they are unworthy of remaining in the same room as your incredible coolness.

## SPECIAL COMBAT SITUATIONS

The following examples of special situations that arise within combat should also serve as examples of ways to apply bonuses and penalties.

**Being Predictable:** You can only pull the ace out of your sleeve once. Each time after the first that you use the same style of attack (light, standard, or heavy) described in a similar way during a single contest, you suffer a bonus on your roll.

**Ganging Up:** If multiple characters are attacking a single target, only the best of the mob makes any rolls. However, they gain a bonus on each roll made within the contest due to their assistance. A successful attack made against the mob must have its

EP divided among the targets to be effected.

**Terrain Advantage:** If you have cover while your opponent does not, you are fighting from higher ground, get bright lights to shine into your enemy's eyes, or perform some other tactical maneuver, you gain a bonus on your roll.

**Superior Weaponry:** If one character's weapons are clearly superior to their opponent's, that character gains a bonus on their rolls. This is negated if the character with inferior weapons has a Talent for at least part of their armament.

**Heavy Armor:** Characters wearing particularly heavy armor gain a measure of added protection, but are more clumsy because of their reduced maneuverability. They have their chance out of 10 to take a heavy wound reduced by 2, but suffer a penalty to any Prowess checks that they may have to make. This penalty does not effect combat.

**Running Flat Out:** Under normal circumstances, combatants can move about 3 per exchange of rolls while actively responding to their enemy's threats. If they wish, they may add 2 + 1/5 of their Prowess to this speed, but only defend themselves and thus not be able to injure the opposition. Alternatively, they may retain the ability to retaliate, but suffer a penalty as they try to concentrate on too many things at once.

**Split Attention:** It is possible to fight and do something else at the same time, but not too easy. While splitting your attention in this manner, you suffer a penalty both on your contest rolls for combat and any other rolls that you may be making. If the other action that you are attempting requires to no roll (retrieving a fallen weapon, for example), only take the penalty on your combat roll.

**Ambush:** When a character is attacking a target who is not aware of their attacker, they gain a bonus on their contest rolls.

## PLOT POINTS

What can't be done by the character is accomplished by the Player. Whenever a Player wishes, they may spend a Plot Point to gain temporary total narrative control, which allows them to insert a few brief facts into the game. The only restrictions being, they may not make effect or act for the characters controlled by the other players or characters controlled by the game master that have a name or known title without permission. For example, you could have the blast doors suddenly close in front of your pursuers because of a change in pressure, or state that a certain member of the contingent of Templars currently attempting to sever your lifeline has known you since childhood. Plot points refresh at the beginning of each new game session, so there is no point in hoarding them.

## CHARACTER ADVANCEMENT

Your character gets better at whatever it is that they do by blowing shit up.

Really. Not kidding here.

Note that each of your six Styles, as well as the three metaphysical qualities--Insight, Willpower, and Nemesis--each have 5 little boxes by them on the character. (For the moment, forget Nemesis, as it is the only score that has nothing to do with explosions.) Each time that your use of one of those scores (other than Nemesis) is directly linked to a meaningful explosion, you get a check in one of those boxes. Once you have five checks by one of your scores, it advances, and all the checks are erased to

begin anew.

When one of the Styles gets five checks, it goes up by five points. This may mean that you get a Talent for it, too, if you advanced from 10 to 15, and your combat values will be altered whenever your Prowess or Wits goes up. When Insight or Willpower increases, they are raised by one point. If you wish, you may choose to learn a new Technique instead of increasing your Insight. If all of your Styles aren't at least five times as high as your Insight, you must either wait for them to increase, retaining your five boxes until then, or spend the boxes on a Technique.

If you wish, instead of letting a Style go up to five checks and increasing the entire thing, you may spend three of its checks whenever you wish to purchase a new Talent. Note that you may only have Talents in Styles which are rated at 15 or above.

What constitutes a "meaningful" explosion? What is enough for "directly linked"? That all depends on how quickly the GM thinks it appropriate that the PCs advance. If they think that the Players should be controlling stone cold combat monsters--or rather, more stony, colder, and more monstrous than they already are--then let every little explosion count, and give the thumbs up to even tangentially related checks, contests, and expenditures. Contrariwise, if it is the GM's opinion that the game should progress at a slower rate, they should demand bigger explosions that end more lives and bring in larger insurance payments, and only award checks in areas that are linked in the most obvious ways. And, if the GM's weird like that, they can even take the word "explosion" to be metaphorical at times, giving out checks for bursts of emotional or political power.

## CHAPTER THREE

## METAPHYSICS

The three metaphysical values of a character—Insight, Willpower, and Nemesis—as well as Techniques—are the subject of this chapter. They can be used for some pretty awesome stuff. Feats of superhuman strength, agility, and endurance being some of the more boring material, seeing into possible futures and overcoming your fate to transcend reality being on the slightly more interesting end. Metaphysical powers and effects are not necessarily part of every character, but they are the core of every Exemplar.

## USING WILLPOWER

The Willpower score has two ratings: a permanent one, and a temporary one. You begin the game with your temporary Willpower rating equal to its stable counterpart, and may spend points of temporary Willpower for various effects. Temporary Willpower may never exceed permanent Willpower.

There are Four things that a character may spend a point of Willpower for. The first is to gain a bonus on any check or single roll of a contest. The second is to alter their chance out of 10 by 2 steps in either direction for any chance roll. The third way is to ignore the effects of wounds for a single contest, including the penalty, increased chance out of ten to take more severe wounds, and possibly being disabled. The last way to spend Willpower is for the activation of some of the more difficult and powerful Techniques.

Temporary willpower returns when a character refreshes themselves or witnesses a dramatic sight

(most often an explosion of some scale). When resting, a character recovers one point of spent Willpower with a full night's rest or an hour's meditation. Each dramatic sight also recovers a single point.

## NEMESIS

Nemesis is a countdown to the time of a character's death. It starts as an asset, a resource that grows steadily more powerful the more it is used. Eventually, however, it reaches a turning point, and forces a character ever closer to their final Fate. If this Fate can be escaped, a feat which never before has been accomplished, a man receives spiritual power beyond imagining.

Whenever they wish, a player may grant their character a number of bonuses on a check or single roll of a contest equal to their current Nemesis rating. They may also alter the chance out of 10 of any chance roll that their character makes by up to double their current Nemesis.

Whenever a character utilizes Nemesis in this manner, they gain a check in one of the five advancement boxes next to Nemesis. One of these boxes is also checked whenever the character gains an increase in a Style, Willpower, or Insight, or learns a new Talent or Technique. Whenever the five boxes by Nemesis are filled, it goes up one point, and the checks are all erased.

When Nemesis currently has a rating of 5 and gains its fifth checked box, it wraps back around to 1, instead of going on to 6. However, its function is now ultimately changed: instead of being a resource for the character, it drives them along a certain course

of action. At this point, the GM comes up with a Fate for the character, if they haven't already. Whenever a check or contest roll could have the outcome of bringing the character closer to their Fate, a number of bonuses or penalties equal to the character's current Nemesis rating are applied in a way so that the character is more likely to meet their Fate sooner. Whenever this is done, mark one of Nemesis' advancement boxes (continue marking boxes for advancements in other areas).

If a character manages to reach five checked boxes at Nemesis (the new bad kind) rating 5, they have escaped Fate and transcended mortal existence. They gain a permanent +5 bonus to both their Willpower and Insight ratings (even if Insight would normally not be able to increase that high). Also, they are from here on out eternally free from the influence of Nemesis.

## TECHNIQUES

Techniques are the psychic or near-psychic abilities possessed by Exemplars that make them so formidable. Their effects and power range widely, but all are united by a few common rules.

**Activation:** Using a Technique generally takes no time in and of itself, but is instead used to enhance an action already being taken or enter a particular mindset or stance. Some Techniques require the expenditure of a point of Willpower to use; these are marked by a "wp" in parenthesis. Each time past the first that a character uses any given Technique within the same scene, they must pay an extra (non-cumulative) point of Willpower to do so.

**Resistance:** Some particular telepathic Techniques allow the target to attempt to hedge their attacker out of their mind. When one of these is used, the target may make a chance roll, with the chance out of ten being their permanent Willpower plus their Insight. If the chance roll succeeds, the use of the Technique

fails, and any resources spent on it are wasted. Techniques that allow resistance are noted by a "ra" in parenthesis.

**Prerequisites:** Every Technique will have requirements that must be met before it may be taken. These are noted in italics at the end of the Technique's description. They typically include a minimum Insight score, and possibly minimums in other scores, or Talents, favored moves, and other Techniques that must be possessed by the taker.

## ALPHABETICAL LISTING

The Techniques are listed and described fully below in alphabetical order.

**Avalon Perception Trance (wp)**—This Technique allows a character to perceive time in a nonlinear fashion for a number of minutes equal to their Insight. It is impossible to surprise a character using this Technique. Also, at any five times while the Trance lasts, the user may gain a bonus on any check or contest roll that would logically be benefitted by knowing the future. *Insight 2+, Wits 15+*

**Balance**—This Technique allows an Exemplar to perfectly balance the forces that they exert on the world around them for the rest of the scene. This lets them walk on water and other liquids as well as wires, bits of string, and twigs as if they were solid ground. It also grants them a bonus on any roll to maintain their footing, and makes them immune to being knocked back or knocked down by an attack. *Insight 1+, Prowess 15+*

**Bypass**—This Technique allows you to step through solid objects as if they were thin air for a number of seconds equal to your Insight times ten. *Insight 1+*

**Compel (wp, ra)**—This Technique allows a psychic to implant a command in the target's mind. To do this, the psychic must meet their gaze. If the command is of a nature that the target is strongly against, they

gain a +2 bonus to their chance out of 10 to resist. If they would normally be completely dead set against the course of action suggested by the command, this is instead a +4 bonus. The target is completely obsessed with following the command for a number of minutes equal to 10 times the user's Insight. After this time is elapsed, they suffer a short black out, and have no memory of the previous half our or so when they regain consciousness. *Insight 3+, Charisma 20+, Wits 15+, Thought Scanning, Telepathy*

**Counterattack**—This Technique should be activated just after a character attempted to start a combat conflict with the user, and failed. The would-be attacker is automatically hit with an attack from the user, with EP equal to 1/5 the user's relevant combat value. *Insight 2+, Strike First Stance*

**Concentration of Nonexistence (ra)**—This Technique allows an Exemplar to project a psychic dampening field that makes others ignore or forget their presence. All characters that might perceive the user may be effected. A character may not use this Technique while moving quickly or performing advanced calculations. *Insight 1+, Stealth 15+*

**Diffusion of Force**—This Technique allows an Exemplar to disperse a force directed at them into the surrounding environment. Use it when you have just been hit by an attack. Any unsuccessful chance rolls that stem from the attack cause no effects whatsoever, and successful ones cause effects as if they were unsuccessful. *Insight 1+*

**Energize**—This Technique allows a character to provide a medium sized electrical object with enough power to run for a number of minutes equal to the user's Insight. In order to use this Energize you must remain in physical contact with the device, which may be no larger than a cubic yard. *Insight 1+, Tech 15+*

**Empowered Strike**—This Technique allows an Exemplar to make highly accurate attacks. When you use it, you gain a bonus on one roll of a combat

conflict. If your enemy fails to dodge the attack, you may spend 2 extra EP on effects. *Insight 1+, Wits 15+, Prowess 15+*

**Force Dampening Field**—This Technique allows the user to surround themselves with a friction field that dissipates incoming attacks for a number of minutes equal to their Insight. Any successful attacks made while the Field is up allow their users to use only half the normal amount of EP, rounding down. *Insight 1+, Diffusion of Force*

**Lightning Warrior Stance (wp)**—This Technique allows an Exemplar to adopt a combative stance suited to quick, precise movements for a number of minutes equal to the user's Insight. During this time, they gain a bonus on all combat contest rolls. *Insight 2+, Wits 15+, Prowess 15+, Empowered Strike or Pinpoint Accuracy*

**Mounting Tension (ra)**—This Technique allows an Exemplar to surround themselves with an aura of desperation and frenzy. It may only be used when you initiate a contest. Each roll that your opponent makes must use at least one more die than your last. *Insight 2+, Wits 15+, Charisma 15+*

**Omnispectral Perception Trance**—This Technique allows a character to see on all wave lengths, including microwaves, X rays, and ultraviolet and infrared light, for a number of minutes equal to their Insight. *Insight 1+*

**Pinpoint Accuracy**—This Technique allows an Exemplar to strike with amazing precision. Activate it just after you have made a successful attack. You gain 4 extra EP to use for effects. *Insight 1+, Wits 15+, Prowess 15+*

**Prism Perception Trance (wp)**—This Technique allows a character to see a situation from multiple different angles at once for a number of minutes equal to their Insight. This effectively allows them a bonus for assistance on all relevant rolls. *Insight 3+, Wits*

20+, *Omnispectral Perception Trance*, two other *Perception Trance Techniques*

**Psychic Perception Trance**—This Technique lets an Exemplar scan the world around them for psychic signals. They are automatically alerted of any life forms up to 10 times their Insight in meters away, and are able to determine whether it is animal or vegetable, and if it is intelligent or an Exemplar. By concentrating, you may also determine the distance and direction to each life form, their Willpower, Destiny, and Insight scores, and what Techniques they possess. *Insight 2+*

**Psychic Refocus**—This Technique allows a character to clear their psyche, freeing it up for further stress. You may activate one Technique that you have already used this scene, but do not have to pay a point of Willpower to do so. *Insight 1+*

**Psychic Refresh (wp)**—This Technique is similar in function to Psychic Refocus, but more powerful. Any Techniques that you have used so far this scene (*not* including this one) are now considered to not yet have been activated. *Insight 2+*, *Psychic Refocus*

**Step Without Walking**—This Technique allows an Exemplar to travel with supernatural ease and speed. As part of a normal movement, they may instantly travel a number of meters equal to their Insight times 100. Unless Step is used in conjunction with Bypass, the user must have a clear, unobstructed line of sight to the target destination. *Insight 2+*

**Strike First Stance**—This Technique allows an Exemplar to adopt a stance perfectly suited to responding to new threats for the rest of the scene. Any character attempting to initiate a contest with them suffers two penalties. *Insight 1+*

**Telekinetic Force**—This Technique lets a psychic control a moderately sized object from a distance for a number of minutes equal to their Insight. The object may weight no more than twice their Wits in pounds,

and may be manipulated as deftly as if the Exemplar were using both hands. When used in combat, you may use whichever score is preferential for your rolls. *Insight 2+*

**Telepathy**—This Technique allows a psychic to silently communicate with any creature for the rest of the scene. A common language is not a factor, but the psychic must meet a character's gaze in order to converse in this manner. *Insight 1+*, *Charisma 15+*

**Temperature Tolerance**—This Technique allows a character to surround themselves with an energy field that compensates for temperature fluctuations for hours on end. They may treat the ambient temperature as 50 degrees colder or warmer than it actually is for the purposes of survival, gain a bonus to resist any heat or cold related effects, and have their chance out of 10 to take a severe wound from weapons that work by freezing or burning their target reduced by 2. *Insight 1+*

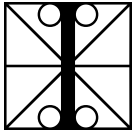
**Thought Scanning (ra)**—This Technique lets a psychic scan the thoughts of those around them. For a number of minutes equal to their Insight times ten, the user may know the surface thoughts of a target by meeting their gaze. *Insight 2+*, *Charisma 15+*, *Wits 15+*, *Telepathy*

**Warp Navigation (wp)**—This Technique allows a Navigator to plot a Warp Jump. The calculations for this take (5 minus Insight) minutes, and a Piloting roll is required to make a successful calculation. Use 3 difficulty dice for a commonly used jump route, 4 dice for an uncommon one, 5 for a rare one, and 6 or 7 for a jump where no route exists. If you fail this check, make a chance roll, with the chance out of 10 being the difficulty dice. If the chance roll is positive, you have made a mistake but do not know it, and may make a jump to the wrong place, or only take part of the ship with you. If the chance roll is negative, you recognize the error in your calculation and are able to abort the jump. *Insight 2+*, *Avalon Perception Trance*, *Pilot 20+*, *Wits 15+*



## CHAPTER FOUR

## CASTING



In essence, the PCs are the stars of an action movie or TV serial, for which a script is written by playing through a few sessions of Exemplar. However, it's rather hard to have a satisfying cinema experience of this sort without there being supporting cast members, as there would be very little for the heroes to use as target practice except for inanimate scenery. And while destroying the scenery is doubtless fun, destroying the troops of the enemy is almost always more so.

These enemy troops, the citizens of the worlds around your character, crews of the starships that they travel on, and every other sentient creature in the game universe not portrayed by a Player (and therefore falling under the domain of the GM), are Non-Player Characters, or NPCs for short. (Rather intuitive, isn't it?)

## TWO TYPES OF NPCs

One single attribute determines what type of NPC any given member of this diverse group shall be: whether they have a name or not.

An NPC with a name is, unsurprisingly, denoted as a Named NPC. These guys have a name because they mean something. They are given a full write up, with values set to all of their Styles, possibly Willpower and Insight scores, maybe even Talents, Techniques, and favored moves. The only thing that a Named NPC will never have is a Nemesis rating. This is for the PCs only.

An NPC without a name is called—wait for it—an

Unnamed NPC. They have no name because nobody cares. They are unimportant. They are cannon fodder, mooks, grunts, schleps. Don't bother writing their statistics down. Just give them a value of 20 wherever they're in their element, 15 if they'd be good at something, or 10 if they wouldn't know what they're doing. Also, note that they never have Insight, Willpower, Talents, Techniques, Favored Moves, or anything like that, but they may have special rules associated with them.

For instance, suppose you've got a hoard of psychic wraiths. They're mostly just target practice, so they're Unnamed NPCs. But they're creepy and weird, so you rules that whenever you get in a fight with one of them, you need to make a chance roll, chance out of 10 being your Insight plus Willpower. Failure means they're draining your psychic energy or something, so you can't use Techniques or spend Willpower while you're fighting them.

As an option, the GM may decide to make Unnamed NPCs easier to dispatch in combat. If they do this, then use a 6 sided die for the chance rolls made to resist the effects of attacks for Unnamed NPCs.

An Unnamed NPC does not have to remain in their lowly status. In fact, if they ever get a name, nickname, moniker, or epithet, for any reason, they automatically leave it. However, their new statistical write-up doesn't have to be complex or powerful—most simply get a 20, two 15s, and 3 10s in their Styles and a single point of Willpower, and maybe a Talent and favored move or two, if they're lucky.

The below page may be used to note the statistics of Named NPCs. It may be a good idea for the GM to print off a few extra blank copies, so that they have a space for making Named NPCs on the fly.

# EXEMPLAR

BY JEFFREY S. SCHECTER

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**NAME:**

**PROWESS:**

**SCEALCH:**

**PILOTING:**

**CFARINMA:**

**TECHNOLOGY:**

**WIC:**

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**INSIGHT:**

**WILLPOWER:**

**TECHNIQUES:**

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**MELEE:**

**MISSILE:**

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**NOTES:**

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**NAME:**

**PROWESS:**

**SCEALCH:**

**PILOTING:**

**CFARINMA:**

**TECHNOLOGY:**

**WIC:**

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**INSIGHT:**

**WILLPOWER:**

**TECHNIQUES:**

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**MELEE:**

**MISSILE:**

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**NOTES:**

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**NAME:**

**PROWESS:**

**SCEALCH:**

**PILOTING:**

**CFARINMA:**

**TECHNOLOGY:**

**WIC:**

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**INSIGHT:**

**WILLPOWER:**

**TECHNIQUES:**

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**MELEE:**

**MISSILE:**

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**NOTES:**

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**NAME:**

**PROWESS:**

**SCEALCH:**

**PILOTING:**

**CFARINMA:**

**TECHNOLOGY:**

**WIC:**

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**INSIGHT:**

**WILLPOWER:**

**TECHNIQUES:**

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**MELEE:**

**MISSILE:**

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**NOTES:**

## PORTRAYING NPCS

This section is a guide for GMs on how to portray Non-Player Characters in Exemplar. As with all other parts of the game, the reason for using NPCs should be to make things fun. This is accomplished by playing NPCs in an interesting fashion, and one that moves the game along.

Using NPCs to move the game along is, in general, not very hard. If the Players are just having their characters sit around, and they themselves have begun to discuss the Packers game that was on last night, have a few guys with guns run through the door and start shooting. You can come up with a reason for this later—at the moment, all that matters is putting some action back into the scenario. Also, make sure that there's something on the bodies that makes the PCs keep going. A clue as to their enemy, the hint of further (and greater) threat, a message from someone about a Powerful McGuffin, or some other call to immediate action.

It is important that the GM avoids dragging the game to a halt with a rope held by an NPC. If you find yourself tempted to have play an hour of negotiations between a PC and your arms merchant, then to hit yourself with a brick. Hopefully that will clear your head. When you come back to the table, summarize the negotiations with one or two sentences and maybe a contest or two, then move on to blowing things up.

Playing an NPC in an interesting manner is often quite a bit harder. After all, there's only one of you, and you (as the GM) must pretend to be dozens of them. A nice way of handling this problem is to try to match the personalities of your NPCs with those of other people in your life and the various entertainment media. Another tactic is to give every Named NPC a specific purpose and an unusual quirk. For instance, the General might be Tough With a Heart of Gold

and Want to Destroy the Non-IGAC Poser Exemplar. This can produce rather two dimensional characters, but hey—it's a full step above one dimensional!

## EXAMPLE NAMED NPCS

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<b>NAME:</b>	IGAC Exemplar
<b>PROWESS:</b>	25 (Blades)
<b>STEALTH:</b>	15 (Moving Silently)
<b>PILOTING:</b>	15 (Personal Ground Vehicles)
<b>CHARISMA:</b>	10
<b>TECHNOLOGY:</b>	10
<b>WIC:</b>	20 (Pistols)

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<b>INSIGHT:</b>	1
<b>WILLPOWER:</b>	1
<b>TECHNIQUES:</b>	Empowered Strike OR Pinpoint Accuracy OR Strike First Stance, and Bypass OR Telekinetic Force OR Balance

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<b>MELEE:</b>	25
<b>MISSILE:</b>	20

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**NOTES:** Stock soldier of the IGAC militia forces Marines Justicar and Marines Templar. Approximately three million in each force exist. Used sparingly and for important operations only. Specialists may be created by changing Talents. Adding extra Techniques, Willpower points, and favored moves can create a more challenging opponent.

Exemplar forces are often deployed to combat resistance armies in rim worlds, but are rarely used for local law enforcement in all but the most extreme cases. Exemplar with mobility Techniques (Bypass and Balance in most cases) are often the first to arrive in a conflict zone. Any Exemplar with Strike First stance will have it up by the beginning of a combat, and Empowered Strike and Pinpoint Accuracy are often deployed early.

**NAME:** Exemplar Officer

**PROWESS:** 25 (Blades)  
**STEALTH:** 15 (Moving Silently)  
**PILOTING:** 15 (Personal Ground Vehicles)  
**CHARISMA:** 15 (Commanding Troops)  
**TECHNOLOGY:** 10  
**WITS:** 20 (Pistols)

**INSIGHT:** 2  
**WILLPOWER:** 2  
**TECHNIQUES:** Empowered Strike OR Pinpoint Accuracy OR Strike First Stance, Bypass OR Telekinetic Force OR Balance, and Telepathy OR Psychic Perception Trance OR Step Without Walking

**MELEE:** 25  
**MISSILE:** 20

**NOTES:** Representing a captain of a team of Marines Templar or Justicar. Usually leads a command team of 5 to 20 other Exemplar (see IGAC Exemplar entry, above) in combat situations. More experienced officers may have a Charisma of 20 or 25, depending upon rank.

**NAME:** Navigator

**PROWESS:** 15 (Unarmed Fighting)  
**STEALTH:** 10  
**PILOTING:** 25 (Navigation)  
**CHARISMA:** 10  
**TECHNOLOGY:** 15 (Ship Systems)  
**WITS:** 20 (Keeping Cool)

**INSIGHT:** 2  
**WILLPOWER:** 2  
**TECHNIQUES:** Avalon Perception Trance, Warp

Navigation, possibly Telepathy

**MELEE:** 15  
**MISSILE:** 20

**NOTES:** Navigators are a precious commodity throughout the galaxies. These Exemplar require a high level of discipline and understanding to even begin their training, and even more talent to become adept enough to pilot a Warpship. The average Warpship will have a single Navigator on board, although particularly colossal vessels may have two or even three if the Navigators are likely to be at risk. More experienced Navigators may have higher Piloting, Technology, Wits, and Willpower ratings.

**NAME:** IGAC Personality

**PROWESS:** 10  
**STEALTH:** 10  
**PILOTING:** 10  
**CHARISMA:** 20 (Public Image)  
**TECHNOLOGY:** 15 (Finances)  
**WITS:** 20 (Witty Repertoire)

**INSIGHT:** 0  
**WILLPOWER:** 1  
**TECHNIQUES:** None

**MELEE:** 15  
**MISSILE:** 15

**NOTES:** These statistics can represent almost any political persona, from a celebrity to a member of a noble house or major corporation. A less experienced personality should have a lower Wits, rather than Charisma. Famous athletes should have their Prowess increased to 25 or even 30, and gain an appropriate Talent in their chosen field.

CHAPTER FIVE

SETTING



The Intergalactic Government and Clergy controls vast swaths of territory sprinkled seemingly randomly throughout an even more vast universe, and has only nominal or no control in yet more areas. However, most of these locations are left undefined, so as not to box in an adventurous GM or group of Players. Instead, only Prime—the center of the IGAC’s government—a few sample planets, and major institutions are described in this booklet.

THE IGAC, IN GENERAL

IGAC: Intergalactic Government and Clergy. This vast empire extends its control to almost a hundred worlds, and influences half again as many. While each planet may have started out as a unique and individual sphere full of vibrant local color, the IGAC has done its best to clear such taints from their realms.

The banner of IGAC, flying from every government or religious building and emblazoned upon every object of political or legos significance (in other words, every object), is a simple pattern of four rectangles, two white and two silver. The white squares are a reminder of the purity of thought that all Citizens must possess, the silver of the reflective uniformity that is held so high by the virtually indistinguishable politicians and clerics of the IGAC.

All Citizens of the IGAC are expected to follow a strict Code of Life, the basics of which are presented below.

- All young Citizens will play at least two games a week of an IGAC Approved Game or Sport

appropriate to their Age, Location, and Gender.

- All Citizens will wear an IGAC Approved Outfit appropriate to their Age, Location, and Gender.
- All Citizens will eat IGAC Approved Meals and take IGAC Approved Medications appropriate to their Age, Location, and Gender.
- All Citizens will use IGAC Approved Devices for carrying out any IGAC Approved Activities. No non-Approved Activity may be carried out. If you wish for an Activity to be added to the Approved Activities List, this must be done by due process.
- All Citizens will be assigned an IGAC Approved Spouse at the age of 15, and leave their IGAC Approved Family Unit to begin a new IGAC Approved Family Unit at the age of 20.
- Each IGAC Approved Family Unit receives one IGAC Approved Child after five years of successful operation, and another IGAC Approved Child of the opposite gender five years after this.
- All Citizens will attend the IGAC Approved Religious Ceremony once per week.

EXEMPLAR ORDERS

Upon the planets controlled by the IGAC, Citizens are subjected to a series of propaganda displays and mind weakening medications to ensure that they conform to the twin pillars of Purity and Uniformity. Those with the willpower to resist this brainwashing are removed from their IGAC Approved Family Unit, and transferred to one of the Exemplar Orders. Here, they surrounded by an environment meant to

brainwash them in another way, giving them the discipline and motivation necessary to become a fully fledged Exemplar.

The **Marines Templar and Justicar** are the two largest Exemplar orders, and are, aside from their name, virtually identical. Although the Templars are nominally under the control of the Clergy, and the Justicars are supposed to be a political army, they are interchangeable to every degree but their names. Powerful armies comprised of approximately 1.5 billion well trained Exemplar fanatic warriors each, they are forces to be reckoned with.

Because of the superhuman discipline instilled in the Exemplar, there is no need for a detailed chain of command within the Marine orders. There are simply four ranks: Marine Private, Marine Commander, Fleet Commander, and High Commander. The vast majority of the Marines Templar and Justicar are simply Marine Privates, the system's basic grunt soldiers. Those that show uncanny creativity or cunning may be promoted to the status of Marine Commander, where their decisions may benefit their unit. Fleet Commanders are placed in charge of Warships or invasion forces, and each council of five High Commanders directs the actions of one of the two Marine orders.

The **Exemplar Order of Navigators** is much smaller and more mysterious than the abundant Marines. There may be a handful of million Navigators total, but not even the IGAC has a near exact count. A sovereign entity in and of itself, the Order of Navigators merely provides the IGAC with their services because they are well paid to do so. They are compensated not only in raw materials, but also with potential Exemplars—the most dedicated and disciplined of the Marine recruits.

These new young Exemplar begin upon their path almost immediately, and are assigned as an Apprentice Navigator to a more experienced member of the order. After a decade or more of studying the

ways of the Order, they may advance to become a Junior Navigator. A near lifetime of dedicated service may grant them promotion to the status of Senior Navigator, or even adoption into the Council of One Hundred that governs the Order.

The **Exemplar Order of Infiltrators** is as to the Order of Navigators as the Navigators themselves are to the Marines. Some even speculate that the Infiltrators are an offshoot branch of the Navigators, a splinter cell that broke away long ago.

The Infiltrators operate in much the same manner as the Navigators, and, like them, are a sovereign entity that deals frequently with the IGAC—although on a much smaller scale. When an assassination or military operation is too difficult for a standard Marine Templar or Justicar unit, and requires more finesse than an advanced squad, the Infiltrators are contacted. However, the Infiltrator's relations with the IGAC are much more strained, for they only excel at a service that the Marines could potentially provide where the Navigators have a skill completely unique. Because of this, the Infiltrators are constantly striving to advance their methods, and the IGAC puts a similar effort into making the Order obsolete.

Various **Free Orders Exemplar** have sprung up in recent years in opposition to the Marines Templar and Justicar. Disparate freedom fighters hailing from virtually unknown backwater worlds and have civilized anarchies, the Free Orders none the less pose a very real threat to the stability of the IGAC.

## PRIME

The entire IGAC operation is centralized upon the planet Prime, once known as Earth a long long time ago. Here vast complexes are dedicated to revising and improving the Code of Life, deciding what is IGAC Approved and what is non-IGAC Approved, developing new propaganda schemes and originality suppressing drugs. But very little on Prime is actually

done by a Citizen of IGAC—rather, members of the Noble Houses, the privileged elite and universe's only IGAC Approved Individuals, form the majority of the planet's population, and a good portion of the rest are members of the Exemplar Marine Orders.

Most Noble Houses have at least a good chunk of a planet or two under their control, and own vast estates upon their familial world. However, many find the monotony of living amidst mindless Citizens oppressive, and make moves to seek each other out. Others simply want political power. Prime is the point of convergence for all such wanting Nobles.

Because the Nobles are an IGAC Approved Object of Worship, Prime has become a booming center for IGAC Approved Holy Pilgrimages. Every day, a hundred million Citizens from diverse worlds flood into the orbital stations surrounding Prime and spend a few hours completing an IGAC Approved Special Religious Ceremony for Holy Pilgrimages. This flood of IGAC Approved Tourism has served to be advantageous for the Free Exemplar Orders, giving them an easy vector for covert operations upon Prime. Because of this, only Nobles and Exemplar are now allowed to travel between the surface and orbital stations.

Because the main bodies of the government and church are housed on Prime, so are their military branches. A large island in the Southern and Eastern hemispheres—what was once Australia before the seas rose—has had its tropical forests and dry deserts replaced with orchards of chrome antennae and white concrete flats of landing pads and parade grounds. The Citadel, as the island is known, is a virtually impregnable fortress hundreds of miles around, and an utterly secure base of operations for the Marines Templar and Justicar. However, the real majesty of the Citadel lies a ways off the coast, submerged beneath the waves, where divers constantly work to build newer, bigger and better Warpships. Films of the gigantic vessels making their first journey from sea to sky form the core of many of IGAC's most

successful propaganda campaigns.

## CONNECTING THE DOTS

The numerous worlds of the IGAC are linked by a complex network of space-time weaknesses. Not wormholes per say, but spots where the psychic energy of (spatially) near by life forms has worn reality thin. Sufficiently advanced technology is able to rip these weaknesses open and travel from one to another, but it takes a disciplined Navigator to make the travel at all accurate or safe.

Not all Jump Sites, as they are commonly known, are equal. The ease with which a specific Warp Jump is made depends on both the condition of the entrance and exit Jump Site. The more a given Jump Route (Warp Jump between a specific entrance and exit Jump Site) is used, the more thinly space-time is worn, and thus the more easily it may be used in the future.

Because of the rareness of Navigators and the amount of energy required to make a Warp Jump, the Warp Ships that make such leaps tend to wax huge in order to maximize efficiency. These ships are either assembled in an orbital station from parts manufactured under the ocean, or built while completely submerged. The ships must be fabricated under water because of the psychic nature of making a Warp Jump—the only other way to expose the pieces of a ship to so much raw *life* would be to assemble them in a rain forest, and the weightlessness of water is much more practical.

## EXAMPLE PLANET: EPSILON

Epsilon was one of the first couple dozen inhabitable planets discovered by early humanity, back when they were still naming new worlds after letters and numbers from various alphabets. Epsilon has only one major land mass, the Axis Range, a string of ancient

volcanic mountains stretching for a bit more than a thousand miles and never more than a hundred miles across. Most of the planet is carpeted by clear blue oceans and festering sargasso seas.

Although the air of Epsilon is perfectly breathable, the water is teeming rich with bizarre and exotic salts and metals. Its great seas and tiny islands are populated by millions upon millions of species of great web-clawed reptiles and invertebrates reminiscent of Prime's jellyfish. Colossal tentacular crustaceans, dubbed Kracken by the planet's original settlers, make deep sea travel dangerous. Epsilon is a small but dense planet with no moon, so the small tide is controlled by the system's only other planet; the startlingly close gas giant Sub-Epsilon.

Ten great cities sit astride the Axis Range, three on the north side and seven on the south. All of these centers are controlled by the IGAC, the rest of which is eager to purchase the minerals extracted from the vast metallic seas of blue Epsilon. The large Topaz Bay on the southern side of the Range in particular produces a salve that is an object of intense desire for the Orders Exemplar. The Topaz Gel, as it is called, has subtle psychically amplifying properties, extremely useful for Exemplar about to go into battle, and particularly dangerous to the stability of the IGAC should it reach the population at large. (Topaz Gel grants a temporary point of extra Willpower for the duration of the scene when imbibed.) Epsilon's capitol city, New Tampa, is the primary producer of this salve, and a special garrison of the Marines Templar is stationed there specifically to regulate its production and export.

The Noble family of Epsilon, House Old Fenrick, is noted for producing a surprising number of Navigators and Infiltrators. Some, pointing out their failure in contributing to the commanding ranks of the Marines Exemplar and Templar, have voiced doubts as to the loyalty of House Old Fenrick. However, their monopoly on the Topaz Gel has thus far kept ill-wishers at bay.

Three of Epsilon's cities have space ports. However, all IGAC Approved Interstellar Travel must go through processing at the Epsilon Orbital Station before landing at or leaving New Tampa, Fenricksburg, or West Topaz City. Epsilon's valuable export has drawn enough attention to the small planet to warrant a clear, reliable Warp route, although some complain of minor hallucinations while making the jump. This is usually attributed to being in close proximity to large quantities of Topaz Gel.

Epsilon has very few non-Citizens on the Axis Range, but a surprising number of rebels and terrorists call the planet's abundant small islands home. Desalination units are the most valued commodity of these small communities, usually obtained by trading with bootleg mineral dealers who make a wet landing. The IGAC suspects that one or more communities large enough to be considered cities exist on Epsilon's islands, but tracking the landing patterns of pirate vessels has so far lead to no results. Intelligence gathered from an unspecified source--most likely an Infiltrator--suggests that there is a non-IGAC controlled shipyard somewhere in Epsilon's vast waters.



## CHAPTER SIX

# WRAITHS



A sample scenario set on and around the planet Epsilon, Wraiths serves as an introductory adventure in the world of Exemplar. If you plan on playing through Wraiths as a Player, you should read no further so as not to ruin the surprise. GMs should at least give it a cursory inspection, at least to get a feel for how Exemplar scenarios may be formed and paced if not necessarily to run it.

### SCENARIO SUMMARY

Wraiths starts at the space port in New Tampa with the departure of the IGAC Approved Ship Fortune III, crewed by various soldiers and experts. Its mission is to investigate the demise of the IAS Purity IX, which exited through the Epsilon Jump Site apparently out of control. No attempts to make contact with the crew have been successful. The takeoff of the Fortune is disrupted by an attempt to sabotage the mission by islander terrorists, led by a soldier of the local Free Exemplar Order.

The second scene occurs at at Epsilon Orbital Station, where the IAS Fortune docks for inspection and to take on a small amount of Topaz Gel, in case it is required. The action in this area occurs when a non-IGAC Approved Passenger is caught attempting to board the ship!

Finally, we reach the Purity. Here the players find that bizarre psychic wraiths from another dimension infiltrated the ship during the Warp Jump and ripped the crew to shreds. We get a false climax when the boarding party is charged by a veritable army of the wraiths.

The real climax comes after the boarding party returns to the Fortune, and find out that there has been a schism amidst the crew: IGAC loyalists and Free Order covert operators. Communications systems are taken out, and a battle for control of the Fortune ensues. The winners must then find some way to resolve the situation with the wraiths, or turn it to their advantage.

### NAMED NPCs

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**NAME:** Citizen Trenton  
**PROWESS:** 15  
**SCALE:** 15  
**PILOTING:** 20 (Space Transports)  
**CHARISMA:** 15 (Being Friendly)  
**TECHNOLOGY:** 15 (Repairing Vehicles)  
**WCS:** 15 (Pistols)

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**INSIGHT:** 0  
**WILLPOWER:** 1  
**TECHNIQUES:** None

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**MELEE:** 15  
**MISSILE:** 15

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**NOTES:** Citizen Trenton is the pilot of the Fortune. He is also a man of dubious loyalties--his IGAC Approved Spouse was terminated due to trading with non-IGAC Approved Citizens, and he has been doing the same (even though the officials don't know this). He is now a freedom fighter through and through, but continues to play the part of the Citizen perfectly. He knows that Free Order forces are aboard the ship, as do most of his technicians (who are

likewise in on the conspiracy).

---

**NAME:** Cmdr. Samuels

**PROWESS:** 25 (Blades)  
**STEALTH:** 15 (Moving Silently)  
**PILOTING:** 15 (Personal Ground Vehicles)  
**CHARISMA:** 20 (Commanding Troops)  
**TECHNOLOGY:** 10  
**WIS:** 20 (Pistols)

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**INSIGHT:** 2  
**WILLPOWER:** 2  
**TECHNIQUES:** Empowered Strike, Bypass, and Step Without Walking

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**MELEE:** 25  
**MISSILE:** 20

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**NOTES:** Commander Samuels is the leader of the Marines Templar and other soldiers aboard the Fortune. He has ten Templars with him, as well as thirty normal troops. He is an exceedingly competent commander, and those who have worked with him expect him to be promoted soon. He hails from House Mu Lung, one of the earth-bound social Noble families. Samuels distrusts House Old Fenrick but not openly, and will jump at an opportunity to discredit them.

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**NAME:** Infiltrator Hyert

**PROWESS:** 25 (Unarmed Fighting)  
**STEALTH:** 25 (Shadows)  
**PILOTING:** 10  
**CHARISMA:** 10  
**TECHNOLOGY:** 15 (Information Recovery)  
**WIS:** 20 (Pistols)

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**INSIGHT:** 2  
**WILLPOWER:** 2  
**TECHNIQUES:** Pinpoint Accuracy, Energize, and Concentration of Nonexistence

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**MELEE:** 25  
**MISSILE:** 20

---

**NOTES:** Hyert is a member of the Exemplar Order of Infiltrators, who had been stationed upon the Purity in transit to Epsilon. There he was supposed to try to find out about Free Order operations on the planet, although the the Infiltrators gave him an ulterior motive: to disrupt the trade of Topaz Gel to the IGAC so as to give the Infiltrators an upper hand in this area. He survived the wraith attack using his Concentration of Nonexistence, and is eager to leave the Purity. If he can, he will attempt to board the Fortune without being seen.

---

**NAME:** Cmdr. Conners

**PROWESS:** 25 (Blades)  
**STEALTH:** 15 (Shading the Truth)  
**PILOTING:** 15 (Personal Water Vehicles)  
**CHARISMA:** 20 (Inspiring for the Cause)  
**TECHNOLOGY:** 10  
**WIS:** 20 (Pistols)

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**INSIGHT:** 2  
**WILLPOWER:** 2  
**TECHNIQUES:** Pinpoint Accuracy, Telekinetic Force, and Telepathy

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**MELEE:** 25  
**MISSILE:** 20

---

**NOTES:** Commander Conners is the second in command of the Marines Templar, but also an under cover agent of the Epsilon Free Order. Three of the Templars under Samuels are also Free Order Exemplars in disguise, and ten of the other soldiers are affiliated with the Free Order. Conners is a distant relation of House Old Fenrick, and for this reason Samuels doesn't fully trust him. Conners is here to find out why the Purity came out with its crew dead, and

see if he can make this problem permanent. If so, the Free Order will be able to assault the Axis Range without the Marines there receiving assistance.

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**NAME:** Civilian Remy

**PROWESS:** 10  
**STEALTH:** 15 (Shading the Truth)  
**PILOTING:** 15 (Personal Water Vehicles)  
**CHARISMA:** 15 (I'm Innocent)  
**TECHNOLOGY:** 20 (Designing Programs)  
**WIS:** 10

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**INSIGHT:** 0  
**WILLPOWER:** 1  
**TECHNIQUES:** None

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**MELEE:** 10  
**MISSILE:** 10

---

**NOTES:** Civilian Remy is a contact of the Epsilon Free Order on the Orbital Station. When the Fortune docks to take on supplies, she attempts to sneak aboard to get a message to Conners, but is caught. Her message is that an Infiltrator is supposedly on board the Purity, and should not fall into Templar hands.

## NOTED UNNAMED NPCs

---

**NAME:** Minor Exemplar

**VALUE 20:** Combat, athletics  
**VALUE 15:** Sneaking, computers  
**WOUND:** 10 sided  
**NOTES:** These represent the Unnamed Exemplar at the ports and under the command of Commanders Samuels and Conners. Twice per scene, each one may use a "combat technique," giving them two bonuses on a combat contest.

---

**NAME:** Wraiths

**VALUE 20:** Combat, being sneaky and spooky  
**VALUE 15:** Noticing stuff  
**WOUND:** 6 sided  
**NOTES:** These are the hordes of psychic wraiths that infest the Purity. When you enjoin combat with them, you must make a chance roll, chance out of 10 being your Willpower plus Insight. If you fail the roll, you may not spend Willpower or activate Techniques for the duration of the contest roll. Because they are incorporeal, they gain a bonus against attacks not psychically enhanced.

## FITTING THE PCs IN

As a GM, you will need to work with the Players to come up with a reason for their PC to be on board the IAS Fortune III. They may be a technician, civilian observer, Marine Templar from the base at New Tampa or Justicar who happened to be near by on leave or some such, a Free Order covert operative, a Navigator checking on their fallen comrades, an Infiltrator on some secret business, or anything else. However, they should have some reason to pursue the adventure and to see what's up with the Purity. If everyone can just walk away, where's the tension? Where's the fun?

## SCENE 1: LIFT OFF

The session starts out with the last of the technicians hurrying on board the Fortune while Epsilon Free Order operatives, who had erstwhile been disguised as port workers, throw off their disguises and pull out weapons. There may be about a minutes worth of battle before the Fortune is ready for liftoff.

This is an interesting situation because about a third of the crew of the Fortune are, themselves, Epsilon Free Order operatives in disguise. Commander

Connors will attempt to preserve the Free Order troops, putting them into safer positions, while sending real Marines out into the most vulnerable positions. The entire goal of this little stunt is to deplete the numbers of the true Marines, making it easier for Connors to stage a takeover later in the mission.

There will be about ten minutes between liftoff and arrival at the orbital station, and then another half hour or so of docking procedure. This is a good opportunity to explain the In Media Res beginning using the vector of Commander Samuels. Any PCs in on the scheme might get a few “extra orders” from Connors explaining the other side of things. Samuels should explain the following points:

- The IAS Purity IX made a Warp Jump between Prime and Epsilon earlier that day.
- The crew did not register the arrival.
- The crew is not responding to hails.
- This team is being sent to investigate.
- Before heading towards the Purity, they will dock at Epsilon Orbital Station to take on supplies (including one hundred doses of Topaz Gel) and new troops.
- A brief IGAC Approved Litany will be offered to the dead.

Connors should explain the following to any other Free Order operatives:

- The Free Order wishes to stop all use of the Epsilon Jump Site for a few months
- If they succeed, they can take over Epsilon without fear of the enemy receiving back-up.
- They will take over the ship when a boarding party leaves for the Purity.
- The captain and crew are on the Free Order’s side.
- Which Marines are on the Free Order’s side.
- The scuffle at the port was to take out true Marines, to make the Free Order’s work easier later on.
- At Epsilon Orbital Station, we are to contact one Citizen Remy for any new orders or information.

## SCENE 2: EPSILON ORBITAL STATION

When the Fortune finally docks at the Epsilon Orbital Station, most of the military and nonmilitary crew goes off in search of IGAC Approved Recreational Facilities. If things get slow, pull a bar fight on the PCs against a couple of Unnamed. Not only does this spice things up, but it is a great chance to blow things up and to get the superiors mad at you.

After a bit of fun in the white and chrome halls of Epsilon Orbital, enter Citizen Remy. She may try to sneak up into the ship, in which case she’ll be caught by a guard. Alternatively, she could be called on fraternizing with a male who is not her IGAC Approved Spouse in a suggestive manner. This, of course, is not an IGAC Approved Activity. Somehow, Connors will try to find a way to get a word with her, possibly disguised as a berating. From her, we learn the following:

- Inside sources show that the Exemplar on the ship consisted of two Navigators, an Infiltrator, and a detachment of 100 Marines Templar bound for the station in New Tampa.
- Find and protect all survivors.
- If the Infiltrator lives, don’t let the true Marines know what he is.

After contacting Remy, things have a chance to slow down again. If this happens get things moving by deiminishing large sections of Epsilon Orbital to drifting clouds of smoke and burning chunks of metal. A fight between port security and some smugglers may be a good way to accomplish this—maybe the PCs and the Fortune could even chip in a bit, on either side.

Remember that the Fortune will be taking on 100 doses of Topaz Gel and a few replacement soldiers before it takes off. Perhaps a greedy and not thoroughly brainwashed Citizen may have his eye

caught by the Gel, or maybe another group of Free Order covert operatives could attempt to force the ship away from the Station before the troops can be replaced.

## SCENE 3: BOARDING THE PURITY

The crew of the Fortune has about twelve hours between leaving Orbital and closing within boarding distance of the Purity IX. This time should be taken to rest up, and maybe visit the medical bay to have some of those wounds looked at.

When the Fortune closes within weapons range of the Purity, the Samuels puts his ship on standby alert. Samuels then assembles the boarding party, which includes too many Free Order operatives for Conners' liking. There may be a few arguments over who should be on the party. If things really heat up, you can stage the Free Order's takeover here and now. If a mostly true Marine party leaves for the Purity, the takeover takes place while they're away. If mostly Free Order operatives are boarding, then the takeover takes place when they come back.

The Fortune connects to the purity via an umbilical air lock tube. Whoever boards gets attacked by wraiths after about ten to twenty minutes of finding bodies dead by seemingly no cause scattered throughout the pristine corridors of the Purity. The wraiths go for Topaz Gel using characters first, and leave a blue slime on weapons that wound them. They may run into a few survivors, possibly including Hyert, but he'll try to sneak into the umbilical without being noticed, if he can. The crew should be in constant contact with the boarding party, so they'll know if something's up on the Fortune.

If Hyert is there for the action, he'll side with the Free Order. If caught and pressed for information, he'll explain the following:

- He is a member of the Infiltrator Order who was

stationed on the Purity in transit to Epsilon.

- No one was supposed to know of his existence.
- He survived the attack using the Concentration of Nonexistence.
- He did not experience most of the happenings, as he was meditating to keep the Concentration up.
- His goals are none of your business.

Psychic scanning or other info retrieval tactics will reveal the following additional information:

- His mission from the IGAC is to find centers of Free Order resistance and recon about them.
- His mission from the Infiltrators is to disrupt the flow of Topaz Gel to the Templar and Justicar Orders.

## SCENE 4: RETURNING TO THE PURITY

After all the dust settles, the winning side will have a chance to make further forays to the Purity. Remember that the Epsilon Free Order wants to use data gathered from the ghost ship to shut down the Jump Point for a few moths, and the IGAC soldiers want it back up and running. Hyert wants to alter the Jump Point so that the Topaz Gel could not be shipped to Prime and similar IGAC centers, but could still reach the Infiltrator Order if possible.

Analyzing the residue left on weapons that have harmed the Wraiths shows it to be similar in composition to the Topaz Gel, but sending out negative psychic waves where the Gel is positive. (If used like the Gel, it decreases the imbiber's Willpower by 1 for a scene.) Simply observing the wraiths shows them to be attracted to living creatures and the Gel. In fact, they may get greedy enough to even assault the Fortune in small numbers. Note that, while almost completely insubstantial, they can not move through solid objects *except for during a warp jump*.

If the Players are just sitting around, having their

characters talk about psuedo-science and the nature of psychic powers and hey, look, look, I found a loop hole in the plot!--then have two guys with guns (or wraiths, whatever) burst through the door. They could be Marines that everyone thought was dead, or survivors from the Purity driven mad by the wraiths or even (if you want to get spooky) dead bodies possessed by the mysterious psychic ghosts and reanimated to serve their malign ends.

This scene should end with either the Purity or the Fortune going up in flames. Alternatively, another ship could come and investigate, and it could be the vessel to bite the bullet.

But you really need to blow up a space ship.

## EPILOGUE

Thus endeth Wraiths. Now that all the main action's over, the PCs need to somehow get back to civilization. Good chance for sweeping dramatic vistas upon entering a planet's atmosphere, and a bit of tension when you try to make a wet landing with a dry landing ship, or just plain land after all the shit that's happened in space.

After all is said and done, **don't forget to ask for feedback!** This is the best possible way to become comfortable with the Exemplar system, and a better GM in general. Ask if the players would like to play Exemplar again, and what they'd like to do in the next session (so that you can start planning.) And don't forget to e-mail me at Jeph88 (at) Mindspring (dot) com to tell me how it went!

# EXEMPLAR REFERENCE SHEET

## CHARACTERS

The Styles start with a rating of 10, Willpower and Nemesis with a 1, Insight at 0, no Techniques, and 1 Plot Point. Spend 15 points in improvements. +5 Style costs 1 point. +1 Willpower Insight, or Plot Points costs 1 point. Each new Technique costs 1 point. No Style may be rated beyond 30, Willpower may not go beyond 4, or Insight beyond (your lowest Style over 5). Nemesis may not be increased. Choose a Talent for each Style rated at 15 or above. Set your combat values--Melee and Missile--either one equal to Wits and the other Prowess, both the average of the two. Choose a favored move for each style (light, standard, or heavy; one or many opponents, and what effects that attack will have).

## ROLLING DICE

For a standard check, the GM sets a number of difficulty dice and an appropriate Style. The player rolls that many 10 sided dice, plus Penalties minus Bonuses, and totals them up. They succeed if the total is equal or under their Style's value. In contests, the initiator makes a check at the chosen number of difficulty dice. If they succeed, their opponent makes a check at that many or more dice. The first character to fail the check loses the contest. For chance rolls, find your chance out of ten, and roll one 10 sided die. If the die rolls equal to or under your chance out of 10, the result is positive. If it rolls above, the result is negative.

## COMBAT

Combat is a contest with added quirks. Whenever you make a roll, choose to go light, standard, or heavy. On light rolls, the opposition takes a penalty on their next roll, but you have two fewer EP if you hit. On heavy rolls, your enemy defends with a bonus, but you have two extra EP if you hit. When someone fails a roll, their opponent has hit, and may spend a number of EP on the attack equal to the difficulty dice of their last roll, plus an adjustment for going light or going heavy, plus two if they fulfill all the criteria of their favored move. For a chance effect, make a chance roll, chance out of 10 being the number of EP assigned to the effect.

	Wound	Disarm	Push
Negative	Minor Wound	Weapon drops	Fall down or back
Positive	Disabling Wound	Snatch or throw weapon	Fall down and back

## METAPHYSICS

A character may spend a point of Willpower to gain a bonus on any roll, modify a chance roll by 2, use a Technique an extra time in a scene, or ignore wound penalties for one check or contest. You may gain your Nemesis in bonuses on any roll or alter any chance roll by twice your Nemesis at any time, but gain a check in one of the advancement boxes if you do so. Once you advance past 5 Nemesis, you roll over back to 1, but now rolls are altered in favor of you meeting your Fate. Each Technique may be used once per scene at no extra cost, but requires the expenditure of an extra point of Willpower each additional time that it is activated. Techniques marked with a (wp) require expenditure of a point of Willpower whenever they are used. Techniques marked with an (ra) let the target make a chance roll (chance 10 being their Willpower plus Insight) to resist.

**PRINT ON BACK OF CHARACTER SHEET**

# EXEMPLAR

## NAME AND TITLES

## DESCRIPTION

## STYLES

PROWESS

10 15 20 25 30 35 40 45



STEALTH

10 15 20 25 30 35 40 45



PILOTING

10 15 20 25 30 35 40 45



CHARISMA

10 15 20 25 30 35 40 45



TECHNOLOGY

10 15 20 25 30 35 40 45



WITS

10 15 20 25 30 35 40 45

## METAPHYSICS

INSIGHT

WILLPOWER

\_\_    
\_\_    
\_\_    
\_\_    
\_\_

NEMESIS

## TECHNIQUES

NAME

EFFECTS

WP RA

1. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
2. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
3. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
4. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
5. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
6. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
7. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
8. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
9. _____	_____	<input type="checkbox"/> <input type="checkbox"/>
0. _____	_____	<input type="checkbox"/> <input type="checkbox"/>

## COMBAT

METHOD

RATING FAVORED MOVE

MELEE

\_\_\_\_\_

MISSILE

\_\_\_\_\_

LIGHT WOUNDS:

DISABLING WOUNDS:

## NOTES

(Plot Points: \_\_)