

PLAYER PURCHASED FRAGMENTS

adversary - a person who would wish your life full of difficulty

foe	(1)	someone who has earned your enmity
enemy	(2)	a constant thorn in your side, thwarting you at every turn
archenemy	(3)	your hated adversary, who you would stop at nothing to destroy
nemesis	(4)	your single greatest foe, with whom you have shared countless battles but never truly bested
devil	(5)	your one reason for living, who destroyed everything and everything you hold dear

modifiers

foil	(x1)	you are directly disrupting the plans of your opponent
duel	(x2)	you are fighting your opponent
sacrifice	(x4)	you are sacrificing yourself to stop you opponent
hypocrisy	(-x1)	your actions are aiding your opponent's cause
self-betrayal	(-x2)	your actions are aiding your opponent directly

attribute - a natural and raw ability

above average	(1)	you have honed this part of yourself
gifted	(2)	you excel in this characteristic
human peak	(3)	you embody the best a mere man can achieve
beyond human	(4)	you have moved beyond the shallow limits of your species
inhuman	(5)	your power is so great it can no longer be even considered remotely human

modifiers

related	(x1)	this attribute figures big in this test
pure	(x3)	a test specifically designed to measure your level in this attribute

examples

raw strength, steel-trap mind, sexy charm

“What piece of work is man! how noble in reason! how infinite in faculties! in form and moving how express and admirable! in action how like an angel! in apprehension how like a god! the beauty of the world, the paragon of animals!” – William Shakespeare, *Hamlet*

comrade - someone you can count on

companion	(1)	a brother in arms, someone you trust, respect, and depend on but rarely confide in
friend	(2)	a pal who has stood with you though thick and thin
intimate	(3)	knows your past, your fears, your dreams and would follow you to the ends of the earth were it necessary
blood brother	(4)	knows everything about you and would willingly die to save your life – possibly confirmed by some sort of ceremony
soul mate	(5)	the one for you—ceremony would be good here

modifiers

back to back	(x1)	protecting and helping one another in great duress
rescue	(x2)	fighting for you comrade who is unable to defend himself
retribution	(x2)	you are avenging your comrade's death
last chance	(x3)	your comrade will die if you do not make this test
sacrifice	(x4)	you are sacrificing yourself for your comrade
abandonment	(-x1)	your comrade needs your help, but you are not actively helping them
mourning	(-x1)	your comrade is dead
defection	(-x2)	you are opposing the actions of your comrade
double cross	(-x3)	you are aiding your comrade's killer or mortal enemy
betrayal	(-x3)	your comrade will be considerably harmed by your actions
judas	(-x4)	you are attempting to kill you comrade

“Therefore to have servants is power; to have friends is power; for they are strengths united.” – Thomas Hobbes, *Leviathan*

fear - we all must face things which fill us with terror

dread	(1)	even thinking about the thing you fear sets your teeth on edge, possibly dizziness or vomiting in its presence
phobia	(2)	even thinking about the thing you fear gets you ready to run, all out flight in its presence

terror (3) even thinking about the thing you fear causes you to cry or howl, near madness in its presence

modifiers

flight (x1) you are running from the thing you fear
reminder (-x1) something reminds you of the thing you fear
face to face (-x2) you are in the presence of the thing you fear
nightmare (-x3) you are facing an extreme form of the thing you fear
it's everywhere! (-x4) intimate contact with the thing you fear

examples

arachnophobia, fear of helplessness, confronting my long-lost parents

notes

A player taking the *Fear* Fragment nets a number of Character Points equal to the taken level. For example, if Ben takes arachnophobia at level 2, he spends no points. Instead he gains 2 Character Points.

field - an area of importance to you and that awards you advantage

advantageous (1) you are in a location that places you at a significant advantage
special (2) this locale has some considerable emotional significance to you
momentous (2) this locale has some historical or technical significance (place of magical power, etc.)

modifiers

presence (x1) you are acting on this place of importance
reenactment (x3) your actions parallel this location's significance
desecration (-x2) your presence or actions defile this place

examples

stone hedge, family manor, the 7th street back alley where you first kissed Lizzy

handicap - a physical weakness

flawed (1) limp, poor vision, etc. – allowing you to retain some function in the affected area, but at a significant disadvantage
damaged (2) missing arm, leg, or other part of a pair. Some ability retained, but massive disadvantage
destroyed (3) total inability to function in the effective area – includes blindness, deafness, and paraplegia

modifiers

difficulty (-x1) your action normally utilizes the affected area
inability (-x4) your action normally relies exclusively on the affected area

notes

A player taking the *Handicap* Fragment nets a number of Character Points equal to the taken level. For example, if Ben takes poor vision at level 1, he spends no points. Instead he gains 1 Character Points.

ignorance - lack of a basic, even intuitive knowledge

unaware (1) a this area is completely foreign to you
unteachable (2) you have so little understanding of the area that you cannot successfully mimic the actions of others, make inferences from your existing knowledge, or gain understanding over time

modifiers

related (-x1) this action would be made easier with some of the appropriate knowledge, but it is not strictly necessary
simple (-x2) this action would normally require the information, but with a small degree of though it might be reasoned out
required (-x3) this action would be trivial with the appropriate knowledge, but otherwise is fairly unintuitive
impossible (-x4) a person with the knowledge would be able to do this, but you can only hope to get lucky

examples

cannot interact with computers, no concept of modern mannerisms, does not understand long-distance communication

notes

A player taking the *Ignorance* Fragment nets a number of Character Points equal to the taken level. For example, if Ben takes no concept of modern mannerisms at level 1, he spends no points. Instead he gains 1 Character Points. A player taking *Ignorance* limits his future Fragment purchases. He may never buy a Fragment that would directly contradict his *Ignorance* Fragment, unless he 1) gets GM approval and 2) spends enough Character Points to buy off his *Ignorance* Fragment.

item - some object of power or value

poor quality (-1) a this item is of particularly low quality

quality	(1)	this item is of excellent quality
significant	(1)	this item has some considerable emotional significance to the user
special	(2)	this item is of incredible emotional or historical significance
blessed	(3)	this item is imbued with some greater power
unique	(4)	this item is the greatest of its kind that exists. It has incredible power, and great historical significance

modifiers

usage	(x1)	you are using this item
purpose	(x4)	you are using this item of its one true purpose
misusage	(-x4)	you are using this item against its one true purpose

examples

excalibur, locket of hair from Lizzy, wizard's staff, the millennium falcon

knowledge - insight not normally available even to someone who is looking

powerful	(1)	you know some particularly illumination information with regard to your action that most are unaware of
arcane	(2)	you have obtained secrets with regard to your action that provide dazzling insight
essence	(3)	you understand the very nature of your action to the core, thanks to some information

modifiers

described	(x1)	what you are doing is explained in the knowledge
intent	(x4)	your knowledge was geared to accomplishing some specific act, and this is it
confusion	(-x1)	what you are doing goes contrary to the nature of your knowledge

examples

the word of the ancients, the secret to efficient solar power

“Not-knowing is true knowledge. Presuming to know is a disease.” – Tao Te Ching

maneuver - a particular technique that you have practiced

trick	(1)	a minor, surprising variation of the normal action
technique	(2)	a major variation with a high degree of effectiveness
hidden technique	(3)	a totally unexpected modification of the action, generally kept secret to maintain its power
succession	(4)	a massively powerful move or skill, generally known only to the greatest masters

modifiers

usage	(x1)	you use this maneuver
prepared	(-x1)	your opponent was expecting this maneuver and was able to devise appropriate countermeasures

examples

devil-monkey piston punch, high speed motorcycle 180, five paragraph essay

past - an event that has altered the course of your life

emotional	(1)	this event was emotionally important to your character
significant	(2)	this event was extremely significant in the development of your character
life-altering	(3)	this event significantly altered your subsequent existence
defining	(4)	this event defined who you are as a person
destiny	(5)	this event decided everything that came before and after

modifiers

reminiscent	(x1)	this situation reminds you of the past event
parallel	(x3)	this situation exactly parallels the event
flashback	(x4)	this situation is the past event, as far as you are concerned

persona - an alternate state of mind

mindset	(1)	you can take on the mindset of this persona
personality	(2)	you seem like a different person when in this persona
alternate self	(3)	you completely change in all respects
aberration	(4)	this persona no longer shares thoughts, feelings or memories with other personae

modifiers

trappings	(x1)	the ambiance is suited to this persona
accordance	(x2)	you are acting in harmony with this persona
purpose	(x3)	you are fulfilling the purpose of this persona

trappings	(-x1)	the ambiance is unsuited to this persona
failure	(-x1)	you previously left this persona hastily without fulfilling any part of the purpose
discord	(-x2)	you are not attempting to fulfill the purpose of this persona
rejection	(-x3)	you are acting against the purpose of this persona
betrayal	(-x4)	this act will prevent this persona from completing its purpose

examples

hot temper, playing basketball “in the zone,” dr. jekyll/mr. hyde without the physical transformation

notes

A player taking the *Persona* Fragment must also define the circumstances in which the *Persona* will become active, and likewise when it will deactivate. A character may only have one active *Persona* at a time. The player must also announce the purpose of the *Persona*.

promise - a vow you need to keep

oath	(1)	a you have sworn that you will do something
blood oath	(2)	you have sworn that you will do something significant with some degree of ceremony

modifiers

devoted	(x1)	your actions are directly furthering the fulfillment of your promise
fulfillment	(x4)	this test, is successful, will fulfill your promise
ignoring	(-x1)	your act violates the letter or spirit of your promise, but not both
violation	(-x2)	your act violates both the letter and spirit of your promise
broken	(-x3)	your act will make it impossible to fulfill your promise

skill - a learned capacity

trained	(1)	you have been taught the basics and applied them
competent	(2)	you understand the field
initiate	(3)	you have advanced techniques and have begun to devise your own variations
mastery	(4)	you have an intimate understanding of all techniques and have made significant developments on your own
higher mysteries	(5)	you have moved beyond what most consider “the field” and are now working in directions wholly unexplored

modifiers

usage	(x1)	you are applying the skill as it was intended
prepared	(x3)	you have trained for this exact situation

examples

judo, biology, cooking, computer hacking

stance - a state of preparedness

apprentice	(1)	a learned form of preparedness
master	(2)	a developed form of total awareness and readiness

modifiers

ready	(x1)	you have time to do basic preparation
prepared	(x3)	you have spent an enormous amount of time preparing for this test

examples

cram studying, devil-monkey grapple stance, ritual rune drawing

talent - an area of gifted aptitude

disabled	(-2)	for some reason, you are totally unable to do this
ineptitude	(-1)	you are just unable to do this well
knack	(1)	you have a natural inclination to accomplish this sort of thing
apt	(2)	this comes totally naturally to you
genius	(3)	a one in a million brilliance in this area
augmented	(4)	you have been modified to allow you to excel in this area
purpose	(5)	you were designed to excel in this one area

modifiers

usage	(x1)	you are using your inborn talent
disguise	(-x1)	you are attempting to appear unskilled in this area

examples

fencing, higher mathematics, speed reading

GAME MASTER AWARDED FRAGMENTS

cool - style, panache, and extraordinary bravado

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|---------|-----|--|
| stylish | (1) | a small cool action or impressive quip |
| badass | (2) | a large scale extremely impressive action |
| epic | (3) | full scale dramatic moment complete with soliloquy |

modifiers

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|--------|------|-------------------------------|
| action | (x1) | cool action done in character |
|--------|------|-------------------------------|

“Look, I’m up to here with cool, ok? I am so amazingly cool you could keep a side of meat in me for a month. I am so hip I have difficulty seeing over my pelvis. Now will you move before I blow it? – Douglas Adams, *The Hitchhiker’s Guide to the Galaxy Radio Play*

death - a situation in which your looming demise brings about unusual strength

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|-----------------|-----|---|
| mortal fear | (1) | there is significant chance that you will die in this scene |
| nothing to lose | (2) | you have no chance of escape, and are likely to die in the next few minutes |
| last chance | (3) | unless you make this test, you will die |
| swan song | (5) | nothing could possibly prevent your death, but you still can act (note: you now ignore wound modifiers) |

modifiers

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|----------------|------|-------------------------------------|
| see the reaper | (x1) | your fears are made flesh right now |
|----------------|------|-------------------------------------|

emotion - a passionate response

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|--------------|-----|---|
| in character | (1) | a particularly in character and emotional response |
| sentiment | (2) | a well-done emotional moment for the character |
| dramatic | (3) | a major emotional scene well acted and in character |

modifiers

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|--------|------|------------------------------------|
| action | (x1) | emotional action done in character |
|--------|------|------------------------------------|

“Now he’ll outstare the lightning. To be furious / Is to be frightened out of fear, and in that mood / The dove will peck the estridge” – William Shakespeare, *Antony and Cleopatra*

wound - damage done onto you

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|---------|-----|---|
| injured | (1) | a deeply cut, or otherwise seriously harmed |
| mangled | (2) | seriously damaged in several places |
| rent | (3) | smashed limbs, profuse bleeding, nearly unable to stand |
| mortal | (4) | enough to kill most instantly |

modifiers

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|--------------|-------|---|
| ignoring | (-x1) | doing anything except lying in bed, healing while wounded |
| exacerbating | (-x3) | doing some strenuous physical or mental activity |