

DEEP BLACK

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Section1: Introduction

Deep Black is a role-playing game. When you play you'll either take the role of an ex-CIA operatives with magic powers, or you'll be the game master (GM) who's in charge of the supporting cast, adjudicates any rules issues, and acts as a sort of oracle for the game.

Your life so far, the condensed version

Three years ago, you were an agent of the Central Intelligence Agency. You were given a chance to travel the world, see distant lands, and serve you country at the same time. You were good at what you did. You were probably pretty proud of yourself too. The Process changed that all of that.

They called it Project Oracle when they asked for you to volunteer. Now we just call it the Process. They said it was a tool to help surveillance—a combination of meditation techniques and vitamin supplements that would keep an agent's eyes and mind sharp even after hours of staring at monitors. What you got was a rude awakening. You took they told you to take and did what they told you to do, and after a few hours of simulated surveillance you blacked out. While you were out you had a horrible vision, which still haunts you to this day. I can't tell you what you saw, and I know better than to ask.

At first you might not have thought much of the vision, but as after a while you started to wonder about it. After a few weeks, you started having strange experiences. It's different for each person. You

might see colorful aura around people and things, you might hear a voice quietly whispering you advice, or you might experience something for someone else too strange to imagine. After some testing you discover that these experiences have some sort of significance—revealing to you information about the world around you that you wouldn't normally have access to. This is called the Sight—even when it has nothing to do with seeing.

The Sight wasn't the only new thing in your life. You soon developed new ideas about the world around. Theories about the way the world work would work their way into your thoughts—strange theories that made no logical sense—but when put to the test they worked. You might have thought that you were going insane.

You may have been invited to a lengthy debriefing session about your vision. They never asked you directly about the vision, but their line of questioning always lead in that direction. You probably had enough sense to keep what you actually saw to yourself. You were still good at what you did after all.

After a while, you decided to leave the agency and before long you got a chance to get out without an exit interview. Someone liquidated all of the records related to Project Oracle—not just the project files but the service record on everyone involved. All you needed to do was leave the office one day, leave town, and keep your head down.

Whether you're trying to stop your vision from coming try or just trying to keep your head above water, it's easier with some sort of support. If you haven't already find some other people that have gone through the process or at least some people that are sympathetic to your cause. Finding other people who have gone through the process is easier than you might think. They show up on the Sight unless they're doing something to prevent that from happening.

The problem only is that not everyone had the same reaction to their vision. You did the reasonable thing—you rejected the vision even though it meant leaving the only island of stability in your life. Some stayed, and some even welcomed the futures they saw in their visions.

The rules

As former CIA officers, the standard characters are fairly capable and are assumed to be able to do a many things automatically. Only when the characters face a worthy opponent or a truly daunting task does a conflict begin. Conflicts are covered in more detail later.

This game uses ten sided dice—also known as d10. If you don't have any, they can be found in hobby shops or on the internet. When you make a roll in Deep Black, you roll some number of dice and take the one with highest value. Most d10 are numbered from 0 to 9—the 0 represents 10.

What you need to play

If you're a player, you'll need some ten sided dice (you'll want at least four), a writing utensil, and a character sheet. You'll want to read the first three sections of this book and make a character (unless your group is going to make characters together), but reading the other section can also be helpful.

If you're a GM, you'll need some ten sided dice, writing utensils, and paper. Having some counters can be helpful as well. Glass beads and poker chips are popular but pennies work just as well. You'll want to read the entire book—especially Section 6: Running Deep Black. The one thing you don't want to do is prepare anything specifically for the game. Boning up on the system and setting is fine and immersing yourself in spy lore is great, but there's no need to try to chart of the course of your game. You're going to be taking your quos from the players most of the time and only directing the plot when things slow down.

What do you do

If you're a player, you create a personality for your character and react to events as if you were that character. You're responsible for being proactive in your portrait of your character so that game keeps going. The GM can help you with this, but remember that role-playing is an interactive experience. You should also be mindful of the other players and the GM—you should get along even if your characters don't.

If you're the GM, you react what the characters are doing, fill in any gaps in the narrative they leave behind, play the villains and supporting roles, and make sure the game is moving along. Part of your job involves making thing tough for the players, but your relationship shouldn't be an antagonistic one. You are all there to have fun. Part of your job is to help make sure that all of the other players are having fun.

Terms

Blackouts: An event where the narrative jumps forward from the current conflict to some strange new event.

Conflict: Where characters is opposed by some person or force that is capable of stopping or diverting that character.

The Conspiracy: People that had gone through the Process and decided to work towards the realization of their visions. The members of the conspiracy are organized and have placed themselves in positions of power.

Charges: An abstract measurement of how much magic can be used safely during a give mission. Charges are used when a character uses knacks or sorcery, but not the Sight (see Magic). It's risky to use magic after all of your character's charges are used up. Characters have two types of charges: Focus charges are used for magic related to the character's role, and general charges can be used for any type of magic.

Development Points (DP): Are a resource that can be spent to add or change things about your character. In general, characters gain one DP per mission.

Edge: Momentary advantage during a conflict. The character with the edge declares his or her action first.

Injury: An event where a character loses 3 points from his or her stats. These points are regained at the start of the next mission.

Juice: A measure of how well a character is doing during a conflict.

Magic: There are three types of magic: the Sight, knacks, and sorcery.

The Sight is a heightened sensitivity (especially to magical things) and is part of your character (unless your character is purblind) and requires no effort. The Sight can manifest in many different ways, but it provides the same sort of information. The Sight can be used to notice living creature and determine

their general health (both psychically and spiritually); it can show if magic is at work; and it can mark something or someone as important in some fashion without revealing why.

Knacks are the primary type of magic most character use—quick, effective tricks that help improve your character’s chance of success during a conflict. Using the Sight requires little effort—saying a short mantra, tracing a sigil in the air, or touching a talisman is generally enough.

Sorcery is a more flexible and potent tool than knacks, but it also require a greater commitment of time and resources. Sometime (like in a gunfight) using sorcery just isn’t an option. Sorcery requires more preparation than using a knack—drawing a magic circle, ingesting mystic substances, or length chants might be required.

Knacks and sorcery both requires a good deal of mental effort, and repeated use of either kind of magic can leave your character metal exhausted. Your character has a certain number of magic charges—an abstract measurement of how much magic can be used safely during a give mission. If all of your character’s charges are used, using more magic becomes risky.

Mission: One session of game play. Some character resources refresh at the start of a new mission. If you’re having a really long game, you might want to find a natural breaking point (like say a snack break) and make that the start of a new mission.

The Process: The combination of “meditation techniques and vitamin supplements” that was supposed to help maintain concentration for lengthy surveillances but instead provided a surprising vision of the future and opened up the possibility of performing magic.

Project Oracle: See the Process.

Rounds: Every conflict is made up of many rounds. In each round every participating character can perform one significant action.

Stat: One of five values that represents a character’s capabilities.

The Stick: When a character wins a conflict, he or she gains the use of the stick. It can either be used on a character from the conflict (which leads to either an injury or a blackout), or an alternative resolution can be proposed.

Underworld: A remote underground location that is separated from normal reality where characters can be tested.

Section2: Character Creation

Your character is someone that 1) worked for the CIA with all the baggage and training that implies; 2) went through the Process and had some sort of vision; and 3) left the agency because of that vision. You can change one or more of these facts, but you might want to make sure the rest of your group is okay with it first.

The information that you need to create your character can be found below, though it should be noted that they provide only a skeletal version of your character. It's up to you to bring your character to life. Before you start, spend some time thinking about what sort of character you want to play.

It might also be helpful to come together as a group to make your characters, and spend some time talking over your characters before generating your characters. That way you can establish if your characters have any previous relationship, and you can create visions that fit together thematically.

Step 1: Vision

Decide what your character saw during the Process. In general, we're assuming that characters will be working to prevent their visions. Try to make your vision something that your character would find utterly repellent and justify leaving a position of trust in the agency for a life of uncertainty.

You might see the themes that show up in your vision to also show up in the game. One of the purposes of the vision is to give your GM some idea of what your character is fighting for or fighting against.

You can try your hand at writing a narrative description of your character's vision, but since they are considered very private you might not get a chance to share that description in game. A simple description of what's going on as you understand it—your character might not understand it at all—will suffice for your character's vision.

If you're having trouble coming up with a vision, use this formula "Y creates a world without X." X being something that your character likes and Y being some a possible social ill. For example, "Overzealous law enforcement creates a world without person freedom," or "Unfair tax laws create a world without social mobility."

Step 2: Stats

Divide ten points between your character's five stats: Combat, Mobility, Stealth, Social, and Technical. Stats can range from one to three at this point. Characters with stats of three or more are generally considered experts in that field. Each stat deals with one type of conflict that occurs often in an espionage game. The last four stats are also tied to particular types of magic.

If a stat is lowered to 0, then it can't be used during a conflict or for magic.

Combat covers any sorts of violence that your character might engage in and defending against others when they attempt to do violence to your character.

Characters with low combat scores tend to lose their heads when things heat up, while characters with high combat scores have grown used to the battlefield.

Mobility comes into play mostly during chases when your character is trying to catch someone or avoid being caught. Mobility includes chases on foot and in vehicles. Mobility magic deals with providing opportunities where your character's natural talent can shine.

Characters with low mobility are generally slow or lethargic, and characters with high mobility never seem to tire out or slow down.

Stealth includes the ability to sneak around, perform sleight of hand, and do things without being seen. Stealth also helps your character notice when others are trying to hide something—noticing the tricks of the trade being used. Stealth magic bends the senses of others to enhance normal sneakiness.

Characters with low stealth scores are ignorant about their surrounds they don't notice things that would give away their presence and characters with high stealth are aware of their surrounding and how they interact with them.

Social is used for any sort of interaction with another person. It is used for conducting interrogation, bluffing past guards, and passing for a normal person; no one that went through the Process passes for normal without a little work. Social magic gets into other people's head space and greases the wheels of social interaction.

Characters with low social scores are often shy or brash to the point of being off putting, and characters with high social scores are good at adjusting a person's mood to fit an agenda.

Technical can be used for anything that requires specialized knowledge. This includes hacking into computer systems, setting up explosives, and making quick, temporary repairs. It also represents scientific knowledge and the ability to apply scientific methods to a problem. Technical magic is called sorcery, which is capable of more complex, long-lasting effects than the other sorts of magic, but is time consuming and capricious.

Characters with low technical scores can't wrap their heads around new concepts well and often become angry when asked to do so, while characters with high technical scores are conformable learning new skills 'in the field' when necessary.

Step 3: Role

Pick one of the following roles for your character. Each role focuses on a particular stat—that stat increases by one and your character can use the type of magic related to that stat more often. This can bring one of your character's stats above three.

Along with each role is a signature magical trick that exemplifies how that role uses magic. With the exception of the Purbblind, a role's signature can be used by any character. They're meant as examples rather than limitations.

You can change to a new role or gain a secondary role (you can use that role's magical focus without the stat increase) by spending development points.

Purblind (Combat): The purblind are people that went through the process, but something went wrong. Rather than a meaningful vision, they received a horrible jumble of images. By turning away from their defective sight, the purblind gain a measure of protection from some hostile magic.

Signature—Resistance: The purblind have no access to any sort of magic, but they also have a certain resistance to it. Magic can't be used to take Juice (which is covered in the Section3: Conflicts) away from a purblind.

Daredevil (Mobility): The daredevils trust in their own skills, but they also know that they live in an indifferent and chaotic world. What makes a daredevil different from other people is the joy they seem to take from this realization. Some daredevils see risking their lives as a form of meditation, and will attest that life is only worth something because it can be lost.

Signature—Lucky Break: A daredevil can arrange traffic patterns, signal lights, and other random factors to favor her.

Shadow (Stealth): The shadows know that if you don't want to be found, you need to lose yourself. As a way to perfect the art of stealth, some shadows study Zen meditation and esoteric forms of yoga to find ways to still their minds as they still bodies.

Signature—Not Being: A shadow pushes conscious thought out of her head, and as a result become effectively invisible for a short time.

Personality (Social): The personalities treat conversation like water—drinking it in for nourishment and swimming through it for entertainment. Personalities use a technique called sub vocalization which allows them to say two things at once, what the subject hears and what the subject reacts to.

Signature—Freudian Slip: A personality knows the secret of asking one question out loud while really asking something completely different.

Expert (Technical): The experts spend most of their time learning new things. Some will refuse to go to sleep at night without being able to produce at least one new discovery gained that day. A rare few experts attempt to continue absorbing information while meditating or sleeping by filling their rest areas with banks of monitors or televisions showing a cacophony of contrasting images.

Signature—Spirit Summoning: A simple sorcery that calls on a spirit's aid. The character raises one stat by one and lowers another. The change remains in effect until the character wills it to end or loses consciousness (either from going to sleep or being knocked out).

Step 4: Details

Write down some notable things about your character. Details are often things that would make the character useful to the agency, though they could also be issues that trouble the character. Details don't

have a mechanical effect on the character, but coming up with them can help you figure out what kind of person your character is. You can add, delete, or alter your character's details at anytime.

Here are some examples: Alcoholism, ambidextrous, double jointed, gambling debt, photographic memory, speaks fluent Hindi, and writes romance novels under a pen name.

Step 5: Finishing Up

Your character starts with two equipment slots. During play you can fill those slots with equipment that you need at the time. You're stuck with that equipment until the start of your next mission when your slots are emptied.

Your character also has four magic charges. Two focus charges can only be used for magic related to your character's role (for example, a Daredevil could use focus charges for Mobility-based magic), and two general charges can be used for any sort of magic. Your charges refresh at the start of a new mission.

Development Points

After every mission, you'll get one development point (DP) which you can spend to change your character in various ways. DP can be spent to add more equipment slots and charges. Focus charges and general charges are purchased separately.

Characters can use DP to change to a different role, losing the benefits of the old role and gaining the benefits of the new (including the stat bonus). Characters can also pick up a secondary role, which broadens the type of magic you can fuel with focus charges, but doesn't increase one of your stats.

A character can take a piece of signature equipment, which always provides a +1 to rolls when used (and +2 when discarded). A discarded piece of signature equipment is regained at the start of the next mission.

Development Points Costs

- 1) Change Role, Secondary Role*, Signature Equipment*
- 2) Focus Charge, Equipment Slot
- 3) General Charge

* A character can only have one secondary role or piece of signature equipment, but either can be replaced by spending another DP.

A Character Creation Example

Let's try to put all of this together and make up a character—James Blonde, a handsome rogue that plays by his own rules and other similar clichés.

Step1: Vision

James saw a world where globalization allowed multinational corporations to rest control over affairs of state away from the nations of the world.

Step 2: Stats

James is a smooth talker, so he gets Social 3 and he relies on himself rather than gadgets or magic, so his Technical score is 1. He has a 2 for his other three stats.

Step 3: Role

Since James already has a 3 in Social, we'll make him a Personality and bump that up to 4.

Step 4: Details

James always has a comb in his pocket, he has perfectly straight teeth, and he is embarrassingly unoriginal.

Development Points

After going through his first two missions, James has two development points and decides to use them to get a secondary role, Shadow, so he can use his focus charges for Stealth magic. After his next mission he decides to give himself a piece of signature equipment, his side arm, a Walther PPK.

After all of that, this is what James looks like:

Character Name: James Blonde

Role: Personality / Shadow

Development Points: 0

DEEP BLACK

Stats		Current	Equipment	
Combat	2	___	⊖ Walther PPK	0
Mobility	2	___	○	○
Stealth	2	___	○	○
Social	4	___	Charges	
Technical	1	___	Focus	OOOOO
			General	OOOOO

Vision: Globalization allows multinational corporations to rest control over affairs of state away from the nations of the world.

Details: James always has a comb in his pocket, he has perfectly straight teeth, and he is embarrassingly unoriginal.

Section3: Conflicts

Since your character has gone through CIA training, it's assumed that he or she can do a great many things. Many times, all you'll need to do for your character to perform an action is say what your character's doing. There are two exceptions to this rule—if the action isn't possible or if it starts a conflict.

What constitutes an impossible action depends on the type of game the group is trying to play. Anyone might ask you to reconsider an action that you intend to have your character perform. Since the GM is in charge of the smooth running of the game and privy to secrets that you might not know, he or she can state that a particular action is impossible—though GMs are encouraged to provide explanations when possible.

Conflicts points in the story where characters are hindered by outside forces. Conflicts can range from fist fights to debates to games of chance and beyond. Any point in the story where something or someone might be able to stop or divert the characters can become a conflict.

Anatomy of a Conflict

When a character does something that starts a conflict, that character gains one Juice and the edge. All other characters start the conflict with no Juice. Once any character has four Juice the conflict ends in that character's favor, so there is an advantage to acting first. The edge allows that character to declare his or her action first.

Any other characters that want to be part of the conflict declare their actions next. Character actions are often a reaction against the edge character's action. Once actions have declared, everyone rolls using the stat that best fits what his or her character is doing.

At this point you can use equipment to improve your roll. You can add one to your roll both when you introduce a piece of equipment and when you discard it. You can introduce and discard a piece of equipment during the same round.

The character with the highest total wins the round. In the case of a tie, the character with the most Juice wins. If there's a tie and the two characters have the same Juice total, then the character with the higher stat wins.

The winner of the round gains one Juice and gains the edge for the next round, unless the character now has four Juice. That character gains the stick, which can be used to either hurt another character in the conflict or negotiate an alternate outcome.

Pacing

How long each round takes within the game depends on the sort of conflict being carried out. Rounds for a fist fight would be relatively short, but some conflicts require longer rounds. A debate might have rounds that last minutes, a cross country chase might have day long rounds, and some conflicts might have rounds that last much longer.

Equipment

Characters have a limited number of equipment slots and players are allowed to equip their characters on the fly. When a player wants to use a piece of equipment he or she simply writes it in a free slot and provides some sort of explanation why the character has that item (if necessary), which could be anything from I keep a knife in the pocket to I rip a sword off the wall.

Because this game is more about people than their tools, equipment only gives a bonus when first used and when discarded. For example, you get a bonus for your gun when you first pull it out and when you're almost out of bullets.

You can also think outside the scope of material objects for equipment and use beliefs, relationships, other people, and the like as equipment.

Magic

Once during the round, a character can spend a charge to use magic to either gain one Juice or remove one Juice from another character. For some conflicts you'll only have time to use knacks, but depending on the pace of the conflict you may be able to use sorcery as well.

The Round in Outline Form

The character that starts the conflict starts with one Juice and the edge.

- 1) The character with the edge declares an action.
- 2) Everyone else in the conflict declares their actions.
- 3) Everyone rolls their dice at once.
- 4) Equipment can be used to improve a roll.
- 5) The character with the highest total gets one Juice and the edge for the next round.
 - a. Ties go to the character with the most Juice, or the character with the higher Stat (if the characters have the same amount of Juice).

Continue conflict rounds until one character has four Juice. That ends the conflict and gives the character with four Juice use of the stick.

The Stick

The person with the stick can choose between using the stick, or suggest a different outcome. If the stick is used, the target gets to choose between injury and blackout. Injury removes 3 points from the character's stats until the start of the next mission—either by take 3 from one stat, 1 from three stats, or any other combination. A stat can't be lowered below 0. Blackout skips the narrative to some point in the future where the victim has landed in some sort of predicament outside his or her control (blackouts are cover a little bit later).

Negotiations can allow for a broader variety of outcomes. For example, at the end of a fight a character might ask to kill off an opponent, to extract a promise, or even to lose the fight in a particular way to might be advantageous later. That character's target can either agree to allow the outcome, make a suggestion on how to change it, or refuse. Ultimately, if the target refuses, he or she gets the stick.

Blackouts

When a character blacks out, the action jumps from a conflict to an entirely new scene. The loose ends of the conflict are not cleaned up, and no explanation should be presented to fill in the missing space at the start of the scene. The GM rolls on the first of the tables below (Skip to...) that's where the victim of the blackout is found in the new scene. The GM can also choose to roll on any of the other tables and add those results to the new scene.

Once the scene is established, details can be added to figure out how the character got from the previous scene to the present.

In general, characters run by the GM should not have blackouts unless there's a very good reason for doing so. Blackouts are tool for continuing the player's story, not the GM's.

Skip to... (Roll d10)

- 1-5) Wake up someplace safe
- 6-7) Wake up some place dangerous
- 7-9) You're on trial or being interrogated
- 10) You have a mystic experience

And... (Roll d10)

- 1-5) Nothing
- 6-7) You're confronted by a stranger claiming to have a connection with you
- 8-9) You're mistaken for someone else
- 10) You are someone else

Safe Places (Roll d10)

- 1) Chain restaurant
- 2) Bar (Roll d10)
 - 1-4) Seedy Dive
 - 5-7) Tavern
 - 8-9) Nightclub
 - 10) Classy restaurant
- 3) Hotel/Motel (Roll d10)
 - 1-4) Fleabag Motel
 - 5-7) Flophouse
 - 8-9) Modest accommodations
 - 10) Luxury Suite
- 4) A body of water
- 5) Public transportation
- 6) Airport
- 7) Someone's house
- 8) Emergency room
- 9) Vacant alley
- 10) City Morgue

Unsafe Places (Roll d10)

- 1-2) Burning structure
- 3-4) Sinking vehicle
- 5-6) Crime scene/police raid
- 7-8) Car accident
- 9-10) Asylum

Contections (Roll d10)

- 1-2) Spouses/Lovers
- 3-4) Child-Parent
- 5-6) Classmates
- 7-8) Debt
- 9) Co-Workers (from your CIA days)
- 10) Same person

With... (Roll d10)

- 1) A haunting photograph
- 2) A scrap of fabric
- 3) A piece of jewelry
- 4) A key
- 5) Empty bottles
- 6) Blood stains
- 7) A recently used weapon
- 8) A case filled with someone else's money
- 9) Over \$5,000 worth of controlled substances
- 10) A body

A Conflict Example

Our old friend James Blonde, from the character creation example, has run afoul of a gun for hire. James is minding his own business in his favorite tavern when he feels cold steel pressing against the small of his back.

Round 1

"We're going to be taking a little walk Mr. Blonde," says the hit man. The hit man has just started a conflict with James. He now has one Juice and the edge.

"Perhaps you'd rather sit down and talk this through?" James replies. James responds to the treat with diplomacy.

Both James' player and the GM roll. Both characters are making Social actions. James rolls 3, 4, 5, and 8 with his four Social dice; and the hit man rolls 4 and 7 with his two dice. James' result is 8 and the hit man's result is 7.

The hit man decides to use an equipment slot for his gun bumping his result up to 8, which ties James'. Since the hit man already has one Juice, he wins the round and gets another Juice.

To prevent a gun fight in a crowded bar, James decides to follow the hit man into the ally.

Round 2

As he walks out of the bar, the hit man pistol whips James. He has the edge, so he declares first. This time he's using his Combat stat.

James makes eye contact with the hit man, and while he's saying, "I would rather that things didn't come to blows," out loud he sub vocalizes, "I can and will kill you." James is still using his Social stat, but this round he also uses a Focus Charge for a Social Knack. This gives James one Focus.

The hit man rolls his Combat stat and gets 1, 4, and 6. James rolls two 2s, a 5, and a 7. The hit man doesn't get a bonus from his gun, since he's already used it. He could lose his gun for a second bonus but he decides to wait until later.

James wins the round with a 7. Both parties have two Juice.

Round 3

James decides to take out his Walther PPK and levels in at the hit man hoping that he'll back down. The hit man responds in kind and both men find themselves in a standoff. Since he's threatening, James uses his Social stat, while the hit man uses his Combat stat.

Both sides roll and both come up with a result of 5. Since James is using his Walther PPK he adds one to this. The hit man decides to use up his gun to add one to his roll. They have the same amount of Juice, but James has the higher stat, so he wins the round. He now has three Juice.

The hit man panics for a moment and drops his gun.

Round 4

James picks up the hit man's gun and quietly tells him to that he has one minute to run. James is once again using his Social stat.

The hit man turns to run. He is now using his Mobility stat.

Both sides roll, and James comes out on top with a 10. Since his Walther PPK is a signature weapon, this could have been an 11 but he's not using the gun this round. James wins the round and since he now has four Juice he's won the conflict.

The Stick

James' player isn't very interested in the hit man, but he would like to know who sent him. So, he asks his GM for the hit man to leave some clue about who put a hit on him behind. The GM agrees with this.

Rather than doing that, James could ask to shoot the hit man in the back as he ran away, and if the GM agreed to allow that to happen it would. Otherwise, the hit man would become injured.

Section4: Setting

Deep Black takes place in a world not totally unlike our own. The world of Deep Black includes magic, government conspiracies, and prophesies of doom—admittedly a lot of the stuff actually exists in one form or another, but the Deep Black versions are constructed to make the game fun rather than realistic.

Magical Powers and Maybe a Little Crazy

The Sighted have a tendency to be a little strange, and your character is of a group of Sighted that have the hardest time keeping a grip on reality. Your character might not remember the past (especially details related to the Process) clearly, and might have a difficult time relating to normal people. How much your character is affected by these lacks is up to you and how you play your character. You can use these tendencies as a source of ideas for playing your characters and embrace them, or you can mostly ignore them and play someone that's trying to pass for normal.

Having an unreliable memory also makes your character's back story mutable, which means you can freely make up new details and adjust your character's history as the game progresses. Your GM might give you suggestions for new memories or relationships, but it's your choice to take those suggestions or not.

Project Oracle

Your character was a participant in Project Oracle and went through the Process, which lead to your character gaining the Sight and leaving the CIA. All records of your character (as well as any other participants in Project Oracle) have been destroyed. You only know what you remember about the time and what you've been able to drag out of other participants that you've met, which isn't much.

Sighted people generally don't tell others about their visions. There's something intensely personal about the experience that keeps all but the most open people from talking about their visions. For most Sighted people simply saying that something relates to a vision shuts down all further conversation or debate.

What does all it Mean?

It's entirely possible that your character might not understand what his or her vision means, though you should have some idea of its significance. The visions gives each player a chance to contribute to the game before its even started, by suggesting possible themes and conflicts that they would like to see.

The combined visions of your group's characters will have more impact on the game than any setting details provided in this book. You also might decide to remember new things about your vision later in the game and new details to your description.

The Conspiracy

For whatever reason, some of the people that went through the Process saw something they liked, and started working together to realize their visions. The members of this conspiracy seem to be more stable than other Sighted people. They can embed themselves in places of power and maintain something that looks like a normal lifestyle.

The Conspiracy also seems to be interested in capturing Sighted people, which makes them a big problem for your character. Even if your characters aren't actively trying to change the future, they're still a target for the Conspiracy because of their vision.

There's also a chance that there's a member of the Conspiracy that had the same vision as your character and is working to cause the disaster that your character wants to stop. Having a single person that your character can work against, rather than a faceless threat, changes the game a lot. It makes your character's victories all the sweeter. It's also a lot easier to kill a person than to negate a vision. It also means that there's someone who wants to stop your character and undo what he or she has done.

Fighting the Future

How do you change the future? One day at a time. If you're GM is doing his or her job correctly, you should have chances to fight against the future in your character's vision. This doesn't mean that each of these opportunities will bring you closer to victory. If you're characters all succeed, there is much left to do with this game.

So, have a little patience and allow for some wholly symbolic victories along with the ones that get your character closer to victory over fate.

Section5: Metaphysics

Magic in Deep Black is open to interpretation. There are no hard fast rules for how magic is performed (only how magic interacts with the rest of game mechanics). Sighted characters have three types of tools to work with magic: the Sight for analysis, knacks for small jobs, and sorcery for big jobs.

The Sight

Every person with the Sight gets the same basic benefits from it, but it manifests itself differently for each person. Where one person might see auras of color, another sees tiny angels and demons, and a third hears cacophonous music.

The Sight shows any sort of magic at work, unless that magic is being hidden in some way. It doesn't give anything but the slightest hint at what sort of magic is at work though. It can also point out things of mystic significance that aren't actually magical such as an aspiring warlock's notebook or a rock where spirits tend to congregate.

The Sight can also be used to locate living beings. The people and animals tend to stand out compared to inanimate objects or plants. A person's general health, mood, and mental health can be seen with the Sight. With a short amount of study, a Sighted person can figure out more or less what's going on in a person's life just by looking at him or her.

Knacks

Knacks are quick and easy tricks than can be pulled out on a moment's notice. Most knacks only requires a small amount of effort such as reciting a short mantra, tracing a sigil in the air with your finger, or touching a talisman in your pocket. Two people performing the same knack might do it in completely different ways. Knacks are also the type of magic most often used during conflicts when time is a factor.

Knacks are generally based off the Mobility, Stealth, or Social stats. Each type of knack is used in situations where the appropriate stat would be used.

Mobility knacks come up most often in chases, and deal with random forces of chance. Mobility knacks can also be used as distractions providing enough time to act or flee. Here are some possible Mobility effects:

- A door that you want to use as part of an escape has been left unlocked.
- The ground gives way under the foot of person chasing you.
- Traffic stops at an intersection just long enough for you to get past.
- A pipe bursts blasting a foe with steam.

Stealth knacks are used when stealth or detection is required. Stealth magic works on the perceptions, though it's better at deleting things than creating them. Stealth magic can't create a full illusion of something, but it can create one or two elements such as a voice, an odor or a shadowy profile. Here are some possible Stealth effects:

- Make a small item seem to disappear.
- Sense false walls or secret compartments.
- Distract someone with flickering shadows.
- Mimic someone's voice.

Social knacks work on a person's mind and are best used during a conversation. Social magic is based around sub vocalization, which allows someone to hide an inquiry or command in an innocuous statement. Here are some possible Social effects:

- Make a simple command like, "Drop that gun."
- Make someone slightly euphoric and susceptible to normal persuasion.
- Cause pain without physical injury.
- Co-opt the authority of an important person in someone's life, such as a mother or father.

Sorcery

Using sorcery is more potent and flexible than using knacks but it is also more time consuming. Performing sorcery requires elaborate preparations such as chanting lengthy spells, drawing complex mystic symbols, and eating strange, often hazardous substances. Like knacks, how sorcery is performed differs between practitioners.

Sorcery is based off the Technical stat since that stat represents general mystic knowledge as well as technical aptitude. Most challenges for sorcery are based off the Technical stat. Sorcery can be used as part of a conflict like knacks, if the conflict's time frame provides enough time for sorcery to be performed at all. In these cases, sorcery functions mechanically like a knack.

Sorcery can also be used to perform conflicts that would normally be impossible such as summoning a fairy for information or analyzing a talisman. In these cases, starting the conflict requires a charge to be spent (only Experts can use their focus charges for this).

The conflict doesn't necessarily happen when the sorcery is set up. A character might create a sorcery that affects the first person that comes through a particular door. When that happens the sorcerer would have a conflict with the person that opened the door, even if the sorcerer is nowhere near the door. If the sorcerer happens to be the person that goes through the door, the sorcery either automatically succeeds (if it would be bad for the sorcerer) or fails (if it would be good for the sorcerer).

Most lasting sorceries are based off a material component such as a talisman. When the object is destroyed the sorcery ends. Cunning sorcerers use this to their own advantage and create effects that subdue something dangerous until the talisman is broken and the trap is sprung.

Here are some possible sorcery effects:

- Summon an incidental spirit (such a minor mystic creature such as a fairy or demon) and barter with it for information.
- Learn the true nature of a talisman or some other mystic object.

- Use an object owned by a person to find that person's current location and condition.
- Sedate a person or a group of small animals for some amount of time.
- Temporarily swap a point between two stats.
- Gain a virtual piece of signature equipment that lasts for a single conflict.

Sorcery is the most potent kind of magic that characters can get their hands on. So, saying that something can't be done with Sorcery is like saying it's impossible.

Charges

Characters have two types of charges, focus charges which are used for magic related to the character's role and general charges which can be used for any sort of magic. Starting characters have two of each type of charge, but later in their careers they can get more.

Running on Empty

When a character runs out of charges that normally means it's time to stop using magic, but sometimes that's not an option. When a character attempts to perform magic without a charge, roll on the Running on Empty chart to see the result.

Running on Empty (Roll d10)

- 1-5) The attempt fails
- 6-7) The magic works and then character is injured
- 8-9) The magic works and then the character blacks out
- 10) The magic works as expected

Section 6: Running Deep Black

Running Deep Black is slightly different than running some other role-playing games. Deep Black is designed to be run without any preparation beyond familiarity with the game. This chapter is for GMs. Players can read it if they really want to, but that's time they could be spending watching old spy movies.

The Implications

Project Oracle

The details of the project are purposefully left vague—very few people know the whole story and all of those people have some reason to lie about what they know. The people that actually went through the Process can't fully trust their recollections of that period of their lives, and most of the people that worked to develop Project Oracle believed what they were told about the project (though it's reasonable to assume that some of them had suspicions that something was wrong).

That leaves the people in charge of the project both on the research and administrative sides as the keepers of the secrets of the Process. Don't be surprised if your players attempt to track down one of these people, and they're no reason they shouldn't be able to find one of them. What the people that organized the project isn't necessarily what occurred when their plan was enacted. How different the original plan matches the results depends on how much of a difference you want to make between these people and the conspiracy.

The Data Wipe

Someone wiped clean the records of the CIA officers involved in the project—allowing anyone in the project to leave the agency without notice. This is hardly realistic. There should be hard copies of those records and people are going to recognize if their coworkers simply disappear. Early member of the conspiracy might have been responsible for the wipe as could the people that engineered the project—even the character's in your group might be responsible for the wipe.

The Conspiracy

Some people that went through the Process liked what they saw in their visions, and decided to make sure that version of the future came to pass. They people stayed in their current position in the CIA or used the Project Oracle data wipe to embed themselves into other parts of the government.

These people seemed to come to realize that their visions had meaning before the people that didn't like what they saw, and they started to organize themselves earlier. They looked for other people that had gone through the Process and tried to bring them into their ever growing web of alliances.

The Conspiracy is organized, but not unified in all things. Each member has a unique vision of the future and works towards realizing that vision over any loyalty to his or her coconspirators. Plus, the conspirators try to communicate with each other only when absolutely necessary, and they sometimes work at cross purposes with each other due this lack of communication.

The Conspiracy members want to know more about the future. If possible they will capture any Sighted person they can find to attempt to extract that person's vision, and if they can't do that, they'll kill that person rather than let a potential foe go free. Some members of the Conspiracy are more eager to kill than others, and it's even possible for a conspiracy member to prefer imprisonment to death (if nothing else it gives more time to get to those visions).

Going on Vacation

One of more members of the Conspiracy may have pooled their resources to create a place where visions could be removed from people with little effort on their part. A cross between a vacation resort and a prison situated on a remote island, the project is structured so the inmates are their own guards. Selling out other inmates gets you pillages, responsibilities and an investment in the infrastructure. The inmates don't even realize that there's no actual authority in the place—only prisoners—except for the community's leader who has a link to the project's creators.

Fighting the Future

Since ever character has a different vision of the future, two Deep Black games with similar characters might be very different from each other. It's your job to provide challenges that fit with the visions that your players provide for you.

For example, if a character had a vision where the educational system broke down creating a nation of idiots, you could give that character reasons to go to an overworked, understaffed school or include a company creating a cheap, franchised "McSchools".

Since it's of major importance to this game, this question of fate must be asked. *Can you change the future?*

If it is possible to change the future, that doesn't make it easy. Considering how important a character's vision is to that character, letting that disaster be circumvented without some effort might be somewhat anticlimactic.

GMing Techniques

Following the Players

When the players latch on to something, it becomes important. This is true even if the thing they latch on to wasn't supposed to be important or you want them to pay attention to something else. Luckily, Deep Black is a game where you aren't expected to do much planning, so the players can't ruin hours of work by going off in a completely different direction.

Ocular Slips

If you have a slip of the tongue while GMing, that slip may be an unknown truth that has just been revealed. Always consider confirming these slips as true. It helps to add an air of the surreal to the game.

Ninja Attack!

When nothing much is happening during a mission, bring in something to harass or attack the players. This threat doesn't need to be connected to anything that's going on. While you're running the fight you can figure out why the attack is happening.

For your convenience, there is a table of random ninja attacks in Appendix: Optional Random Tables.

Retroactive Memory

Characters in Deep Black have slightly scrambled memories, especially when it comes to the character's time at the agency. You should encourage players to revise his or her character history if it seems appropriate or interesting. This is the player's choice rather than yours.

Retroactive memory is a great way to tie a NPC to the characters or to give a player ownership over an NPC that he or she has taken a liking to. Plus, it's great for generating melodrama of the "I didn't know we were secretly siblings" sort.

Stop Worrying and Learning to Love the Metagame

If a player ever says they can't do something because of a lack of character knowledge, tell them to do that thing anyway. This includes both knowledge of the general situation and knowledge of the genre. Characters in Deep Black are expected to occasionally make intuitive leaps that don't make logical sense or are solely based on being genre savvy.

You might want to consult with your players about how much you want to allow characters to use this sort of knowledge. If the group wants to play a more serious game you might want to limit it, but if the group wants to play a comedic or surrealistic game, then it should be encouraged.

The Underworld

Deep Black is a game filled with the fantastic, but the world its set in is still one grounded in realism. Sometimes you want to do something that just doesn't seem possible—that's where Underworlds come into the picture. Underworlds are underground places where the normal laws of causality are suspended and the unusual is the norm. For reference the first Underworld the author used was inside Mount Rushmore—more specifically inside President Lincoln's head.

Each Underworld has a particular theme which should in some way mirror what's going on in the game at that point. They are in general one shot deals that serve as challenges or tests for the characters—they either succeed or fail and either way the game continues.

Success in an Underworld should provide some sort of boon, but failure shouldn't levy a penalty beyond losing out on that boon.

Section 7: Antagonists

Here are some possible sources of antagonists. Nothing in this list of people, creatures and things needs to exist in a particular game of Deep Black—it is intended as a suggestion rather than a mandate. Feel free to use what you like from it, modify it to suit your needs and discard the rest.

Agents, Officers, & Other Law Enforcers

Source: The federal, state, or local government.

Magic: None.

The Sighted often find themselves on the wrong side of the law for one reason or the other.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Beat Cop</i>	2	2	2	2	1	—	O
<i>CIA Officer</i>	2	2	3	3	3	—	OO
<i>FBI Agent</i>	2	2	2	2	3	—	OO
<i>FBI Profiler</i>	1	2	2	3	2	—	OO
<i>Rent-a-Cop</i>	1	1	2	2	1	—	O
<i>Secret Service</i>	2	2	3	2	1	—	OO
<i>SWAT</i>	3	2	1	1	2	—	OOO

Criminals

Source: Varies from person to person, though it probably isn't a place you want to visit.

Magic: None.

The Sighted also find themselves around a lot of criminals—fighting for a better tomorrow often requires making strange friends and friends can sometimes become enemies if you aren't careful.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Car Jacker</i>	1	2	2	1	3	—	OO
<i>Con Artist</i>	1	2	2	3	2	—	OO
<i>Drug Dealer</i>	1	2	2	3	2	—	O
<i>Hit Man</i>	3	2	3	2	2	—	OO
<i>Mugger</i>	2	3	2	1	1	—	O
<i>Thug</i>	3	2	2	2	1	—	O

Dogs

Source: Created by the Conspiracy to kidnap or kill the Sighted.

Magic: None.

The dogs are normal people under the sway of a talisman, which allows them to sense the presence of the Sighted as if they stunk of the grave. The talisman makes it hard for dogs to control his or her emotions; they often fly in rages at the slightest provocation. The dogs become even more unhinged when they sense the sighted.

The talisman looks like a dog's tooth on a string or chain, worn around the neck. When examined magically, it is revealed to have a connection with the three headed guardian of the Underworld, Cerberus. Dogs are very protective of their talismans and won't give them up without a fight.

When they are first given the talismans, dogs don't understand their new impulses and might try to find some way to stop themselves from hurting someone else. It's not until after they have killed that their handler reveals their purpose to them and begins to train them to be a proper dog. A dog's handler has a talisman that causes that dog intense pain over any distance.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Raw Pup</i>	3	2	2	1	1	—	O
<i>Leashed Dog</i>	4	3	3	2	1	—	OOO

Dreamers

Source: The Conspiracy or anyone else that wants more visions and doesn't care how they get them.

Magic: Sorcery.

Dreamers have been treated with an intensified version of the Process, which left them in a waking dream (or rather a waking vision). Dreamers have no solid connection with the world around them and see everything in terms of their own personal set of signs. They don't really know what's going on around them, and they don't understand the information about the future they are constantly receiving—they have to be content with the small amounts of information they can decipher.

Though they are disconnected from reality, they have a vast natural reserve of magical strength that rivals any normal Sighted person. If a Dreamer is able to focus enough to perform sorcery, there's very little that he or she can't do (which is to say, if magic can do it then a Dreamer can do it).

Dreamers can be a danger to themselves and to anyone that might attempt to keep (or save) one. Their inability to interface with the waking world makes it easy for them to put themselves in positions where they can be harmed. Since they can see glimpse of the future, any future wrong a person might visit on the Dreamer can be used as an excuse for immediate retaliation. Dreamers are better at hurting themselves than they are at hurting others, since hurting someone else requires much more focus than getting hurt.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Dreamer</i>	1	1	3	2	4	OOOOOOO	—

Ghost

Source: Death, often from characters killing people.

Magic: Haunting, moving small objects, and

People don't like dying, and sometimes death doesn't fully take and a person's spirit is left to wander without a body. If they know who caused their condition they can make that person's life unpleasant, and if they don't they can vent their anger at whoever happens to be nearby.

Ghosts are often tied to certain locations such as where they died, near their body, the person's former home, and the like. Such a Ghost cannot leave that area on its own.

Ghosts can be seen with the Sight. They either appear as they did in life, as they did at the moment of death, or as they body currently appears (these Ghosts tend to be the angriest).

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Ghost</i>	0	0	3	2	2	000	—

Incidental Spirits

Source: Everywhere.

Magic: Minor tricks.

Incidental spirit is a catchall term for various proto-beings that are created around humanity in the form of fairies, goblins, talking mice, guardian angels and the like. Though they may take different forms, they are all the same thing—excess energy from people coalesced into something that looks like a thinking being.

A Sighted person can see incidental spirits, though Sorcery is required to make any use of them. They can be good sources of information, and can be bribed with inexpensive goods (which differ depending on the form of the spirit). Most Sighted people tend to attract incidental spirits that fit their outlook on the world when such a spirit exists.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Incidental Spirit</i>	1	2	3	2	2	0	—

Panopticon

Source: Created by a company that has something to hide.

Magic: None.

Panopticon is a prototype computerized security system that has been granted a sense of self. The stats below represent both the system and the force of guards that work under Panopticon. Without the guards, Panopticon would have a Combat score of 0. Panopticon is present in some form in every computer in the building it is set to guard, but the core of its programming runs off a central supercomputer.

Panopticon has a human overseer that supervises the system's functions. The overseer has a UBS drive that can shut the system down if inserted in a computer connected to the system. At the moment, the system does not know about this counter measure.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Panopticon</i>	3(0)	1	3	1	3	—	000

Second Skin

Source: A Sighted person that wants to be someone else.

Magic: As a Personality. The skin is created by sorcery.

The skin isn't much different than any other Sighted person, except he or she has a suit human skin that, when worn, can be used to don an untraceable alias). The skin must perform all the work to make them suit alone. This generally involves the death of at least one other human being (more if the skin to be isn't handy with a knife).

When worn, the suit becomes one that is easy to overlook and difficult to describe. When described, the skin will often be described as looking a great deal like some celebrity or a close friend. The skin also

reacts to the expectations of others, so if someone is looking for someone that looks like a particular person, the skin will appear more like that person.

The suit's ability to deceive the eye is powerful; it can make a person appear as a different gender, as much larger or smaller, or as a different ethnicity. It doesn't give the skin any special ability to act like someone else or even to know how he or she is seen by others. Most successful skins develop the ability to figure out what's expected of them and play that part without mystic aid.

The suit itself is gruesome to behold—a full body suit stitched together with coarse thread with only openings for wear's mouth and eyes. Most skins find themselves addicted to wearing the suit and are rarely found outside of it.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Second Skin</i>	2	1	2	3	2	OO	OO

Sleepers

Source: From the Conspiracy or any other Sighted person that wants to forget.

Magic: None while sleeping, otherwise as a Sighted person.

Sleepers are Sighted people that have been made to forget about their visions and had their Sight blocked out. For all intents and purposes the Sleeper is a normal person, except they really aren't and somewhere deep inside they know that.

The Sleep's true nature tends to leak out and manifest in their day to day lives. One Sleeper might wake up every night in a cold sweat but never remember the dream that frightened him so, while another might write a series of novels that slowly began to incorporate details from her past life and even her vision.

The fact that Sleepers tend to unwittingly betray their deepest secret (their vision) might be the reason why the Conspiracy sometimes offers it as an option to people they've captured as well as allies that want some peace.

	Com	Mob	Steal	Soc	Tech	Charges	Equipment
<i>Sleeper</i>	1	2	2	3	2	—	OO

Appendix: Optional Random Tables

Here are a few more random tables to use as you like.

Random Nondescript Name Table (Roll 2d10)

	Male Name	Female Name	Surname
1)	Joe	April	Smith
2)	Bill	June	Jones
3)	Ted	Sue	Brown
4)	Greg	Fran	Black
5)	Sam	Sarah	Fox
6)	Fred	Michelle	Lopez
7)	Jason	Dona	Brooks
8)	Frank	Jen	Lee
9)	Tom	Lois	Petty
10)	Walter	Cassandra	Public

Random Street Gang Table (Roll 2d10)

	First Word	Second Word
1)	Red	Blades
2)	Bloody	Kings
3)	Black	Diamonds
4)	Rotten	Rejects
5)	Deadly	Seers
6)	Watchful	Company
7)	Mighty	Monsters
8)	Vengeful	Freaks
9)	Unstoppable	Family
10)	5 th street	Jesters

Random Secret Society Table (Roll 3d10)

	First Word	Subsequent Words
1)	Black	Skull
2)	Golden	Fist
3)	Silver	Hand
4)	Immortal	Eye
5)	Crimson	Dawn
6)	Stone	Master
7)	Universal	Council
8)	Brilliant	Circle
9)	Glorious	Covenant
10)	Invisible	Society

Random Death Table (Roll 2d10)

	Victim	Method	Additional Detail
1)	Prostitute	Poisoned	Suicide note (true)
2)	Politician	Shot	Suicide note (forged)
3)	Police Officer	Car accident	Defensive wounds

- | | | |
|----------------|---------------|---------------------|
| 4) FBI Agent | Stabbed | Illegal drugs |
| 5) CIA Officer | Hanged | Stolen goods |
| 6) Mobster | Drowned | Naked |
| 7) CEO | Fell to death | In the bathroom |
| 8) Artist | Hypothermia | Being eaten by rats |
| 9) Teamster | Strangled | Partially dissected |
| 10) Student | Starved | Headless |

Random Ninja Attack! Table (Roll d10)

- 1) TV news crew
- 2) Religious missionaries
- 3) Door to door salesperson
- 4) Neighborhood kids
- 5) The men in white coats
- 6) A mob hit
- 7) Gang bangers
- 8) SWAT team
- 9) Private mercenaries
- 10) Actual ninjas

Random Romantic Foil Table (Roll d10)

- 1-2) Staff at favorite eatery
- 3-4) Retired ally
- 5-6) Unwitting pawn of opposition
- 7-8) A professional rival
- 9-10) Cocktail waitress in a Dolly Parton wig

Random Spy Trope Table (Roll d10)

- 1-2) Someone is a mole
- 3-4) There's a hidden listening device
- 5-6) Someone has been programmed to assassinate on command
- 7-8) Something is rigged to explode
- 9-10) Roll again but the character knows all about it

Random Magic Trope Table (Roll d10)

- 1-2) Sorcery goes wrong
- 3-4) Power corrupts
- 5-6) Pure hearts
- 7-8) The full moon
- 9-10) Bargaining with otherworldly forces

Random Surreal Trope Table (Roll d10)

- 1-2) You can't trust what you see
- 3-4) You are your enemy and vice versa
- 5-6) Individuality and Society—choose one
- 7-8) Revolutions go 360 degrees
- 9-10) Reality is unreal

Character Name:

DEEP BLACK

Role:

Development Points:

Stats		Current
Combat	<input type="text"/>	___
Mobility	<input type="text"/>	___
Stealth	<input type="text"/>	___
Social	<input type="text"/>	___
Technical	<input type="text"/>	___

Equipment

O	_____	O	_____
O	_____	O	_____
O	_____	O	_____

Charges

Focus	OOOO	General	OOOO
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Vision:

Details:

Character Name:

DEEP BLACK

Role:

Development Points:

Stats		Current
Combat	<input type="text"/>	___
Mobility	<input type="text"/>	___
Stealth	<input type="text"/>	___
Social	<input type="text"/>	___
Technical	<input type="text"/>	___

Equipment

O	_____	O	_____
O	_____	O	_____
O	_____	O	_____

Charges

Focus	OOOO	General	OOOO
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Vision:

Details: