

Awakening

The Powers That Be

Bryan Meadows

Table of Contents

The World	4
The Setting	4
Characters	5
Background	5
Attributes	5
Skills.....	5
Awakened Powers.....	6
Equipment.....	8
Game Mechanics.....	8
Taking Damage.....	9
Advancing.....	9

Awakening

The Powers That Be

My name is Dain Kromwell. In the year 2023 something fantastic happened. Some people say man "evolved," but I'm not one of them. Most scientists agree that what actually happened is some people began to use more of their brains than has been used in modern times, but that the abilities have always been there. How can we call it "evolving" when we had the capacity all along?

Regardless, abilities began to appear. First began the "miracles." People who could heal others, find things, unlock truths where the first to become known. They seemed to actually care about others and came out so that they could help people. Next it was the money seekers, those who could transmute matter, grow crops, and manipulate forces. They were generally characterized as indifferent about their abilities, and just looking to make money. Then, soon after that, we started hearing the dark rumors. The whispers of dread beings that could poison, kill with the glance, and fog your mind. Finally, all the rest came out, and it changed the world.

Man had reawakened an ancient part of our being. Some think we should have left it forgotten.

Not all have reached these heights yet though. Less than a quarter of all humans have unlocked these latent powers, and the other three quarters are terrified. The world has changed.

The UN was the first to publicly call for something to be done, though we know other nations were already trying to harness the power-bestowed. The US quickly adopted the measures. Though the specials are free, they are heavily monitored and often asked, forced really, into co-operation with government "projects."

I have not had a power activated within me, but I was part of a government branch that oversaw those who did. I learned of what we were doing to some of those with powers and could not ignore the atrocities we were committing any longer. Now, I fight against the very people I worked for. My hope is that we can stop those arrayed against us....at least, I pray that we can.

-End Transmission-

The World

The world has continued to try and move towards a one world alliance, but it has still not been completely successful. However, many of the same policies and government practices are seen throughout many of countries, so this setting could be used in any country and span several.

Technology has advanced even more rapidly from 2010 to 2032 as it did from 1980 to 2000. So new technology may be heavily prevalent, but is not necessary. No new technology would be out of place in this setting.

The US has become far more socialist/communist in the last 30 years and Americans have far less rights than they used to. The government controls most businesses now including the media, fast food restaurants, and all law firms, however, some still remain in the private sector. You are expected to be a good citizen and must carry papers with you in case you are detained by a government worker. Government workers have special rights to “protect” citizens against domestic terrorists and can detain people who may have offended someone or practiced hate speech.

The world has been cooling for the past twenty years now and many places have dropped several degrees in the average yearly temperature. Regions that were able to sustain crops in the hotter temperatures have now become barren, and food became harder to get for quite a while. Genetically engineered food became prevalent and thanks to the cloning of animals, the world food shortage was curbed.

Cloning has become a regular practice, but only with regard to animals. Keeton Industrials, founded by the mysterious Dr. Keeton, is the world leader in cloning and produces all the animals for food purposes as well as all the technological advancement in cloning. Not much is known about Dr. Keeton, but many believe his a great man and a friend to mankind. There are some though, who claim he is a great evil in this world. The debate over right and wrong died out when it saved us all from starvation. However, the cloning of mankind is still frowned upon and is not believed to be practiced.

More advances have been made into the space program for the countries that already had one. The US cut its space program so that it would have more money to redistribute to the poor citizens, so it was picked up by the private sector and allowed to exist as long as they bent to the demands of the government. Due to this, many advances have been made in space and the first public cruise to the moon was launched in 2020 with a large success and has become a common affair. A moon colony is being built currently.

Public opinion of super abilities is one of both awe and fear. Man is afraid of what it does not know or understand. Mankind has taken a cautious approach though, and in most countries, they had to reveal their abilities, but were not harmed otherwise...mostly.

The Setting

AWAKENING is a game of discovery. It should be a lot like reading a good comic book with a little bit a cheesy Saturday morning superhero cartoon thrown in. The first time players play this game with a

character should be started with the discovery of a super power during the first adventure or two. This does not mean that you have to play the game with a super power. If you want a character to be normal, then you should be able to play as you want. Normal people though might not last very long during the game of **AWAKENING**.

Characters

Making characters should be very simple in **AWAKENING**. Characters are based around the simple concept of three main attributes and any number of skills.

Background

Players are encouraged to come up with at least a brief back story for their character. What drives their character? What are the character's wants, needs, or desires? This does not have to be shared with the other players but at least a brief back story will be helpful for the game master. Remember, this is a comic book-type setting and back stories are always important for main characters.

Attributes

The three main attributes are detailed below:

Strength – this is a character's physical prowess. Anything that has to do with a feat of physical strength would use this attribute.

Dexterity – this is a character's speed and coordination rolled into one. Any activity involving manual quickness, aiming, or intricate movements would use dexterity.

Intelligence – this is a character's mental capabilities. Feats requiring cleverness, memory, or problem solving would use intelligence.

These three attributes make up the base of your character, but they do not have to define your character. You will build to your character with the skills that you choose. You have ten points to spread out among these three attributes. Each point represents a die that will be used when rolling for the outcome of a conflict.

These ten points will be, in essence, your character's life points. When your character has been damaged or bested in a conflict, you will lose one die the attribute that your character was using when it failed the roll. When one of your attributes reaches zero, you can no longer attempt skills using that attribute. If you can find a different way to use a skill though, using a different attribute, you could still attempt that skill, just in a different way.

When your attribute die pool reaches zero, your character collapses into unconsciousness and is completely helpless.

Skills

Skills make up the second half of your character. They define what your character can do.

There is no skill list for **AWAKENING**, because the skills are made up by the players. Skills are defined as anything that your character can do well. Want your character to be able to cook well? Give him the chef skill. What a character that is great with girls? Give your character the pickup-artist skill.

Any task can be made into a skill. That means no player is going to be hindered with a short list of skills that they have to choose from and no need for house rules just so your character can be a mad-scientist. A little warning though- be careful not to be too broad or too narrow with your skills.

Example skills would be cooking, shooting, dancing, pickup-artist, writer, podcaster, or game creator.

You have ten points to distribute between your skills. Each point represents a die that will be used when rolling to determine the outcome of the use of your skill.

If you do not have a skill, but you still want to attempt a task untrained, then you can use half the dice in an attribute pool that would fit that skill rounded up. For example, if a character wanted to try and pick a lock because they found a set of lock picks, but does not have a skill for that, he still can make an attempt. He would make a roll using half of his dexterity dice rounded up. If he had three dexterity dice, he could use two of them to make the attempt. He wouldn't have much success, but he might get lucky.

Awakened Powers

Finally, there is the power portion of the character. However, this power is not added in the beginning. The game master has two options when it comes to powers:

1. Allow the players to choose which power their character will develop
2. Roll for a random power from a list at the time of awakening.

This is up to the game master, but the game master talking this over with the players to see what they would like to do is encouraged. Each one might like to do something different, and that is fine, each character can be handled differently in the game. Ultimately this game is about everyone having fun, so nothing should be forced on any of the players.

Below is just a sample list of powers put together for the ease of the game master and players. This is by no means an all encompassing list of powers, so please feel free to make up your own.

Examples of Awakened Powers

1. Power mimic	2. Possession	3. Acid secretion	4. Necromancy
5. Power negation	6. Psionic blast	7. Acidic blood	8. Melting
9. Power sensing	10. Psychic weapons	11. Activation and deactivation	12. Mental manipulation
13. Accelerated healing	14. Animation	15. Adoptive muscle memory	16. Metal mimicry
17. Acid generation	18. Darkness or shadow manipulation	19. Age shifting	20. Microwave emission
21. Animal mimicry	22. Density control	23. Alchemy	24. Insect mimicry
25. Biological manipulation	26. Disintegration	27. Accelerated probability	28. Nerve gas emission
29. Body part substitution	30. Elemental transmutation	31. Appearance alteration	32. Neurocognitive deficit
33. Bone manipulation	34. Gravity	35. Aura absorption	36. Oil secretion

		manipulation		
37. Duplication	38. Immortality	39. Bliss and horror	40. Omnilingualism	
41. Temporal duplication	42. Resurrection	43. Body insertion	44. Persuasion	
45. Echolocation	46. Intangibility or phasing	47. Bone spike protrusion	48. Phasing	
49. Invisibility	50. Light manipulation	51. Chlorine gas exudation	52. Plant growth	
53. Invulnerability	54. Magnetism manipulation	55. Clairvoyance	56. Plant manipulation	
57. Kinetic absorption	58. Mass manipulation	59. Cloning	60. Poison emission	
61. Matter ingestion	62. Molecular manipulation	63. Constriction	64. Power absorption	
65. Energy Transferral	66. Probability manipulation	67. Crumpling	68. Precognition	
69. Pheromone manipulation	70. Radiation manipulation	71. Gaseous Form	72. Precognitive dreaming	
73. Poison generation	74. Reality warping	75. Dehydration	76. Primal rage	
77. Prehensile/animated hair	78. Sound manipulation	79. Disintegration touch	80. Puppet master	
81. Sonic scream	82. Time manipulation	87. Dream manipulation	84. Pyrokinesis	
85. Superhuman breath	86. Air and wind manipulation	91. Elasticity	88. Rapid cell regeneration	
89. Superhuman durability	90. Cold and ice manipulation	95. Electric manipulation	92. Sedation	
93. Superhuman reflexes	94. Earth manipulation	99. Electrical absorption	96. Seismic burst	
97. Superhuman senses	98. Plant manipulation	103. Electronic communication	100. Shape shifting	
101. Superhuman strength	102. Electric manipulation	107. Empathic mimicry	104. Sound absorption	
105. Superhuman vision	106. Fire and heat manipulation	111. Enhanced hearing	108. Sound manipulation	
109. Night vision	110. Water and moisture manipulation	115. Enhanced memory	112. Space-time manipulation	
113. X-ray vision	114. Weather manipulation	119. Enhanced strength	116. Super speed	
117. Telescopic or microscopic vision	118. Energy manipulation	123. Flight	120. Technopathy	
121. Wallcrawling	122. Concussion beams	127. Forcefields	124. Telekinesis	
125. Waterbreathing	126. Energy blasts	131. Freezing	128. Telepathy	
129. Innate capability	130. Energy constructs	135. Prophecy	132. Teleportation	
133. Omniscience	134. Energy conversion	139. Discernment	136. Telescopic vision	
137. Ecological empathy	138. Force field generation	143. Gravitational manipulation	140. Terrakinesis	
141. Superhuman intelligence	142. Dimensional transportation	147. Healing	144. Underwater breathing	
145. Superhuman tracking	146. Electrical transportation	151. Illusion	148. Wall crawling	
149. ESP	150. Omnipresence	155. Impenetrable skin	152. Water mimicry	
153. Astral projection	154. Summoning	159. Imprinting	156. Weather control	
157. Mental projection	158. Superhuman speed	163. Induced radioactivity	160. Technomancer	
161. Cross-dimensional awareness	162. Teleportation	167. Intuitive aptitude	164. Animal control	
165. Empathy	166. Time travel	171. Invisibility	168. Corrosion	
169. Mediumship	170. Flight	175. Laser emission	172. Deoxygenation	
173. Precognition	174. Illusion	179. Levitation	176. Dynamic camouflage	
177. Memory manipulation	178. Shapeshifting	183. Lie detection	180. Earthquake causing	
181. Telepathy	182. Ability replication	187. Luminescence	184. Electric mimicry	
185. Astral trapping	186. Ability supercharging	191. Empathic manipulation	188. Evolved human detection	
189. Metal duplication	190. Size alteration	195. Light absorption	192. Insect Control	
193. Reality distortion	194. Summoning	199. Elemental Generation	196. Inanimate animation	
197. Shadow mimicry	198. Temperature manipulation		200. Magnetism	

The awakened power comes with a pool of three dice. Powers act in much the same way as skills, but they should be far more powerful. When a power is used against a human without a power, the die pool is doubled. So when a character is using super strength against a human without powers, he would roll six dice instead of three (plus his attribute) against a person with no powers.

This means powers against non-awakened individuals can turn deadly very quickly.

The awaking of a power will come at a time of great stress or great need. This can happen when a character is about to die, in grave danger, or when they have an intense need. The moment of awakening should come with a second wind. If the character is in a battle, then they should become fully healed, at least temporarily, and understand a part of what they can do with that power. Remember, this is a power of the mind unlocking something already present within the character.

Equipment

All characters can have equipment, but it is not necessary in this game. You can optionally have equipment that would add die bonuses to even skill bonuses to characters if you so choose.

Examples: Armor adding an additional die to strength, computer adding an additional die to intelligence, weapons adding an additional die to a skill roll, or even computer assisted plane handling adding the pilot skill with one die.

Example Character: Dain Kromwell

Strength (3)	Dexterity (3)	Intelligence (4)	Attribute Pool (10/10)
Skills:	Computer Hacking (2)	Kung Fu (3)	
	Power Recognition (2)	Shuttle Pilot (3)	
Power:	?		
Back Story:			

Game Mechanics

All conflicts, fights, puzzles, test of wills, or similar acts are handled by rolling a character's relevant die pool.

The dice used in **AWAKENING** are simple success and failure dice, also known as fudge dice. Two sides should have a minus sign (-), two sides should have a zero (0), and the last two sides should have a plus (+). Pluses are success, minuses are failures, and zeroes are ineffective. You roll the dice and add the success and subtract the minuses to see how well you did in the specific conflict. This can give you a degree of success or failure, allowing for a wider range of outcomes.

When characters are facing obstacles, a simple success or failure should be sufficient to determine the outcome. When characters are facing opponents, then the character and opponent both roll their die pools and determine who has the most success, or least failures.

Example One: Dain needs to find the unlocking code for the blast door fast. He uses his computer hacking skill (2) and his Dexterity (3) to give him a die pool of five. He rolls five dice and gets three (+), one (0), and one (-). This would give him a total of two successes. This should be enough to beat the challenge unless the game master added additional difficulty to the scenario.

*Example Two: Dain is facing off against a guard armed with a nightstick. Dain uses his kung fu (3) with this Dexterity (3) to get a die pool of six, while the guard uses his guard (2) plus his strength (2) against Dain. Dain rolls three (0), two (+), and one (-) for a total of one success while the guard rolls two (+) and two (0) for a total of two successes. The guard wins the round. Dain loses one die in his dexterity die pool. *See Taking Damage for the explanation.*

Taking Damage

When a character loses a contest against an opponent or even a puzzle where the results might be deadly, they lose one die from the attribute that they were using for the scenario. In example two from the previous section, Dain would have lost one die in his dexterity die pool. Remember, once an attribute drops to zero, the character can no longer use the skills associated with that attribute. When all attributes fall to zero, that character collapses to unconscious.

Advancing

In order to advance in Awakening, a character has to be successful at what they are attempting. When a character makes a successful skill test, either against an opponent or in a puzzle-type situation, then their character should receive one experience point. Once a character has achieved twenty-five experience points, they get make an advancement.

At advancement, a character can choose one of the following;

- Add one die to an attribute
- Add one die to a skill
- Add a new skill with one die

A character can choose to not advance at this point and save up until they reach forty experience points. When a character reaches forty experience points, they have a minor awakening. At a minor awakening, a character can choose one of the following:

- Add one die to a power
- Gain a new random* power with one die

*The power does not have to random if the GM decides it can be chosen.

I woke up two days ago in a large padded room. I had no memory of who I was, where I was, or how I had got there. Someone passed food to me through a door, but they would not answer any of my questions.

Then, yesterday, a gas began to release from the ceiling into my room. It smelled wrong and as soon as the scent touched my nose I knew they were trying to kill me. I beat on the door, begging them to let me out, but no one answered me.

My vision began to blur, then go dark as the gas over took me.

Then, something miraculous happened. Something awoke inside my mind, and spread out over my body. All of the sudden, I could feel the stone and metal around as if it was my own body. I could feel even deeper than that and feel the deep earth below me.

With a thought, I the heavy metal door in the room parted and I was up on my feet and running. Through my new found scenes I could feel where the different people were in the facility and how it was laid out. Guards and other people were knocked unconscious by the stone beneath their feet before they even knew what hit them.

I stopped long enough to grab a file folder from someone who looked like a doctor not far from my room, but kept going until I was free.

Today, I have taken time to read the file folder, which was indeed mine. I was a subject of experimentation apparently, and the gas that I experienced was indeed meant to kill me. It was a final test.

From that file I now know two things and suspect another. First, I know that Keeton Industries was at least partially responsible, since their name is in the file. Second, I know that I am subject called Dain Kromwell II of an awaking test performed by these people. Finally, I suspect one other thing.

I think I'm a clone now.

-Dain Kromwell II
