



CHAPTER 2

ORIGIN AND ABILITY GENERATION

Every origin answers three different questions:

02

01

Physical Form: What are you?

02

Power Source: Why can you do the impossible?

03

Acquisition: How did it happen to you?

1.

THE THREE-PART ORIGIN

Every extraordinary character has three related but separate origin elements:

- 1 Physical Form: What kind of embodied being the character is.
- 2 Power Source: Where the character's extraordinary capabilities ultimately come from.
- 3 Acquisition: How those capabilities entered, emerged within, or became attached to the character's life.

Examples:

- A mortal chosen by a god may have an Organic Human Physical Form, a Divine Power Source, and a Chosen Champion Acquisition.
- A god may have a Deity Physical Form, a Divine Power Source, and an Inborn Divine Lineage Acquisition.
- A mutant with a mineral body may have a Stable Exotic Matter Physical Form, a Genetic Mutation Power Source, and a Later Manifestation Acquisition.
- An android empowered by sorcery may have a Synthetic Humanoid Physical Form, a Mystical Power Source, and a Mystical Artifact Bond Acquisition.

Physical Form is what you are. Power Source is why you can do the impossible. Acquisition is how it happened to you.

2.

ROLL YOUR ORIGIN

A random Origin requires three d100 rolls:

- 1 Roll d100 on Section 7.1: Physical Form. Record what kind of being the character is.
- 2 Roll d100 on Section 7.2: Power Source. Record why the character can do the impossible.
- 3 Find that Power Source in Section 7.3, then roll d100 on its Acquisition map. Record how the capabilities entered, emerged within, or became attached to the character's life.
- 4 Reconcile the three results into one coherent origin statement.

THREE ROLLS, ONE ORIGIN: Physical Form tells you what you are. Power Source tells you why you possess extraordinary capabilities. Acquisition tells you how it happened.

2.1 READING THE SCATTERED MAPS

Each map covers every result from 01 through 100. Find the exact number rolled and read the code printed beside it, then use the code key immediately above that map.

For example, if a cell reads 37 C, a roll of 37 produces result C on that map.

The results are deliberately scattered. A high roll is not automatically rarer, stranger, stronger, or more desirable than a low roll. This applies only to Origin rolls. Ability and Power Rank tables remain ordered because those rolls measure magnitude.

The Judge should reinterpret a difficult combination before requiring a reroll. An unusual result creates a narrative obligation; it does not automatically create an invalid character.

3.

POWER SOURCE REFERENCE

Power Source	What It Means
Exceptional Development	Training, education, discipline, conditioning, experience, or mastery produces the capability.
Innate Species Traits	The capability is natural to the character's species, subspecies, or stable hybrid heritage.
Genetic Mutation	An inborn or prenatal genetic divergence produces the capability.
Biological Alteration	An outside process permanently transformed an existing organic body.
Energy Infusion or Exposure	Stored, absorbed, generated, or channeled energy remains the operative source.
Cybernetic Augmentation	Machinery is permanently integrated into an originally organic being.
Technology or Equipment	Removable armor, weapons, vehicles, devices, or technological systems provide the capability.
Artificial Construction	The character was deliberately or accidentally created as an artificial being.
Symbiotic or Entity Bond	A distinct bonded entity must remain present for the capability to function.
Mystical	Actual supernatural force produces the capability.
Divine	A deity or divine force directly supplies the capability.
Cosmic	A fundamental cosmic force, entity, office, or artifact supplies the capability.
Hybrid or Multiple	Two independent sources each provide a meaningful portion of the character's capabilities.

Divine Power Source is not the same as Deity Physical Form. A Divine character may instead be a champion, priest, avatar, blessed mortal, inheritor, or victim of divine action.

4.

ACQUISITION

Acquisition records how the rolled Power Source became part of the character's life. Do not roll or choose an Acquisition here. After determining Power Source, go directly to its matching map in Section 7.3 and roll d100.

The result may describe birth, training, exposure, inheritance, discovery, construction, bonding, selection, theft, resurrection, or another source-appropriate history. It determines history, not morality. A forced experiment may create a hero; a divine blessing may create a tyrant.

5.

CLASSIFICATION RULES



Question	Governing distinction
Was the capability genetically present before the activating event?	Genetic Mutation
Did an outside event permanently change the body's biology?	Biological Alteration
Does an energy supply or field remain the operative source?	Energy Infusion or Exposure
Is machinery permanently integrated into an originally organic being?	Cybernetic Augmentation
Is the device external or normally removable?	Technology or Equipment
Was the character created as an artificial being?	Artificial Construction
Must a distinct bonded entity remain present for the powers to function?	Symbiotic or Entity Bond
Is the capability produced through actual supernatural force?	Mystical
Does a deity or divine force directly supply the capability?	Divine
Does a fundamental cosmic force, entity, office, or artifact supply it?	Cosmic
Do at least two sources independently provide meaningful capabilities?	Hybrid or Multiple

5.1 ARTIFACT RULE

An artifact is an object, not a Power Source. Classify the object by the force that makes it extraordinary:

- An engineered suit is Technology or Equipment.
- An enchanted sword is Mystical.
- A god-forged object powered directly by divine authority is Divine.
- A device channeling a fundamental cosmic force is Cosmic.

5.2 ACTIVATION RULE

The event that reveals a power is not necessarily the power's source:

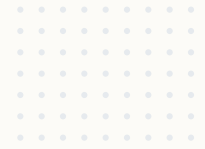
- Radiation awakening a latent gene is Genetic Mutation.
- Radiation permanently rewriting a body is Biological Alteration.
- Radiation remaining stored, generated, or channeled as the operative power is Energy Infusion or Exposure.

5.3 HYBRID RESTRAINT

Hybrid or Multiple is not a reward for a complicated biography. It applies only when removing either source would remove a meaningful portion of the character's capabilities.

6.

RECOMMENDED GENERATION ORDER



- 1 Roll Physical Form.
- 2 Roll Power Source.
- 3 Roll the Acquisition result from that source's matching d100 map in Section 7.3.
- 4 Reconcile the three results into one coherent origin statement.
- 5 Use the reconciled Physical Form and legacy package to select Random Rank Column 1-5, then roll the seven abilities in FASERIP order.
- 6 For a Human starting with a Remarkable ability, supply two relevant background proofs or lower the unsupported result to Excellent.
- 7 Apply any specifically written origin adjustment, then generate powers and other capabilities. Natural form-based ability results and origin adjustments consume no Power Slots.
- 8 Classify each enhancement as inherent, integrated, conditional, equipment-based, or alternate-form.
- 9 Calculate Health and Karma from the appropriate permanent profile.

The five Random Rank Columns make Physical Form statistically meaningful without guaranteeing an impressive result merely because its name sounds powerful. Written package adjustments apply after the rolls and may raise a result beyond the column's unmodified maximum. No Acquisition result determines morality. A forced experiment may create a hero; a divine blessing may create a tyrant.

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7.

PLAYABLE SCATTERED D100 LOOKUP MAPS

Roll separately for each stage. Every exact result from 01 through 100 appears once on each map.

Each row contains ten explicit rolls. The code printed beside the number is the result. For example, a cell reading 37 C means that a roll of 37 produces result C in that table.

7.1 PHYSICAL FORM

Physical Form describes the character's embodied nature. Roll once and record the result; the name of a form does not determine its power level.

Code	Result
BH	Baseline Organic Human
OH	Organic Humanoid
MH	Modified Organic Humanlike
CH	Cybernetic Humanoid
SH	Synthetic Humanoid or Android
AB	Anthropomorphic or Bestial Humanoid
NO	Non-humanoid Organic
AN	Animal
PF	Plant or Fungal
FR	Full Robot or Mechanical Construct
XM	Stable Exotic Matter
UN	Undead
ES	Ethereal or Spirit
CF	Composite or Fusion
VS	Variable or Shapeshifter
AX	Angelic, Infernal, or Extradimensional
LQ	Liquid Body
GS	Gaseous Body
EP	Energy or Plasma Body
DI	Disembodied Digital Intelligence
SW	Swarm or Colony Consciousness
DA	Living Spatial or Dimensional Anomaly
UC	Unstable or Compound Form
DE	Deity

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 VS	02 BH	03 AN	04 BH	05 MH	06 AB	07 SH	08 MH	09 AX	10 SH
11-20	11 BH	12 OH	13 BH	14 SH	15 BH	16 MH	17 NO	18 AB	19 OH	20 BH
21-30	21 PF	22 BH	23 AB	24 DI	25 BH	26 XM	27 FR	28 BH	29 NO	30 AB
31-40	31 AN	32 UN	33 FR	34 MH	35 AX	36 NO	37 CH	38 DA	39 OH	40 BH
41-50	41 CH	42 FR	43 PF	44 XM	45 CH	46 BH	47 OH	48 BH	49 CF	50 AB
51-60	51 BH	52 LQ	53 AB	54 NO	55 FR	56 NO	57 VS	58 SH	59 ES	60 FR
61-70	61 SH	62 BH	63 CH	64 OH	65 CH	66 XM	67 PF	68 BH	69 OH	70 BH
71-80	71 MH	72 UN	73 BH	74 UC	75 UN	76 EP	77 BH	78 OH	79 BH	80 GS
81-90	81 BH	82 FR	83 ES	84 UN	85 ES	86 BH	87 AN	88 BH	89 XM	90 BH
91-100	91 OH	92 LQ	93 CF	94 DE	95 BH	96 OH	97 BH	98 OH	99 SW	100 GS

7.2 POWER SOURCE

Code	Result
ED	Exceptional Development
IS	Innate Species Traits
GM	Genetic Mutation
BA	Biological Alteration
EI	Energy Infusion or Exposure
CA	Cybernetic Augmentation
TE	Technology or Equipment
AC	Artificial Construction
SE	Symbiotic or Entity Bond
MY	Mystical
DV	Divine
CO	Cosmic
HY	Hybrid or Multiple

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 ED	02 EI	03 SE	04 GM	05 BA	06 ED	07 GM	08 BA	09 ED	10 MY
11-20	11 BA	12 CO	13 GM	14 BA	15 IS	16 MY	17 TE	18 CA	19 EI	20 ED
21-30	21 IS	22 TE	23 MY	24 HY	25 BA	26 EI	27 GM	28 BA	29 IS	30 BA
31-40	31 SE	32 GM	33 EI	34 DV	35 GM	36 TE	37 MY	38 SE	39 IS	40 ED
41-50	41 TE	42 IS	43 EI	44 BA	45 CA	46 IS	47 AC	48 TE	49 BA	50 IS
51-60	51 GM	52 AC	53 CO	54 GM	55 ED	56 BA	57 ED	58 SE	59 GM	60 MY
61-70	61 TE	62 GM	63 MY	64 EI	65 IS	66 HY	67 GM	68 BA	69 TE	70 EI
71-80	71 CA	72 ED	73 BA	74 TE	75 BA	76 EI	77 DV	78 GM	79 AC	80 DV
81-90	81 GM	82 CA	83 MY	84 EI	85 CO	86 AC	87 BA	88 ED	89 GM	90 CA
91-100	91 TE	92 BA	93 EI	94 ED	95 CO	96 GM	97 DV	98 TE	99 MY	100 AC

If HY is rolled, roll twice more on this Power Source map. Reroll HY and duplicate sources. Both resulting sources must independently provide meaningful capabilities. Then roll on the Hybrid or Multiple Combination map.

7.3 SOURCE-SPECIFIC ACQUISITION MAPS

After determining Power Source, roll once on the matching map below.

7.3.1 EXCEPTIONAL DEVELOPMENT ACQUISITION

Code	Result
A	Mentorship or apprenticeship
B	Institutional or professional training
C	Self-taught practice and experimentation
D	Academic, scientific, technical, or scholarly mastery
E	Competitive, athletic, or physical conditioning
F	Survival, field experience, or practical mastery
G	Coercive training or imposed conditioning
H	Rediscovered legacy discipline or lost methodology
I	Lifelong synthesis of several disciplines

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 B	02 C	03 I	04 B	05 A	06 E	07 A	08 F	09 C	10 A
11-20	11 D	12 E	13 B	14 A	15 E	16 D	17 H	18 G	19 D	20 C
21-30	21 H	22 A	23 G	24 I	25 F	26 B	27 H	28 B	29 E	30 G

Range	1	2	3	4	5	6	7	8	9	10
31-40	31 C	32 E	33 B	34 C	35 G	36 F	37 E	38 C	39 B	40 E
41-50	41 A	42 B	43 C	44 A	45 I	46 D	47 C	48 D	49 F	50 A
51-60	51 I	52 C	53 G	54 I	55 E	56 H	57 B	58 F	59 I	60 B
61-70	61 D	62 F	63 B	64 C	65 D	66 A	67 E	68 B	69 E	70 A
71-80	71 F	72 A	73 B	74 F	75 A	76 I	77 C	78 F	79 D	80 E
81-90	81 A	82 I	83 F	84 E	85 B	86 D	87 B	88 C	89 A	90 G
91-100	91 B	92 D	93 A	94 F	95 A	96 B	97 C	98 A	99 F	100 A

7.3.2 INNATE SPECIES TRAITS ACQUISITION

Code	Result
A	Traits active from birth or early life
B	Traits emerging through natural maturation
C	Hybrid heritage with one lineage dominant
D	Hybrid heritage with traits blended
E	Hidden or displaced heritage discovered later
F	Environment-dependent expression
G	Caste, subspecies, sex, or biological-role expression
H	Unknown or misidentified species origin

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 A	02 E	03 A	04 B	05 A	06 D	07 E	08 A	09 D	10 F
11-20	11 E	12 A	13 C	14 A	15 D	16 B	17 A	18 B	19 H	20 A
21-30	21 C	22 F	23 D	24 F	25 C	26 A	27 E	28 G	29 A	30 C
31-40	31 F	32 B	33 G	34 H	35 F	36 A	37 D	38 E	39 D	40 B
41-50	41 A	42 B	43 D	44 B	45 G	46 C	47 B	48 A	49 C	50 A
51-60	51 E	52 C	53 A	54 C	55 B	56 A	57 C	58 E	59 B	60 E
61-70	61 B	62 A	63 B	64 E	65 G	66 D	67 A	68 B	69 H	70 A
71-80	71 E	72 C	73 A	74 D	75 B	76 A	77 C	78 B	79 A	80 F
81-90	81 C	82 A	83 B	84 A	85 C	86 B	87 D	88 A	89 F	90 A
91-100	91 G	92 C	93 A	94 B	95 A	96 B	97 A	98 C	99 B	100 A

7.3.3 GENETIC MUTATION ACQUISITION

Code	Result
A	Inherited mutation expressed early
B	Spontaneous prenatal mutation expressed early
C	Inherited mutation manifested later
D	Spontaneous mutation manifested later
E	Latent mutation activated accidentally
F	Latent mutation deliberately activated
G	Unknown, concealed, or suppressed origin
H	Evolving or multiple-stage manifestation

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 E	02 C	03 A	04 D	05 C	06 F	07 E	08 C	09 B	10 A
11-20	11 F	12 D	13 C	14 G	15 F	16 A	17 C	18 D	19 F	20 G
21-30	21 C	22 D	23 F	24 D	25 C	26 E	27 A	28 D	29 C	30 D
31-40	31 H	32 B	33 A	34 C	35 D	36 H	37 D	38 H	39 E	40 C
41-50	41 G	42 D	43 H	44 G	45 C	46 D	47 A	48 D	49 C	50 A

Range	1	2	3	4	5	6	7	8	9	10
51-60	51 D	52 E	53 G	54 C	55 E	56 C	57 H	58 A	59 D	60 C
61-70	61 H	62 C	63 D	64 E	65 C	66 D	67 E	68 D	69 A	70 D
71-80	71 C	72 D	73 C	74 B	75 E	76 G	77 D	78 H	79 B	80 C
81-90	81 D	82 E	83 D	84 C	85 G	86 C	87 E	88 D	89 C	90 D
91-100	91 E	92 B	93 G	94 E	95 C	96 D	97 E	98 C	99 E	100 A

7.3.4 BIOLOGICAL ALTERATION ACQUISITION

Code	Result
A	Accidental scientific, industrial, or laboratory exposure
B	Involuntary experiment or unauthorized procedure
C	Voluntary enhancement procedure
D	Medical treatment with unintended transformation
E	Infection, transmission, contamination, or parasitic alteration
F	Engineered weapon or enhancement program
G	Extreme environmental adaptation
H	Deliberate self-experimentation
I	Resurrection or reconstruction in an altered organic state
J	Unknown, unstable, or multiple-stage alteration

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 A	02 E	03 B	04 A	05 J	06 B	07 D	08 E	09 G	10 D
11-20	11 E	12 H	13 F	14 B	15 A	16 J	17 E	18 A	19 H	20 C
21-30	21 J	22 B	23 A	24 I	25 E	26 D	27 B	28 G	29 F	30 B
31-40	31 C	32 A	33 E	34 F	35 C	36 A	37 C	38 A	39 J	40 G
41-50	41 B	42 A	43 C	44 J	45 E	46 C	47 F	48 H	49 A	50 C
51-60	51 H	52 B	53 J	54 F	55 A	56 D	57 A	58 D	59 H	60 G
61-70	61 C	62 A	63 I	64 G	65 H	66 A	67 B	68 A	69 I	70 F
71-80	71 B	72 C	73 A	74 B	75 D	76 E	77 A	78 E	79 A	80 D
81-90	81 F	82 H	83 B	84 C	85 I	86 A	87 C	88 D	89 A	90 B
91-100	91 A	92 G	93 F	94 B	95 A	96 B	97 A	98 E	99 H	100 C

7.3.5 ENERGY INFUSION OR EXPOSURE ACQUISITION

Code	Result
A	Catastrophic accidental exposure
B	Prolonged or occupational exposure
C	Involuntary experiment, weaponization, or forced infusion
D	Voluntary infusion or controlled treatment
E	Deliberate self-directed absorption
F	Device, reactor, or artifact discharge
G	Environmental, atmospheric, or astronomical phenomenon
H	Bond to an impersonal energy field or dimension
I	Stolen or siphoned energy reservoir
J	Unknown, unstable, or recurrent infusion

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 F	02 J	03 E	04 C	05 B	06 C	07 H	08 C	09 D	10 G
11-20	11 H	12 A	13 B	14 A	15 E	16 H	17 F	18 C	19 A	20 C

Range	1	2	3	4	5	6	7	8	9	10
21-30	21 E	22 B	23 A	24 B	25 G	26 J	27 D	28 A	29 B	30 A
31-40	31 F	32 G	33 D	34 G	35 D	36 C	37 E	38 A	39 F	40 D
41-50	41 A	42 I	43 F	44 G	45 E	46 A	47 E	48 A	49 H	50 A
51-60	51 J	52 G	53 C	54 A	55 B	56 F	57 H	58 J	59 A	60 F
61-70	61 G	62 A	63 B	64 A	65 D	66 H	67 I	68 A	69 G	70 B
71-80	71 D	72 H	73 F	74 I	75 H	76 J	77 G	78 D	79 E	80 A
81-90	81 F	82 E	83 C	84 F	85 A	86 D	87 A	88 I	89 A	90 C
91-100	91 A	92 C	93 A	94 C	95 D	96 A	97 G	98 A	99 C	100 A

7.3.6 CYBERNETIC AUGMENTATION ACQUISITION

Code	Result
A	Emergency medical prosthesis or lifesaving reconstruction
B	Elective personal enhancement
C	Voluntary military, intelligence, or security program
D	Forced weaponization or involuntary conversion
E	Accidental mechanical integration
F	Self-designed or self-installed augmentation
G	Organizationally issued system
H	Alien, future, or extradimensional technology integration
I	Gradual replacement using salvage or successive upgrades
J	Reconstruction following death or near-total bodily loss

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 B	02 G	03 J	04 A	05 C	06 G	07 A	08 B	09 E	10 B
11-20	11 G	12 F	13 A	14 G	15 J	16 D	17 B	18 F	19 D	20 F
21-30	21 D	22 B	23 C	24 H	25 A	26 F	27 A	28 G	29 D	30 E
31-40	31 A	32 C	33 F	34 D	35 A	36 J	37 C	38 D	39 A	40 J
41-50	41 C	42 H	43 A	44 G	45 E	46 I	47 B	48 H	49 J	50 H
51-60	51 D	52 I	53 B	54 A	55 B	56 D	57 I	58 A	59 C	60 F
61-70	61 G	62 F	63 I	64 G	65 H	66 A	67 B	68 D	69 A	70 C
71-80	71 F	72 B	73 C	74 I	75 A	76 E	77 D	78 B	79 E	80 D
81-90	81 A	82 C	83 A	84 E	85 F	86 A	87 C	88 D	89 C	90 B
91-100	91 C	92 B	93 D	94 F	95 B	96 D	97 A	98 D	99 E	100 B

7.3.7 TECHNOLOGY OR EQUIPMENT ACQUISITION

Code	Result
A	Self-created or personally invented
B	Inherited as legacy equipment
C	Issued by an organization
D	Discovered, recovered, or salvaged
E	Gifted, entrusted, or awarded
F	Purchased, commissioned, or legally acquired
G	Stolen, usurped, or obtained through deception
H	Alien, future, or extradimensional acquisition
I	Reverse-engineered or adapted
J	Multiple-device or unknown history

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 D	02 C	03 E	04 A	05 H	06 A	07 C	08 E	09 A	10 H
11-20	11 G	12 A	13 D	14 G	15 I	16 J	17 E	18 B	19 J	20 F
21-30	21 A	22 B	23 C	24 B	25 G	26 E	27 H	28 C	29 A	30 G
31-40	31 D	32 J	33 I	34 C	35 A	36 B	37 D	38 A	39 G	40 I
41-50	41 A	42 C	43 E	44 C	45 F	46 E	47 A	48 F	49 D	50 J
51-60	51 D	52 A	53 C	54 H	55 G	56 A	57 B	58 D	59 C	60 F
61-70	61 E	62 B	63 A	64 G	65 F	66 E	67 A	68 C	69 D	70 A
71-80	71 G	72 F	73 H	74 A	75 D	76 A	77 C	78 A	79 I	80 C
81-90	81 A	82 I	83 E	84 D	85 A	86 F	87 A	88 E	89 B	90 A
91-100	91 D	92 C	93 B	94 A	95 F	96 C	97 A	98 D	99 A	100 C

7.3.8 ARTIFICIAL CONSTRUCTION ACQUISITION

Code	Result
A	Purpose-built protector, assistant, explorer, or service being
B	Military, security, or weapon construction
C	Unique scientific prototype or research creation
D	Commercial, industrial, or mass-produced model
E	Accidental consciousness or unexpected evolution
F	Self-created or recursively created
G	Human mind, memory, or personality reconstruction
H	Alien, future, or extradimensional construction
I	Abandoned creation with lost or unknown creator
J	Multiple-stage rebuild, upgrade, or recreation

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 C	02 A	03 G	04 D	05 A	06 B	07 G	08 A	09 F	10 D
11-20	11 A	12 B	13 E	14 A	15 H	16 C	17 D	18 G	19 E	20 F
21-30	21 E	22 D	23 C	24 B	25 C	26 B	27 D	28 C	29 F	30 A
31-40	31 B	32 G	33 B	34 H	35 G	36 H	37 A	38 E	39 J	40 C
41-50	41 G	42 E	43 A	44 E	45 C	46 B	47 F	48 G	49 A	50 B
51-60	51 D	52 C	53 G	54 A	55 E	56 I	57 A	58 B	59 I	60 C
61-70	61 A	62 E	63 D	64 B	65 I	66 D	67 B	68 A	69 B	70 C
71-80	71 I	72 E	73 C	74 H	75 B	76 G	77 A	78 B	79 A	80 J
81-90	81 C	82 A	83 B	84 D	85 F	86 E	87 C	88 I	89 H	90 A
91-100	91 B	92 D	93 C	94 G	95 B	96 A	97 J	98 C	99 B	100 J

7.3.9 SYMBIOTIC OR ENTITY BOND ACQUISITION

Code	Result
A	Mutual and voluntary joining
B	Entity selected and approached the host
C	Accidental contact and bonding
D	Forced or involuntary joining
E	Infection, transmission, infestation, or parasitic colonization
F	Inherited or lineage-associated entity
G	Assigned, issued, or culturally paired bond
H	Life-saving or resurjective bond
I	Entity captured, stolen, or forcibly controlled

Code	Result									
J	Unknown, unstable, contested, or multiple-entity bond									

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 G	02 A	03 C	04 A	05 E	06 B	07 A	08 C	09 D	10 B
11-20	11 H	12 F	13 C	14 J	15 B	16 A	17 I	18 E	19 A	20 G
21-30	21 A	22 J	23 E	24 A	25 D	26 J	27 C	28 G	29 D	30 A
31-40	31 H	32 D	33 A	34 D	35 G	36 B	37 A	38 E	39 B	40 D
41-50	41 A	42 H	43 F	44 C	45 E	46 D	47 C	48 A	49 I	50 A
51-60	51 D	52 A	53 C	54 D	55 G	56 C	57 D	58 C	59 E	60 C
61-70	61 B	62 G	63 B	64 A	65 I	66 F	67 A	68 G	69 H	70 E
71-80	71 F	72 B	73 C	74 D	75 B	76 A	77 C	78 B	79 J	80 A
81-90	81 B	82 J	83 A	84 F	85 A	86 C	87 E	88 A	89 D	90 B
91-100	91 E	92 H	93 C	94 F	95 E	96 D	97 C	98 D	99 A	100 D

7.3.10 MYSTICAL ACQUISITION

Code	Result
A	Formal magical training or apprenticeship
B	Self-taught occult study
C	Inherited mystical lineage or tradition
D	Awakened innate magical potential
E	Chosen or gifted by a magical entity, order, or tradition
F	Pact, bargain, or supernatural contract
G	Curse or imposed magical transformation
H	Bond with an enchanted artifact
I	Ritual transformation, initiation, or investiture
J	Stolen or usurped magical knowledge or power
K	Resurrected or recreated through magic
L	Unknown origin or synthesis of traditions

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 D	02 A	03 H	04 D	05 H	06 J	07 B	08 A	09 E	10 A
11-20	11 G	12 C	13 I	14 B	15 C	16 I	17 F	18 H	19 G	20 D
21-30	21 A	22 J	23 G	24 F	25 G	26 D	27 C	28 E	29 B	30 G
31-40	31 E	32 A	33 F	34 A	35 C	36 H	37 F	38 A	39 L	40 E
41-50	41 D	42 C	43 A	44 B	45 A	46 E	47 C	48 G	49 F	50 K
51-60	51 G	52 B	53 D	54 B	55 A	56 K	57 I	58 E	59 B	60 H
61-70	61 F	62 A	63 C	64 G	65 I	66 E	67 A	68 H	69 A	70 I
71-80	71 B	72 C	73 A	74 I	75 C	76 A	77 I	78 D	79 L	80 F
81-90	81 D	82 A	83 J	84 A	85 B	86 F	87 B	88 G	89 H	90 E
91-100	91 A	92 F	93 E	94 A	95 F	96 H	97 A	98 E	99 C	100 G

7.3.11 DIVINE ACQUISITION

Code	Result
A	Born through divine lineage
B	Created as a divine being or servant
C	Chosen as a mortal champion, vessel, or avatar
D	Gifted or blessed by a deity

Code	Result
E	Priestly service or sacred covenant
F	Inherited divine mantle, office, or responsibility
G	Mortal transformed or ascended
H	Oath, pact, or bargain with a deity
I	Cursed, punished, or unwillingly altered
J	Divine power stolen or usurped
K	Forgotten, concealed, or unknown divine origin

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 C	02 D	03 G	04 C	05 F	06 J	07 F	08 C	09 A	10 I
11-20	11 B	12 K	13 A	14 D	15 A	16 B	17 K	18 D	19 A	20 C
21-30	21 G	22 D	23 I	24 A	25 E	26 C	27 B	28 A	29 D	30 H
31-40	31 C	32 E	33 A	34 C	35 E	36 F	37 D	38 A	39 H	40 B
41-50	41 G	42 D	43 A	44 I	45 F	46 B	47 E	48 B	49 E	50 C
51-60	51 I	52 H	53 A	54 E	55 C	56 A	57 D	58 A	59 F	60 A
61-70	61 D	62 G	63 E	64 C	65 E	66 G	67 H	68 E	69 D	70 H
71-80	71 C	72 F	73 D	74 G	75 B	76 C	77 A	78 B	79 A	80 C
81-90	81 A	82 G	83 C	84 D	85 F	86 G	87 C	88 A	89 C	90 D
91-100	91 E	92 C	93 D	94 A	95 C	96 J	97 A	98 D	99 A	100 F

7.3.12 COSMIC ACQUISITION

Code	Result
A	Born of a cosmic lineage
B	Created as a cosmic being or servitor
C	Chosen as a herald, champion, or agent
D	Assigned or inherited a cosmic office or mantle
E	Gifted by a cosmic entity
F	Bonded to or made a conduit for a cosmic force
G	Bonded to or entrusted with a cosmic artifact
H	Accidentally transformed by a cosmic phenomenon
I	Ascended or deliberately transformed
J	Cosmic power stolen, siphoned, or usurped
K	Unknown, unstable, or multiple cosmic sources

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 D	02 G	03 J	04 E	05 B	06 A	07 C	08 B	09 F	10 J
11-20	11 G	12 H	13 D	14 C	15 I	16 E	17 G	18 H	19 D	20 F
21-30	21 I	22 K	23 C	24 F	25 B	26 K	27 F	28 I	29 K	30 A
31-40	31 H	32 C	33 E	34 B	35 D	36 C	37 B	38 H	39 E	40 G
41-50	41 C	42 B	43 A	44 D	45 H	46 A	47 G	48 E	49 F	50 H
51-60	51 B	52 F	53 C	54 B	55 E	56 D	57 H	58 A	59 C	60 F
61-70	61 G	62 E	63 D	64 C	65 F	66 A	67 C	68 F	69 I	70 C
71-80	71 E	72 A	73 F	74 D	75 C	76 G	77 A	78 F	79 C	80 H
81-90	81 K	82 F	83 B	84 G	85 D	86 F	87 G	88 J	89 A	90 D
91-100	91 B	92 I	93 G	94 F	95 A	96 C	97 E	98 F	99 C	100 E

7.3.13 HYBRID OR MULTIPLE ACQUISITION

Code	Result
A	One event simultaneously joined two sources
B	Innate foundation followed by later enhancement
C	Existing powers supplemented through training or mastery
D	Two sources bonded, merged, or fused
E	Independent equipment layered over personal powers
F	Mixed lineage carrying two meaningful sources
G	Sequential transformations accumulated over time
H	Sources assembled, copied, stolen, or usurped
I	Patron, mantle, office, or entity added to existing source
J	Unknown or unusually complicated multiple-stage origin

Range	1	2	3	4	5	6	7	8	9	10
01-10	01 E	02 A	03 B	04 G	05 E	06 A	07 B	08 H	09 A	10 B
11-20	11 C	12 G	13 F	14 J	15 E	16 C	17 I	18 A	19 B	20 C
21-30	21 F	22 B	23 D	24 F	25 G	26 E	27 A	28 C	29 D	30 E
31-40	31 G	32 B	33 H	34 G	35 C	36 G	37 B	38 E	39 B	40 A
41-50	41 D	42 G	43 B	44 A	45 E	46 F	47 E	48 I	49 C	50 A
51-60	51 B	52 E	53 A	54 D	55 I	56 E	57 G	58 H	59 B	60 C
61-70	61 A	62 F	63 D	64 E	65 D	66 C	67 H	68 B	69 E	70 F
71-80	71 D	72 B	73 A	74 B	75 A	76 F	77 I	78 A	79 H	80 B
81-90	81 A	82 F	83 D	84 B	85 C	86 A	87 E	88 G	89 B	90 D
91-100	91 B	92 E	93 J	94 C	95 B	96 I	97 D	98 E	99 G	100 B

BR

8.

NATURAL ABILITY GENERATION

Five Random Rank Columns govern natural Ability generation. Physical Form and the reconciled legacy package select a column for Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche. Each column is a complete roll table, not a bonus applied after a separate roll.

Roll once for each ability in FASERIP order on the selected column.

8.1 RANDOM RANK COLUMNS 1-5

Rank	Score	Column 1	Column 2	Column 3	Column 4	Column 5
Feeble	1	01-05	01-05	01-05	01-05	01-10
Poor	3	06-10	06-25	06-10	06-10	11-20
Typical	5	11-20	26-75	11-40	11-15	21-30
Good	8	21-40	76-95	41-80	16-40	31-40
Excellent	16	41-60	96-100	81-95	41-50	41-60
Remarkable	26	61-80	-	96-100	51-70	61-70
Incredible	36	81-96	-	-	71-90	71-80
Amazing	46	97-100	-	-	91-98	81-95
Monstrous	63	-	-	-	99-100	96-100

Every column covers exactly 100 results. Its unmodified maximum is part of its identity:

- Column 1: Amazing 46;
- Column 2: Excellent 16;
- Column 3: Remarkable 26;
- Columns 4 and 5: Monstrous 63.

An explicit package shift applies after the natural roll and can exceed that maximum. A Deity therefore rolls on Column 5 and then raises all seven Abilities +2CS; a Monstrous result becomes Shift X 126. Ability Enhancement, later transformation, and advancement remain separate ways to exceed a column.

The columns apply to all seven abilities. Physical Form and origin explain what a high or low result means; they do not force a particular Ability to be the character's best score. A robot can roll high Psyche, a gaseous being can roll high Strength, and an altered human can roll low Endurance. The distribution makes the form statistically meaningful without scripting the individual.

Read each column from low to high. A higher roll produces an equal or higher Ability result; unlike the Origin maps, these scalar tables are not scattered.

8.2 COLUMN SELECTION

Use the exact legacy assignment when the reconciled package has one. Section 11 provides the complete modern-form routing and legacy crosswalk. A broad modern Physical Form never defaults to a universal Non-Human table; choose the column supported by its actual body and package.

If a new modern form has no exact legacy equivalent, assign the closest column before rolling and record the comparison:

- Column 1 for altered, mutant, plant, undead, ethereal, or ordinary animal bodies;
- Column 2 for ordinary Humans and Human-derived bodies with restrained natural ranges;
- Column 3 for moderately enhanced humanoid or augmented profiles;
- Column 4 for android, robot, computer, and full mechanical-body profiles; and
- Column 5 for humanoid races, highly exotic matter or energy states, alien animals, extraplanar beings, and other broad superhuman forms.

Do not choose a column after seeing the Ability rolls.

8.3 NATURAL ABILITY PROCEDURE

- 1 Reconcile Physical Form, Power Source, and Acquisition.
- 2 Select the single legacy package or modern-form column assignment that actually describes the body.
- 3 Record Column 1, 2, 3, 4, or 5 before rolling any Ability.
- 4 Roll seven times in FASERIP order on that column.

- 5 Record the starting score shown, not a random score from elsewhere within the rank.
- 6 Apply only specifically written package adjustments after all seven natural rolls are recorded.
- 7 Interpret unusual combinations after all seven results are known.
- 8 Under the default random method, do not swap or reroll results. Concept-first creation uses the same column ceilings, rank rules, and scope rules without requiring random results.

The starting scores are rank floors. Later advancement may raise a score numerically within its rank.

Natural Ability results and specifically written origin adjustments are part of character creation. They consume no Power Slots and are not Ability Enhancements.

A Feeble or Poor result describes game performance under superheroic pressure. It does not require the player to assign a medical diagnosis or degrading characterization to the character.

8.4 STARTING REMARKABLE HUMAN ABILITIES

Remarkable 26-35 is exceptional human attainment, not automatically superhuman. Every Baseline Organic Human starting with a Remarkable result requires two relevant facts from the character's established background.

Column 2 does not randomly produce Remarkable. This section governs concept-first Human creation, specifically written adjustments, Exceptional Development, and any other legal starting method that establishes a Human score of Remarkable 26-35.

A strong pair normally contains:

- 1 Preparation or condition: training, education, design purpose, lineage, prolonged discipline, extreme conditioning, or another credible foundation.
- 2 Demonstration: an achievement, survival, discovery, victory, invention, sacrifice, or other event proving that the capability has actually been exercised.

Examples include postgraduate medical study plus curing an unknown disease for Reason, or elite combat training plus surviving a meaningful campaign for Fighting.

These are Starting Proofs, not spendable Story Points. They cost no Karma and consume no Story Points because they occurred before play. If the Human character cannot support the result with two relevant proofs, lower it to Excellent 16; do not reroll it.

A non-Human character does not require Human Starting Proofs to retain a naturally generated Remarkable or higher result. The character's Physical Form supplies the non-ordinary cause, although the player should still describe what the result means within that species, body, or culture.

8.5 UNIVERSAL HUMAN BENCHMARKS

The same scale applies to all seven abilities:

Score	Meaning
1-25	Normal human possibility
26-35	Exceptional human achievement requiring severe, relevant development
36+	Genuinely superhuman capability requiring a non-ordinary cause

A non-Human being may regard a score above 35 as natural to its species, but the capability remains superhuman when measured against the universal Human scale. These benchmarks compare characters to Humans; they do not limit non-Human creation.

9.

TARGETED ABILITY ENHANCEMENT

Physical Form selects the character's natural Ability table. It adds no inferred column shifts after the roll, but the selected legacy form package applies every adjustment it explicitly states. Power Source and Acquisition explain which package is coherent; they do not award arbitrary statistics beyond that package.

An ability rises beyond its naturally generated and origin-adjusted score only when:

- the character receives an explicit Ability Enhancement through power generation;
- a specifically written power establishes a replacement or alternate score; or
- a later story-supported transformation changes the character under the Advancement, Codes, and Recovery chapter.

An Ability Enhancement is a power selection. One selection targets one of the seven FASERIP abilities. Enhancing Strength and Endurance therefore requires two selections unless a specifically written power says otherwise.

This rule allows two characters with the same source to remain radically different. A Genetic Mutation may produce optic force without changing any ability, enhanced Agility, or extraordinary Reason. The source permits the explanation; the selected capabilities determine the statistics.

9.1 FULL-ABILITY TEST

Use Ability Enhancement only when the effect improves most FEATs governed by that ability.

- A combat computer that improves all forms of combat may justify enhanced Fighting.
- A microscope that helps only laboratory analysis does not justify enhanced Reason.
- Night vision does not justify enhanced Intuition by itself.
- A lifting exoskeleton that cannot improve striking, grappling, or forceful movement may be a narrower equipment power rather than full enhanced Strength.

Narrow improvements belong to Talents, senses, equipment functions, situational column shifts, or individually written powers. They should not inflate an entire FASERIP ability.

9.2 STANDARD ENHANCEMENT TABLE

After selecting the target ability, roll once:

d100	Enhanced rank	Enhanced score
01-30	Remarkable	26
31-60	Incredible	36
61-80	Amazing	46
81-93	Monstrous	63
94-99	Unearthly	88
100	Shift X	126

The result sets a score; it does not add points or column shifts to the baseline. As a scalar table, it remains ordered and is never scrambled.

Random character creation stops at Shift X. Class ranks and other campaign-scale ratings require deliberate Judge approval and are not random starting results.

9.3 MINIMUM IMPROVEMENT RULE

An Ability Enhancement must actually enhance its target.

If the generated enhancement score is not higher than the character's current permanent score, raise the result to the minimum score of the next rank above the current score.

Example: a character begins with Remarkable Fighting 26 and receives a Remarkable Fighting enhancement. The enhanced result becomes Incredible 36.

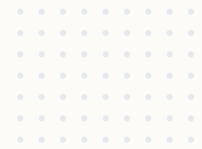
If the target is already Shift X, choose a different ability. Multiple enhancements never stack to manufacture a higher score.

9.4 EXCEPTIONAL DEVELOPMENT EXCEPTION

Exceptional Development cannot produce a score of 36 or higher through training, education, conditioning, discipline, or experience alone.

When an Exceptional Development character selects an Ability Enhancement:

- do not roll on the Standard Enhancement Table;
- set the chosen ability to at least Remarkable 26;
- require the two appropriate Starting Proofs;
- treat 35 as the natural ceiling for later advancement; and
- choose a different ability if the selected one is already Remarkable.



If the concept calls for a higher score, identify the actual superhuman source - mystical force, altered biology, technology, divine power, or another genuine transformation - instead of disguising it as ordinary training.

9.5 STARTING ENHANCEMENTS AND ADVANCEMENT COSTS

Starting Ability Enhancements cost no Karma or Story Points. The character's origin and power selection are the initial justification.

After play begins:

- permanent personal scores advance under the ability rules in the Advancement, Codes, and Recovery chapter;
- external, conditional, symbiotic, equipment-based, and other power-supplied ratings advance as powers rather than as natural abilities; and
- crossing a post-creation boundary requires the applicable Story Point evidence and any required transformation.

9.6 ESTABLISHED-CHARACTER EXCEPTION

When converting a character whose identity and demonstrated capabilities predate the standard creation tables, the Judge may preserve one documented Ability that those tables cannot reproduce. This is a conversion exception, not a character-creation option.

- Record the exact score, its specific superhuman cause, the earlier character record or played evidence that established it, and the Judge's approval.
- The exception grants no Power Slots, refunds, additional Ability shifts, or permission to exceed a score that was not already established.
- It cannot be selected for a new character, used to improve a converted character, or cited as precedent for another score.
- Advancement from the preserved score follows the normal post-creation rules.

Example - Acyon: Agility - Shift X 126; Judge-approved established-character exception; singular induced mutation producing cheetah-derived neuromuscular speed and coordination; retained from the character's established record. This is not a Column 1 result, not an Ability Enhancement, and consumes no Power Slot. His Felinoid traits remain Excellent night vision and +1CS on Climbing FEATs only.

10.

ENHANCEMENT MODES

Every Ability Enhancement must be classified by how the character possesses it. This prevents external equipment from quietly rewriting the wearer's biology and prevents a temporary boost from permanently inflating Health or Karma.

Mode	How to record it	Derived-pool treatment
Inherent or Permanent	Replace the baseline with the enhanced score.	Recalculate Health or Karma normally.
Integrated	Record the enhanced score as part of the standard body or mind; preserve the unassisted score when system failure is meaningful.	Use the integrated standard profile while the system is functional.
Conditional	Record both values, such as Strength 8/46. Use the second only while the condition operates.	Does not increase the permanent Health or Karma maximum unless the effect explicitly creates a full alternate profile.
Equipment-Based	Record the user's score and the equipment-assisted score separately.	Does not increase the wearer's personal Health or Karma maximum.
Alternate Form or Body	Build a separate ability profile for the alternate form.	A full alternate physical profile has its own Health maximum. Form changing never heals damage.

10.1 PERMANENT AND INTEGRATED SCORES

An inherent mutation, stable biological alteration, natural species trait, standard artificial chassis, or inseparable cybernetic reconstruction may make the enhanced score part of the character's normal profile.

An integrated system may still have a lower unassisted value for damage, power loss, sabotage, or removal. If the integrated system is disabled, use the degraded profile until it is restored.

10.2 CONDITIONAL AND EQUIPMENT-ASSISTED SCORES

Conditional and equipment-based enhancements change FEAT resolution while active. They do not automatically change the character's personal damage capacity, heroic reserve, identity, or natural advancement ceiling.

Examples:

- A suit may provide Strength 46 while the wearer retains natural Strength 8.
- A mystical crown may provide Reason 36 for occult calculations without increasing the wearer's permanent Karma pool.
- A symbiote may provide Agility 36 while bonded and functioning, reverting to the host's baseline if separated.

10.3 ALTERNATE PROFILES AND DAMAGE

A genuine body-replacement transformation may have its own Fighting, Agility, Strength, and Endurance scores and therefore its own Health maximum.

Track damage suffered across forms. When the character changes form, subtract carried damage from the new form's Health maximum. Changing form never removes damage. If carried damage equals or exceeds the new maximum, the character enters that form at 0 Health and resolves survival normally.

Mental enhancements change FEAT performance while active but do not increase the Karma maximum unless they are permanent changes to the character's mind.

11.

PHYSICAL FORM AND ABILITY GENERATION

Physical Form and the reconciled legacy package select Random Rank Column 1-5. These columns give a Normal Human, altered body, demihuman, robot, gaseous being, and deity distinct d100 result ranges. A broad modern form uses the closest exact legacy assignment shown below; where the row presents alternatives, source and acquisition must settle the assignment before any Ability roll.

Physical Form also determines interpretation, required anatomy, innate traits, and the delivery mode of later enhancements. A robot is not automatically strong. An animal is not automatically unintelligent. A deity is not automatically Thor. The correct column changes the available results without dictating a specific one.

Physical Form	Random Rank Column and treatment
Baseline Organic Human	Column 2, the Normal Human assignment.
Organic Humanoid	Column 5, the Humanoid Race assignment.
Modified Organic Humanlike	Column 1, the Induced Mutant, Random Mutant, Breed Mutant, or Modified Human assignment selected during reconciliation.
Cybernetic Humanoid	Column 3 for mechanical augmentation; Column 4 for a full mechanical body. Artificial limbs or an external exoskeleton retain the underlying organic body's column unless a written integrated profile replaces it.
Synthetic Humanoid or Android	Column 4, the Android assignment.
Anthropomorphic or Bestial Humanoid	Use the exact demihuman subtype: Column 1 Felinoid; Column 2 Faun, Harpy Avian, Chiropteran, or Merhuman; Column 3 Equiman, Angelic Avian, or Lamian; Column 4 Lupinoid; Column 5 Centaur. A new subtype records the closest comparison before rolling.
Non-humanoid Organic	Column 1 for an ordinary or altered Earth animal body; Column 5 for an alien animal or highly exotic species.
Animal	Column 1 for an Earth animal; Column 5 for an alien animal. Physical Form imposes no Reason ceiling and does not decide sapience.
Plant or Fungal	Column 1. A Vegetable package then applies its explicit Fighting, Endurance, and photosynthesis adjustments.
Full Robot or Mechanical Construct	Column 4 for Humanshape, Usuform, or Metamorphic robots and mechanical bodies. Construction permits strong results without guaranteeing them.
Stable Exotic Matter	Column 2, the Mineral Life assignment, unless another exact retained package controls.
Undead	Column 1, followed by the Undead package's Strength and Endurance shifts and other limitations.
Ethereal or Spirit	Column 1. Physical abilities apply only where the being can interact; impossible interaction is not automatic force.
Composite or Fusion	Use the column of the dominant retained component. If no component controls the shared default body, record Column 5 before rolling. Multiple components do not multiply scores or actions.
Variable or Shapeshifter	Column 5, the Changeling assignment, for the default profile. Materially different forms use their own recorded profiles.
Angelic, Infernal, or Extradimensional	Column 5, followed by the exact Angel, Demon, or other retained package adjustments.
Liquid Body	Column 5, the Liquid Life assignment. Material interaction and dispersal remain explicit.
Gaseous Body	Column 5, the Gaseous Life assignment. Intangibility, dispersal, and material interaction remain explicit.
Energy or Plasma Body	Column 5, the Energy Body assignment. Energy Emission remains a Bonus Power that occupies a Power Slot.
Disembodied Digital Intelligence	Column 4, the Computer assignment, followed by its Reason and Fighting shifts when that package applies. Physical scores require an avatar, chassis, or controlled system.
Swarm or Colony Consciousness	Column 1 for an Earth-biological collective, Column 4 for an artificial collective, or Column 5 for an alien or exotic collective; record the assignment before rolling.
Living Spatial or Dimensional Anomaly	Column 5. Scores describe its manifested interface; spatial authority remains a Power.
Unstable or Compound Form	Use the dominant retained component's column; use Column 5 only when no component controls the default state. Record materially different states as Conditional or Alternate Form profiles.
Deity	Column 5, then raise all seven Primary Abilities +2CS. Deities receive two additional Power Slots, increasing the normal ceiling from eight to ten, and at least one final Power must be Travel.

Physical Form remains mechanically meaningful through anatomy, innate traits, immunities, vulnerabilities, interaction rules, limitations, and the explicit adjustment packages below. No modifier may be inferred merely from a form's name.

11.1 RANDOM DEMIHUMAN SUBTYPE

When Anthropomorphic or Bestial Humanoid is rolled without a concept-selected subtype, roll d100 on this table before rolling any Primary Ability. Results 92-100 are rejected and rerolled. The accepted bands preserve the retained legacy subtype weights: Felinoid, Lupinoid, and Avian are each twice as likely as any other listed subtype.

d100	Demihuman subtype	Random Rank Column
01-07	Centaur	5
08-14	Equiman	3
15-21	Faun	2
22-35	Felinoid	1
36-49	Lupinoid	4
50-63	Avian; roll again: 01-50 Angelic, 51-100 Harpy	3 Angelic; 2 Harpy
64-70	Chiropteran	2
71-77	Lamian	3
78-84	Merhuman	2
85-91	Other Demihuman	Record the closest comparison before rolling
92-100	Reroll	-

This subtype roll determines anatomy and the single legacy package; it does not determine Power Source, Acquisition, identity, culture, or morality. A concept-first character may select a listed subtype instead. Character generation must never silently default a broad Demihuman result to Human Ability generation.

11.2 RANDOM MODIFIED HUMAN SUBTYPE

When Modified Organic Humanlike is rolled without a concept-selected package, roll d100 before rolling any Primary Ability. The distribution preserves the retained legacy weights: Organic, Muscular, and Skeletal each occupied two shares; Extra Parts occupied four.

d100	Modified Human package	Ability treatment
01-20	Organic	Column 1; no Ability shift; double ordinary healing
21-40	Muscular	Column 1; Strength and Endurance +1CS after rolling
41-60	Skeletal	Column 1; no Ability shift; Physical Attack resistance +1CS
61-100	Extra Parts	Column 1; roll once on the Extra Parts Anatomy table below

Every Modified Human package has one fewer generated Power Slot and a normal ceiling of seven. Record the person, organization, entity, process, or other source responsible for the modification as a Contact, claimant, adversarial relationship, or unresolved obligation as the fiction requires. This relationship does not have to be friendly.

If Extra Parts is rolled, use this table to determine the one mechanically controlling anatomy package. Additional cosmetic anatomy may be described, but it supplies no further attacks, Health, movement, senses, or actions without another written trait or Power.

d100	Controlling extra anatomy	Starting effect
01-30	Additional pair of arms	Fighting +1CS; the arms permit ordinary manipulation but grant no extra Primary Actions
31-45	Duplicate vital organs	Double maximum Health after all permanent personal FASE scores are finalized; damage and healing otherwise resolve normally
46-65	One functional tail	One additional blunt-attack profile using the ordinary action economy; no extra attack each turn
66-80	Functional wings	Flight as a necessary form trait at the character's ordinary ground-movement rate; faster or extraordinary Flight requires a Power
81-90	Antennae or equivalent sensory organs	Functional ordinary anatomy only; any superhuman sense requires a Power
91-100	Fins, webbing, or aquatic appendages	Functional ordinary anatomy only; Aquatic Movement, water breathing, and environmental protection require separate traits or Powers

An Extra Parts result never grants several listed packages at once. A concept-first character may choose one controlling anatomy package, but choosing an exact Power expressed through that anatomy still uses the ordinary Power-selection cost.

11.3 LEGACY FORM ADJUSTMENT PACKAGES

After reconciling Physical Form, Power Source, and Acquisition, select the single legacy package that most accurately describes the completed character. That package identifies or confirms the Random Rank Column before rolling; apply its numeric adjustments after rolling all seven natural Abilities.

The exact legacy crosswalk is:

- Column 1: Induced Mutant, Random Mutant, Breed Mutant, all Modified Humans, Felinoid, Animal, Vegetable, Ethereal, and Undead.
- Column 2: Normal Human, Surgical Composite, Faun, Harpy Avian, Chiropteran, Merhuman, Abnormal Biochemistry, and Mineral Life.
- Column 3: Equiman, Angelic Avian, Lamian, and Mechanically Augmented Cyborg.
- Column 4: Android, Lupinoid, Cyborg Mechanical Body, all pure Robot forms, and Computer.
- Column 5: Humanoid Race, Centaur, Angel or Demon, Deity, alien Animal, Liquid Life, Gaseous Life, Energy Body, and Changeling.

Artificial-limb cyborgs and ordinary exoskeleton users retain the column of the underlying organic body unless the finished concept establishes a full integrated mechanical profile. Compound uses the dominant retained component's column. A new demihuman or modern form records the closest comparison before any roll.

The historical Origins of Power - Natal, Maturity, Self-Achievement, Endowment, Technical Mishap, Technical Procedure or Experiment, Creation, Biological Exposure, Chemical Exposure, Energy Exposure, and Rebirth - grant no automatic numeric bonuses. They explain how the character acquired the form or Powers. Mechanical adjustments come from the selected package below unless another rule explicitly says otherwise.

- A character receives only one package unless Compound or Changeling rules explicitly preserve more than one.
- A character does not gain a package merely because the character resembles its name. A feline-looking Induced Mutant uses the Induced Mutant package, not both Induced Mutant and Felinoid.
- Explicit Ability shifts can exceed the natural table's Unearthly result and consume no Power Slots.
- "Additional Power" modifies both the rolled Power Slots and that form's normal ceiling. "One less Power" reduces both by one.
- An automatic form Power is free unless identified as a Bonus Power. A Bonus Power must occupy one of the character's available Power Slots.
- New modern forms without a legacy equivalent receive only their specifically written modern traits.

Legacy package	Ability and creation adjustments	Other form effects
Normal Human	No Ability shift; Resources +1CS	Uses Random Rank Column 2
Induced Mutant	Raise any one Primary Ability +1CS	No automatic Power-count change
Random Mutant	Endurance +1CS; +1 Power Slot, maximum 9	Resources -1CS
Breed Mutant	Intuition +1CS; Endurance +1CS	At least one tribal or family Contact
Android	Raise any one Primary Ability +1CS; +1 Power Slot, maximum 9	Popularity -1CS; creator Contact
Humanoid Race	Raise any one Primary Ability +1CS	Resources Poor; initial Contact is the character's race
Surgical Composite	Fighting, Strength, and Endurance +1CS	Mental Domination resistance -1CS; double normal healing; Popularity 0; Resources Poor; creator or hospital Contact
Modified Human - Organic	No Ability shift; one fewer Power Slot, maximum 7	Double normal healing; modifying organization Contact
Modified Human - Muscular	Strength and Endurance +1CS; one fewer Power Slot, maximum 7	Modifying organization Contact
Modified Human - Skeletal	No Ability shift; one fewer Power Slot, maximum 7	Physical Attack resistance +1CS; modifying organization Contact
Modified Human - Extra Parts	One fewer Power Slot, maximum 7; extra arms raise Fighting +1CS	Duplicate organs double Health; each tail supplies one additional blunt attack; wings grant Flight
Centaur	Strength +1CS	Four areas per turn on level ground; hoof attacks; Feeble Climbing
Equiman	No Ability shift	Kicks inflict +1CS damage
Faun	No Ability shift	Popularity 0; Feeble Mental Domination against female humans and humanoids; slow Popularity growth
Felinoid	No general Agility shift	Excellent night vision; +1CS on Climbing FEATs only
Lupinoid	No Ability shift	Excellent smell; Popularity -1CS
Angelic Avian	No Ability shift	Popularity +1CS; winged movement as defined by the form
Harpy Avian	Fighting +1CS	Winged movement as defined by the form

Legacy package	Ability and creation adjustments	Other form effects
Chiropteran	No Ability shift	Good Active Sonar; initial Popularity Feeble
Lamian	No Ability shift	50% chance of Excellent poison; +1CS to escape bindings; Popularity 0
Merhuman	No Ability shift	Water Freedom; lungs and gills; Popularity +1CS; severe dry-land and dehydration limitations
Other Demihuman	Judge defines a reasonable package before play	The package must be comparable in scope to the listed demihumans
Cyborg - Artificial Limbs or Organs	Intuition -1CS	Maintenance provider Contact; artificial components define integrated capabilities
Cyborg - Exoskeleton	No inherent Ability shift	Assisted values belong to the suit profile; body and suit exist in symbiosis
Cyborg - Mechanical Body	Intuition and Psyche -1CS	Monstrous resistance to disease and poison; magnetic and corrosion vulnerabilities; laboratory Contact
Cyborg - Mechanical Augmentation	One fewer Power Slot, maximum 7	Resources Good or rolled; integrated devices supply Powers
Robot - Humanshape	No Ability shift	Popularity 0; self-repair functions as ordinary healing
Robot - Usuforn	No Ability shift	No automatic Popularity adjustment
Robot - Metamorphic	Separate Physical Abilities by form	Minimum two forms; each form beyond two reduces all Primary Abilities -1CS
Computer	Reason +2CS; Fighting -1CS	Resources +1CS; electrical, magnetic, and Phasing vulnerabilities; total power loss deactivates the mainframe and costs all Karma
Angel or Demon	Fighting, Agility, Strength, and Endurance +1CS	No automatic form-based Contact; record every Contact or relationship required by Source and Acquisition; use the Celestial Power-Negating Weakness procedure
Angel	Apply Angel or Demon Ability shifts	Admired (+50) starting Standing among a general-public audience that recognizes the angelic identity; automatic Celestial Sword profile
Demon	Apply Angel or Demon Ability shifts	Hostile (-50) starting Standing among a general-public audience that recognizes the demonic identity; use the Demonic Fire and Specific Invulnerability profile
Deity	All seven Primary Abilities +2CS; +2 Power Slots, maximum 10	At least one final Power must satisfy the Mandatory Travel procedure; public Popularity +2CS; religious hierarchy Popularity 0; worshiper Contacts; use the Earthly Manifestation profile
Animal	One fewer generated Power Slot, maximum 7	Two automatic Detection Powers at Good; human Contact; Resources 0 unless supplied through that Contact
Vegetable	Fighting -2CS; Endurance +2CS	Automatic Good photosynthetic Absorption; Resources 0; normally no initial Contacts; deprivation penalties
Abnormal Biochemistry	Endurance +1CS	Incompatible metabolism and tissue; use the Biological Incompatibility profile below
Mineral Life	No Ability shift; double Health	Movement -1CS; immunity to ordinary poison and disease; material-specific vulnerabilities
Liquid Life	No Ability shift	Natural permeation of porous material; freezing immobilizes; vaporization may be fatal; no initial Contact except race
Gaseous Life	No Ability shift	Natural penetration of solids; Resources 0; no initial Contacts; vacuum limitation; composition alteration can destroy the body
Energy Body	No Ability shift	Energy Emission is a Bonus Power and occupies a slot; Energy Control is Optional; Feeble contact damage; containment and energy-form vulnerabilities
Ethereal	Fighting 0 in the Earth Dimension except against another Ethereal	Physical attacks suffer -9CS effect; spiritual and vampiric vulnerabilities; Spiritual Medium Contact permitted
Undead	Strength and Endurance +1CS	Use the Undead Body Maintenance and Religious-Symbol Weakness procedures
Compound	Retain only the randomly or deliberately selected portions of component packages	Popularity -1CS in addition to retained component penalties; artificial Compounds count as Cyborgs
Changeling	Each Aspect uses its own retained package while active; final generated slots cannot be fewer than the number of Aspects	Two to five Aspects; ten-turn change; no Powers and Primary Abilities -2CS during transition; each Aspect requires a unique Power; reserve one slot per unassigned Aspect during generation

11.3.1 ABNORMAL BIOCHEMISTRY: BIOLOGICAL INCOMPATIBILITY

At creation, record the character's incompatible chemical basis, metabolic family, or equivalent altered tissue. This establishes what ordinary nutrition, medicine, transfusion material, disease, poison, and biological analysis can validly affect; it grants no general resistance or immunity by itself. Routine access to compatible nutrition is assumed unless deprivation is an active story complication. A Remarkable laboratory or medical facility can synthesize a known compatible supply from adequate samples and materials.

The character's blood and tissue use the following hazard when an ordinarily compatible biological being attempts to ingest, drain, digest, or directly transfuse them:

- **Exposure:** A meaningful swallowed, drained, or transfused dose. Skin contact, scent, examination, an ordinary attack that merely draws blood, and incidental droplets do not qualify.
- **Intensity:** Good 8 Biological Incompatibility.
- **Onset and interval:** Resolve immediately after each feeding, ingestion, or transfusion action, at most once per exposed subject per turn. It does not recur after exposure ends.
- **Resistance:** Endurance. Protection applies only when it specifically blocks the ingestion, drain, transfusion, or internal biochemical reaction.
- **Consequence:** On failed resistance, the exposed subject suffers Good 8 damage. On successful resistance, it suffers no damage. In either case the material supplies no ordinary nutritional, medical, or transfusion benefit.
- **Removal:** Stop feeding or transfusion and remove the incompatible material through ordinary emergency treatment when fictionally necessary.
- **Recovery:** Lost Health and any injury caused by the exposure use ordinary recovery and treatment. No continuing poison remains unless another effect expressly creates one.

A feeding or draining Power resolves its own expressly written attack and immediate benefit before this hazard unless that Power excludes incompatible targets. The incompatible material does not satisfy an ongoing feeding dependency unless that Power specifically says it can digest such targets. Biological Incompatibility does not make the character immune to Vampirism, create contact damage, or permit effortless weaponization of shed blood. Deliberately injecting or delivering extracted tissue requires an actual delivery method, a valid attack when hostile, and whatever injury or supply consequence produced the material.

11.3.2 MERHUMAN: WATER FREEDOM AND DRY-LAND LIMITS

The retained Merhuman package describes an amphibious humanoid with a humanlike upper body, an aquatic lower body and tail, lungs, and gills. It changes no Primary Ability. A legged amphibious species is an Other Demihuman unless another written form supplies that anatomy.

- **Breathing:** A Merhuman breathes ordinary breathable air and ordinary oxygenated water. Smoke, toxins, vacuum, oxygen-poor water, and other respiratory hazards resolve normally unless another trait protects against them.
- **Aquatic movement:** While freely submerged, the Merhuman moves at the ordinary movement rate supplied by Endurance. Routine swimming requires no FEAT. Hazardous currents, precision maneuvering, and forced movement use the normal Agility or Endurance procedure. Water Freedom grants no superhuman speed.
- **Water pressure:** The Merhuman ignores ordinary ambient hydrostatic pressure while submerged at natural ocean depths. This is environmental compatibility, not ranked protection. Rapid decompression, directed pressure attacks, crushing machinery or enclosures, exotic fluids, and non-water atmospheres remain valid hazards.
- **Unsupported dry-land movement:** Without a suitable mobility aid, vehicle, carrier, or water channel, the Merhuman crawls 1 Area per 2 rounds. Apply -2CS to Agility FEATs that require dry-land locomotion and to Passive Evasion or Dodge while unsupported. Manual actions, perception, speech, and attacks that do not depend on land movement receive no penalty. A suitable mobility aid uses its own recorded movement and removes this locomotion penalty; it does not prevent dehydration.
- **Hydration Reserve:** Record a reserve in hours equal to the character's exact Endurance score. Spend 1 hour of reserve for each hour of routine dry exposure, or 2 hours for each hour of strenuous, arid, or extreme-heat exposure. Partial hours count only when the Judge is tracking an active dehydration scene.
- **Dehydration:** Once the reserve reaches 0, make an Endurance FEAT at the end of each further hour of exposure. The first FEAT requires Green, the second Yellow, and the third and later FEATs Red. Failure causes damage equal to the character's exact Endurance score and makes the character Staggered until rehydrated. Repeated failures repeat the damage; reaching 0 Health uses the ordinary Dying procedure.
- **Rehydration and recovery:** Full immersion in compatible water or a functioning hydration system stops further reserve loss immediately. Ten uninterrupted minutes of either support restores the full Hydration Reserve and removes the dehydration-caused Staggered condition. Lost Health then recovers normally.
- **Power interaction:** Self-Sustenance that expressly replaces the need for water prevents reserve loss while active. It does not create legs, improve movement, grant armor, or supply protection against pressure, toxins, or other hazards.

Record aquatic movement, unsupported land movement, Hydration Reserve, and any mobility or hydration aid on the character sheet. For a Typical 5 Endurance Merhuman, these values are 1 Area/Round submerged, 1 Area per 2 rounds unsupported on land, and 5 hours of Hydration Reserve.

11.3.3 DEITY: EARTHLY MANIFESTATION

A player-character Deity records one home dimension at creation. The character-sheet profile is the deity's already diminished, playable manifestation; past worship, renewed worship, time on Earth, or proximity to a portal does not automatically change any Ability, Power, Health, Karma, or Power Slot.

- **Arrival and return:** Character creation may begin with the deity already on Earth. This grants no free method of reaching Earth again. Later travel between Earth and another dimension requires Dimensional Travel, a valid Gateway, a summoning or banishment effect, an established route, or another written capability.
- **Duration:** The manifestation can remain on Earth indefinitely without maintenance, worship, or an Endurance FEAT. It uses ordinary needs and environmental rules unless its Physical Form, Powers, or another trait says otherwise.
- **Earthly death protection:** Resolve damage, 0 Health, Unconsciousness, Dying, stabilization, recovery, and Injury normally. If the deity would die while physically manifested in the Earth Dimension, the manifestation instead collapses and the deity's surviving essence is banished immediately to its recorded home dimension at 0 Health. The deity is removed from the current Issue and cannot act, contribute Karma, or return during that Issue without an explicit major story exception.
- **Recovery after collapse:** The banished deity is stable but Unconscious in the home dimension. It recovers Health and Injuries normally there. Reaching positive Health does not itself return the deity to Earth; a valid route is still required.
- **Divine slaying:** Another Deity that personally causes the final lethal consequence may choose to kill rather than banish the character. An effect whose written purpose and demonstrated authority specifically slays deities may do the same. Ordinary lethal damage, a mortal attacker, or a Power with a high rank but no divine-slaying authority invokes banishment instead.
- **Home dimension:** Earthly death protection does not operate in the recorded home dimension. The deity can die there through the ordinary lethal procedure. It also does not operate in a third dimension merely because that place is not home.
- **Banishment and suppression:** A successful Banishment, Dimensional Travel effect, portal, or equivalent forced movement resolves normally and does not require reducing the deity to 0 Health. Power suppression does not erase Deity Physical Form or the Earthly death-protection rule unless it specifically suppresses divine nature or dimensional return; it can still suppress individual Powers normally.
- **No free immortality elsewhere:** The profile supplies no immunity to pain, capture, Unconsciousness, Dying, soul effects, imprisonment, Power loss, dimensional sealing, or permanent consequences. It prevents one narrow result - ordinary final death on Earth - by replacing it with defeat and removal from play.

Promoting personal worship remains an ethical and campaign consequence rather than a source of automatic advancement. A deity who abuses worshippers, coercively establishes a religion, or treats Contacts as property is judged under the approved Character Code, Karma, Standing, and relationship rules.

11.3.4 ANGEL AND DEMON: CELESTIAL POWER-NEGATING WEAKNESS

Every Angel and Demon records one specific external Weakness Trigger at creation. The trigger must be recognizable, capable of appearing in play, and connected to the being's origin, office, creator, home plane, or metaphysical law. It cannot be a private preference that the character can simply choose never to experience.

For completely random creation, roll d100:

d100	Weakness Trigger
01-20	Contact with one named opposed consecrated substance, seal, or symbol
21-40	Confinement inside one named ritual boundary, binding, or ward
41-60	Direct invocation of the being's true name or creating authority by someone who possesses genuine knowledge of it
61-80	Exposure to one named environmental or planar phenomenon opposed to the being's origin
81-100	Witnessing or being compelled to participate in one specifically defined violation of the being's creating law or sacred purpose

The player defines the exact trigger immediately after rolling, using the Origin results. A concept-first character may define a trigger from any row. The Judge must reject definitions that are effectively impossible, completely harmless, entirely voluntary, or broader than the examples above.

- **Exposure:** Mere resemblance, mockery, costume jewelry, an unsupported accusation, or an ordinary object with no genuine authority does not trigger the Weakness. The stimulus must be authentic and meaningfully present. A ritual, invocation, binding, or compelled violation normally requires a Primary Action or an established environmental condition.
- **Initial resistance:** On first meaningful exposure, make a Psyche resistance FEAT against Excellent 16 Intensity. Success prevents negation for that exposure action but does not permanently overcome the Weakness. Failure negates the character's extraordinary Powers.

- **Negated functions:** Generated Powers, automatic package Powers, Power Stunts, and activation or recall of Power-based Signature Equipment cannot operate. Maintained effects end. Natural FASERIP Abilities, Health, Karma, Talents, ordinary actions, necessary anatomy, and already suffered consequences remain. The Angel or Demon does not become mindless, helpless, or non-corporeal merely because Powers are negated.
- **Continuing exposure:** While the authentic trigger remains meaningfully present, the character may attempt one new Psyche resistance FEAT at the end of each turn. Success restores the Powers until a new exposure action or materially renewed trigger forces another resistance.
- **Removal and recovery:** When exposure ends, the character attempts one Psyche FEAT against Excellent 16 at the end of each turn. Success restores all negated functions. They restore automatically at the end of the encounter if no relevant pressure or continuing trigger remains.
- **No advancement reward:** This mandatory form Weakness grants no Power Slot, rank increase, Karma, or other compensation. Permanently overcoming or rewriting it requires an explicit major story resolution rather than ordinary advancement expenditure.

11.3.5 ANGEL: CELESTIAL SWORD

Every Angel can manifest one specific magical sword as an automatic form trait. It consumes no Power Slot and is part of the Angel's permanent mechanical identity.

- **Profile:** Close weapon; Fighting Accuracy; Excellent 16 Edged damage; Excellent 16 Material Strength; one-handed or two-handed presentation chosen at creation; magical and divine for effects that specifically distinguish mundane from magical or divine attacks.
- **Limits:** The sword does not automatically ignore armor, bypass resistance, attack at range, inflict additional energy damage, judge morality, dispel magic, or slay immortal beings. Those functions require another Power, written vulnerability, or mastered stunt.
- **Manifest or dismiss:** Manifesting or dismissing the sword is a Primary Action. Only one instance can exist. Dismissal requires the Angel to possess or touch it; dismissal cannot retrieve a sword currently held, sealed, or controlled by another character.
- **Disarmament and theft:** Once manifested, the sword is a physical object. It may be disarmed, taken, carried, contained, or wielded by another character as an Excellent edged weapon. Another wielder gains no unstated divine authority or Angel Powers from it.
- **Recall:** If the sword is unattended and within the same Area, the Angel may recall it as a Primary Action. Greater distance, an opposing holder, a sealed container, dimensional separation, or an effect preventing teleportation blocks automatic recall. Recover it through movement, conflict, negotiation, or another owned capability.
- **Damage and destruction:** Resolve attacks against the sword using Excellent Material Strength and the normal object-damage rules. A Disabled or Destroyed sword cannot be dismissed and remanifested to erase that condition. It remains unavailable for the rest of the current Issue unless repaired or restored through an explicit relevant effect. At the beginning of the next Issue, the Angel may manifest the restored signature sword unless a continuing story condition specifically prevents it.
- **Suppression:** Power suppression that affects divine form traits prevents manifestation and recall but does not erase an already manifested physical sword. The Celestial Power-Negating Weakness prevents manifestation and recall; if the sword is already in hand when negation begins, it remains a physical Excellent weapon but loses its magical and divine classification until the Angel's Powers return.

11.3.6 LEGACY POPULARITY ADJUSTMENTS

Legacy Popularity shifts modify Standing, not Recognition. They never make strangers recognize a new identity, spread information, merge secret identities, or establish legal authority.

Legacy adjustment	Starting Standing among the specified audience
Popularity +1CS	Favorable, +20
Popularity +2CS	Admired, +50
Popularity -1CS	Distrusted, -20
Popularity -2CS	Hostile, -50
Popularity 0	Neutral, 0, unless the package explicitly describes distrust or hostility

Recognition is established separately under Starting Popularity. For a new Angel, the angelic identity normally begins at Shift 0 or Feeble Recognition among the general public, with Admired (+50) Standing among those who genuinely recognize what the identity represents. Evidence and later conduct can change that Standing normally. Disguise, uncertainty about the being's nature, cultural disagreement, or an audience that rejects the symbolism may create separate audience entries rather than a universal reaction.

11.3.7 DEMON: DEMONIC FIRE AND SPECIFIC INVULNERABILITY

Every Demon possesses the following automatic form traits. They consume no Power Slots.

Demonic Fire Generation - Good 8

- Profile: Fire or Heat Emission; Primary Action; one normal delivery chosen at creation; Good 8 damage and the Good-rank range or Area appropriate to that delivery.
- Accuracy: Fighting for a close or touch delivery, Agility for an aimed bolt, beam, or thrown flame, and Power rank for an aura or directly placed Area delivery whose procedure expressly uses Power-rank Accuracy.
- Operation: Use the Fire or Heat Emission procedure, including ignition, oxygen, continuing fire, friendly exposure, and environmental consequences. The automatic Power does not include Fire Control, immunity, several interchangeable deliveries, or increased damage from ordinary fuel.
- Suppression: The Celestial Power-Negating Weakness and effects that suppress demonic form Powers can negate this emission normally.

Specific Invulnerability to Heat and Fire - Class 1000

- Profile: Passive personal protection and resistance at Class 1000 against direct damage and non-damaging effects whose operative phenomenon is heat, flame, combustion temperature, lava or molten-material heat, or an explicitly thermal component.
- Narrow authority: This is an explicit form-package exception to the ordinary random starting-rank ceiling. It is not general Energy Armor, Environmental Protection, magic resistance, or immunity to every consequence associated with a fire scene.
- What it prevents: Applicable heat or fire below Class 1000 inflicts no direct Health damage and cannot ignite, burn, overheat, or thermally transform the Demon's body or carried signature form traits. Class 1000 or stronger heat and fire use the normal ranked comparison rather than automatic protection.
- What bypasses it: Smoke, toxic combustion products, oxygen deprivation, vacuum, pressure, collapsing structures, explosive impact, shrapnel, radiation, blinding light, psychic effects, and nonthermal magical or divine authority resolve normally. A mixed attack separates its explicitly recorded components; only the heat or fire component receives this protection.
- Possessions and surroundings: The protection covers the Demon's body and integrated or signature form traits, not unattended objects, allies, buildings, ordinary clothing, carried fuel, or the surrounding environment unless another written capability protects them.
- Suppression: The Celestial Power-Negating Weakness suppresses this Specific Invulnerability. Other Power suppression affects it only when the effect can suppress automatic demonic form Powers or the Demon's supernatural nature. When suppressed, heat and fire resolve against any other applicable defense normally.

11.3.8 ANGEL AND DEMON CONTACTS

Angel or Demon Physical Form supplies no automatic Contact merely for belonging to that form. This restriction never deletes a relationship required to make the rolled Source, Acquisition, background, equipment, legal position, or current responsibility true.

- Created beings record their creator, custodian, successor, or the unresolved absence of that party.
- Institutional, professional, military, priestly, or apprenticeship training records the relevant organization, instructor, handler, credentialing body, or adversarial former authority.
- A pact, bargain, artifact bond, transformation, or imposed condition records the responsible person, entity, claimant, or institution when one exists.
- The relationship need not be friendly. Record Reach, relationship level, values, limits, obligations, and whether the party is a Contact, claimant, rival, enemy, missing relationship, or active complication.

Physical Form never manufactures a helpful ally, but neither can its legacy wording erase the people or institutions established by Origin.

11.3.9 UNDEAD: BODY MAINTENANCE

An Undead character's Health measures the structural and animating integrity of a corpse that has ceased ordinary decay but still requires one defined maintenance process. Record the method, necessary materials or access, maintenance interval, last completion, current deadline, and maintenance damage separately from ordinary damage.

Choose or randomly generate the method. For completely random creation, roll d100:

d100	Maintenance method
01-20	Physical preservation: embalming, binding, sealing, replacement tissue, or equivalent corpse care
21-40	Ritual renewal: prayer, inscription, sacrament, necromantic rite, or spiritual reintegration

d100	Maintenance method
41-60	Energy renewal: electricity, heat, cold, radiation, mystical force, or another defined charge
61-80	Environmental renewal: burial soil, salt, water, darkness, a crypt, the home plane, or another defined condition
81-100	Consumptive renewal: blood, life energy, memory, emotion, flesh, or another defined substance or vitality

The method must name a practical requirement capable of appearing in play. It supplies no attack, Power, immunity, Contact, Resources, or free access to restricted material.

Maintenance interval. Use the final permanent Endurance score after the Undead package adjustment. The maintenance deadline arrives after that many days. A later permanent Endurance change recalculates the next interval only after maintenance is completed; it never retroactively creates or removes overdue time.

Completing maintenance. A normal maintenance procedure takes one hour and requires the recorded materials, location, energy, performer, or access. It is routine when those requirements are safely available. Under pressure, with improvised substitutes, or while damaged, use Reason or one relevant Talent against Good 8 Intensity. Failure consumes the attempt's time and ordinary expendable materials but does not shorten the deadline. A dangerous or unwilling source is resolved through ordinary actions, consent, conflict, law, and the Character Code.

Deterioration. Beginning at the end of the first full day after the deadline, and at the end of every additional overdue day, the Undead loses Typical 5 Health as maintenance damage. Protection, Endurance, Self-Sustenance, Regeneration, Healing, and ordinary medical care do not prevent this loss. Maintenance damage cannot recover while the character remains overdue. At 0 Health, use the ordinary Dying and final-death rules; being Undead does not create automatic revival.

Recovery. Completing maintenance resets the deadline immediately and stops new maintenance damage. It does not instantly restore lost Health. Once maintenance is current, maintenance damage recovers through ordinary healing, a source-coherent repair or preservation procedure, or an applicable Healing or Regeneration effect. No recovery can raise Health above maximum or restore an Injury without satisfying the Injury rules.

Interaction with Powers. Self-Sustenance may remove air, food, water, sleep, temperature, or other recorded ordinary needs but does not replace corpse maintenance. Regeneration may repair accrued maintenance damage after the deadline is reset but does not reset the clock. A Vampirism or Life Drain Power replaces the separate maintenance procedure only if the character records Consumptive renewal and actually drains at least Good 8 total Health or equivalent vitality during the current interval. Several valid feedings may accumulate toward that threshold. Health gained by another method, striking an immune target, or attempting a drain that removes nothing does not qualify.

Artificial and unusual Undead. Artificial Construction, technology, alien biology, or another unusual Source changes the description and applicable Talents, not this procedure. An artificially constructed corpse is still Undead rather than a Robot unless another package explicitly establishes a mechanical body.

11.3.10 UNDEAD: RELIGIOUS-SYMBOL WEAKNESS

Every Undead records whether the living person or animating identity practiced a particular religion before death. If the answer is unknown to the character, the Judge records the answer and the specific tradition before play. Amnesia does not remove the weakness. A character with no former religion still suffers Power negation from qualifying religious authority but not the additional former-faith damage below.

Qualifying symbol. A physical symbol must be authentic to a genuine religious tradition and deliberately presented within 10 feet with unobstructed line of effect by someone who either sincerely practices that tradition or possesses actual mystical, divine, priestly, or ritual authority relevant to it. A costume, casual jewelry, photograph, screen image, improvised shape, unsupported claim, accidental proximity, or person using a symbol they regard as meaningless does not qualify. Holy ground, prayer, scripture, and religious speech have no automatic effect unless an owned capability or specific profile says otherwise.

Resolution. On first qualifying presentation and once at the beginning of every later turn in which exposure continues, the Undead makes a Psyche resistance FEAT against Excellent 16 Intensity.

- **Success:** The symbol causes no negation or damage during that turn. Continued presentation requires a new resistance next turn.
- **Failure:** Generated Powers, automatic package Powers, Power Stunts, and activation or recall of Power-based Signature Equipment are negated until recovery. Maintained effects end. Natural FASERIP Abilities, Health, Karma, Talents, ordinary actions, necessary anatomy, and already suffered consequences remain.
- **Former-faith consequence:** If the symbol belongs to the specific religion practiced by the living person or animating identity, failed resistance also inflicts Excellent 16 spiritual damage, no more than once per round. Ordinary Body Armor and physical protection do not reduce it. Mental, spiritual, divine, or magic resistance applies only when its written scope includes this effect. At 0 Health, use ordinary Dying.

Several qualifying symbols never stack damage, increase Intensity, or force more than one resistance per turn. Use one applicable exposure at Excellent 16.

Ending exposure and recovery. Leaving the ten-foot range, breaking line of effect, disarming or obscuring the symbol, ending its deliberate presentation, or removing the presenter's qualifying belief or authority ends exposure. If Powers remain negated, attempt one Psyche FEAT against Excellent 16 at the end of each turn; success restores them. They restore automatically at encounter end if no qualifying exposure remains. Health damage and Injuries recover normally and are not erased when Powers return.

This mandatory form Weakness grants no Power Slot, rank increase, Karma, or other compensation. Permanently overcoming or rewriting it requires an explicit major story resolution.

11.3.11 CHANGELING: RANDOM ASPECT GENERATION

A Changeling is one continuing character expressed through two to five discrete Aspects. Use the following procedure when the Aspects are random.

- 1 Roll once on the retained Changeling Aspect Count table: 01-50 two Aspects, 51-75 three, 76-95 four, and 96-100 five.
- 2 Roll the seven natural Primary Abilities once on Random Rank Column 5. This is the shared unmodified profile; do not reroll FASERIP for each Aspect.
- 3 Roll once on the Physical Form table for each Aspect and resolve any required subtype. A Variable or Shapeshifter result is recursive and must be rerolled for that Aspect only. Repeated nonrecursive forms are legal and remain distinct Aspects.
- 4 Reconcile one exact retained legacy package for each Aspect. Apply that package's written Ability shifts, necessary anatomy, automatic bodily traits, bodily needs, vulnerabilities, and movement only while that Aspect is active. Recalculate that Aspect's Health from its active physical profile. Track damage across forms under Section 10.3.
- 5 Resources, Contacts, Relationships, credentials, Holdings, legal identity, and character-level Popularity belong to the continuing character and do not change merely because the body changes. Record a separate audience or legal status only when the fiction genuinely recognizes that Aspect as a different public or legal identity.
- 6 Determine Power Scope and Power Slots once for the character. Individual Aspect packages do not add, remove, or multiply this shared slot pool; the Changeling minimum and ceiling in Section 11.4 control it. A package's mandatory or Bonus Power must be assigned to that Aspect and paid from the shared pool unless the package expressly calls it automatic and free.
- 7 Reserve one slot for every Aspect that still lacks a unique generated Power. Generate Powers normally and assign one unique Power to each Aspect. A Power assigned as unique functions only in that Aspect. If a Major result would consume a reserved slot, use the same-category Standard reroll procedure. After every Aspect has a unique Power, assign any remaining generated Powers to one or more coherent Aspects; sharing a Power does not multiply its rank, uses, or action economy.

Changing Aspects requires ten turns. Throughout the transition no Power functions and all seven Primary Abilities operate at -2CS. The transition grants no healing, extra action, condition reset, or escape from an ongoing consequence. The new Aspect's bodily profile and Powers begin only when the tenth turn is complete.

Recorded example: Ritebound rolled four Aspects, one shared Column 5 profile, and four generated Powers. Her recursive Variable or Shapeshifter Aspect result was rerolled; each completed Aspect applies its bodily package to the shared profile and owns one unique Power. Her existing canonical record is unchanged.

11.4 POWER-SLOT EXCEPTIONS

Eight remains the ordinary maximum. Form packages alter it only when they explicitly grant additional or fewer Powers.

Package	Slot adjustment	Starting ceiling
Ordinary form	None	8
Random Mutant	+1	9
Android	+1	9
Deity	+2	10
Modified Human	-1	7
Mechanically Augmented Cyborg	-1	7
Animal	-1 generated slot, plus two fixed Good Detection Powers	7 generated; 9 listed when both automatic Detection Powers are included
Changeling	Raise a lower rolled total to the number of Aspects	8

A Deity's mandatory Travel Power is one of the character's final Powers within the ten-Power ceiling; it is not an eleventh Power. An Energy Body's Energy Emission is a Bonus Power and occupies a normal slot; it does not raise the ceiling.

11.4.1 DEITY MANDATORY TRAVEL PROCEDURE

At least one Deity Power must provide meaningful personal travel. This requirement does not grant a free Power or permit the player to choose an exact Power without paying the normal cost.

- 1 After determining the Deity's final Power Slots, reserve one slot for Travel.
- 2 Generate other Powers normally. A Major result cannot consume the reserved slot before Travel is satisfied; if it would, use the ordinary same-category Standard reroll procedure.
- 3 The following random results satisfy Travel: any Movement and Travel Power; Teleportation; Gateway; Dimensional Travel; or Time Travel. A result that only moves another subject, distorts a location, creates storage, or attacks through space or time does not qualify unless it also expressly transports the deity.
- 4 When a qualifying random Power is generated, pay its normal slot cost and release the reservation. Every remaining slot returns to ordinary generation.
- 5 If no qualifying result appears before only the reserved slot remains, roll randomly on the Movement and Travel individual table, then roll its starting rank normally. Record that Standard Power and spend the reserved slot.
- 6 During concept-first or deliberately chosen creation, at least one qualifying Power must be purchased at its ordinary total chosen cost. The random fallback in Step 5 cannot be used to obtain a preferred exact result cheaply.

A Deity may possess several Travel Powers. The requirement is satisfied once; it does not restrict later random results or make Travel immune to suppression, environmental limits, route requirements, or Scale Gates.

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12.

POWER SOURCE AND ENHANCEMENT DELIVERY

Power Source determines what explanations and delivery modes are coherent. It does not grant an Ability Enhancement selection by itself.

Power Source	Normal enhancement treatment
Exceptional Development	Inherent personal score; Remarkable 35 maximum without a second superhuman source.
Innate Species Traits	Usually Inherent; may be Conditional or Alternate Form when species traits depend on maturation, environment, caste, or state.
Genetic Mutation	Inherent, Conditional, or Alternate Form according to manifestation.
Biological Alteration	Usually Inherent; use Conditional or Alternate Form when the transformation is state-dependent.
Energy Infusion or Exposure	Usually Conditional or Inherent; the energy must remain the operative explanation.
Cybernetic Augmentation	Integrated; retain an unassisted value when disablement or removal is possible.
Technology or Equipment	Equipment-Based unless the technology is permanently integrated, in which case the source should normally be Cybernetic Augmentation.
Artificial Construction	Inherent or Integrated as part of the standard chassis or artificial mind.
Symbiotic or Entity Bond	Usually Conditional; may be Integrated or Alternate Form if the bond is inseparable or transformative.
Mystical	Any mode supported by the acquisition: inherent potential, spell condition, artifact equipment, curse, or alternate form.
Divine	Any mode supported by lineage, blessing, mantle, office, artifact, curse, or transformation.
Cosmic	Any mode supported by lineage, office, force bond, artifact, or transformation.
Hybrid or Multiple	Classify every enhancement under the source that actually supplies it. Hybrid never permits stacking two ratings into a larger one.

Acquisition should resolve ambiguity when possible. A technological inheritance is probably Equipment-Based; a forced cybernetic conversion is Integrated; a mystical artifact bond may be Conditional or Equipment-Based; an innate divine lineage may be Inherent.

If Form, Source, and Acquisition create an awkward combination, reconcile the fiction before rerolling. Do not invent a numeric bonus merely to make the combination feel sufficiently exotic.

13.

STACKING, LOSS, AND SCOPE RULES

13.1 NO NUMERIC STACKING

When two effects enhance the same ability, use the highest applicable score. Do not add scores, add ranks, or combine column shifts unless a specifically written power explicitly creates a situational shift.

Separate effects may remain useful because they have different conditions, weaknesses, ranges, or sources. They still do not combine into a larger universal ability.

13.2 BASE AND EFFECTIVE NOTATION

Record a permanent baseline first and an assisted value second:

- Strength 8/46 (armor)
- Agility 16/36 (symbiote)
- Reason 26/63 (cosmic archive, research only)

If an effect applies only to a narrow domain, include that scope and do not treat the second value as universal.

13.3 POWER LOSS AND SUPPRESSION

When a source is removed, suppressed, depleted, damaged, or separated, return to the applicable unassisted profile. Inherent scores remain unless the effect specifically suppresses or drains them.

Loss of an enhanced score is not an advancement refund. Restoration repairs or reactivates the capability; it does not repurchase it.

13.4 ABILITY DRAIN

A drain that targets the character personally affects the current personal score. Equipment and separate entities are affected only when the drain can logically reach them. A temporary drain cannot permanently erase Starting Proofs, education, or background achievements, although it may prevent the character from using the associated score until recovery.

14.

DERIVED SCORES

14.1 HEALTH

Personal Health equals the sum of the character's permanent Fighting, Agility, Strength, and Endurance scores in the standard profile.

Inherent and normally functioning Integrated enhancements count. Conditional and Equipment-Based enhancements do not increase the personal Health maximum. A genuine Alternate Form may possess a separate Health maximum under Section 10.3.

14.2 KARMA

Personal Karma equals the sum of the character's permanent Reason, Intuition, and Psyche scores.

Temporary, Conditional, Equipment-Based, and externally supplied mental enhancements may improve FEATs but do not increase the personal Karma maximum. Permanent changes to the character's own mind recalculate Karma normally.

14.3 RECALCULATION

Recalculate the appropriate derived score whenever a permanent ability score changes. Do not recalculate it for a momentary boost, situational column shift, held item, or removable device.

15.

WORKED EXAMPLES

15.1 THE ARMORED INVENTOR

A Baseline Organic Human with Technology or Equipment rolls natural Strength 8. One Ability Enhancement targets Strength and produces Amazing 46. The suit is removable, so the sheet records Strength 8/46 (armor). Personal Health uses Strength 8; lifting, striking, and grappling while the suit functions use Strength 46.

15.2 THE PERMANENTLY ALTERED STRONGMAN

A Baseline Organic Human with Biological Alteration rolls Strength 16. A Strength enhancement produces Incredible 36. Because the alteration permanently rewrote the body, Strength becomes 36 and personal Health is recalculated.

15.3 THE EXCEPTIONAL PHYSICIAN

A concept-first Exceptional Development character establishes Remarkable Reason 26. Postgraduate medical study is the preparation proof; curing an unknown disease is the demonstration proof. No Karma or Story Point expenditure is required for the starting result. Random Column 2 generation does not produce Remarkable; this is a declared exceptional Human result supported by the two proofs. Further natural advancement can reach 35, but Reason 36 requires a genuine superhuman cause.

15.4 THE GOD OF MISSING SOCKS

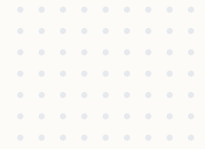
A character rolls Deity Physical Form. After rolling all seven Primary Abilities on Column 5, raise each result +2CS. The Deity receives two additional Power Slots, for a maximum of ten, and at least one final Power must be Travel. The result may still be far weaker than Thor because the underlying rolls, chosen Powers, and ranks remain decisive.

15.5 THE SURPRISINGLY WEAK ROBOT

A Full Robot uses Column 4 and rolls Poor Strength 3. The result is legal. The machine may have been designed for translation, espionage, companionship, or delicate surgery rather than lifting. Column 4 makes stronger mechanical profiles substantially more likely; it does not force every chassis to be strong.

15.6 THE FELINE OPERATIVE

An Anthropomorphic or Bestial Humanoid reconciled as an Induced Mutant uses Column 1. He rolls Amazing Agility 46 and applies the Induced Mutant package's one-Ability +1CS adjustment to reach Monstrous 63. The shift consumes no Power Slot and is not Ability Enhancement. A Shift X starting Agility is not an ordinary random result of this package; it requires an explicit Judge-approved established-character exception, an Ability Enhancement, or another written source.



16.

COMPLETE ABILITY-GENERATION SEQUENCE

- 1 Determine Physical Form, Power Source, and Acquisition using the scattered Origin maps.
- 2 Reconcile those results into one coherent origin statement.
- 3 Select and record Random Rank Column 1-5 using Section 11's exact legacy crosswalk or modern-form routing.
- 4 Roll Fighting, Agility, Strength, Endurance, Reason, Intuition, and Psyche on that ordered column.
- 5 Record the rank-floor scores and apply any specifically written origin adjustments.
- 6 For a Baseline Organic Human, supply two Starting Proofs for every Remarkable result or lower it to Excellent 16.
- 7 Treat all natural Ability results and origin adjustments as zero-slot creation results.
- 8 When later power generation supplies an Ability Enhancement selection, choose one full-domain ability.
- 9 Confirm that the source can genuinely explain the enhancement.
- 10 Roll on the ordered Standard Enhancement Table, except for Exceptional Development.
- 11 Apply the Minimum Improvement Rule.
- 12 Classify the result as Inherent, Integrated, Conditional, Equipment-Based, or Alternate Form.
- 13 Record natural and effective scores without stacking.
- 14 Calculate Health and Karma from the appropriate permanent profile.
- 15 Verify every score above 35: a non-Human Physical Form, explicit origin adjustment, Ability Enhancement, or other specifically written rule must supply its genuine non-ordinary cause.

The origin tells us why. The enhancement tells us what changed. The ability score tells us how much.