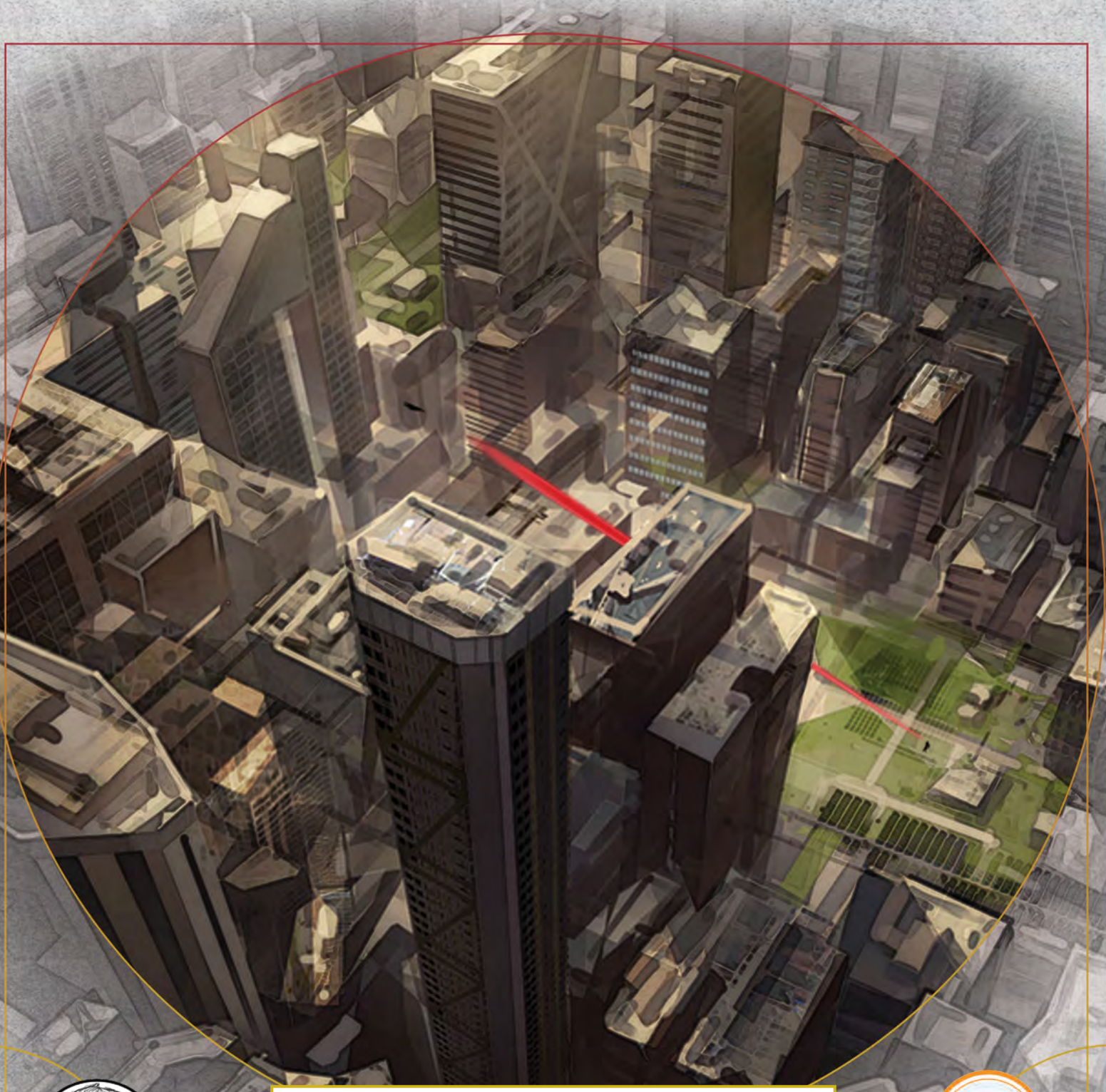


THE AWAKENED AGE



SUPERHUMAN SETTING

**GENESYS
FOUNDRY**

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INTRODUCTION

On July 30, 3:14 AM Greenwich Mean Time, the world changed forever. A massive solar flare knocked out the Earth's electronics, causing mass havoc everywhere. The flare also caused a previously dormant gene, the Zeta-Gene, to awaken in many humans. Those who possessed the Zeta-Gene found they now had incredible powers. Most awoke to their power slowly, some in a chaotic, explosive instant. In that moment, the world changed in ways from which it can never return.

In the weeks that followed, extreme chaos washed over the planet. The true nature of humanity revealed itself; villains rose and heroes rose to meet them. Normal people were slaughtered both intentionally and through collateral damage. Through sheer luck, some were granted abilities that greatly outclassed others. Battles waged among titans, leaving little to salvage in their wake.

The world eventually achieved a steady state. Those who used their powers for personal gain found life easier if they hid their power and motivations so as not to attract the attention of the envious or altruistic. Those who chose to protect others found that their normal lives less chaotic and their loved ones safer when they kept their true nature a secret.

THEMES

The Awakened Age is a superhuman setting for the Genesys Roleplaying Game. The themes in superhero stories are frequently about how one decides to use the extraordinary power they have been given and how society changes with extraordinary people that cannot be controlled.

POWER, RESPONSIBILITY, AND CORRUPTION

What does a normal person do when they have great power thrust upon them? What *should* they do? Each person's own journey will shape how they wield such power. Will they use it for good or will they use it for personal gain? In superhero stories, when a character gains abilities beyond what is normal, what was already inside them is frequently magnified. Does a good person become better and a shining beacon of hope? Does a bad person become worse and darken the world around them?

FEAR AND HATE FOR BEING DIFFERENT

Many superhero stories focus on bigotry by using the powered as an allegory for the typically disenfranchised and discriminated. Hate for some groups of people stems from fear, but more often it stems from ignorance or a deep-rooted belief. When the powered are stand-ins for real-world people, the hate directed at them is fueled by a fear of what the powered are capable of doing, such as crimes that cannot be solved or prosecuted by normal law enforcement. This parallels rhetoric around some minority groups having a propensity for crime and violence, and the “what about the children?” talk that is so common among the outraged.

Adding and using this theme in your games can be tricky. There may be those at your table that don’t wish to explore such themes. However, there may be those who do wish to explore it and want to use the imaginary world of roleplaying games to act out the wish-fulfillment of having the power to fight back.

GMs and players should always talk about the kinds of stories they want to play.

WHEN IS VIOLENCE THE ANSWER?

In a perfect world, all conflict would be resolved with clear and open communication. However, in our world, and as is frequently true in the fiction of superheroes, things are not perfect. Crime happens. Innocents get hurt. When someone has the power to mete out incredible violence should they do so indiscriminately?

How does someone who wakes up with heat vision decide who, if anyone, should be cut down with their eye lasers? Stopping violence with equal violence is generally agreed to be morally correct. But what if your power is an intrinsically excessive response? Should the person with a death touch stop a mugging?

TROPES

Superhero tropes abound. Given the enormous history of superhero fiction, trends are bound to emerge, and there are many. Tropes, like themes, are not automatically bad to rehash. Part of a roleplaying game is the wish fulfillment of acting out a character. Superhero fiction is fundamentally wish fulfillment: the wish that if the right people were strong enough, they could make the world better. Below is a list of common tropes, but it is by no means exhaustive.

SECRET IDENTITIES

Many of those with super powers adopt a persona to don solely when they are using their powers. They believe that keeping their normal life secret from those they fight is necessary for the safety of their friends and family or to keep them from knowing the foul deeds they do. This leads to further tropes such as balancing day and night work. This trope is frequently subverted by those who use their powers to be famous.

CRIME FIGHTING AND VIGILANTISM

Most superhero fiction revolves around, or at least starts with, fighting crime. Muggers, drug dealers, and bank robbers are often seen as unambiguous evils in the world, with stopping their crime an objective good. When normal state-run peacekeeping is inadequate, superheroes pick up the slack. This trope is subverted by supers that are controlled by corporate entities or the state itself, and made to fight the battles that are preapproved for ratings or poll numbers. This trope can also be subverted when superheroes find and fight the root of crime, help those who are desperate, or fight against oppressive regimes of state power.

HERO TEAM

Many superheroes will find themselves on a team at some time or another. A lot have a permanent team that doubles as a found family. Team stories frequently hammer the importance of cooperation and closeness. Rather than subvert this trope, the Villain Team mirrors it. Always temporary with a singular goal, villain teams never last because their members are unable to trust each other.

SIDEKICKS AND FAMILY

Sometimes a help, but frequently in the way, sidekicks and family are as much a boon as they are a liability. The normal people in a super’s life are the ones that give them perspective on what they do and how they decide to use their gifts. Those without help frequently spiral out of control in their loneliness and isolation.

TIERED PLAY

Many people want to keep certain levels of superheroes separated. Comics and other fiction often stratify characters according to their respective power levels. The “street tier”, heroes who focus on their immediate local area, have a relatively low power level. They are just above regular humans in their abilities. They deal with threats to their city or neighborhood. The next level, the “world tier”, are those heroes who deal with global

threats. They are typically much stronger and ready to defend the planet when necessary. Lastly is the “cosmic tier”. These heroes are exceptionally strong and frequently fight against existential threats to the solar system or entire galaxy.

The Awakened Age refers to these tiers as **Standard**, **Heroic**, and **Ultimate**. GMs should tell their players which tier of play they are using in their game. The tier tells the player which archetypes are available to them and if any of their talents have additional effects. Also, some adversaries have abilities that are only used for higher tier games. This helps GMs scale encounters for more challenge!

Standard represents the street tier. By default, starting characters in *The Awakened Age* use the Standard options. Such character are just learning they have powers or are on the verge of unlocking them. Starting Standard characters may not be able to afford a power. If GMs want to ensure PCs start with at least one power then, an additional 20 XP is recommended for character creation. Additionally, if GMs want to keep the power level of the PCs at Standard level, then PCs should only be allowed to purchase Super talents at tiers 1 and 2, and only up to one at tier 3. If GMs want the PCs to eventually rise to the Heroic level, there should be no restrictions.

Heroic represents the world tier. When choosing an archetype, a character applies the Heroic characteristics and any additional abilities labeled “Heroic”. Some talents even have additional text that applies to Heroic level characters. If GMs want the game to stay at the Heroic level, then PCs should only be allowed to purchase Super talents at tiers 1, 2, 3, and only up to one at tier 4. If GMs want the PCs to eventually rise to the Ultimate level, there should be no restrictions.

Lastly, **Ultimate** represents the cosmic tier. When choosing an archetype, a character applies the Ultimate characteristics and any additional abilities labeled “Ultimate”. Some talents even have additional text that applies to Ultimate level characters. Ultimate characters also apply and use any text labeled “Heroic”. At the Ultimate level there should be no limitations on Super talent purchasing!

THIS FEELS “STRANGE”

If you are acquainted with this author’s other offering, *Something Strange*, then parts of this document may seem familiar. Much of the base content (archetypes, weapons, vehicles, and some general talents) is identical. This was done intentionally to establish the same baseline to ensure both documents could work well with each other, in that a mixed group of Awakened and Supernatural characters should be relatively balanced to one another. Super characters have a more powerful high end than Supernatural characters do but also cost more XP. While not recommended, you may allow PCs to mix Supernatural and Zeta-Gene talents.

Generally, if a character has the Supernatural trait they should not be able to purchase any Zeta-Gene talents, and if they have any Zeta-Gene talents they should not be able to purchase talents that bestow the Supernatural trait.

Alternately, *do* allow such a mixing. Werewolves that shoot lasers out of their eyes or stretchy vampires sounds like an absolutely mad fun time. GMs will need to scale adversaries appropriately.

Additionally, if you wish to include characters with magic you should use the careers, talents, and other mechanics in *Something Strange* that refer to magic.

CHARACTER CREATION


The Awakened Age is a lot like our modern world. Your character can come from any walk of life you can think of that exists today in our world. The archetypes available should let you reflect your character's

strengths and weaknesses within the Genesys rules. The character creation process follows the standard character creation rules detailed in the Genesys Core Rulebook.

ARCHETYPES

Archetypes represent the various types of people in the world. When making a character you may choose from any of the following archetypes.

Each archetype includes three characteristic arrays: Standard, Heroic, and Ultimate. Which one you use is determined by the play tier your GM has chosen. Each archetype also includes additional abilities that are only usable when doing Heroic or Ultimate tier play. Don't worry if you start on a lower tier, these extra abilities can also later be unlocked with the Heroic and Ultimate talents!

The  in the top right of a characteristic denotes that the characteristic is a super-characteristic and uses the rules on page 251 of the Genesys Core Rulebook.

Character creation for Heroic and Ultimate level characters has a few additions. Heroic level characters start with an additional 30 XP, increase their wound and strain thresholds by 2, and may raise skills to 3 ranks. Ultimate characters start with an additional 50 XP, increase their wound and strain thresholds by 4, and may raise skills to 4 ranks.

GENERALIST

The Generalist represents a character who hasn't chosen to specialize but instead they are little good at a lot of things. The **Heroic and Ultimate characteristics are not labeled**. Apply the values to whichever characteristics you wish!

STANDARD



HEROIC



ULTIMATE



ARCHETYPE ABILITIES

- » **Starting Wound Threshold:** 10 + Brawn
- » **Starting Strain Threshold:** 10 + Willpower
- » **Starting Experience:** 105
- » **Starting Skills:** A Generalist starts with one rank in each of two different skills at character creation. They obtain this rank before spending experience points, and these skills may not be increased higher than rank 2 during character creation.
- » **Versatile:** Once per session, when making a skill check, you can spend a Story Point to use any skill (the check still uses the original characteristic).
- » **Heroic:** Once per session, when making a skill check, you may spend a Story Point to use any characteristic (the check still uses the original skill).
- » **Ultimate:** Your character's archetype abilities do not require a Story Point but are still limited to once per session.

MUSCLE

The Muscle represents a character who has focused on their physical strength and toughness. Choose this archetype if you want to play a character who hits hard and can roll with the punches, literally.

STANDARD



HEROIC



ULTIMATE



ARCHETYPE ABILITIES

- » **Starting Wound Threshold:** 12 + Brawn
- » **Starting Strain Threshold:** 8 + Willpower
- » **Starting Experience:** 100
- » **Starting Skills:** The Muscle starts with one rank in Athletics during character creation. They obtain this rank before spending experience points, and may not increase Athletics above rank 2 during character creation.
- » **Hard Hitter:** Once per session, your character may spend a Story Point as an incidental to increase the damage of an attack they make by an amount equal to their Brawn rating.
- » **Heroic:** When making any non-combat skill check that uses Brawn remove any ♣ from the final results.
- » **Ultimate:** Once per session, when making an attack that uses Brawn you may spend a Story Point to activate any qualities without spending ♠.

BRAINS

The Brains represents a character who has focused on their acquisition of knowledge. Choose this archetype if you wish to play a character who always has the answer or uses their vast intellect to solve problems.

STANDARD



HEROIC



ULTIMATE



ARCHETYPE ABILITIES

- » **Starting Wound Threshold:** 8 + Brawn
- » **Starting Strain Threshold:** 12 + Willpower
- » **Starting Experience:** 100
- » **Starting Skills:** The Brains starts with one rank in any Knowledge skill during character creation. They obtain this rank before spending experience points, and may not increase that Knowledge skill above rank 2 during character creation.
- » **Know It All:** Once per session you may spend a Story Point to remove all and from the results of a Knowledge check.
- » **Heroic:** Once per session you may spend a Story Point to add a number of equal to your character's Intellect rating to any check they make.
- » **Ultimate:** Once per session you may spend a Story Point to add a number of equal to your character's Intellect rating to any Knowledge check they make.

FACE

The Face represents a character who has focused on their interactions with other people. Choose this archetype if you wish to play a character who is the social butterfly or would rather disarm with words instead of weapons.

STANDARD



HEROIC



ULTIMATE



ARCHETYPE ABILITIES

- » **Starting Wound Threshold:** 10 + Brawn
- » **Starting Strain Threshold:** 10 + Willpower
- » **Starting Experience:** 100
- » **Starting Skills:** The Face starts with one rank in Cool during character creation. They obtain this rank before spending experience points, and may not increase Cool above rank 2 during character creation.
- » **Always the Charmer:** Once per session when your character makes an opposed check with any social skill you may spend a Story Point to add to the results.
- » **Heroic:** Your character does not suffer strain from during social encounters.
- » **Ultimate:** The first time in a social encounter an opponent uses or or to learn one of your character's motivations they learn a false motivation instead. If they spend dice results to learn your character's motivation later in the encounter they learn the true motivation.

ATHLETE

The Athlete represents a character who has a background where their ability to move quickly and nimbly was of utmost importance. A player should choose this archetype if they wish to play a character who focuses on moving their body fast and accurately or is steady with their hands.

STANDARD



HEROIC



ULTIMATE



ARCHETYPE ABILITIES

- » **Starting Wound Threshold:** 8 + Brawn
- » **Starting Strain Threshold:** 12 + Willpower
- » **Starting Experience:** 95
- » **Starting Skills:** An Athlete starts with one rank in Coordination during character creation. They obtain this rank before spending experience points, and may not increase Coordination above rank 2 during character creation.
- » **Evasion:** Once per session, your character may spend a Story Point as an out-of-turn incidental when they are the target of a combat check. If they do so, they may add Δ equal to their ranks in Coordination to the roll. This may be spent before or after the combat check is made.
- » **Heroic:** Once per session, when your character is making any non-combat Agility-based check you may spend a Story Point add a number of Δ equal to their Agility rating to the results.
- » **Ultimate:** Once per session you may spend a Story Point to re-roll any Agility-based check.

DEDICATED

The Dedicated is a character who has a strong sense of their self and keeps themselves disciplined in all aspects of their life. A player should choose this archetype if they wish to play a character with a strong personality or one who is especially faithful.

STANDARD



HEROIC



ULTIMATE



ARCHETYPE ABILITIES

- » **Starting Wound Threshold:** 9 + Brawn
- » **Starting Strain Threshold:** 11 + Willpower
- » **Starting Experience:** 100
- » **Starting Skills:** A Dedicated character starts with one rank in Discipline during character creation. They obtain this rank before spending experience points, and may not increase Discipline above rank 2 during character creation.
- » **Focus:** Once per session, you may spend a Story Point as an incidental. If you do so, your character heals a number of strain equal to their Willpower characteristic.
- » **Heroic:** Once per session you may spend a Story Point as an incidental. If you do your character cannot involuntarily suffer strain, until the beginning of their next turn.
- » **Ultimate:** Once per session, your character may spend a Story Point as an incidental. If they do so, during the next check they make that turn, count their ranks in the skill being used as equal to their Willpower characteristic.

SAVVY

The Savvy are characters who think quickly outside of the box. They can see the paths around and through far before others can. A player should choose this archetype if they wish to play a character who can bypass locks and see the truth in a person's heart.

STANDARD



HEROIC



ULTIMATE



CAREERS

The *Awakened Age* does not use careers as typical in *Genesys*. When creating your character, simply pick 8 skills to consider as career skills and gain one rank in 4 of them. It is recommended to choose at least one social and at least one, but not more than two, combat skill. This is not required, but it helps your character be more well-rounded.

Careers are typically how characters determine their starting equipment. You may choose to start with \$1000

ARCHETYPE ABILITIES

- » **Starting Wound Threshold:** 10 + Brawn
- » **Starting Strain Threshold:** 10 + Willpower
- » **Starting Experience:** 100
- » **Starting Skills:** A Savvy character starts with one rank in Perception during character creation. They obtain this rank before spending experience points, and may not increase Perception above rank 2 during character creation.
- » **Insight:** Once per session, your character may spend a Story Point as an incidental. If they do so, they learn the Fear, Strength, Flaw, or Desire (GM choice) from a target within Short range.
- » **Heroic:** Anytime you spend dice results to learn a motivation, you also learn another appropriate motivation.
- » **Ultimate:** Once per session when your character is making a Cunning-based skill check you may spend a Story Point to add ✨ ⚡ to the results.

or you may choose items with the following criteria and restrictions:

- » 1 weapon of rarity 5 or less or a Tool-For-The-Job (medical kit, lockpick set, etc).
- » A vehicle of rarity 4 or less or a home base (apartment, laboratory, bar/pub/tavern, etc).
- » Miscellaneous small items (rarity 1 or 2) related to your character's background.

NEW SKILLS AND RULES

NEW SKILLS

KNOWLEDGE (SCIENCE)

This represents your character's overarching knowledge of all sciences. If your character wishes to specialize in a particular branch, it is recommended that be a separate Knowledge skill.

KNOWLEDGE (SOCIETY)

This represents your character's knowledge of current culture, politics, and law. This covers general society around the world and your character's specific culture in which they live.

KNOWLEDGE (EDUCATION)

This represents your character's general knowledge of academic ideas such as history, art, and literature. This is a wide array of topics and is a very broad skill. Your character's background can help determine what more specific areas they may have studied.

Z-GENE (VARIOUS)

The Z-Gene skill represents how well your character is able to tap into the power that has awoken inside them. Z-Gene cannot be purchased like normal skills. Instead, your character's Z-Gene skill ranks are equal to their Zeta-Gene talent ranks. They must purchase the Zeta-Gene talent to get access to most Super talents. The Zeta-Gene talent description explains this in more detail (page 20).

NEW RULES

RESOURCES

This optional rule for *The Awakened Age* does away with currency as normal in Genesys. Instead, money is abstracted with the Resources talent (page 18). Resources represents your character's access to money, gear, weapons, or other items, and the overall lifestyle they are able to keep. Acquiring some things is more about who you know than what you have. Other times an injection of cash is just the thing to get the gears of bureaucracy moving. A character's Resources rating can be representative of their job, their trust fund, or how everyone seems to owe them a favor.

Because Resources is a talent, some characters can choose to use currency as normal while others use this optional rule. Only the Gadgeteer talent (page 14) requires the use of Resources.

WEAPON NOISE

As a derivative of the *Basic Modern* and *Something Strange* settings, *The Awakened Age* utilizes the Weapon Noise feature found in that material. Most *Awakened Age* games shouldn't need such a feature. GMs are welcome to ignore this rule unless their story needs it. It is included, however, because some super stories *may* use it and it is invaluable in those situations.

All ranged weapons are considered to make noise which can be heard up to Extreme range. The Items section introduces a new Item Quality, Suppressed, which can affect this rule. Players may need to balance the need for the increased fire power against the need to remain unnoticed.

TABLE 1 - SKILLS IN AWAKENED AGE

SKILL	CHAR	TYPE	SOURCE
Athletics	Brawn	General	GCRB (page 58)
Brawl	Brawn	Combat	GCRB (page 67)
Charm	Presence	Social	GCRB (page 54)
Coercion	Willpower	Social	GCRB (page 55)
Computers	Intellect	General	GCRB (page 58)
Cool	Presence	General	GCRB (page 59)
Coordination	Agility	General	GCRB (page 59)
Deception	Cunning	Social	GCRB (page 60)
Discipline	Willpower	General	GCRB (page 58)
Driving	Agility	General	GCRB (page 60)
Gunnery	Agility	Combat	GCRB (page 69)
Knowledge (Education)	Intellect	Knowledge	Awakened Age
Knowledge (Science)	Intellect	Knowledge	Awakened Age
Knowledge (Society)	Intellect	Knowledge	Awakened Age
Leadership	Presence	Social	GCRB (page 56)
Mechanics	Intellect	General	GCRB (page 60)
Medicine	Intellect	General	GCRB (page 61)
Melee	Brawn	Combat	GCRB (page 67)
Negotiation	Presence	Social	GCRB (page 56)
Operating	Intellect	General	GCRB (page 62)
Perception	Cunning	General	GCRB (page 62)
Piloting	Agility	General	GCRB (page 62)
Ranged (Light)	Agility	Combat	GCRB (page 68)
Ranged (Heavy)	Agility	Combat	GCRB (page 69)
Resilience	Brawn	General	GCRB (page 63)
Skulduggery	Cunning	General	GCRB (page 64)
Stealth	Agility	General	GCRB (page 64)
Streetwise	Cunning	General	GCRB (page 65)
Survival	Cunning	General	GCRB (page 65)
Vigilance	Willpower	General	GCRB (page 65)
Z-Gene	Various	Special	Awakened Age

WEAKNESSES

Every powered person has some kind of fatal flaw to how their power works. Sometimes subtle and other times overt, your character's weakness can become a hindrance at the worst possible moment.

Each Weakness can affect your character differently. Some cause your Super talents to not function, while others can cause harm to other characters or affect non-Super talent checks.

Each time you purchase a base Super talent (marked with "Super: Yes (Base)") you may choose a Weakness. Each time you do, your character increases their strain threshold by 2. You can choose the same weakness for all your Super talents or a different one for each.

In addition, the GM (or players in the case of an NPC) must spend a Story Point for Weaknesses that rely on symbol spending.

BANE ITEM

Your powers cannot work against a specific item, or it causes them to no longer function at all. This may happen when you are in the presence of the item or when someone uses it in a certain way. The bane could be a rare mineral, a word or phrase, a holy symbol, or even a color.

- » **Common Item:** ☉☉ or ☉☉☉: An opponent is in possession of your character's bane item. While engaged with that character, your character's Super talents with this Weakness do not function.
- » **Uncommon Item:** ☉☉☉ or ☉☉☉☉: An opponent is in possession of your character's bane item. While within short range of that character, your character's Super talents with this Weakness do not function.
- » **Rare Item:** ☉☉☉☉: An opponent is in possession of your character's bane item. While within medium range of that character, your character's Super talents with this Weakness do not function.

DELAY

Your character's power takes time to become available. When they wish to use a Super talent, you must state how many rounds pass until it has an effect. For every round beyond one, add ■ to any check involving the Super talent.

DANGEROUS

Your character's power is barely contained and can get out of control easily. If their power is contained by a piece of gear, then that gear being lost or damaged can

cause an incident to occur. If containing their power is based solely on determination or learned practice, then especially stressful situations may cause an outburst. This can cause allies or bystanders to be hit with an attack or harmed in some other way.

- » ☉☉☉☉: Whatever is holding your character back is no longer effective. If the Super talent is an attack, your character immediately uses an incidental to use that attack against the nearest ally. You may choose which ally to attack if multiple allies are tied for nearest. If your character's Super talent is not an attack, then all characters within short range of your character suffers wounds equal to twice your Zeta-Gene talent ranks.

GEAR

Your character can lose access to their power if they lose their gear or it becomes damaged. Others may not use their gear to access their powers.

- » ☉☉☉☉: Your character's gear is damaged and temporarily unable to function. A successful **Average (◆◆) Mechanics check** repairs the gear, making your character's Super talents with this Weakness available again.

LIMITED EFFECT

Your character's Super talents with this Weakness only work on a single type of thing such as metal, animals, or water. When using a Super talent with this weakness and making a **Z-Gene skill check**, add ■ equal to their ranks in the Zeta-Gene talent.

The GM may spend 2 Story Points to have an area be absent of your character's item or material that would normally have it. Also, you may spend 2 Story Points to have an area contain a small amount of your character's item or material that would not normally have it.

RECHARGE

Your character has to return to something or somewhere on occasion, typically daily, in order for their power to function. When taking this Weakness you must define how your character recharges.

- » ☉☉☉☉: Your character's Super talents with this Weakness no longer function until they are able to recharge.

TALISMAN

Talismans are the opposite of Bane Items and similar to Gear. Your character's powers stem from a single item.

This item can be a piece of jewelry, such as a ring or necklace, or even a tool, like a hammer. In some cases, using the item may allow other people short-term access to your character's power.

- » ☉: When targeting a character with this weakness, they drop or lose control of their talisman and it moves medium range from them. They may not use their Super talents with this Weakness until they retrieve it.

UNUSUAL APPEARANCE

You cannot hide your power or it is very difficult to do so. You have some abnormality that makes it immediately obvious that you are different than most people, such as wings, horns, or scaly skin. How this appearance affects a situation is determined by your GM.

If a character would judge your character by such an appearance, then upgrade the difficulty of any social check once and add an amount of ■ equal to your char-

acter's Zeta-Gene talent ranks. In especially bad situations characters may not speak to your character at all (or attack you outright!).

However, some characters may find your appearance especially interesting or attractive. In such situations, upgrade applicable social checks once and add an amount of ■ equal to your character's Zeta-Gene talent ranks.

The GM must spend a Story Point to apply the above negative effect. However, the *player* must spend the Story Point to apply the above positive effect. This is reversed in the case of an NPC.

MORE WEAKNESSES

Don't stop here! Come up with more Weaknesses that better fit your character concepts and use the ones here as a guide.

NEW TALENTS

TIER 1

ALACRITY

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. The amount of ▲ required to activate an item quality on an attack targeting your character is increased by one per rank of your character's Zeta-Gene talent.

Heroic: The Defensive Stance talent upgrades the difficulty twice for each strain suffered.

Ultimate: The Dodge talent upgrades the difficulty twice for each strain suffered.

DETECT PERSON

Tier: 1

Activation: Active (Action)

Ranked: Yes

Super: Yes (Upgrade)

Your character must have purchased the Telepathy talent to purchase this talent. As an action your character can spend 2 strain to detect all characters within short range. Your character knows how many but not exactly where they are. For each rank of Detect Person, increase

the range band by one after the first. Additionally, you may spend a Story Point when using this talent to know how many of those characters have the Zeta-Gene (possess the Zeta-Gene talent).

DURABILITY

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character is always considered to have the Reinforced quality.

Heroic: Each rank of the Toughened talent applies twice.

Ultimate: Each rank of the Enduring talent applies twice.

ENERGY ATTACK

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character has a special attack that is entirely energy based, such as summoning lightning or laser-beam eyes. Your character may suffer 2 strain to make an attack with the following weapon profile: Ranged (Heavy); Damage Willpower+X; Range (Short); Critical 5; Slow-firing 1. Additionally, choose

one these qualities for the attack to gain: Forceful, Knockback, Stun Damage, or Stun X. X is equal to your character's Zeta-Gene talent ranks.

Heroic: Choose a second quality from above not previously chosen. The attack gains that quality.

Ultimate: Choose a third quality from above not previously chosen. The attack gains that quality.

FLIGHT

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character may suffer 2 strain to fly until the end of the encounter. See the Flying sidebar on page 100 of the Genesys Core Rulebook. In situations such as aerial combat, a chase, or quickly navigated dense urban buildings, the GM may ask for a **Coordination check** with a difficulty appropriate to the situation.

Heroic: Your character may also hover. They no longer need to perform a maneuver to stay flying.

Ultimate: While flying your character can move as a vehicle with speed equal to their Zeta-Gene talent ranks.

GADGETEER

Tier: 1

Activation: Passive

Ranked: Yes

Super: No

Your character is either a brilliant inventor or has access to amazing technology. They may emulate Super talents with gadgets or body modifications. Your character may ignore the Zeta-Gene talent requirement for purchasing Super talents. However, they may only do this a number of times equal to their Intellect ranks. When a Super talent refers to ranks of Z-Gene, instead use their ranks in Mechanics or Knowledge (Science) while keeping the characteristic the same. Additionally, they may only acquire a talent if its tier is equal to the combined ranks of their Resources talent and either their Mechanics or Knowledge (Science) skills.

When your character suffers a Critical Injury of **Hard** (◆◆◆) or lower, you may choose to not suffer the Critical Injury but instead damage a gadget. Your character may no longer use a base Super talent (GM choice) or any talents that have that talent as a prerequisite. Your character can use the talent again after a successful **Mechanics or Knowledge (Science) check** with a difficulty of the Critical Injury to fix the gadget or body modification.

TABLE 2 - GENESYS TALENTS FOR THE AWAKENED AGE SETTING

TALENT	SUPER	RANKED	SOURCE
TIER 1			
Alacrity	Yes	No	Awakened Age (p 13)
Bought Info	No	No	GCRB (p 72)
Clever Retort	No	No	GCRB (p 73)
Desperate Recovery	No	No	GCRB (p 73)
Detect Person	Yes	Yes	Awakened Age (p 13)
Durability	Yes	No	Awakened Age (p 13)
Duelist	No	No	GCRB (p 73)
Durable	No	Yes	GCRB (p 73)
Energy Attack	Yes	No	Awakened Age (p 13)
Flight	Yes	No	Awakened Age (p 14)
Gadgeteer	Yes	Yes	Awakened Age (p 14)
Grit	No	Yes	GCRB (p 73)
Hamstring Shot	No	No	GCRB (p 73)
Invisibility	Yes	No	Awakened Age (p 17)
Jump Up	No	No	GCRB (p 73)
Knack for It	No	Yes	GCRB (p 73)
Know Somebody	No	Yes	GCRB (p 74)
Let's Ride	No	No	GCRB (p 74)
One With Nature	No	No	GCRB (p 74)
Parry	No	Yes	GCRB (p 74)
Physical Attack, Agility	Yes	No	Awakened Age (p 17)
Physical Attack, Brawn	Yes	No	Awakened Age (p 17)
Proper Upbringing	No	Yes	GCRB (p 74)
Punch Parry	No	Yes	Awakened Age (p 17)
Quick Draw	No	No	GCRB (p 74)
Quick Reload	No	No	Awakened Age (p 17)
Quick Strike	No	Yes	GCRB (p 74)
Rapid Reaction	No	Yes	GCRB (p 74)
Resources	No	Yes	Awakened Age (p 18)
Ring Fighter	No	No	Awakened Age (p 18)
Second Wind	No	Yes	GCRB (p 74)
Senses	Yes	No	Awakened Age (p 18)

TABLE 2 - GENESYS TALENTS FOR THE AWAKENED AGE SETTING (CONT.)

TALENT	SUPER	RANKED	SOURCE
Specialization	No	Yes	Awakened Age (p 19)
Speed	Yes	No	Awakened Age (p 19)
Strength	Yes	No	Awakened Age (p 19)
Stretchy	Yes	No	Awakened Age (p 19)
Surgeon	No	Yes	GCRB (p 74)
Sweep the Leg	No	No	Awakened Age (p 19)
Swift	No	No	GCRB (p 75)
Telekinesis	Yes	No	Awakened Age (p 19)
Telekinetic Attack	Yes	No	Awakened Age (p 20)
Telepathy	Yes	No	Awakened Age (p 20)
Teleport	Yes	No	Awakened Age (p 20)
Toughened	No	Yes	GCRB (p 75)
Unremarkable	No	No	GCRB (p 75)
Zeta-Gene	Yes	Yes	Awakened Age (p 20)
TIER 2			
Alacrity (Improved)	Yes	No	Awakened Age (p 20)
Astral Projection	Yes	No	Awakened Age (p 21)
Berserk	No	No	GCRB (p 75)
Carry	Yes	No	Awakened Age (p 21)
Coordinated Assault	No	Yes	GCRB (p 75)
Counteroffer	No	No	GCRB (p 75)
Daring Aviator	No	Yes	GCRB (p 75)
Deadly Attack	Yes	Yes	Awakened Age (p 21)
Defensive Stance	No	Yes	GCRB (p 75)
Energy Attack (Improved)	Yes	No	Awakened Age (p 21)
Fast Attack	No	No	Awakened Age (p 21)
Fastball	Yes	No	Awakened Age (p 21)
Flurry	No	No	Awakened Age (p 22)
Heightened Awareness	No	Yes	GCRB (p 76)
Knee Strike	No	No	Awakened Age (p 22)
Inspiring Rhetoric	No	No	GCRB (p 76)
Inventor	No	No	GCRB (p 76)
Lift	Yes	No	Awakened Age (p 22)

TALENT	SUPER	RANKED	SOURCE
Lucky Strike	No	No	GCRB (p 76)
Nerves of Steel	No	No	Awakened Age (p 22)
On Your Feet!	No	Yes	Awakened Age (p 21)
Overwatch	No	No	Awakened Age (p 22)
Physical Attack, Brawn (Improved)	Yes	No	Awakened Age (p 23)
Precise Attack	No	No	Awakened Age (p 23)
Push It	No	No	Awakened Age (p 23)
Scathing Tirade	No	No	GCRB (p 77)
Senses (Improved)	Yes	No	Awakened Age (p 23)
Sidekick	No	No	Awakened Age (p 23)
Side Step	No	Yes	GCRB (p 77)
Sticky	Yes	No	Awakened Age (p 23)
Strength (Improved)	Yes	No	Awakened Age (p 23)
Stretchy (Improved)	Yes	No	Awakened Age (p 24)
Super-Characteristic	Yes	Yes	Awakened Age (p 24)
Telekinesis (Improved)	Yes	No	Awakened Age (p 24)
Telepathy (Improved)	Yes	No	Awakened Age (p 24)
Teleport (Improved)	Yes	No	Awakened Age (p 24)
Throw	Yes	No	Awakened Age (p 24)
X-Ray Vision	Yes	No	Awakened Age (p 24)
TIER 3			
Animal Companion	No	Yes	GCRB (p 77)
Dodge	No	Yes	GCRB (p 78)
Durability (Improved)	Yes	No	Awakened Age (p 25)
Eagle Eyes	No	No	GCRB (p 78)
Energy Attack (Supreme)	Yes	No	Awakened Age (p 25)
Field Commander	No	No	GCRB (p 78)
Forgot to Count?	No	No	GCRB (p 78)
Full Throttle	No	No	GCRB (p 78)
Get Down!	No	No	Awakened Age (p 25)
Grenadier	No	No	GCRB (p 78)
Heroic Will	No	No	GCRB (p 78)
Improved Attack	Yes	No	Awakened Age (p 25)

TABLE 2 – GENESYS TALENTS FOR THE AWAKENED AGE SETTING (CONT.)

TALENT	SUPER	RANKED	SOURCE
Increase Characteristic	Yes	No	Awakened Age (p 25)
Inspiring Rhetoric (Improved)	No	No	GCRB (p 78)
Invisibility (Improved)	Yes	No	Awakened Age (p 25)
Multi Attack	Yes	No	Awakened Age (p 25)
Natural	No	No	GCRB (p 79)
No Mere Mortal	Yes	No	Awakened Age (p 25)
Painkiller Specialization	No	Yes	GCRB (p 79)
Parry (Improved)	No	No	GCRB (p 79)
Physical Attack, Agility (Improved)	Yes	No	Awakened Age (p 26)
Poisoner	No	No	Awakened Age (p 26)
Power Attack	Yes	No	Awakened Age (p 26)
Ready For Action	No	No	Awakened Age (p 26)
Scathing Tirade (Improved)	No	No	GCRB (p 80)
Speed (Improved)	Yes	No	Awakened Age (p 26)
Stretchy (Supreme)	Yes	No	Awakened Age (p 26)
Swoop	Yes	No	Awakened Age (p 26)
Telekinetic Defense	Yes	No	Awakened Age (p 26)
Telepathy (Supreme)	Yes	No	Awakened Age (p 27)
TIER 4			
Always Prepared	Yes	No	Awakened Age (p 27)
Can't We Talk About This	No	No	GCRB (p 79)
Deadeye	No	No	GCRB (p 79)
Defensive	No	No	GCRB (p 80)
Defensive Driving	No	Yes	GCRB (p 80)
Elementary	No	No	GCRB (p 80)
Enduring	No	No	GCRB (p 80)
Field Commander (Improved)	No	No	GCRB (p 80)
Heroic	Yes	No	Awakened Age (p 27)
How Convenient!	No	No	GCRB (p 80)
Inspiring Rhetoric (Supreme)	No	No	GCRB (p 80)
I Never miss	Yes	No	Awakened Age (p 27)

TALENT	SUPER	RANKED	SOURCE
Multi Attack (Improved)	Yes	Yes	Awakened Age (p 27)
Overcharge	No	No	GCRB (p 80)
Physical Attack, Agility (Supreme)	Yes	No	Awakened Age (p 27)
Regeneration	Yes	No	Awakened Age (p 27)
Scathing Tirade (Supreme)	No	No	GCRB (p 81)
Scoop	Yes	No	Awakened Age (p 28)
Senses (Supreme)	Yes	No	Awakened Age (p 28)
Sidekick (Improved)	No	Yes	Awakened Age (p 28)
Speed (Supreme)	Yes	No	Awakened Age (p 28)
Strength (Supreme)	Yes	No	Awakened Age (p 28)
Teleport (Supreme)	Yes	No	Awakened Age (p 28)
Telekinesis (Supreme)	Yes	No	Awakened Age (p 28)
Throw (Improved)	Yes	No	Awakened Age (p 28)
TIER 5			
Dedication	No	Yes	GCRB (p 81)
Durability (Supreme)	Yes	No	Awakened Age (p 29)
Indomitable	No	No	GCRB (p 81)
Master	No	No	GCRB (p 81)
Multi Action	Yes	No	Awakened Age (p 29)
Overcharge (Improved)	No	No	GCRB (p 81)
Physical Attack, Brawn (Supreme)	Yes	No	Awakened Age (p 29)
Ruinous Repartee	No	No	GCRB (p 81)
Telekinesis (Omega)	Yes	No	Awakened Age (p 29)
Telepathy (Omega)	Yes	No	Awakened Age (p 29)
Teleport (Omega)	Yes	No	Awakened Age (p 29)
Ultimate	Yes	No	Awakened Age (p 29)

ENCUMBRANCE

Both the Strength and Telekinesis talent lines rely heavily on the Encumbrance rules on page 84-85 of the Genesys Core Rulebook. It is recommended that players and GMs become more acquainted with these less often used rules in order to understand better how the Strength and Telekinesis talents are intended to work.

INVISIBILITY

Tier: 1

Activation: Active (Action)

Ranked: No

Super: Yes (Base)

*Your character must have purchased the Zeta-Gene talent to purchase this talent. As an action, your character may suffer 2 strain to turn invisible (but remains audible). Until the end of your next turn your character cannot be the target of a normal attack or effect. Your character may extend the effect for an additional round by performing a maneuver. If an opponent can infer your location (the GM may require a **Stealth check** in some cases), the difficulty of any action targeting your character upgrades a number of times equal to your character's Zeta-Gene talent. If your character performs any action (besides exchanging an action for a maneuver), they become visible. As an incidental, they may choose to end this talent use and become visible.*

Heroic: Your character may perform non-combat actions without becoming visible.

Ultimate: Your character may suffer 2 strain to perform a combat action without becoming visible.

PHYSICAL ATTACK, AGILITY

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character has a special attack that is entirely physical in nature, such as a bow with trick arrows or a whip-like tail. Your character may suffer 2 strain to make an attack with the following weapon profile: Ranged (Light); Damage Agility+X; Range (Short); Critical 5; Chamber 1. Additionally, choose one these qualities for the attack to gain: Forceful, Ensnare X, Disorient X, or Accurate X. X is equal to your character's Zeta-Gene talent ranks.

Heroic: Choose a second quality from above not previously chosen. The attack gains that quality.

Ultimate: Choose a third quality from above not previously chosen. The attack gains that quality.

PHYSICAL ATTACK, BRAWN

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character has a special attack that is entirely physical in nature, such as claws or spikes. Your character may suffer 2 strain to make an attack with the following weapon profile: Brawl; Damage +X; Range (Engaged); Critical 4; Prepare 1. Additionally, choose one these qualities for the attack to gain: Sunder, Superior, Pierce X, or Vicious X. X is equal to your character's Zeta-Gene talent ranks. This is considered an unarmed attack.

Heroic: Choose a second quality from above not previously chosen. The attack gains that quality.

Ultimate: Choose a third quality from above not previously chosen. The attack gains that quality.

PUNCH PARRY

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Super: No

When your character suffers a hit from an unarmed combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, Genesys Core Rulebook page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Punch Parry. This talent can only be used once per hit, and your character must have their hands free.

QUICK RELOAD

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Super: No

When reloading a weapon for any reason, your character may do so as an incidental. Retrieving the reload from a backpack or pocket may still be a maneuver however. Additionally, this talent also reduces a weapon's Chamber rating by one to a minimum of zero.

This talent does not apply to any Super talent attacks.

RESOURCES

Tier: 1

Activation: Active (Action)

Ranked: Yes

Super: No

When purchasing the Resources talent, choose one of the following characteristics: Cunning, Intellect, or Presence. When making a Negotiation or Streetwise check to acquire an item, use the chosen characteristic along with the appropriate skill. Each rank of the Resources talent reduces the rarity of the item sought by 1. If the check succeeds, your character acquires the item. If the check fails, your character fails to acquire the item and may not attempt to acquire any more items in the current session. **Table 3 - Resources** (below) gives suggestions for spending dice results.

Each time your character succeeds on a check to acquire an item, their effective Resources rank decreases by 1. Each new session the Resources rank returns to its original value. Additionally, without making a check, your character can acquire items with a rarity equal to, or less than, your character's ranks in the Resources talent. This does not include items where its rarity is modified by the characters ranks in the Resources talent

RING FIGHTER

Tier: 1

Activation: Passive

Ranked: No

Super: No

Your character adds ■ to their unarmed combat checks while engaged with a single opponent. Your character adds ■ to their unarmed combat checks while engaged with three or more opponents.

SENSES

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character always removes any ■ added to Perception or Vigilance skill checks. Additionally, they may suffer 2 strain to add ■ equal to their ranks in their Zeta-Gene talent to any Vigilance skill checks.

Heroic: There is no limit to the number of times the Eagle Eyes talent may be used in an encounter.

Ultimate: The Side Step talent upgrades the difficulty twice for each strain suffered.

TABLE 3 - RESOURCES

RESULT	OUTCOME
▲ or ⊕	Acquiring the item takes a little less time than expected.
▲ ▲ or ⊕	Gain an additional item of lesser rarity and no greater than 3.
▲ ▲ ▲ or ⊕	Gain an additional item of lesser rarity.
⊕	Do not reduce your character's effective Resource rating for this acquisition.
⊖ or ⊗	Acquiring the item takes a little more time than expected.
⊖ ⊖ or ⊗	Intellect: Your character has to give away an item of equal or lesser rarity. The rarity difference of the items cannot be greater than 2. Presence: Your character owes a minor favor to the person providing the item. Cunning: Law enforcement is tipped off that someone matching your character's description now has the item. If the item is legal, then the (previous) owner is also aware.
⊖ ⊖ ⊖ or ⊗	Intellect: Your character has to give away an item of equal or greater rarity. Presence: Your character owes a major favor to the person providing the item. Cunning: Law enforcement is tipped off that specifically your character now has the item. If the item is legal, then the (previous) owner is also aware.
⊗	Your character's effective Resources rating is reduced twice instead of once.

SPECIALIZATION

Tier: 1

Activation: Passive

Ranked: Yes

Super: No

When first purchasing this talent choose a General skill and a limited scope of using that skill. For example, using the Skulduggery skill to pickpocket while in a crowd or the Driving skill while evading capture on a motorcycle. When using the skill in the chosen situation your character adds \square per ranks in Specialization.

SPEED

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Once per turn, your character may perform the Move maneuver for free and it does not count toward their maneuver limit. Additionally, they may suffer 1 strain to engage or disengage as an incidental.

Heroic: When using the Rapid Reaction talent add $\star\star$ for each strain suffered instead of \star .

Ultimate: When using the Quick Strike talent add an additional \square for each rank in your character's Zeta-Gene talent.

STRENGTH

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. When purchasing this talent choose one of the following qualities: Knockdown, Knockback, or Forceful. When making an attack that uses the Brawn characteristic and has that quality your character may activate that quality for one fewer \triangle .

Heroic: Choose a second quality from above not previously chosen. That quality may also be activated for one fewer \triangle .

Ultimate: Choose a third quality from above not previously chosen. That quality may also be activated for one fewer \triangle .

STRETCHY

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character may consider themselves Engaged with any object or character within short range, but other objects and characters still consider your character to be at short range.

Heroic: The range of this talent and Stretchy (Supreme) is medium.

Ultimate: Triggering Ensnare on unarmed attacks requires one fewer \triangle .

SWEEP THE LEG

Tier: 1

Activation: Active (Action)

Ranked: No

Super: No

Once per round, your character may use this talent to perform an unarmed combat check against one non-vehicle target they are engaged with. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

TELEKINESIS

Tier: 1

Activation: Active (Action)

Ranked: No

Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character can move objects and characters with their mind. To use this talent they must suffer 3 strain and make a **Hard (◆◆◆) Z-Gene (Willpower) check**. If successful a target object or character of no greater than silhouette 1, within short range can be moved away or toward your character one range band, and upward about 1 foot (~30cm). They can be held aloft until the end of your character's next turn and the effect can be extended another turn by performing a maneuver. If the target is able and tries to resist then the check is instead an **opposed Z-Gene (Willpower) vs Athletics check**. Characters affected by this talent cannot perform the Move maneuver.

Heroic: Characters affected by this talent are considered immobilized.

Ultimate: Objects and characters may be lifted upward to short range.

TELEKINETIC ATTACK

Tier: 1

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the *Telekinesis and Energy Attack* talents to purchase this talent. Your character can lash out with their mind. Your character may use **Z-Gene (Willpower)** when making an attack with the Energy Attack talent.

TELEPATHY

Tier: 1

Activation: Active (Action)

Ranked: No

Super: Yes (Base)

Your character must have purchased the *Zeta-Gene talent* to purchase this talent. Your character can read minds. Your character may suffer 2 strain and make an opposed **Z-Gene (Presence) vs Discipline** check. Targets with the Telepathy talent may defend with **Z-Gene (Willpower)** instead. If successful they may read the surface thoughts of one target within short range. PC, Rival, and Nemesis characters are aware that someone is doing *something* in their mind. How much they understand about specifically what is happening depends on the character.

Heroic: This talent may be used up to medium range.

Ultimate: Only targets with the Telepathy are aware of the effect.

TELEPORT

Tier: 1

Activation: Active (Action)

Ranked: No

Super: Yes (Base)

Your character must have purchased the *Zeta-Gene talent* to purchase this talent. Your character may make a **Hard (◆◆◆) Z-Gene (Cunning) check**. If successful they appear anywhere within medium range they can see.

Heroic: The difficulty for this talent is **Average (◆◆)** and works to long range.

Ultimate: The difficulty for this talent is **Easy (◆)** and is a maneuver.

ZETA-GENE

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Super: Yes

Your character possesses the Zeta-Gene. They have either kept their Awakening a secret until now or some other event has caused their Awakening to occur. This talent represents their control over the raw power their awakened Zeta-Gene bestows.

Once per session, you may spend two Story Points to add ranks equal to your character's rank in the Zeta-Gene talent to their next non-Z-Gene skill check.

When a talent calls for a **Z-Gene (X) skill check**, treat the **Z-Gene skill** as if it has a rating equal to the ranks of your character's Zeta-Gene talent where X is the base characteristic.

You may only purchase a number of base Super talents (marked with "**Super:** Yes (Base)") up to your ranks in the Zeta-Gene talent.

TIER 2

ALACRITY (IMPROVED)

Tier: 2

Activation: Passive

Ranked: Yes

Super: Yes (Upgrade)

Your character must have purchased the *Alacrity talent* to purchase this talent. Your character increases their melee defense equal by their Zeta-Gene talent rating. Also, their defense is no longer capped at 4.

USING ZETA-GENE IN OTHER SETTINGS

The Zeta-Gene talent does not need to be literally a genetic abnormality in your game. Zeta-Gene can simply represent how well a character is attuned with the amazing powers they possess. It can be how much gamma rays they've absorbed or their skill with making and using wild technology. While *The Awakened Age* was built with a specific setting in mind, it can be easily adapted to other, similar settings. Try to think outside of the box and use the generic nature of Genesys to your advantage!

ASTRAL PROJECTION

Tier: 2

Activation: Active (Action)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Telepathy talent to purchase this talent. As an action your character can suffer 2 strain to have their consciousness leave their body and float through the world in a ghost-like state. While in this state they cannot interact with any physical objects; they pass through everything. No one can see or hear them, but your character is able to perceive everything as normal. During this time, their body appears to be completely deceased while they are astral projecting. Your character can maintain this state for a number of rounds equal to their Presence + Zeta-Gene talent ranks.

CARRY

Tier: 2

Activation: Active (Action)

Ranked: No

Super: Yes (Upgrade)

*Your character must have purchased the Flight talent to purchase this talent. When flying or hovering your character may carry one character of the same silhouette as your character or smaller. If the character is unwilling to be carried your character needs to succeed on an **opposed Brawl check**.*

DEADLY ATTACK

Tier: 2

Activation: Passive

Ranked: Yes

Super: Yes (Upgrade)

Decrease the critical rating of any attack your character makes that uses a Super talent by one for each rank of Deadly Attack, to a minimum of 1.

ENERGY ATTACK (IMPROVED)

Tier: 2

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Energy Attack talent to purchase this talent. Your character's Energy Attack attack range is now long.

ASTRAL COMBAT

Should two opponents meet while astral projecting, combat may ensue. If not already in a structured encounter, roll initiative as normal. Characters may only perform unarmed attacks (however they can take any form the characters wish) and use **Z-Gene (Presence)** as the attack skill. Damage is equal to their Willpower plus uncancelled ✨ results and there is no soak. Instead of suffering wounds on a hit, characters suffer strain. When a character exceeds their strain threshold, they immediately return to their body but are incapacitated.

FAST ATTACK

Tier: 2

Activation: Active (Incidental)

Ranked: No

Super: No

When taking this talent you choose either Brawl or Melee. Your character may then use Agility instead of Brawn when making checks with the chosen skill. Base damage for Brawl and Melee combat checks is still determined by Brawn.

FASTBALL

Tier: 2

Activation: Active (Action)

Ranked: No

Super: Yes

Your character must have purchased the Throw or Telekinesis (Omega) talents to purchase this talent. If your character is able to throw an ally and that ally agrees to be thrown then your character can use the Throw or Telekinesis (Omega) talents to throw them. Your character must be engaged with the ally, the ally cannot have taken a turn yet in this round, and the ally cannot take an action this round. If successful, your character's attack does no damage and instead each uncancelled ✨ is added to the results of a melee attack the thrown ally may immediately make against the same target. The target is also knocked prone. If either your character's attack or the thrown ally's attack fails, the thrown ally is knocked prone instead. Regardless of the success of these rolls, the thrown ally is engaged with the target.

FLURRY

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Super: No

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your character adds ✨^ to all unarmed combat checks they make. However, opponents add ✨ to all combat checks targeting your character. While flurrying, your character cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

KNEE STRIKE

Tier: 2

Activation: Active (Incidental)

Ranked: No

Super: No

When your character inflicts a Critical Injury with an unarmed attack, they may use this talent to immobilize the target until the end of the target's next turn (in addition to the other effects of the Critical Injury).

LIFT

Tier: 2

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Strength talent to purchase this talent. Instead of the difficulty increasing by one for every 1 point of encumbrance, the difficulty for lifting objects increases by one for every 10 points of encumbrance.

NERVES OF STEEL

Tier: 2

Activation: Active (Incidental)

Ranked: No

Super: No

Before making a fear check, your character may spend a Story Point to automatically succeed.

ON YOUR FEET!

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Super: No

When making a Medicine check, before the dice are rolled, your character may add ✨ up to their ranks in On Your Feet! to the results. For every ✨ added in this manner, the target suffers 2 strain.

TABLE 4 - SILHOUETTE TO ENCUMBRANCE

SILHOUETTE	ENCUMBRANCE
0	5
1	Brawn + 5 or 10
2	320
3	880
4	1750
5	3,125
6	5,000

TABLE 5 - DAMAGE FROM SILHOUETTE FOR IMPROVISED WEAPONS

SILHOUETTE	DAMAGE
0	Table I.6-5 Genesys Core Rulebook page 109
1	Brawn or 10
2	20
3	30
4	40
5	50
6	60

TABLE 6 - ENCUMBRANCE VALUES FOR COMMON ITEMS

ITEM	ENCUMBRANCE
Mailbox	30
Stop light	150
Motorcycle	250
Dumpster	300
Car	320
Van/Truck	400

OVERWATCH

Tier: 2

Activation: Active (Action)

Ranked: No

Super: No

Your character may spend 2 strain to activate this talent. Until the beginning of their next turn they may make one out-of-turn incidental to interrupt a move maneuver of an opposing character by making a ranged

combat action targeting that character. This attack has the difficulty increased once. The outcome of this attack may affect the target's ability to complete their move, up to GM discretion.

PHYSICAL ATTACK, BRAWN (IMPROVED)

Tier: 2
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Physical Attack, Brawn talent to purchase this talent. When purchasing this talent choose one of the following item qualities: Knockback, Disorient X, or Poison X. Where X is equal to your character's ranks in the Zeta-Gene talent. Your character may suffer 2 strain to add that quality when using the Physical Attack, Brawn talent.

PRECISE ATTACK

Tier: 2
Activation: Active (Incidental)
Ranked: No
Super: No

When taking this talent you choose either Ranged (Light) or Ranged (Heavy). Your character may then use Cunning instead of Agility when making checks with the chosen skill.

PUSH IT

Tier: 2
Activation: Passive
Ranked: No
Super: No

On a check that produces no results (all symbols cancel) spend a Story Point to have the check considered as successful with final results of ✨👁️👁️👁️.

SENSES (IMPROVED)

Tier: 2
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Senses talent to purchase this talent. Your character increases their ranged defense equal to their Zeta-Gene talent rating and their defense is no longer capped at 4. Additionally, they ignore any effect that causes the loss of a sense such as the blindness Critical Injury or the Invisibility talents.

SIDEKICK

Tier: 2
Activation: Passive
Ranked: No
Super: No

Your character has a sidekick. They can be a ward, a good friend, the guy-in-a-chair, etc. This is usually someone who is at least modestly capable and wants to help but has no powers. When your character's sidekick is in an encounter, once per round your character may spend one maneuver to direct the sidekick in performing one action and one maneuver during your character's turn.

However, a sidekick ends up in trouble almost as often as they help. The GM may spend two Story Points to put the sidekick in a precarious situation or otherwise cause the current situation to not go as planned.

Players and GMs are encouraged to come up with proper details for the sidekick befitting the PC. Sample sidekicks are available in the Adversaries section starting on "Sidekicks" on page 44.

STICKY

Tier: 2
Activation: Passive
Ranked: No
Super: Yes (Base)

Your character must have purchased the Zeta-Gene talent to purchase this talent. Your character can stick to walls and ceilings. This allows them to reach places most people cannot. Some impassible or difficult terrain may be considered normal terrain (up to GM discretion).

STRENGTH (IMPROVED)

Tier: 2
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Strength talent to purchase this talent. When determining your character's encumbrance threshold, take their Brawn, add their Zeta-Gene talent ranks, and then multiply by 40.

Heroic: Your character's Brawn-based attacks have a Vicious rating equal to their Zeta-Gene talent ranks.

Ultimate: Your character can suffer 2 strain to add the Concussive 1 quality to the next Brawn based attack they make.

STRETCHY (IMPROVED)

Tier: 2
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Stretchy talent to purchase this talent. Your unarmed attacks gain the Ensnare quality with ranks equal to your Zeta-Gene talent ranks. Additionally, when your character successfully hits a target, you may choose to deal no damage and instead trigger Ensnare without spending Δ . Opponents may attempt to break out of your character's Ensnare by making a successful **Athletics vs Z-Gene (Agility) check** against your character.

SUPER-CHARACTERISTIC

Tier: 2
Activation: Passive
Ranked: Yes
Super: Yes (Upgrade)

Your character must have purchased the Zeta-Gene talent to purchase this talent. When purchasing this talent choose a characteristic. That characteristic is now considered a super-characteristic according to the rules on page 251 of the Genesys Core Rulebook.

TELEKINESIS (IMPROVED)

Tier: 2
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Telekinesis talent to purchase this talent. Your character can now lift and move much heavier objects. For objects and characters larger than silhouette 1 you must determine the encumbrance value. The amount of encumbrance your character can lift or move with this talent is 20 times the sum of their Willpower and their ranks in the Zeta-Gene talent. If your character attempts to lift or move an object with encumbrance greater than this value, then the check is upgraded for every 20 points of encumbrance over this threshold.

TELEPATHY (IMPROVED)

Tier: 2
Activation: Active (Action)
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Telepathy talent to purchase this talent. Your character can inflict mental

trauma on a target. Your character may suffer 2 strain to make an **opposed Z-Gene (Presence) vs Discipline check** against any character within short range. Targets with the Telepathy talent may defend with **Z-Gene (Willpower)** instead. The target suffers 2 strain for each \star and is disoriented for one round per Δ .

TELEPORT (IMPROVED)

Tier: 2
Activation: Active (Incidental)
Ranked: Yes
Super: Yes (Upgrade)

Your character must have purchased the Teleport talent to purchase this talent. Your character may engage or disengage as an incidental. If your character uses this talent to engage an opponent they were not engaged with at the beginning of the round, they may suffer strain up to their ranks in the Zeta-Gene talent to add \square for each strain suffered to the first attack they make.

THROW

Tier: 2
Activation: Passive
Ranked: Yes
Super: Yes (Upgrade)

Your character must have purchased the Lift talent to purchase this talent. Your character can throw any object they lift. They can choose to attack with the thrown object. Z-Gene (Brawn); Damage (based on Silhouette [see **Table 5 - Damage From Silhouette For Improved Weapons** on page 22]); Range (Short).

X-RAY VISION

Tier: 2
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Senses (Improved) talent to purchase this talent. Your character can see through objects up to short range. They remove \blacksquare added to checks from concealment and treat ranged defense as two ranks lower.

TIER 3

DURABILITY (IMPROVED)

Tier: 3

Activation: Active (Out-of-turn incidental)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Durability talent to purchase this talent. When your character is hit with an attack that triggers the Forceful, Knockback, or Knockdown qualities, you may spend a Story Point to ignore the effects of those qualities.

ENERGY ATTACK (SUPREME)

Tier: 3

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Energy Attack (Improved) talent to purchase this talent. When purchasing this talent choose one of the following item qualities: Burn X, Sunder, or Poison X. X is equal to your character's Zeta-Gene talent ranks. Your character may suffer 1 strain to add that quality when using the Energy Attack talent.

GET DOWN!

Tier: 3

Activation: Active (Incidental)

Ranked: No

Super: No

Choose one ally your character is engaged with. Until the end of your next turn upgrade the difficulty of all combat checks targeting that ally for each rank your character has in Athletics. If any attack misses while this talent is active, $\triangle \triangle \triangle$ or \otimes may be spent by an adversary to hit your character instead.

IMPROVED ATTACK

Tier: 3

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Attacks your character makes that use a Super talent no longer have the Chamber, Prepare, or Slow-firing qualities.

INCREASE CHARACTERISTIC

Tier: 3

Activation: Passive

Ranked: Yes

Super: Yes (Upgrade)

Your character may increase by one a single characteristic that is consider a super-characteristic. The characteristic may not increase above 6.

INVISIBILITY (IMPROVED)

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Invisibility talent to purchase this talent. Your character can extend their invisibility to allies. As a maneuver, after using the Invisibility talent, you may grant a number allies equal to your ranks in the Zeta-Gene talent the effects (and limitations) of your Invisibility talent as long as they are within short range of your character.

MULTI ATTACK

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Stretchy or Speed talent to purchase this talent. As a maneuver your character may add the Auto-fire quality to the next unarmed or melee attack they make.

NO MERE MORTAL

Tier: 3

Activation: Passive

Ranked: No

Super: Yes

*Your character must have purchased the Zeta-Gene talent to purchase this talent. The maximum severity of Critical Injury a minion group can inflict on your character is **Hard** (◆◆◆). Any Critical Injury results above that severity are reduced to **Hard** (◆◆◆), Knocked Senseless.*

Heroic: The maximum severity above is **Average** (◆◆).

Ultimate: The maximum severity above is **Easy** (◆).

PHYSICAL ATTACK, AGILITY (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Physical Attack, Agility talent to purchase this talent. When purchasing this talent choose one of the following item qualities: Pierce X, Guided X, or Burn X. X is equal to your character's Zeta-Gene talent ranks. Your character may suffer 1 strain to add that quality and increase the range to long when using the Physical Attack, Agility talent.

POISONER

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Super: No

Your character knows how to make some poisons. In general, with the proper ingredients and tools, it takes twenty-four hours to create a poison. Twelve of those hours require dedicated effort from the crafter with the remaining time for things to boil, cook, dry, ferment, or a similar process to occur. No check is required to create the poison. Ingredients can be collected with a successful Survival or Streetwise check, subject to GM approval.

The poison may be applied to a proper weapon that can cut or pierce. This takes a maneuver, gives the weapon the Poison quality with rating equal to your character's ranks Skulduggery, and lasts until the end of the encounter.

POWER ATTACK

Tier: 3

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Strength talent to purchase this talent. You may spend $\Delta \Delta$ to add Breach 1 to any Brawn-based attacks.

READY FOR ACTION

Tier: 3

Activation: Passive

Ranked: No

Super: No

When your character uses the Cool skill for determining initiative Δ may be spent to add \square to their first skill

check of the encounter. This may be done multiple times and the Δ is still used to break ties.

SPEED (IMPROVED)

Tier: 3

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Speed talent to purchase this talent. When your character uses the first initiative slot of the encounter they may suffer 1 strain to remove any \blacklozenge from the first attack they make (any \blacklozenge remain). This occurs after any upgrades are applied.

STRETCHY (SUPREME)

Tier: 3

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Stretchy (Improved) talent to purchase this talent. Your character can move to any location within short range in a single maneuver regardless of height or obstacles, except for solid walls or specially sealed doors. Your character can fit through openings about the size of a pencil. Additionally, any skill check that uses Agility gains \square equal to their Zeta-Gene talent ranks.

SWOOP

Tier: 3

Activation: Active (Action)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Flight talent to purchase this talent. Your character can engage as an incidental and make a melee attack if they moved at least two range bands while flying. The attack gains additional damage equal to their ranks in their Zeta-Gene talent ranks and the Forceful quality. After the attack is resolved they may disengage as an incidental.

TELEKINETIC DEFENSE

Tier: 3

Activation: Active (Action)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Telekinesis talent to purchase this talent. Your character can create a protective barrier. They may suffer 2 strain to add defense equal to their Zeta-Gene talent ranks and suffer

an additional 1 strain per engaged ally to extend the benefit to them. The effect lasts until the end of your next turn. Your character may perform a maneuver to have the effect continue for an additional round and may keep performing maneuvers in this way until the end of the encounter.

TELEPATHY (SUPREME)

Tier: 3

Activation: Active (Action)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Telepathy talent to purchase this talent. Your character can suffer 2 strain to make a **Daunting (◆◆◆◆) Z-Gene (Presence) check**. If successful the target forgets everything that happened to them for up to the last hour. ☹️ can be spent to replace the time with a memory of your character's choosing. This check should be upgraded by any Adversary ranks the target may have.

TIER 4

ALWAYS PREPARED

Tier: 4

Activation: Active (Action)

Ranked: No

Super: No

Your character must have purchased the Gadgeteer talent to benefit from this talent. Once per session, you may spend two Story Points to know and trigger the Weakness of a character within long range.

HEROIC

Tier: 4

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Zeta-Gene talent to purchase this talent. You may activate the Zeta-Gene talent with only one Story Point. Additionally, when playing at the Standard tier, your character increases their wound and strain thresholds by 2, and may now use the Heroic option available on their archetype and some talents.

I NEVER MISS

Tier: 4

Activation: Active (Incidental)

Ranked: No

Super: Yes

Your character must have purchased the Zeta-Gene talent to purchase this talent. When your character fails a ranged combat check they may suffer 2 strain to spend a Story Point to make the check again with the same dice pool. You may choose which result to use.

MULTI ATTACK (IMPROVED)

Tier: 4

Activation: Active (Maneuver)

Ranked: Yes

Super: Yes (Upgrade)

Your character must have purchased the Multi Attack talent to purchase this talent. As a maneuver your character may add the Linked quality to the next unarmed or melee attack they make. Linked has a rating equal to the ranks your character has in Multi Attack (Improved).

PHYSICAL ATTACK, AGILITY (SUPREME)

Tier: 4

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Physical Attack, Agility (Improved) talent to purchase this talent. Once per session you may add Breach 2 when using the Physical Attack, Agility talent.

REGENERATION

Tier: 4

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Durability talent to purchase this talent. At the start of their turn each round, your character heals wounds equal to their Zeta-Gene talent rank. They also heal one Critical Injury per day even without rest.

SCOOP

Tier: 4
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Swoop and Carry talents to purchase this talent. Your character can engage as an incidental and make a melee attack if they moved at least two range bands while flying. Your character may choose to do no damage and instead pick up the target (as long as they meet the silhouette requirements of the Carry talent).

SENSES (SUPREME)

Tier: 4
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Senses talent to purchase this talent. Your character may suffer 2 strain to ignore a number of upgrades equal to their ranks in the Zeta-Gene talent from the Defensive Stance, Dodge, or Adversary talents.

SIDEKICK (IMPROVED)

Tier: 4
Activation: Passive
Ranked: Yes
Super: No

Your character must have purchased the Sidekick talent to purchase this talent. Your character's sidekick now has powers. When purchasing this talent choose a characteristic for the sidekick. The sidekick now considers that characteristic as a super-characteristic according to the rules on page 251 of the Genesys Core Rulebook. They have Zeta-Gene talent ranks equal to your ranks in the Sidekick (Improved) talent. Additionally, choose two tier 1 base Super talents for the sidekick to gain.

SPEED (SUPREME)

Tier: 4
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Speed talent to purchase this talent. When your character performs the Move maneuver they may suffer 2 strain to move a number of range bands equal to their Zeta-Gene talent ranks.

STRENGTH (SUPREME)

Tier: 4
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Strength (Improved) talent to purchase this talent. Any skill check that uses Brawn gains \square equal to your character's Zeta-Gene talent ranks.

TELEPORT (SUPREME)

Tier: 4
Activation: Active (Incidental)
Ranked: No
Super: Yes (Upgrade)

*Your character must have purchased the Teleport talent to purchase this talent. When using the Teleport talent, your character can also teleport any number of engaged, willing allies to the same location. If your character wishes to teleport an unwilling target they make the **Z-Gene (Cunning)** check as normal. If successful, they affect one unwilling target per Δ spent. If not enough Δ is generated you can choose to not teleport, although the strain is still suffered.*

TELEKINESIS (SUPREME)

Tier: 4
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Telekinesis talent to purchase this talent. When determining the amount of encumbrance your character can lift or move with this talent, take their Willpower, add their Zeta-Gene talent ranks, and then multiply by 40. Your character may also target objects and characters up to medium range.

THROW (IMPROVED)

Tier: 4
Activation: Passive
Ranked: No
Super: Yes (Upgrade)

Your character must have purchased the Throw talent to purchase this talent. The range of throwing objects with the Throw talent is now long.

TIER 5

DURABILITY (SUPREME)

Tier: 5

Activation: Active (Action)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Durability (Improved) talent to purchase this talent. As an action your character may suffer 2 strain to activate this talent. Until the start of their next turn, any time they are targeted by an attack, they are considered Planetary scale. Additionally, they may suffer 1 additional strain up to their Zeta-Gene talent ranks to as many levels of Armor.

EXPLOSIVO

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Energy Attack or Physical Attack, Agility talents to purchase this talent. Your character may suffer 2 strain to add Blast with a rating equal to twice their Zeta-Gene talent ranks to the next attack they make that uses Energy Attack or Physical Attack, Agility. When they do this, the attack has no other qualities.

MULTI ACTION

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Speed or Stretchy talents to purchase this talent. As a maneuver your character may suffer 3 strain to take an additional turn at the end of the current round.

PHYSICAL ATTACK, BRAWN (SUPREME)

Tier: 5

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Physical Attack, Brawn (Improved) talent to purchase this talent. You may spend a Story Point to have your character's next attack with their Physical Attack, Brawn considered Planetary scale with damage equal to their ranks in the Zeta-Gene talent.

TELEKINESIS (OMEGA)

Tier: 5

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

*Your character must have purchased the Telekinesis talent to purchase this talent. Your character can throw any object they can lift. Z-Gene (Willpower), Damage: Based on Silhouette (see **Table 5 - Damage From Silhouette For Improvised Weapons** page 22). Range: Long.*

TELEPATHY (OMEGA)

Tier: 5

Activation: Active (Action)

Ranked: No

Super: Yes (Upgrade)

*Your character must have purchased the Telepathy talent to purchase this talent. Your character can suffer 2 strain to make a **Formidable (◆◆◆◆◆) Z-Gene (Presence) check**. If successful on the target's next turn they perform a maneuver and an action of your character's choosing. You must define what those are at the time of using this talent. This check should be upgraded by any Adversary ranks the target may have.*

TELEPORT (OMEGA)

Tier: 5

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Teleport talent to purchase this talent. When using the Teleport talent, there is no limit to the distance and line-of-sight is not required. If the intended destination causes your character (or any characters brought along) to appear in the same space as an object or another character, then instead they appear in the next closest unobstructed space relative to their starting location.

ULTIMATE

Tier: 5

Activation: Passive

Ranked: No

Super: Yes (Upgrade)

Your character must have purchased the Heroic talent to purchase this talent. When activating the Zeta-Gene talent, you may add 🎲 to the results. Additionally, when playing at the Standard or Heroic tier, your character increases their wound and strain thresholds by 2, and may now use the Ultimate option available on their archetype and some talents.

EQUIPMENT

Since *The Awakened Age* takes place in the modern world we know, the equipment available is anything a person can reasonably acquire. The available equipment from the Genesys Core Rulebook is listed in Tables 8, 9 and 10. Tables 6 and 7 gives new profiles to many weapons found in the Genesys Core Rulebook. Though they may look similar, some aspects have been tweaked for balance in a modern setting that includes magic and other superheroic elements.

Additionally, some items have (R) next to their rarity value. This indicates that the item is restricted and can-

not be acquired legally. If using the optional Resources talent, characters who have chosen Cunning as their attribute for the Resources talent may normally acquire those items.

Generally, the weapons listed here probably won't be used by the PCs, though there are some superhero stories where they would come into play. These weapons instead are the a baseline to against Super talents are balanced and serve as the weapons that adversary profiles may use.

RANGED WEAPONS

ASSAULT RIFLES

AR-15/AK-47

The AR-15 and AK-47 are the most common “assault rifles” in the world. Though they have many differences they are minor when working at the abstraction level of Genesys. The profile listed here is for the civilian version of these rifles that are limited to semi-automatic. Even still, they are capable of rapidly firing a staggering amount bullets in a short time.

COLT M4 CARBINE

A more militaristic looking version of the AR-15, the M4 Carbine sacrifices effective range for easier carrying. This is due to a slightly shortened barrel. A shorter barrel means a bullet does not benefit from as much rifling thus reducing the effective range.

BEAM WEAPONS

These are optional and should only be used if the GM is running a slightly more futuristic campaign.

LASER PISTOL

“The power of the sun in the palm of your hand.” A laser pistol focuses light and gives it a lot more energy than normal. The result is a very small point that can burn through a lot of things.

BEAM REPEATER

While technically a “laser” the beam repeater instead doles out lots of small bolts of amplified photons instead of a single long stream. Each bolt is from a separate chamber in a rotating set. This allows each chamber to cool and recharge while the others are firing. The result is more damage downrange but it tends to be slight less accurate.

LASER RIFLE

Like the laser pistol but much bigger. Traditional rifles have long barrels to spin a bullet longer to achieve greater accuracy. A laser needs no such mechanism. However, they are still long but don’t have a barrel in the same sense. Laser rifles have much larger power supplies are thus much heavier. By spreading that weight over

a longer area the weapon becomes easier to manage. Additionally, sights and optics are more accurate over a longer area.

SUBMACHINE GUNS

UZI/MAC10

Both the Uzi and the MAC10 both operate in very similar manners and the standard versions of each use .45 caliber rounds. They are both fully automatic, thus not easily available and illegal in most areas. While all submachine guns are designed to be used with both hands the Uzi and MAC10 can be operated one-handed with varying levels of success. If your character uses this weapon with only one hand it gains Inaccurate 2.

MP5

HK developed the MP5 specifically for NATO and to use 9mm caliber rounds. Since it became available in 1966, many NATO member nations adopted it as standard for police, SWAT, and special forces. Also fully automatic and therefore difficult for civilians to acquire and is illegal in most areas. However, many variants of the MP5 exists including a civilian available version that is semi-automatic. This civilian version does not have Auto-fire, costs \$400 less, and has a rarity of 2 lower.

HUNTING RIFLES

6MM, .308/30-06, AND 7MM

The 6mm, .308, 30-06, and 7mm rifle rounds are the most common range of ammunition available for hunting rifles in sporting goods stores. Each round type has many manufacturers that make a rifle for that specific caliber. While the differences may be slight, different sportsmen will prefer different rifles depending on their game of choice and their shooting style or skill level. These longarms are so frequently purchased with optics already attached that it is assumed that they have the Telescopic Sight attachment already included. The bolt action of these rifles means a round must be manually chambered after each shot and their thin profiles keep the ammunition capacity low. This is reflected in the Chamber and Limited Ammo qualities on each.

TABLE 6 - RANGED WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
ASSAULT RIFLES									
AR-15/AK-47	Ranged (Heavy)	8	3	Long	4	2	3000	7	Auto-Fire
Colt M4 Carbine	Ranged (Heavy)	8	3	Medium	3	2	3000	7	Auto-Fire
BEAM WEAPONS									
Laser Pistol	Ranged (Light)	7	3	Medium	3	0	10000	9 (R)	Suppressed 4, Slow-firing 1, Accurate 2, Vicious 1
Beam Repeater	Ranged (Heavy)	8	3	Long	4	1	12000	9 (R)	Suppressed 2, Prepare 1
Laser Rifle	Ranged (Heavy)	9	2	Extreme	5	1	25000	9 (R)	Suppressed 4, Slow-firing 2, Accurate 2, Vicious 4
SUBMACHINE GUNS									
Uzi/MAC10	Ranged (Light)	6	3	Medium	2	3	2000	8 (R)	Auto-Fire
MP5	Ranged (Heavy)	5	4	Short	3	2	1800	8 (R)	Auto-Fire
HUNTING RIFLES									
6mm	Ranged (Heavy)	7	3	Long	4	2	800	4	Accurate 2, Chamber 1
.308/.30-06	Ranged (Heavy)	8	3	Long	4	2	900	4	Accurate 1, Chamber 1, Limited Ammo 4
7mm	Ranged (Heavy)	9	3	Extreme	5	2	1200	4	Accurate 1, Chamber 1, Limited Ammo 2
PISTOLS									
.22	Ranged (Light)	4	5	Short	1	1	200	3	Suppressed 1, Accurate 1
9mm	Ranged (Light)	5	4	Short	1	1	450	3	
.45	Ranged (Light)	6	3	Medium	2	2	750	3	
SHOTGUNS									
20 Gauge	Ranged (Heavy)	7	3	Short	3	1	300	3	Knockdown, Vicious 2, Limited Ammo 4
12 Gauge	Ranged (Heavy)	8	3	Short	3	1	500	3	Knockdown, Vicious 3, Limited Ammo 2
BOWS									
Short bow	Ranged (Heavy)	3	5	Short	2	1	100	3	Unwieldy 2, Suppressed 4, Chamber 1
Long bow	Ranged (Heavy)	5	5	Medium	3	1	100	3	Cumbersome 3, Suppressed 4, Unwieldy 3, Chamber 1
Compound Bow	Ranged (Heavy)	3	5	Long	4	2	500	4	Unwieldy 3, Suppressed 4, Pierce 5, Chamber 1, Vicious 2
Crossbow	Ranged (Heavy)	3	4	Medium	4	2	500	4	Suppressed 3, Accurate 1, Pierce 5, Chamber 2, Vicious 2
NON LETHAL									
Taser	Ranged (Light)	5	6	Short	1	1	375	4	Disorient 4, Limited Ammo 1 Stun 3, Stun Damage, Suppressed 2

TABLE 7 - MELEE WEAPONS

NAME	SKILL	DAMAGE	CRITICAL	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
Sword	Melee	+3	2	Engaged	2	1	200	4	Defensive 1
Brass Knuckles	Brawl	+1	4	Engaged	1	0	50	4	Disorient 3
Baton/Bat/Club	Melee	+2	3	Engaged	1	0	70	2	
Knife	Melee	+1	3	Engaged	1	1	20	1	
Sledgehammer	Melee	+3	3	Engaged	4	0	50	2	Cumbersome 4, Concussive 1, Inaccurate 2
Stun Baton	Melee	+2	5	Engaged	1	0	125	2	Disorient 3, Stun Damage
Stun Gun	Melee	6	5	Engaged	1	0	200	3	Stun 4, Stun Damage

TABLE 8 - ARMOR

TYPE	DEFENSE	SOAK	ENCUMBRANCE	HP	PRICE	RARITY
Flak Vest	0	+2	3	2	475	5
Heavy Jacket	0	+1	1	1	50	1
Riot Armor	2	+1	5	3	675	6

TABLE 9 - WEAPON ATTACHMENTS

ATTACHMENT	PRICE	RARITY
Balanced Hilt	1000	6
Bipod Mount	250	2
Extended Barrel	1000	4
Hair Trigger	150	3
Razor Edge	1250	6
Recurve Limbs	300	4
Serrated Edge	75	2
Shotgun Choke	50	3
Superior Weapon Customization	750	7
Suppressor	500	6
Telescopic Sight	200	3
Tripod Mount	400	3
Weapon Sling	25	1

TABLE 10 - GEAR

GEAR	ENCUM	PRICE	RARITY
Backpack	+4	25	2
Flashlight	1	20	2
Night vision goggles	2	1000	4
Painkillers	0	50	3
Pouches	0	100	4
Rope	1	10	2

PISTOLS

.22

The light weight and compact .22 is a favorite for those who conceal carry. Easy to shoot and conceal. It may not pack much of a punch, but it is better than nothing in escalated situations.

9MM

The 9mm is the standard caliber for sidearms of most police and militaries. It offers a good trade-off between stopping power and ammo capacity.

.45

The .45 is the caliber of choice for those who feel larger holes are better than smaller ones. The larger rounds means fewer can fit into the magazine, but the stopping power compensates for that short coming.

SHOTGUNS

20 GAUGE/12 GAUGE

Shotguns offer a way in which shooters can be more lenient in their aim. However, shotgun pellet spread is much tighter than most people believe. It is rare for someone to hit multiple targets with a shotgun, rather the damage to a single target will be more spread out. 20 gauge ammunition is smaller and lets a shotgun hold more of them at the cost of damage. 12 gauge ammunition is larger, packing a greater punch, but leaves little room in the shotgun for very many shots.

Bows

SHORT BOW

Made of wood or sometime fiberglass, a short bow is rarely longer than a few feet. It is typically used by youths or those learning archery for the first time. They have the advantage of being very inexpensive and easy to carry.

LONG BOW

Long bows are for the sportsman that prefers a more primitive experience. Long bows are frequently 6 feet or longer and made of multiple types of wood. These bows are also favored by historical enthusiasts and reenactors.

COMPOUND BOW

The compound bow is the modern answer to archery. Light weight metals, precision pulleys, and high tensile strings makes archery easier than ever. These bows are used by competition level archers, and hunters wanting the best technology.

CROSSBOW

A crossbow is much easier to shoot than a traditional bow by not requiring the user to have holding strength. A shooter can focus on the target rather than their aching muscles. The trade-off is that the string must be pulled back and locked, and a bolt loaded after every shot. This slow reload time makes the crossbow much less effective in chaotic situations.

NON LETHAL

TASER

An increasingly commonly carried piece of police gear, the taser offers a way to quickly subdue a target without lasting harm. This is accomplished by gas propelled electrode darts tethered to wires that embed into a target's skin. The user can then deliver an electric shock strong enough to seize up the target's muscles. In rare cases this can cause serious damage. However, they only fire once before a new dart cartridge must be loaded.

NEW ITEM QUALITIES

CHAMBER (PASSIVE)

After every use of this weapon the user must perform a number of maneuvers equal to the item's Chamber rating before it can be used again.

FORCEFUL (ACTIVE)

When this quality is activated any damage removed by soak is suffered as strain.

KNOCKBACK (ACTIVE)

When this quality is activated the target is pushed one range band away from the weapon that inflicted the hit.

SUPPRESSED (PASSIVE)

Suppressed items have their noise range reduced by one band per level of Suppressed. With 1 reducing the noise to Long range and 4 reducing it to Engaged.

POISON (ACTIVE)

This attack inflicts the target with a poison or venom. When triggered, the target must make a **Hard** (◆◆◆) **Resilience check** or suffer wounds equal to the Poison rating. ♣♣ or ♣ or ♣ can be spent to have the target suffer the effect again on the start of their next turn causing them to make the Resilience check again with the opportunity to spend ♣♣ or ♣. This can continue until ♣♣ or ♣ are not spent.

NEW GEAR

FLASHLIGHT

A hand-held light source that uses either replaceable or rechargeable batteries. It provides light out to medium range and removes ■ added to checks due to darkness.

NIGHT VISION GOGGLES

Head mounted goggles that allow one to see it total darkness by viewing near-infrared light.

These goggles allow vision out to long range and removes ■■ added to checks due to darkness.

POUCHES

Your outfit contains a myriad of tiny pockets and pouches. The first 10 encumbrance 0 items you are carrying do not count toward your encumbrance threshold and you may access any of them with an incidental.

NEW ATTACHMENTS

WEAPON ATTACHMENTS

SUPPRESSOR

By dissipating gases in a specific manner, a firearm with a suppressor is much quieter, but not silent.

Use with: This attachment can be applied to any firearm.

Modifiers: After installing the correct barrel, the suppressor can be attached or removed with a maneuver. When

attached the weapon gains the Suppressed 3 quality and increases encumbrance by 1.

Hard points Required: 1

SHOTGUN CHOKE

Shotgun chokes alter the end of the barrel to control the exit spread of the pellets. This allows the shotgun to reach a further range and be more accurate.

Use with: This attachment can be applied to any shotgun

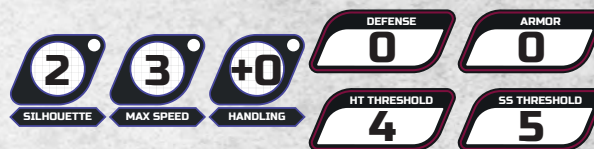
Modifiers: Increases the range to Medium and gains Accurate 1, but removes Knockdown.

Hard points Required: 1

NEW VEHICLES

FOUR-DOOR SEDAN

The most common vehicle on modern roads. No bells or whistles, but it will get one from one place to another without difficulty.



Control Skill: Driving.

Complement: 1 driver.

Passenger Capacity: 3 (5 uncomfortably).

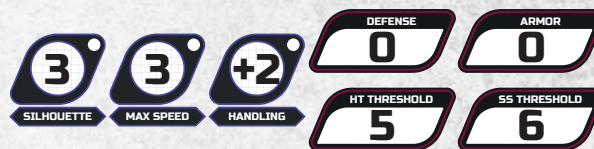
Consumables: None.

Encumbrance Capacity: 20.

Rarity: 3.

HELICOPTER

This profile covers most commercial helicopters capable of taking off straight up, landing straight down, and hovering in place. Frequently used by the police of large cities, news outlets, emergency services, and adventure tourism.



Control Skill: Piloting.

Complement: 1 driver.

Passenger Capacity: 3.

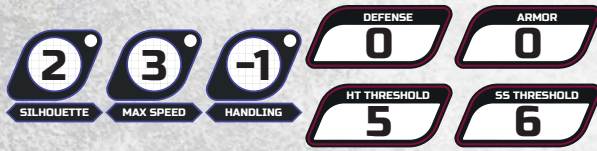
Consumables: None.

Encumbrance Capacity: 20.

Rarity: 5.

PICK-UP TRUCK

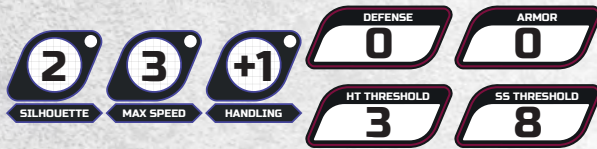
Used by laborers such as farmers, carpenters, or other tradespeople. The common pick-up truck can haul a lot of stuff.



Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 1 (2 uncomfortably).
Consumables: None.
Encumbrance Capacity: 70.
Rarity: 3.

SPORTS CAR

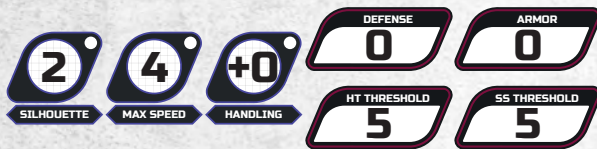
Sports cars are expensive to purchase and expensive to maintain. They are completely impractical for everyday use and are frequently just a display of wealth.



Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 1.
Consumables: None.
Encumbrance Capacity: 5.
Rarity: 6.

SPORT SEDAN

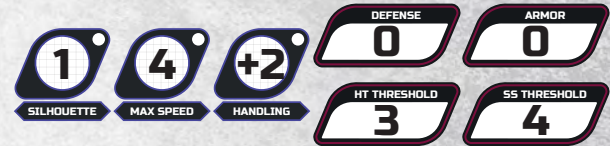
Sport version of a family car. Typically driven by people that think they are race car drivers but really just need to get to their office job.



Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 3 (5 uncomfortably).
Consumables: None.
Encumbrance Capacity: 15.
Rarity: 4.

MOTORCYCLE

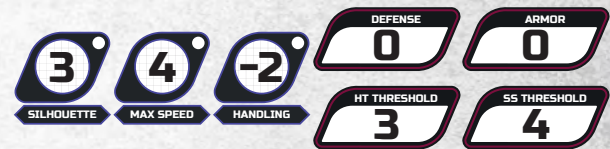
Two wheels, wind, bugs, and a hair's breath from death, the motorcycle offers amazing handling and speed but one wrong move and you'll never know what that wrong move was.



Control Skill: Driving.
Complement: 1 driver.
Passenger Capacity: 1.
Consumables: None.
Encumbrance Capacity: 5.
Rarity: 3.

PERSONAL USE LIGHT AIRCRAFT

Small one or two engine airplane with a flight range of about 550 miles. These are typically owned and flown by flight enthusiasts, people that want to think they are rich, and retirees.



Control Skill: Piloting.
Complement: 1 Pilot.
Passenger Capacity: 3.
Consumables: None.
Encumbrance Capacity: 15.
Rarity: 5.

ADVERSARIES

Listed here are a wide array of friends and foes for GMs to use to fill their world. The ⚡ in the top right of a characteristic denotes that the characteristic is a super-characteristic and uses the rules on page 251 of the Genesys Core Rulebook.

Some adversaries have Heroic and Ultimate options for their characteristics, abilities, or equipment. Generally, GMs should use the Heroic and Ultimate options only if the PCs are at the same tier of play. If the game started at Standard and the PCs have purchased the Heroic or Ultimate talents then at least half the PCs in the group should have purchased the talents before using the applicable options on an adversary.

COMMON FOES

These are opponents the PCs may come into contact with on a regular basis or who serve much more powerful masters.

ANTI-AWAKENED PROTEST MOB (RIVAL)

Public sentiment for the Awakened can frequently sway away from support. In such times, the right rhetoric can get a

group of patriots frothing at the mouth, demanding that other citizens somehow just stop being who they are.



Skills: Brawl 4, Cool 1

Talents:

» None.

Abilities:

» **Mob:** Halve the damage dealt to this character before applying soak unless the weapon has the Blast or Auto-fire qualities (regardless of whether the quality was activated).

» **Civilians:** Any character who makes an attack against this character immediately suffers 4 strain.

Equipment:

» **Fists and protest signs:** Brawl; Damage 6; Critical 5; Range (Engaged).

THE BOSS (NEMESIS)

When criminals organize, someone must rise to lead them. In other cases, a particularly talented criminal gets other criminals to follow them. Either way, this person is in charge, and stopping them usually requires more than a series of super punches.

STANDARD



HEROIC



ULTIMATE



Skills: Athletics 3, Brawl 4, Charm 3, Coercion 4, Deception 5, Discipline 2, Leadership 2, Knowledge (Society) 5, Resilience 4, Ranged (Light) 3, Negotiation 3

Talents:

- » **Adversary 2:** Upgrade the difficulty of combat checks targeting this character twice.
- » **Durable 3:** Reduce Critical Injury results by 30.

Abilities:

- » **An Offer You Can't Refuse:** When the The Boss has suffered wounds more than half of their wound threshold you may spend a Story Point to have a sidekick, family member, or other person a PC cares about suddenly be in a dangerous situation. If the The Boss is allowed to leave the encounter, this person is made safe again. If not, then foul consequences may befall the loved one.
- » **Meat Shield:** When targeted by an attack, The Boss can suffer 1 strain as an out-of-turn incidental to have the attack target an ally instead.
- » **Whatever Ya Say, Boss:** As a maneuver The Boss can choose one ally within Medium range. That ally

upgrades all skill checks once until the start of The Boss's next turn.

- » **Heroic:** The Boss can suffer up to 4 strain as an action to add a number of Street Goons to the encounter equal to the amount of strain suffered. They can either form a new minion group or join an existing group.
- » **Ultimate:** You can spend a Story Point to have The Boss suffer 2 strain as an action to add one Powered Goon to the encounter.

Equipment:

- » **Fists:** Brawl; Damage 6; Critical 5; Range (Engaged); Knockdown.
- » **Pistol:** Ranged (Light); Damage 6; Critical 3; Ranged (Medium).

NINJA (MINION)

A catch-all term for people dressed in all black performing clandestine operations, the ninja is the quintessential sneaky goon.



Skills (group-only): Athletics, Discipline, Melee, Ranged (Light), Stealth

Talents:

- » **Fast Attack:** Use Agility instead of Brawn when making Melee checks.
- » **Specialization 3:** Add ■■■ to Stealth checks when hiding at night outside of buildings, such as on rooftops, on fire escapes, or in hedges.

Abilities:

- » **Vanish!** As an action the ninja can make a **Hard (◆◆◆) Stealth check** to attempt to disappear. If successful they immediately disengage from any opponents and appear anywhere within medium range of their last position.

Equipment:

- » **Katana:** Melee; Damage 6; Critical 2; Range (Engaged); Vicious 3
- » **Shuriken:** Ranged (Light); Damage 1; Critical 5; Range (Short); Pierce 5, Disorient 2.
- » Black clothing, 50ft of black rope.

REOCCURRING VILLAINS

The best antagonists are ones that stick around and keep coming back. They are thwarted but always return, not right away, but someday. GMs should allow room for the villains to flee. They always have a fall-back plan or some trick of circumstance lets them escape. The *Expanded Player's Guide* recommends having this escape happen with the spending of two Story Points (page 26). In the same sidebar there is an additional recommendation to have your major villains also have an additional activation with the Nemesis Extra Activation rule from the Genesys Core Rulebook (page 204).

POWERED GOON (RIVAL)

Not everyone with powers knows what to do with themselves. Some end up selling their powered labor to whoever gives them a direction.



Skills: Athletics 4, Brawl 4, Discipline 1

Talents:

- » **Adversary 1.**
- » **Power Attack:** May spend $\Delta \Delta$ to add Breach 1 to an attack.

Abilities:

- » None.

Equipment:

- » **Fists:** Brawl; Damage 5; Critical 4; Range (Engaged); Forceful.

PEACEKEEPING ROBOT (NEMESIS)

These giant autonomous robots were built by a secret government anti-Awakened organization. Specifically engineered to fight Awakened, they have sophisticated artificial intelligence suites capable of advanced combat tactics. They are also sometimes given specific mission parameters, such as "capture and return" where they will attempt to not do permanent damage to targets and only bring them back for imprisonment.

STANDARD



HEROIC



ULTIMATE



Skills: Athletics 3, Brawl 4, Ranged (Heavy) 4, Vigilance 3

Talents:

- » **Adversary 3**
- » **Durable 4:** Reduce Critical Injury results by 40.

Abilities:

- » **Silhouette 3**
- » **Fly:** Can fly and hover; see page 110 of Genesys Core Rulebook.
- » **Grab:** After making a successful combat check with its fists weapon profile, the robot can choose to do no damage and instead immobilize the target. The target can attempt an **opposed Athletics check** to escape.
- » **Robot:** Does not eat, drink, sleep, or breath. Immune to poisons and Telepathy talents.

Equipment:

- » **Fists:** Brawl; Damage 11; Critical 2; Range (Short); Knockdown, Knockback.
- » **Palm beam (Heroic):** Ranged (Heavy); Damage 8; Critical 3; Range (Medium); Forceful, Burn 1, Slow-firing 1.
- » **Chest Blast (Ultimate):** Ranged (Heavy); Damage 12; Critical 1; Range (Long); Forceful, Burn 2, Slow-firing 3.

STREET GOON (MINION)

Some Awakened start in their own neighborhood cleaning up the trash, while others employ underlings for menial bad-doing.



Skills (group-only): Athletics, Brawl

Talents:

- » None.

Abilities:

- » **Hold ‘em Down:** After a successful melee attack this character can choose to do no damage to stagger and immobilize the target. Street Goon cannot move and cannot attack any other character while the target is affected by this ability. The target may cancel both effects by succeeding on an **opposed Athletics check** (this action is allowed even though they are staggered). Only one character can be affected by this ability at a time.

Equipment:

- » **Punches and kicks:** Brawl; Damage 6; Critical 5, Range (Engaged); Knockdown.

THE AWAKENED

Famous and infamous, friend or foe, these are a set of Awakened characters GMs can use as-is or as a starting point for their own memorable allies or villains.

SUPER SKEETER (NEMESIS)

There was nothing exceptional about Skeeter before the solar flare. He lived a humble life of filling pot holes for the city and getting really drunk. But once he gained super powers he was able to fulfill his life long dream of driving the cars that get crushed in monster truck rallies. He could have done this before, but Skeeter didn't know he could get out of the cars.



Skills: Charm 2, Streetwise 4, Z-Gen 5

Talents:

- » **Adversary 3:** Upgrade the difficulty of combat checks targeting this character three times.
- » **Zeta-Gen 5:** Once per session, you may spend two Story Points to add 5 ranks to their next non-Z-Gen skill check.

Abilities:

- » **Hey, What's On This Side?:** Skeeter automatically add ✨ ✨ to all Cool or Vigilance checks.
- » **Fearless:** Automatically succeeds on any fear checks.
- » **Invulnerable:** Cannot suffer wounds for any reason.

Equipment:

- » Pickup truck.

FREIGHT TRAIN (NEMESIS)

An unstoppable force seeking only to destroy, Freight Train rampages through cities destroying the buildings of those who they think have them wrong, or sometimes just ones they don't like.

“Stay outta my way!”

STANDARD



HEROIC



ULTIMATE



Skills: Brawl 4, Cool 3, Resilience 4, Z-Gen 3

Talents:

- » **Adversary 1**
- » **Durability:** This character is always considered to have the Reinforced quality.

» **Durability (Supreme):** As an action this character may suffer 2 strain to activate this talent. Until the start of their next turn, any time they are targeted by an attack, they are considered Planetary scale. Additionally, they may suffer 1 additional strain up to their Zeta-Gene talent ranks to as many levels of Armor.

- » **Durable 5:** Reduce Critical Injury results by 50.
- » **Power Attack:** May spend $\Delta \Delta$ to add Breach 1 to their attack.
- » **Strength:** Activate Knockdown or Knockback for Δ .
- » **Zeta-Gene 3:** Once per session, you may spend two Story Points to add 3 ranks to their next non-Z-Gene skill check.

Abilities:

- » **One Person Wrecking Crew:** After performing two move maneuvers Freight Train is considered Planetary Scale when being targeted with attacks.
- » **Weakness (Gear):** Their helmet provides their Durability and Durable talents, and One Person Wrecking Crew ability.
- » **Heroic:** One Person Wrecking Crew only requires one maneuver.
- » **Ultimate:** One Person Wrecking Crew also grants Armor 1.

Equipment:

- » **Fists:** Brawl; Damage 6; Critical 4; Range (Engaged); Knockdown.
- » **Fists (Heroic):** Brawl; Damage 7; Critical 4; Range (Engaged); Knockdown, Knockback.
- » **Fists (Ultimate):** Brawl; Damage 9; Critical 2; Range (Engaged); Knockdown, Knockback.

DR. SCYTODIDAE (NEMESIS)

Once a highly acclaimed arachnologist, Dr. Scytodidae woke up on Z-Day with the ability to spit terrible venom, but they were also left horribly disfigured. Shunned from their research, they now seek to exact revenge against their former employer.

*“No! You’re saying it wrong! And not all spiders have webs! *spits*”*

STANDARD



HEROIC



ULTIMATE



Skills: Discipline 1, Knowledge (Science) 3, Ranged (Light) 3, Vigilance 3, Z-Gene 3

Talents:

- » **Adversary 3**
- » **Sticky:** This character can stick to walls and ceilings. This allows them to reach places most people cannot. Some impassible or difficult terrain may be considered normal terrain (up to GM discretion).
- » **Senses:** This character always removes any \blacksquare added to Perception or Vigilance skill checks. Additionally, they may suffer 2 strain to add $\blacksquare \blacksquare \blacksquare$ to any Vigilance skill checks.
- » **Zeta-Gene 3:** Once per session, you may spend two Story Points to add 3 ranks to their next non-Z-Gene skill check.

Abilities:

- » **Sticky Venom:** When a character suffers damage from this character’s Poison quality, they are immobilized for one round.
- » **Weakness (Unusual Appearance):** The difficulty of all social checks this character makes are upgraded once.
- » **Heroic:** This character may trigger the Poison quality with just Δ .

Equipment:

- » **Spit:** Ranged (Light); Damage 3; Critical 5; Range (Medium); Poison 3, Pierce 3.
- » **Spit (Ultimate):** Ranged (Light); Damage 5; Critical 5; Range (Medium); Poison 2, Pierce 3.

GHOST THIEF (NEMESIS)

Ghost Thief uses their invisibility to steal everything they possibly can. They steal things they don't even need. They never steal from banks and don't seem to be interested in money at all.

"Why pay when you can fade away?"

STANDARD



HEROIC



ULTIMATE



Skills: Cool 4, Brawl 3, Stealth 4, Z-Gene 4

Talents:

- » **Adversary 1**
- » **Invisibility:** As an action, this character may suffer 2 strain to turn invisible (but remains audible). Until the end of your next turn they cannot be the target of a normal attack or effect. Your character may extend the effect for an additional round by performing a maneuver. If an opponent can infer their location (the GM may require a **Stealth check** in some cases), the difficulty of any action targeting this character is upgraded four times. If they perform any action (besides exchanging an action for a maneuver), they become visible. As an incidental, they may choose to end this talent use and become visible.
- » **Teleport:** This character may make a **Hard (◆◆◆) Z-Gene (Cunning) check**. If successful they appear anywhere within medium range they can see.
- » **Zeta-Gene 4:** Once per session, you may spend two Story Points to add 4 ranks to their next non-Z-Gene skill check.

Abilities:

- » **Weakness (Bane Item):** Invisibility: Cannot carry or touch any item used as currency.

- » **Weakness (Gear):** Teleport: A grapple gun.

Equipment:

- » **Fists:** Brawl; Damage 5; Critical 5; Range (Engaged); Knockdown.
- » **Fists (Heroic):** Brawl; Damage 3; Critical 4; Range (Engaged); Pierce 4, Disorient 1
- » **Fists (Ultimate):** Brawl; Damage 4; Critical 3; Range (Engaged); Pierce 5, Disorient 3, Ensnare 2

THE DIRECTOR (NEMESIS)

This shadowy puppetmaster is rarely seen face-to-face. Some believe they aren't even a real person but a boogeyman used to scare ne'er-do-wells into doing a job.

"Two paths lay before you. The choice of which to follow is entirely yours; each one has consequences. The path I offer, however, has benefits beyond your dreams and an outcome that is far less fatal."

STANDARD



HEROIC



ULTIMATE



Skills: Cool 2, Knowledge (Science) 5, Knowledge (Society) 5, Knowledge (Education) 5, Mechanics 5, Ranged (Heavy) 4, Streetwise 3

Talents:

- » **Adversary 1**
- » **Weakness (Gear):** Blaster gauntlet.

Abilities:

- » **Steel Trap:** Immune to Telepathy talents.

Equipment:

- » **Blaster gauntlet:** Ranged (Heavy); Damage 10; Critical 3; Ranged (Medium); Burn 5, Forceful, Knockback, Superior.

PROFESSOR POWER (NEMESIS)

For several months after Z-Day Dr. Power could not keep the voices of everyone around them out of their head. They found the easiest way to block out the thoughts was to remove the thoughts from the source, physically.

“You dare stand against the might of Professor Power?! Muahahahaha!”

STANDARD



HEROIC



ULTIMATE



Skills: Cool 3, Vigilance 4, Z-Gene 5

Talents:

- » Adversary 2
- » **Telepathy:** This character may suffer 2 strain and make an opposed **Z-Gene (Willpower) vs Discipline** check. Targets with the Telepathy talent defend with **Z-Gene (Willpower)** instead. If successful they may read the surface thoughts of one target within short range. PC, Rival, and Nemesis characters are aware that someone is doing something in their mind. How much they understand about specifically what is happening depends on the character.
- » **Telepathy (Improved):** Your character may suffer 2 strain to make an opposed **Z-Gene (Willpower) vs Discipline** check against any character within short range. Targets with the Telepathy talent defend with **Z-Gene (Willpower)** instead. The target suffers 2 strain for each ⚡ and is disoriented for one round per ▲.
- » **Zeta-Gene 5:** Once per session, you may spend two Story Points to add 5 ranks to their next non-Z-Gene skill check.

Abilities:

- » **Lift:** This character may suffer 2 strain to attempt a **Hard (◆◆◆) Z-Gene (Willpower)** check. If successful one opponent per ⚡ within medium range is raised off the ground and cannot perform Move maneuvers until the end of this character’s next turn.
- » **Weakness (Talisman):** A well-worn stuffed teddy bear.
- » **Heroic:** Lift may be extended an additional round by performing a maneuver.
- » **Ultimate:** The difficulty for Lift is **Average (◆◆)**.

Equipment:

- » **Telekinetic Attack:** Z-Gene (Willpower); Damage 8; Critical 3; Range (Medium); Burn 2.
- » Wheelchair.

THE ANOINTED ONE (NEMESIS)

The title of “Anointed One” was given to them by their followers. Out loud they will claim it makes them uncomfortable and they only continue to use it because it helps their followers. Secretly, however, they love the attention and the power they have amassed by being worshiped as the avatar of a god.

“I see the peace that you wish. All of my creatures have this desire in their hearts. You fight so fiercely to give calm to so many. I am not your enemy. We seek the same world. Simply join me, join us. You need only give yourself to me and know that I am the true way.”

STANDARD



HEROIC



ULTIMATE



Skills: Charm 5, Coercion 4, Z-Gene 3

Talents:

- » **Adversary 2**
- » **Zeta-Gene 3:** Once per session, you may spend two Story Points to add 5 ranks to their next non-Z-Gene skill check.

Abilities:

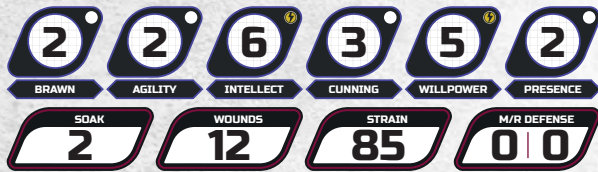
- » **Bound Followers:** When this character has an ally within long range and suffers wounds for any reason, they are instead suffered by an ally (GM choice).
- » **Weakness (Recharge):** Bound Followers: Must be fawned over and prayed to daily by their flock.

Equipment:

- » **Siphon:** Z-Gene (Presence); Damage 4; Critical 5; Range (Short); Stun Damage (half the strain suffered by the target is healed by this character).
- » Holy text (written by themselves).

DR. ZANE Y. THERIX (NEMESIS)

Dr. Therix was the first to discover the Zeta-Gene. He had uncovered its purpose decades before Z-Day. With dangerous experiments and limited funding he was able to force his own Z-Gene expression. Since the Awakening he has helped countless people control their powers and has worked with organizations around the world to find ways the Awakened can coexist with the rest of society.



Skills: Knowledge (Science) 5, Knowledge (Biology) 5, Z-Gene 5

Talents:

- » **Adversary 4**
- » **Detect Person 4:** As an action this character can spend 2 strain and detect all characters within extreme range. They know how many but not exactly where they are. Additionally, you may spend a Story Point when using this talent to know how many of those characters have the Zeta-Gene (possess the Zeta-Gene talent).
- » **Zeta-Gene 5:** Once per session, you may spend two Story Points to add 5 ranks to their next non-Z-Gene skill check.

Abilities:

- » **I Know Your Weakness:** As a maneuver, Dr. Therix can target a character within medium range.

The target character's Super talents do not function until the end of the encounter.

Equipment:

- » Notebook, mechanical .9mm pencil.

SIDEKICKS

ACE REPORTER (NEMESIS)

Always looking for a story or a way to cover up one.



Skills: Charm 2, Deception 4, Knowledge (Society) 3, Stealth 3

Talents:

- » None.

Abilities:

- » **Always Listening:** Anything said by any character in an encounter can be repeated by the Ace Reporter.

Equipment:

- » Camera, tiny notebook, audio recorder, tenacity.

AGENT (NEMESIS)

Professional and deadly.



Skills: Ranged (Heavy) 1, Skulduggery 1, Stealth 1

Talents:

- » **Overwatch:** This character may spend 2 strain and activate this talent. One time, until the beginning of their next turn they may make an out-of-turn incidental to interrupt a move maneuver of an opposing character to make a ranged combat action targeting that character. This attack has the difficulty increased once. The outcome of this attack may affect the target's ability to complete their move, up to GM discretion.

Abilities:

- » None.

Equipment:

- » **Rifle:** Ranged (Heavy); Damage 9, Critical 3; Range (Extreme); Accurate 1, Chamber 1, Limited Ammo 2.
- » Extra Reload x2.

ATTORNEY-AT-LAW (NEMESIS)

The excessively messy business of superhumans requires a specialized touch.



Skills: Charm 4, Deception 3, Knowledge (Society) 3, Negotiation 2

Talents:

» None.

Abilities:

» None.

Equipment:

» Legal pad, pen, cell phone, briefcase, messy hair.

JEEVES (NEMESIS)

Always ready. Just give the word.



Skills: Computers 3, Driving 2, Piloting 2, Ranged (Light) 2

Talents:

» **Specialization 1:** Adds ■ to Driving checks while being chased in a dense urban environment.

Abilities:

» None.

Equipment:

» **.45 pistol:** Ranged (Light); Damage 6, Critical 3; Range (Medium).

STREET DOC/NURSE (NEMESIS)

Stitches ain't cheap, and neither is silence.



Skills: Knowledge (Science) 4, Medicine 4

Talents:

» **Surgeon 2:** When this character makes a Medicine check to heal wounds, the target heals two additional wounds.

Abilities:

» None.

Equipment:

» Medical kit.

URCHIN (NEMESIS)

There's always another one on lookout. If anyone saw something, they did.



Skills: Cool 3, Melee 3, Stealth 2, Skulduggery 3

Talents:

» None.

Abilities:

» **I'll Stab Ya:** The first time this character makes a Melee attack in an encounter add ⚔ to the results.

Equipment:

» **Boot Knife:** Melee; Damage 4; Critical 2; Range (Engaged); Pierce 4.

WUNDERKIND (NEMESIS)

Overly enthusiastic and uncomfortably fearless.



Skills: Brawl 1, Charm 1, Ranged (Light) 1, Skulduggery 1, Stealth 1

Talents:

» **Specialization 1:** Adds ■ to Skulduggery checks to free themselves from bonds while hanging upside down.

Abilities:

» **Shout for Help:** They can be heard one range band further than normal.

Equipment:

» **Kung-Fu:** Brawl; Damage 3, Critical 5; Range (Engaged); Knockdown; Pierce 3.

APPENDIX I: SUPER TALENTS

TALENT	TIER	RANKED	SOURCE
GENERAL			
Zeta-Gene	1	Yes	Awakened Age (p 20)
Sticky	2	No	Awakened Age (p 23)
Super-Characteristic	2	Yes	Awakened Age (p 25)
Increase Characteristic	3	No	Awakened Age (p 25)
No Mere Mortal	3	No	Awakened Age (p 25)
Heroic	4	No	Awakened Age (p 27)
I Never Miss	4	No	Awakened Age (p 27)
Ultimate	5	No	Awakened Age (p 29)
ALACRITY			
Alacrity	1	No	Awakened Age (p 13)
Alacrity (Improved)	2	No	Awakened Age (p 20)
DURABILITY			
Durability	1	No	Awakened Age (p 13)
Durability (Improved)	3	No	Awakened Age (p 25)
Regeneration	4	No	Awakened Age (p 27)
Durability (Supreme)	5	No	Awakened Age (p 29)
ENERGY ATTACK			
Energy Attack	1	No	Awakened Age (p 13)
Deadly Attack	2	Yes	Awakened Age (p 21)
Energy Attack (Improved)	2	No	Awakened Age (p 21)
Energy Attack (Supreme)	3	No	Awakened Age (p 25)
Improved Attack	3	No	Awakened Age (p 25)
FLIGHT			
Flight	1	No	Awakened Age (p 14)
Carry	2	No	Awakened Age (p 21)
Swoop	3	No	Awakened Age (p 26)
Scoop	4	No	Awakened Age (p 28)
GADGETEER			
Gadgeteer	1	Yes	Awakened Age (p 14)
Always Prepared	4	No	Awakened Age (p 27)
INVISIBILITY			
Invisibility	1	No	Awakened Age (p 17)
Invisibility (Improved)	3	No	Awakened Age (p 25)

TALENT	TIER	RANKED	SOURCE
PHYSICAL ATTACK, AGILITY			
Physical Attack, Agility	1	No	Awakened Age (p 17)
Deadly Attack	2	Yes	Awakened Age (p 21)
Improved Attack	3	No	Awakened Age (p 25)
Physical Attack, Agility (Improved)	3	No	Awakened Age (p 26)
Physical Attack, Agility (Supreme)	4	No	Awakened Age (p 27)
PHYSICAL ATTACK, BRAWN			
Physical Attack, Brawn	1	No	Awakened Age (p 17)
Deadly Attack	2	Yes	Awakened Age (p 21)
Physical Attack, Brawn (Improved)	2	No	Awakened Age (p 23)
Improved Attack	3	No	Awakened Age (p 25)
Physical Attack, Brawn (Supreme)	5	No	Awakened Age (p 29)
SENSES			
Senses	1	No	Awakened Age (p 18)
X-Ray Vision	2	No	Awakened Age (p 24)
Senses (Improved)	3	No	Awakened Age (p 23)
Senses (Supreme)	4	No	Awakened Age (p 28)
SPEED			
Speed	1	No	Awakened Age (p 19)
Multi Attack	3	No	Awakened Age (p 25)
Speed (Improved)	3	No	Awakened Age (p 26)
Multi Attack (Improved)	4	Yes	Awakened Age (p 27)
Speed (Supreme)	4	No	Awakened Age (p 28)
Multi Action	5	No	Awakened Age (p 29)
STRENGTH			
Strength	1	No	Awakened Age (p 19)
Lift	2	No	Awakened Age (p 22)
Fastball	2	No	Awakened Age (p 21)
Strength (Improved)	2	No	Awakened Age (p 23)
Throw	2	No	Awakened Age (p 24)
Power Attack	3	No	Awakened Age (p 26)
Strength (Supreme)	4	No	Awakened Age (p 28)
Throw (Improved)	4	No	Awakened Age (p 28)

TALENT	TIER	RANKED	SOURCE
STRETCHY			
Stretchy	1	No	Awakened Age (p 19)
Stretchy (Improved)	2	No	Awakened Age (p 24)
Multi Attack	3	No	Awakened Age (p 25)
Stretchy (Supreme)	3	No	Awakened Age (p 26)
Multi Attack (Improved)	4	Yes	Awakened Age (p 27)
Multi Action	5	No	Awakened Age (p 29)
TELEKINESIS			
Telekinesis	1	No	Awakened Age (p 19)
Telekinetic Attack	1	No	Awakened Age (p 20)
Telekinesis (Improved)	2	No	Awakened Age (p 24)
Fastball	2	No	Awakened Age (p 21)
Telekinetic Defense	3	No	Awakened Age (p 26)
Telekinesis (Supreme)	4	No	Awakened Age (p 28)
Telekinesis (Omega)	5	No	Awakened Age (p 29)
TELEPATHY			
Telepathy	1	No	Awakened Age (p 20)
Detect Person	1	Yes	Awakened Age (p 13)
Astral Projection	2	No	Awakened Age (p 21)
Telepathy (Improved)	2	No	Awakened Age (p 24)
Telepathy (Supreme)	3	No	Awakened Age (p 27)
Telepathy (Omega)	5	No	Awakened Age (p 29)
TELEPORT			
Teleport	1	No	Awakened Age (p 20)
Teleport (Improved)	2	No	Awakened Age (p 24)
Teleport (Supreme)	4	No	Awakened Age (p 28)
Teleport (Omega)	5	No	Awakened Age (p 29)

“BUT I WANT TO MAKE A SPECIFIC CHARACTER FROM MY FAVORITE FICTION!”

While some powers in popular fiction can be represented with the rules here, not all of them can be. Attempting to recreate all possible powered characters from all superhero fiction with balanced RPG rules is literally impossible. Characters in fiction are not bound by experience point spending or a need to keep characters balanced to one another. Instead, their powers change to fit the needs of the story being told and are frequently not consistent. Instead, players and GMs are encouraged to come up with their own characters.

However, if players and GMs wish to create specific characters from popular fiction it is recommended to not follow the character creation or progression rules at all and ignore any talent prerequisites. Simply assign whichever talents and skill ranks make the most sense for that character.

THE AWAKENED AGE

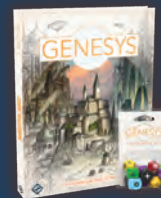


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Around the globe people awoke to incredible power. Some chose to hurt and others chose to help. Most of the Awakened just want to live normal lives. Will you be a beacon of hope for humanity, or will you show the world how weak they are?

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Dice App
available where
apps are sold.

GENESYS Core Rulebook and either the
GENESYS Dice or Dice App are required to
use this supplement.