

# CHAPTER 3: ABILITIES

*Johnny and me was walkin' the neighborhood when we saw this guy and his lady come outta the Funky Town like they owned the place. We could tell right away he got money 'cause he was dressed all Mr. Fancy like some real gentleman or somethin'. So Johnny goes up to the guy and starts given him the business, but he ain't alone, right, he's got this woman with a freaky look in her eyes. Before Johnny knew what hit him, the lady starts whirlin' her feet around like a pinwheel or somethin'. She kicks Johnny in the face and he starts cryin' for me to help, but I'm already runnin' down the alley on account I don't want to get the beat down by some devil chick. She was supernatural, I tell ya, supernatural!*

## ABILITY BASICS

### What are Abilities?

Abilities (or *Feats*) are talents that give characters special capabilities, such as better skill rolls or a new kind of attack. By selecting abilities as a character progresses, the player makes the character more specialized and more unique.

### Getting Abilities

At level one, the player gets 10 points he can use to buy abilities, each of which have a set cost (2, 3, or 5 points each). Starting with experience level two, and for every even-numbered level thereafter, the character gets an additional 5 points.

Players may save ability points to be used at a later time. Once an ability is purchased, however, it cannot be unselected. In other words, once a player selects an ability, he cannot change his mind and select a different one. GMs should make sure the player knows this each time he picks an ability.

### Prerequisites

In most cases, a player cannot pick a particular ability unless certain criteria are met. Depending on the particular ability in question, a prerequisite might be a minimum attribute score, skill rank, and/or some other ability that must be selected first. In some cases, more than one prerequisite may apply.

Sometimes a character may lose a prerequisite after already picking an ability. In such cases, the character will no longer benefit from that ability until the criteria are once again met.

### Ability Types

Abilities are grouped together into five types: general, combat, psionics, martial arts, and brawling:

#### General

These are basic abilities that help the character during day-to-day activities and adventures.

#### Combat

These are abilities specifically meant for combat. They include abilities that allow the character to use certain weapons, gain modifiers during combat, or use special types of attacks.

#### Psionics

These are spell-like abilities cast using the character's mind. Unlike abilities whose benefits are active at all times, psionics must be manifested (cast) by the character and generally only last a finite duration.

#### Martial Arts

Martial arts are dexterity-centric abilities that depend on the character's quickness.

#### Brawling

Brawling abilities focus on the character's strength to attack and potentially stun an opponent.



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**Table 3.1 Abilities List**

Name	Cost	Benefit
<b>General Abilities</b>		
Apply Poison	5	Permits application of poison to weapons
Apply Poison, Improved	5	Poison applied to weapons lasts longer
Awareness	3	+2 to Listen, Search, or Spot checks
Camouflage	3	+3 bonus to Hide checks based on terrain
Creator	3	+2 bonus to crafting checks
Feather Fall	3	1 meter added to max safe fall distance
First Aid	3	Heal 1d4 HP/round w/ first aid kit
First Aid, Improved	5	Heal 1d8 HP/round w/ first aid kit
Fixer	3	+2 bonus to repair checks w/ tool kit
Fleet Footed	5	Walk, run & crawl speed as if DEX 2 pts higher
Fortitude	3	+1 to resistance and STA saves
Hideous	5	Same as Fear psionic
Intuition	3	+2 bonus for Sense Motive checks
Jaded	3	+2 bonus against Intimidate checks
Jump Up	5	Prone to standing as free action
Metabolize	5	x2 STA modifier when rolling HP
Night Owl	3	+2 bonus to Spot checks in low light conditions
Pack Animal	5	50% increase to max carrying capacity
Quick Fix	5	Repair time reduced 50% w/ tool kit
Second Chances	5	Redo skill check once per day
Surgery	5	Allows insertion/removal of implants
Tracer	3	+2 bonus for Tracking checks
Wile	5	+2 bonus for CHA rolls
Zero-G	3	Operate in Zero-G without penalties
<b>Starship Abilities</b>		
Heat Management	2	Reduces starship heat signature by 2
Heat Management, Improved	3	Reduces starship heat signature by 3
Heat Management, Advanced	5	Reduces starship heat signature by 4
Radar Attunement	2	Increases radar range by 10%
Radar Attunement, Improved	3	Increases radar range by 20%
Radar Attunement, Advanced	5	Increases radar range by 30%
Radar Deflection	2	Reduces starship radar signature by 2
Radar Deflection, Improved	3	Reduces starship radar signature by 3
Radar Deflection, Advanced	5	Reduces starship radar signature by 4
Starship Maneuvers	2	Increases starship AGI by 2
Starship Maneuvers, Improved	3	Increases starship AGI by 3
Starship Maneuvers, Advanced	5	Increases starship AGI by 4
Starship Weapons - Burst	5	Allows for Bursts fire with starship weapons
Starship Weapons – Full Auto	5	Allows for Full Auto fire with starship weapons
Starship Weapon Proficiency	2	Use starship weapons without penalty
Starship Weapon Specialist-X	3	+2 attack mod for specific starship weapon type
Advanced Starship Weapon Specialist-X	5	+3 attack mod for specific starship weapon
Vacc Suit Proficiency	3	Permits character to use a vacc suit
<b>Combat Abilities</b>		
Backstab	5	x2 piercing damage (from behind)
Backstab, Improved	5	x3 piercing damage (from behind)
Beguile	5	Dazzle opponent once per day
Bludgeon	5	+1d4 damage to blunt weapon attacks
Bruiser	5	X2 STR modifier for bare fist damage
Burst	5	Allows for Burst fire
Cleave	5	+1d4 damage to slashing weapon attacks
Crippling Shot	5	Cripple opponent's arm or leg
Dodge	3	+2 Def mod against ranged attacks
Dodge, Improved	5	+3 Def mod against ranged attacks
Dual Wield	3	Penalty for 2 handed guns reduced by 2
Dual Wield, Improved	5	Penalty for 2 handed guns reduced by 3
Fast Load	5	Load weapon in only one round, instead of two
Finesse	5	+1 to crit chance for DEX-based attacks
Flurry	5	x1 extra melee attack
Frenzy	5	x2 extra melee attacks



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Name	Cost	Benefit
Full Auto	5	Allows for Full Automatic fire
Head Shot	5	Stun attack (1d4 rounds)
Heavy-Handed	5	+1 to crit chance for STR-based attacks
Improved Reflexes	3	For initiative, DEX treated as 2 pts higher
Lacerate	5	+1d4 damage to piercing weapon attacks
Lone Wolf	3	+3 To Hit bonus when alone; -2 when not
Meat Shield	3	Take damage meant for someone else
Melee Weapon Proficiency	2	Use melee weapons without penalty
Melee Weapon Specialist-X	3	+2 attack mod for specific melee weapon type
Advanced Melee Weapon Specialist-X	5	+3 attack mod for specific melee weapon
Parry	3	+2 Def mod against melee attacks
Improved Parry	5	+3 Def mod against melee attacks
Personal Armor (Light) Proficiency	2	Permits character to wear light personal armor
Personal Armor (Medium) Proficiency	3	Permits character to wear med. personal armor
Personal Armor (Heavy) Proficiency	5	Permits character to wear heavy personal armor
Quick Draw	5	Drawing weapon becomes a free action
Ranged Weapon Proficiency	2	Use ranged weapons without penalty
Ranged Weapon Specialist-X	3	+2 attack mod for specific ranged weapon type
Advanced Ranged Weapon Specialist-X	5	+3 attack mod for specific ranged weapon
Robosavant	5	Extra die of damage vs. robots
Snap Shot	5	2 attacks per single shot
Tactics	5	+1 To Hit bonus to others in party
Tough	5	Damage suffered reduced by 1d4 per hit
Two-Handed Fighting	3	Penalty for 2 handed melee reduced by 2
Two-Handed Fighting, Improved	5	Penalty for 2 handed melee reduced by 3
Well Covered	3	+2 defense bonus if at least 25% under cover
<b>Psionic Abilities</b>		
Clairvoyance	5	Caster can see through walls
Astral Projection	5	Projects caster's astral image
Teleport Object	5	Caster can teleport a small object
Teleport Self	5	Caster can teleport himself
Teleport Other	5	Caster can teleport another person
Teleport Group	5	Caster can teleport himself and his group
Combat Teleport	5	Caster can teleport during combat
Phase Shift	5	Caster can move through walls and doors
Cryokinesis	5	Lowers temperature of the surroundings
Ice Bolt	5	Bolt of ice against single target
Ice Storm	5	AOE cold attack
Wall of Ice	5	Thick barrier of ice
Ring of Ice	5	Ring-shaped barrier of ice
Ice Shield	5	Protection against cold attacks
Ice Tulpa	5	Ice pet
Detect Psi	5	Detects if psionics have been used recently
Detect Thoughts	5	Caster can detect and read surface thoughts
Electrokinesis	5	Sends power surge through electronics
Lightning Bolt	5	Bolt of electricity against single target
Lightning Storm	5	AOE electrical attack
Wall of Lightning	5	Thick barrier of lightning
Ring of Lightning	5	Ring-shaped barrier of electricity
Lightning Shield	5	Protection against electrical damage
Energy Shield	5	Protection against energy weapons
Lightning Tulpa	5	Electrical pet
Negate Psionics	5	Cancels out a psionic ability
Photokinesis	5	Caster blurs his appearance
Illusion	5	Changes caster's appearance
Invisibility	5	Caster becomes invisible
Grant Invisibility	5	Causes others to become invisible
See Invisibility	5	Caster can see those who are invisible
Pyrokinesis	5	Increases the surrounding temperature
Fire Bolt	5	Shoots bolt of fire at single target
Fire Storm	5	AOE heat attack
Wall of Fire	5	Thick barrier of fire
Ring of Fire	5	Ring-shaped barrier of fire
Fire Shield	5	Protection against heat attacks
Fire Tulpa	5	Fire pet



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Name	Cost	Benefit
Telekinesis	5	Caster can lift small objects with his mind
Levitate Self	5	Caster lifts himself off the ground
Levitate Group	5	Casters and his group are lifted off the ground
Send Message	5	Can send telepathic message
Mind Probe	5	Caster looks deeply into another person's mind
Mind Link	5	Caster and target link minds
Memory Wipe	5	Temporarily wipes memories from target
Suggestion	5	Plants telepathic suggestion into target's mind
False Sense	5	Caster plants fake sensation in target
False Memory	5	Caster can plant fake memory in target
Fear	5	Target runs away in fear
Group Fear	5	Instills fear into group of targets
Confusion	5	Caster confuses the mind of a single target
Confuse Group	5	Caster causes confusion in group of enemies
<b>Martial Arts Abilities</b>		
Cobra Strike	5	1d4 DD attack
Shining Claw	5	1d6 DD attack
Tiger Flurry	5	1d4 DD + 1d4/2 DoT (1x3 m cone) attack
100 Fists	5	1d6 DD + 1d4 DoT (2x5 m cone) attack
Storm Kick	5	Stun (1d4/2 rounds)
Swooping Crane	5	Stun (1d6/2 rounds)
Dragon's Tail	5	Stun 1x3 m cone (1d4/2 rounds)
Blooming Lotus	5	Stun 2x5 m cone (1d6/2 rounds)
<b>Brawling Abilities</b>		
Punch	5	1d6 DD attack
Punch, Improved	5	1d8 DD attack
Haymaker	5	1d6 + 1d6 DoT (1x3 m cone) attack
Haymaker, Improved	5	1d8 DD + 1d6 DoT (2x5 m cone) attack
Pummel	5	Stun (1d4 rounds)
Stone Fists	5	Stun (1d6 rounds)
Iron Fists	5	Stun 1x3 m cone (1d4 rounds)
Bonecrusher	5	Stun 2x5 m cone (1d6 rounds)

## Ability Descriptions

Each ability will have one or more of the following statistics:

**Cost:** This is the number of ability points it takes to buy the ability.

**Prerequisite(s):** This is a listing of any abilities and/or attributes that the character must have before using the ability.

**Benefit:** This is the effect of the ability (i.e.: what the character gains by having it).

**Normal:** When applicable, this is the effect of not having the ability. For example, a character without a weapon proficiency will have a negative modifier when using that weapon.

**Casting Time:** This describes how long the character must take to manifest this psionic. If the character is hit and/or takes damage during that time, he must start over. If the casting time is listed as one round, it means the psionic takes effect in the **same** round it was cast.

**Recast/Retry:** This tells how often the character can use this ability. Failed attempts (such as those disrupted by opponents) do **not** count toward this maximum number. If this value is listed as automatic, it means the ability is always active and is considered a free action.

**Range:** This is the maximum distance that the ability can be used. In the case of psionic pets, this describes how far away the pet may travel from the character.

**Area:** When applicable, this is how much of an area is affected by the ability.

**Duration:** This states how long the ability will last. Note that some abilities (such as psionics) can be dispelled/negated before that time runs out. However, the character can stop/negate the effect if he was the one who created it.

**Damage:** The amount of damage, if applicable, caused by the ability.



### 100 Fists

A martial arts attack involving a flurry of blows.

**Cost:** 5 points.

**Prerequisites:** Tiger Flurry, DEX 16, unarmed.

**Retry:** Once every 4 rounds.

**Range:** Melee.

**Area:** 2 meters wide, 5 meters long cone.

**Damage:** 1d6 + 1d4 (Blunt)

**Duration:** 1d6 rounds.

**Saving Throw:** DEX (half).

**Benefit:** The character unleashes a flurry of punches that affects all opponents within a cone 2 meters wide and 5 meters long. Opponents within the cone must make a DEX saving throw or take 3d4 Blunt damage, plus an additional 2d4 Blunt damage for the next 1d6 rounds. The opponent does not need to remain in range to continue taking damage for the additional rounds.

The character's hands must be empty to make this attack.

### Apply Poison

The character can apply a coat of poison to piercing and slashing melee weapons.

**Cost:** 5 points.

**Prerequisites:** DEX 12

**Benefit:** The character can apply a poison to any piercing or slashing melee weapon. Whenever the weapon successfully hits an opponent, the target will suffer the effects of the poison in addition to the damage caused by the weapon itself. The poison will remain coated to the weapon for 1d6 rounds, after which the poison will need to be reapplied.

### Apply Poison, Improved

The character can apply a coat of poison to piercing and slashing melee weapons.

**Cost:** 5 points.

**Prerequisites:** Apply Poison, DEX 14

**Benefit:** The character can apply a poison to any piercing or slashing melee weapon. Whenever the weapon successfully hits an opponent, the target will suffer the effects of the poison in addition to the damage caused by the weapon itself. The poison will remain coated to the wea-

pon for 1d8+2 rounds, after which the poison will need to be reapplied.

### Astral Projection

The character can project an astral image of him over a far distance.

**Cost:** 5 points.

**Prerequisites:** Clairvoyance, Psionic 14.

**Casting Time:** 1 minute.

**Recast:** 1 / day.

**Range:** 1000 km + 100 km per caster's level.

**Duration:** 2 hours + 20 minutes per caster's level.

**Benefit:** The character projects a ghost-like "astral image" of him that can explore while his physical form remains stationary. The projected image can walk through doors and walls, but cannot speak or otherwise interact with others. Although the image can be seen, it cannot be harmed. However, a successful Negate Psionics will dispel the image. Also, if the character is interrupted (attacked) or moves, his projected self will be lost.

The original target must be a known location, either by personal knowledge or a map. However, once the character projects his image, he can then explore areas previously unknown.

### Awareness

The character has improved senses and a greater awareness of his surroundings.

**Cost:** 3 points.

**Prerequisites:** Rank 5 in Listen, Search, *or* Spot, INT 12.

**Benefit:** The character gains a +2 bonus to all Listen, Search, and Spot skill rolls (*if* he has at least rank 5 in that skill).

### Backstab

The character does x2 normal damage with a successful piercing attack from behind. Cannot be used with an off-hand attack.

**Cost:** 5 points.

**Prerequisites:** Melee Weapon Specialist-Piercing.

**Retry:** 1 / round.

**Range:** Melee range only. Cannot be used with ranged piercing weapons (arrows, etc.).