

Dragongate

A Genetic System World Sourcebook
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The Genetic System

The Genetic System is a simple multi-genre RPG based off the d20 system. While the two systems share a common root, and such aspects as abilities, skills, and saves, there are many differences. Unlike d20, the genetic system embraces the dual use of skills and saves as the core of the system. In nearly all cases, when a player actively attempts something a skill will be required, while if a player is doing something more passively a save is used. Unlike d20, which singles out combat as a special type of action, the genetic system avoids this distinction, combat uses skills and saves like other dramatic actions. Because of this additional elements from d20 have been removed. You won't find attack bonuses, armor class, or hit points.

Fundamentally the genetic system favors flexibility. Each level a character takes is in a custom class created by the player, by choosing among skills and feats. When character's are faced with adverse consequences, the player can choose to wound them to play it safe, or risk it all on the roll of a save. Unlike d20, the genetic system gives the players and the GM the tools needed to build characters and games that are uniquely their own, growing from a common basis.

Creating Characters

This is a short summary of creating a character in the genetic system, the different topics are

1. Choose Concept - Decide roughly what kind of person you want your character to be.
 - (a) Choose Allegiances - These are concrete things which the character considers important. For example: Family, Fellow Police Officers, My Country.
 - (b) Choose Values - These are abstract ideas that the character values about others and possible him or her own self. For example: Justice, Honor, Deceit, Freedom.
2. Allot Abilities - Assign 38 points among the six abilities - Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. No ability may be above 9 or below 3.
3. Mark Initial Speed ($5 + \text{Strength} \times 5$) and Maximum Wounds (Constitution).
4. Choose a Talent

5. Design and Take a Class for For Each Character Level
6. Record Skill Totals, Save Totals, Save DCs.
7. Determine Wealth and Select Equipment
8. Add further details, including name, description, and personality

Abilities

Abilities represent the innate capabilities of a character. Each of the six abilities is a facet of the character's potential. Each skill and save is tied to an ability, and during play the ability is added to other bonuses to indicate the total value of that skill or save. Abilities also determine qualities of the character, like available skill points, maximum wounds, and base speed. Lastly, abilities represent the last ditch reserves of a character, ones which a player may choose to wound rather than risk a horrible outcome such as death or domination.

The six abilities are the following:

- Strength (Str) - Raw physical power.
- Dexterity (Dex) - Physical agility and flexibility.
- Constitution (Con) - Physical stamina and resilience.
- Intelligence (Int) - Mental acuity and cleverness.
- Wisdom (Wis) - Awareness and intuition.
- Charisma (Cha) - Social aptitude and attractiveness.

The typical heroic character has 38 points to spend on abilities, with maximum of 9 and minimum of 3. This ensures that these characters will be somewhat more capable than the typical person, as the average ability is 5. This is only one option for assigning abilities. Here are some others:

- Average Person - 32 points, maximum 8, minimum 3.
- Flawed Hero - 38 points, maximum 10, minimum 2.
- Legendary - 44 points, maximum 10, minimum 4.

Talents

Talents are a unique aspect of a character. It sets the character apart, and should factor into the character's concept as such. A marksman might have Prodigy (Rifle) or a detective who served in war time might be a Veteran, or simply Lucky to have survived.

Prodigy - You have an exceptional gift in one skill.

Prerequisite: Associated ability score 7+

Effect: Gain a +4 gifted bonus to any one skill. This skill is always a class skill.

Veteran - You have faced real warfare and survived.

Effect: Gain a +2 veteran bonus to Fortitude. Add two to maximum wounds. Pick a ranged or close combat skill. This skill is always a class skill.

Versatile - You are a generalist by nature.

Effect: All skills are considered class skills.

Lucky - Fortune has always smiled upon you.

Effect: Gain a +1 luck bonus to all saves and increase starting wealth by 1.

Wealthy - You have access to significant financial resources.

Effect: Increase starting wealth by 3.

Gifted - You have a special aptitude for an area of skills.

Effect: Gain a +2 gifted bonus to all skills in the chosen area. All these skills are always class skills.

Natural Linguist - You have a gift for languages.

Effect: Speak, read, and write three languages beyond your native one. When you select the Additional Language feat you gain two languages, rather than just one.

Designing Classes

One of the differences between the genetic system and d20 is that you can easily design a class to fit your character. Because of this flexibility there are no penalties or restrictions on multi-classing.

Each level you gain make the following decisions:

1. Pick seven specialty skills. Alternatively you may combine three specialty picks to choose an entire skill area. This allows you to choose seven skills, one area and four skills, or two areas and one skill.

2. Each skill chosen or present in an area chosen receives a +1 Specialty bonus.

3. Spend 2 + intelligence of skill points

- All skill areas with a specialty skill are class skills, costing 1 skill point per rank.
- Non-class skills cost 2 points per rank.
- You cannot buy more ranks in a skill than your class level.

4. Determine base saves based on total level. This save is equal your level divided by 4, rounded up.

Level	Base Save
1 - 4	1
5 - 8	2
9 - 12	3
13 - 16	4
17 - 20	5

5. Choose two feats. Most feats provide an additional save bonus.

Here are some example classes to get your creative juices flowing. Skill areas are listed in *italics*.

- **Butler** -
 - **Specialty Skills** - *Etiquette, Life, Bluff*
 - **Suggested Feats** - Additional Language, Notice, Strong Will, Social Graces
- **Detective** -
 - **Specialty Skills** - *Streetwise, Driving, Legerdemain, Observe, Bludgeon.*
 - **Suggested Feats** - Deduction, Network, Quick Draw, Situational Awareness
- **Party Hound** -
 - **Specialty Skills** - Brawl, Carouse, Dance, Distraction, Driving, Seduction, Wit.
 - **Suggested Feats** - Endurance, Fast Healer, Friends and Family, Reputation
- **Researcher** -
 - **Specialty Skills** - *Academics, Philosophy, Observe*
 - **Suggested Feats** - Assets, Additional Language, Font of Knowledge, Notice
- **Scout** -

- **Specialty Skills** - *Wilderness*, Cooking, Knife, Riding, Bow.
- **Suggested Feats** - Blind Fighting, Extended Range, Situational Awareness, Stealthy
- **Thief** -
 - **Specialty Skills** - *Larceny*, Bluff, Observe, Throw, Running.
 - **Suggested Feats** - Fleet of Foot, Identity, Point Blank Range, Stealthy

Skills

Skill Area List

- Academics - book knowledge.
 - Research (Int)
 - <Subject Area> (Int)
- Artistic - performance, creation, and appraisal of art.
 - Acting (Cha)
 - Dance (Dex)
 - Music (Cha)
 - Visual Art (Dex)
 - Writing (Int)
- Athletic - skills centered on physical activity.
 - Acrobatics (Dex)
 - Climbing (Str)
 - Contortion (Dex)
 - Riding (Dex)
 - Running (Str)
 - Swimming (Str)
- Fighting - common combat
 - Bludgeon (Str)
 - Brawl (Str)
 - Knife (Str)
 - Polearm (Str)
 - Throw (Str)
- Etiquette - high class social interaction.
 - Gossip (Cha)
 - Impress (Cha)
 - Politics (Int)
- Protocol (Int)
- Wit (Cha)
- Larceny - shady work and general sneakiness.
 - Appraise (Int)
 - Burglary (Dex)
 - Distraction (Cha)
 - Forgery (Int)
 - Legerdemain (Dex)
- Life - general life skills.
 - Carouse (Con)
 - Crafting (Dex)
 - Cooking (Int)
 - Empathy (Wis)
 - Household (Wis)
 - Observe (Wis)
- Philosophy - fixing and fabricating technology.
 - Law (Int)
 - Memory (Int)
 - Medicine (Wis)
 - Science (Int)
 - Theology (Wis)
- Piloting - piloting and driving vehicles.
 - Aircraft (Wis)
 - Driving (Wis)
 - Mounted Guns (Dex)
 - Seacraft (Wis)
 - Spacecraft (Dex)
- Streetwise - low class social interaction.
 - Bargain (Cha)
 - Bluff (Cha)
 - Investigate (Int)
 - Intimidate (Cha)
 - Seduction (Cha)
- Warfare - skilled methods of combat.
 - Armor (Str)
 - Axe (Str)
 - Bow (Dex)
 - Spear (Str)

- Sword (Str)
- Wilderness - survival in natural environments.
 - Animals (Cha)
 - Foraging (Wis)
 - Hunting (Wis)
 - Navigation (Int)
 - Tracking (Wis)

Skill Use

Skills are the active ability of a character, skill use always requires an action and requires the character to consciously attempt to use their expertise and knowledge. Passive or innate capabilities are represented by saves, which are described in the next section.

Skill totals are the sum of ability, ranks, specialty bonus, and any other bonuses provided by feats or talents. Skills other than Athletic and Life may be used at zero ranks with a -5 penalty, Athletics and Life skills may be used even with zero ranks with no penalty. Whenever a skill is used the skill total is added to a d20. This is the skill result.

A skill is used in one of three ways. On a standard skill use the skill result is compared to a Difficulty Class (DC). If the roll plus the total exceeds the DC, the use was successful, otherwise it fails. Sometimes multiple DCs are used for a single standard use, indicating different levels of outcomes, in which case the results of the roll are based on which, if any, of the DCs are met. This type of roll is used for most actions which do not directly affect or involve other people, or the people being affected are not resisting.

The second way to use a skill is a competitive skill use, where two or more characters all roll their skills normally. Their results are then compared, with the character with the highest result having the best outcome, and so one down to the lowest result. These results may also be compared to a DC, indicating a certain minimum level required to compete. This type of action is used when people are competing, but not in a direct conflict.

The third type of skill use is the opposed skill use, where a character takes an action to attempt to affect another character who is resisting. In this use, the skill result is compared to an appropriate save DC of the character to be affected. For example, in combat the save DC is Reflex, while social persuasion has a save DC of Social. If the result exceeds the DC, the desired effect happens to some extent. However, characters may avoid persistent effects by rolling a

second save and possibly taking wounds. This includes things like death in combat as well as changing a character's mind. This avoidance is further discussed under saves.

The genetic system uses a default DC table to help a GM decide the difficulty for a standard action. Some skill descriptions include specific DCs, but this table is useful when characters attempt less conventional uses of skills.

Task or Request	Typical DC
automatic	5
trivial	10
easy	15
average	20
difficult	30
exceptional	40
extreme	50
epic	60
legendary	75+

Saves

The genetic system uses four standard saves: Fortitude (based on Constitution), Reflex (based on Dexterity), Will (based on Wisdom), and Social (based on Charisma). There are several saves which can be gained through feats. These include Grappling (based on Strength) and both Deduction and Lore (both based on Intelligence). Saves can be used in two different ways: they may be rolled, such as evading with a Reflex save or resisting torture with a Will save, or they may be used as difficulties, for example the DC to hit is the target's Reflex DC and the DC to undermine social standing is the target's social DC. These DC's are determined by adding 10 to the full save bonus. For example, a Fortitude save of +7 has a Fortitude DC of 17. Each save bonus is the associated ability bonus, plus the base save for your level, plus any additional modifiers (usually from feats).

Fortitude Save

The Fortitude save is most often used to avoid the effects of combat. Poisons and environmental effects (such as the Hands of Blue killing devices) also require Fortitude saves to avoid death or unconsciousness, in these cases the save may be modified by wounds (see below). The Fortitude DC is a measure of physical resolve and stability. It is used as the DC to cause pain response or to forcibly move the character.

Reflex Save

The Reflex save is used to avoid the worst effects of sudden environmental changes, such as explosions or implosions. The Reflex DC is the DC to hit the character in physical combat.

Will Save

The Will save is used to resist mind effects, such as insanity and empathic projection, concentrate in distracting circumstances, and as a measure of situational awareness, including determining combat initiative. The Will DC is the difficulty to mentally manipulate the character, either by such comparatively friendly means as seduction, or more overt means of intimidation and torture.

Social Save

The Social save is used to avoid social errors occurring in roleplaying, as a luck roll, if appropriate, and lastly is used for influence checks with certain feats. The social DC is the difficulty to undermine or harm your social standing.

Feats

Feats come in five categories: basic feats, and feats associated with each save. The later feat categories always give at least a +1 to their associated save. Many feats give bonuses. Unless otherwise specified, these bonus stack with each other. This is especially true with feats that may be taken multiple times.

Basic Feats

Basic feats give no inherent modification to saves.

Education - You are focusing on your learning.

Effect: Gain 5 additional skill points this level.

Special: This feat may be taken once per level.

Virtuoso - You have developed a special gift for a specific skill use.

Effect: Gain a +5 gifted bonus for a specific use of any one skill, such as piano for Music, hand axes for Edged, or computer programs for Design. Gifted bonuses never stack with each other.

Special: You may take this feat multiple times, for different skill uses.

Physical Feats

All Physical Feats give a +1 bonus to Fortitude (except Great Fortitude, which gives a +2).

Great Fortitude - You have exceptional fortitude.

Effect: Add a +2 bonus to Fortitude save (in place of the +1 usually granted by a Physical feat).

Special: This feat may be taken once per two levels.

Run - You are an especially quick sprinter.

Effect: Add an additional half of your base speed to your running speed.

Special: You may take this feat up to four times. Round speeds to the nearest 5 feet.

Normal: Running is a combat at double your base movement. In combat this movement puts you at -4 Reflex.

Fleet of Foot - You are exceptionally quick.

Effect: Add 5 to your base move.

Special: This feat may be taken once per two levels.

Normal: Without this feat humans have a move of $30 + \text{Strength Modifier} \times 5$.

Flesh Wound - You are used to functioning when wounded.

Effect: Gain 2 phantom ability points which may be damaged in place of a standard ability. This may be combined with one other ability for a single wound.

Special: This feat may be selected multiple times.

Persistence - You have developed extreme tolerance of injury.

Effect: Gain +1 to maximum wounds.

Special: This feat may be taken once per two levels.

Fast Healer - You heal quicker than most.

Effect: Heal an additional ability damage each day.

Special: This feat may be taken up to three times.

Hard to Kill - Killing you is no easy task.

Prerequisite: Fortitude Save 12+, Flesh Wound x 2

Effect: Reduce all damage save DC's by 5.

Very Hard to Kill - Killing you is exceptionally difficult.

Prerequisite: Hard to Kill, Fortitude Save 20+, Flesh Wound x 5

Effect: Reduce all damage save DC's by an additional 5 (by a total of 10).

Efficient Lungs - You have learned to breathe in

adverse conditions.

Effect: Gain a +2 to Fortitude saves to hold your breath or to operate in environments with poor or little air.

Special: This feat may be taken up to three times.

Powerful Blow (Weapon) - You can inflict potent strikes in close combat.

Prerequisite: Weapon Skill 1+, Strength is used for this weapon skill.

Effect: Weapon gets a +2 damage bonus.

Special: This feat does not stack with the bonus from Accurate Strike. This feat may be taken multiple times for different weapons and up to once per two levels for the same weapon.

Grappling - You have developed a talent for grappling.

Prerequisite: Strength 7+

Effect: Gain a new save starting at Strength modifier plus base save. This save is used in place of Strength for grappling actions.

Special: This feat may be taken additional times, each time adding +2 to your Grappling save.

Normal: Grappling typically uses a contested Strength roll.

Might - You excel at feats of strength.

Prerequisite: Strength 7+

Effect: Gain a new save starting at Strength modifier plus base save. This save is used in place of Strength for actions using raw physical strength.

Special: This feat may be taken additional times, each time adding +2 to your Might save.

Normal: Might typically use a Strength roll.

Endurance - You have a particularly impressive endurance.

Prerequisite: Constitution 7+

Effect: Gain a new save starting at Constitution modifier plus base save. This save is used in place of Constitution for endurance actions.

Special: This feat may be taken additional times, each time adding +2 to your Endurance save.

Normal: Endurance typically uses a Constitution roll.

Combat Feats

All Combat Feats give a +1 bonus to Reflex (except Quick Reflexes, which gives a +2).

Quick Reflexes - Your Reflexes are finely honed.

Effect: Add a +2 bonus to Reflex save (in place of

the +1 usually granted by a Combat feat).

Special: This feat may be taken once per two levels.

Blind Fighting - You can fight without seeing your foes.

Effect: Your vision penalties to combat skills are halved, to -2 in poor lighting and -4 in darkness.

Normal: In poor lighting combat skills receive a -4 penalty, while in darkness they receive a -8 penalty.

Quick Draw

Effect: You may draw a weapon as a free action.

Normal: Drawing a weapon requires a combat action.

Point Blank Range - You have learned to target your attacks where they will do the most damage.

Effect: You may use a ranged weapon in close combat. In close combat halve the attack value (rounded up) and then use half the attack value (rounded down) as a defense bonus.

Two Weapon Proficiency (Weapon Pair) - You have learned to wield two weapons at the same time.

Prerequisite: If mixing ranged and close combat weapons, Point Blank Shot is required, 4 ranks in weapon skill for each weapon.

Effect: For each weapon bonus (attack, defense, damage) your combined bonus is one half the smaller (round up) plus the larger. For example, adding a sword (2/2/10) and a shield (0/6/0) together makes an effective (2/5/10) weapon. Adding two pistols (2/10) gives a (3/15) weapon.

Special: This feat may be taken multiple times for different weapon pairs.

Two Weapon Specialty (Weapon Pair) - You have learned to fully exploit the advantages of a pair of weapons.

Prerequisite: Two Weapon Proficiency (Weapon Pair), 12 ranks in weapon skills for each weapon

Effect: For each weapon bonus (attack, defense, damage) your combined bonus is the sum of the two, this replaces the effect of Two Weapon Proficiency. For example, adding a sword (2/2/10) and a shield (0/6/0) together makes an effective (2/8/10) weapon. Adding two pistols (2/10) gives a (4/20) weapon.

Special: This feat may be taken multiple times for different weapon pairs.

Weapon Finesse (close combat skill) - You have learned to place accuracy above power in close combat.

Prerequisite: close combat skill rank 1+
Effect: You may use your Dexterity modifier in place of your Strength modifier for this skill.
Special: This feat may be taken once, each time for a different close combat skill.

Martial Arts (weapon) - You use your body as a weapon.
Prerequisite: Brawl 1+
Effect: When unarmed you are treated as being armed with a +1 attack, +1 defense, +0 damage weapon.
Special: This allows you to take weapon feats for the unarmed weapon.

Weapon Focus (weapon) - You can strike with a specific weapon more effectively.
Prerequisite: weapon skill 1+
Effect: Increase weapon attack bonus by 1.
Special: This feat may be taken multiple times for different weapons, and up to once per two levels for the same weapon.

Weapon Defense (weapon) - You can defend with a specific weapon more effectively.
Prerequisite: weapon skill 1+, the weapon must have a defense bonus (this requires Point Blank Range for ranged weapons).
Effect: Increase weapon defense bonus by 1.
Special: This feat may be taken multiple times for different weapons, and up to once per two levels for the same weapon.

Accurate Strike (Weapon) - Your attacks have a deadly accuracy.
Prerequisite: Weapon Skill 1+, Dexterity is used for this weapon skill.
Effect: Weapon gets a +2 damage bonus.
Special: This feat does not stack with the bonus from Powerful Blow. This feat may be taken multiple times for different weapons and up to once per two levels for the same weapon.

Extended Range (ranged weapon) - You excel at taking long shots.
Prerequisite: ranged weapon skill 1+
Effect: Increase weapon range by half of the weapon's base range.
Special: This feat may be taken multiple times for different weapons, and up to once per three levels for the same weapon.

Duelist - You are skilled in the art of the duel.
Effect: When in a duel you gain +1 attack and +1 defense. A duel is defined by the following three

conditions:

1. only two combatants
2. no external distractions
3. both had time to prepare

Special: This feat may be taken once per two levels.

Combat Awareness - You are skilled at fighting multiple foes.
Prerequisite: Reflex save 12+
Effect: Opponents may not be aided by allies in attacking you.
Normal: Allies may take the aid action to give a character a +2 on attacks until end of round.

Unpredictable - Your actions make you impossible to predict.
Prerequisite: Reflex save 20+, Combat Awareness
Effect: Opponents may not be aided or aid themselves in attacking you.
Normal: Characters may take the aid action to give themselves a +2 on attacks until end of round.

Stealth - You have developed a talent for sneaking.
Prerequisite: Dexterity 7+
Effect: Gain a new save starting at Dexterity plus base save. This save is used in place of Dexterity for stealth actions.
Special: This feat may be taken additional times, each time adding +2 to your Stealth save.
Normal: Stealth typically uses a Dexterity roll.

Mental Feats

All Mental Feats give a +1 bonus to Will (except Strong Will, which gives a +2).

Strong Will - You have an exceptional Will.
Effect: Add a +2 bonus to Will save (in place of the +1 usually granted by a Mental feat).
Special: This feat may be taken once per two levels.

Additional Language - You have learned another language.
Prerequisite: Intelligence 6+
Effect: You speak, read, and write an additional language.
Special: You may take this feat multiple times for different languages. If you took the talent Natural Linguist you gain two languages when you select this feat.

Deduction - You have honed your mind with the arts of deduction and investigation.

Prerequisite: Intelligence 7+

Effect: Gain a new save starting at Intelligence modifier plus base save called a Deduction save. This save is used to solve mysteries and intuit solutions. The DC is used for puzzles, riddles, and battles of wits.

Special: This feat may be taken additional times, each time adding +2 to your Deduction save.

Normal: Deduction related rolls are typically performed as intelligence checks.

Art of Memory - You are a font of knowledge and information.

Prerequisite: Intelligence 7+

Effect: Gain a new save starting at Intelligence modifier plus base save called a Memory save. This save is used to recall information and events. The DC is used against attempts to stump or fool you about your memories. **Special:** This feat may be taken additional times, each time adding +2 to your Memory save.

Normal: Memory related rolls are typically performed as intelligence checks.

Notice - You have learned to notice what others do not.

Prerequisite: Wisdom 7+

Effect: Gain a new save starting at Wisdom plus base save. This save is used in place of Wisdom for passive noticing.

Special: This feat may be taken additional times, each time adding +2 to your Notice save.

Normal: Notice typically uses a Wisdom roll.

Situational Awareness - You are unusually aware and alert.

Effect: Gain a +2 bonus to Will saves for the purpose of initiative.

Special: This feat may be taken once per two levels.

Uncanny Sense - You are impossible to surprise.

Prerequisite: Situational Awareness x 2

Effect: You take no save penalty when surprised.

Normal: When surprised you take a -4 Reflex penalty and a -10 initiative penalty for the round. A non-positive initiative value means no action may be taken.

Meditative Focus - You have learned to center your mind.

Prerequisite: Will 12+

Effect: By taking a full round action you may enter a meditative state. While in this state you may take

10 on any skill roll. If you spend ten rounds focusing on the action you may take 20 instead. If this action is physical in any way you immediately cease meditating after performing it. These options exist even in adverse conditions and even when taking 20 the action is only performed once, at the end of the focusing period. Injury will end the meditation unless a will save is made which exceeds the damage DC.

Special: When meditating you may also take 10 on Touched madness saves.

Perpetual Focus - You can focus your mind even in extreme circumstances.

Prerequisite: Will 20+

Effect: You may enter a meditative state with one combat action. This is equivalent to the state granted by meditative focus, except you may focus for ten actions to take 20 on a combat skill roll.

Social Feats

All Social Feats give a +1 bonus to Social (except Social Graces, which gives a +2). Some Social feats incorporate a social save called an influence check. The DC is based on the difficulty or danger of the task being requested. Requisitions (using an influence check in place of Wealth) are against a DC equal to 5 times the Wealth required. Excessive use or abuse of the people and organizations will cause these DC's to increase significantly.

Social Graces - You excel in social situations.

Effect: Add a +2 bonus to Social save (in place of the +1 usually granted by a Social feat).

Special: This feat may be taken once per two levels.

Assets - You have gained additional resources.

Effect: Add +1 to your Wealth.

Special: This feat may be taken once per two levels.

Identity - You have learned to hide your true identity.

Prerequisite: Charisma 7+

Effect: Gain a new save starting at Charisma plus base save. This save is used in place of Charisma for avoiding your disguises being seen through.

Special: This feat may be taken additional times, each time adding +2 to your Identity save.

Normal: One cannot normally hide true identity passively.

Friends and Family (group) - You may call upon your friends in a particular group or a group of family

members.

Effect: Using an influence check you may gain personal assistance, services, and information from this group. However, friends and family will often come looking to you for help as well.

Special: This feat may be taken multiple times, either to add a new group or to add a +2 bonus to the influence check with an existing group.

Network (organization or group) - You can call upon a network of contacts and informants based in some organization or group.

Effect: Using an influence check you may gain information and access to equipment, contracts, and locations from this network. Access is not requisition, so wealth must be used as normal to acquire them.

Special: This feat may be taken multiple times, either to add a new group or organization, or to add a +2 bonus to the influence check with an existing group.

Rank (organization) - You have active rank in an organization.

Prerequisite: Must have joined the organization as an employee or member. Required to perform duties for the organization.

Effect: You gain +1 to influence checks, Etiquette skills, and Streetwise skills with organization members and friends. You may also make requisitions from the organization as an influence check.

Special: This feat may be taken multiple times, either to add rank in a new organization, or to increase the bonus by gaining rank in a current organization. If you leave or retire from the organization convert the rank into Reputation feats.

Reputation (organization or group) - You have built a reputation for yourself.

Effect: You gain +1 to influence checks, Etiquette skills, and Streetwise skills with the organization or group.

Special: This feat may be taken multiple times, either to add reputation in a new organization or group, or to increase the bonus by gaining reputation in a current organization or group.

Solid - Your reputation is backed up with action.

Prerequisite: Social 12+, Reputation x 2

Effect: For groups and organizations you have reputation with you may take 10 on influence checks.

Impeccable - Your reputation is legendary.

Prerequisite: Social 20+, Reputation x 5

Effect: For groups and organizations you have reputation with you may take 10 on Etiquette skills and Streetwise skills.

Wealth

Each character has a wealth rating. This starts at 1, but may be improved through feats and occasional windfalls. Poor circumstances can cause wealth to be lost as well. The wealth rating indicates the most expensive things which the character may acquire. The square of the wealth rating gives a number of wealth points used for these acquisitions. By taking on contracts and selling goods, wealth points may be acquired. These are usually half the value required to purchase such a contract or item. If a number of wealth points are acquired equal to the total for the next highest level, you may raise your wealth rating by one, although this gives no additional wealth points. In emergencies you may also sacrifice one level of the wealth rating to gain twice that many additional wealth points.

Wealth Rating	Wealth Points
1	1
2	4
3	9
4	16
5	25
6	36
7	49
8	64
9	81
10	100
11	121
12	144
13	169
14	196
15	225

Wealth points may be spent on several different kinds of purchases: Equipment, Locations, and Contracts. Each of these options is described below.

Equipment

Each type of equipment has a base cost and a maximum cost. Wealth points spent beyond the base cost adds to the capabilities of the equipment as specified. Close combat weapons are specified with a triple ($x/y/z$), with x as attack bonus, y as defense bonus, and z as damage bonus. They also have a throwing range increment listed. Ranged weapons are specified with a double (x/z) meaning the same as above, as

well as a range increment. Vehicles are a quadruple ($a/b/c/d$). In this case, a is a speed bonus added to piloting or ride in situations requiring speed and performance and b is a maneuver bonus added to piloting or ride in situations requiring maneuverability, precision, and evasive maneuvers (the pilot or ride total becomes the new DC to hit, otherwise use maneuver bonus plus 10). The third is a reliability bonus, which is used as a Fortitude save for the vehicle. A pilot or rider may wound speed or maneuver as abilities. Lastly, d is the space on the vehicle, indicating the number of locations which may be purchased for it. Space may also be wounded on a reliability save, at one point per 5 reduction in the DC. This indicates the associated location is hazardous or inaccessible until it is healed.

Tools (base cost 0, max cost 10): For each additional point the tool gives a +1 to an associated skill use.

Armor (base cost 1): Reduces damage DC's by cost, If your armor exceeds half your bonus on the Armor skill, you take -6 Reflex.

Knife (base cost 0, max cost 5): A base knife is (0/0/5), with range increment of 5 feet. Each additional point may add 1 to attack or defense, or increases range increment by 2 feet. Two points adds 5 to damage.

Bludgeon (base cost 0, max cost 10): A base bludgeon is (0/0/5), with range increment of 1 foot. Each additional point may add 1 to attack or defense. Two points adds 5 to damage.

Polearm (base cost 1, max cost 10): A base polearm is (0/1/5), with range increment of 1 foot. Each additional point may add 1 to attack or defense. Two points adds 5 to damage.

Axe (base cost 1, max cost 10): A base axe is (0/0/10), with range increment of 5 feet. Each additional point may add 1 to attack or defense, or increases range increment by 2 feet. Two points adds 5 to damage.

Spear (base cost 1, max cost 10): A base bludgeon is (0/1/5), with range increment of 10 feet. Each additional point may add 1 to attack or defense, or increases range increment by 5 feet. Two points adds 5 to damage.

Sword (base cost 2, max cost 10): A base sword is (1/1/5), with range increment of 1 foot. Each ad-

ditional point may add 1 to attack or defense. Two points adds 5 to damage.

Bow (base cost 2, max cost 10): A base bow is (2/5), with range increment of 20 feet. Each additional point may add 1 to attack or increases range increment by 10 feet. Two points adds 5 to damage. A crossbow has +5 to damage, but takes one action to reload after it is fired.

Grenades and Explosives (cost 1): A grenade or an explosive is a single-use weapon which may be thrown (using a 10 foot range) or simply placed, affects an area of 10 feet around where it lands or is placed, and has a damage DC of 20. This DC may be used for different things based on the type of grenade: explosive grenades do normal damage, stun grenades can only leave people unconscious, smoke grenades set the difficult to see within the smoke, and grenades may blind and / or deafen for ten minutes with a failed damage save. Grenades and explosives may also be added together, to enhance the effect. For each time the number of devices is doubled the radius increases by 5 feet, and the damage DC increases by 5.

Mounts (base cost 1, max cost -): A base mount is (0/0/5/0). Each additional point may add 1 to speed, maneuver, or reliability. Mounts cannot have space, but can pull one location as a wagon.

Planetary Vehicles (base cost 1, max cost -): A base planetary vehicle is (0/0/0/0). Each additional point may add 1 to speed, maneuver, reliability, or space. This category includes both watercraft and landcraft, but a vehicle should be specified as one in particular. Amphibious vehicles, which act as both watercraft and landcraft cost an additional point.

Aircraft (base cost 2, max cost -): A base aircraft is (0/0/0/0). Each additional point may add 1 to speed, maneuver, or reliability. Two points may add a point of space.

Spacecraft (base cost 3, max cost -): A base Spacecraft is (0/0/0/0). Each additional point may add 1 to speed, maneuver, reliability, or space.

Engines: Engines transform alchemical material or alchemical power (there are seven of each of these, one for each dragon) to another form. An engine has a cost equal to the maximum potency + the number of input types + the number of output effects + any in built potency. So an engine that takes Ouroboros

blood and energy would negate the hold of gravity on an object, with a maximum potency of 4, would cost 7. If it had 3 built in potency, then it would cost 10. Engine Cannons can apply their effects at range, at a cost increase of +2 for 100 feet range, plus 50 ft for each additional +1 cost.

Gate Combinations: A local gate code costs 1, a regional gate code costs 2, a single dragon gate code costs 3, and an inter-dragon gate code costs 4. This cost is doubled if this gate is a secret, and tripled if you are the only one who knows this combination.

Gates: Local costs 7, regional costs 10, single dragon costs 13, and inter-dragon costs 16.

Siege Weapons (base cost 5, max cost -: A base siege weapon is (0/20), with range increment of 100 feet. Each additional point may add 1 to attack, increases range increment by 50 feet, or adds 5 to damage. Normally this weapon takes 5 actions to reload (not all from the same person necessarily). It's cost can be increased by one for each fewer action it takes, to a minimum of 1.

Locations

Locations have a base cost of 1, but require an additional point for each additional person who can stay there indefinitely. This extra cost is not restricted by your wealth rating. Each location point beyond the first enhances one aspect of the location. This provides a two point penalty or bonus to some actions. These modifiers may be stacked up to three times for a single set of actions. An example is a sickbay that gives a doctor +2 to medicine skills, or a hidden entrance which gives search and deduction attempts a -4 (two points worth). Locations may be combined with vehicles, although the costs are separate and the vehicle must have one space per location. Some examples can be found in the appendices.

Contracts

Contracts come in three kinds: personnel, service, and agreements and secrets.

- Personnel - People may be hired on retainer for a cost equal to their appropriate specialty bonus.
- Service - People may be contracted to perform a one time service for a cost equal to half their appropriate specialty bonus.

- Agreements and Secrets - By setting up an agreement or learning a secret you gain a bonus for a particular influence check equal to twice the cost spent. This bonus cannot be applied to requisition influence checks.

Mechanics

Due to the skill based nature of the Genetic System, the game play is somewhat different from the typical mechanics used in d20.

Skill Use

Whenever a skill is used on another character, first determine if the skill use causes a reaction or is merely resisted. In the former, the defending character will also be using a skill to oppose their foe. On the other hand resistance is done somewhat differently. In that case the DC for that skill should be based on one of that character's saves. Use the most appropriate save, as a bar to the action having an effect. For example, a social skill like Wit could be used to impress someone, and would be resisted passively by a Social save DC.

In either case, if a skill use succeeds and would affect the character, there is one last chance to resist the effect of that skill. Choose another save (or very rarely the same save), rolling above the amount by which the skill use succeeded plus 10. Characters may strain themselves, gaining +5 on this roll per damage inflicted on an ability. Note, that this counts as a wound. This save cannot cause the action to fail, it can only mitigate the outcome. The combat mechanics below are a specific instance of this structure.

Combat

Each round of combat initiative, make a roll of Will save plus any initiative modifiers. The highest number goes first. If you are taking a full round action, usually as part of some longer skill roll like repairing a ship or bandaging a wound, you need not roll. On the other hand, if you are taking combat actions you act on the number you rolled. Once you act you may subtract 10 from the roll, acting again on that initiative. In this sense initiative is not speed as much as situational awareness. You may also hold your initiative in which case you may choose to act before any later action. The following are a list of combat actions:

- make a quick skill roll (includes attacks)

- move your speed
- run double your speed and take a -4 Reflex penalty until your next action.
- change pose (stand, crouch, drop)
- assist an ally or yourself (gives a +2 bonus to a skill or save for the remainder of round)
- perform a simple automatic action (such as drawing a weapon or opening a door)

Damage and Wounds

After a successful attack the target may attempt to avoid the desired result of the attack, usually death, but possibly unconsciousness or movement. This is done by making a fortitude save against the amount by which the attack succeeded plus 10. The effects of a failed save are the following:

Failed By	Result
1 - 4	unconscious or moved
5 - 9	mortally wounded (10 min. to death)
10 - 14	dying (dies end of next round)
15+	immediate death

To avoid the effects of a failed save you may take a wound if you have not taken your allotted number of wounds already. A wound is an amount of ability damage to a single ability of your choice. Each two damage corresponds to a reduction of 5 in the DC. This ability damage heals normally (1 damage per day), but medicine skills can treat wounds or cause them to heal faster over time. A wound of half the ability or more typically will require serious care, and no wound may be taken which reduces an ability to 0. Note ability damage only affects skills, not saves and maximum wounds.

Heritage

There are a variety of peoples within the world of Dragon Gate. Each is related most deeply to one of the dragons, even if they have never been there. Each of them has an innate amount of power associated with that dragon, equal to their base save. However, this power is fundamental, each point used or taken inflicts 2 damage, and if all is lost then the character will shortly die, unless they gain some back in a few minutes.

The following are some of these heritages.

Humans (Ouroboros)

Humans are largely as you would expect them. However, there are a few differences. First, all humans reincarnate upon death, retaining some of their memories as they do so. Some humans even recall a world before the dragons, of flying metal machines and other strange technologies. All that remains from that dream world are some meager artifacts.

Specifically, massed produced modern and even futuristic items can exist. But only one ever is present in Dragon Gate. On the other hand, they never fall apart, degrade, or even require fuel or supplied. So a glock 19 would be the only one of its kind, but would not need to be reloaded, nor would it need more than cursory maintenance. Truly a potent artifact.

Humans have a strong tie to this world of memory and may take the following feat:

Remembrance - You can tap into your past lives for knowledge.

Prerequisite: Human Heritage

Effect: Gain a new save starting at Wisdom plus base save. This save is a base amount of Ouroboros power and can be used to draw on your past lives. You also gain a new skill area with three skills:

- Dreamcraft (Wis - Magic) - convert potency to summon a dream artifact. The GM determined the appropriate quantity of potency needed. This requires a day long ritual.
- Insight (Wis - Magic) - convert potency to a +2 on a skill for the next hour.
- Quest (Wis) - Track, locate, and learn about dream artifacts.

Special: This feat may be taken additional times, each time adding +2 to your Remembrance save.

Sidhe (Demiurge)

The Sidhe are people of secrets, appearing as strange human-like figures. Each possesses some tell tale sign betraying their sidhe nature, whether it is furry legs and hooves or pointed ears and metallic silver hair. Each Sidhe is defined by three secrets. These are magical aspects - specific tricks that can change the world in a subtle, but important way. A sidhe can use these secrets as he or she wishes, but if a secret becomes known to more than three others it loses its power. If all three of a sidhe's secrets are discovered, then he or she is unmade. Example secrets are a word that causes cats to sleep, a stance that makes you immune to arrows, or a gateway between dragons

appearing periodically in a sacred grove. Secrets are not mechanical, they circumvent the rules and simply apply.

Sidhe do not gain a talent, and they gain +1 to their starting Charisma maximum and -1 to their starting Constitution maximum. They also gain access to this feat:

Glamour - Fae magics surround and protect you.

Prerequisite: Sidhe Heritage or have learned a Sidhe's secret.

Effect: Gain a new save starting at Charisma plus base save. This save is a base amount of Demiurge power and can be used deceive others about your identity. You also gain a new skill area with three skills:

- Enchant (Wis - Magic) - Convert potency to an enchantment causing someone to fall under a (typically) harmless mental or physical state until one hour passes per potency spent. This may be resisted by Will as an opposed roll.
- Guise (Cha - Magic) - Convert potency to a disguise, this gives a bonus to glamour to deceive about your identity equal to twice the potency spent.
- Trick (Cha - Magic) - Convert potency to an enchantment causing someone to believe a statement until confronted with direct evidence to the contrary or one hour passes per potency spent. This may be resisted by Will as an opposed roll.

Special: This feat may be taken additional times, each time adding +2 to your Glamour save.

Assembled (Fafnir)

The people of Fafnir at first resemble the must concrete of the elemental manifests. Humanoid figures composed of various materials, the assembled seem to have been crafted from whatever is at hand. The truth is assembled are sentient forces absorbing parts of the world around them, as such they can consume anything, over time. But in doing so, they begin to retain aspects of what they consume. Representing this facet assembled receive a discretionary bonus that may be adjusted each day - acting as a save bonus or a skill area specialty bonus, or even split among several places. This bonus is equal to twice the assembled's base save. Remember, the choice made influences the assembled's personality for that day, and reflects the material's it is formed of and should be based on what it has consumed recently.

In addition, assembled have +1 Constitution maximum and -1 Dexterity maximum, due to their odd construction and do not gain a Talent. They also gain access to this feat:

Alchemy - You can alter the material and spiritual forms of the world around you.

Prerequisite: Assembled Heritage or 5 ranks of Research

Effect: Gain a new save starting at Constitution plus base save. This save is a base amount of Fafnir power and can be used in place of a Fortitude save to avoid physical transformations. You also gain a new skill area with three skills:

- Metamorphose (Wis - Magic) - convert potency to a transformation of a being (who may be yourself). You must defeat their Constitution + 10 or their Fortitude DC (or Alchemy DC) if they are unwilling, and any remaining potency may be converted to a single Instinct skill weakness (see Chosen), alternatively you may provide an Instinct Skill (other than Mindspeak or Mindtouch) at a bonus of +5 per potency spent. Providing an Instinct skill does not stack with that skill if already possessed, and the bonus lasts for one day. This effect may be resisted by a Will save versus five times the potency spent, reduced by half after one day elapses. Failing this Will save leaves the transformed trapped until a use of this power successfully exceeds their Fortitude DC to turn them back to their original form.
- Enrich (Con - Magic) - Convert potency to a transformation of associated material forces or substances to a spiritual one. You may enrich up to twice the potency you expended.
- Degenerate (Con - Magic) - Convert potency to a transformation of associated spiritual forces or substances to a material one. You may degenerate up to twice the potency you expended.

Special: This feat may be taken additional times, each time adding +2 to your Alchemy save.

Chosen (Leviathan)

Sometimes a beast in the wilds of a dragon will be born with something more than a beast's mind. They are marked by human-like eyes on their animal bodies, and they are the Chosen. The chosen stand between the natural world and civilization. A chosen gains some benefits from a bestial form: special movement, ability to survive in a harsh environment, or

benefits in speed or ability. These are balanced by the selection of certain inabilities. Chosen gain access to a series of skills, under the Instinct skill area, but each can only be gained if an associated weakness is taken. Alternatively a weakness can be ignored, by taking a -5 penalty to an ability score maximum. Also, Chosen to not gain a Talent.

- Mindspeak (Cha) - Communicate with your thoughts in a limited manner. *Weakness*: Cannot form human speech.
- Mindtouch (Int) - Move objects with your thoughts, within 5 feet per base save. The bonus on this skill limits all other manual dexterity skills used with it. *Weakness*: No manual dexterity.
- Movement (Dex) - Gain a special movement at normal speed, this acts as running for that movement. *Weakness*: Ground speed is halved.
- Survival (Wis) - Survive specific harsh environment. You may select this multiple times for different environments. *Weakness*: You have some environmental or food requirement to survive.
- Natural Weaponry (Str) - You possess natural weapons, which act as though you had the Martial Arts feat. *Weakness*: You cannot use weapons.
- Prowess (Con) - You gain a bonus to a specific physical ability for raw uses of that ability, you cannot have taken a weakness in that ability. If your natural capabilities come in handy you may add your bonus in this skill to the use of that ability or one of its saves. *Weakness*: You must take a -5 to another ability.

Note: if you are playing a character significantly larger than human size, or significantly smaller, reflect this by taking Prowess in Strength or Dexterity, respectively.

Brood (Ialdaboth)

The Brood are the children of Ialdaboth. There are countless families and clans among them, each of different forms and temperaments. Some are like humans but with features of boars, rats, or dogs. Others may have the bodies of snakes or spiders beneath their waists. The chosen have a tendency to the bestial and dark powers. They also have a more potent inner reserve of magic than the other heritages,

gaining their Constitution as additional Ialdaboth potency, and the ability to use this potency without damaging themselves. Also, Brood do not gain a Talent. In addition, all Brood select three of the following skills to gain access. These skills are locked, meaning those skills are required selections as you gain levels. The Freedom feat (see Dragonkin) allows you to unlock these selections. Also, each skill gives a modifier to your ability maximums, each of those for the selected skills are applied. All of these skills are under the Brood skill area:

- Ferocity (Con - Magic) - Convert Ialdaboth potency to +2 attack and +2 damage per potency on all close combat actions for one minute. (+1 Constitution Maximum, -1 Intelligence Maximum)
- Feast (Cha) - Immediately after slaying a foe, if you beat their fortitude DC, drain their innate potency to regain that much of your innate potency. (+1 Charisma Maximum, -1 Wisdom Maximum)
- Movement (Dex) - As the Instinct skill, except no weakness. (+1 Dexterity Maximum, -1 Strength Maximum)
- Survival (Wis) - As the Instinct skill, except no weakness. (+1 Wisdom Maximum, -1 Charisma Maximum)
- Natural Weaponry (Str) - As the Instinct skill, except no weakness. (+1 Strength Maximum, -1 Dexterity Maximum)
- Drain (Int) - Draw potency from a being you are touching. To do this beat their Constitution + 10 if willing or fortitude DC if they are resisting. They may retain their innate potency if they beat your Drain roll with a Will save. You retain access to this stolen potency for up to one minute. (+1 Intelligence Maximum, -1 Constitution Maximum)

Magic

All magic skills convert potency for some effect. They are used in the following manner: each full 5 rolled on the skill check allows you to convert one potency into the effect described. Each heritage has their own magic, and there are also seven forms of magic available to any heritage, each related to one dragon. Many of these magic skills grant bonuses, while different skills can add bonuses that stack, only one bonus from a specific magic skill can apply to a single roll.

Potency from magic saves is regained by using that save after four hours of rest. For each five rolled regain one potency, up to the save bonus. Innate potency is regained at the same time damage is healed, up to once per day.

Some magic skills affect or create tangible or intangible phenomena of a certain potency. The total potency of these is either one fifth the DC to avoid their influence, one fifth the DC to affect them, or one fifth their effective roll to actively influence things around them (such as the damage of a fireball). But these manifestations also have a scope, which also adds to the total potency of the phenomena. Physical scope is determined in several ways. For targeted intangible phenomena, the potency of the scope is just the number of targets beyond the first. Alternatively, you may use the following chart for areas affected by the phenomena.

Potency	Scope
0	Individual
1	10 feet diameter + 10 feet / additional potency
5	Building
10	Settlement
15	Countryside
20+	Local Area

Most phenomena last only until natural forces or processes erode the effect. For example, fire will erupt suddenly and then go out when there is nothing left to burn. Likewise, feelings of rage will last until the person's mind changes. Phenomena magically self-renewing can last much longer, in apparent defiance of natural law. These require five times the potency to produce and last until other magic changes them (which treats the base potency as doubled).

Sympathy (Ourboros) - You can call upon the connections between things.

Effect: Gain a new save starting at Charisma plus base save. This save is a base amount of Ourboros power. You also gain a new skill area with three skills:

- **Linking (Cha - Magic)** - Convert potency to a link between two things, people, or places. An effect to one of these affects the other, if it is in line with one of the potencies used to build this link. The maximum potency that can be projected in this way is double the potency of this link. This link also gives you double its potency in a bonus to skills used to affect a target, and lasts for one day.

- **Manifest (Cha - Magic)** - Convert potency to a spirit of draconic power, often in the form of an elemental being. It's own potency is double the invested amount, and is all of the same type, at least one of which must be used in the summoning. This creature remains for a day, unless it is destroyed or sacrificed (which gives the sacrificer its potency for a single action).
- **Summoning (Cha - Magic)** - Convert potency into a gateway, causing a chosen individual to appear (if they are unwilling you need a link). This costs potency equal to half the level (round up) of the target or the cost of the gate that traverses that distance, whichever is higher.

Special: This feat may be taken additional times, each time adding +2 to your Sympathy save.

Artifice (Demiurge) - You can craft illusions and subtle magic.

Effect: Gain a new save starting at Dexterity plus base save. This save is a base amount of Demiurge power. You also gain a new skill area with three skills:

- **Counter (Dex - Magic)** - Convert potency to an alteration of the target or effect of existing potency (up to double the amount you spent), within the bounds of the engine or skill used.
- **Deceive (Dex - Magic)** - Convert potency to an illusionary effect. This costs one potency per sense and lasts one minute. One more potency makes it last an hour. Two more makes it last a day.
- **Tweak (Dex - Magic)** - Convert potency to a change in potency type, including the effects of another magic skill, up to double the potency you expended can be converted this way.

Special: This feat may be taken additional times, each time adding +2 to your Artifice save.

Pith (Ialdaboth) - You can tap into the energies of life and death.

Effect: Gain a new save starting at Constitution plus base save. This save is a base amount of Ialdaboth power. You also gain a new skill area with three skills:

- **Absorb (Con)** - Convert points of ability damage to Ialdaboth potency, 2 per 10 points rolled on this skill. This must be done immediately after the wound occurs.

- Lifecraft (Con - Magic) - Convert potency to healing energy, healing two damage per potency.
- Deathcraft (Con - Magic) - Convert potency to an affliction, cause two damage per potency to an ability, this does not count as a wound.

Special: This feat may be taken additional times, each time adding +2 to your Pith save.

Engineering (Fafnir) - You know the arcane lore of dragon engines.

Effect: Gain a new save starting at Intelligence plus base save. This save is a base amount of Fafnir power. You also gain a new skill area with three skills:

- Enginecraft (Int) - Maintain and build dragon engines.
- Jury-rig (Int - Magic) - Convert potency to additional inputs or outputs for a dragon engine. The potency required is usually one per addition, but in some cases the GM may require more.
- Push (Int - Magic) - Convert potency to any other type for the purposes of powering an engine.

Special: This feat may be taken additional times, each time adding +2 to your Engineering save.

Channel (Leviathan) - You can bring otherworldly energies within you.

Effect: Gain a new save starting at Strength plus base save. This save is a base amount of Leviathan power. You also gain a new skill area with three skills:

- Fortify (Str - Magic) - Convert your potency to a bonus for one ability for a minute, at +1 per potency converted.
- Imbue (Str) - Imbue yourself with one potency of any type for each 5 you roll. If you gain more potency in a day than your Channel save, you take 2 ability damage for each additional potency gained (you may not use Absorb on this damage).
- Resist (str - Magic) - Convert your potency to a bonus for one non-magic save for a minute, at +2 per potency converted.

Special: This feat may be taken additional times, each time adding +2 to your Channel save.

Gnosis (Quetzalcoatl) - You have unearthly wisdom.

Effect: Gain a new save starting at Wisdom plus base save. This save is a base amount of Quetzalcoatl power. You also gain a new skill area with three skills:

- Commune (Wis) - Learn of the history and meaning of objects and places by meditating.
- Predict (Wis - Magic) - Convert potency to a prediction of a particular event. That grants +1 per potency to any actions you or those under your counsel take to cause that event for the rest of the day.
- Understand (Wis - Magic) - Convert potency to an insight in a particular situation. That grants +2 per potency to any actions you or those under your counsel take for one minute.

Special: This feat may be taken additional times, each time adding +2 to your Gnosis save.

Sorcery (Lucifer) - You have mastered the arcane energies.

Effect: Gain a new save starting at Intelligence plus base save. This save is a base amount of Lucifer power. You also gain a new skill area with three skills:

- Blast (Int - Magic) - Convert potency to an area affected by arcane energy (determine by the types of potency used). Any effect of that energy is at a resistance DC of 10 + 5 times the potency spent. Additionally, the area is 10 feet diameter, which may be increased by 10 feet for each additional potency expended.
- Engulf (Int - Magic) - Convert potency to a covering of arcane energy for yourself or another willing person. This grants +2 per potency spent to resist specific effects. This effect lasts one minute.
- Manipulate (Int - Magic) - Convert potency to change or shape naturally occurring energies or substances related to the potency spent. This acts as an action where five times the potency was rolled against the DC.

Special: This feat may be taken additional times, each time adding +2 to your Sorcery save.

The Dragons

The Dragon's Gate setting is founded on seven dragons, called the Great Dragons. These are Ourboros, Demiurge, Ialdaboth, Fafnir, Leviathan, Quetzalcoatl, and Lucifer. On average these beings are significantly bigger than Earth, despite being inhabited much like planets. For example, Ourboros has a circumference roughly the same as Jupiter's Red Spot. Each dragon's very blood and essence is one of the seven building block elements of existence.

On the scale beneath them are the Lesser Dragons, planetoids and moons of the Great Dragons. There are dozens, perhaps even hundreds of these. These are mystically distinct from their primaries, although tainted by proximity and the strange radiations that permeate the space of Dragon's Gate.

Beneath the Lesser Dragons are the Wyverns, the asteroids and comets, as well as symbiotic or parasitic beings dwelling on the Dragons. The wyverns are on the edge of being comprehensible to the peoples inhabiting the Dragons. Still, the relationship is more one of natural disasters and cosmic encounters. Often an earthquake or a meteor strike will be due to the movements of a wyvern. They space born ones seem to travel between the Dragons, for reasons scholars can only speculate.

The next tiers down are the Dragonkin and Dragonettes, the distinction between these types is always somewhat hazy. Loosely speaking, a Dragonkin is a draconic being which acknowledges the humans and other such beings and are at least as capable or aware. Here are where mythic dragons of Earth legend would be placed, as well as stranger beings.

If the draconic being is no more than any other animal it is considered a dragonette. There are many forms of dragonettes, from graceful flocking dragonettes living on the savannas of Demiurge's wings to the crawling draconic forms found beneath a rotted stump. Indeed, dragonettes are so plentiful that they occupy many of the wild niches taken by insects and other animals. In any given environment only a handful of the creatures will be of an identifiable Earth-like creature.

Because of this hierarchy of draconic beings, it is really only important to describe Wyverns Dragonkin, and Dragonettes. In particular, the only playable option of these three are the Dragonkin.

Dragonkin

Like all things draconic, dragonkin are not merely imbued with magical potency, they are entirely composed of it. And like the others their potency is a

unique aspect, tinged by that of the Dragons. So the first step in making a dragonkin is to choose what their magical nature is. Part of this is reflected in their appearance and personality.

As part of this step, choose seven skills (as though you are gaining a level). You may choose from the Instinct skill group and any magical skill groups, but you may not choose an entire skill group. These define the matters in which your magical aspect is most applicable. These are also locked skills you must select for each level gained.

Dragonkin gain magical potency equal to their base save plus their highest ability, plus twice their level. This is their own unique form of potency, and has associations worked out at character creation between the player and the GM (use the Great Dragons as examples). Dragonkin do not gain a Talent. Once per level, a dragonkin may take the following feat:

Freedom - You have learned greater flexibility.

Prerequisite: Must have one or more locked skills selections.

Effect: Unlock one of your skill selections. This may be chosen freely for this level, and all subsequent levels. It may also be joined with three other (non-locked) skill selections to select a skill group.

Special: You may select this feat up to once per level. This is a general feat, and so provides no save bonus.

The Great Dragons

- Ourboros - A 3 eyed serpent consuming its tail. It is crossed into and infinity symbol. At that point it is nearly linked, and that is where the city of Crossing is. Ourboros' blood and power produces protection, stasis, and resistance.
- Demiurge - A seven winged, opalescent dragon. Its wings are outstretched, all bending clockwise. Demiurge's blood and power produces creation, growth, and illusion.
- Ialdaboth - A bulging tentacled dragon with many crystalline insect eyes. Ialdaboth's blood and power produces destruction, entropy, and rebirth.
- Fafnir - A classic western dragon crusted and folded in sleep. Fafnir's blood and power produces metal, earth, and grounding.
- Leviathan - A classic eastern dragon scaled and glistening, coiled around a huge ocean. Leviathan's blood and power produces water, acid, and cleansing.

- Quetzalcoatl - A brightly colored and feathered dragon, with two dozen wings spaced along its body. Quetzalcoatl's blood and power produces sound, wind, and lightning.
- Lucifer - A six limbed draconic form made of ice or glass containing a brilliant glowing heart. Lucifer's blood and power produces fire, light, and cold.

Levels and Experience

Level	Skill and Group Selections	Total XP	Reached	Max Rank	Feats	Abilities
1		0		4	2	-
2		25		5	2	-
3		55		6	2	-
4		90		7	2	+1
5		130		8	2	-
6		175		9	2	-
7		225		10	2	-
8		280		11	2	+1
9		340		12	2	-
10		405		13	2	-
11		475		14	2	-
12		550		15	2	+1
13		630		16	2	-
14		715		17	2	-
15		805		18	2	-
16		900		19	2	+1
17		1000		20	2	-
18		1105		21	2	-
19		1215		22	2	-
20		1330		23	2	+1

Notes:

Any feat that requires a certain save bonus uses your save bonus based only on ability bonus, base save, and general bonuses from feats of that category.

Experience Awards

At each level you require 20 plus 5 times your current level in experience points to gain your next level. The following are suggested methods to award experience points. As always the DM may choose to award more or less based on the desired pace of the game.

- Gain 1 experience point whenever your character gains a wealth point from contracts or loot.
- Gain 2 experience points whenever your character spends a wealth point without any game effect for reasons related to your allegiance or value.
- Gain 4 experience points after each session where your character learns something.
- Gain 4 experience points after each session where your character attempts something truly heroic.
- Gain 4 experience points after each session where your character puts things at risk because of his or her allegiance.
- Gain 4 experience points after each session where your character puts things at risk because of his or her value.
- Gain 4 experience points after each session where your character takes a wound.

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