

GEM System

Attributes

Physical Attributes:

- Strength
- Agility
- Hardiness

Mental Attributes:

- Wits
- Intellect
- Perception

Social Attributes:

- Charisma
- Appearance
- Manipulation

Skills

Physical:

Knowledges:

Social:

Secondary Attributes

Race Pools – A set of stats unique to each race. These affect each character differently.

- Were Creatures: Rage* / Gnosis *sub-species specific
- Vampires: Blood / Humanity
- Fae: Glamour / Despair
- Human: Essence / Numina

Willpower – Mental fortitude as well as a general level of sanity and sense of self.

Skill and Ability Rolls

(Attribute) number of dice rolled [Range of 1 – 5]

Base Target of (10 – relevant Skill) [Range of 10 – 5]

Passively Opposed checks use (Base Target + Opposition Attribute) [Range of 5 – 10]

Actively Opposed checks have both parties roll normal skill checks. Results depend upon the skills in question.

For most skill checks, a result of 1 removes a success. A negative number of successes results in a fumble. The larger the fumble, the worse the outcome.

A result of 10 counts as a success and allows a reroll, with a maximum number of additional dice equal to skill level.

Attack rolls are based upon the weapon or attack style. Every success on the attack above the defense adds a die to the damage.

Defense rolls are the defender's choice, but some weapons may preclude defense types.

- Evading will nullify all damage if tied or higher, but provides no resistance dice.
- Blocking allows for a reduction in damage dice, but equipment may become damaged.
- Rolling with the blow allows for additional soak dice.

Damage rolls have a target of (6) and can neither fail nor give rerolls.

Soak rolls have a target of (8). They cannot fail, but they can be rerolled on a result of 10.

Short Combat Example:

Amy attacks Bob. Bob can choose to evade, block, or roll with it. Amy scores 3 successes and Bob does as well. If Bob Evades, no damage or soak roll is needed. If Bob Blocks, Amy rolls her damage dice but it is only applied to the equipment or armor used. If Bob Rolls then he gets 3 additional soak dice. No additional damage dice are gained because Amy's 3 successes are nullified by Bob's 3 successes, regardless of defense style.

Bob attacks Amy in return. He scores 2 successes while Amy scores 1. If Amy tries to Evade, the attack hits and Bob rolls full damage dice. If Amy Blocks, full damage minus 1 die is rolled against her soak while 1 die is rolled against the blocking equipment. If Amy Rolls with the attack then she gets 1 extra soak die. Bob gains an extra damage die because he scored 2 successes to Amy's 1.

Species and Races:

The GEM System is intended to be flexible. Some players want to have the roll of a 'regular' human while others have dreamed of being some fantastic creature. The main goal is to give them a balanced starting point.

Starting Racial Stats

Priority	Race	Attributes	Powers	Skills	Backgrounds
A	Divine	8/6/5	5	15/13/9	7
B	Mythical	7/6/4	4	14/11/7	6
C	Supernatural	7/5/3	3	13/9/5	5
D	Demi-Human	6/4/3	2	11/7/4	4
E	Human	5/3/3	1	9/5/3	3

A base character has Priority C in all categories. By voluntarily lowering one or more categories, others may be raised by an equal amount.

Race – If choosing a priority rank for a race that is higher than normal (*i.e.* a D-level Human), then the character receives 6 bonus Freebie points per extra rank.

Freebie Points – Characters start with 15 bonus points to distribute amongst their stats. See costs below.

Humans

Humans are the species by which all others are judged. As such, they may feel lacking in comparison to a vampire or a dragon at first, although they do possess some inherent advantages—social acceptance, no outright negatives, and higher points for priorities.

Many humans will compensate for their lack of innate abilities with powers such as Magic or Cyberwear,

Demi-Humans

Nearly human in appearance and ability, these beings have a few traits which set them apart. Races such as Dwarves, Elves, Orcs, and Trolls are considered demi-human.

Supernaturals

Supernatural beings tend to have their own sets of rules and levels of social acceptability. They can vary wildly in capabilities. They are more restricted in some areas (Cyberware or Magic use), but may possess abilities humans can only dream of.

Common supernaturals are Vampires, Faeries, Werewolves, and other Shifters.

Mythicals

Mythical beings have innate abilities which make them exceptionally impressive. They are also unlikely to be mistaken as human.

Dragons, sphinxes, and even extra-dimensional aliens may fall under this category.

Divines

Divine creatures are well above mortals in their capabilities. Even if they appear human, something about them sets them apart.

These characters may be the physical manifestation of some mythical god. Roger Zelazney's Amberites and Chaos Lords would also qualify.

Vampire Attribute and Skill Maximums

Vampires get stronger as they age. An elder vampire is a fearsome being owing to centuries of experience and survival. Formidable as they are, these creatures must still keep an eye upon the younger generations who seek to forcefully usurp their power.

Generation	Attribute Max	Blood Pool	Blood per Turn	Age
13 th	5	10	1	Recent
12 th	5	11	1	10 years
11 th	5	12	1	25 years
10 th	5	13	1	50 years
9 th	5	14	2	100 years
8 th	5	15	3	250 years
7 th	6	20	5	500 years
6 th	7	30	6	1000 years
5 th	8	40	8	1500 years
4 th	9	50	10	3000 years
3 rd	10	?	?	6000 years

Other Realms – Shadowrun

Cyberwear

In the world of Shadowrun, circa 2045, human augmentation through cybernetics is quite common. There are very few medical problems we know today that cannot be corrected by this time, nor for those with resources, simple human limitations. Common procedures involve artificial organs and prosthetic limbs. Specialized cyberwear can enhance eyesight, filter pathogens, or provide tactical HUDs overlaid on an individual's vision. Military-grade equipment can greatly increase reflexes, running speed, sub-vocal communicators, or even weapons.

The downside to cyberwear is the toll it takes upon the body and spirit of the one it is implanted in. Something is lost which each improvement, and that is the very essence of what makes one a person. Some creatures such as Lycanthropes and Shapechangers may find their abilities significantly curtailed should they be augmented in such a way. Magic users discover their spell

casting abilities are hindered, and some sensitive creatures may outright reject such modification.

Bodywear

Similar in concept to cyberwear, these pieces take into account the recipient's physiology with biologically friendly materials and DNA-matching and/or editing. Though generally not providing as dramatic an improvement, they cause fewer problems than their purely synthetic counterparts.

These body modifications are highly sought after by mages and shifters seeking an edge without all the drawbacks.

Rigging

Specialized cyberwear that allows the individual to control remote drones, along with improved reaction time and multi-tasking. Because of the variety of drones available, their versatility is unrivalled.

Decking

Information is everything in 2045. Multinational corporations wield more power than territorial governments. Deckers use personal computers and their own suite of cyber modifications in order to take full advantage of the Matrix. These hackers can be seen helping runners with mission security, stealing data, doing corporate espionage and sabotage, and protecting company data stores. Where runners inspire concern with their brute methods and cunning plans that threaten territorial integrity, deckers scare the corps because they have the potential to take everything that makes them valuable—data.

Other Realms - D&D

Magical Items

These are powerfully enchanted items with a rating between one and five pips. The pips represent the strength of their enchantment. For weapons and armor, up to three reflect their automatic successes for hitting, damage, or damage absorbed. Additional dots represent other powers, whether adding elemental damage (which must be rolled) or other characteristics such as causing bleeding, intelligence, or any other magical property.

Damage Resistance

Some creatures are tough to an unbelievable degree thanks to their magical nature. For every pip more of Damage Resistance than automatic success (Magical Item damage bonus, Potence, etc.), they reduce total damage done by two, automatically. This does not work against specific elemental attacks.

Elemental Resistances

Many creatures exhibit supernatural resistances to specific elements. This is represented by a number of pips that add to soak rolls, or grant soak rolls even if normally not soakable. Three dots in an elemental trait represents immunity to mundane, natural sources, such as a camp fire or electricity from a wall outlet. Five dots in a trait grants immunity to all but the most intense attacks using that elemental form—lava would not bother an immune creature, but a magical fireball doing at least three damage would have a chance—and the creature still gets its normal soak roll.

Shapeshifting

A rare trait that is nevertheless well known by adventurers is the ability to assume other forms. The number of pips determines the amount of control the creature has. General appearance is fairly easy to mimic, however imitating a specific individual or specimen will require a skill roll (Stamina + ?).

The real benefit of pips is how close to the chosen subject the character can become. Each pip allows the user to choose a property of the creature to imitate. A skill roll then allows them to assign bonus points towards those traits, not to exceed the creature's. Non-intrinsic abilities and knowledges cannot be duplicated—armor, weapons, enchantments, spell casting abilities, etc.

Other Realms - Amber

Pattern

The strongest power known to Amberites, derived from walking the Pattern. Doing so grants the potential for a great many abilities.

- Fashion Appearance – The ability to change one's clothes to match the realm and occasion
- Find Item – Simple items can be found by 'stumbling' upon them.
- Shadow Walking – The ability to walk through Shadow, the disparate realms of existence
- Pattern Defense – Calling forth the Pattern allows one to dispel enchantments one touches
- Find Desire – Shadow is infinite and anything can be found. This leads you to it.

All of these are possible with even a single pip of Pattern. Higher ratings allows for better control of the desired outcome. In the case of Shadow Walking and Find Desire, this does not necessarily mean an easy time of it. The more powerful or obscure a target, the more likely it is to be very well defended in some unpleasant environment. Physical and metaphysical properties of each Shadow may differ quite a bit, too.

Pattern Defense gives a number of automatic successes in stopping mind control or dispelling an enchantment. Spells depend upon their nature. Barrier will be completely dispelled unless

somehow compartmentalized. Area spells will affect others, but not the Pattern wielder, although those behind them may be shielded depending upon how the spell spreads.

Shapechanging

Similar to Shapeshifting, this is much more fluid in nature. Shapeshifting is about mimicking other creatures. Shapechanging allows for creative control. Mass is limited to approximately the wielder's own, though surrounding matter can be incorporated given time. This power can also greatly speed the healing process by knitting damaged areas back together. Whether healing or changing form, the process does take time and is not instantaneous. One danger of Shapechanging is that the more exotic the form chosen, the less of the original personality remains if they are not careful.

In addition to the abilities it confers, practitioners have three base forms they can quickly assume. Not doing so gradually can be very taxing, however, imposing a cumulative penalty upon Stamina for the scene.

Human Form – This is the wielder's natural shape, which may not actually be human, but is referred to as such in general. They can revert to this form quickly and without penalty, because it is their default state.

Demon Form – It is a more exotic appearance with natural weapons and armor. For Amberites this tends to look like an animal of some kind. For Chaosians it is generally humanoid, but can vary widely in appearance. Whatever its nature, it tends to favor the outlook of the user.

Avatar Form – A shape made for survivability. These tend to be very exotic in nature and could be everything from assuming the shape of a bonfire, a mass of rock, to a ghostly wisp. Whatever form is chosen, it tends to be very hard to kill, and able to survive in most environments. The downside is that its personality is strongly keyed to the shape can be quite alien to the user's normal one. More than one shapechanger has lost themselves to their Avatar Form.

Trump

This is the power of Tarot and communication. Trumps are one of the most handy magics known in all of Shadow, and is a basic power unto itself. Each Trump contains the likeness of an individual or place and a *direct link* to them. This makes them powerful and very dangerous.

Anyone of sufficient willpower can activate a Trump if they understand how to. For Trumps of individuals, they will feel it and can either open themselves to the connection or do their best to resist. Stronger minds can force the connection, but the recipient has a decided advantage (Wits + ? + 3 vs. Manipulation + ?). Places cannot resist though warding magic can be in place.

Once a connection is established, the individuals involved will clearly see one another. They can hold a conversation as if they were right in front of one another, though the mental contact will

permit communication even if background events would drown it out, though mental duress may cause hindrance. Other individuals can be added to the conversation if they are in physical contact with one of the two and they are of sufficient mental strength. Mental combat can be initiated, but the link goes both ways.

Perhaps the greatest convenience of these devices is that an established connection permits one to travel to the location depicted, or be pulled through by the person on the other side. Other people and objects can be passed through as well.

Sorcery

Conjuration

Logrus

Flavor

Brands

- Friggin' Chicken – "It's F***ing... I mean it's Friggin' good!"; Mascot is Fowl Mouth
- 13 – "13 stimulants in every bottle"; Yellow Sno, SeXXX, Team Trivia, Dirty Sanchez
- Liquid DemonSeed – "Slobber it down"; Babalu, ExTeaSee, Rondo, Dank Skank
- NuBlood, SynBlüd
- Yahooligan – Search engine
- Schreknet – Nosferatu playground
- Hellcat – Construction equipment
- Deb of the Night – Nighttime radio jock
- Cock-a-Cola

Hotel

- Ed – Crazy, jealous husband; killed family then self by burning hotel
- "wife" – Started wearing her grandmother's locket; Ed thinks it is from a suitor
- Tiffany, Ed Jr. – Kids killed by Ed in the basement
- Ocean House Hotel, abandoned since fire of 1958
- Investigators unsure which was responsible; Husband's ghost was keeping wife captive

Elizabeth Dane

- Freighter that turned up without any crew
- Was carrying the Ankaran Sarcophagus
-

