



QUICKSTART

INCLUDES:

- RULES SUMMARY
- INTRO ADVENTURE
- 6 PREGENERATED CHARACTERS



QUICKSTART

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INTRODUCTION: WELCOME!

Welcome to the *Pip System*, a universal rules system you and your friends can use to play tabletop roleplaying games (RPGs) in any world or setting you want! This book contains the instructions, ideas, and rules to help you all tell your stories. Take your time to read over all the chapters to learn how to bring your stories to life!

WHAT IS THE PIP SYSTEM?

Have you ever wanted to try out roleplaying games, but not wanted to focus on learning a lot of rules or using complex systems? Or perhaps you've already played and enjoyed them and wanted to introduce them to a younger crowd - or perhaps just those new to roleplaying in general - but were worried too many rules would complicate things and frustrate them? The *Pip System* began as a way to bring roleplaying games to younger players. It is designed

with simple mechanics that don't get in the way of players creating characters and expressing themselves through the stories they'd create together. It is important to note, however, that simple does not mean simplistic. The elegance of the *Pip System* lies in its ability to scale up to whatever complexity the play group decides. The system also does not rely on a specific setting, meaning it accommodates playing in a spooky setting, a fantasy setting, a science fiction setting, or whatever type of world you and your group want. The system is meant to be accessible to new players of any age.

WHAT YOU NEED TO PLAY

- This QuickStart Adventure
- Up to 6 Players
- 10 white and 10 black six-sided dice (d6s).
- A desire to tell fun and imaginative stories together!

PLAYING THE GAME

The Game Guide and players meet for an afternoon or evening to have fun telling stories. This meeting is generally referred to as a Session. Each Session is similar to an episode in a TV show, an act in a movie, or an issue of a comic book. There's no set time frame; most sessions last until a good conclusion has been reached or as long as everyone is having fun. Just like in a movie or show, there are scenes where the characters aren't actively chasing down the villains. They can be making plans, hanging out with their friends (Extras or other players' characters), or dealing with smaller problems that challenge the characters on their way to meeting their goals.

Remember, just like a TV show, the game isn't just about fighting bad guys. There should be times of rest and reflection where the characters interact and get to know each other (or Extras) and even others of mystery and investigation.

RPGs give numerous options for your character, only limited by your imagination and the abilities you've chosen. In any given Scene, your character might want to:

Listen at a door
Attack a bad guy
Intimidate a monster
Sing a song
Tame a wild horse
Discover a secret tunnel
Run really fast
Ask a friend for a favor
Search for a clue
Repair an object

ROLLING THE DICE

All rolls are resolved using a pool of white dice, representing the character's Skills and chances of success, and a number of black dice, representing the obstacles in their way. Once those numbers are determined, the acting player takes all the dice and makes the roll. A 4, 5, or 6 on a die is a success and whichever dice pool, white or black, succeeds the most wins the roll.

DETERMINING WHITE DICE

The number of white dice, the player's positive dice, are determined by a character's Ranks in a Skill. So, a character with Athletics 3 rolls three white dice on connected Tasks. White dice are always de-

scribed using the W shorthand, so three white dice are simply abbreviated as "3W." The player and GG should decide what Skill is usable in each situation, with the GG having the final say.

If rolling for an Extra, the GG uses a number of dice equal to the Extra's Challenge Rating (CR) to attempt tasks. This number is used for all rolls, whether the Extra is friendly or hostile, and also represents the CR when attacking them.

The next step is figuring out if Qualities should be applied. These include any Skill Qualities, listed in parenthesis, any Gear likely to aid them (i.e. Weapon Rating (WR2) adds +2W), and any situational modifiers that come to bear. A maximum of three different Qualities can be applied to a roll. Beyond that, any additional bonuses are ignored.

DETERMINING BLACK DICE (CR)

The CR is indicative of both the level of challenge within the game itself and the number of black dice rolled by the player. So, if delivering a blow to a CR3 rock golem, then the acting player adds three black dice to their pool. Black dice are abbreviated as B, so the shorthand for this is "3B." Taking into context the entire scene, from the character to the environment to the task itself, the GG decides upon a proper CR for the action using the table below.

CR 1	Simple Task
CR 2	Mid-Range Task
CR 3	Tough Task
CR 4	Amazing Task
CR 5	Legendary Task

DETERMINING THE OUTCOME

The player now has black and white dice, and it's time to roll! All the dice are rolled at the same time, with the goal being to get more successes on one's white dice than on the black dice. Dice with a result of 4, 5, or 6 are counted as successes, with black successes canceling out white successes. For example, if the player rolls their dice and receives 3 white successes and 2 black successes, they have 1 net success.

SUCCESS

If white wins, even if just by 1 success, then the character has succeeded in their Task and the GG (or player) should go on to describe the success. If trying to harm something, the roll deals 1 Hit per net success.

➔ **Epic Success:** If white wins by three or more (3+) dice, it is considered very successful and should be described as such. Things should go extra well.

FAILURE

If black wins by even just 1 success, then the character has failed, or the opposition has overcome their efforts.

➤ **Epic Failure:** Just like white dice, the black dice can succeed by 3+ and cause things to go very badly, called an Epic Failure. Things go extra bad.

TIES

With a tie, the character is assumed to have succeeded, but there is some sort of complication or cost attached. The GG should say, "You succeed, but..." The degree of the complication depends on the situation and how much the GG wants to escalate the Scene.

In short, all rolls happen in three steps:

- Choose Skill to roll
- Choose CR
- Roll and describe results

FORTUNE

Fortune, of which every character has at least 3, can be spent on the following effects:

- **Heal 1 Hit**
- **Add +1W before a roll**
- **Add +1W after a roll (costs 2)**
- **Casting Spells:** Upon reaching the max per day uses for a Spell, spend 1 Fortune to replenish one use.

GLOSSARY

➤ **AR (Armor Rating):** The value of protection given by your armor. AR value ranges from 1-3 and is represented by additional black dice an opponent must roll to attack you.

➤ **Archetype:** The overall concept for your character; it determines the character's initial Skills, as well as a Special Ability and Hindrance.

➤ **Chance Die:** A player may roll a single die, called a Chance Die, if they have no Ranks in a Skill but want the character to attempt the action anyway. The action only succeeds if the player rolls a 6. A result of 1 means an automatic Epic Failure.

➤ **Conflict:** Character vs. another character or an Extra. Follows the rules for regular actions, but the CR is determined by the target rather than the GG. Stages are 1-Initiative, 2-Choose Skills, 3-Determine Outcome.

➤ **CR (Challenge Rating):** The number assigned by either the GG, or a value possessed by the opposing Extra (Conflict). It represents the number of black dice rolled.

➤ **Hindrance:** Part of a character's Archetype that describes their personality flaws, including a negative mechanical effect in the game.

➤ **Hits:** Units of damage resisted by Health and Armor. Players have separate Physical and Mental Health values to resist Hits. Extras have a single pool, referred to only as Hits.

➤ **Initiative:** A value used to determine who acts first during a conflict, calculated as (Athletics + Resist)/2, rounded down. A single die roll adds to the Initiative to produce the final value used.

➤ **MH (Mental Health):** How much damage a character can sustain to their mind before they become incapacitated.

➤ **PH (Physical Health):** How much damage a character can sustain to their body before they become incapacitated.

➤ **Ranks:** A value describing the level of expertise in a Skill or Quality, used to describe the strength, durability, and complexity. Most range from Rank 1 to Rank 5.

➤ **Skill:** What the character can do with some level of expertise, either from training or natural talents.

➤ **Skill Qualities:** These Skill specialties add to a Skill's pool when using the skill for that purpose. Skill Qualities may not be purchased at a Rank above the related Skill's current Rank. These are marked in parentheses after individual Skills.

➤ **Special Ability:** Part of a character's Archetype that describes an extraordinary ability they possess. It includes a positive mechanical effect in the game.

➤ **Status Effects:** Usually used during combat, they are referred to in terms of Turns. Each Effect has a name and a Consequence. Examples include Burned, Poisoned, or Frozen.

➤ **WR (Weapon Rating):** A classification of weapons in the *Pip System*, generally from 1 (general/basic) to 3 (extraordinary/complex). Although some weapons may have a rating of 0 (those held together with duct tape and lots of hope).





The Crash Site

SETTING: THE WORLD AFTER

The World After takes place after the world we know right now has been long destroyed by World War III. The people living today are the survivors of this terrible event, each using their tools and talents to keep on living. Most major cities are long gone, so humanity must survive in smaller communities and fight over the remaining resources scavenged from the ruins of the World After.

Advanced robotics and technology exist, as does magic (which most believe to be the thing that sparked WWII itself). While rare, monsters can even pop up here and there, but for the most part, humanity's worst enemy still is humanity itself.

SUMMARY

This tale begins late at night while the characters are settling down next to a campfire, likely sharing stories of their exploits over the last few days -- the last package Silver delivered, the next lead Res has on her family's tower, or Kaylyn's latest bounty. But just as the story is getting good, the group sees blinking lights in the sky. The lights are in a V formation, indicating lights on an aircraft of some sort.

Then they hear a giant BOOM and a fiery explosion in the sky. The planes are being shot at, and eventually one of them begins crashing while the others seem to speed up and leave it behind to get away from the gunfire. The group now needs to get to the crash site pronto. Not only may it have supplies or a possibly injured pilot in need of medical aid, but whoever they are, they have access to planes. And that's a rarity in the World After.

They need to be careful, though. It is obvious that the group will have to deal with others on this trip. Not only the ones who shot the plane down, but any other settlements in the area that saw the plane crash and who might also be after the same supplies.

1. GET TO THE CRASH

The first task is to get to the crash site. The group piles into the biggest vehicle they have, Kenny's truck, allowing all of them to all ride together. There's even enough room for the pilot if they find they need to bring them somewhere for help. Sadly, there is little time to pack anything useful, so they need to just grab whatever is nearby (on their character sheet) and head out. The roads in the World After are like a maze, so there is no time to waste.

Guide: Now's where you ask who is driving the group to the crash. The best choice is whoever is playing as Kenny, since it is his truck, as they gain +1W for the Truck being his. Otherwise, anyone else can make the rolls. This is an extended Coordination roll (CR2), requiring total of 5 successes. Each roll covers around 25-30 minutes of travel time to the crash site and has a large bearing on whether they make it to the crash site before other groups.

COORDINATION



1 Roll	They are the first to arrive and they avoid all Traps in the next scene.
2 Rolls	Another group shows up first and they must overcome one Trap.
3 Rolls	Two groups are there and there are two Traps to overcome.
4+ Rolls	The characters must contend with all three Traps.

SURVIVAL



If Silver is in the group, allow his player to make one Survival roll (CR2), using his Maps, Maps, Everywhere! Tool. For every two successes, this knocks 1 success of the total needed to reach the site, due to his extensive maps of the area.

CRAFTS



If Lobo is in the group, he can use his Special Ability to give their Truck a +1W bonus to rolls during this crucial race to the crash site.

2. TRAPS

The group arrives at the crash site, whether first, last, or somewhere in-between. The site itself is on fire and there are tons of debris scattered everywhere, which could make for good cover if things go badly here. If the group is setting off traps, the Guide needs to pick the traps they want to use. There is no particular order in which they must be triggered.

AVOIDING ALL TRAPS

Even if the group is first on the scene, this means that the majority of debris has not yet been cleared enough to get too close. They'll need to clear a path and get some of the fire down before they can get close enough to do much.

Guide: Ask the players for Athletics rolls (CR3). This reflects their running through hot areas, picking up debris and tossing it, and clearing a path to the site. A failure inflicts 1 Hit to PH. If Markus or Silver are in the group, both are perfect for this sort of action, due to their high Athletics and Advanced Qualities.

ATHLETICS



Next is tackling the fires and getting them down so it's safe to approach. This requires a Survival roll (CR2) to complete, which most of the group should do great with. A failure here also means they take 1 Hit to PH.

SURVIVAL



If Lobo is in the group and would like to set some of his own traps, he certainly can.

TRAP #1 - NETS

The area has been cleared, but as the group approaches, electric net traps spring on them.

Guide: Ask all players for a Coordination roll (CR2). Those who succeed have avoided this Trap. Those who fail, however, are now captured in

COORDINATION



a net that deals 1 Hit to both PH and MH.

They can attempt an Athletics roll (CR2) to break free, but are otherwise trapped until they succeed. The rest of the group should be moving on to the site while they are trying to escape, as every moment counts. Otherwise, they can also attempt to help by rolling Athletics (CR2), giving the trapped character a +1W bonus if successful.

ATHLETICS



TRAP #2 - LANDMINES

The entire cleared path to the crash site has been littered with explosives.

Guide: Avoiding the mines is very tricky. Ask for two Athletics (CR3) or Coordination (CR2) rolls. If players want to make two of the same roll or one of each, it is their choice. It amounts to the same action, of avoiding the mines while not setting them off. Success means they make it past

ATHLETICS



COORDINATION



the mines without issue. With an Epic Success, they can take one other character across with them. On a failure, however, the explosives go off and cause 2 Hits to PH to the character who triggered it.

If Ren is in the group, she can use her Temporal Sight spell to know exactly where all the mines are, thus negating this trap entirely.

TRAP #3 - AMBUSH

As the group enters the crash site area, another group of scavengers jumps from the shadows and they enter combat.

Guide: Ask everyone to roll 1d6 and add their Initiative bonus to that number. All characters and Extras now take Turns in order from highest roll to lowest roll. The Scavengers go on Initiative 4 regardless of what the players roll. There should be one Scavenger per player. Use the following writeup for this battle:

INIT

Ambush Scavengers

CR: 2, Hits: 4

➔ **Battle Cry (C):** For the next round, allies gain +1W to physical attack rolls (up to +3W max).

➔ **Berserk (C):** Take 1 Hit to ignore the next Hit you'd take.

➔ **Sharp Weapons (C):** Gain +1W when attacking. If they roll an Epic Success, deal +1 Hit.

Once everything is cleared, they can advance to Scene 3.

3. SEARCH THE WRECKAGE

It is now time to check the wreckage and see if all the danger the group placed itself in was worth the trouble. There are three possible actions here, and there is plenty of time to complete all three before heading to the next Scene, as long as they are done simultaneously. This may involve splitting

the group, but the entire group is not required to perform all three tasks.

INJURED PILOT

Searching around the plane doors, they are obviously ajar. An easily-found trail brings the characters to the pilot, unconscious and covered by a bush. She tried to drag herself to safety but has lost a lot of blood in the crash. The group needs to save her life.

Guide: Ask for a quick Survival roll (CR1) which gives the characters an easy trail to follow to the pilot. Once there, a Knowledge roll (CR2) is required to administer first-aid promptly. A success means the pilot is stable and can be moved to a more secure location without worry.

A failure means she is still in critical condition on the journey back (see Scene 4).

SURVIVAL



KNOWLEDGE



CHECK FOR SUPPLIES

The plane obviously had something in it, but it'll take time to go through it all.

Guide: Ask for a Survival roll (CR2) to scavenge through what is left on the plane for supplies.

A success means they find plenty of food, some of it fresh fruits and veggies, as well as a small amount of medical supplies (gives +2W if used to help the injured pilot). Getting these supplies on to Kenny's truck requires an Athletics

SURVIVAL



ATHLETICS

roll (CR2), but there is only room for two of the following three things: food supplies, medical supplies, or the pilot.

Choose wisely.

INVESTIGATE FOR CLUES

Some characters may be interested in more than supplies or a pilot, and want instead to figure out where this plane came from.

Guide: Ask for an Investigation roll (CR2) for the characters to check for the plane for clues. A success means they gain two of the following three pieces of info (an

INVESTIGATION

Epic Success means they get all three):

- **Coordinates:** Checking the plane's maps, the characters discover it was headed for an old airfield previously thought abandoned. Nothing to do about this tonight, but it's useful info to have if they want to explore that later.

- **Manifest:** The plane manifest says the pilot's name was Octavia Burke (having her name gives a +1W bonus to either befriending or interrogating her at the Conclusion). She was transporting not only medical supplies and food rations, but there is also a hidden package under the pilot's seat. The manifest does not indicate what is in it and it is sealed tight.

- **Markings:** The insignia on the plane and supply boxes is of a skull with a red cross on

KNOWLEDGE

its forehead. A Knowledge roll (CR2) lets the group know this plane belongs to the Blood Cross, known for hoarding medical supplies and even raiding other settlements to steal more.

4. THE ESCAPE

Once the group is done checking out the area and making the hard choices, they return to their truck and start to head out. Just as they get moving, however, there are bright headlights behind them... three pair of them. Someone is chasing them, and they enter into a moving battle.

Guide: Ask everyone to roll 1d6 and add their Initiative bonus to that number. The Scavengers go on Initiative 4 regardless of what the players roll. There are three cars, each with a driver who doesn't get to act (they are concentrating on the road) and one gunner. All characters and Extras now take Turns in order from highest roll to lowest roll. Use the following stats for this battle:

INIT**Scavenger Gunners**

CR: 2, Hits: 5

- ➔ **Battle Cry (C):** For the next round, allies gain +1W to physical attack rolls (up to +3W max).

- ➔ **Cover (C):** Attackers roll +1B if attacking with Aim. Strike does not suffer this penalty.

- ➔ **Lots of Bullets (C):** Gain +1W when attacking. If they roll an Epic Success, deal +1 Hit.

COORDINATION

The driving character (most likely Kenny) can make Coordination roll (CR2) to reposition the truck next to, or away from, certain trucks on their Turn.

Kaylyn and Lobo both have firearms, so they are most effective during this fight (Kaylyn is even better, gaining +1W while moving due to her rifle's Tracking Quality), but close-range fighters like Markus or Silver can jump onto the other trucks and fight the gunners if Kenny moves in. Ren has few options in such a fight but could use Heartstrings to get the scavengers on the group's side instead of against them with enough successes. Note: The scavengers begin at Dislike on the emotion scale.

AIM STRIKE**VS**

After 5 Turns, whether the scavengers are defeated or not, the group returns to their hideout. If Kaylyn is in the group, it is her special Hideout which has an access for the truck to make it inside without stopping and is pretty much impregnable.

If it is just a regular hideout, then the group needs to get to their entrance under gunfire, which can be difficult while also carrying supplies and/or an injured pilot. This requires Athletics rolls (CR2) to avoid being struck and taking 1 Hit from the gunfire. Players whose characters are carrying something/one roll against CR3 instead.

ATHLETICS

5. CONCLUSION

Once inside the hideout, the group is safe. Even if the scavengers hunker down outside and continue to take pot shots at the hideout, they'll eventually run out of ammo and aren't brave enough to take the place in a full-frontal assault. So, they just leave, knowing they'll have to ambush the group later.

Now to divvy up the spoils. The food supplies are enough to last for a couple weeks without having to scavenge for much. The medical supplies are great for helping the injured pilot or just anyone else who was hurt along the way (about 5 good medical doses).

If the pilot was recovered and survived, the group has a few options. They can try to befriend her (Charm roll (CR3)), leading to a possible alliance with the Blood Cross (which they may or may not actually want) or they can interrogate her (Coerce roll (CR2)) in hopes of getting more information on her group and maybe the locations of a few other supply stashes. The latter choice, however, could possibly make the Blood Cross a new enemy for the group.

No matter their choices, the characters have survived yet another crazy adventure and can breathe a sigh of relief.

**CHARM****COERCE**

KAYLYN THE HUNTRESS

Since the fall of civilization, Kaylyn has made a good living as a hunter, feeding local settlements and defending what is hers. She's also become a bounty hunter who is always in demand; few can escape her once she has her sights on them.

Archetype: Hunter, **PH:** 5, **MH:** 5, **Initiative:** +2, **Fortune:** 3

Skills: Aim 3, Athletics 2, Charm 0, Coerce 2, Coordination 2, Crafts 3, Investigation 2, Knowledge 0, Magic 0, Perform 0, Resist 2, Sneak 2 (Hiding Place 2), Strike 0, Survival 3 (Tracker 1)

Special Ability - Companion: Kaylyn begins with a trusted hunting dog for free.

Hindrance - This Ain't the Country: She tends to feel out of place in cities and has a hard time relating to people, suffering a -1W penalty in these situations.

Advanced Qualities: Hideout: While in your Hideout gain +1W to rolls. Invaders suffer -2W penalty, due to heightened security and defense measures.

Gear: Sniper Rifle (Ranged, WR2, Tracking, Scoped), Rufus (Companion, CR2, Bite 2, Awareness (Smell) 2, Scary 2, Hits: 4)

Features/Items: VR Simulator, Tracking Darts



KENNY

Kenny is a warrior of sorts, driving around from town to town looking for people to help. He kept in shape just in case the world ever crumbled, and it's a good thing he did. He does deeds in exchange for candy, as he's collecting them to celebrate the day he finds a place to call home.

Archetype: Warrior, **PH:** 7, **MH:** 3, **Initiative:** +2, **Fortune:** 3

Skills: Aim 1, Athletics 2, Charm 1 (Empathetic 1), Coerce 0, Coordination 3 (Trucks 2), Crafts 0, Investigation 2, Knowledge 3 (Historian 1), Magic 0, Perform 0, Resist 2, Sneak 2, Strike 3, Survival 2

Special Ability - A New Challenger: During a fight against an enemy type they are facing for the first time, all 6s rolled for Strike against the new enemy count as 2 successes.

Hindrance - Guardian: Warriors are very protective of their friends, almost to a fault. If a comrade is within Close or Near Range, the Warrior reduces the physical Hits their friend would have taken by 1 but takes that Hit themselves.

Advanced Qualities: None.

Gear: Big Truck (Vehicle, AR2, Hits 6, Crash-tested, Powerful), Binoculars (Tool, +2W to Investigation (Sight))

Features/Items: Bag of Candy, Knows an Animal Trainer



LOBO

He was ready when the world crumbled; Lobo had his bunker ready to go and all the supplies he needed to survive... except for other people. He's spent a lot of time alone, but hopes he'll be able to find and build a new community where survivors can live together in peace.

Archetype: Tinkerer, **PH:** 5, **MH:** 5, **Initiative:** +2, **Fortune:** 3

Skills: Aim 2 (Pistols 1), Athletics 2, Charm 0, Coerce 0, Coordination 2, Crafts 2 (Mechanics 1), Investigation 1, Knowledge 1, Magic 0, Perform 0, Resist 2 (Cunning 1), Sneak 3, Strike 2, Survival 3 (Scavenging 1)

Special Ability - Instant Gadget: Once per Session, make a Crafts roll (CR2). If successful, apply one Gear Quality to a temporary Weapon, Item, or Vehicle.



Hindrance - Pack-rat: Not only are they slightly disorganized, but they are also weighed down by what they carry. Suffer -1W to move quickly and must make an Investigation roll (CR2) to find specific items in their gadget lab.

Advanced Qualities: None

Gear: Hello Trap (Trap, CR2, Alarm, Explosive), Gas Mask (Tool, +1W to Resist airborne toxins), Pistol (WR1, Piercing)

Features/Items: CCG Deck, Short beard

MARKUS

Listening to the world fall outside your walls while locked behind bars is both safe and disturbing. When it was all over, Markus just walked out of his cell and into the wild, no guards to stop him. Why he was jailed doesn't matter anymore; now it's all about surviving.

Archetype: Brute, **PH:** 6, **MH:** 4, **Initiative:** +4, **Fortune:** 3

Skills: Aim 0, Athletics 4 (Sprinter 1), Charm 1, Coerce 3, Coordination 1, Crafts 0, Investigation 0, Knowledge 0, Magic 0, Perform 2 (Actor 1), Resist 4 (Fearless 2), Sneak 0, Strike 3 (Boxing 2), Survival 3

Special Ability - Crashing Down: Brutes use their strength to take down obstacles of any kind. Always deal +1 Hit to a non-living target.

Hindrance - Bad Reputation: Brutes suffer a -2W penalty to Charm rolls the first time they meet someone. If reduced to only a Chance die, their demeanor is just too much to overcome.

Advanced Qualities: Thick-Skinned: Ignore 1 Hit from any physical attack.

Gear: Knuckles (Melee, WR2, Worn)

Features/Items: CCG Deck, Book of Ghost Stories



REN

When the world collapsed, she found her family's book of magic and set out to find a magical site called The Resting Tower. When she does, she may be able to heal the world. Ren is pleasant and adorable, and protected by her mother's magic cloak.

Archetype: Noble, **PH:** 4, **MH:** 6, **Initiative:** +2, **Fortune:** 3

Skills: Aim 0, Athletics 2, Charm 3 (Attractive 2), Coerce 1, Coordination 2 (Balance 1), Crafts 0, Investigation 2, Knowledge 2 (Medical 1), Magic 3 (Lore 1), Perform 2 (Singing 1), Resist 2, Sneak 1, Strike 1, Survival 0

Special Ability - The Name: Gain +1W whenever using their family name can influence an event's outcome.

Hindrance - To Be the Best: Vanity and pride go hand in hand with Nobles. If defeated or one-upped (even by another player's character), they immediately suffer 1 Mental Hit.

Advanced Qualities: None.

Gear: Magic Cloak (Armor, AR1, Channeling), Spellbook

Features/Items: Grappling Hook, Unidentified Gemstone

Spells: Temporal Sight (CR3, Investigation, 1/day): Can look at a scene up to 3 days in the past. Summon Wisp (CR2, Charm, 1/day): Leads the way to a destination and lights (5ft x successes) radius. Heartstrings (CR3, Perform, 1/day): Move target one place on scale per success - Hate > Dislike > Neutral > Like > Love.



SILVER

What's more important to the new world than knowing how to move around in it? Nothing! This is where Silver is the best, knowing the right paths to take and people to avoid. He works as a messenger between communities, always happy to go someplace new.

Archetype: Adventurer, **PH:** 5, **MH:** 5, **Initiative:** +3, **Fortune:** 3

Skills: Aim 0, Athletics 4 (Sprinter 3, Sporty 3), Charm 0, Coerce 0, Co-ordination 4, Crafts 0, Investigation 1, Knowledge 1, Magic 2, Perform 1, Resist 2, Sneak 3, Strike 2, Survival 1

Special Ability - The Next Goal: The Adventurer always has a goal in mind. Once per Session, they can state their next goal and gain +1W to any rolls to accomplish it. There must always be a hint of risk in their goals, however.

Hindrance - Seeker of Thrills: Must make a Resist roll (CR1) to try to take the safe route. Failure means they give in to their thrill-seeking ways. This CR raises by +1 every time they try to take the safe route until they just can't help themselves.

Advanced Qualities:

Triathlete: Gain +2W to use Athletics in unconventional ways. May spend 1 Fortune to ignore exhaustion for the Scene.

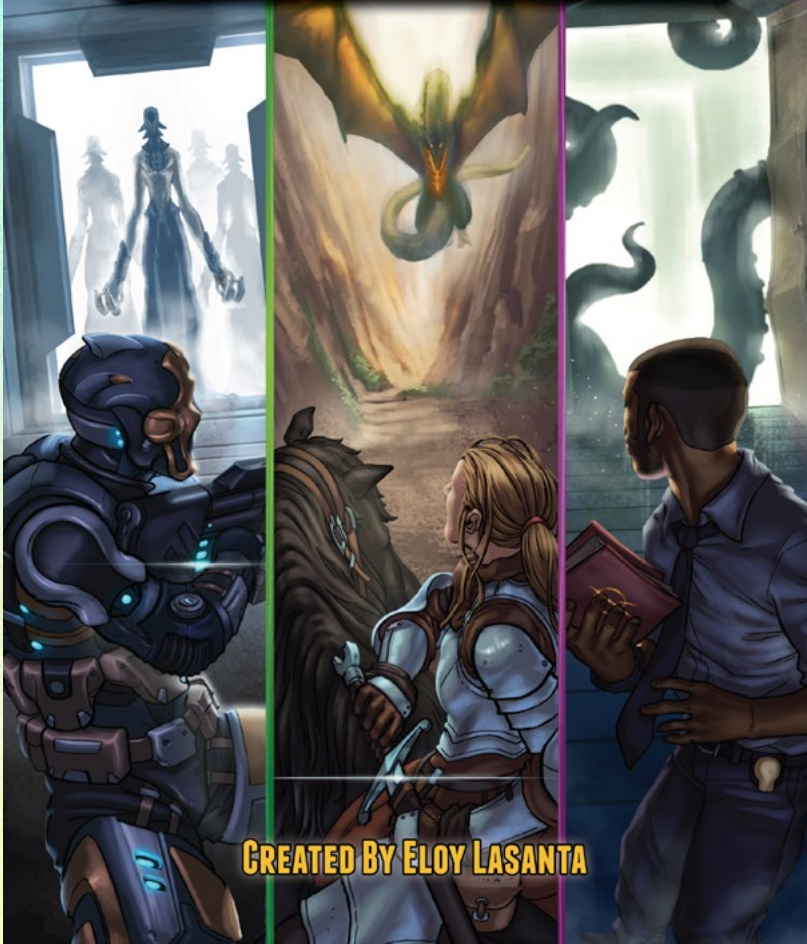
Gear: Maps, Maps Everywhere! (Tool, +2W to Survival)

Features/Items: Evening Wear, Thief's Outfit





PIP SYSTEM COREBOOK



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