

Void Universe: Renegade

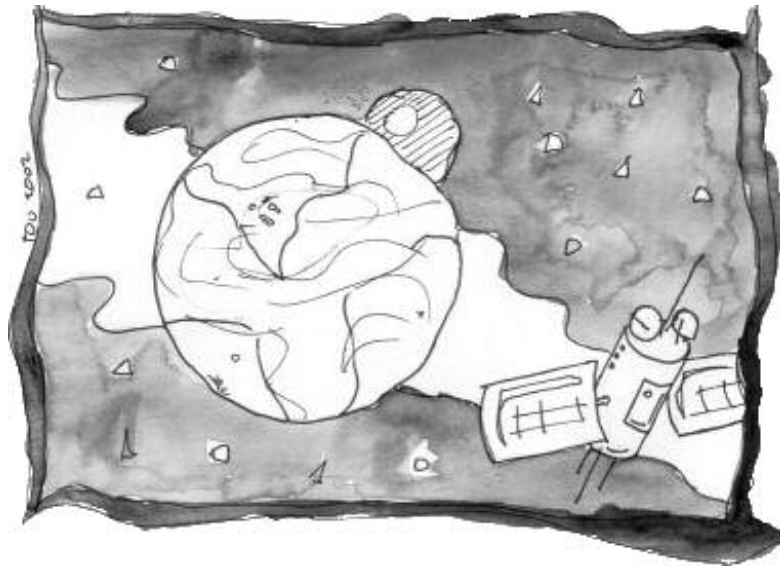
An RPG Setting

By Mark Cunningham

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Prelude

The coffee is cold but I drink it. The apartment is so empty, so large without her here. The funeral was only a week ago. It was in Glasnevin Cemetery and the sky was a dull grey. We stood around the grave as the priest said some words, which I can't remember. I remember the coffin; the brown stained wooden box being lowered. I wanted to jump in afterwards and rip the coffin lid off and save her. People came up to me and whispered condolences. I remember one man; a complete stranger to me started talking to me in Irish. Couldn't understand a word of it, I just remembered he kept his cap on so tight it covered his eyebrows.

The Gardai say it was accidental but before that they were sure there was tampering. The car had an electrical fault and it veered on the motorway into the oncoming traffic. It was suspicious, it was a new car but the cops said it wasn't, so they must be right. Doesn't make it easier.

I do remember the hospital. I got a call on my mobile and raced over there and arrived to find her surrounded by Doctors and Nurses in white clean uniforms. She was still alive then, she was talking about men in black suits trying to take her. I grabbed her hand as the Doctor put her under but the look of sheer desperation in her face will never leave me as she went under.

The Doctor told me they could do nothing. Even if they had saved her, the damage to her brain would have left her a vegetable.

I'm flicking through photos. Ones of our last holidays, she hates the camera and is constantly avoiding it but I loved to take photos of her, to try and catch her beauty, her silky black hair, her big green eyes and her smile that tickled my heart. She had a nearly second sight and she would know I was upset about something, she would know we were going to argue before I knew there was something to argue. I'll always remember that.

The coffee is still cold.

I had fallen asleep on the sofa. The sun must have gone down because it was dark. It was the scratching sound on the door that awoke me. I leaned out to switch on the nearest lamp. Nothing. It was still dark. Outside the window I can see the whole apartment block is dead.

What is that scratching? I get up out of the sofa. It stops.

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Where did I put the torch?

Now I hear breathing like a dog except twice as exaggerated. Who would be doing that? I look for something to threaten the nuisance with and accidentally spill the half-empty coffee mug all over the sofa.

"Fuck."

That's when the door starts to split, something is breaking in. They heard me say fuck. Now I am fucked. I pull my mobile out of my pocket, no network. This can't be happening. The door is splitting open. Some thing with claws is breaking in. It isn't human...

I blink and then I see it properly, a man with tights over his head and with an axe. He's grunting and gruelling as he widens the gap.

I'm frozen I don't know what to do.

The little light from the moon outside is suddenly drenched in shadow. Something is moving across the window. The glass shatters inwards and I raise my hands to protect myself but tiny pieces are imbedded in my left hand. They sting like shit.

There are two people by the window. I can only make out their shadows. One is moving his hand and the sofa is suddenly flying across the room at the man with the tights over his head. There is a squeal.

The other looks at me and says, "Sleep."

I leap awake. What happened? I look around. I'm on a bed in what looks like a cheap hotel or B&B. The lights are all on. My arms are bandaged and the bits of glass have been removed. I hear voices from the other room. I creep up to the door and listen, my heart is pounding. "... we should kill him... the Reclaimer..."

"No!" A familiar woman's voice. There is silence at her outburst.

"The Reclaimer will come for him, we should use him as bait..." The first voice continues.

"Yes. I agree with Andy." The voice is almost like a purr.

"You can't..." the woman's voice.

"It maybe our only choice Leana..." Another voice... Leana. No. Leana is dead. I stumble back knocking the lamp over. It bangs. I hear the first voice say again "He is awake..."

I panic... where to go, the door swings open and this man leaps across the room, pinning me to the ground. He looks at me like an animal would look at a plaything. His ears, hidden mostly in his hair but still noticeable. They look like cat's ears.

The man screams back to the others "He's terrified."

"Get off him, Phil." It's the last voice I heard before cat boy jumped me, the commanding one. He stands in the doorway, tall and intimidating. Phil gets off me.

"We mean you no harm Ken. We are trying to keep you safe."

"Safe?" I plead but even to me my voice sounds weak and pitiful. Suddenly I'm floating and moving towards the bed. There is another man beside the leader who is moving his hand as if to guide me. He has a maniacal grin on his face. "Relax. You have a surprise." It's the voice that threatened to kill me.

"Ken. It's me." It's Leana's voice, but I she's not...She's dead. My sight starts to go and see white light and I faint.

When I awake, it seems real. Leana is smiling her concern at me and she places something on my forehead. I like this moment. But a shiver creeps up my spine as I remember I'll wake up and I'll be alone so I try to shake myself awake. But she is still there. Her smile turns to worry.

I am awake. I pinch myself. Ouch. She's in front of me, I'm hallucinating.

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"It's okay..." she's whispering to me and reaching out to me.

"Calm down." The command voice says and I suddenly relax. The tension falling from my body. He sits in the corner observing.

"You're real?" I whisper.

"Yes." She answers.

"I saw your body. I watched you die in the hospital. I saw your body in a coffin... I saw the coffin..." She silenced me by putting her finger to my lips.

"I did die, Ken. I was changed and I came back."

"How?"

"We don't know." the commanding voice again. "We all died, all saw the same creatures in black suits pull us away and then ... then we find ourselves alive again. Changed but alive."

"Why didn't you find me?"

Her frown creased, "because I've changed Ken and there are things that will, that are hunting you because you once knew me."

"What? The man with the tights over his head?"

"Is that what you saw?" The commanding voice said. "That is interesting. Personally I saw a slobbering monster with more claws than I have fingers."

"I don't understand."

"None of us understand. We escaped something Ken. But it is angry so it sent a creature we call the Reclaimer. It has gone after all our families and you were next. It won't stop until your dead."

"It's dark again. Tomorrow we'll put Andy's plan into action. You'll only have tonight Leana. Make the most of it." The commanding voice got up and left the room.

"What does he mean tonight only? What plan?"

"I can't go back to you Ken. I've changed. I see things that I never saw before. I can sense things like I never could. I can read your mind, Ken and I understand your confusion. Don't say anymore. Just stay with me and hold me."

And that's what I did, I held onto her. Hugged her. But her response was mechanical. She held me back but it was stiff. She lay beside me on the bed. I reached out and turned the lights off, but suddenly she was screaming, "Turn them on, turn them on..." I switch the light back on.

"What's wrong?"

"I can't stand the dark, I can't stand it anymore. You can't imagine what it felt like to have your whole essence pulled out... it was so dark..." tears were streaming down her eyes. I held her and she cried into my shoulder.

She felt asleep in my arms. Oh god, her smell was so much better than I remembered.

She woke first, shaking me awake. She went into the common room. The one called Phil was curled up on the sofa, wrapped into a little ball. She knocked on the other two's doors to wake them and she pointed me to the kitchen. "Help yourself." She kissed me on the forehead.

The kitchen was filthy. There were some edible bits in the fridge but the rest was mouldy and filthy. It then only hit me how manky and dirty they all were. Leana looked like she slept in the same clothes for two weeks, Phil, while his face was clean; his clothes were a lot to be desired. It went for the one with the commanding voice.

Phil came in, his grin wide. "Hi there. Sorry about jumpin' on ya yesterday. 'Fraid you were goin' run..." He took out some of the edible bits and greedily ate them. I found a kettle and some instant coffee and proceeding to brew something.

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I tried to drag his eyes away from the cat ears. "So what's this plan?" Phil grinned, "We wait, till tonight. Your bait and then we hop on it." "And after that?" Phil frowned. "Dunno'."

Andy was the paranoid one. He always gripped a carving knife in his hand. As I had already discovered he seem to be able to literally move objects with his mind. Phil was like a Cat. He acted like a cat, he had claws like a cat, and he even smelled like a cat. Then there was Jay. The one they all listened to. I don't know what he could do.

I spent the day in that hotel room. Leana stayed with me. We talked but I felt like she was trying to say all the things she wanted to say before she never saw me again. The others pretty much stayed out of our way.

Then night rolled round. I could tell because Leana started to shiver as the light from outside started to fade.

They had a van. An old banger but it moved. We travelled to the Dublin quays and then to a dock land development site. The metal skeleton of the building stood tall in the moonlight.

It was then that Jay grabbed me and we were suddenly moving upwards. We were flying. I was terrified and excited at the same time until he stopped on top of the tallest scaffolding. "The thing can't fly like us. It'll have to climb to kill you. You'll be safe." He put me down on the steel pipe. It started to rock with my weight and the wind buffeted back and forth. I grabbed the nearest vertical girder I could and held on for dear life. It was then I looked down, how many floors up, twenty, thirty? I could see Phil, Andy and Leana looking up. Jay looked at me in a funny way and said "Sorry about this. If there was a better way..." He then literally dropped, nearly making me puke once again.

I looked down once again but they were nowhere.

I waited. I found I could control the swaying by positioning myself in a vertical line. At the very least it didn't make me feel like being sick.

It was then that I heard something from far below. A shadow moving. Then commotion and violence from below. I tried to peer into the building through the girders. I leaned as much as I could.

A flash then something that sounded like screaming or anger. I leaned in more to see if I could tell what the sounds were. Another flash and this time a scream of pain.

Damn, what's going on?

I stretched a little further, loosening the grip of my hand.

Suddenly the whole structure shook. I couldn't hold on. I slipped. The girders raced by me until I bounced off one with my leg and then proceeding downwards facing upwards. I could see the night sky illuminated by the moon. With a thump I landed and lost consciousness.

When I opened my eyes, I saw Jay. His back was to me. He was struggling. The man with the tights on his head was trying to push him over. But it wasn't the man. I blinked furiously and the illusion ceased to be.

It was a monster.

It seemed to be shaped like a 5-foot anteater. Two dark black eyes on either side of its flat head. Its long beak was actually a huge jaw filled with razor teeth. It stood on two legs but fought with four arms, each ending in a huge crab like claw. Its skin was red raw as if it didn't bother to create skin for itself. It pushed Jay aside, flinging him into one of the girders with bent under the impact. Amazingly Jay just groaned and began to pick him self up.

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But that was not my concern. The monster was coming towards me, it's jaws opened wide and drool dripping from its fangs.

Jay shook himself off but he was slowly recovering.

The thing was nearly on top of him. I could smell the blood from his skinless body. I righted myself, sitting up and tried to push myself away. But pain shot through my broken leg.

It roared as it neared me as if in triumph of its victory.

Something pummelled into it at high speed sending it rolling towards the edge but it stopped short. I could see now we were still many floors up. The city seemed flattened against the clear sky with the stars like miniature beacons. Leana unrolled herself. It was she who had pushed the beast. The monster righted itself and made to charge her.

I got up and started to dash towards the edge. I yelled, "Over here, come on... you big feck'in ant eater... Come on."

It stopped and it looked at me. Then it started to charge. I hoped knew what I'm doing. God, the pain in my leg! The thing was nearly on top of me yet the edge was just in my reach. Its speed was amazing. The jaw opened. I had to wait till it was right on top of me. I could feel its foul breath on my face.

I dropped, hoping to trip it. The pain was unbearable in my leg. It kicked into my side as it went over. Its claw dug in to my left arm. It held on ripping into the flesh of my arm. I could only scream in agony as it clawed its way back up. Its quarry in its snarl. This was it. I was ant meat. I stared at it, as it hung from my arm and it raised its other claws.

It shook like a fuzzy image on television set. It roared aloud in pain. Something was happening to it. My left arm was going fuzzy too. Christ it hurt more then anything else. I was screaming without even realising, shouting for it to stop. My eyesight grew dim.

Someone was tending to me. He wore a white monk's smock. I looked down at my left arm; it wasn't there any more. My leg hurt like hell. "Be still. I tried to warn you before." It was the man from the funeral who spoke only Irish. The disturbing thing was, he had a third eye that occasionally blinked at me while he placed my leg in splinter.

I could see Jay and Leana slowly landing behind him.

"Who are you?" Leana asked.

"A concerned passer by. I'd advise you to leave young Ken to me before any Gardai arrive. We will talk later..." He smiled at me as he tied the bandage around my arm.

That was the last time I saw Leana.

The monk's name is Lon by the way. He said they just left, he couldn't find them.

I've changed. Lon has been my guide to what my new eyes have brought me. He's a Void Traveller, not actually from Earth if you get that. He said my wife and the others are commonly called Renegades or Rebels. Warriors for mankind he kept saying but I'm not sure he's telling me the full story.

I can't go back to my old life. I see things different. I help Lon and sometimes join in the fight. He patched me up well, my leg healed quickly but my left arm is gone forever. Lon explained he literally threw the monster into the space where it came from; unfortunately it took part of my arm with it.

I've met others who know, who've seen. Occasionally I hear about Leana and the others and how they help stop this thing or that. She never calls.

In the end, I suppose, I'm still alive. Leana is alive.

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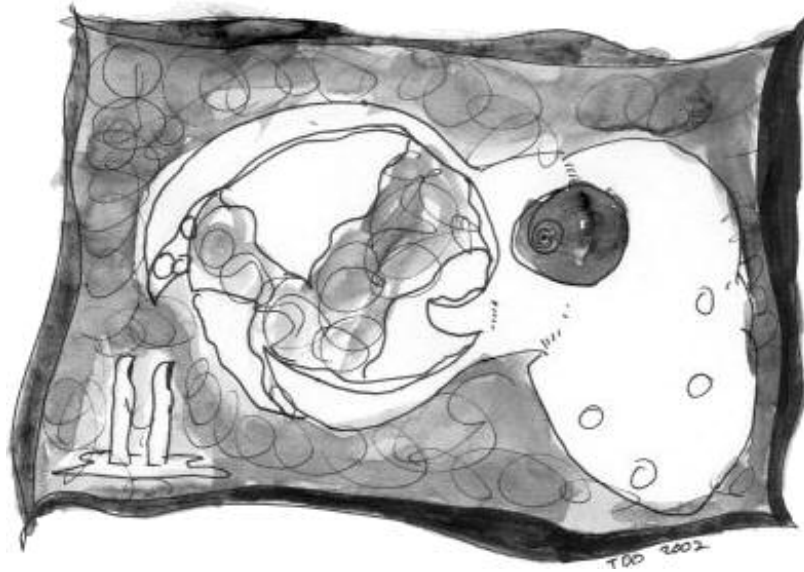


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About FUDGE

Fudge is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of Fudge are available on the Internet at <http://www.fudgerpg.com> and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so - merely include this ABOUT FUDGE notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264.

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Further Thanks

Thanks to Peter Sheerin for his input on how the powers should work. Thanks also to the guys on Redbrick's *games.rpg.board* newsgroup who suggested some interesting game systems to look at. And Thanks to my honey bunny, Sophie, who didn't mind me spending hours on the computer.

Introduction

Welcome to Renegade. Renegade is a personal little project of mine born out of the desire to play something new.

The Earth exists in the Void; the swirling empty/full potential that contains everything that was, will be or could be. The Earth is a glob of concentrated energy and life, solitary and small. Things born of the Void pick on it and its Shard Realms who desire its energy or life. They are drawn to it, they are powerful and they are insane.

A thin Veil that hides the true nature of the world from people's eyes and protects the Earth.

The players get to take on characters that have come back from the dead and have been reformed in the void. They have been changed by the experience. Their minds have been broken. Yet they have gain powers and a new understanding into the world.

The world, the shard realms, the dimensions and the dream realms are opened up to them and they see what's really in the shadows, Demons and Ghosts, Spirits and Monsters, Zombies and Travellers are all there, lurking in this gothic world.

While outside, dark entities are pounding on the door, looking for a way in.

I'm attempting to make this as professional looking as possible so that my own players will go "ooh" and "ah" and actually feel like playing - that does not imply that it is a professional piece of work. There is gaping holes, missing rules, crappy artwork, bad grammar and worst of all, bad breathe.

If you are new to Gaming and Role-playing, I'd advise searching the web for introductions to that. I'm not about to re-write a thousand already written articles on what is Gaming and Role-playing.

If you're not interested in Gaming and Role-playing and just want to read the setting then just read the Sections, "Setting" and "Inhabitants".

If you are a Gamer then you'll also want the rules. As of this version, the rules are still in development and will probably stay in development for a long time to come. I'm using the [FUDGE™](#) system to develop the rules, which is a freeware DIY rules system.

Setting contains a description of the world of Renegade.

Inhabitants contains details of the other denizens of the Renegade world.

Characters' Melting Pot contains descriptions of the different character types.

Character Creation details how a character for Renegade is created.

Traits covers the particular traits and ratings that describe a character.

Rules covers the rules of play.

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The Worlds section covers details about the other worlds include structure and rules.

Appendices are the varied appendices to the text, including credits, inspirations, sample games, cheat sheets, character sheets etc.

On to the Setting!

Setting

Introduction

Welcome to the Renegade, a modern day fantasy role-playing setting. In a world that appears normal but under a thin Veil is a place full of Demons and Monsters and Gods pounding on the doors. You get to play a Renegade, a human who has rebelled against the dark influences of the Gods (Patrons) and has returned to the living only to find the world is not what it first seemed.

Magicians, spirits, zombies, minions, beings from other worlds and dimensions all co-habit this lonely rock in a great infinite void of darkness and seething potential.

Renegades

Imagine you are in an accident. Things seemed for a brief moment not to be in your control. Your car veered off the road, you smelt the gas but did nothing... Then you die. You know you've die. You see the tunnel and all that wonderful symbolism and then bang. It's dark and cold and your somewhere completely inhuman. You can feel the light of your soul brimming over but there is something in the dark with you, something outside of your world, something outside of anyone's world, something that should not exist. It's trying to take your soul, to suck it out of you. In your desperation you manage to escape only to wake and find yourself back in your body. Some of you find yourselves buried, others still in the morgue, yet others lying in a ditch, their bodies undiscovered.

You have changed. You can do things that you could not before, like flying or breaking through walls or even more bizarre powers but you can't handle what you've seen, what has happened to you. You start to go mad or perhaps you were mad before you came back. Then you feel the others. You weren't alone in that dark place, there were others with you, probably having their souls sucked. You all managed to escape, somehow. You seek them. You can feel their pain and they can feel yours.

If you seek your families, they recoil from you. They believe you are dead. Even strangers sense the change.

That's when you realise it isn't the world you know. Dark things scuttle in the shadows, monsters seek your families, creatures from the void want in and there are others, people like you who didn't escape, who are servants of inhuman monsters...

The Change

Renegades are people who have been changed in a rather dramatic fashion. The Change (or Soul Rape or Soul Collection) causes a dramatic change in the person. They are killed or die in normal circumstances but they are prevented from going on. Instead they are pulled into the Void where their bodies are

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remade with the stuff of the Void and their souls and pulled out by powerful entities (generally called Patrons) that cannot exist in the physical world.

But the process is stopped short. Either they rebel or something else breaks it and they managed to maintain their souls and find themselves back in their physical bodies before the process is complete.

The Change does things to them; their sanity is forever broken. Many have permanent mental illness like Paranoia or Delusions or Fanaticism. Others suffer terrible physical handicaps, missing legs, eyes or ears.

Battalions

One of the remarkable things is that a Renegade is not created alone. A Patron is attempting to create a team of servants or warriors in the physical world, called Battalions, to perform some task or mission for it. From at least two to about five or six exist in a group. They have a bond, a sense of each other's location and emotions. Which means they feel each other's hurts and joys. Its what makes them a team and more often then not a family.

Abilities and Magic

Those that have become Renegades discover they have abilities that are not normal. They have an innate ability to fly and perform giant leaps. They can fly as fast as they can run but process is just as tiring. They also heal quicker, are faster and stronger, and have a sense of other out worldly things.

There also have other powers but it varies between personalities. Increased Physic abilities such as Telepathy, Telekinesis. Control over Dreams, Void, the Veil, the Elements and or Machines etc. Some take on the aspects of Animals such as Cats or Bears and bear a close physical resemblance to the animal. Then there are few with a knowledge of a particular field that is just beyond normal, they have insights that not even the world leading experts would understand.

All these abilities come from their connection to the void and the closer the connection to the void, the stronger the powers. Unfortunately this is a double-edged sword, the stronger the connection to the void, the stronger the derangement or sanity becomes until they have no mental grip on the real world. If they manage to cure themselves of the insanity, they will die, as it's the connection to the void that keeps them alive.

Yet it is this insanity that gives them their emotional strength. They are driven by their powerful emotions and it is their emotions, which power and hamper their new abilities.

Magic also becomes available to them. With a bit of concentration and time, objects, places, people and events can be invested with effects. Many people can group together to perform large feats of power.

Still Human

But in the end, they are still human. The have all the advantages and fallacies of being a mortal. They can die (again), they bleed red blood, and

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they can care and show mercy.... Yet they can also be psychopaths, selfish, manipulative and generally not nice.

Their families have mourned their passing and so Renegades find it difficult to return to their old life. Their battalion pulls on them. Their families can sense the changes. Some families cannot accept that the Renegade is real.

But the Patron, the being that made them, will send monsters and creatures to attack and destroy the Renegades, as they are a travesty to that Patron. Many of these creatures will go after family if they can find them.

Other diabolical creatures will try and use family members to control and manipulate the Renegade.

It is easier to let family think that the Renegade is dead. Renegades crave family and light rather than shadows and violence for Renegades are still human.

Voiders, The Chosen and the Soulless

It is important to realise that not all that undergo the Change rebel and return as Renegades. They are called Voiders.

Many return completely in the service of the Patron. These are the Soulless for their souls have been replaced with the essence of the Patron.

Yet there are others who *chose* to serve a Patron. These do not die and maintain their souls but are filled with the essence of their Patron. These are the Chosen.

The Real World

The world is still the world. People get up every day and go to work and come home to their families. Demons and Spirits do not exist. There is no Patrons or dark things that scuttle in the shadows. The dead stay dead except by the miracle of modern medicine. This is fact. This is unalterable.

This is all lies.

We do not see the corruption, the Renegades, the Demons because of the Veil, the illusion of reality.

The Veil

The Veil (of Ignorance or of Innocence) or The Ether is what protects the common man. It is invisible to our eyes and science yet it is everywhere on the earth. It protects it and holds out Patrons and other dark entities that would wish to come to Earth.

The Veil is so called because it covers the eyes of the common person when they see something *that should not be*. A Patrons' creature, a Demon or even a talking dead love one will not appear to be real to the average person. They may think it's a trick of the light, advanced special effects, hallucination, whatever will keep their sanity.

The Veil is influenced by emotions of places, times and people. It is not the same everywhere and all the time. In some places in the world the Veil is

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spotty and in others non-existent. It changes with time and people and is never constant.

This effects Renegade abilities. Because Renegade abilities are powered by emotions, the sympathetic nature of the Veil may make it more or less difficult to use a Renegades' abilities. For example a place of peace and quiet reflection like a church will make some violent powers nearly impossible to use.

The Veil does not cover the Earth equally. It is subject to people, times, events and places and fluctuates like the tides. In fact there are places on Earth where there is no Veil at all, deep underground, at the bottom of the ocean, deep forests or jungles etc. There are stories of Patrons who live in these places, waiting, building armies or slowly spreading and growing.

It is, also, the home to Spirits. Entities made of Ether, emotions and some sort of mind. They are born out of strong emotional, places or objects invested with emotional energy. Some Spirits are refugees from other places and cannot stand up to the ravages of the void and the pressure of physical existence.

Spirits have a wide range of abilities, from temporary manifestation to possession to telekinesis to healing. They can be tricksters, carers, lovers or killers. They are more fickle then humanity.

Sometimes the Restless Dead find a place here to. The dead that cannot let go, held to this world by the same emotional energy that drives Renegades.

There is a type of spirit worth sparing a few lines about. They are the Inbetweens. They can exist physically for a lot longer then most spirits and can easily pass through the Veil and exist for periods in the Void. This makes them useful to Patrons who cannot pierce the Veil. The Inbetweens are spirit mercenaries. They are the ones that set up and cause the deaths of those who will become Renegades and who collect the bodies for the Patrons to fill. Their physical form is that of a parody of humans. They were black suits with white ties but their faces are often too pale or they have no eyes or mouths. Their hands can be too big or just long razor claws. They have no love of humans.

Demons and Familiars are born of the Veil. Spirits living in the Veil sometimes find areas where the Veil is so thin or is of the correct sympathetic nature to the Spirit that they can exist physically without any effort. In certain circumstances here, Spirits actually gain a physical body and after a time it can become permanent.

The Bigger Picture

The world is not the centre of the universe. The world is just a speck in the infinity of time and space and man's existence is just a fragment of that speck.

The Void

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Outside of the world is The Void. From behind the Veil, the Void cannot be seen. It appears as empty space but the Void is not space, nor is it physical. The Void surrounds the world and the physical universe yet it has not physical dimensions. It is a swirling vat of darkness and potential and it is through emotional and sympathetic energy that anything is impressed upon this stuff.

Here, there are beings born out of ultimate potential. Some last only seconds, others manage to hang on and exist for millennia. They are all alien by human standards of rational beings. They did not grow up, they just exist. These are the Patrons.

They are interested in the world because it is the source of light, souls and sympathetic energy. The motivations of these beings are as varied as infinity. Some try and protect and care for the world. Most just want to rape it and use it's energy to maintain their existence or power. If one can change the nature of the Veil to a nature that is sympathetic to it, it can exist permanently on the world and feast on its energy and life for all eternity. Many live off the worship and sacrifice of cults, corporations and secret orders.

But they are not the only ones to exist in the Void. The Travellers or Void Travellers are humans that left the world millennia ago when they discovered they could control and travel the Void. Ancient civilisations and cultures all had groups that learned this talent and left the world. They've built great cities and settlements in the Void. Their technologies are as varied as the Patrons, some are so far advanced that it might as well be magic, others are primitive and nothing more than intelligent cave men. The same goes for the use of magic.

Humans who become Void Travellers are marked by a single anomaly. They have a third eye that sees only into the Void. It is this third eye that gives them power to manipulate the Void and to travel through it.

Many Void Travellers come from the Shard Realms and can be very different to man. Their methods can be alien and disconcerting. Many races of Void Travellers maintain their cities by war and pillaging of the Shard Realms, others by trade with other Void Travellers and Shard Realms.

Shard Realms

The Void can be used to travel great distances very quickly because it is not bound by physical dimensions. The Void also acts as a link between different planets and their Shard Realms.

Shard Realms are close to the idea of Parallel World. Shard Realms are all the possible versions of a world or planet such as our Earth except they are all connected. Events in one will influence and effect others like a stone in a puddle; the ripples will spread out to the edges of the puddle.

Many if not most of the Shard Realms are oblivious to the fact of Shard Realms. Others are very much aware of them. Travel between them is done via the Void.

The Human Galactic Empire is one Shard Realm where Mankind has spread to the stars. It has developed technologies well beyond our world. Travel through

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space allows easier Patron access but they still cannot manifest as the entire Galaxy is now dominated by Man.

Renegades do exist here but they do have the same powers. Yet, a strange technology developed by a mad man empowers them to fight between the stars. This technology is powered by the Void and so can only be used by Voiders and Renegades.

It gives them a power suit that clings to the skin and does not restrict movement and protects them from the deep recess of empty space. There are many versions of this suit, from warrior classes to techie suits for integrated computer access. Many version supply attack drones (little robots, the size of a small bird) that can be used in combat.

The Dead Worlds is a collection of connected Shard Realms. There are few people in these worlds and they fight to maintain any survival. These worlds were broken by Patrons and/or Armies of Void Travellers who raped and used the worlds for slaves, resources, energy and pleasure. They are filled with monsters and creatures bred to survive in nothingness. They are dark violent places.

New Victoria is a well-known Shard realm among Void Travellers. Here there is a truce. Void Travellers come and go freely. It is a place of trade between the Shard Realms and it is a mix of high technology and high magic. Unlike our world, the Victorian Industrial Revolution was marked by the development of portal technology based on steam propulsion systems. Now it is filled with many races from other Shard Realms.

Dream Realms

The Dream Realms are a shifting random assortment of temporary worlds. They are influenced by the dreams of man throughout the Shard Realms. They are random places but there are stories of Dream Realms that are stable and are frequented by Dreamers and Travellers alike.

Utopias, Heavens and Hells all exist in the Dream Realms. If you do not seek deeply, these will just be the stuff of imagination and temporary dreams. If you journey much deeper into the Dream Realms you'll come across the true ideals. Places of perfect peace, of pure creativity and of pain and despair. For most, these journeys are exhausting and long.

Closer to the surface are the "Wonderlands" named after the great dreamer's, Lewis Carroll's, popular fictions. These are a collection of interconnecting dreams populated by dreamers and dream creatures. They shift and change in reaction to the inhabitants' expectations and emotions.

Dream Creatures are a range of complex beings. Their core is always the same but their outside surface is constantly changing like a dream. It appears as one but without the viewer realising can change to something completely different, yet it's central being has not changed. Their knowledge and insight into the world and Shard Realms is unmatched anywhere but they can only express it in images and metaphors.

Dream creatures cannot exist in the physical world. It is beyond them. But occasionally they travel to the Veil. When they do, they bring chaos with them as the nature of the Veil, where they enter, changes dramatically. Spirits are near powerless against them.

Once you go beyond the Utopias and Hells and other places of pure essence you can travel to higher and lower dimensions. Not many people return from their travels to other dimensions but many say that if you travel through all the higher dimensions, you'll end up in the lower dimensions and eventually back where you started. Such is the path of enlightenment.

Astral Plane

The Astral Plane does not actually exist as a distinct realm or layer. It crosses the Physical World, The Veil and The Dream Realms.

The trick with travelling in the Astral Plane is to make sure that the traveller does not accidentally slip into a dream realm. While moving and experience in the Astral Plane will shift the traveller between the three realms, they cannot effect any. They can view, feel, touch, taste but not effect. They can be sensed by anyone sensitive to the other worlds and can be blocked but not trapped.

The Astral Plane is a place of pure mind so an astral traveller cannot incur any sort of damage. If attacked, the traveller will just move into his own dream realm, thereby avoiding the attacker. Astral travellers do have a line, linking their astral selves to their physical vacant bodies. In theory it could be broken, thereby losing the traveller in the Astral Realm but this has never been known to happen.

There are astral entities, beings of pure astral nature. They shy from astral travellers so very little is known about them.

The Sheep and The Wolves

The majority of people are unaware of the supernatural dark side of the world. They live out their lives blissful and unaware. Yet they are the victims. Through manipulation, possession, murder, violation etc. they are controlled and destroyed.

Not all people are powerless. Some have the ability to fight back but also some have the abilities to be the bad guys.

Valiant Mortals is the name given to those that have had the Veil ripped from their eyes. They have been forced to see the darkness and the evil in the world for all its' wonderful corruption. It breaks them but not completely.

Those that learn to deal with what they see can go on and fight back. They become empowered in a similar way to Renegades and can even gain similar abilities (but not on the same scale). Like Renegades, the more powerful they become, the more they lose their grip on reality.

Then there are the Sorcerers. They are ordinary people who delve into the use of magic. They follow traditional paths as varied as the cultures of the world. From Witches and Warlocks to Hermetic Mages to Voodoo Priests they practice rituals and spells lay down by ancestors and guides. With their magic they can reproduce what Renegades can do. But like Valiant Mortals and Renegades, the more powerful they become in their path, the closer to completely insanity they become.

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Slang

Astral Space	Another name for The Veil.
Change, The	The general name given for the transformation of a Mortal into a Voider.
Chosen	A Voider who willing became one.
Demons	Spirits who have gained a physical form.
Dream Realms	Or Dreams or Dream Worlds. The realms created out of the stuff of dreams from all the Shard Realms. Can be accessed by the power Dreaming and through the Void.
Ether	The spiritual stuff that makes up the Veil.
Fallen	Another name for a Renegade.
Familiars	A spirit who has gained a physical form and who is someway connected with humanity.
Fragment Realms	Another name for Shard Realms.
Ghosts	Another name for the Restless Dead.
Hunters	Another name for Valiant Mortals.
Inbetweens	Spirits that can exist in the Physical world and the Void. Many act as mercenaries for the multitudes of Patrons.
Limbo	Another name for the Void.
Lost Souls	Another name for the Restless Dead.
Magical Creatures	Another name for Familiars.
Mortals	An average, normal human.
Night-Space	Another name for the Void.
Parallel Worlds	Another name for Shard Realms. Technically Shard Realms are not real Parallel Worlds.
Patrons	Or Gods, Outer World Entities, Old Ones, Essences, Oracles, Void Entities etc. The beings that live in the Void and that have a vested interest in the affairs of Earth. Some are quite powerful. Many wish to control and dominate Earth.
Rebels	Another name for Renegades.
Renegade	A Voider who did not complete the Change and has maintained enough of himself.
Restless Dead	The dead that manage to hang on for a while in the Veil.
Shard Realms	The many variations of Earth connected by the Void.
Sheep	A derogatory name for humans.
Sorcerers	Or Magic-users, Magicians, Wizards, Warlocks, Mages, Witches, Priests etc. A general name given to Mortals who have dedicated themselves to the study of magic.
Soul Collection	Another name for the Change.
Soul Rape	Another name for the Change.
Soulless	A Voider whose entire personality has been replaced by a Patron's essence after the Change.
Spirit Realm	Another name for the Veil.
Spirits	Beings that exist in the Veil. Some are not native to Earth. Others are born out of the emotional energy of a location or place or person. Some are a few minutes old while others are older then mankind.
Spiritual Entities	Another name for Spirits.
Spiritual Goo	Another name for Ether.
Spiritual-Void	Another name for Inbetweens.

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Entities	
Sympathetic Nature	Another name for the Void.
Undead	Another name for Zombies.
Valiant Mortals	Humans who fight back against the invasion of Patron's servants.
Veil, The	The layer of Ether around the Earth.
Vigilantes	Another name for Valiant Mortals
Visitors	Another name for Void Travellers.
Void	The Void surrounds Earth and the Veil and connects other Planets, Shard Realms and Dream Realms. It is a mass of black potential. Patrons live here.
Void Travellers	Beings or descendants of inhabitants of Shard Realms who can easily travel through the void.
Voider	A Mortal who has died and been transformed in the Void.
Wanderers	Another name for Void Travellers.
Zombies	Dead bodies that have somehow become alive.

Inhabitants

This is a compendium of the other inhabitants and variants of the world of Renegade. Some of these can be antagonists others helpers and yet others victims.

The Wolves

The majority of humans live out their lives, blissfully unaware of the battles fought in their behalf, thanks to The Veil. Yet among the sheep there are wolves.

There are humans with natural psychic abilities. While these are not normally as powerful as Renegades are, they can be effective. There have been instances of humans with psychic abilities way beyond even Renegade limits. With emerging technologies or ancient magics, who knows what the future holds for mankind.

There are humans possessed by spirits. Not all those humans who claim to be possessed are. Yet there are some who would claim that are not possessed who are. Generally the spirit has some link, be it a Passion or a Drive that connects them. A spirit's hold can be broken.

There are humans controlled by magic, doing things they would not do. The Veil and their own passions protect them a little.

The Imbued are humans who have been given power by a Patron. The human does not necessarily know this but there is a link, be it a Passion or a Drive, that connects him to the Patron. If that link is broken then they become human. If an Imbued uses the abilities too much the control of the Patron is made permanent and they become willing servants to that Patron, even beginning to look like the Patron's physical presence.

Another form of Imbued are Voider-wannabes. Humans who take the essence of a Patron willing but did not die and enter the void in soul form. They become like Voiders but if they become sane again, they lose all their powers and are diminished as a person.

Then there are the stories of Stolen Void. Humans, possible wizards, who manage to steal the power of the void or patron and maintain it. They get all the benefits of Renegades but none of the flaws. They also probably have a reservoir of power that initially allowed them to steal the void.

Then there are humans who are members of Cults, Orders, Corporations, Clubs and Religions. This in itself is not a bad thing. Not all cults or religions are bad. But some people in power will exploit or manipulate those under them. Sometimes those in power are themselves under the influence of greater powers.

The Cursed

The Cursed could be considered victims but that does not make them any less formidable as antagonists. They are those that have suffered some great curse

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that was set in motion aeons ago by powerful wizards or when Patrons had access to Earth. Sometimes these curses spontaneously reappear (perhaps the Veil prevents it but a shift in the Ether allows it... who knows?).

A curse is magic, it grants a permanent effect on the human and can be passed on. Many of these curses seem to regenerate with each passing while some slowly get weaker as they pass to the next victim. Many can actually be saved using magic or science while others are fatal.

Werewolves: The bite or scratch of another werewolf passes on this curse. This makes the human change forms into a killer wolf every full moon and makes them susceptible to silver.

Vampires are those that been bitten by other Vampires but did not die. Vampires are humans who crave blood worse than any other addiction. The addiction is so powerful it can give them inhuman strength when deprived of their lust. They also become anaemic and don't react well to the light. They eventually die due to their bodies not getting the correct substance from blood drank to survive. Yet there are legends that the original cursed do live as long as they consume blood and are indeed very powerful.

There are humans inflicted by Visions. Family or blood ties can pass this on. Other times it can be given away on ones death bed to another. The Visions are like pipelines to Patrons. Some Patrons which want to help mankind and will send messages to help, others will use it to corrupt or do it's bidding. These cursed are used many times by cults and orders to sanction their crimes or actions.

Immortals are the rarest of the cursed. They cannot die by natural means or by accidents as they automatically regenerate. They can die by magic or other methods though. Many Immortals learn magic and seem to not suffer the lack of sanity that Wizards suffer and so over time can become quite power. On the other hand, some Immortals go mad after such a long time alive.

Spirits

Spirits live in the Veil. Some can manifest in the physical world; others can manifest in the Void. They have a variety of powers and abilities.

Spirits are born out of great Passions, either places or objects, or events or people. Some live for only a brief time, others live indefinitely. Some spirits are refugees from other planets or shard realms. Destroying their spiritual energy can kill them. Some spirits are not kindly disposed to man.

Manifested Spirits are spirits that can take physical form. They can take any form that they chose but it is only temporary.

Inbetweens are spirits that can manifest indefinitely in the Void or on Earth. Most act as mercenaries for Patrons and have a terrible dislike to man. They appear physically as tall men dressed in black suits and bowler hats or sunglasses. Yet there is always something inhuman about their appearance, hands too long, skin a strange colour, fangs etc.

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The Restless Dead are the dead. They exist like spirits in the Veil until their Passions waste and they move on. Some dead find a way to refuel their Passions and so can hang on for a much longer time.

Demons and Familiars are spirits that have gained a body. Generally if Spirits remain in a place where the Veil is most amiable to them so that they can exist as if they have a physical body and over time they can gain some physical flesh. This can become permanent and they cannot go back to the Veil. Demons are those spirits that have no connection to man. Familiars are spirits that were born out of their connection to man and are so bound. They all retain their spirit abilities. Destroy the physical body and they die like everyone else.

Many wizards create Familiars by creating a bound spirit and bring it to a place where it can gain a physical body. Many take the form of animals.

Some Demons cannot exist in places where the sympathetic nature is antagonistic towards them. So a Demon born out of pain may not be able to enter a place of peace where there is a nature of no pain.

The Undead are the Restless Dead who have gained a physical body like Demons and Familiars. They must still feed their emotions otherwise they suffer damage until they die, yet again.

The Dream Creatures are beings from the Dream Realms. They possess incredible insight and knowledge of the true nature of the world. They reside in the Dream Realms where they are constantly changing shape and form and environment. Yet their inner nature is always constant. Some are malicious, some are helpful but they all seem to play specific roles.

Occasionally they enter the Veil where they temporarily open the Dream Realms to the Veil. Spirits cannot handle the intangible nature of the Dream Realms and the passions of the area can change dramatically which in turn effects the physical world. The Dream Creatures possess incredible power, able to change things at will, when in the Veil. But the changes are only temporary and eventually will wear away.

Monsters

The real monsters, the things that are not of this universe and are completely adverse to mankind.

Zombies are unexplained phenomena. They seem to appear spontaneously and attack the living until they sputter out.

Patron Minions are creatures created out of the pure essence of a Patron. Many times a Patron may need a quick servant and so will sacrifice part of itself and throw it through the veil where it will take a physical form. They are tough, nasty, independent but focused on what they were sent to do. The most common known type is the Reclaimer, a minion sent to destroy Renegades when they are created.

Legends

Dream People are considered only legends. Stories of great dreamers that got lost in the dream realms and never returned only to become in a sense, Dream Creatures, yet still people. What makes them unique, beside their origins, to Dream Creatures is that they can easily communicate their insight to others without resorting to metaphors and images. What these beings are like beside this is a mystery as no one claims to have met one.

Another legend of a similar vein are the Spirit People. They are people who have become spirits. The theory is the same as it is for Demons and Familiars except in reverse. The person must have their passions so in tune with the Veil in an area that they become pure Spirit and they shed their physical form. The stories claim that the Spirit People are responsible for the legends of fairies, elves and nymphs.

There are also stories of Angels and Devils. They are not what is commonly thought of as the "servants and the fallen of God" but beings of immense power from the higher and lower dimensions (accessible through the Dream Realms). Beings from the higher dimensions are generally referred to as Angels. Their power and insight is beyond any being on this plane but, like Patrons, they may not be on the side of what is considered good. Likewise, Devils refer to beings from the lower dimensions. While they may not be as powerful as Angels they are commonly more debased and violent.

Characters' Melting Pot

Please be aware that this section will always be under development.

This section is a melting pot of Character information and ideas. It contains suggested general types of characters, some notes about each, a list of the settings powers and magic and details on some of the possible Patrons.

You should use this section to help inspire or guide your character creation.

Players can play Renegades or optionally a player can play Valiant Mortals, Sorcerers and Wizards, Void Travellers and/or Chosen and Soulless. Make sure to clear this with your Game Master.

Renegades are still practically human. They can be killed, they need to eat and they feel.

But they have changed, some more drastically than others. All Renegades come back the void mentally effected, some also physical effect (examples; some are paranoid, others are forever mute etc.). Not all are bad as they have abilities that humans do not.

The Inbetweens chose the Voiders initially based on some requirements and the chosen generally fall into these categories. The Inbetweens uses these terms when debating with their Masters.

Valiant Mortals are those that have been broken (i.e. lost sanity) after seeing something they could not handle. What sets them apart is that they are driven to fight against the monsters in the shadows.

Possible types of Valiant Mortals and backgrounds is to be updated at a future date.

Sorcerers and Wizards are mortals who follow the path of magic. They come from many different backgrounds but are dedicated to the path of knowledge. All follow some tradition of magic, be it hermetic, witchcraft, black magic etc.

Possible magical paths of study and knowledge is to be updated at a future date.

Void Travellers are beings that look closely human but have travelled from elsewhere to Earth. They can come from ancient civilisations and cultures, alien worlds or futuristic places.

The Chosen and Soulless are the darker side of Renegades. If you wish to play a character that is a little less human then it might be more fun to play one of these. They are those Voiders who are servants of Patrons. Most are antagonists to Renegades. Be careful choosing this type because at some point, your character could end up the antagonist.

Each section has a common Quote, a Description, a list of common concepts and powers, some possible variants and ideas and in some cases a picture showing a typical character.

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Voider Characters can also chose the Patron type that created them. This should colour their characters' personality, magic and appearance. A list of suggestions for Patrons is at the end of the character types.

The rules and lists of powers are listed as well to give you idea of the kind of heroes (or monsters) a character can be.

Derangements detail the rules for the kinds of madness of those that lose their sanity.

Passions detail the rules for the driving emotions of characters.

The next big section, Character Creation, will then detail how you create your own Renegade.

Assassins and Spies

Quote

"I watch and wait and then I act and before they realise it, it is over. Teddy sees all."

Description

"It's always the quiet ones" so the saying goes. Those that have particular patience and willing acceptance of the life of shadows are chosen for these roles.

They are stealthy and know how to keep or lose a secret. But they are also watchful, waiting for the perfect moment to strike, preparing the situation to get maximum effect.

This in turn makes them paranoid and nervous of others. They are insecure in depending and trusting others and are typically shy.

Common Concepts

Watchers, Stalkers, Night-People, Emotionally tight socialites, "Hard Workers", Angst Teenagers, Goths etc.



Diplomats

Quote

"Hi there. Don't be afraid. We don't mean you any harm. Did you seem something big and ugly pass this way?"

Description

The Diplomats are the social masters. They are meant to be the liaisons, brokers and ambassadors for their Patrons.

Normally good looking, they are the first to take on any physical aspects of their Patron. They have style and social flair and know how to settle a deal.

Many times they are the front people of the group, dealing with sheep that can't really understand what's really going on.

They also are quick to attempt to resolve arguments rather than exaggerate the situation.

On the downside they can be vain and bitchy.

Common Concepts

Nurse, Doctor, Socialite, Lover, Ambassador, Politician, Peace Maker, Clubber, Media Guru, Marketing, TV Presenter etc.



Generals

Quote

"If you must look for a leader in our group, then look to me."

Description

Generals are the natural born leaders of men and woman. They are chosen from those that excel at command or have the potential to be great leaders.

They like to think they are the leaders of any group and they bark their orders at everyone.

Some shed their responsibilities, while they could easily lead people they remain silent when the sheep look for leadership.

Many are delusional and some are megalomaniacs.

Common Concepts

Ex-Army, Managers, Singers, Alphas, Bullies, Gang Leaders, Mafia wannabes etc.

Gladiators

Quote

"I am the warrior. I will stand against this foe and the crowd will hear our victory."

Description

Gladiators are the skilled warriors. They are the testaments to the Patrons will and possess great skill either in physical combat or mental combat.

They are flashy and can be quite bravado in their style, with good reason. They were chosen because they excel at some particular combat; be it hacking to kick boxing to dancing. They are ready to fight till the end.

Yet they are common victims of their own obsessions, pushing them too far or too much. Some Gladiators don't feel complete unless they are in competition or being challenged.

Common Concepts

Warriors and Fighters, Hackers, Boxers, Bodybuilders, Chess Players, Games Expert, Academics etc.

Legionaries

Quote

"We'll be there. Ready to go."

Description

Legionaries are the foot soldiers. This does not mean there are cannon fodder. They are great all rounders but not normally a master of anything.

They are the most dependable ones and most useful ones.

Yet they can suffer any kind of derangement or handicap.

Common Concepts

Practical people, Marines and Grunts, Happy-go-lucky people, Trained Fighters etc.

Soothsayers



Quote

"I see great and fearful things. Do you want the Truth or do you need the Lies?"

Description

Soothsayers are the visionaries and the magic users. They have a natural talent for magic and may have had some innate physic ability before the change.

But the magic can effect their sanity in profound ways.

Common Concepts

Goths, occultists, academics, psychics, mad men, dreamers, artists etc.

Smiths and Scientists

Quote

"Weapons? Coffee Machine? Name it!"

Description

Scientists are the builders and the engineers. They are the knowledgeable in crafts or sciences and can build what ever is required.

They are lovers of gadgets, devices, innovations or vehicles and love to tinker and fix them.

Many can only really understand and empathise with machines or their toys.

Common Concepts

Mechanic, Gun Smith, Scientist, College Student, Inventor etc.

Tacticians

Quote

"Don't under estimate them but remember their blind spot."

Description

Tacticians are the advisors and planners. They are the masters of Intelligence and Strategy.

They are able to guess what the enemy intends and then counter act that .

They are the lovers of combat be it social or military and love the insuring carnage.

Many become blind to the destruction they are causing and only see the result, not the means.

Common Concepts

Managers, Planners, War gamers, Ex-Army etc.

Valiant Mortals

Quote

"I've seen something I can never forget..."

Description

Valiant Mortals are those few people who fight back.

They have seen or experienced something that has ripped the Veil from their sight and has forced them to fight back. Unfortunately the experience also breaks their sanity but not to any degree like the Renegades. Consequently, they are not as powerful in any way as Renegades.

Valiant Mortals can sometimes have the backing of large organisations, from law enforcement agencies to scientific organisations to universities.

Valiant Mortals are human. They did not die like Renegades but they gain access to the common powers and magics of wizards but suffer Renegade's problems with Sanity.

Not all mortals who have the Veil ripped from their sight become Valiant Mortals. There are many people who know the truth but never fight back.

Common Concepts

Priests, Cops, Academics, Librarians, Madmen, Doctors, Forensic Experts etc.



Sorcerers

Quote

"Magic is not just a way of life. It is an understanding, a manipulation of belief."

Description

Sorcerers are the Wizards, the Witches and the Priests of human society. They have followed their paths and have come to understand and use their beliefs.

They can perform magic.

Yet magic has a price. The more they advance, the more they drift away from reality.

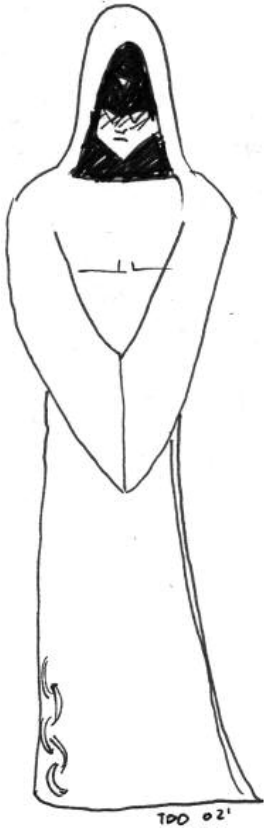
The magic that Sorcerers use is the same as Renegades except their methodologies are different. Sorcerers have been taught their power through time-honoured rituals, spells and rites that take time to perform.

Sorcerers, like Valiant Mortals, can sometimes have the backing of large organisations. But unlike Valiant Mortals, these organisations accept the existence of things beyond the Veil.

Common Concepts

Priests, Mages, Witches, Occultists, Dreamers, Academics, Heretics, Fortune Tellers etc.

Void Travellers



Quote

"This is a nice world. I've been to many, but none have Guinness like this."

Description

Void Travellers are not like Renegades and are not like Valiant Mortals.

They have an innate ability to control the Void and the Veil and can be distinguished by a third eye, which sees only the Void. Their power over the void does not effect their sanity, as the others are effect.

They come from any type of culture or society, dead, current or to come.

Many have access to technology that is far superior to our current. Others have been taught magic to a fine degree.

Quick and dirty way of using Void Travellers is to

assume they can magic and Void or ability. come from



have any a high Ether If they a



ritual to it.

Travellers

Common

Aliens, Ancient Egyptians, Aztecs, Warriors, Cyborgs etc.

technological society, their magic is technology. Example, rather than using a heal themselves, they have nanobots that do

can also be non-human. Aliens (i.e. Greys), Elder/Elves etc.

Concepts

Chosen and Soulless (Voiders)

Quote

"I have been chosen and I will follow it to my ends."

Description

Voiders are any that have suffered the change. Renegades are Voiders (what sets them apart is that the Change was not completed).

There are two types of Voiders besides Renegades.

Chosen are those that willingly accepted the change. They offered themselves, died and went through the change. Normally they maintain enough of themselves.

Soulless are those, like Renegades, who did not have a choice. They failed to escape the Change and came back as servants of their Patrons. There is no remains of the personality of who they once were.

Chosen and Soulless work the same as Renegades.

Their derangements are tied into what the Patron expects of them rather than just pure insanity. The more powerful they become, the more like their Patron etc.

Many bear marks from their change that make them look like their Patrons.

Common Concepts

Monsters, Murderers, Warriors, Occultists, Satanists etc.

Aspects/Patrons

Characters can chose the Patron that created them. The Patron's essence and description can then influence the characters' powers, abilities, personality and physical appearance.

Patrons have many names. They are called Gods, Deities, Monsters, Masters, Elder Gods, The Old Ones, Entities, and Nightmares etc.

Many of the ancient gods and goddess that character's ancestors prayed to were more then likely Patrons.

Many Patrons are simple akin to a particular essence incarnate.

This is neither an exclusive list nor an accurate one.

Pure Destruction or Pain - This monster just wants to destroy everything or inflict eternal pain. His servants are murderers and rapists and monstrous creatures.

Pleasure - This Patron is the diametric opposite of the previous one. This Patron loves pleasure in all its forms, sex, food, power, drugs etc. It's servant's range from rapists, hookers, pimps, drug lords, drug abusers and its creatures are satyrs.

Nature - There are many forms of this. Nature of the trees, nature of the land, nature of the desert. It's sympathetic to those who attempt to protect those lands and will imbue its warriors with the powers of the creatures that live off its nature.

Womanhood - There is one that protects woman. I've sadly never heard of one for men. It attempts to protect the weak willed or abused and children. It empowers woman who wishes to take vengeance. Remember *Hell knows no fury like a woman's scorn*.

War - There are Patrons who delight in battle and war. Some delight in the contest, be it a battle of wits or a skilled fight between trained warriors. Other times it is delight in the wars that tear entire nations apart.

Enlightenment/Nobility - I have been told of Patrons that have sympathy with the quest for enlightenment and nobility. Many say that the servants are like Elves, glorified human forms. The truth of it I do not know.

Sea - The Sea holds many sympathies and many Patrons. Some feel only for the sea and its animals and attack oil tankers; others dislike any land or air things at all. Others attempt to protect

the sailors. I've heard stories that the ether does not reach to the bottom of the sea and that deep down there are Demon Lords waiting, preparing an army of servants to send to the land.

Patrons can manifest on Earth as long as certain conditions are right. Some can manifest briefly at areas of similar sympathetic energy. Or by pure brute force but its existence here is temporary and will be ejected by the ether after a time. Also, a portal could be opened to the void. If the Patron is powerful, its physical shape will be large so the portal would have to be large.

Powers and Magics

There is no such thing as magic. There is only science and illusions. There might be psychic abilities and there are stories of an afterlife but that is about as much as the Veil will reveal to those it protects.

Powers and Magics are the ability to do things that are not considered possible by those blinded by the Veil. It is what sets apart the characters from the mortal sheep.

The Void is the ultimate potential; every possibility made real or imagined and yet also what is to be imagined and what has been imagined. It is this that gives the characters powers inside the Veil, it is their link to the Void that allows them to do what the Veil hides.

But the Void is just a seeming mass, to make something real, energy or form must be placed on it. Emotion is that tool that drives and changes the Void and the Veil. It is this that powers all magics and it is this passion that the Patrons crave so much.

Only those with some level of Void can perform magic and use powers of the Void. An average mortal would not even know about it. They wouldn't even see it if it was shown openly in front of their face.

Every character has either magics or powers. Each magic or power is linked with one of their driving passions and emotions and is this that fuels the power.

(For full details of Passions see the following section titled Passions).

If a character loses a passion which is associated with a magic or power, then that magic or power becomes temporarily lost. After a time the character learns instinctively to channel another passion into the magic or power. Of course, if a passion changes to another emotion, the association also changes to that emotion.

Passions can be used for many things but for the usage of magic and powers they only power them. Characters can not use passions to reduce the difficulty or make re-rolls (except in a Life and Death roll, a re-roll is allowed). Even though characters use and feel the emotion to fuel the use of a magic or power they do not gain Temporary Passion points from it.

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To use a characters' power or magic simply requires a roll of the characters' Void rating. Assume a character with a rating of one square in Void is equivalent to FUDGE™'s rating of Terrible (-3).

(For full details of FUDGE rolls see the following section titled Rules).

Depending on the nature of the power or effect being sought the Game Master may chose a difficulty otherwise it is a standard roll.

If the power targets someone else besides the caster of the power or magic then it gets a little more complicated. People and objects can and do have their own passions and so this can help or hinder the effectiveness of the power.

Using a power or magic on another requires a link to the target: touch, sight or a sympathetic link. A sympathetic link is something a provides an emotional or emphatic link to the target: it can be a photograph, an object of personal value to the target, one of the targets emotional ties, a drawing or makeshift doll of the target or the caster has a similar passion or emotional tie.

But be aware, some powers can only be used on caster such as Shapechanging or Animal Aspect.

Some powers do not directly target someone else but is directed towards someone such as a "Void Blast". The target can dodge if he sees it coming.

There are three types of targets beyond targeting the caster.

Unopposed/Willing target: The target is willing to be effected by the power or magic. If the target has a passion that is beneficial to the casters passion then the difficulty can be reduced. But if the target has only opposing passions then the difficulty will increase. If the relationship of opposing and unopposing passions is unclear assume a beneficial passion of poor (i.e. 0 benefits and 0 difficulties).

Unaware target: The target is an unwilling recipient. He is unaware that he is being attacked by some power or effect. If he has opposing passion then this will increase the difficulty of the effect. Otherwise assume an opposing passion of poor (i.e. 0 benefits and 0 difficulties).

Opposing/Unwilling target. The target is aware they are being effected by a power or magic and is actively trying to oppose it. The target can be aware if they are suspicious before the effect due to interaction with the caster or knowledge of the power or magic. Remember though the Veil generally blinds mortals so they are nearly always unaware targets. If he has opposing passions then this will increase the difficulty. The target can also spend passion points. This will allow the target to roll the opposing passion against it. If it is a psychic power then Will can also be rolled to resist.

Some powers and magics allow for the creation of objects out of "thin air". To do this the caster MUST spend at least a point of temporary passion. If the object is large the Games Master may rule that the character must spend more then one. An object transformed from something else does not have this restriction.

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The last but a very important consideration is the effect of the Veil. Mortals will see the use of powers or magics as something more rational, yet continuous expose can cause them to suffer some sort of mental breakdown. This can make them like Valiant Mortals.

But the Veil has another effect. The Veil in certain locations can have a high passion rating. A place of torture could have a passion of pain while a church could have a passion of peace. If the rating is Good (+1) or greater then it will effect any magics or powers cast in the area. If the power or magic's associated passion are opposing passions to the Veil's passion rating then it will increase the difficulty or possibly make the effect impossible. Likewise if they are beneficial passions then the difficulty becomes reduced. If ambiguous then the difficulty is raised the difficulty by 1 level.

Powers and magics are not ranked the same as other Traits. They rank from one to seven (or greater).

1. Senses.

Initial understanding of the power allows basic senses and communication.

2. Novice.

A novice has basic understanding and can start to manipulate and use the power.

3. Student.

Advanced novice but still more to learn.

4. Mature.

Mature in the capabilities and use of the power.

5. Teacher.

The student is so adept that she becomes the teacher.

6. Master.

Mastery of the power and its abilities.

7. Guide.

Mastery now turns to insight and the ability to guide others in its mastery.

For each power type there is a guide to what can be done at each level.

Magic

For nearly every power then is a corresponding magic. There are some powers with no magic and there are some magics with no powers. They work the same way. A roll of void is used.

There are several advantages and disadvantages from using magic.

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Magic is not an instantaneous thing, it must be prepared before hand and generally requires a bit of time. The higher the effect the more time and preparation required. Players should describe to the Games Master how their character is preparing for the magic. It may be a time honoured ritual from their magical path or some an instinctive dancing or some sacrifice to honour a deity.

Magic can not be performed under duress.

But Magic can be made to hang on events so that it'll only occur when required. Events could be timing, voice activation, another magical effect or power or the presence of someone or something etc. The only limitation is the caster's imagination.

An extension of this is that magic can temporarily give some one or thing a power. Its effect is only temporary and is either constrained by time or number of uses. The number of theses transferred powers that any one wizard can have at one time is the level of the associated passion. I.e. If the Passion is great then the wizard can have 5 transferred powers (i.e. terrible (-3) to great (+2) gives five levels).

Consequently magically talismans can be created. Effects can be placed inside an object and the user can active the power in the object. Who the magic effects, is up to the way the magic is hung in the talisman. . The limitation for hanging magic does not apply to talismans. But anyone regardless of their void level can active the talisman if they know the key. For each effect in a Talisman a passion point must be invested in the object. This can be done over time.

Another benefit of magic is that powers that target caster only do not follow on into magic. Example Shapeshifting magic can be used to change *other* peoples forms.

Also, someone with a similar magic can help in the effect. For each person with a similar magic involved in the effect and who invests a point of passion into it will decrease the difficulty by -1 up to a limit of -3.

Common Powers

Some character types get to have common powers. Namely Renegades, Soulless, Chosen and Valiant Mortals. Void Traveller's get common powers but they are taken from the power "Void Travel".

For each level in Void one of the previously mentioned character types can chose one of the common powers. Some are not available until your Void rating is at a certain level.

There are no magics for theses.

Increased Healing (Faster healing) (Any Level)

The effect of this power is fairly obvious.

Keening sense (Any Level)

Keening sense allows the character to sense other creatures of the Void: Voiders, Renegades, Minions, Valiant Mortals, Wizards etc.

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Movement in Void (Any Level)

Allows Renegade to control his or her movement if in the Void.

Flying (Level 3 or greater)

They can fly as fast as they can run (except if they free fall) and it is just as tiring as if they ran or walked.

Natural Armour (Any Level)

The character gains a natural armour that blocks lethal damage. It gives them 1 level of armour against lethal attacks.

Natural Dreamer (Any Level)

The character, while sleeping and dreaming naturally, can travel to the common dream realms. They are dreaming and so do not necessarily have great control but can allow for insights to problems and situations.

Void Sense (Any Level)

The character has a strong sense of the Void. They can feel it and feel movements nearby in the Void. Sometimes they can even peer into it.

Spirit Sense (Any Level)

The character can see and sense spirits lurking in the Veil nearby. It also allows limited communication using the Veil with spirits.

Dead Sense (Any Level)

Like spirit sense, this allows the character to sense the recent dead and restless dead in the local Veil and have limited communication with them.

Magic Sense (Any Level)

The character has an innate sense of magic. They can feel or smell nearby hanging effects, they can tell if someone is a magic user or is being effected by magic or if magic is being targeted against them or others.

Magic Resistance (Any Level)

The character has an innate resistance to aggressive magics. Assume that the character has a fair opposing passion.

Eyes Back of Head (Any Level)

The character seems to be able to see all around them. Their peripheral vision and hearing is sharpened and can feel or react to an attack coming from behind.

Farseeing Eye (Any Level)

The character can see or hear a great distance off.

Control Powers

These powers give control over things; Machines, Elements, the Void etc.

The abilities of each power follow this chart:

1. Sense/Communicate.

The user of the power can sense the location of the thing that is the domain of this power. If possible they can communicate or extract information from it as well.

2. Create/Destroy Minor.

Can create minor instances of this if possible and can cause some minor damage to it.

3. Manipulate Minor.

The domain of the power can be changed, from change shape to functionally changes to fixing and healing it.

4. Create/Destroy/Manipulate Major.

Same as Level 2 and 3 except much more can be create, destroyed or changed.

5. Integrate with Self.

The domain of the power can now be integrated into the users power.

6. Blast/Shield

A blast of this domain or a shield can be erected on a moments notice.

7. Advanced previous levels.

At this level, the user can do all the previous levels with great mastery.

Control of Machines gives the user the ability to understand, make and break Machines beyond what a normal mechanic or techie could do. At the higher levels it gives the user directly control over machines including computers. Some say this is just a manipulation of the spirits of machines, others that Machines are the fifth element.

Control of Elements: Fire, Earth, Air or Water gives the user power over the specific element. It allows them create the element on the spot or destroy it.

Control of Life gives the user ability and understanding over the flow of life. How to heal it, hurt it and manipulate it. At higher powers it can also partially replicate the Shape-Changing Powers.

Control of Ether is power over the Veil and Ether. This covers changing Ether's sympathetic nature, increasing or decreasing the Ether, Ether bubbles and the like. On Earth, at least, the effects are temporary as the Ether is like an ocean and is constantly shifting and changing. To permanently change Ether requires great effort.

Control of Dream Matter is the power over the stuff of dreams. Dream matter is temporary in the physical world and also in the Veil. But will effect all

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three. If used as a weapon, the damage will always be bruising as the damage is done to the mind. Whatever is created with Dream Matter will always be changing its appearance. This control power is used to effect and change the content of dreams.

Control of Living Dream Matter is similar to Control of Dream Matter except partially alive creatures can be created. They are temporary but can pass through the Veil and into Dreams.

Control of Dreams is control of the dreams of people. This does not allow direct manipulation of dreams (that is the domain of Dream Matter) but does allow manipulation of desires, fears and sleepiness of people and creatures.

Travel Powers

There is only two travel powers (not including astral projection but this is a psychic power), travel through the Void and travel through Dream Realms.

1. Remote Viewing/Controlled Viewing.

Viewing into the world to be travelled to can be used. Also remote viewing of locations is possible.

2. Minor Portals.

Small portals, no bigger then a hand can be opened into and out of the domain of the power.

3. Move one self.

The power to move oneself into or out of the domain of the power.

4. Minor Protection, Person-size Portals.

This level, the user can create some protection for him self. He can also open portals that allow others to enter.

5. Move willing others.

The user cannot transport him self and others (who are willing).

6. Eject unwilling others.

With a contested roll, the user can transport someone who doesn't want to travel, this includes unconscious targets and inanimate objects.

7. Advanced previous levels.

The user can do all the previous levels with great mastery.

Void Travel allows access to other physical locations, Shard Realms and even Dream Realms. Use of Void Travel can open portals for all kinds of nasties from the void too. Void Travellers always have some level of this as an innate ability.

Dream Travel allows access to Dream Realms. You don't move location like Void Travel but you have access to Dream Creatures and to inner (and other worlds). Travel to higher and lower dimensions is also possible.

Legendary/heightened abilities

Sometimes Renegades come back with strength beyond even the greatest human or knowledge beyond even the current aspects. The void is all potential and it's this potential that becomes maxed out in the Renegade.

These are traits defined to be "Legendary". A character can only have one trait at legendary and cannot have Animal Aspect.

Any trait can be used at the level of Superb can be used.

Heightened psychic abilities

Using the Void can exceed the normal human potential for these abilities.

Normally a character would have had some potential this way before the Change, though this could have been repressed.

The level of the power indicates increasing degrees of the power.

Telekinesis is the power of moving objects by mind alone.

Telepathy is the power of mental communication over distance.

Mediumship is the power of spirit senses and communication.

Anti-psychic and Anti-magic is the ability to automatically counter other psychic or magic targeted at them.

Hindsight and Foresight is the ability of seeing into the past or future.

Fire-starter is the power to start fires and control fire.

This list is not complete.

Magic Only

There are some powers and effects that can only be done using magic.

Spirit magic is the communication and manipulation of Spirits. It can also allow travel to the Veil and the use of the "Spirit" track. Use the control power for the varying levels. This works the same as a Control Power.

Dead magic is magic of communication and control of the Restless Dead. The long time dead cannot be effect. The recent dead spend some time in the Veil before dissipating and moving on. Other dead spirits can remain bounded for decades or centuries. Use the control power for the varying levels. This works the same as a Control Power.

Void Matter Magic is magic to control Void Matter. Void matter is potential made real. Patron minions are made of this, also some Renegades are partial of this. It's is more permanent then Dream Matter but still not as solid as the real thing. Use the control power for the varying levels. This works the same as a Control Power.

Living Void Matter Magic is like Void Matter Magic except the things created are partially alive. They're lives are short but can be very useful. This works the same as a Control Power.

Animal Aspects

Animal Aspects are powers based on Animals.

A character can only have one animal aspect. This limitation does not apply to animal aspect magics. Also, the character cannot have an Animal Aspect and a legendary trait.

Animal Aspects also change the physical appearance of a character, they take on certain characteristics of the animal such as a tail or claws or extra hair etc.

1. Animal Senses (Communicate to Animal).

The power allows replication of the animals senses and the ability to communicate with the animal

2. Animal Qualities/Advantages Minor.

The power allows the user to take on some of the minor advantages of the animal.

3. Command Animal(s).

The power allows command over the animal.

4. Appear as Animal.

The user can appear as the animal.

5. Animal Qualities/Advantages Major.

The user can take any advantage of the animal.

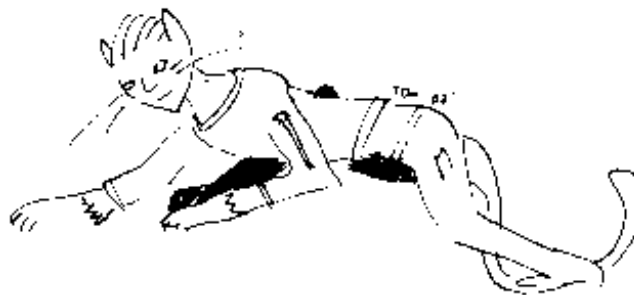
6. Change to Animal.

The user can change to the animal. This form is slight bigger and stronger then the original.

7. Advanced previous levels.

The user can do all the previous levels with great mastery.

Some examples are...



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Cat Aspect provides perfect balance, night vision, claws, enhanced smell etc.

Bear Aspect provides increased body and instinct, survival etc.

This list is not complete.

Others

Shape shifting is the ability to manipulate one's shape. With the corresponding magic, it allows manipulation of other's shape. The only drawback is that the one using the power must grow into the new shape, which can be quite painful. At the lower powers it allows only minor manipulations (grow claws, extrude bones etc.) but at the higher powers allows complete manipulation.

1. Contortion.

The power allows the user to contort him self into impossible shapes.

2. Minor Body-Part manipulation.

Small parts of the body can be changed.

3. Major Body-Part manipulation.

Large parts of the body can be changed.

4. Whole Body manipulation.

The entire body can be changed but the mass of the body remain the same.

5. Mass manipulation.

The mass of the body can be changed.

6. Fine manipulation.

Fine, delicate, manipulations can be changed. So somebody could look like somebody else.

7. Advanced previous levels.

The user can do all the previous levels with great mastery.

The Void and Sanity Track

This trait tracks all sorts of things. It defines how powerful your character is, how sane, how magically advanced or how powerful a Void Traveller it is.

In essence this trait tracks how much part of the Void your character is. This means different things to different types of characters.

For Renegades (and any other Voiders), it is how much they are part of the Void. With no Void they will die. With a high Void (9 or 10) they can no longer exist within the Veil.

Void though is what grants them new life after death and access to powers and magics.

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But it also tracks their Sanity. The higher the Void the less grip they have on the world inside the Veil. They suffer derangements and physical handicaps as manifestations of this lack of mind.

For Valiant Mortals it tracks how much their minds have been broken by the Void. The more they are exposed to things outside normal perception, the more they can use Void to change the world. But if they regain their sanity they lose that new perception and ability.

For Sorcerers it tracks their progression on a path of magic. But like Valiant Mortals and Renegades their sanity is their price. Like Valiant Mortals, if they regain their sanity they lose their magic, possibly even remember their experiences as illusions or some other Veil induced rationale.

For Void Travellers it tracks how much innate Void manipulation talent they have. It does not effect their sanity.

For creatures of the Veil or Dreams, to whom the Void is terrible, do not have Void but something else such as Spirit or Dream.

But it all works the same. A characters' level in Void is the effective level of any powers and magics. A character can have higher magics and powers but they can not use them.

If Void decreases below a Power or Magic rating, the rating above the Void cannot be used. The character does not lose the power and if Void increases has access to that power again.

When Void increases, Sanity decreases. As Sanity decreases the character is inflicted with increasing or new mental problems and/or physical problems. (See the section Handicaps and Derangements for more details).

A character with maximum void (9 or 10) cannot be played as a player character. They have become pure Void and are basically the same as a Patron or Minion. They cannot exist for long inside the Veil. Though they would make scary antagonists!

Void is ranked from 0 to 10. To roll Void (most magics and powers use Void to determine success) just assume a Void of 1 equals the FUDGE Rating of Terrible (-3), Void of 2 equals the Fudge Rating of Poor (-2) etc.

(For full details of FUDGE rolls see the following section titled Rules).

Void Level	FUDGE Rating
0	None
1	-3. Terrible
2	-2. Poor
3	-1. Mediocre
4	0. Fair
5	1. Good
6	2. Great
7	3. Superb
8	4. Legendary
9	(5)
10	(6)

Tracking Void/Sanity

Void can increase and decrease. There are three ways to approach this.

1. Roleplay It

Increases/decreased determined by story, character, player's roleplaying and Games Master discretion.

2. Systems

Sanity Rolls and Passion Rolls

Using Rules, Sanity and Void can increase and decrease for numerous events:

- Exposure to void, higher/lower dimensions and/or dream realms without protection.
- A direct attack from a Patron or powerful minion of a Patron
- Unwilling higher level magics (and vice versa Calming magics)
- Trauma (Torture etc) (and vice versa Counselling, Treatment)
- Loss of all temporary passions (and vice versa gaining full temp passions)
- Loss of a permanent passion (and vice versa gaining a new passion)
- Loss of all permanent passions (and vice versa regaining a lost passion)

Low-level void requires a minimal event to increase but higher levels require much greater. Difficulty should be gauged on current sanity and how big exposure/trauma. Use current sanity rating for roll.

3. The GM can also opt for a mix of the two systems Roleplaying and Rules as he or she sees fit.

Passions

Passions or Driving Emotions are the true power behind a character. All people have Passions. Its what drives them and makes them alive.

A character must choose several Passions that describe how his or her character works.

He picks a general emotion and then describes how this is linked into his life. For example, Joe takes "Love" and his link is his "Children" who he left behind when he died.

Some general Emotions and alternatives are:

Joy (Happiness)
Love (Worship, Affection)
Lust (Jealousy, Envy)
Anger
Fear
Hatred
Guilt (Regret)

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Pride (Vanity)
Curiosity (Innocence)
Frustration (Powerlessness)
Despair
Grief
Regret
Hope (Faith)
Apathy (Indifference)
Anxiety (Dread)
Depression (Sadness)
Duty
Embarrassment

He can then use these Passions to gain Temporary Passion Points.

A Temporary point of Passion can be spent to reduce the difficulty of a roll by one level as long as the action is a matter of survival or is within the Passion's Driving Emotion or has some connection to the Emotional Tie.

Alternatively a point of passion can be used re-roll the dice on a roll (which a connection to the Passion) that failed or its lack of success will effect survival of the character. This cannot be used in conjunction with spending a point before the roll to reduce the difficulty.
If a player feels his character should increase or decrease a passion, he should tell the Games Master and if the Games Master agrees changes the value.

The Games Master can also review characters' ratings at the end of a story and discuss with the Player, increasing or decreasing specific passions.

A character with no temporary passion points will become depressed. Most mortals will eventually gain a point just by living out the depression. Renegades and Voiders risk losing more sanity. If a Renegade remains with out passion points for longer then half a day, then a roll of sanity should be made and for each half day after that.

Passions can be lost and gained depending on what happens to a character. Passion ratings should fluctuate due to story elements and character changes.

If a player loses the Emotional Tie of the Passion she can lose that Passion. If the Passion is mediocre to fair, the passion is automatically lost. If greater then fair, the player should roll that passion against a difficulty of Superb. If successful, the passion is transformed; the character is driven to do something about the missing emotional tie. The passion though is reduced by one level. If not successful, the passion is lost. The player should also roll to see if she loses sanity, as it is a traumatic event for the character to lose any emotional tie.

A character with no Passions is a depressed and apathetic. They have no will or interest in the world. Most will be suicidal in this state.

To gain temporary passions the character should either experience the emotion or be involved with the emotional tie. Any time the character is involved with a passion they can ask the GM if they can roll to gain temporary passions.

The GM decides the difficulty of gaining temporary passions based on how in tune the experience or link is to the Passion.

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If the player exceeds the roll by 2 levels or greater then 2 points can be gained. If the player just succeeds then they only gain 1 point. Otherwise none.

Some examples of possible Passions are;

Emotion	Emotional Tie
Pride	Looking Good
Joy	Companionship of Friends
Excitement	Game Playing or Winning
Anger	At Worlds Treatment
Duty	Priesthood

Handicaps and Derangements

Every Voider and Valiant Mortal has some sort of derangement, sometimes more than one. This is to represent the loss of Sanity. The less sanity (or higher void) the more pronounced the effects of the derangement will be on the Player.

Players who want to tone down the effects of the derangement can take a physical handicap. But this too can increase as the Void increases until the character cannot be used.

If a derangement or handicap effects cannot be charted, then for the next loss of Sanity, the player must take a new derangement or handicap.

If a player is ignoring his derangement, the Games Master can reduce his Void (i.e. increase his Sanity) and thereby the character loses power.

Games Masters should be very cautious about letting Players take Derangements like Sociopath and Psychopath as theses mean a certain uncaring attitude to others and will hinder the game and possible upset the other players.

Some suggestions for Derangements:

Delusions - The Renegade suffers some sort of delusion. They believe that toads are behind everything or aliens are trying to communicate with him.

Paranoia - The Renegade is paranoid, he trusts no one. He can just about handle the rest of the group because of their bond, but everyone else... they're out to get him.

Multiple Personalities - The Renegades personality has split into two or more. How theses switch and what they are is varied.

Extreme Fears - Fear of light (sunlight, lamps etc.) or darkness (even shadows in daytime) are common.

Compulsions - The Renegade needs to do something to feel safe. This could be as simple as sleeping with a gun under his bed to as complicated as having to walk around a building five times before entering and only through a back door.

Repression of Emotions - The Renegade represses all visible emotions. He acts like "Spock", everything in its logical order. But he is just repressing them, locking them inside.

Fanatical - The Renegade has become fanatical about some cause, some fight that must be done. She will fight for this cause even when it has lost its righteousness.

Some Suggestions for Physical Handicaps or Scars:

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Mute - The Renegade does not talk. This could be due to emotional problems or it is because their voice box is damaged.

Blind - The Renegade is blind. He cannot see though he may have other senses that make up for it.

Deaf - The Renegade is deaf. He cannot hear though he may have other senses that make up for it.

Permanent loss of a limb - He is missing an arm or a leg.

Disfigured face/body - There are scars or his face has been rearranged. It makes him hideous to look at and makes him secretive.

Character Creation

Your ready to create a Character. You've looked at the Characters' Melting Pot and now have a few ideas.

The process of Character Creation is to help you define your Character and fit it in context with the world and the rules.

First step is get your hands on a Character Sheet. You can print a copy out of the back or use a blank sheet of paper.

Decide upon a concept for your character. Is your character a reluctant hero? A lost soul? An obsessive Wizard? A traveller on the run? Create a concept that appeals to you and that your Games Master agrees upon. Now you're ready to start.

The first important decision is to decide the type of Character. Is your character a Renegade or a Chosen, a Soulless or a Valiant Mortal, a Void Traveller or a Sorcerer? Some of these types may be already restricted by your Games Master, some of these types may not be compatible with your concept or you may already have decided what type when you chose your concept.

Each type has their advantages and disadvantages. For each step of character creation the details of each type will be described. When your passé with the system you can just refer to the side bars for the important differences in types and steps.

The system for Renegade is based on FUDGE™. FUDGE rates traits from -3 to +4 and assigns words to each level.

Chosen, Renegade and Soulless Types

Diplomats
Generals
Gladiators
Legionaries
Soothsayers
Smiths and Scientists
Tacticians

Legendary (4)

Terrible (-3)
Poor (-2)
Mediocre (-1)
Fair (0)
Good (+1)
Great (+2)
Superb (+3)

Renegades, Soulless and Chosen Character Creation Steps

Step 1. Concept

- Concept
- Character Type
- Patron
- Name

Step 2. Attributes

- Three free levels
- Trade attribute points
- Only one attribute at Superb (+3) (applies to character creation only)

Step 3. Skills

- 30 free levels
- Normal Skills, initial value is Poor (-2)
- Learned Skills, initial value is Terrible (-3)
- Trade skills points with attributes
- Only two skills at Superb (+3) (applies to character creation only)
- Can keep up to 5 free levels as "Uncommitted Skills"

Step 4. Backgrounds

- 5 free levels
- Default level of a background is Terrible (-3)

Step 5. Passions, Powers and Magics

- 1 free level gives 2 levels of magics
- Passions' default value is Poor
- 17 free levels
- Minimum of 3 passions
- Chose a common power for each level of Void (5 for Renegades)
- Can set one trait which is currently at Superb (Skill or Attribute) at Legendary
- Cannot have a Legendary Trait and Animal Aspect Power
- Only One Animal Aspect Power (does not apply to magic)

Step 6. Handicaps/Derangements

- Gradual or once off
- If once off chose Handicaps and/or Derangements for each level of Void (5 for Renegades)
- If gradual then decide Handicap or Derangement and chose minimum effect and possible maximum effect

Step 7. Default Pools

- Void/Sanity Track set to 5 (i.e. Void of 5, Sanity of 5)
- Temporary Passions set to 5

Step 8. Fleshing out

- How did your character die?
- How did friends and family react to your characters death?
- Why was your character chosen to become a Soulless?
- How did your character prevent from becoming a Soulless?
- How did your Change effect your character?
- What was your character's reaction to the new view of the

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For each section, you'll be assigning a rating to particular traits. Fair is the human average in that trait while Terrible is the worst someone can be at that trait.

Characters can only ever have only ever one trait at Legendary because this trait is beyond the human best.

For Powers and Magics there are different ratings. These go from 0 up to 7 and even beyond.

Void Traveller Character Creation Steps

Step 1. Concept

- Concept
- Race/Culture
- Name

Step 2. Attributes

- Three free levels
- Trade attribute points
- Only one attribute at Superb (+3) (applies to character creation only)

Step 3. Skills

- 30 free levels
- Normal Skills, initial value is Poor (-2)
- Learned Skills, initial value is Terrible (-3)
- Trade skills points with attributes
- Only two skills at Superb (+3) (applies to character creation only)
- Can keep up to 5 free levels as "Uncommitted Skills"

Step 4. Backgrounds

- 5 free levels
- Default level of a background is Poor (-2)
- Extra 5 free levels can be spent on non-Earth backgrounds (i.e. no use on Earth)

Step 5. Passions, Powers and Magics

- Passions' default value is Poor
- 17 free levels
- Minimum of 2 passions
- Instead of common powers has levels of Void Travel
- Can trade levels with backgrounds
- Void Travellers do not have Powers but instead have Technologies (dependant on culture and concept)

Step 6. Default Pools

- Void set to 5 (i.e. Void of 5, Sanity of 10)
- Temporary Passions set to 5
- Void Traveller's void track is not linked to sanity

Step 8. Fleshing out

- Why is your character on Earth?

Sample Patrons

Pure Destruction or Pain
Destruction by Fire
Pleasure
Nature
Womanhood
War
Enlightenment/Nobility
Sea
etc.

1. Senses
2. Novice
3. Student
4. Mature
5. Teacher
6. Master
8. Guide

Step 1. Concept

You've got your character concept and idea. You've chosen the type of the character.

Decided if it's a she or a he. Give the character a name and start to think about where the character came from and where the character wishes to go.

If it's a Renegade, Chosen or Soulless, you can chose the Patron that created the character and use this as a guide to the possible personality of the character.

Step 2. Attributes

The first step to creating a character is assign initial attributes. Attributes are the core characteristics of your character i.e. Their basic social, intelligence, physical and instinct aptitude. Ask yourself what your character would be better at and what they would be worse at. All attributes start at Fair (0). You get three free level increases. Additionally,

you can trade levels by down grading one attribute to increase another. If you haven't enough, don't worry. You will be able to trade skill levels with attributes.

The attributes are Body, Coordination, Charisma, Instinct, Perception and Intelligence. Refer to Traits for a description of each attribute.

You can only have one attribute at superb at this stage. After character creation and during play you character might increase more attributes to superb but until then there is this limitation.

Step 3. Skills

Now you get to choose the skills your character has. Try to think about what your Character did or still does for a living and possible what their interests and hobbies are. Also think about what kind of background your character came from.

There are two types of skills. Learned Skills and Innate Skills. A learned skill is a skill you wouldn't have unless you specifically trained, studied or practised. Such as Advanced Physics or a Martial Art. Innate Skills are

Skills

This is a modified sample Skill List from FUDGE.

Animal Skills: Animal Care, Animal Lore, Animal Training, Bee-keeping, Herding, Riding, Teamster, Veterinarian, etc.

Artistic skills: Aesthetics, Cosmetology, Culinary Arts, Literary Arts, Performing Arts (music, theatre, storytelling, jester, dance, etc., and such skills as Choreography, Composition, Costuming, etc.), Visual Arts (painting, drawing, sculpting, etc.), and so on.

Athletic skills: Acrobatics, Balance Skills, Boating, Climbing, Jumping, Pole-vaulting, Running, Swimming, Throwing, Various Sports, Zero-G Manoeuvring, etc.

Combat skills: Ambush, Demolitions, Dodge, Punmanship, Quick-Draw, Shield, Tactics, Throwing, numerous Weapon and Unarmed Combat skills.

Covert skills: Acting, Breaking & Entering, Detect Traps, Deactivate Traps, Disguise, Forgery, Infiltrate, Intrigue, Lockpicking, Pickpocketing, Poisoning, Shadowing, Shady Contacts, Sleight of Hand, Stealth, etc.

Craft skills: Armoury, Basket Making, Bowyer/Fletcher, Carpenter, Cooking, Knots, Leatherworking, Masonry, Pottery, Smith, Tailor, and Weaving etc.

Knowledge skills: (a skill can represent knowledge of a subject as broad or narrow as the GM will allow) Alchemy, Alien, Customs, Arcane Lore, Criminology, Cultures, Detective Fiction, Folklore, Geography, History, Literature, Occultism, Political, Situations, Psychology, TV sitcom Episodes, Sciences (lots of these), etc.

Language skills: Each individual language, Pantomime, Pick Up Languages, etc.

Manipulative skills: Bamboozle, Bluff, Bootlicking, Bribery, Con, Exhort, Fast-talk, Flattery, Interrogate, Intimidate, Lying, Oratory, Persuade, Seduction, Street Gossip, etc.

Medical skills: Anatomy, Antidotes, Diagnosis, Doctoring, First Aid, Herb Preparation, Medicine, Nursing, Surgery, etc.

Merchant skills: Bargain, Barter, Business Sense, Evaluate Goods, Haggle, Inn keeping, Marketing, Salesmanship, Shop keeping, etc.

Outdoor skills: Camouflage, Camping, Fishing, Forage, Herb Lore, Hide Traces, Hunting, Mimic Animal Noises, Nature Lore, Navigation, Survival, Tracking, Wild craft, Woodcraft, etc.

Professional skills: Accounting, Begging, Bureaucracy, Farming, Gambling, Law, Photography, Seamanship and many others.

Social skills (Fellowship): Bar Etiquette, Camaraderie, Carouse, Control Libido, Flirting, Game, Playing, Matrix Etiquette, Tall Tales, Uplift Spirits, Witty Insults, etc.

Social skills (Formal): Courty Ways, Detect Lies, Diplomacy, Etiquette, Interviewing, Parley, Repartee, Rituals, Savoir-Faire, Servant, etc.

Technical skills: Computer Build/Repair, Computer Programming, Computer Use, Driving, Electronics, Engineer, Mechanic, Piloting, Repair Scout ship Systems, Research, Ship handling, etc.

Urban skills: Barroom Savvy, Street Etiquette, Streetwise, Urban Survival, etc.

all the other skills that you would have picked up.

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List all the possible skills your character would have. Mark which ones are learned skills and confirm with the Games Master your choice.

Learned Skills start at Terrible (-3) and Innate Skills at Poor (-2).

You have 30 free increases and can trade among Skills. You can also trade levels with Attributes at his stage. Limitations with Attributes still apply.

One limitation is that you can not have more than two skills at Superb at this stage. After character creation and during play you character might earn more skills at superb but until then there is this limitation.

You don't need to spend all your levels either. You can keep up to a max of 5 uncommitted levels as long as your Games Master agrees. You can spend these levels at any time in the initial few game sessions to fill in possible gaps in your character that are not obvious until play with Games Master discretion of course.

Step 4. Backgrounds

Background traits describe things that can not be captured in the other traits (i.e. Skills and Attributes) and they describe the relationship to the rest of the world.

They cover friends, contacts, money etc.

A small sample would be Money, Family, Backup, Job, Library (or Database, Contacts, Information etc.), Guide, Status, Fame etc. Refer to the Traits section for some description of these ones but feel free to create your own.

For Renegades, Chosen and Soulless, backgrounds have a default of Terrible (-3).

For everyone else, backgrounds have a default rating of Poor (-2).

Renegades, Chosen and Soulless have died and have, in most cases, been assumed dead. Upon their return to the living they find they have no identity, no job etc. and so it takes a while to "reconnect" with the world and regain those same backgrounds.

Sorcerers Character Creation Steps

Step 1. Concept

- Concept
- Name

Step 2. Attributes

- Three free levels
- Trade attribute points
- Only one attribute at Superb (+3) (applies to character creation only)

Step 3. Skills

- 30 free levels
- Normal Skills, initial value is Poor (-2)
- Learned Skills, initial value is Terrible (-3)
- Trade skills points with attributes
- Only two skills at Superb (+3) (applies to character creation only)
- Can keep up to 5 free levels as "Uncommitted Skills"

Step 4. Backgrounds

- 5 free levels
- Default level of a background is Poor (-2)
- Trade backgrounds with skills

Step 5. Passions, Powers and Magics

- Passions' default value is Poor
- 17 free levels
- Minimum of 2 passions
- Can only have magics
- Can trade levels with backgrounds

Step 6. Handicaps/Derangements

- Handicaps and Derangements should be linked to magical path
- Gradual or once off
- If once off chose Handicaps and/or Derangements for each level of Void (4 for Sorcerers)
- If gradual then decide Handicap or Derangement and chose minimum effect and possible maximum effect

Step 7. Default Pools

- Void/Sanity Track set to 4 (i.e. Void of 4, Sanity of 5)
- Temporary Passions set to 5

Step 8. Fleshing out

- What does your character do for living?
- What are your character's plans and goals?
- What magical path does your character follow?
- Why does your character pursue the magical path?
- What about character's friends and family?

Mortals and Valiant Mortals get ten free level increases for backgrounds. They are still very much part of the world.

For everyone else, there is only five free level increases.

Sorcerers, Mortals and Valiant Mortals can trade background levels with skills, to represent the balance between improving one's self and improving one's relationship with the world.

Sorcerers only get five level increases because they have made a dedication to follow the path of magic and so their backgrounds have suffered.

Void Travellers get an extra 5 free level increases but these increases can only be spent on non-Earth backgrounds i.e. backgrounds that have no effect on Earth but on their own home realm or other realms.

Step 5. Passions, Powers and Magics

This step is a bit of a mix bag. So lets break it down.

First lets look at passions. Passions describe the emotional driving force behind your character. What makes them get up the morning, what makes them do the sometimes irrational actions that people do?

A Passion is made of an emotion, an emotional tie and a rating.

Think about what drives your character. Is it the memory of a lost love, guilt over a terrible crime, a senses of duty?

To create a passion, chose a single word to describe the emotion. Then chose an emotional tie. The emotional tie is what gives your character that emotion, such as the loss of a love one, the intricacies of a machine etc. Then you'll rate it like the way skills and attributes have been rated. The default rating is Poor (-2).

You also get to chose Powers and Magics and give them ratings and you can spend the increases on either Passions or Powers and Magics. But

Mortal Character Creation Steps

For the sake of reference, this is how you might create a pure mortal character that is still effected by the Veil. You easily modify it to create one of the main Cursed or a mortal with psychic abilities.

Step 1. Concept

- Concept
- Name

Step 2. Attributes

- Three free levels
- Trade attribute points
- Only one attribute at Superb (+3) (applies to character creation only)

Step 3. Skills

- 30 free levels
- Normal Skills, initial value is Poor (-2)
- Learned Skills, initial value is Terrible (-3)
- Trade skills points with attributes
- Only two skills at Superb (+3) (applies to character creation only)
- Can keep up to 5 free levels as "Uncommitted Skills"

Step 4. Backgrounds

- 10 free levels
- Default level of a background is Poor (-2)
- Trade backgrounds with skills

Step 5. Passions, Powers and Magics

- Passions' default value is Poor
- 9 free levels
- Minimum of 2 passions
- No Powers or Magics

Step 6. Default Pools

- Void/Sanity Track set to 0 (i.e. Void of 0, Sanity of 10)
- Temporary Passions set to 5

Step 7. Fleshing out

- What does your character do for living?
- What are your character's plans and goals?
- What about character's friends and family?

Sample Passion Emotions

This is not an exhaustive list but here are some possible emotions are Joy, Love, Lust, Anger, Fear, Hatred, Guilt, Pride, Curiosity, Frustration, Despair, Grief, Regret, Hope, Apathy, Anxiety, Depression, Duty, Embarrassment etc.

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Magics and Powers List

Common Powers List

Flying (Level 4 or greater)
Speed (Level 5/6)
Increased Healing
Keening sense
Movement in Void
Natural Armour
Natural Dreamer
Void Sense
Spirit Sense
Dead Sense
Magic Sense
Magic Resistance
Eyes Back of Head
Farseeing Eye

Powers List

Control of Machines
Control of Fire
Control of Earth
Control of Air
Control of Water
Control of Life
Control of Ether
Control of Dream Matter
Control of Living Dream Matter
Control of Dreams
Void Travel
Dream Travel
Telekinesis
Telepathy
Mediumship
Anti-psyhic
Anti-magic
Hindsight
Foresight
Fire-starter
Animal Aspect
Shape-shifting
Legendary Attribute or Skill

Spirits Only Common Powers

Appear on other side of Veil
Strike/Touch across Veil
Manifest
Travel at speed of Thought
Influence Object
Influence Living
Talk/Be Felt across Veil
Steal emotions
Travel to Void

Magics Lists

Control of Machines Magic
Control of Fire Magic
Control of Earth Magic
Control of Air Magic
Control of Water Magic
Control of Life Magic
Control of Ether Magic
Control of Dream Matter Magic
Control of Living Dream Matter Magic
Control of Dreams Magic
Void Travel Magic
Dream Travel Magic
Spirit Magic
Dead Magic
Void Matter Magic
Living Void Matter Magic
Animal Aspect of a particular Animal Magic
Shape-shifting Magic

powers start at Senses (1) so if you decrease a power to 0 you do not have that power or magic. Unlike Passions that could have a rating of Terrible (-3).

Magics are also cheaper then Powers. One level increase gives two levels of Magic.

Ok, so let us begin.

Renegades, Chosen and Soulless must have a minimum of three Passions with ratings greater then Poor (-2). Everyone else must have at least two Passions. There is no limit on how many passions a character may have.

Renegades, Chosen, Soulless and Valiant Mortals have powers from the "common powers list". For each level of Void that one of theses types have then they have one of the common powers.

(Renegades, Chosen and Soulless have a Void of 5 while a Valiant Mortal has only a Void of 2. Void Travellers have a Void of 5).

For Void Travellers, they have a level in the power Void Travel for each level of Void they have.

Renegades, Chosen, Soulless and Void Travellers can have powers

and magics. Valiant Mortals and Sorcerers are restricted to magics only.

Sorcerers can trade levels in backgrounds with levels in Magics and Passions.

This all sounds rather complex so here is the rationale behind it all.

Renegades and Valiant Mortals have been exposed to the Void in a rather traumatic way. They have lost Sanity because of it yet they have gained powers directly related to Void because now they are partly of the Void and not of the Veil.

Renegades have been exposed to a much greater degree to the Void (and are in fact part Void) then Valiant Mortals and so have access to greater powers.

Sorcerers are magic users. Learning magic is not easy and so they must make sacrifices to their backgrounds to learn it and they must follow some path of understanding. This path softens the initial break from the Veil and so they are not as exposed as Valiant Mortals and do not gain the common powers yet they have a greater insight into magic then Valiant Mortals could ever.

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Void Travellers are not from Earth and have the ability to travel the Void innately. They do not have the Powers that Renegades have but their home realms or cultures can quite easily have highly advanced technology or powerful magics that replicate the powers of Renegades.

So to continue...

Renegades, Chosen and Soulless have 17 level increases to spend on Passions, Magics and Powers.

Valiant Mortals have 11 level increases to spend on Passions and Magics.

Sorcerers have 17 level increases to spend on Passions and Powers but can trade levels with backgrounds.

Void Travellers have 17 level increases to spend on Passions, Powers and Magics. Like Sorcerers, they can trade levels with backgrounds.

For the sake of reference, Mortals only get 9 level increases to spend only on Passions.

Renegades, Chosen and Soulless have the option of spending one level increase to increase one trait (either a skill or attribute) to Legendary (+4). This trait must be currently at Superb (+3). They can not have Animal Aspect power if they use this.

Also a character can only have one Animal Aspect power. This does not apply to magic.

Power/Magic Levels

Control Powers and Magics

1. Sense/Communicate
2. Create/Destroy Minor
3. Manipulate Minor
4. Create/Destroy/Manipulate Major
5. Integrate with Self
6. Blast/Shield
7. Advanced previous levels.

Travel Powers/Magics

1. Remote Viewing/Controlled Viewing
2. Minor Portals
3. Move one self
4. Minor Protection, Person-size Portals
5. Move willing others
6. Eject unwilling others
7. Advanced previous levels

Animal Aspects

1. Animal Senses and Communicate with Animal
2. Animal Qualities/Advantages Minor
3. Command Animal(s)
4. Appear as Animal
5. Animal Qualities/Advantages Major
6. Change to Animal
7. Advanced previous levels

Shapeshifting

1. Contortion
2. Minor Body-Part manipulation
3. Major Body-Part manipulation
4. Whole Body manipulation
5. Mass manipulation
6. Fine manipulation
7. Advanced previous levels.

Step 6. Handicaps/Derangements

Void Travellers and Mortals can ignore this step altogether.

Characters who have been exposed to the Void have had their sanity suffer. This manifests itself in personality derangements or physical handicaps. They can not be gotten rid of and only increase as Void increases.

By restoring character's sanity, derangements and handicaps can be healed but some will always remain.

There are two general types of handicaps and derangements. Gradual Handicaps/Derangements get worse or better depending on the level of Void and Sanity. Once off Handicaps/Derangements means that for each level of Void there is a different individual handicap or derangement.

Chose, which type your character, is inflicted by.

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If it is gradual, decide the minimum effect and the maximum effect of the Derangement or Handicap so it can be graded.

If you chose once off Handicaps/Derangements chose a Handicap or Derangement for each level of Void. Optionally you can chose all ten Handicaps/Derangements but ones about your current level do not kick in until you've gained that level.

Valiant Mortals Character Creation Steps

Step 1. Concept

- Concept
- Name

Step 2. Attributes

- Three free levels
- Trade attribute points
- Only one attribute at Superb (+3) (applies to character creation only)

Step 3. Skills

- 30 free levels
- Normal Skills, initial value is Poor (-2)
- Learned Skills, initial value is Terrible (-3)
- Trade skills points with attributes
- Only two skills at Superb (+3) (applies to character creation only)
- Can keep up to 5 free levels as "Uncommitted Skills"

Step 4. Backgrounds

- 10 free levels
- Default level of a background is Poor (-2)
- Trade backgrounds with skills

Step 5. Passions, Powers and Magics

- Passions' default value is Poor
- 11 free levels
- Minimum of 2 passions
- Can only have common powers and magics
- Chose a common power for each level of Void (2 for Valiant Mortals)

Step 6. Handicaps/Derangements

- Gradual or once off
- If once off chose Handicaps and/or Derangements for each level of Void (2 for Valiant Mortals)
- If gradual then decide Handicap or Derangement and chose minimum effect and possible maximum effect

Step 7. Default Pools

- Void/Sanity Track set to 2 (i.e. Void of 2, Sanity of 8)
- Temporary Passions set to 5

Step 8. Fleshing out

- What does your character do for living?
- What are your character's plans and goals?
- What event opened your character's eyes?
- Why does your character battle the unseen dangers?
- What about character's friends and family? Have they noticed a change in your character?

Sample Derangements and Handicaps

Derangements

Sample Derangements are Delusions, Paranoia, Multiple Personalities, Extreme Fears, Compulsions, Repression of Emotions, Fanatical etc.

Handicaps

Sample Handicaps are Mute, Blind, Deaf, Permanent loss of a limb, Disfigured Face/Body etc.

Step 7. Pools

Now your character's stats and personality are in place, record the initial pools. Your character has two important pools; Void/Sanity and Temporary Passions. For Void Travellers, Void/Sanity is just Void (for Spirits, Void/Sanity is Spirit). These pools will fluctuate during play so mark them in pencil or keep a record of them on a separate piece of paper.

Temporary Passions should be set to the default of 5.

Renegade, Chosen and Soulless have a Void/Sanity of 5 (i.e. Void 5, Sanity 5).

Valiant Mortals have a Void/Sanity of 2 (i.e. Void 2, Sanity 8).

Sorcerers have a Void/Sanity of 4 (i.e. Void 4, Sanity 6).

Mortals have a Void/Sanity of 0 (i.e. Void 0, Sanity 10).

Void Travellers have a Void of 5 (i.e. Void 5, Sanity 10).

Step 8. Flesh out Character

Now you have your character. You should try to describe their personality, their appearance and their history and try and show where their passions come from.

There are few sample starting characters at the back of this document to give you ideas and as a guide to what a Character looks like.

Character Development

Your character will change over the course of play. Story elements and events effect Backgrounds, Passions, Void and Sanity, Handicaps and Derangements and Temporary Passions.

Attributes, Skills, Powers and Magics are also effected but extra increases must be bought.

At the end of every game, your Games Master will award from experience points. This may be from 1 point to 3 points (or even more if the Games Master is generous).

Theses points will accumulate and can be spent to increase Attributes, Skills, Powers and Magic. Theses traits can not just be arbitrarily increased. There must be an in game reason why they have increase. The character has used a trait more often or more successfully or the character has spent time training or studying a particular topic.

There can only be one level increase between games.

Optionally a character can trade a level in the same group. To explain further, a character can reduce one skill to increase another. The rationale is that the skill to be reduced has gone to the waste side and is not being used (or there was a terrible fail) but another skill is being used more often.

No trait can be increased to Superb (+3) (or Teacher (5)) this way and no trait can be decreased below Mediocre (-1) (or Senses (0)) (or for a Learned Skill to below Poor (-2)).

This applies only to Attributes, Powers and Skills.

This is to reflect the fact that skills and attributes can decrease as well as increase. It can also help players to fine-tune their characters to fit the GM and setting style

Example the character Lon over the last three stories had been using sword quite a bit to mow down zombies and minions but hasn't had time at all to reflect on his study of animal and plant life. Lon asks the GM if he can reduce his Animal and Plant-life Lore and increase his Sword Handling skill.

XP Costs

Raising a skill from - to - Costs:

Terrible - Poor - 1 XP
Poor - Mediocre - 1 XP
Mediocre - Fair - 1 XP
Fair - Good - 2 XP
Good - Great - 4 XP
Great - Superb - 8 XP

Raising an attribute:
Triple the cost for skills of the same level.

New Power: 12 XP + GM approval.

Raising Power: Four times the cost as raising a skill

New Magic: 6 XP + GM approval.

Raising Magic: The cost of raising a skill

Traits

There are few things left over that have not been discussed in any detail.

Powers, Magics, Passions and Temporary Passion Pool, Handicaps/Derangements and Void/Sanity have been discussed in Characters' Melting Pot.

How to use these traits is discussed later in Rules (which includes details on Combat and Health).

That leaves Attributes, Backgrounds and Skills. They have been mentioned in Character Creation but not really explained. So let's explain them.

First though another quick reminder of how traits are rated.

Traits are rated from Terrible (-3) to Legendary (+4).

Terrible (-3)
Poor (-2)
Mediocre (-1)
Fair (0)
Good (+1)
Great (+2)
Superb (+3)
Legendary (4)

Fair (0) is considered the human average in a trait. Terrible (-3) is the worst while Superb (+3) is the best.

Powers and magics are rated differently.

To use a particular trait a player rolls four FUDGE™ dice and add the total to the rating, which raises or lowers the level. This is all explained much better in Rules.

Attributes

Attributes are common traits to all characters. They describe the general natural ability of the character. It covers if your Character is more physical or more social. Do they have more brains over wit? Etc.

Attributes can be increased and decreased by the spending of Experience Points or trading Attribute levels.

Body describes how strong and tough they are. The higher the Body rating the bigger the character is. It determines how much damage they can soak and deal in hand-to-hand combat. It also covers how strong they are.

Co-ordination describes how dextrous a character is. It covers hand to eye co-ordination, balance and speed.

Charisma describes the social able nature of the character. It does not define beauty. A character can be very beautiful but not likeable (and vice versa, ugly as hell but knows how to present themselves). Charisma also rates how easily a character can manipulate others. If you want a beautiful

character, then you can have one. If you want to be able to use that beauty then you need better charisma.

Intelligence describes the intelligence and cleverness of a character. Are they a brain or do they have just enough to get by?

Instinct describes the reaction of the character. How quickly they react and realise what's happening. It also covers how often their "gut feeling" is right or tingles when something just isn't right.

Perception describes how well they see or realise the world. How quickly they can spot or notice things.

Skills

Attributes cover the generalities of a character. Skills cover the specifics of the character.

There are two types of skills. Innate or natural skills and learned skills. Decided what is a learned skill for a character is not just a question of schooling but of background and history. Example a man grown up in a well to do family would have an innate sense of Etiquette but a self made man would have to have learned it.

Skills can cover anything and can be vastly different to what the attributes portray. A character can have a Terrible co-ordination making them awkward and accident-prone but could be well skilled in driving a car. While driving they can be master.

Likewise a character can have a Poor charisma but have a high style. He may be ugly but he knows how to dress.

Skills can be increased and decreased by the spending of Experience Points or trading Skills levels.

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Skills

This is a modified sample Skill List from FUDGE.

Animal Skills: Animal Care, Animal Lore, Animal Training, Bee-keeping, Herding, Riding, Teamster, Veterinarian, etc.

Artistic skills: Aesthetics, Cosmetology, Culinary Arts, Literary Arts, Performing Arts (music, theatre, storytelling, jester, dance, etc., and such skills as Choreography, Composition, Costuming, etc.), Visual Arts (painting, drawing, sculpting, etc.), and so on.

Athletic skills: Acrobatics, Balance Skills, Boating, Climbing, Jumping, Pole-vaulting, Running, Swimming, Throwing, Various Sports, Zero-G Manoeuvring, etc.

Combat skills: Ambush, Demolitions, Dodge, Punmanship, Quick-Draw, Shield, Tactics, Throwing, numerous Weapon and Unarmed Combat skills.

Covert skills: Acting, Breaking & Entering, Detect Traps, Deactivate Traps, Disguise, Forgery, Infiltrate, Intrigue, Lockpicking, Pickpocketing, Poisoning, Shadowing, Shady Contacts, Sleight of Hand, Stealth, etc.

Craft skills: Armoury, Basket Making, Bowyer/Fletcher, Carpenter, Cooking, Knots, Leatherworking, Masonry, Pottery, Smith, Tailor, and Weaving etc.

Knowledge skills: (a skill can represent knowledge of a subject as broad or narrow as the GM will allow) Alchemy, Alien, Customs, Arcane Lore, Criminology, Cultures, Detective Fiction, Folklore, Geography, History, Literature, Occultism, Political, Situations, Psychology, TV sitcom Episodes, Sciences (lots of these), etc.

Language skills: Each individual language, Pantomime, Pick Up Languages, etc.

Manipulative skills: Bamboozle, Bluff, Bootlicking, Bribery, Con, Exhort, Fast-talk, Flattery, Interrogate, Intimidate, Lying, Oratory, Persuade, Seduction, Street Gossip, etc.

Medical skills: Anatomy, Antidotes, Diagnosis, Doctoring, First Aid, Herb Preparation, Medicine, Nursing, Surgery, etc.

Merchant skills: Bargain, Barter, Business Sense, Evaluate Goods, Haggle, Inn keeping, Marketing, Salesmanship, Shop keeping, etc.

Outdoor skills: Camouflage, Camping, Fishing, Forage, Herb Lore, Hide Traces, Hunting, Mimic Animal Noises, Nature Lore, Navigation, Survival, Tracking, Wild craft, Woodcraft, etc.

Professional skills: Accounting, Begging, Bureaucracy, Farming, Gambling, Law, Photography, Seamanship and many others.

Social skills (Fellowship): Bar Etiquette, Camaraderie, Carouse, Control Libido, Flirting, Game, Playing, Matrix Etiquette, Tall Tales, Uplift Spirits, Witty Insults, etc.

Social skills (Formal): Courtly Ways, Detect Lies, Diplomacy, Etiquette, Interviewing, Parley, Repartee, Rituals, Savoir-Faire, Servant, etc.

Technical skills: Computer Build/Repair, Computer Programming, Computer Use, Driving, Electronics, Engineer, Mechanic, Piloting, Repair Scout ship Systems, Research, Ship handling, etc.

Urban skills: Barroom Savvy, Street Etiquette, Streetwise, Urban Survival, etc.

Backgrounds

Background traits describe things that cannot be captured in the other traits (i.e. Skills and Attributes) and they describe the relationship to the rest of the world.

Family describes how good or close you are to your family. Your family connection can be important as emotional or even financial support.

Money describes how much money you have available to you. If more money is not earned, this background can decrease quite quickly.

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Friends are people the character knows. Some can be just contacts or acquaintances; some are genuine friends who will do anything for the character.

Backup describes the quality of backup that can be called in an emergency. This is really only applicable to mortals who work in a profession such as law enforcement.

Information (or Library, Database, Contacts etc.) describes some resource of information that would be useful to the character. It can come in many forms, access to databases, arcane libraries etc.

Status describes the characters standing in some profession or lifestyle. Be it as a important teacher or a well respected business man.

Guide/Mentor describes another character who acts a mentor and guide to the character. This other character is more knowledge or powerful then the character and helps the character to grow or learn.

Job describes the quality of the characters job. Characters with out this have no job. It describes how much money the character earns but also implies how easy or hard the job inflicts on a characters life.

Fame describes how well know the character is. Perhaps the character is a movie star or works on TV.

Players are encouraged to come up with new ones if they feel they will help describe their character.

Backgrounds can only be increased or decreased in game due to story and chronicle elements.

Rules

We've covered how a character is described using the rules. Now we're going to describe how to use those traits and details.

To some Rules are the be all and end all of a RPG. To others they are nothing more then a structure to insure fairness. Well I can't cover all the bases. That's why the FUDGE™ system was used. It can be easily converted to other systems and is easily modified to other systems.

If you as a Game Master feel that some rule is too much or that some specific rules are missing, you are more then free to add or remove what you or your troupe do not like. You are not bound by these rules.

If a rule does not seem right in the situation the use the rule of common sense. *Change it so it does make sense but always remain consistent.* Which means use a different rule (ignore it or change it) but if the same situation occurs use the same rule.

Saying that, I took the FUDGE system and have created the basic character traits and a combat system. For more information on modifying or changing the rules, refer to the FUDGE documentation.

Your character is made up of Traits, Attributes, Skills, Backgrounds, and Passions etc.

The traits come in 7 (or 8 if you have an Legendary trait) rankings.

Terrible (-3), Poor (-2), Mediocre (-1), Fair (0), Good (+1), Great (+2), Superb (+3) and Legendary (+4).

Fair is the human average for any trait.

To roll for an action you can use either a 4d6 (four six sided dice) or 2d10 (percentile: two ten sided dice) or 4dF (four FUDGE dice). Refer to the FUDGE documentation on how to use theses alternatives.

A FUDGE dice (dF) is a d6 (six sided dice) but does not have numbers. It has -1, -1, 0, 0, +1, +1. Rolling four dF will give a range of numbers from -4 to +4. This is what is used to determine success or failure of the task.

The GM may assign a minimum difficulty to the task (or compares the result to another roll). The difficulty will be the same as the rating, Terrible, Poor... Superb etc.

Roll the dice and add the success to the trait being used.

A roll of +4 or -4 can be considered a critical success or critical failure. +4 means the character succeeded over expectations. -4 means it really didn't go well and may even backfire on the character.

To perform an Action that requires a roll, you roll one of theses Traits, be it an Attribute or a Skill (which ever seems more appropriate).

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Additionally, you can reduce the difficulty by 1 by spending a point of temporary passion. You can only do this if the action involves one of your passions, one of emotional ties or it's a last ditch survival type of roll. (See the section in Character's Melting Pot on Passions for details).

Contested actions can be rolled to see who gets the highest success or one roll could reduce the success of the first.

That covers the basics. If you need more information... refer to FUDGE™. ☺

Combat

Combat makes or breaks a system they say. Half true. If the setting wasn't great why would anyone want to play it?

On to the meat and beef of the rules. Of course you can freely ignore this section and use your own or FUDGE™'s default or modify it to your purposes.

Combat works in turns (or rounds) of action. A turn can be as quick or as long as is required in real time terms.

1. Initiative

Decide order of actions. Use the trait Instinct to determine in what order characters get to act (or react).

There are several ways to do this.

- All the characters roll Instinct and will act from highest to lowest.
- Highest Instinct rating goes first and so on.
- Roll Instinct for the first round of combat but for the ensuing turns just use the Instinct rating of the characters (or the initial success of the first roll).

If a character has multiple actions then roll Instinct for each extra action to determine where it comes in order of actions.

2. Declare Actions

Each character declares what they intend to do. This is optional and if it slows down combat or gets in the way then just skip it.

Each character declares what they intend to do starting with the character who will act last (so that faster characters know what the others are intending).

It is recommended to do this for the first turn of combat and then just skip it so that combat isn't slowed down.

3. Resolution

Work out what happens. The Game Master decides what to roll and difficulty. Don't forget modifiers (for previous done damage and other factors).

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The rolls are made. Damage is soaked and applied. And everything starts again.

- Players have a few options here.
- They can defer their action till later (so they can dodge or react to someone else's action). They can perform multiple actions as long as their compatible (i.e. the character can feasibly do the two at the same time. Example is shooting and running). Each additional action increases difficulty by all actions by +1.
- Changing action increased difficulty by +1.

Characters cannot dodge attacks that they cannot see coming. Dodging gunfire is not possible but a character can get out of the way.

A character can always perform a defensive action if they see the action coming and can do something. I.e. if a character has already acted then they must see if it's a compatible action and is at a +2 difficulty (+1 for additional action and another +1 for changing action).

If a character can attempt a dodge then use co-ordination.

But remember: murder is not combat.

Damage and Health

If the success of the attack is greater by two levels then there is a +1 bonus to the damage. If greater then 3 then a +2 bonus.

Calculate the damage by rolling the damage of the weapon. Weapon's damage is rated from 0 to +4. For a punch or kick, use Body. If it's a melee weapon, use Body and add the modifiers for the weapon. Damage less than 0 or Fair is just ignored (you can't give some one back damage points).

A gun with a damage capacity of 1 is not very powerful. Guns will normally rate lethal damage from 3 to 5 or 6 (or greater). Damage is nearly always Lethal.

Melee weapons such as clubs or bats will normally be Body plus some modifiers (+1 to +3 or +4) and the damage will be Bruising.

Melee weapons such as swords or knives will normally be Lethal damage.

I'm kicking around the idea of using Skill damage for weapons requiring skill such as swords or martial arts. A blow from a martial art can really hurt, not because of strength but skill. Likewise a sword can do more damage if it is handled by a skilled person then a strong person.

There are two Health Tracks.

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"Bruised" tracks damage from punches and clubs i.e. anything that does not cut or break the skin and causes "bruises". Once that track fills up any more bruising damage is done to the lethal track.

"Lethal" tracks damage from swords, knives, guns, falls etc. If the lethal track fills up, the character will die. Lethal must be taken care of as soon as possible otherwise it will continue to get worse, unlike bruised damage.

Each level of damage has a difficulty modifier. Use the highest level difficulty modifier.

There are seven levels with difficulty modifiers:

Undamaged (0)
Just A Scratch (0,0,0)
Hurt (-1)
Very Hurt (-2)
Incapacitated (-)
Near Death (-)
Dead (x)

If the damage is bruising damage the target can roll his body and add modifiers from his armour (0 to +3).

If the damage is lethal then the target can only roll armour to reduce the damage.

If the damage done in one turn is substantial (> 3 points) then the player should roll either Body or Will or spend a passion point (if they can) otherwise they will become unconscious.

Ranged Combat

Co-ordination should be used for throwing.

Appropriate skill for other ranged weapons (bow, spear, gun etc.) but if lacking skill can use co-ordination (as long as it's not a learned skill) at an increased difficulty.

For firearms the damage capacity rates from 0 to +4 (and greater).

For things like bows it is a modifier to a body roll and rates from 0 to +4.

Melee Combat

Co-ordination for basic melee weapons (clubs, sticks) but can't parry.

Appropriate skill for other weapons (sword etc.).

If an untrained skill required, character can use co-ordination instead at increased difficulty. If trained skill required can use co-ordination against opponent who does not have the skill either. Otherwise assume "terrible" rating (unless co-ordination is high then assume "poor").

Hand to hand Combat

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If the characters are both untrained in the type of combat (wrestling, fisticuffs etc.) then use co-ordination to determine success at hitting.

If one character is trained then other must use rating of "terrible" (or "poor" if co-ordination is high).

Must have some level of fighting skill to even consider parrying or blocking or doing more than just hitting.

A high trained skill is much better than a high untrained fighting skill.

The Worlds

The Veil

The Veil protects Earth and it's inhabitants. It is shaped by those it protects and extends as far as they are willing to see. It is as irrational as humans are as it is much part of the human condition as humans are.

The Veil is made of spiritual material (which is nicknamed Ether) and comes under the control of Ether.

The Veil is a layer around the Earth protecting it from the Void and everything else.

For every area (on Earth) the Veil has passion ratings. Most of the time areas have general passions with a default rating of poor or mediocre. Some areas have a particular passion quite high such as in a monastery where the passion peace has a rating of great or even superb.

Passion ratings on an area of the Veil can change due to the emotion of the people and beings in the area, time of year or century, a powerful event or just the normal flow of the surrounding area.

Some places have very little Veil or the Veil is very much connected to the area. Here Spirits and People are on the same level. From here Spirits can become temporary Demons and People can temporarily cross into the Veil. Other factors are required to make these states permanent most notably attunement of passions is important.

The Veil lies across the physical world yet passes through everything so beings in the Veil can travel through physical walls. Passions in areas, people and objects colour it more so then in the real world so old buildings may appear brand new, people's passions can give them vibrant or dark appearances etc.

In the Veil combat and everything work the same. Beings must still move by walking, running or flying. The only difference is there is no physical. Damage is done to the temporary passion track.

Effect on Mortals

The Veil protects people who have not been broken by the Void.

Things from outside the Veil, Minions, Zombies, Renegades, Chosen, and Soulless etc. are hidden from their sight to protect their sanity. They will rationalise what they see till it makes sense to them. If a group of people see it the lowest common denominator of a rational effects them all. Continuous exposure will break this blindness and give them a point of Void and lose a point of Sanity. It is a traumatic event. Not all gain powers though.

The only exception is video and photo. That evidence is not protected. Videotape of a Minion will show a Minion not an axe wielding manic like everyone said they saw.

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Spirits are part of the Veil and do not cause this traumatic event. This also includes Demons and Familiars. Be aware though most normal people will still not act rational when faced with these things for the first time and may still attempt to rationalise it (yet deep down they know it is true).

Spirits

Spirits have a trait called "spirit" instead of Void and Sanity. They generally have more passions as they are born out of emotions. It is more common to find a high power spirit than a high powered Renegade.

Spirit common powers are:

- Appear on other side of Veil
- Strike/Touch across Veil
- Manifest
- Travel at speed of Thought
- Influence Object
- Influence Living
- Talk/Be Felt across Veil
- Steal emotions (i.e. rob passion points)
- Travel to Void (level 10 only unless it is an Inbetween).

Void and Dreams do them more harm than they would to a human.

Spirits who can manifest take a single physical track. Two levels for each level of temporary passions. Every two levels of damage removes one of their temporary passions.

If a spirit loses their temporary passions they may die very quickly if they are not refilled with a passion point.

Demons and Familiars are like humans in that their physical damage is not linked to their passions as Spirits are.

Spirits can not have magics.

Spirits can have all the powers that Renegades have except for powers to do with Dreams and Void. This does not apply to Inbetweens who commonly have power over the Void.

Generally Spirits are bound close to their emotional ties so that they stick close to areas where they can "refill" on their passions.

Combat across the Veil

Fighting not manifested spirits is difficult. Objects made of Dreams and Void will do them damage, as will blasts of Ether. Ether and Spirit powers can be used to defend from them or damage them.

For spirits to strike out across from the Veil they must spend a point of passion but unlike humans can gain a point while spending a point (so if the action is within their passions it has no cost).

The Veil in other Shard Realms

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The Veil in other realms works pretty much the same. If man has journeyed beyond Earth then the Veil will extend to where they have travelled. Such is the nature of the Veil.

The Void

The Void is what the Veil protects mankind from. It is the seething mass of ultimate potential. The Earth and its Shard Realms are a small goblet of stability and energy. The two important commodities of the Void. The Void is not physical and physical dimensions do not limit it so it can be used to travel between planets, worlds, shards and dreams.

Characters lost in the Void can only use passions (or Will if high) to move. It's a struggle unless the character has some ability to move in the void.

For every few seconds (i.e. a turn of actions) a character is in the void without protection a sanity roll must be made but can be prevent if passion points can be spent.

A void of ten in the void for a character causes them to lose physical form and become part of the void.

If a character is far from a planet or earth then sanity loss is much quicker. I.e. they can not spend passion points and must roll sanity.

Protection can be got using Control Void, Control Ether and Void Travel.

Journeys to other Planets

Distance in the Void is malleable but distances must still be crossed. Travelling to other planets is a long journey and only those used to long times in the Void (such as Void Travellers) should attempt it. Patrons and other beings will try and molest the travellers. There are Void Ships, which travel quicker and provide greater protection (normally has a layer of Ether like a mini-Veil around them). But they are expensive to build and maintain and only a few cultures have them.

Journeys to Shard Realms

It requires travelling again in the Void. This time rather than going to a planet the travellers must move sideways. It is simply a change of perception rather than direction.

Journeys to Dream Realms (Common Dreams)

It is similar to travelling to Shard Realms but it is a speciality of Void Travel. The perceptions of the travellers must be precisely tuned to one of the many common dream realms. Once in a dream realm, travel to others is much easier.

Teleportation

Distance is mutable in the Void and by jumping into the Void and out, small and larger distances can be transversed instantaneously.

Void Material

Void is pure potential and over time can become anything from living flesh to planets. But the power to turn Void into a permanent substance is beyond even the most powerful of Patrons. All void stuff can temporarily appear as some material but will eventually dissolve and fade away.

Void material can block and damage Spirits and Demons but not Inbetweens.

Dreams

Dreams connect all living things inside the Veil and Shard Realms. The stuff of creative structured potential

Use Will to move in dreams with out entering one's own dreams but are bound by rules of that dream.

Rules of dreams are fluid and changing, certain actions are impossible and others become way too easy.

Use passions to change dreamscape to one's advantage or desires.

Can also use dream control to control and travel through a dreamscape.

But remember if it is not a common dreamscape then it's the dreamer who has the greatest power and it is her passions and will which must be overcome.

Fighting in dreams is hard because an opponent or protagonist may, on purpose or by accident, drift into another dream.

Dream Journeys

Dream journeys require constant exertion of will and mind and though not physically tiring is mentally exhausting. An easier approach is to ride someone else's dream but then control will be contested if the dream is not going where the traveller wishes to go.

Common Dreams

Common Dream Realms are stable worlds of dreams main embodying ideals from the people of the Shard Realms. Normal Dreamers can not access them.

To enter one a traveller must focus on the ideal of that dream and shift through dreams until he arrives there.

Common Dreams are the meeting place of dreamers, dream creatures and travellers and the exploration of ideals both of hope and fear. It is only from these stable oases in the sea of dreams that one can travel to other dimensions (higher and lower).

Dream Creatures and Dream Creatures in the Veil

Dream Creatures are embodiments of dream ideals. They are made of dreams and are fluid. They can not be defeated in the Dream Realms.

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If a Dream Creature enters the Veil it rips a portal from the Veil to the Dream Realms. The Veil becomes chaotic and Passions shift wildly. Characters and Spirits caught in such a tempest can sometimes find that their own passions and sanity has been presently changed. Yet more often than not, the changes are temporary and the Veil returns to what it once was.

Journeys to other Dimensions

There are two ways to enter other Dimensions. One is to become a being of a higher or lower dimension and then travel is nearly automatic.

The other is to seek out a Dream Creature in one of the Common Dream Realms and ask them to open a portal. Some Dream Creatures will refuse, others will open them without concern for consequence and others will use the traveller to open it (go figure it's dreams).

There is no guarantee that a person will be able to exist in the other dimensions and also what comes over from other dimensions will be good or bad or weaker or more powerful than anything else.

Higher/Lower Dimensions

The only thing known about the other dimensions is that it is only there that manipulation of time is possible. Time travel in this dimension is just not possible. Even foresight and hindsight show only threads of time not what will happen.

Dream Material

Dream Material is a constantly shifting and changing thing. It remains partly true to its original purpose but will eventually change itself out of existence.

It will hurt spirits.

Addenda

Possible Games and Settings

Some story and campaign ideas based on the setting.

- Gothic/Dark X-Men/Mutant X Hero type stories
- Pure Survival
- H.P. Lovecraft-esque
- Dark Angel-esque setting
- Stargate-esque stories (Void Travellers)
- More hyper-technology based by including advanced Void Travellers
- Zombie movies
- End of the World - either stopping it, starting it or helping it
- Battle of the Gods (Patrons)

Dublin Setting

Dublin, the capital of Ireland, is the eye of the Celtic Tiger.

Ireland is a place of the old ways and traditions. The secrets of before man have not been lost but hidden in Pagan and Christian traditions. The superstitious here have some basis.

But the young laugh at the old stories and move to the City, the new centre of technology and development more ignorant then ever of the world behind the veil.

There is a large enough Demon and Familiar population in Dublin, a hundred or so. The mostly human looking live among the sprawling minorities, the others keep to the shadows. They can't live outside the city. The older folk know of them and how to protect themselves and banish Familiars and Demons from their sight. The city people are unaware of them.

There is a slow rise of those that are aware of the secrets of the veil. It is not a huge mass but a few academics, researchers and police. They have started to suspect that there are things unknown to normal man. Not all of those that are aware are Valiant Mortals. Many just protect themselves. But there are a few who do fight back.

They fight the corruption that has controlled the government and the police force from the inside and outside. Some of theses few don't even realise that the most powerful corruption comes from outside of the world.

There are few, small and private, groups that practice magic; a witches' cabal that goes up every full moon to the Wicklow mountains, a academics club that swap and borrow ancient occult tomes, a few private individuals who follow specific writings...

Only recently have a group of Druids returned. Travellers from outside earth they have set themselves up in a small part of the city. There are few that know the true nature of theses visitors and the few that do wonder at their recent return.

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There is a feeling that things are going to be shaken up, the city itself provides a key to the fore coming events what ever they may be.

Sample Characters

Mortal: Buster the Thug

Buster
Type: Mortal
Concept: Thug

[-3) Terrible, (-2) Poor, (-1) Mediocre, (0) Fair, (+1) Good, (+2) Great, (+3) Superb, (+4) Legendary]

Body: Great
Coordination: Good
Charisma: Mediocre
Perception: Fair
Intelligence: Mediocre
Instinct: Good
Willpower: Fair

Skills (* learned):
Uncommitted Skill Levels:

Armed Fighting: Good
Unarmed Fighting: Good
* Boxing (or some trained fighting skill): Good
* General Firearms: Good
Lying: Fair
Streetwise: Fair
Running: Fair
Football: Fair
Driving: Fair
* Mechanic: Fair
Bribery: Fair
Street Gossip: Fair

Backgrounds:
Job: Fair
Friends: Fair
Money: Fair
Backup: Great

Passions (Driving Emotion/Emotional Tie/Rating):
Excitement/Fighting/Good
Pride/Ego/Great
Joy/Friends/Fair

Void/Sanity: 0
Temporary Passions: 5

Weapons (Type/Damage Type/Damage Capacity):
Club/Bruising/Good
Replicate Pistol/Lethal/Good

Notes:
Buster works as a bouncer and feels fulfilled in his work as long as he gets in a few digs during the course of the week. He

enjoys people and likes to tell and hear the latest street gossip.

Mortal: Joe Anderson Office Worker

Joe Anderson
Type: Mortal
Concept: Office Worker

[-3) Terrible, (-2) Poor, (-1) Mediocre, (0) Fair, (+1) Good, (+2) Great, (+3) Superb, (+4) Legendary]

Body: Mediocre
Coordination: Fair
Charisma: Good
Perception: Good
Intelligence: Fair
Instinct: Fair
Willpower: Fair

Skills (* learned):
Uncommitted Skill Levels: 4

Football: Great
Going Out: Great
Persuade: Great
Fast-talk: Good
Interview: Fair
* Law: Good
* Accounting: Fair
Computer Use: Mediocre
* Driving: Fair

Backgrounds:
Money: Good
Job: Good
Family: Fair
Status: Fair

Passions (Driving Emotion/Emotional Tie/Rating):
Jealousy/Material Wealth/Superb
Pride/Football/Great

Void/Sanity: 0
Temporary Passions: 5

Notes:
Joe is an average office worker. He enjoys his job but enjoys football more and harbours childhood fantasy's of playing for some English league football team.

Reclaimer Minion

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Reclaimer
Type: Minion
Concept: Reclaimer Minion
Patron: A patron of destruction

[(-3) Terrible, (-2) Poor, (-1) Mediocre,
(0) Fair, (+1) Good, (+2) Great, (+3)
Superb, (+4) Legendary]

Body: Superb
Coordination: Legendary
Charisma: Terrible
Perception: Superb
Intelligence: Fair
Instinct: Good
Willpower: Fair

Skills (* learned):
Uncommitted Skill Levels:

Hunting (in any condition): Superb
Unarmed Combat: Great
Melee Combat (arms spikes can be considered
melee weapons): Great
Dodge: Fair

Backgrounds:
None

Passions (Driving Emotion/Emotional
Tie/Rating):

Rage/Kill Prey/Superb
Joy/Carnage/Good
Excitement/The Hunt and The Battle/Good

[1. Senses, 2. Novice, 3. Student, 4.
Mature, 5. Teacher, 6. Master, 7. Guide]

Powers (Power/Rating/Emotion):
Anti-psyhic/Student/Rage
Anti-magic/Student/Rage
Control of Life/Mature/Joy

Magics (Power/Rating/Emotion):
None

Common Powers:
1. Increased Healing
2. Increased Instinct
3. Increased Body
4. Keening Sense

Handicaps/Derangements:
Flesh inside outside
Inhuman looking
Short life span (5 to 6 years at most)

Void/Sanity: 8
Temporary Passions: 10

Claws have a damage capacity of +3 and
Lethal damage

Notes:

Reclaimer is a typical minion. Most minions
have very focused goals and a short life
span but are well equipped to complete that
goal. If prevented from their goal they
become frustrated and angry.

This particular Reclaimer is about 7 to 8ft
tall. A thin head with a long crocodile head
and instead of hands, huge razor sharp
claws. It's skin seems to be inside out.

Renegade Tactician: Andy

Andy
Type Renegade: Tactician:
Concept: Paranoid Andy
Patron: N/A

[(-3) Terrible, (-2) Poor, (-1) Mediocre,
(0) Fair, (+1) Good, (+2) Great, (+3)
Superb, (+4) Legendary]

Body: Fair
Coordination: Good
Charisma: Poor
Perception: Superb
Intelligence: Great
Instinct: Good
Willpower: Mediocre

Skills:
* Demolitions: Fair
* Firearms: Fair
* Knife Fighting: Fair
Tactics: Great
Games: Superb
Computer Use: Great
* Computer Programming: Good
* Computer AI: Good

Backgrounds:
Library: Good
Status: Poor

Passions (Driving Emotion/Emotional
Tie/Rating):
Excitement/Game Playing/Superb
Anxiety/Reaction of Other People/Fair
Guilt/Taking credit in other people's
work/Fair

[1. Senses, 2. Novice, 3. Student, 4.
Mature, 5. Teacher, 6. Master, 7. Guide]

Common Powers:

1. Inc. Instinct
2. Inc. Healing
3. Flying
4. Minor Void Control
5. Minor Void Peering

Powers:
Telekinesis: 3 (Excitement)
Foresight: 2 (Anxiety)
Control of Machines: 3 (Excitement)

Handicaps/Derangements:
Paranoia

Void/Sanity: 5
Temporary Passions: 5

Notes:

Void Universe: Renegade
An RPG Setting by Mark Cunningham

Andy was a professor of artificial intelligence. His love of mind and games was expansive and he considered himself a genius. His death forced him to realise his genius was built on the work of others who he credited to himself. This has made him apprehensive of others; paranoid of their opinions and his own secrets.

Renegade Assassin: Cammy

Renegade Assassin

Body: Mediocre
Coordination: Good
Charisma: Superb
Perception: Good
Intelligence: Fair
Instinct: Fair
Willpower: Good

Demolitions: Good
Firearms: Superb
Martial Art: Superb
Acting: Good
Disguise: Great
Poisoning: Good
Style: Superb
Seduction: Great
Etiquette: Fair
Computer Use: Fair
First Aid: Poor

Money: Fair
Backup: Poor
Library: Poor

Guilt/Being Alive/Great
Anger/At Worlds Treatment/Superb
Despair/Everything Lost/Good

Life Magic: Mature (Anger)
Dreams: Student (Despair)
Shapeshifting: Novice (Guilt)
Void Travel: Student (Guilt)

1. Inc. Perception
2. Inc. Healing
3. V. Keening
4. Flying
5. Inc. Instinct

Based on my old favourite concept of a raised-from-the-dead-victorian-lady-turned-kick-ass-and-sexy-assassin-who-happens-to-be-called-Cammy. She did die during the Victorian era but a stalker wizard managed to prevent her spirit/essence from moving on. Modern day and he manages to figure out a way by creating a body out of void (original idea was growing an body using advanced genetics) and place the spirit back in the body.

He manages to do it but is driven mad in the process and starts quite quickly to deteriorate as his life prolonging magic fails. Cammy is left in the care of a international organisation that studies and

explores the supernatural, which is run by an Immortal (in the original concept he was an immortal angel).

Unfortunately life in the modern world is not perfect. Cammy gets raped and beaten and her anger takes her over. A friend of the Immortal called Samantha (who was also somehow involved in her rebirth) steps in to prevent Cammy from following a self-destructive path. Samantha is a professional mercenary. She teaches Cammy how to kill and fight and Cammy turns it to her own style.

Renegade General: Jay

Jay
Type: Renegade: General
Concept: Dreamer Leader
Patron:

[(-3) Terrible, (-2) Poor, (-1) Mediocre, (0) Fair, (+1) Good, (+2) Great, (+3) Superb, (+4) Legendary]

Body: Good
Coordination: Fair
Charisma: Good
Perception: Great
Intelligence: Great
Instinct: Fair
Willpower: Great

Skills (* learned):
* Composition: Fair
Tactics: Good
Business: Fair
Management: Good
* Accounting: Fair
Etiquette: Fair
Diplomacy: Good
Interviewing: Fair
Streetwise: Fair

Uncommitted levels: 2

Backgrounds:
Money: Great

Passions (Driving Emotion/Emotional Tie/Rating):
Guilt/Wife's coma/Great
Love/Wife/Fair
Duty/Responsibility/Good

[1. Senses, 2. Novice, 3. Student, 4. Mature, 5. Teacher, 6. Master, 7. Guide]

Powers
Control of Dreams: 4 (Duty)
Control of Air: 2 (Guilt)
Control of Life: 2 (Love)

Common Powers:
1. Inc. Healing
2. Inc. Perception
3. Inc. Body
4. Flying
5. Minor Void Peering

Handicaps/Derangements:
Fanatism and Control-freak

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Notes:

Jay was a great businessman until a drunk crashed into his car. He survived but his wife ended up in a permanent coma. He never recovered. His business flourished and he dived into his work. His own death and change had sharpened that guilt and sense of duty and feels he must help the world and won't let the battalion rest.

Renegade Soothsayer: Leana

Soothsayer

Body -1
Co-ordination 0
Char 1
Int 1
Instinct 0
Per 1
Will 1

Acting 1
Literary Arts 3
Lying 0
Drawing 2
Dance 0
Computer Use 0
Culture 0
Driving 1
Style 0
Psychology 1

Family 0
Money -2
Friends -2
Library -2

Love - Ken - 3
Frustration/Despair - Missing life - 0
Hope - Future - 1

Hindsight 1 - Despair
Foresight 1 - Hope
Telepathy 1 - Love
Life magic 2 - Love
Dead magic 2 - Despair
Spirit magic 2 - Hope

Common

1. Per
2. Healing
3. Flying
4. Minor void peering
5. Keening sense

Handicaps & Derangements
Compulsive fear of dark/shadow

Was aspiring writer until death took her. The change had a traumatic effect on Leana and left her with a terrible fear of darkness. Coupled with knowledge that her love is missing her and knows of her existence she is wracked by frustration. She has a sensitive personality and even before the change had an aptitude towards psychic ability, which has now, been increased.

Renegade Diplomat: Phil

Renegade Diplomat

Body: Fair
Coordination: Great
Charisma: Good
Perception: Fair
Intelligence: Fair
Instinct: Superb
Willpower: Fair

Animal Care: Fair
Acrobatics: Good
Dancing: Fair
Intrigue: Mediocre
Pick Up Languages: Fair
Con: Good
Detect Lies: Good
French: Fair
German: Fair
Lying: Good
Driving: Mediocre
Geography: Mediocre

Friends: Poor
Library: Fair

Pride/Appearance/Good
Curiosity/About Life/Good
Grief/Loss of his life/Good

Animal Aspect Cat: 6 (Pride)
Control of Ether Magic: 4 (Curiosity)

1. Inc. Perception
2. Inc. Healing
3. Inc. Instinct
4. Flying
5. V. Keening

Derangement

Fanatical about image and ego

A male model by original trade his death was due to an overdose on drugs. This was the work of the Inbetweens not himself. Upon his rebirth he was shocked and horrified at his change and his inability to return to his life yet he realised the change brought advantages. His powers of the cat grew and rather than be horrified at the changes in himself he is excited and even proud of them.

Sorcerer: Lan Xaiver

Lan Xaiver
Type: Sorcerer
Concept: An Academic Occultist

[(-3) Terrible, (-2) Poor, (-1) Mediocre, (0) Fair, (+1) Good, (+2) Great, (+3) Superb, (+4) Legendary]

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Body: Mediocre
Coordination: Mediocre
Charisma: Mediocre
Perception: Fair
Intelligence: Superb
Instinct: Mediocre
Willpower: Fair

Skills (* learned):
Uncommitted Skill Levels:

- * Ancient Cultures: Fair
- * Arcane Lore: Fair
- * Ancient Languages: Good
- * Research: Good
- * BookLore: Good
- * Literary Arts: Mediocre
- * History: Fair
- * Literature: Fair
- * Occultism: Good
- * Folklore: Fair

Backgrounds:
Job: Mediocre
Money: Mediocre
Library: Great

Passions (Driving Emotion/Emotional Tie/Rating):

Curiosity/Search for Knowledge/Good
Joy/Gaining of Knowledge/Fair
Anxiety/Other People's Opinions/Fair

[1. Senses, 2. Novice, 3. Student, 4. Mature, 5. Teacher, 6. Master, 7. Guide]

Magics (Power/Rating/Emotion):
Spirit Magic/Master/Curiosity
Dead Magic/Novice/Curiosity
Living Void Matter Magic/Novice/Joy
Shape-shifting Magic/Mature/Anxiety

Path (Handicaps/Derangements):

Study of books leading to secretive, paranoid and obsession.

Void/Sanity: 4
Temporary Passions: 5

Notes:

Lan is a young man with the face of an old man. He took a job at a bookshop while finishing his college degree. The bookshop owner was a weird one and when he passed away he left the bookshop to Lan. Lan discovered that the bookshop owner had been an avid collector of the occult. Lan left college and started to study the books and so started his journey on his path.

Sorcerer: Sandra

Sandra
Type: Sorcerer: Witch
Concept: A young Wiccan bubbling with life

[(-3) Terrible, (-2) Poor, (-1) Mediocre, (0) Fair, (+1) Good, (+2) Great, (+3) Superb, (+4) Legendary]

Body: Mediocre
Coordination: Fair
Charisma: Great
Perception: Good
Intelligence: Fair
Instinct: Great
Willpower: Good

Skills (* learned):
Uncommitted Skill Levels: 0

- * Witchcraft: Good
- * Herb lore: Mediocre
- Computer Use: Mediocre
- * Riding: Mediocre
- * Swimming: Fair
- * French: Fair
- * Latin: Fair
- Acting: Fair
- * Driving: Mediocre
- * Graphic Design: Fair
- Drawing: Good
- Painting: Good

Backgrounds:
Money: Good
Library: Mediocre
Family: Mediocre

Passions (Driving Emotion/Emotional Tie/Rating):
Joy/Life/Good
Lust/Power/Fair
Fear/Old Age/Good

[1. Senses, 2. Novice, 3. Student, 4. Mature, 5. Teacher, 6. Master, 7. Guide]

Magics (Power/Rating/Emotion):

Spirit Magic/Mature/Joy
Control of Life Magic/Teacher/Fear
Control of Dreams Magic/Mature/Lust
Control of Ether Magic/Mature/Lust

Path (Handicaps/Derangements)

Delusions and separation from the rest of the world

Void/Sanity: 4
Temporary Passions: 5

Notes:

Sandra, coming from a well to do family, discovered Wiccan while in College.

Soulless: Alex Trom

Alex Trom
Type: Soulless
Concept: A terrible arsonist
Patron: A patron of destruction and fire

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[(-3) Terrible, (-2) Poor, (-1) Mediocre,
(0) Fair, (+1) Good, (+2) Great, (+3)
Superb, (+4) Legendary]

Body: Fair
Coordination: Good
Charisma: Great
Perception: Fair
Intelligence: Great
Instinct: Good
Willpower: Great

Skills (* learned):
Uncommitted Skill Levels: 1

* Arson: Legendary
* Driving: Poor
Computer Use: Fair
Streetwise: Fair
Game-playing: Good
Tactics: Fair
Salesmanship: Fair
Fast-talk: Good
Witty remarks: Fair

Backgrounds:
Backup (Inbetweens): Great

Passions (Driving Emotion/Emotional
Tie/Rating):
Joy/Destruction by Fire/Great
Rage/Authorities and Mass of People/Fair
Excitement/The Game/Great

[1. Senses, 2. Novice, 3. Student, 4.
Mature, 5. Teacher, 6. Master, 7. Guide]

Powers (Power/Rating/Emotion):
Control of Fire/Mature/Joy
Firestarter/Senses/Joy

Common Powers:
1. Keening sense
2. Movement in Void
3. Flying
4. Minor Void Control
5. Minor Void Peering

Handicaps/Derangements:
* His body shows scars of being burnt and
the more driven he is by the carnage the
more twisted and like his patron he becomes.
* His obsession with fire and destruction
also increases with void.

Void/Sanity: 5
Temporary Passions: 5

Notes:

Alex always had a thing for fires but for
most of his life it was nothing more than a
hobby. But about 5 years ago he lost his job
as a sales man. He had started to get
disgruntled by the people's attitude to him
and had earned him the disrespect of his
boss. Alex was so angry he went and burned
down the old place of his work. This started
him on a path of destruction, which did not
go unnoticed by a Patron.
Special Forces shot him when he hung around
a fire he had started too long. The

Inbetweens nabbed him and he was made into a
Soulless. His thirst for destruction has
increased and any sense of morality and
consciousness is lost.

Spirit: Fire Elemental

Fire Elemental
Type: Spirit
Concept: Small Fire Elemental

[(-3) Terrible, (-2) Poor, (-1) Mediocre,
(0) Fair, (+1) Good, (+2) Great, (+3)
Superb, (+4) Legendary]

Body: Fair
Coordination: Fair
Charisma: Good
Perception: Good
Intelligence: Mediocre
Instinct: Mediocre
Willpower: Good

Skills:

Fire starting: Superb
Combustible material: Superb

Backgrounds:
None

Passions (Driving Emotion/Emotional
Tie/Rating):

Joy/Things Burning/Superb

[1. Senses, 2. Novice, 3. Student, 4.
Mature, 5. Teacher, 6. Master, 7. Guide]

Powers (Power/Rating/Emotion):

Control of Fire/Guide/Joy

Common Powers:
1. Strike/Touch across Veil
2. Influence Object
3. Influence Living
4. Steal emotions
5. Manifest

Spirit: 5
Temporary Passions: 10

Notes:

This Fire Elemental only enjoys burning
things. Not all Fire Elementals enjoy
burning things, some enjoy giving light or
cooking food. Not all fires have Elementals
only fires that have been invested with
emotions (such as a great fire or a fire
that has taken lives or a fire that has gone
out of control and has sent panic and fear
in it's path).

Spirit: Great Dragon

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Great Dragon
Type: Spirit
Concept: Big Dragon

[(-3) Terrible, (-2) Poor, (-1) Mediocre,
(0) Fair, (+1) Good, (+2) Great, (+3)
Superb, (+4) Legendary]

Body: Superb
Coordination: Good
Charisma: Great
Perception: Superb
Intelligence: Superb
Instinct: Superb
Willpower: Good

Skills:
Trickery: Great
Dragon Speak: Great
Old English: Good
Modern Day English: Poor
Game Playing: Great
Human Lore: Great
Dragon Lore: Superb
Ancient Knowledge: Superb
Occult Lore: Great
Secrets of Man and Dragon: Great
Modern Day Lore: Terrible

Backgrounds:
Treasure: Great
Backup: Terrible
Friends: Terrible

Passions (Driving Emotion/Emotional
Tie/Rating):

Peace/Sleep/Good
Anger/Disturbance and Theft/Superb
Satisfaction/Food and Gold/Fair
Hope/Destiny and Fate/Good

[1. Senses, 2. Novice, 3. Student, 4.
Mature, 5. Teacher, 6. Master, 7. Guide]

Powers (Power/Rating/Emotion):

Control of Life/Mature/Satisfaction
Control of Fire/Guide/Anger
Shapeshifting/Guide/Hope

Common Powers:

1. Appear on other side of Veil
2. Strike/Touch across Veil
3. Manifest
4. -
5. Influence Object
6. Influence Living
7. Talk/Be Felt across Veil
8. Steal emotions
9. -
10. Travel to Void

Spirit: 10
Temporary Passions: 10

Notes:

Once the dragons travelled the physical world as well as the veil but over the aeons of time the dragons have become nothing more than memory, spirits residing in the Veil.

They are not more than a mix of fantasy and dim memory of what they once were. They rarely move from where they sleep and oft times they reside on a vast collection of ancient treasure that is much part of the Veil as the Dragons themselves.

Dragons reside deep in mountains or caverns or under the sea, place inaccessible to man even today.

There are legends though that the Dragons sometimes take human form and travel to the world of the living.

Yet all evidence says dragons are dying and it is better to leave a sleep dragon be.

Valiant Mortal: Ken

Ken
Type: Valiant Mortal
Concept: Love of Leana

[(-3) Terrible, (-2) Poor, (-1) Mediocre,
(0) Fair, (+1) Good, (+2) Great, (+3)
Superb, (+4) Legendary]

Body: Fair
Coordination: Good
Charisma: Mediocre
Perception: Great
Intelligence: Good
Instinct: Fair
Willpower: Great

Skills (* learned):
Uncommitted Skill Levels: 3

Computer Use: Good
Athletics: Fair
* Literature: Fair
* Martial Arts: Fair
* Computer Programming: Great
Computer Games: Great
* Electronics: Fair
* Driving: Good

Backgrounds:
Money: Good
Family: Fair
Job: Good
Library: Good

Passions (Driving Emotion/Emotional
Tie/Rating):

Love/Leana/Superb
Grief/Loss of Leana/Fair
Curiosity/Gadgets, Inventions, Toys/Mediocre

[1. Senses, 2. Novice, 3. Student, 4.
Mature, 5. Teacher, 6. Master, 7. Guide]

Magics (Power/Rating/Emotion):

Control of Machines/Novice/Curiosity
Telepathy/Novice/Curiosity

Common Powers:
1. Inc Healing
2. Inc Perception

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Handicaps/Derangements:

1. Missing Arm
2. An obvious facial twitch

Void/Sanity: 2

Temporary Passions: 5

Notes:

After the experience with the Reclaimer, Ken has changed. He has joined up with others in secret who know about the dark things in the world and helps them when he can but he never forgets Leana (who is now a Renegade). Ken during the day is a consultant, who involves long hours, big money but long breaks allowing him the chance to join in the fight.

Void Traveller: Lon

Lon

Type: Void Traveller - Druid

Concept: A young fresh druid returned home for a secretive mission

[(-3) Terrible, (-2) Poor, (-1) Mediocre, (0) Fair, (+1) Good, (+2) Great, (+3) Superb, (+4) Legendary]

Body: Mediocre
Coordination: Good
Charisma: Mediocre
Perception: Good
Intelligence: Great
Instinct: Good
Willpower: Fair

Skills (* learned):

Uncommitted Skill Levels:

Druid Lore: Fair

* Urban Survival: Good

* Wilderness Survival: Fair

Singing: Fair

Storytelling: Fair

* High Magic Ritual Lore: Good

Intrigue: Fair

* Void Science: Good

* Animal Lore: Mediocre

* Basic Medicine: Fair

* Staff as a Weapon: Good

Backgrounds (* not applicable on Earth):

Druid Status: Mediocre (Fair*)

Backup: Mediocre (Great*)

Guide: Good

Library: Poor (Mediocre*)

Passions (Driving Emotion/Emotional Tie/Rating):

Compassion/All Life (with the exception of Patrons)/Great
Duty/The Order of the Druids/Great

[1. Senses, 2. Novice, 3. Student, 4. Mature, 5. Teacher, 6. Master, 7. Guide]

Powers (Power/Rating/Emotion):

Control of Life/Mature/Compassion
Control of Ether/Senses/Duty

Magics (Power/Rating/Emotion):

Control of Fire/Novice/Duty
Control of Earth/Novice/Compassion
Control of Air/Novice/Duty
Control of Water/Novice/Compassion

Void (Void Travel): 5

Temporary Passions: 5

Notes:

Lon is a young adept in the Order of Druids. The Druids left Earth millennia ago and now Lon is among a party of ten or so who have returned. Lon is not privy to the reason for their return but will follow the Order and his Mentor where ever is required.

Zombie

[(-3) Terrible, (-2) Poor, (-1) Mediocre, (0) Fair, (+1) Good, (+2) Great, (+3) Superb, (+4) Legendary]

Body: Poor
Coordination: Mediocre
Charisma: Terrible
Perception: Poor
Intelligence: Mediocre
Instinct: Mediocre
Willpower: Great

Skills (* learned):

Grapple: Good

Eat Flesh: Great

Sense Living: Legendary

Backgrounds:

None

Passions (Driving Emotion/Emotional Tie/Rating):

Hunger/Alive Flesh/Legendary

Temporary Passions: 10

Notes:

Zombie parts remain alive even after being chopped off but have much reduced mobility. Zombies are driven by a lust of living flesh. As soon as they sense a living person or animal they descend upon it and demolish it by eating it while still alive. Zombies in large groups are fierce some, single zombies are pathetic.

Zombies can appear at certain times in certain places but the reason for their existence is not known.

History

Version	Date	Description
0.1	29 th May 2002	Initial draft of ideas and fiction - no Rules System
0.2	14 th June 2002	<ul style="list-style-type: none"> • Added New Others: The Cursed, Familiars and Demons. • New Sections: Credits, Characters, Traits, Rules etc. • Removed Sections: The Systems, Some detailed notes on Renegades. • Rewrote Setting and Others • Several blank sections to be filled • Minor updates!
0.3	17 th June 2002	<ul style="list-style-type: none"> • Updated Cursed: Vampires, Spirit Rules, Derangements, Introduction • New Sections: Inspirations, Character Development, "Serious Note" in Derangements • New Character Type: Scientist • Added sketch artwork • Minor updates!
0.4	22 nd June 2002	<ul style="list-style-type: none"> • Updated explanation of Dream Realms • Added Astral Plane • Added Dream Creatures, Dream People, Spirit People, Angels and Devils to the list of Inhabitants. • Rearranged sections • Character Creation • Rules (using FUDGE) • Character Sheet • Character Creation, Combat and Powers Cheat Sheets
0.5	28 th June 2002	<ul style="list-style-type: none"> • Requirements for usage of Magic/Powers (Sympathetic Link) • Fix to Character Sheet • Change of name to "Void Universe: Renegade" from just "Renegade" • Dublin Setting
0.6	16 th July 2002	<ul style="list-style-type: none"> • Much more detailed Character Creation • Updated and partially playtested Combat Rules • Rules on the different worlds • Added section Worlds • Sample Characters

Pending

Status	Description
Later Development	Sample Characters Cleanup/Update System Tweaking Wizards and Sorcerers expanded Valiant Mortals expanded

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Void Travellers expanded
More Sample Characters and Creatures
Proofread
Better artwork
More Fiction
Character Sheet

Void Universe: Renegade RPG Character Sheet

Name: _____
 Player: _____
 Type: _____
 Concept: _____
 Patron: _____

Description

Attribute	Attributes Rating	Learned	Skill	Skills	Rating
Body:	_____	[]	_____	_____	_____
Co-ordination:	_____	[]	_____	_____	_____
Charisma:	_____	[]	_____	_____	_____
Intelligence:	_____	[]	_____	_____	_____
Instinct:	_____	[]	_____	_____	_____
Perception:	_____	[]	_____	_____	_____
Will:	_____	[]	_____	_____	_____

Background	Backgrounds Rating	Learned	Skill	Skills	Rating
_____	_____	[]	_____	_____	_____
_____	_____	[]	_____	_____	_____
_____	_____	[]	_____	_____	_____
_____	_____	[]	_____	_____	_____
_____	_____	[]	_____	_____	_____
_____	_____	[]	_____	_____	_____
_____	_____	[]	_____	_____	_____
_____	_____	[]	_____	_____	_____

Passions

Driving Emotion	Emotional Tie	Rating
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Magics and Powers

Power/Magic	Rating	Passion
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Pools Void [] [] [] [] [] [] [] [] [] [] (Sanity)
 Passion [] [] [] [] [] [] [] [] [] []

Health Bruised (0) [] (0) [] (0) [] (-1) [] (-2) [] (-) [] (-) [] (-) []
 Lethal (0) [] (0) [] (0) [] (-1) [] (-2) [] (-) [] (-) [] (-) []

Derangements and Handicaps	Notes
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*Ratings: -3. Terrible. -2. Poor. -1. Mediocre. 0. Fair. +1. Good. +2. Great. +3. Superb. (+4. Legendary).
 Power Ratings: 1. Senses. 2. Novice. 3. Student. 4. Mature. 5. Teacher. 6. Master. 7. Guide.*