CHAPTER 6

Dee lay on the deck, doing an excellent impression of a corpse (other people's blood, and a crude patch over the right arm helped matters) as she watched the X'hirjq sweep the area. In reality, she was hyperventilating and would have been soiling herself if she hadn't done so already. The lizards had already killed most of the other techs and gutted the base; almost the whole thing had been opened to hard vacuum, some parts while people were still at work.

Parts. Don't think about parts. Don't think about parts. Bad word, in the context of having to crawl through the mangled bodies of friends to get where she was, some torn apart, or burned, or killed from decompression. Too many bodies. Try not to think about it. If she thought about it, she'd throw up again, the lizard would see her move, and she'd die. Or maybe the lizard would decide she looked suspicious anyway, and she'd die. Or, if it didn't come near her within about ten minutes, she'd run out of air and die. She wasn't even 13 yet, and desperately didn't want to die.

But then, even if the next part of her harebrained idea worked, she rated the odds of her not dying in the process of it as pretty low. Some of the evacuation pods had been taken, some disabled, and even if they weren't, there was the problem of the huge space fleet to contend with. The only way she could think of was to steal a X'hirjq landing craft, which meant killing the rear guard left on board and then figuring out the controls and bluffing her way past the fleet. If she hadn't been spent all the time since the lizard mailbomber killed the Jihadlinker network and when they broke in working on cracking their interfaces and crypto, there would be no chance. As is, the odds were not much better, but it was that or give up and die.

Now if the goddamned lizard would just come closer! She wanted to cry, but then, as if by magic, the fucking thing looked her way and approached. Possibly it had noticed a new corpse on the pile. Maybe it wanted lunch. Dee really didn't give a damn, just that it was coming closer. She watched it in the reflection of the helmet of Technician Darren Johnson, who last week had shown her some of the tricks to optimizing **Doom** on the Jihadlinkers, and now was missing his lower half. The lizard approached, peering at the tiny space suit, and finally coming to the position she had been hoping against hope it would stand in. Hidden under her body, her mass bracing her arm to stop the recoil, she emptied her pistol's armor piercing rounds into the lizard's face.

Dee more than half expected that that would be the last thing she ever did, and was cringing for a few seconds before she could make herself look. It had worked; the rounds had cracked the faceplate of the lizard's space suit open and decompression had done the rest. Knowing that the rest were spread around the station and she had a little bit of time, she took the luxury of throwing up in terror. Then, wasting as little time as possible, she scrambled down, got the access panels off of the alien plasma rifle and started tearing out wires…

RULES OF ENGAGEMENT

Roleplaying in the Jihad Universe has evolved from a freeform game that worked like a combination between a MMORPG and a writing circle. As a result, characters can be a bit difficult to properly map to a points-based system like **GURPS.**

(Not that anything like that has ever stopped us before, you understand. Just giving you fair warning.)

In this chapter you'll find a guide to creating a classic freeform Jihad character, as well as information that will help create **GURPS**-based characters for most of the sides in the Jihad's war.

PROFILE WRITING

A BRIEF GUIDE FOR PROSPECTIVE JIHADDI

BY JIM "FIREBALL" YEARNSHAW

Jihad roleplay, being mostly freeform, was never really based on the concept of character points. Instead of rolling up a character, Jihaddi traditionally just wrote up a character profile. This sounds a great deal easier than having to puzzle out a character sheet in **GURPS** or **AD&D**, right?

Well, it isn't. Creating a freeform roleplay character can be just as tricky as creating one for a tabletop game. In this section, Brother Fireball provides a guide to writing up a Jihad character that's easy to use for everybody involved in a game.

There are two basic steps to getting a character into Jihad roleplay, generation and then profiling.

CHARACTER GENERATION

Make a reasonable character, if not human than at least with some human-seeming qualities; immortals and all-powerful types of almost any kind are rejected out of hand. Everyone has someone better than them at a given

talent, and munchkins should never be forced to demonstrate someone being better.

A character with interests in specialization should not have more than one specialty. For example, being a world-renowned mage capable of building a supercomputer with match sticks, a roll of aluminum foil, and silly putty looks silly.

Now it's time for another episode of *"Good Idea, Bad Idea."*

Good Idea: *"A wide variety of magic to choose from, but very little of it fully controlled. One bit of magic she can control is the ability to open a portal to virtually any destination. The portal can get her there instantly, but she loses time with each use of the portal ranging from about a minute (for short jaunts) to 15 minutes (for a trip halfway around the world). She has all the vulnerabilities of normal humans, and is a poor non-magical fighter."*

One or two interesting skills which she is adept at, with plenty of room for the character to grow and be developed in stories should the character's owner want.

Bad Idea: *"He is a competent hand-to-hand combatant, Mech pilot, aerospace fighter pilot, marksman with both handguns and rifles, and a decent swordsman. He is very well acquainted with commanding a large fighting force, and has had experience with both land and aerospace combat command. He possesses extremely powerful psionic abilities..."*

Now that's just too much, looks kinda silly doesn't it? And that's only a small excerpt from the rather bland skills listing in that particular profile.

The prohibitions against creating a character based on yourself that run throughout most fanfic circles don't really exist in Jihad role-play. A vast majority of the characters are at least

partially based on the people that play them, just don't give yourself too many extra or enhanced abilities.

Try to come up with something reasonably original. Just as you shouldn't steal technology from another fictitious universe and import it to the JU, you shouldn't steal people; a Jihaddi Jedi or Terminator or Romulan or *Highlander*-style immortal or whatever would just end up looking lame. There are some exceptions, just using more vague concepts from outside sources can be acceptable. There have been Jihaddi vampires, dragons, werewolves, elves, and characters from various tabletop RPGs that've all successfully integrated into the Jihad Universe.

Good Idea: *"Can become insubstantial at will. Can change appearance at will. Can absorb energy attacks, magical or otherwise."*

Can't even tell what that's lifted from, can you?

Bad Idea: *"Went hiking in the mountains once, got lost, found some old guy, studied Jedi stuff, found my way home."*

Honest, that's not a summary. It's not only a poorly done borrowing from another (very well known) fictitious universe, it's a rather spectacularly bad job of profile writing too.

Another note on excessive abilities and borrowing from other fictitious universes: The choice of borrows and concepts that get accepted has to do with good writing more than anything else. If you've got one of those sorts of ideas and think it might work you can go ahead and try it, just be sure to take extra care in your character generation, profile, and story writing; ask lots of advice.

You need some sort of explanation as to why your character has joined the Jihad (and "just sorta dropped in" won't

cut it, it's just being sloppy and lazy and won't make for good roleplay). Maybe your character's a conspiracy theorist type who discovered some of the Jihad's secrets and was inducted that way, or maybe you've got some outside grudge against Barney or Lyra in whatever dimension you happen to come from. This also helps to create a more well-balanced character, one with some sort of outside life that isn't just killing spongin or Lyrans or various other things 24/7. Parents/friends/relatives/pets killed by Barney has started to become a little overused though, so if you do that type of story just be careful you don't end up sounding cliche.

Good Idea: *Kidnapped by a scientist loyal to Barney and altered for use as a living weapon against the Jihad. Rebelled, managed to escape, and joined the Jihad to use what he'd been made to fight the horrors he'd seen.*

Creative and original. Can be said briefly but also lends itself well to a more detailed origin story. One of my favorites and better than anything I've ever come up with.

Bad Idea: *"After one such tour, he found himself channel-surfing and wiped out when he hit the B'harnii and Fiends television show. So disgusted by what he was witnessing something snapped."*

Something like that could be a possible start, but it's very thin. This is more of a real life reason than a roleplaying one. As J. FoxGlov often said, Barney is very easy to hate.

If you do use preexisting Jihad canon in your character's background, be sure to run your idea by the editorial staff to make sure that idea doesn't violate any canon or step on another writer/player's toes.

Good Idea: *A thief caught in the middle of a battle between spongin and TRES Corps forces in the midst of attempting to steal an artifact the spongin wanted for a weapon. Injured in the fight that also kills his best friend and partner,*

he is rescued by TRES and ends up joining their ranks to fight the newly discovered (to him) Purple Menace and avenge his friend's death.

I like this. Creative, original, establishes discovery of the Jihad and reason to join using just the most common and easy to write parts of canon.

Bad Idea: *"but he is reluctant to divulge any details about his life before he jumped into the solar system in a stolen Lyran space fighter"*

Now this, this is *bad*. Unless you're a group of Maenads, you wouldn't steal a Lyran ship, you would maybe get within sight of a Lyran ship before the lower-circle Lyran mages guarding it caught you and spent a few decades torturing you just to impress a superior. Or the ship would eat you.

Along that line, reading through some of the profiles of current Jihad characters before you get too far into creating your character is a good idea, not only just to see what other characters look like and how people have developed them, but so you don't unknowingly do something too many other people have done and end up looking cliche.

Profiling

You write a character profile to define him/her/it/them within the Jihad Universe and also to help others understand and possibly write about your character.

As with all other writing, grammar is god. Care should be taken for description, development, history, etc. Good writing, and hence good stories and roleplay, depend on solid character development.

Good Idea: *"Personality notes: [She] is stubborn as hell. She only listens to you when she wants to, and will often disagree*

In re: Munchkins

Earlier versions of this book had, among other things, a number of dire warnings and rules regarding the use and abuse of the rules for the purpose of powergaming. Or in simpler terms, being a munchkin.

Most of these warnings and rules have since been removed, as they were really meant to correct problems with the internal freeform game that have long ago been solved. Beating people who aren't in the internal group over the head with the No-Munchkin stick seemed, well, a bit insulting.

As far as munchkinism in and of itself goes, frankly we're not fond of it, but as vices go it beats acting out hyper-violent fantasies with loaded weapons, so we let it slide. As far as munchkinism goes in the freeform roleplay, our rule of thumb is "if it's written well, we'll be more likely to let it go through than otherwise." We figure that if your players are bright enough to create a munchkinistic character and then play it well, they should be allowed to.

It's open season on nitwits who like to max out their stats and act like the Punisher instead of actually roleplay, though.

(For more on munchkins, their habits and methods of controlling the evil little buggers, we highly recommend *The Munchkins Guide to Power Gaming*.)

for the sake of being ornery. Has a horrible temper when she gets upset or frustrated."

Great. Brief but still descriptive; the sentences that should be short are short, the sentences that should be longer are longer. The profile goes on, but just this bit very quickly and easily establishes an image of what the character's like. And the spelling has been checked. (Special note: contrary to what your eighth grade teacher told you, starting a sentence with and is kosher, you just have to know what you're doing.)

Bad Idea: *"Nearly always in a pseudo uniform, generally wears a Black vest w/ lots of pockets over a Gray Long sleeved shirt, Woodland camo BDU pants, pistol belt, Black leather combat boots."*

This person never learned sentence combining, or proper capitalization. Compare that with "Prefers clothing which looks as if it could be part of some sort of uniform. A black multi-pocketed utility vest worn over a grey shirt and BDU-style camouflaged pants with standard-issue black combat boots are his normal." A bit more wordy perhaps, but it does far more to evoke an image. As with several other things, grammar problems can be fixed easily. Review your own writing a while after you've written it, and also find a couple other people to review it for you.

Also important is how you write a profile, that it's structured properly to give the right information in the right way. Just lists of abilities, skills, attributes, and weaknesses are pretty lifeless and boring and don't really give that much useful information about the character. (Listing your character's abilities and such is important, but it has to be incorporated into a profile the right way, it doesn't make up a good profile on its own.)

A good way to get a good profile down is to think of your character in the third person. Try to think about what you think other people should know and what you want them to know in order to write about your character and role-play with him/her/it, not necessarily everything you've personally thought up about the character. When in doubt about something to include in your profile, ask yourself "Do I want people I role-play with to know this about my character when they write?" or "If I was writing about somebody else's character, would I want to know this?"

A suggested format is the one I used for my character available at *http://www.jihad.net/ju2rpg/profile.txt* written from the perspective of a Jihad-wide personnel department. Give some important statistics for the character (with some explanation and description), write a short history, then use a third-person analysis to cover personality and anything else that didn't come out in the rest of the profile (such as weaknesses, they come out much better written about as personality traits than just listed somewhere). This format isn't a requirement though, just a suggestion for those who might be having trouble because it worked well for me.

That covers one **Good Idea**.

Bad Idea: *"Profile: A slightly out of order character history that relies heavily on context that isn't written into the profile* (this sort of thing is common, but gives no information that would be really useful to somebody writing about the character). *"Skills: He has a shrewd business sense and a great understanding of economics. He can understand several languages. He is a skilled marksman. He is a competent swordsman. He is a skilled pilot."* (While marginally useful information, the profile I took this from was only slightly more descriptive and less bland.) *"Other abilities: Blah blah blah..."* (Now this is just silly, a second bland skills list.) *"Weapons/paraphernalia:"* (Another list, with a little explanation this time. This sort of thing can occasionally be made to work but usually doesn't, most of the time it works better when integrated into other parts of the profile.)

J I H A D L I N K E R

Read some of the profiles out there for yourself; it should become quickly apparent which work and which don't, and what sort of format would suit you best.

Usually, your character needs a history. If your character's background changes from story to story, it not only gets confusing for the reader but it makes for pretty bad gaming. At the same time, don't spend all your time developing your character's personal history, only a minimum is required to fit a profile into Jihad canon. If you have a more complete, detailed personal history for your character, that's great, but it's usually better off in a separate origin story.

And when you have a draft of your profile done, find a couple people to look at it and edit it for you. Not just somebody who'll read over it once and say it's fine, but people who are going to seriously review it for you, people who are going to be critical about grammar and willing to tell you if you created a munchkin. Your profile will benefit the same as anything else you write, if you've got people who are willing to critique it somewhat harshly and if you do a few revisions based on that critique.

Writing and roleplaying is about being creative, having fun, and enjoying yourself. Other players and writers should be able to get a feel for your character's nature after interacting, or reading about it.

ADVANTAGES, DISADVANTAGES AND SKILLS

This section discusses advantages, disadvantages and skills as they apply in a Jihad Universe campaign. As usual, the GM has the last word when it comes to interpretations, modifications or what have you in the campaign.

ADVANTAGES

PATRON (THE JIHAD) SEE P. B72

The Jihad takes care of its own, and since the Jihad as a group is fairly small compared to most militaries, that applies to everybody in it.

As a Patron, the Jihad is a powerful organization (20 points) with special abilities above and beyond the standard mundane norm (+100%), resulting in a 40-point Patron. Independent operatives working away from the Jihad's organizational structure (see *Solo Warriors*, p. 70) may take the Jihad as a Secret or possibly Unwilling Patron.

The Jihad's patronage comes at the price of a Duty, and of having Barney & Friends as a formidable Enemy. Many new Jihaddi had Barney as an Enemy beforehand, though, so this might not be as onerous as it would first appear.

PATRON (FERAL JACKSON) SEE P. B72

Maenad characters can, in a pinch, call for help from their demigod Feral Jackson. Jackson however doesn't always like to be called, and will not respond well (-1 to all reaction rolls, -2 if it doesn't involve Lyrans) if called for a non-trivial reason.

If the GM feels like it, Jackson's patronage may be held as a secret Advantage should the character be considered a candidate for Maenadship.

PATRON (GRIMACE) SEE P. B72

Members of the Brotherhood of Grimace can call on the Lord of the Fries (don't look at us like that, we just report this stuff) in a tight situation. Grimace, however, is not somebody who is summoned lightly, and doesn't always come when he's called,

so treat him as an infrequent Ally (roll a 6 or less) unless Barney himself is in the area. If Barney is nearby and the Brother knows that, any attempt to summon Grimace will automatically succeed.

PATRON (ST. DINO) SEE P. B72

Members of the Church of St. Dino the Avenger can call on their patron saint for aid in an emergency. The saint will respond in person if the situation is dire enough, but for less-dire problems St. Dino is more likely to create a distraction by remote, such as causing every television within 2d hexes to start playing *Flintstones* reruns. Abusing the privilege of calling on St. Dino's protection may result in the awarding of the Weirdness Magnet disadvantage.

A NOTE

For the purposes of gameplay, the divine Patrons listed should be considered as 20-point Patrons with the Minimal Intervention or Unwilling limitations as described on p. B74.

HARD TO SPONGE +5/LEVEL TO +15
(0 FOR MUNDANES)

You have a natural resistance to the effects of spongification; it takes more than a few dozen repetitions of the I Luv You Song to break your mind. Characters with this advantage get an extra +2 to Will rolls against spongification per level. Mundane characters (which aren't going to deal with sponges or spongification on a regular basis) can take this advantage for zero points

at the GM's discretion.

ILLUMINATED SEE P. B60

Illuminated characters instinctively know what's going on, so they make lousy mundanes. An Illuminated character doesn't have to be a member of an Illuminated organization, but it's likely that the organizations will seek that character out as a potential member. The Jihad prizes Illuminated people as master strategists in the Hidden War — they know instinctively where the enemy is plotting, and where to strike.

MILITARY RANK SEE P. B29

Rank is respected by members of the Jihad (an automatic +1 Status for any superior-ranking Jihaddi meeting another), although that respect may not necessarily equate to respectful behavior.

UNUSUAL BACKGROUND

SEE P. B96

An Unusual Background is almost standard procedure for most Jihaddi PCs. Looking through character profiles dating back to the Golden Age, it's hard to find a character that *didn't* have one form of Unusual Background or another. GM's option to let less powerful characters have Unusual Backgrounds, but for ex-mundane characters the cost should be at least 15 points.

DISADVANTAGES

ENEMY (BARNEY AND FRIENDS)

SEE P. B135

Barney may love you, but he has a funny way of showing it.

High-ranking Jihaddi may take Barney and his minions as formidable (-30 to −40 points) enemies, who will always show up on a 9 or less. You may adjust that point value depending on how often your character is involved in field work. Lower-ranked Jihaddi who deal more with the minions than the generals may decrease the point cost as needed.

Example: A team of rookie Dobermans may regularly cross swords (on a 12 or less) with the local cell of sponge-minions (a −10 point Enemy group), so they would have a −20 Enemy in that sponge cell. Meanwhile, Most Holy, enigmatic commander of MAUL, leads his troops into combat (literally; they're often racing just to catch up to him) against the Purple Forces' best armor divisions (a −30 point Enemy) quite frequently (on a 12 or less), thus making Barney and Friends a −60 point enemy for MoHo.

SPONGIFIED -60 POINTS

You are completely under the thrall of the Demon Lord B'harne, and are completely unable to think for yourself. A character with this disadvantage has the cumulative effects of Cannot Learn, Chummy, Confused, Dull and Extreme Fanaticism. You cannot buy this disadvantage off without somebody else despongifying your character.

RECOVERING SPONGE-MINION -5 POINTS

Rank	Jihad High Command	TRES Corps	Doberman Empire	VRDET	MAUL	JPV	Purple Forces
6	Triumvir Praetor	Grand Admiral	Fleet Commander	Director	Commander In Chief	Arch-Chancellor	B'harne, Charn'El
5	Triumvir Adjunct	Admiral Vice Admiral Rear Admiral	—	Deputy Director Director Emeritus	Colonel	2nd Torus	8th Circle Lyran
4	Liaison Coordinator Inspector-General	Commodore Captain	Commander	Field Commander	Lt. Colonel	3rd Dodecahedron 4th Cube	Lyran Mages (5th-7th Circles) Lyran Liaison
3	Senior Liaison	Commander	Centurion	Senior Operative Senior Technician	Major Captain	5th Diamond	Thinker Wyrm-Minion
2	Quartermaster Liaison	Lieutenant Lieutenant j.g.	Warrior	Field Operative Technician	Lieutenant Lieutenant j.g.	6th Rectangle	Friendly Boss
1	—	Ensign	Trooper	Junior Operative Junior Technician	Sergeant Corporal	7th Oval 8th Square	—
0	—	Recruit	Recruit	Recruit	Recruit	9th Triangle	"Special Friend"

MILITARY RANKS IN THE JIHAD UNIVERSE

J I H A D L I N K E R

The character has just recently come out of an extended period of spongification, and has yet to readjust to their normal IQ. Creates a –1 penalty to all IQ-related rolls and +10 for any attempt to responge while the character is afflicted. This disadvantage can be bought off after 3d days and a successful Will roll.

Vulnerability: Spongification -5/level to –15 (0 for Mundanes)

For whatever reason, you have a natural susceptibility to the siren call of B'harne's spells; you will fall into spongification far faster than the people around you. Characters with this disadvantage get a –2 penalty per level on Will rolls against spongification. Mundane characters (which aren't going to deal with sponges or spongification on a regular basis) can take this disadvantage for zero points at the GM's discretion.

Skills

Beam Weapons/TL9 (X-Rifle) (DX/Average)

This is the ability to use the Jihad's primary infantry weapon, the TRES X-Rifle plasma blaster. Add 1 to your skill for a DX of 10 or 11, and 2 for a DX of 12 or better. *Modifiers:* -2 if you're used to a similar weapon (e.g., the Blood Jihad laser pistol that's been your close companion since you started adventuring); -4 for an X-Rifle that's in poor condition; -4 or more if you're used to 20th-century handguns and not Jihad-make energy weapons.

Desponge (IQ/Hard)

This is the ability to remove the

> ## Spongification
>
> Spongification is the process through which Barney enslaves his minions and keeps them otherwise under his direct control. This is usually accomplished through repeated viewings of the Barney TV show, along with singing the theme song over and over until the subject's brain begins to ooze out of his ears. It can also be done through magic, psionics, or a direct encounter with the Hellwyrm itself.
>
> When under the gun of active spongification attempts (as opposed to a minion idly humming the theme song under his breath or something; this has to be an actual attempt to spongify somebody), make a Will roll every 2d minutes that you're in the area or the spongifying material is active. Each failure erodes your Will by 1. When your Will is 5 points below your IQ, you become Spongified and require either rescuing or a quick death. A critical success on any Will roll during this contest means that the attack has failed. A critical failure means that the attack has succeeded.

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influence of B'harne from an affected person. This skill is different from the Desponge spells in that no magic is required, only an understanding of the spongification process and the most common mental antitoxins (rock music, high-sugar/fat foods, caffeine, etc.). On a successful skill roll, you can desponge a single individual with the speed of the Instant Desponge spell. A critical success will also desponge any other minions that happen to be within 2d hexes! A failed skill roll will not affect the target.

Recognize Sponge-Minion (Per/Average)

You can see sponge-minions! The telltale mannerisms of the average spongin are revealed clear as if they were wearing a big neon sign on their foreheads. On a successful skill roll, you can determine if the person you're looking at is a sponge-minion or not. On a critical success, you will determine the spongin status of everybody within sight. However, on a critical failure, you will mistakenly tag a non-sponged person as a minion, and act accordingly.

Savoir-Faire (Jihad) (IQ/Easy)

This is the skill of knowing how the Jihad works; the customs, traditions and regulations of his JAO and the Jihad in general. It also details the unwritten rules: what's acceptable and what's not, even if there's no regulation about it, how to horse-trade for specialized equipment, how to rise in the ranks and why VRDET really keeps that slacker elf on the Mt. Blanca night desk.

Ritual Magic (Lyran) (IQ/Very Hard)

Prerequisites: Magery 2, Thaumatology-15 or higher

This skill allows you to understand the spiritual and intellectual basis of Lyran rituals. Lyran magic is very literally millennia more advanced than anything humans have created to date, and as such it is incredibly difficult for a human mage to understand. On a successful skill roll, you will know exactly what is being attempted. On a critical success, you will know the exact particulars and will be able to attempt the ritual yourself.

For a human performing a Lyran

Weapons Table

Beam Weapons (X-Rifle) (DX-4, other Beam Weapons -4, or Guns (Rifle) -4)

Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Notes
Mk. 1 X-Rifle	3d(5) burn	10+2	300/900	21/3	15!	150(3)	10	-5	1	[1, 2]
Mk. 2 X-Rifle	9d(5) burn	10+2	700/2100	14/3	3	80(3)	7	-4	1	[2]

Beam Weapons (X-Pistol) (DX-4, other Beam Weapons -4, or Guns (Pistol) -4)

Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Notes
X-Pistol	4d(5) burn	5	160/470	1.6/0.5	3	20(3)	4	-2	1	

Guns (Grenade Launcher) (DX-4, or most other Guns at -4)

Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Notes
Under-Barrel 30mm	7d cr ex[3d]	4+2	650	-/1.8	3/1	3(3)	10	-	3	[3]
Autochunker	7d cr ex[3d]	3	900	75/40	10!	80(6)	20M	-8	2	

Guns (LAW) (DX-4, or most other Guns at -4)

Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Notes
APATHy	6dx6(10)cr ex	3+2	350/1800	16/6	3	3x5(4)	13	-7	1	[4]

Guns (Rifle) (DX-4, or most other Guns at -4)

Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Notes
RG-47	6dx2(3) pi-	7+5	2300/15000	43/7	1	30(3)	12B	-7	4	
SMR	7d(0.5) pi+	4+2	400/1800	10/2	8	45(3)	9	-4	c	[5]

Guns (PAW) (DX-4, or most other Guns at -4)

Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Notes
PAW	6dx6(10)cr ex	3	600/2600	7/1	2	2(3i)	18	-3	4	

Guns (W-Rifle) (DX-4, or most other Guns at -4)

Weapon	Damage	Acc	Range	Weight	ROF	Shots	ST	Bulk	Rcl	Notes
W-Rifle	Special	-	75/400	18/3	1	1(4)	11	-6	3	[6]

Notes:

[1] Overheats; the third turn that it is fired at the full ROF and every turn after, the firer takes 1d of burning damage to their hands, with DR protecting as normal. Once overheating, it takes 2 rounds without firing at all until the rifle is cooled. If more than 90 shots are fired continuously, roll 3d; on a 15 or higher the internal mechanisms of the rifle fuse. Every additional turn fired while overheating, the target number decreases by 1.

[2] Fitted with integral 30mm grenade launcher standard.

[3] ROF 3 for semiautomatic Mk.1 X-Rifle, 1 for pump action Mk.2 X-Rifle. Otherwise identical.

[4] 3 magazines total; each can be loaded with a different ammunition type and reloaded independently.

[5] Damage includes modifier from fragmenting ammunition.

[6] Attack is a cone that spreads to 10 feet tall by 30 feet wide. Any target within the cone takes 7d (plus or minus 1d for each size modifier greater or less than 0) 1d6(10) cuts. If any of these cuts are stopped by armor (penetrate less than 2xDR) the net travels no further than that target.

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ritual, roll against Ritual Magic again - a critical success will mean the ritual worked. A success will not trigger the spell but will also not affect the mage or the surroundings. A failure will mean the ritual backfires on the mage, causing 1D6 damage. A critical failure will mean a catastrophic backfire, causing the mage to explode and 3D6 damage to everything in the surrounding area (the room, bystanders, objects, etc.).

Symbol Drawing (Lyran) (IQ/Very Hard)

This is the art of understanding and creating Lyran magic symbols as used in their spellcraft. This skill determines the character's knowledge of the symbols and his ability to draw them; people with the appropriate Ritual Magic skill may understand the symbols, but

may be unable to draw them properly.

The symbols help in conducting rituals. For every 2 points by which the practitioner makes his Symbol Drawing roll, add +1 to the ritual conducted over it. Symbols must be redrawn each time it is used for another ritual. Lyran symbols can be drawn with non-traditional materials (and considering the "traditional" materials used by the Lyrans, this is a very good thing indeed), but they are usually less effective: +1 for every 3 points of success.

Xenology (Lyran) (IQ/Hard)

This is a basic overall knowledge (at least what the Jihad has been able to determine) of the Lyran species: biology, history, culture, mores and psychology. This information is extremely limited in the Jihad Universe, as the Lyrans come from so very far away and don't leave much in the way of talkative captives (if they leave captives at all). A successful Xenology roll will give +1 to any Tactics or Strategy roll if the opposing force is believed to be led by Lyrans. Maenads get an automatic +1 to their Xenology rolls, as the servants of Feral Jackson have much more familiarity with the Lyrans than normal humans or parahumans.

Xenology (Barnoid) (IQ/Hard)

This is a basic overall knowledge (even sketchier than the Lyran information) of the extradimensional entities that B'harne has imported from wherever he came from originally. This includes Loved Ones, the Changed, the Hellwyrm's subordinates and even Barney himself. As above, a successful Xenology roll will give +1 to Tactics or Strategy rolls in combat situations involving any of these creatures.

New spells

Gradual Desponge
Regular

Lets the caster remove the spongification effect from a person gradually. After one hour of exposure to this spell, target is fully and permanently relieved of the effects of spongification. As a side bonus, the subject gains a permanent +1 to save against future attempts at spongification.

Duration: 5 minutes
Cost: 1 to cast; 1 to maintain.
Time to cast: 5 minutes
Prerequisite: Wisdom

Instant Desponge
Regular

Removes the effect of spongification from the target very, very quickly. Target does not, however, gain the +1 bonus to save against future spongification attempts.

Duration: 10 seconds
Cost: 4 to cast; no maintenance
Time to cast: 10 seconds
Prerequisite: Gradual Desponge

Mass Desponge
Area; Resisted by IQ

Lets the caster attempt to desponge large numbers of people at one blow. Each sponge in the area affected is given one chance every 10 minutes to roll against their natural IQ to shake off the effects of spongification. Has the additional effect of engaging all beings in the area who fail a save vs. IQ — and the caster automatically — in some naturally-despongifying activity: music, discussion, etc. Nonspongified beings shake off the effects in seconds; sponges must wait until desponged or until the spell ends, whichever is first.

Expensive, complex, dangerous, and less certain of result, it is of use in limited situations, but can have dramatic effects when used appropriately.

Duration: 10 minutes
Cost: 1 per hex to cast; 1 per hex to maintain
Time to cast: 5 minutes

Characters

This section discusses concepts for characters in a Jihad Universe campaign. Most of these character concepts were developed for a standard human adventurer, but they don't automatically have to be strictly human. The GM is perfectly within her rights to prevent players from adapting the Jihad templates to any species she deems unacceptable for her campaign.

Jihaddi

The Jihad as a group tends to have a pretty exotic roster, non-mundane advantages like Cybernetics, Magery and Illuminated can be taken, though it might require extra points in Unusual Background depending on the extremity of the advantages.

Basic Jihaddi   -25 points

This is the "basic training" template that every Jihaddi gets a crash course in when they sign up. Depending on previous experience or existing character quirks, some of the listed skills (but *not* the advantages or disadvantages!) may not apply, be swapped out for similar skills, or may be taken at higher levels. The GM has final say on who can take what skills above and beyond this basic list.

Advantages: Patron (the Jihad, special abilities, +100%) [40].
Disadvantages: Enemy (Barney & Friends, 12 or less; Hunter) [-60];

Armor Table

Type	Location	DR	Weight	Notes
Concealed	torso	12/4	2	[1,2,3]
Infantry	full suit	20/10	10	[1,3]
+addon plates	torso	+20	5	[4]
+arm plates	arms	+10	4	[4]
+leg plates	legs	+15	6	[4]
Wrath of Arioch	full suit	180/80	550	[5,6,7]
+helmet	head	140/60	25	[5,8]

Notes:

[1]Split DR: use the first, higher DR against piercing, cutting and burning attacks; use the second against all other damage types.

[2]Concealable as or under clothing.

[3]Stats given without addon armor... typical issue is with one layer of plates though many only wear the torso plate.

[4]Addon plates are modular: up to 2 layers may be added.

[5]Split DR: use the higher DR only if the attack strikes the torso (if body armor) or skull (if headgear).

[6]Requires Battlesuit skill. Gives Lifting ST+20, Striking ST+20 and Super Jump 1. With its helmet in place, it also grants Doesn't Breathe (for 12 hours), Protected Smell, Sealed, and Vacuum Support. Do not count suit weight towards encumbrance.

[7]Integrated weaponry. Includes HMG (as B281 except range reduced to 800/3500), 30mm grenade launcher (as integrated grenade launcher for Mk.1 X-Rifle with Shots of 20(3i)) and 3mm railgun (DMG: 8d(3)pi-, Acc: 7+2 Range 1200/4800, ROF: 3, Shots: 40(3i)) All weaponry includes smartgun electronics.

[8]Provides Protected Hearing, Protected Vision, Radio, Absolute Direction (requires signal) Infravision, Night Vision 9, 1 level of Telescopic Vision, and a heads-up display compatible with "smartgun" electronics (B278).

Duty (to the Jihad) [-15].

Skills: Soldier/TL9-IQ [2]; Beam Weapons/TL9 (X-Rifle or JAO-standard equivalent)-IQ [1]; Electronics Operation/TL9 (Jihadlinker)-IQ [2]; Electronics Operation/TL9 (Sponge Detector)-IQ [2]; First Aid/TL9-IQ [1]; Melee Weapons (Shortsword)-DX-1 [1]; Brawling-DX [1].

Soldier

Without soldiers, the Jihad would not exist. Since the Jihad is a paramilitary operation at heart, soldiers make up the bulk of the forces. Many of the Jihad's troopers have had some experience with mundane militaries prior to joining, usually as volunteers straight out of high school. (The Jihad tends to attract young people to the rank and file.) A handful are retired military personnel brought in to provide experienced leadership, often as a favor to one or another of the commanding officers. Others are adventurers from the fringes of mundane society who stumbled into a Jihad operation and decided to join for their own reasons.

Every single man at arms is different — magic, psionics, odd combat styles, and other things never found in a "normal" military unit are very abundant in the Jihad's standing army. Surprisingly enough, this diverse group of people manages to work well as a single, cohesive group under combat conditions, despite all the differences they have when not working.

Advantages: Acute Senses, Combat Reflexes, Damage Resistance, Hard to Kill and Rapid Healing are traditional choices for a soldier. Allies are a good choice as well. (Though squadmates shouldn't be taken as Allies in anything but non-combat situations; when you're in the field you're *supposed* to back each other up!) Trained By A Master, Weapons Master or Gunslinger are good skills for high-level soldier characters.

Disadvantages: Mental disadvantages like Bad Temper, Bloodlust, Callous, Flashbacks, Fanaticism, Loner or Obsession are common in Jihaddi combat personnel, as are various Addictions and Alcoholism. Most Jihaddi soldiers have a military Code of Honor, and often take a Vow or a Duty above and beyond what they sign on for with the Jihad. Most of the really serious mental and physical disadvantages are weeded out pretty quickly, though; military duty with the Jihad is very hard on the unfit.

Skills: Weapons skills - projectile and melee; the Jihad has as many sword-swingers as it does gunslingers - are an obvious choice, of course. Strategy and Tactics are also pretty obvious choices. Survival and Urban Survival are useful, especially if combat involves long slogs through empty country. Specialists can take Driving(Armored Vehicles), Piloting, Crewman, Leadership, or other skills to distinguish, say, a combat pilot from an ordinary ground pounder.

VRDET Scout

Scout troops differ from the mainstream soldiers primarily in their mindset. As members of VRDET's "first in" force, scouts tend to have to move faster and more covertly than the average Jihaddi military member. Also, given VRDET's unorthodox approach to military affairs, there is a great deal more variety in the average scout team than in any other Jihad military unit. Scouts often have to deal with situations that other Jihaddi wouldn't go into without massive amounts of backup, and they have to do it *quietly*.

Advantages: Scout troops have many of the same advantages as the average Jihaddi soldier. VRDET scouts may also develop more unusual Allies, Contacts or Contact Groups - particularly if their missions take them off-world on a regular basis. Beyond the usual military advantages, scouts would find social skills like Cultural Adaptability and Language Talent very useful on their missions. Scouts with enough of an Unusual Background could take the Jumper advantage; that kind of ability is highly prized by VRDET.

Disadvantages: Again, most disadvantages the VRDET scout would have are mostly mental in nature; the nature of field duty with the Jihad weeds out the physically unfit. VRDET scouts tend to be Unique in nature, or happen to be Weirdness Magnets. (which is often how they found the Jihad in the first place!)

Skills: Beyond the usual gamut of Soldier and weapons skills to taste, the VRDET scout ought to know Survival, Urban Survival, Scrounging, Piloting (VRDET Scout Aircraft), Leadership, Tracking and Mechanic. Expert and wildcard skills, particularly in fields relating to the care and feeding of VRDET equipment or VRDET's area of operations are also good for high-level scout characters.

Research & Development

MENTOS!
The Freshmaker!

As the war progresses, the Jihad needs to keep itself current with the enemy. To accomplish this end, each JAO has a sizable staff of researchers and technicians, devoted to creating new weapons, collecting and sorting through intelligence reports, and generally ensuring that the Jihad can defeat the worst that the Hellwyrm and its comrades can throw at them.

Researchers are often recruited at occult gatherings, science-fiction conventions, or other places where large numbers of educated and intelligent people with an interest in unusual phenomenon gather. Often, the recruit will have learned of the Jihad through his own studies and interest, and be asked to join.

Advantages: The nature of research and development in the Jihad often means that things can get hectic very quickly. As a result, advantages like Danger Sense, Combat Reflexes, Damage Resistance and Daredevil are extremely valuable in keeping researchers and inventors alive. Mental advantages such as Lightning Calculator and Language Talent also can come in handy. Talents of all shapes and sizes are also highly sought after by Jihaddi research divisions.

Disadvantages: Researchers are one of the few jobs in the Jihad that allow for physical disadvantages; even if the bodies are Unfit, the brains behind them are the critical asset. Researchers also tend to be Curious, have some the classic nerd stereotype disadvantages like Clueless and Oblivious, and may have Obsessions about their work. Thanks to backfiring experiments, many weapons inventors have Brontophobia or Pyrophobia. Pacifism is also possible, but only occurs in the most sheltered researchers in the Jihad.

Skills: Scientific and technical skills are at the forefront. Armoury, Electrician and Mechanic are important parts of keeping the Jihad's technical base operational. Computer Operation/TL9 is an absolute must, as is Research. Professional Skills from mundane lives may be of some use, especially if the character was a practicing scientist or engineer in her "day job." Wildcard skills (particularly the ever-popular Science! skill) can come in handy if the PC is supposed to be a polymath like Reed Richards or Doc Savage.

Occultist

Occultists are a specialized variant on researchers. Their job is to sift through the masses of folklore and mystical dross that 10,000 years of human civilization have produced in order to find the bits that actually *work*.

For the longest time, the Jihad didn't have a specific occult branch, despite the obvious mystic power of their enemies. When the JPV was founded, they quickly began working to separate the true mystic knowledge from the legends. Occultists also are the ones called into attempt to unravel the mysteries of B'harne.

Advantages: Occultists have much in the way of advantages as less esoteric researchers, but the nature of their work means they get a few more. Magery is, of course, the most obviously important one; without it, no occultist could prove that their project worked. Analyzing rituals from all over the world and history means Cultural Adaptability and Familiarity become important to sorting through ritual magic. Occultists also often pick up divine Patrons during the course of their researches. Psychic advantages such as Telepathy or Telekinesis are also valuable of the Jihaddi occultist.

Disadvantages: Occultists suffer from many of the same disadvantages as researchers, and often the same sorts of more unusual disadvantages as VR-DET scout troopers. Furthermore, the occultist can pick up Enemies outside the normal scope of the Jihad's mission, not to mention the occasional Curse, from poking around in spots where Man Was Not Meant To Go.

Skills: Magical and outside-the-mainstream skills like Alchemy, Ritual Magic, Religious Ritual, Hidden Lore and Esoteric Medicine dominate the occultist's skill list. Research is, again, an important skill. Depending on the nature of the occultist's research, more mundane skills like Anthropology, Archaeology or Forensics may come in handy.

Liaisons

The liaison walks a very fine (and oftentimes dangerous) line between the Jihad and the rest of the world. Liaisons are Jihaddi who operate safehouses and dummy corporations, or work as members of a mundane organization (such as the police or local government). The liaison's main job is to keep the Jihad's operations safely undercover, protect any Jihaddi who are dumb enough to get caught out in the open, and spread enough misinformation about the Jihad that nobody in the mundane world knows the truth.

Liaisons are usually people who still have families outside the Jihad, or some other obligation that prevents them from going completely underground. This makes the liaison something of a security risk, since should the enemy find out about a liaison and his/her loved ones, it could make life very dangerous for that liaison.

Advantages: Liaisons have Contacts and Allies. Lots of them; it is, after all, their job. They also tend to build up on social advantages like Claim to Hospitality and Alternate Identity. (All Jihaddi liaisons are Zeroed to begin with, just to make it easier to place them as needed.) Many have Appearance modifiers that make it easier for them to win

friends and influence people.

Disadvantages: More than any other type of Jihaddi, the liaison is burdened with the Secret disadvantage. Since liaisons are expected to work in the mundane realm without getting caught, they are the most "at risk" members of the Jihad for getting caught. To compound the problem, some liaisons also end up with mundane Dependents as part of their cover.

Skills: The liaison needs skills like Acting, Fast-Talk and Politics to survive. Weapons skills aren't as emphasized in liaison training. (Except for the ever-important Holdout.) Investigation skills like Forensics, Interrogation and Intelligence Analysis can be used by liaisons who are new on the job or investigating a specific threat. When working with non-liaison Jihaddi, skills like Diplomacy, Leadership, Counterfeiting and Pickpocket can come in handy when getting out of a tight spot of three.

Instructor

Often, new Jihaddi are young and very inexperienced. In combat, this can be an incredibly dangerous situation — for themselves and the people around them. So, to cut down on the number of rookies getting themselves killed on their first mission, each JAO has a group of experienced officers whose job it is to train the younger recruits in the ancient arts of killing other living things.

At the same time, research and technical staffs have teachers as well. In addition to getting the new people up to speed with the Jihad's existing technology (which is, on average, around 50 years ahead of current state-of-the-art, with few exceptions), the research/tech instructors hold frequent seminars to allow the entire staff to stay current structure of whichever field they're involved in.

Advantages: Instructors in the Jihad tend to be military first and foremost, so they will have the usual advantages given to a line soldier or scout. Higher-level advantages like Trained By A Master or Weapons Master are also popular among instructors - they're often passing along skills to the new folks. Since most instructors are expected to at least pretend to be stereotypical drill instructors, Penetrating Voice is carefully cultivated.

Disadvantages: Mental disadvantages like Callous and Bully are part of the stereotype, although it should be noted that these are *not* prerequisites for an instructor! Jihaddi instructors are often recalled from the field after some sort of injury, so physical disadvantages like One Arm or Bad Sight are possible (though they may be rectified by cybernetics) as are the usual gamut of battlefield-related mental problems.

Skills: Teaching, obviously, is a major component of what makes or breaks an instructor. Military-oriented instructors will also have Tactics, Strategy and Leadership, along with a range of weapons and martial arts skills. Research or occultist instructors will have skillsets according to their specializations. Diplomacy and Politics are also helpful when dealing with large inter-JAO classes.

Maenad   222 points

Advantages: Alternate Form (Maenad: ST+16; DX+2, HT+2; Enhanced Dodge; DR 2; Claws (Talons, Armor Divisor (2) on damage inflicted, +50%); Uncontrollable, -10%) [222]*; Patron (Feral Jackson, base 20; Accessible by supplication, +50%; 6 or less, x1/2) [15].

Disadvantages: Bloodlust (12 or less, Lyrans only) [-5]; Stress Atavism (mild) [-10].

*Each Maenad has a slightly different set of advantages in their alternate forms, but the listed stats here represent the basic setup of strength, agility, claws and bad attitude.

Purple Forces

Barney's armies aren't nearly as diverse as the Jihad. The Purple Forces break down into two major groups; sponge-minions and wyrm-minions. Or as the Jihad likes to term it, "cannon fodder and actual threats."

Spongin

The lowly sponge-minion is the most common element in B'harne's forces, and all are simplistic in the extreme. Even a "smart" sponge minion would only be capable of operating extremely simple machines, and most can merely simple follow orders. "Are you my friend?" and various things about B'harne being good constitutes most of what sponge minions would say; there is little character template for them because they have little character.

Advantages: They've got B'harne as a Patron, and if they're lucky, they've got Hard To Kill and Damage Resistance. Otherwise, they're out of luck.

Disadvantages: All spongin come with Spongified, which is more than enough of a disadvantage as it is. Still, they often have Social Stigma (drooling lunatic) among mundanes and non-spongin.

Skils: They've got the barest understanding of ranged and melee weapons, and they know how to sing the Barney song. That's about it.

Wyrm minions

Wyrm minions far more varied than spongin, as they serve as mercenaries or quislings instead of as hypnotized slaves. They can be scientists, engineers, soldiers, businessmen, lawyers, and some of the nasty ones are even

politicians.

A wyrm minion might join B'harne's cause out a lust for power, greed, a general hatred of humanity or some darker impulse only known to them. More independent-minded mercenaries join for the chance to become rich, or to acquire some sort of powerful technology or occult knowledge.

These mercenaries make up the middle ranks of the Purple Forces, filling niches where the mindless behavior of the spongin or the esoteric alienness of the Lyrans can't. They are all dependent on B'harne, as they can't fulfill their goals without his support, but they can't be fully trusted, either - backbiting and intrigues between wyrm minions are as natural as breathing to many of them, and quickly learned by the rest.

While most wyrm minions start out as mundane humans, there are a handful of more esoteric creatures in their ranks. Non-mundane wyrm minions are quickly swept up into the higher ranks, becoming Liaisons or Changed at B'harne's whim.

LYRAN LIAISONS

The Lyran Liaisons are the most skilled wyrm minions, and are often highly specialized. They don't have a specific template as such, but should instead be built as individual characters. The only thing each Liaison has in common is a high Military Rank (see chart, p.85) in the Purple Forces and a specialized Patron in B'harne.

LOVED ONE   -4 POINTS
Attribute Modifiers: ST+2 [20]; DX+1 [20]

Advantages: Acute Hearing 2 [4]; Acute Taste and Smell 2 [4]; Claws (Sharp) [5]; Combat Reflexes [15]; Damage Resistance 2 [10]; High Pain Threshold [10]; Nictating Membrane 1 [1]; Rapid Healing

[5]; Teeth (Fangs) [2].

Disadvantages: Appearance (Monstrous) [-20]; Bad Sight (nearsighted) [-25]; Cannot Speak [-15]; Slave Mentality [-40].

SAETHERIAN   2 POINTS
Attribute Modifiers: ST+3 [30]; DX+1 [20]; IQ-1 [-20]; HT+2 [20].

Advantages: Acute Hearing 3 [6]; Acute Vision 3 [6]; Breath-Holding 1 [2]; Claws (Talons) [8]; Constriction Attack [15]; Double-Jointed [15]; Hard to Kill 2 [4]; Teeth (Sharp) [1].

Disadvantages: Cannot Speak [-15]; No Fine Manipulators [-30]; No Legs (Slithers) [0]; Slave Mentality [-40].

LYRAN   177 POINTS

The following is a basic racial template for an average Lyran on Earth duty. Skills, advantages, disadvantages and even attributes can vary depending on specialization, but this template covers a "natural" Lyran:

Attribute Modifiers: ST-1 [-10]; DX+1 [20]; IQ+1 [20].

Secondary Attributes: Will+2 [5]; Per+2 [5]; FP+5 [15].

Languages: High Lyran (Native) [0]; Vulgate Lyran (Native) [6].

Advantages: Animal Empathy [5]; Appearance (Attractive) [4]; Combat Reflexes [15]; Flight [40]; Magery 3 [35]; Unaging [15].

Disadvantages: Code of Honor (Lyran: Serve the High Mage to the best of my abilities, do not allow myself to look weak to my inferiors.) -2 [-10]; Duty (to the High Mage) (15 or less (almost always); Involuntary) [-20]; Intolerance (humans; total) [-10]; Paranoia [-10]; Vow (Major; to destroy mankind) [-10]; Weakness (Owsenite-2) (1d per

minute; rare) [-10].

Skills: Alchemy/TL4^-11 [8]; Artist (Illusion)-11 [4]; Body Sense-10 [2]; Breath Control-12 [12]; Flight-11 [4]; Innate Attack (Spell)-12 [2]; Meditation-13 [8]; Occultism-13 [8]; Religious Ritual (Lyran)-12 [8]; Ritual Magic (Lyran)-11 [8]; Symbol Drawing (Lyran)-12 [8].

Spells: The stats above list a Lyran without his grimoire. The amount and number of spells a Lyran knows is determined by his circle:

First Circle: 40 points in basic spells from the Animal, Plant, Air, Earth, Fire, Water and Protection colleges.

Second Circle: 40 additional points in more advanced spells from the 1st Circle colleges, plus an additional 20 points on 1st Circle spells.

Third Circle: 40 points in spells from Body Control, Communication/Empathy, Enchantment, Healing, Illusion, and/or Knowledge, plus another 20 points on 2nd Circle spells and 10 points on 1st Circle spells.

Fourth Circle: 40 points in spells from Light, Meta, Mind Control, Necromancy, plus another 30 points in spells for the pervious circle spells.

Fifth Circle: All spells from previous circles should be IQ+2 at a minimum.

Sixth Circle: All spells from previous circles should be IQ+2, plus player-determined specialization in college (anything but Tech college) at IQ+3.

Seventh Circle: All spells from previous circles at IQ+3 minimum, plus specializations at IQ+4.

Eighth Circle: All spells from previous circles at IQ+4, plus advanced spells in their specialization at IQ+5.

The High Mage: Charn'El isn't so much an active character as he is, like B'harne, a force of nature, and he should

be handled as such by the GM. You can assume that he has *all* the spells in *every* college (except Tech) at an effective skill of 30.

A character sheet for Charn'El is possible in theory, but the paper (and points!) involved would make this an exercise in futility, much like trying to write up Yves for an *In Nomine* setting. We like futility though, and at least attempted to work the High Mage out. In *GURPS 3rd Edition*, the High Mage is a 26,750 point character. **GURPS Powers** might - *might!* - be able to bring him down to a playable level, but we're skeptical.

Others

Illumnati

There are many legendary rare creatures in this world: ivory-billed woodpeckers, thylacines, sasquatches, honest politicians, the Loch Ness Monster and Elvis. Rarer still are genuine, bona-fide agents of the Illuminati.

The world's oldest conspiracy doesn't have very many roaming operatives; while they recruit from all walks of life, the recruits tend to stay in one place through their tenure. The Illuminati agent can be a quintessential Man in Black, or he could be the homeless guy sitting across the road from your favorite coffeeshop; the one thing they will all share are connections and information nobody else has.

Members of the Illuminati are the ultimate deus-ex-machina NPCs, lurking in the background with some bit of data or offering to help a party of Jihaddi out in cases of dire need - for a price. GMs should remember this and treat Illuminati agents like the powerful weapons they are.

Bavarians

The *Bavarian* Illuminati, on the other hand, are far more flexible as NPCs. The Bavarians are, for the most part, midlevel goons with a power structure a bit more widespread but not as advanced as the Jihad's. They exist mainly as a way to jam up liaison or mundane-focused campaigns with false leads and harassment by authentic Men in Black. GMs are encouraged to use the Bavarian agents as roadblocks if the players get too close to the mundane power centers, or are just screwing around too openly for the Jihad's security.

Aliens

As a general rule, we intended the alien species described in Chapter 4 to be NPC races only, acting as Allies or Patrons to player groups since their presence is potentially very destabilizing to the Jihad Universe as a whole. However, recognizing that players like playing alien characters if given the chance, here are templates for creating characters based on the major races in the Jihad Universe.

Grey   70 points
Attribute Modifiers: ST-2 [-20]; IQ+3 [60]
Advantages: Absolute Direction [5]; Absolute Timing [2]; Eidetic Memory [5]; Intuitive Mathematician [5]; Nictating Membrane 2 [2]; Telepathy Talent 1 [5].
Disadvantages: Bad Sight (nearsighted) [-25]; Pacifism (Self-defense only) [-15]; Sexless [1]; Sterile [0]; Slow Healing -1 [-5]; Truthfulness (12 or less) [-5].

Salusian   50 points
Attribute Modifiers: DX+1 [20]; HT+1 [10].
Advantages: Acute Heating 2 [4]; Acute Taste and Smell 1 [2]; Acute Vision 2 [4]; Claws (Blunt) [3]; Combat Reflexes [15]; Cultural Adaptability [10]; Teeth (Sharp) [1]; Temperature Tolerance 1 [1].
Disadvantages: Impulsiveness (12 or less) [-10]; Xenophilia (12 or less) [-10].

Salusian Hybrid   19 points
This is the baseline form of an "undercover" Salusian, using TL11 biotechnology to appear in the guise of a human. The template also works for a true human/Salusian hybrid, although those are exceedingly rare creatures worth several dozen points in Unusual Background.

Attribute Modifiers: DX+1 [10].
Advantages: Acute Hearing 2 [4]; Acute Taste and Smell 1 [2]; Acute Vision 2 [4]; Animal Empathy [5]; Combat Reflexes [15]; Cultural Adaptability [10]; Temperature Tolerance 1 [1].
Disadvantages: Impulsiveness (12 or less) [-10]; Secret Identity [-20]; Unnatural Feature -2 [-2]; Xenophilia (12 or less) [-10].

X'hirjq
Okay, all the races but *one*. The X'hirjq were listed because of their influence on the Jihad Universe's history. In practice, the race of super-powerful high-tech magic users with a strong honor kick are simply too powerful for any but the most high-powered Jihaddi to take down (that's what they were designed for) and frankly we're of the opinion that they're rather embarrassingly munchkin, even by our standards. So consider the X'hirjq writeup to be purely historical in nature, not something suitable for PCs or NPCs.

Mundanes

So, you want a mundane onlooker? A relative or friend of a Jihaddi? A conspiracy theorist or other sinister plotter? Well, here's how you do it. As with all character descriptions, you should include a physical description: height, weight, hair and eye color, age, clothing worn, and other such niceties. This is fairly essential for those trying to write your character, so don't skip it.

All of these archetypes are meant to be 100-point characters; after all, they aren't called mundanes for nothing. Points may be spent as the player sees fit, although mundanes as a rule will not have knowledge of TL8+ science or technology beyond what they've read about in science-fiction, and buying an Unusual Background means the character isn't mundane; the whole point of being a mundane is you have no unusual backgrounds whatsoever! Secret Advantages (p. IOU20) or Secret Disadvantages (p. B120) are allowed, but make sure the GM knows in advance if you have something specific planned for that advantage/disadvantage. GMs are wily creatures at heart, and love to fiddle when given an opening, so be on your guard.

Witnesses: Unless the witness becomes the main focus of a game, you don't need much here. Things you will need, however, include:

How exactly the character witnessed a Jihad action. Did they have the bad luck to be hiking through the woods near a sponge minion camp on the day of a siege? Are they a relative or friend of a spongie who went searching one day, only to find them in the midst of on-duty Jihaddi? In other words, why is the character in this position?

The character's basic reaction to what they saw. This can be anything from contacting law-enforcement authorities to hiding and running for their life to actively seeking Jihaddi or

B'harnates. Whatever the character does, it should have coherent motives and reasons.

Allies: This includes characters like a Jihaddi's mundane loved ones and other assorted mundanes the Jihad may contact. If you're writing profile about a Jihaddi who has close mundane loved ones (at least, those who'll probably come up in the story), writing one of these for those loved ones would be highly useful. Once again, you'll need information on physical attributes, personality, and skills, but you'll also need some others:

The character's exact relation to the Jihad. Any specific Jihaddi that the character is associated with should be mentioned here, along with their relationship.

How much, precisely, does the character know about the Jihad? This should be kept to a minimal level barring extenuating circumstances, no mundane would know that much about Jihad workings but one closely associated with a Jihaddi would know that that Jihaddi is involved in something unusual.

What the character's reaction would be to learning about the Jihad and its workings. In other words, if the character was placed in a witness-type situation, what would they do? After all, anyone too close to a Jihaddi is far more likely to learn some piece of the truth than a more random Mundane.

Enemies: This is the realm of conspiracy theorists and those other people who may fight against the Jihad although they may not know their enemy as such. You'll need the basic character information, as well as:

Full details on how the character found out about Jihad activities. This is essentially character history, and it should be similar to that provided for a

witness character.

What exactly does the character know about the Jihad? Have they found any Jihad technology? And if so, what is it, and do they know how to use it?

If they don't attribute what they've seen to the Jihad itself (which is quite likely), who do they attribute it to? This highly depends on the character's precise conspiracy theory; different characters could attribute the same incident to the UFOs, the Men in Black, the government, or strange weather.

Given a chance to act against the Jihad, what would the character probably do?