

Transient Entertainment Pulse

Character Stats

Attributes

Each character has a total of 9 attributes, divided into 3 domains, and into 3 tasks within each domain:

		Tasks		
		Control	Sense	Power
Domains	Ethereal	Discretion	Insight	Vitality
	Mental	Cunning	Empathy	Will
	Physical	Agility	Scan	Brawn

Note that these names are not completely accurate; for example, ethereal attacks are "aimed" by Discretion. "Ethereal Control" is more accurate than "Discretion".

Forms

Some characters only have a single form; others can transform between several forms.

Derived Stats

- ◆ Initiative: Discretion + Cunning + Agility. How quickly you react to combat.
- ◆ Armor: Power × Armor Multiplier. Subtracts from each attack's damage. Separate for each domain and form.
- ◆ Hit Points: Power × Power. How much damage you can tolerate. Separate for each domain, and physical is separate for each form. Usually shortened to EHP, MHP, or PHP.

Skills

Most skills are based on an attribute; the skill's ability value is [Attribute + Skill Dice], even untrained.

- ◆ Alertness (Scan): basic physical senses
- ◆ Stealth (Agility): sneaking around without being detected; opposes Alertness/Scan
- ◆ Maneuver Skill (Agility): maintaining control at high speed or on rough terrain; works with any one form
- ◆ Attack Skill (weapon's Control): works with any one weapon (or set of weapons); spells are a set
- ◆ Parry Skill (<none>): works with any one weapon (or set of weapons) with a defense option

- ◆ Sense Motive (Empathy): social senses
- ◆ Bluff (Cunning): usually opposed by Sense Motive
- ◆ Negotiation (Cunning): usually opposed by Negotiation
- ◆ Intimidation (Will): usually opposed by Will, sometimes by Intimidation
- ◆ Mechanic (Cunning): design/build/repair machines
- ◆ Medic (Cunning): heal biologicals

- ◆ Second Sight (Insight): ethereal senses, need to make rolls even in "plain sight"
- ◆ Spell Subtlety (Discretion): making your spells hard to see ethereally
- ◆ Sigil Skill (<none>): magical power and speed; works with any one sigil; limited to [Vitality × 2]

Character Creation

Each attribute starts at 1; you get 6 domain(row) raises, 6 task(column) raises, and 6 optional single-point moves. (Forms can also raise physical attributes.) Finally, you get 60pt for forms and skills.

Each form's base cost is the sum of its components, below, with a minimum of 1pt. The most expensive form is at full base cost; the others cost half(round up) of their base cost. Each form normally has its own weapons, though it's possible to share a weapon between forms(buy it separately in each form).

Each weapon's base cost is the sum of its components, below. The most expensive is at full base cost; the others cost half(round up) of their base cost. Each weapon has a domain, and uses that domain for everything; most are physical. Integral weapons can be hidden(just a gun port) or retractable. Even with no weapons, you can punch/kick/etc. as if with a physical melee weapon with +0 Damage(i.e. use Agility to hit and Brawn for damage).

Skills cost 1pt per die in a skill. About 20pt in skills is recommended, aside from sigil skills. Most magical characters only have a handful of sigil skills.

Forms		2pt	Basic defense - can use Parry vs melee
Cost	Component	4pt	Good defense - probably a shield, can use double Parry vs melee
4pt	Ground move @ Agility, Run ×4	6pt	Good/ranged defense - probably a shield, can use double Parry vs melee, can use Parry vs ranged
8pt	Air move @ Agility×2, Run ×4		
2pt	Water move @ Agility, Run ×2		
2pt each	Add to a Run multiplier		
2pt each	+1 Agility	DOMAINS - PICK ONE	
2pt each	+1 Scan	×1	Physical domain
2pt each	+1 Brawn	×2	Mental domain
4pt each	Add to an Armor multiplier(all start at ×0)	×2	Ethereal domain
2pt each	Add a prehensile limb	RANGES - PICK ONE	
-2pt each	Subtract a prehensile limb	×1	Melee - add domain's Power to damage
		×2	Ranged - can't have defense options
		MOUNTS - PICK ONE	
Weapons		0pt	Hand - takes one hand
Cost	Component	2pt	Integral - doesn't take a hand
OPTIONS - SEASON TO TASTE		0pt	Inline - integral, replaces a hand
1pt each	Damage Dice		

Basic Mechanics

To make a roll, roll dice equal to your ability. Discard any dice that come up 1. The result starts equal to the number of dice left, but each die that came up 6 adds one extra die, in a sort of "bonus round". If you keep getting bonus rounds(i.e. you keep rolling 6es), keep rolling and adding to the result, unless you've obviously succeeded.

Example: Silvershock is intimidating someone with her Intimidation skill of 5. Her player rolls 3, 6, 4, 1, and 6. Discarding the 1, she has four dice left, so the result starts at 4; because she got two 6es, she rolls two bonus dice, getting 3 and 6. There are no 1s, so she adds the dice to the total(6 so far), and rolls one bonus die, getting 5. This isn't a 1, so she adds it to the total; with no more 6es, she's done, with a total result of 7.

The result usually gets compared to a difficulty(usually your opponent's roll, or a fixed number). If you roll higher, you've succeeded; if you roll higher than double the difficulty(or higher than 2, if the difficulty is 0), you've critically succeeded, which gives a better result. If you roll lower than or equal to the difficulty, you've failed.

- ◆ Rounding: Unless otherwise specified, round near, except that halves round down.
- ◆ Taking Parity: If you're not under pressure, you can "take parity" on a roll - take a result equal to your ability.
- ◆ Taking Half: At any time, you can "take half" on a roll - take a result equal to half the ability.

Combat And Other Actions

The event that sparks a fight is usually retroactively defined to occur in a surprise turn. After that, roll Initiative for each character; highest roll goes first, then next highest, etc. A normal turn takes about four seconds. On a character's turn, they can move and take an action - normally just one action, but they can take multiple actions at a penalty. Their action(s) can be placed before, after, or anywhere during their move. Initiative is not rerolled per-turn.

A character can move up to their movement in hexes and still dodge; they can alternately run, multiplying their movement by their Run multiplier, but reducing their ability to dodge.

Attack Action

Basically anyone can take an attack action. An attack goes like this:

- ◆ The attacker chooses a weapon and a target.
- ◆ The attacker makes an attack roll; the ability is their Attack Skill with the weapon. (With no dice in the skill, they still get attribute dice.) If taking multiple actions this turn, divide the result by the number of actions.
- ◆ The target makes a defense roll; the ability is the target's Control in the attack's domain, plus Parry Skill dice(if any) for each weapon they have in the domain. If the target ran on their last turn, halve the result.
- ◆ The attack roll result is compared to the defense roll result; if the attack fails, it missed, and the attack is over. If it crittalled, it will deal double damage(before armor).
- ◆ The attacker rolls the weapon's damage, and subtracts the target's current Armor in the domain; if no damage is left, the attack is over.
- ◆ The target subtracts the final damage from their HP in the domain(if physical, from their current form's PHP).

Transform Action

A character with multiple forms can use their first action to transform. Transforming must also come before moving, and their new form determines the available movement mode(s) and weapons.

Cast Action

A character with magical skills can take cast actions. They first choose a sigil, then roll their dice in that Sigil Skill; if taking multiple actions this turn, divide the result by the number of actions. This determines how much energy they build up for that sigil. The maximum energy they can have in each sigil is [Sigil Skill × 8]; any excess is wasted. They can then either immediately cast a spell using the energy they have, or save it. However, if a turn goes by without them taking a cast action and successfully getting at least 1 energy(in any sigil), their stored energy is lost.

Casting a spell uses energy from each sigil equal to its power level in that sigil. The spell is automatically cast, but may require Attack Skill rolls and/or effect rolls. Spells are by default obvious, with subtlety = 0, but the caster can give a spell a subtlety equal to the result of a Spell Subtlety skill roll.

Misc Action

Using another skill in combat is a misc action; if taking multiple actions this turn, divide the result by the number of actions. Some tasks will require lots of successes over a period of time, with each roll contributing to the total.

Damage & Healing

If a character is reduced to 0 EHP, MHP, or PHP in their current form, they fall unconscious. If they're reduced to [-EHP] EHP, [-MHP] MHP, or [-PHP] PHP in their current form, they die. Characters in the negatives lose 1 HP per turn, at the beginning of the initiative step they were taken negative at. Each time they lose HP this way, they roll their Power in the domain against their negative HP; on a success, they stabilize, and take no more such damage. If they're damaged in that domain again, they'll be destabilized, however. A successful Medic roll or Heal spell also stabilizes them.

Magic

Magic spells all have an associated ethereal display; illusion spells are thus not very useful against people with high Insight. On the other hand, people with low Insight can stare right at a subtle spell without seeing it. To see a subtle spell right in front of you, roll your Second Sight plus the spell's power level against the spell's subtlety.

Spells by default last a minute, affect a single target, and you must touch them. (If a touch-range spell breaks touch range, it winks out of existence.) Most sigils have an option to double the energy for ranged. Any spell can be cast on multiple targets; multiply the spell's power level by the number of targets.

Multiple sigils can be assembled into complex spells; for the smarter illusions, some Scry is all but required.

"Elemental effect" sigils can do various tricks(usually ad hoc) in their idiom, or can be added to the Attack sigil(at a power level equal to the damage dice) to make a physical weapon.

- ◆ Attack: like an ethereal weapon, except you can pick a domain for the damage; instant; base = 2 × damage dice(minimum 1); ×2 for ranged or adding Vitality to damage(can't do both)
- ◆ Heal: base = 2 × sum of HP healed; ×2 for ranged
- ◆ Buff: temporarily increases one or more attributes; base = 4 × total attribute points added; ×5/4 for ranged
- ◆ Debuff: temporarily decreases one or more attributes; power levels are same as Buff
- ◆ Telekinesis: creates kinetic forces; base = telekinetic Brawn(plus telekinetic Agility if ranged); ×2 for ranged
- ◆ Telepathy: mental communication, usually ad hoc, or can make a mental weapon like an elemental effect
- ◆ Analyze: reveals detailed status about the target, base opposes Vitality to take effect; ×2 for ranged
- ◆ Conjunction: creates spirits; base = 2 × sum of attributes(minimum 1 each, except you can leave out mental and/or physical domains entirely); permanent; can alternately attack conjured spirits like the Attack sigil
- ◆ Scry: augment/add senses; base = Sense value × number of senses; ×2 for ranged; ×2 for mobile viewpoint
- ◆ Delusion: alters target's perceptions; base = difficulty to see through; ×½ for one sense; ×2 for ranged; ×1 for inanimate, ×2 for animated, ×3 for interactive, ×4 for intelligent; add Scry sigil for senses
- ◆ Phantasm: creates illusory creatures/objects/etc; power levels are twice Delusion
- ◆ Glamour: alters target's appearance; power levels are same as Delusion, inanimate is usually plenty
- ◆ Fire: fire/heat elemental effects
- ◆ Ice: ice/cold elemental effects
- ◆ Light: light elemental effects, can also fake a half-power Phantasm
- ◆ Shadow: darkness elemental effects, can make a Stealth buff at base = bonus

Character Sheet

Name:	Allegiance:	Homeworld:	Age:
Description:			

	Control	Sense	Power
Ethereal	Discretion:	Insight:	Vitality:
Mental	Cunning:	Empathy:	Will:
Physical	Agility:	Scan:	Brawn:

HP	Damage
EHP:	
MHP:	

Form:					
Description:					
Physical Attributes			Armor		
Agility:	Scan:	Brawn:	Ethereal:	Mental:	Physical:
Maneuver Skill:		Move Mode:		Movement:	Run:
PHP:	Damage:				

Skill	Attribute Value	Skill Dice	Final Ability

Form:					
Description:					
Physical Attributes			Armor		
Agility:	Scan:	Brawn:	Ethereal:	Mental:	Physical:
Maneuver Skill:		Move Mode:		Movement:	Run:
PHP:	Damage:				

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range: Damage: Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range: Damage: Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range: Damage: Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range: Damage: Ranged Parry Skill:

Form:					
Description:					
Physical Attributes			Armor		
Agility:	Scan:	Brawn:	Ethereal:	Mental:	Physical:
Maneuver Skill:		Move Mode:		Movement:	Run:
PHP:	Damage:				

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range: Damage: Ranged Parry Skill:

Sample Character: Silvershock

Silvershock is a robot warrior who transforms between armed humanoid and motorcycle forms. Built on Xyon, she went off on her own to explore(it's a one-on-one campaign). She's pretty fast, especially in cycle form, and her combat abilities are based on her agility.

For attributes, her player concentrated on Agility and related attributes, also raising Powers(for HP) and Mental(for Cunning and MHP). However, this gave her excess Brawn for an Agility warrior, and low EHP, so she evened out her Powers to average using moves. She also evened out her Empathy and Insight, and pulled a point off her Discretion to get her Agility into double digits.

Her player decides her humanoid form will be more for combat and her cycle form more for speed, and adds (the somewhat traditional) air move to her humanoid form. She ends up investing heavily in her humanoid form, due in part to her weapon.

Her player makes a list of skills she wants high: Attack Skill, Maneuver Skills, Stealth, and Mechanic(so she can fix herself up). However, Silvershock's superior Agility means she doesn't need dice in Maneuver Skills or Stealth, and only needs dice in Attack Skill because she's mainly a warrior.

Her player totals up her point expenditures, and finds she's gone over; she reduces her forms a bit to get her down to 60pt total.

Row/Col Raises: Physical x4, Mental x2, Control x4, Power x2.

Moves: Brawn > Vitality x2, Empathy > Insight, Discretion > Agility, 2 unused.

42	Humanoid Form(42)
4	+2 Brawn
4	Ground Move(x4 Run)
8	Air Move(x4 Run)
4	Physical Armor x1
20	Weapon: Blaster Pistol(10 Damage, Physical(x1), Ranged(x2), Hand(+0))
16	Cycle Form(8)
8	+4 Agility
12	Ground Move(x8 Run)
-4	-2 Prehensile Limbs
10	Skills
5	Attack Skill(Blaster Pistol): Agility+5
5	Mechanic: Cunning+5

Sample Character: Leaf Tattersail

Leaf is a pixie from the Tattersail tribe. She knows magic, especially illusions, and can turn into a (relatively tougher) squirrel. She's in a "little people" game, the other PCs being a fourth-generation NIMH rat, a leprechaun, and a baby storm spirit. The GM sets the game's default scale fairly small, such that a normal human would have Brawn:40 and Agility:2.

For attributes, her player focuses on Ethereal and Control, but keeps at least one raise in each row and column. She pulls a couple points out of Empathy for her Vitality and Will(for EHP and MHP), and a point each from Cunning and Scan for Discretion and Insight.

Her player picks Agility, decent air speed, and a little ethereal armor for her pixie form; her primary abilities are sigil skills, which aren't form-based. She makes her squirrel form a bit tough without spending too much.

Her minimal expenditures on forms leave her a lot of points, so she gets some good sigil skills, a few magic support skills, and a few dice in an attack skill for her squirrel-form claws. She considers Stealth, but decides her Glamour and a fully-charged Buff should be plenty, and she gets one die in Heal for out of combat.

Row/Col Raises: Ethereal x3, Physical x2, Mental x1, Control x3, Sense x2, Power x1

Moves: Empathy > Vitality, Empathy > Will, Cunning > Discretion, Scan > Insight, 2 unused

22	Pixie Form(22)
8	+4 Agility
10	Air Move(x5 Run)
4	Ethereal Armor x1
20	Squirrel Form(10)
8	+4 Brawn
4	Ground Move(x4 Run)
4	Physical Armor x1
-4	-2 Prehensile Limbs
8	Weapon: Claws(Brawn+6 Damage, Physical(x1), Melee(x1), Integral(+2))
28	Skills
5	Attack Skill(Spells): Discretion+5
3	Spell Subtlety: Discretion+3
5	Sigil Skill(Delusion): 5
5	Sigil Skill(Glamour): 5
2	Sigil Skill(Buff): 2
4	Sigil Skill(Debuff): 4
1	Sigil Skill(Heal): 1
3	Attack Skill(Claws): Agility+3

Sample Character Sheet

Transient Entertainment Pulse

Name: <i>Silvershock</i>	Allegiance: <i>None</i>	Homeworld: <i>Xycon</i>	Age: <i>116</i>
Description:			

	Control	Sense	Power
Ethereal	Discretion: 4	Insight: 2	Vitality: 5
Mental	Cunning: 7	Empathy: 2	Will: 5
Physical	Agility: 10	Scan: 5	Brawn: 5

HP	Damage
EHP: 25	
MHP: 25	

Form: *Humanoid*

Description: *A sleek female-looking robot with a silvery hull and indigo trim.*

Physical Attributes			Armor		
Agility: 10	Scan: 5	Brawn: 7	Ethereal:	Mental:	Physical: 7
Maneuver Skill: 10		Move Mode: <i>Ground/Air</i>		Movement: <i>10/20</i>	Run: <i>40/80</i>
PHP: 49	Damage:				

Skill	Attribute Value	Skill Dice	Final Ability
Attack Skill			
(Blaster Pistol)	10	5	15
Mechanic	7	5	12
Stealth	10/14	0	10/14
Maneuver Skill			
(Humanoid)	10	0	10
(Cycle)	14	0	14

Form: *Cycle*

Description: *A sleek crotch rocket with silvery fairings and indigo trim.*

Physical Attributes			Armor		
Agility: 14	Scan: 5	Brawn: 5	Ethereal:	Mental:	Physical:
Maneuver Skill: 14		Move Mode: <i>Ground</i>		Movement: 14	Run: 112
PHP: 25	Damage:				

Weapon:	Form(s):	Melee Parry Skill:
Blaster Pistol	Humanoid	—
Mount: Hand	Domain: Physical	Range: Ranged
	Damage: 10	Ranged Parry Skill: —

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Form:

Description:

Physical Attributes			Armor		
Agility:	Scan:	Brawn:	Ethereal:	Mental:	Physical:
Maneuver Skill:		Move Mode:		Movement:	Run:
PHP:	Damage:				

Character Sheet

Name: <i>Leaf Tattersail</i>	Allegiance:	Homeworld:	Age:
Description:			

	Control	Sense	Power
Ethereal	Discretion: 7	Insight: 6	Vitality: 5
Mental	Cunning: 5	Empathy: 3	Will: 5
Physical	Agility: 6	Scan: 4	Brawn: 4

HP	Damage
EHP: 25	
MHP: 25	

Form: *Pixie*

Description: *A 3" humanoid female with dragonfly wings and fey beauty.*

Physical Attributes			Armor		
Agility: 10	Scan: 4	Brawn: 4	Ethereal: 5	Mental:	Physical:
Maneuver Skill: 10		Move Mode: <i>Air</i>		Movement: 20	Run: 100
PHP: 16	Damage:				

Skill	Attribute Value	Skill Dice	Final Ability
Attack Skill(Spells)	7	5	12
Spell Subtlety	7	3	10
Sigil Skill(Delusion)	–	5	5
Sigil Skill(Glamour)	–	5	5
Sigil Skill(Buff)	–	2	2
Sigil Skill(Debuff)	–	4	4
Sigil Skill(Heal)	–	1	1
Attack Skill(Claws)	16	3	3

Form: *Squirrel*

Description: *A grey squirrel with dark fur and a not-quite-natural look in her eyes.*

Physical Attributes			Armor		
Agility: 6	Scan: 4	Brawn: 8	Ethereal:	Mental:	Physical: 8
Maneuver Skill: 6		Move Mode: <i>Ground</i>		Movement: 6	Run: 24
PHP: 64	Damage:				

Weapon:	Form(s):	Melee Parry Skill:
<i>Claws</i>	<i>Squirrel</i>	–
Mount: <i>Integral</i>	Domain: <i>Physical</i>	Range: <i>Melee</i>
	Damage: 14	Ranged Parry Skill: –

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Weapon:	Form(s):	Melee Parry Skill:
Mount:	Domain:	Range:
	Damage:	Ranged Parry Skill:

Form:

Description:

Physical Attributes			Armor		
Agility:	Scan:	Brawn:	Ethereal:	Mental:	Physical:
Maneuver Skill:		Move Mode:		Movement:	Run:
PHP:	Damage:				