

for EABA™

Code:Black™

it is better to be the lesser of two evils...



 **BTRC**

greg porter

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WHERE DO I FIND IT?

INTRO

BRIEFING	1.2
WHAT IT'S ABOUT	1.3

ADVENTURERS

VIGNETTE	2.2
BEFORE YOU START	2.3
ADVENTURERS	2.4
ATTRIBUTES	2.4
SKILLS	2.5
TRAITS	2.6
WEALTH	2.11
Personal gear	2.11
Standard equipment	2.12
Finishing touches	2.13
SAMPLE ADVENTURERS	2.13

GOOD & EVIL

WHY HERE? WHY US?	3.2
WHAT IS GOOD/EVIL?	3.2
BLINDNESS AND SIGHT?	3.4
MINIONS OF EVIL	3.10
Humans	3.10
Ghuls	3.11
Vampires	3.12
Werewolves	3.15
Globboths	3.16
Devils	3.17
Legions	3.18
The Old Gods	3.19
Avatars	3.20
Random Evil Entities	3.21
EVIL AND REALITY	3.23
Alien Evil	3.25
Sorcery & Science	3.25
VULNERABILITIES	3.27
THE PRISON	3.28
Temptation	3.30
Selling your soul	3.32

SORCERY

INTRODUCTION	4.2
POWER FRAMEWORK	4.4
Other modifiers	4.5
Sorcery and adventurers	4.5
Using sorcery	4.6
KNOWN SORCERIES	4.8
Shield	4.10
Slice	4.10
Touch	4.10
Bane	4.11
Baneblade	4.11
Defy	4.11
Blast	4.12
Vampirism	4.12
Convince	4.13
Hide	4.14
Bypass	4.15
Boost	4.16
Fear	4.16
Healing	4.16
Spuedo	4.17
Prism	4.17
Signature	4.17
Split seconds	4.18
Venom	4.18
Null	4.19
Tripwire	4.19
Confound	4.20
Force	4.20
Fate mirror	4.20
Open the soul	4.21
Breach the veil	4.21
Summoning	4.22
DESIGNING YOUR OWN SORCERIES	4.23
FOCI	4.23
MAGIC ITEMS	4.24
Amulet of true Sight	4.25
Ring of Deflection	4.25
Charm of Intent	4.25
Spectral Knucks	4.25
Elder Seals	4.26
OTHER MAGIC ITEMS	4.26
Enigma Cube	4.27
Sphere of Prophecy	4.27
Gemini Crown	4.27
Vampire Bracelet	4.27
Satan's Snowglobes	4.27
Singularity Rod	4.27
Invulnerability cream	4.28
Keyhole	4.28
Homing dart	4.28
(Un)lucky charms	4.28
Infernal magnet	4.28

INTRODUCTION	5.2
RECORDS	5.7
CHURCH & STATE	5.9
WHO KNOWS?	5.11
THE TANGENT	5.11
THE MULKI	5.13
Mulki as adventurers.....	5.15
TABLOIDS	5.16
A DAY IN THE LIFE.....	5.17
BOOTS ON THE GROUND.....	5.18
RELIGIONS	5.19
ORGANIZATION	5.3
Northeast USA	5.7
Mid-Atlantic USA.....	5.8
Southern USA.....	5.10
Southwest USA	5.12
Central USA	5.15
Northwest USA.....	5.16
Western USA	5.17
Midwest USA.....	5.19
Alaska	5.20
Hawaii	5.21
Pacific Territories	5.21
Other regions	5.22
BROTHERHOOD CODES	5.22
RUNNING CODE:BLACK	6.2
Starting a campaign	6.2
THINGS TO REMEMBER.....	6.5
Evil ain't stupid	6.5
Patience is a virtue	6.5
No honor among thieves.....	6.6
Good has ultimate power	6.6
Fear is scary	6.6
Ideas are everywhere	6.7
SAMPLE CAMPAIGN	6.8
BLOOD RED	6.9
THE GHETTO'S GOLEM.....	6.13
THE DEVILS YOU KNOW.....	6.15
WHO'LL STOP THE RAIN?	6.17
RED HANDS, COLD HEART	6.20
A TALE OF TWO DRAGONS.....	6.24
THE CULT OF O'FRA.....	6.27
OTHER PLOT THREADS	6.30
First, Do Some Harm	6.30
Sorcery.net	6.30
Deviant, Inc.	6.31
Terror on the High Seas	6.31
Mysterious Cults.....	6.32
Death of a Salesman	6.32
Monstral Cycle	6.32
Self-Interest	6.32
Food Chain.....	6.32
SECRETS	6.32
FINAL NOTES.....	6.38

INTRODUCTION	7.2
Gun laws.....	7.2
SPECIAL WEAPON PARAMETERS.....	7.3
Unaimable	7.3
Slow	7.3
Penetrating/stopping power.....	7.3
Armor-piercing	7.4
+P+	7.4
Recoil	7.4
Shotgun rounds.....	7.4
Door breacher	7.5
Armor-piercing.....	7.5
Incendiary	7.5
Dragonfire	7.5
Pepper spray.....	7.5
Stun bag	7.5
Rubber buckshot	7.5
Silver buckshot	7.5
Frag	7.5
Shaped charge	7.5
Flechette	7.5
Compact.....	7.5
Grenades.....	7.6
Smoke	7.6
Irritant	7.6
White phosphorous	7.6
Stun	7.6
Frag	7.6
Tasers.....	7.6
Paintball guns.....	7.7
Concealing weapons	7.7
Possession & ownership.....	7.8
ADVANCED GEAR	7.9
RFID ammo	7.10
Creditcam	7.10
Stavatti TIS-1.....	7.10
Adaptive camouflage.....	7.11
NM-03 ADS.....	7.11
EMP grenade	7.11
MST armor	7.11
MC alloys	7.12
Degenerate matter.....	7.12
Point-defense laser	7.13
X-ray specs	7.13
Stickyfoam gun	7.13
Grease grenade	7.14
Power boots	7.14
Shokpack.....	7.14
Second sunrise	7.15
Cold fusion fuel cell.....	7.15
Combat suite	7.15
Überinterface	7.15
Lightning rod	7.16
NR-9.....	7.16
Riot suit	7.16
WEAPON & GEAR LISTS	7.17
INDEX	7.19
ADVENTURER SHEET	7.20
OPEN SUPPLEMENT LICENSE	7.22



INTRODUCTION

"There is no explanation for evil. It must be looked upon as a necessary part of the order of the universe. To ignore it is childish; to bewail it senseless."

- William Somerset Maugham

▼ **BRIEFING** - It happened a *long* time ago. We've used x-ray satellites and SETI dishes and seances, but we'll probably never know *exactly* when it happened. The final war between Good and Evil was drawing to a close. Evil, most of it anyway, had been eradicated, made as though it never was. *Only the strongest evils remained.* These could not be eradicated, but they *could* be contained, imprisoned, isolated, shielded, kept from infecting and contaminating a universe of Good.

A non-descript world was chosen to be Evil's final tomb. The forces of Good locked the door and threw away the key.

Without Evil to oppose it, Good spread across the universe like wildfire, and when the final stars had felt its unstoppable power and the last traces of Evil were eradicated, every thinking being in the universe vanished in an evanescent moment of absolute righteousness.

For Good cannot exist without Evil, and Evil had been banished.

But the universe cannot tolerate an existence without either. With Good gone, or vanished to some other type of existence, only the shielded, locked-away Evil remained, and that could not be tolerated either. *Nature abhors a vacuum.* The balance must somehow be maintained. The bonds on Evil's prison weakened, and the least of the great Evils escaped. It was still Evil, no doubt about it, but not entirely so. It had within it faint sparks of Good. Not much, but enough to be released.

And that was enough. The balance had been restored. The universe once again had sentient life, and death. Good, of a sort, and Evil, of a certainty.

In time, the least of the ancient Evils, the new Good, forgot or chose to ignore the ancient, more powerful Evils that lurked behind eternally sealed doors just out of sight and mind. These Evils were banished, not so much from existence, but from thought and remembrance, save for lurking nightmares and comfortably vague myths of things far worse than that which now walked and breathed and spread itself across existence.

But the ancient Evils did not forget, nor repent, nor cease trying to break free from their prison. Far too evil to escape through the limited avenues available, they sent lesser evils and fragments of themselves into the world, hoping to open a larger gateway or subvert the new Good to do its bidding. How long this process continued, we are not exactly sure.

All we really know is that *humanity* was the least of all Evils, the first to escape imprisonment, and for what it is worth, the new Good. We spread across the globe, largely ignoring the signs of greater Evil in our midst, with only a handful of us fighting to contain the greater Evils.

Is it because we are Good? Or because we simply want to be the greatest power in the outside universe, and this can only be the case if all other Evil stays contained in its prison.

That's why you have been contacted. You have seen what lies beneath the surface, or fought it without knowing exactly why, or developed abilities that frighten yet intrigue you. We are the Brotherhood of Gilgamesh. We fight to contain the greater Evils. Our methods are harsh. *We are, after all, somewhat evil.* But a universe filled with what little Good we possess is far better than the other alternatives...

▼ **WHAT IT'S ABOUT - Code:Black** is a modern-day horror supplement for **EABA**. There is something called the Drake Equation, which uses a number of factors to figure the probable number of advanced civilizations within a certain volume of space, such as the Milky Way galaxy. Any way you figure it, the result is a large number. This led to the paradox posed by physicist Enrico Fermi, which is "if there are so many advanced civilizations out there, then why haven't we detected any of them?". In the **Code:Black** universe, the answer is simple: *We're it*. We here on Earth are the *only* sentient beings remaining, not just in the Milky Way, but in the entire universe. Similarly, everything in the universe that is Good or Evil is likewise on Earth.

Adventurers are part of a shadowy organization known as the Brotherhood of Gilgamesh, or usually just "the Brotherhood". Their members rank from the half-crazy homeless man who gibbers of the things that other people blot from their conscious minds, to world leaders who inherit terrible truths upon assuming the mantle of state.

The Brotherhood imperfectly crosses the lines of race, nationality and religion. Imperfectly, for Man is still partly Evil. Selfish, covetous, violent. But, with some small amount of Good. *Perhaps enough*.

The greater Evils locked beyond sight and ken constantly attempt to break free from their eldritch prison. Lesser evils are constantly on the loose, and places of terror and woe erupt on the surface of the Earth like evil abscesses. But the vast majority of mankind has blinded itself to its past, its true nature, and even to the presence of Evil in its midst. From the earliest visions of a divine, evil-free Creation, to a rational, scientific worldview that denies the very existence of evil, men are Blind, choosing to remain ignorant of the truth of their distant past, refusing to see the inhuman entities that walk their streets, to see no contradiction in the appearance of ancient temples where there were none before, to attribute to mere insanity the most inhuman of crimes, simply *refusing to see* that horrors that literally walk in their midst.

You are different. You have the Sight. Maybe it is a gift that runs in your family. Maybe you were confronted by something so literally inhuman that it shattered your protective Blindness beyond repair. You know that there are things out there that only you can see, and those things now know you see them as they truly are. With no one to tell, no way to prove your Sight was true, you were on the verge of madness and despair. Then, in your final search for answers, you stumbled across the clues that only one with Sight could follow, and following them, you found the Brotherhood.

Slowly, to help preserve your fragile sanity, the Brotherhood introduced you to the Truth, the nature of the universe and Man's place in it. *You barely got through it*. It was the first of many tests you had to pass. Those who could not accept the Truth either withdrew back into protective ignorance, or lost all trace of sanity. The Brotherhood returned the former to their past lives, and "took care of" the latter. You had to "take care of" one of these mind-wrecked unfortunates yourself, another of your tests. The preservation of what little Good men possess requires a little of the same inflexibility that Good originally used against all the original Evils.

This and countless other major and minor tests you faced. Some were overt and straight-forward. At other times you only guessed you were being tested, and you are sure that you were tested in ways you never even noticed. Most tests you passed, some you failed. *None critically*. The failures simply steered your path within the Brotherhood, pointing to the best part you were suited to play, the appropriate cog in a noisome but necessary machine.

In time you learned that even the Brotherhood had its own evils. The Evil nature of Men could not be totally overwhelmed by their limited Good. The branches of the Brotherhood in distant lands do not always work well together. There is competition, disagreement as to methods, jurisdiction, immediate and even ultimate goals. It might even be that the greater Evils have managed to infiltrate or influence the Brotherhood, but it is just as likely Man's own faults are to blame.

By chance or by design, the Brotherhood is now the only life you know, the only refuge for someone who can See, the only shield protecting the Blind, and the only way to preserve the fabric of the cosmos against the eternal dark.

It's a living...

More - Code:Black is set in the world of today. Everything you are familiar with exists, plus a *lot* of things exist that you probably would be best off not knowing about. *Trust us on that one.*

One thing **Code:Black** has going for it is that just about every monster, alien menace, horror, mad scientist or cheesy spawn of Satan movie can somehow be tied into the game background. To that end, when the rules specify a plot of some kind and there is a possible movie tie-in due to possible similarity in plot elements, there will be a footnote on that page listing the movie name and the date in case you want to rent it as an idea source.

This game will have some overlap with a few existing horror rpg's. *It's inevitable.* But while we are diluting the horror rpg pool a little, **Code:Black** is a unique spin on things, yet has enough elements of the normal sorts of horror rpg that you can crib off of someone else's source material if you are running short on ideas. And, we fully expect that if you don't play **Code:Black**, you're going to be mining it for ideas for use in some *other* horror rpg. *And that's fine.*

The agents and aspects of greater Evil are continually trying to break out into our world from their supposedly eternal imprisonment. This means the struggle by humanity to keep it contained will never end. There will *always* be cults and dark forces manipulating the poor and desperate in the cities, but the Blind see it as "urban decay" or "gang warfare". There will always be new temples to horrible ancient gods appearing in deserted places. While most of humanity will think of these as newly discovered archaeological curiosities, the Brotherhood of Gilgamesh knows better. They know that places like this were not there before, but that Evil has erupted into existence in that place, and only to Blind eyes does it appear that it has always been there. The Brotherhood also recognizes the difference between a simple serial killer and ritual sacrifices to create a path for even greater Evil to manifest.

Humanity is the new Good, but it is a tarnished Good at best. The Brotherhood of Gilgamesh strives hard to not become the very Evil they seek to keep contained, but they consider "excess in the name of virtue" not as a vice, but as an unpleasant and occasional necessity.

Code:Black

It takes a great deal of effort for a greater Evil to even partially manifest on this plane of existence, and this can happen only with if preparations are accomplished on *this* side of the barrier. If it were easy, they would be busting out all over the place all the time. Destroying the physical manifestation of a greater Evil can banish it for a time, but does not prevent it from coming back eventually, though this time may be measured in centuries. Undoing the preparations made to ease the way for the Greater Evil can keep it from returning, but this is not always possible. If the sacrifice was properly made at the right alignment of the stars, it cannot be undone. On the other hand, if the portal for Greater Evil is a material structure, it can be dismantled or destroyed or physically barred. Last, a powerful adept at the mystic arts can make a bond to put upon the place where a Greater Evil could manifest, and this seals that breach in Evil's prison.

Everyone in **Code:Black** is to some extent an anti-hero. By taking part in the fight against greater Evil, you have to understand and accept that you are to some extent, also evil. Maybe evil with a lower-case "e", but evil none the less. You *will* do bad things for good reasons. You will fight Evil by learning powers that can corrupt your very soul, and struggle against the terrible temptations and longings these powers stir in your ancient heritage. You *will* make mistakes that hurt innocent people, and deal with it by excessive drink and other self-destructive behaviours.

But, you know in your heart that there was once true Good in the universe, and that some unremembered part of you once fought *against* it. Now, while you fill the place of Good in the cosmic balance, in your heart, you are not sure if you are good, or are still simply the least of all evils...

"Only reason can convince us of those three fundamental truths without a recognition of which there can be no effective liberty; that what we believe is not necessarily true; that what we like is not necessarily good; and that all questions are open."

- Arthur Clive

▼ **VIGNETTE** - *The bloodsucker eyed me coolly.* If it were a dark alley, one of us would be leaving a few pints short. Nothing fatal of course. The Brotherhood truce with the so-called Neomen was still holding. Locally, anyway. *For now.* But, "accidents" happen. Never quite enough to break the fragile truce, though. Too many interests were served by keeping the uneasy peace for something like an occasional maiming or two to get in the way.

In the meantime, it was night, and public, and we both were acting civilized enough that the Blind ignored the tense body language, he in a casual pose, but with his weight perfectly balanced for a move in any direction, me back slightly on one heel, one arm ready to block or deflect just long enough for the hand in my jacket to draw and fire. The Blind saw him as young, fit, dressed with the trappings of wealth. *Attractive bait.* Those with the Sight saw the elongated skull, grey skin, stooped shoulders, human features stretched over a body mutated by Evil.

"So", the neoman says, "why do you think we coexist? If we are so much more evil than you, then why are we outside the Prison? If we are such an anathema to Good, why do we walk the earth in such numbers?"

"Target practice." I replied.

"Clever monkey," he said. "You couldn't take me on your best day." He was half right. Vamps are fairly hard to take down in the best of cases, and I could tell by the contours of his jacket that he was wearing body armor as well. Of course, I was using armor-piercing +P+ handloads, which made things about even...if he was otherwise unarmed.

I refused to give him the ephemeral satisfaction of conceding his point and he continued.

"We are stronger and faster, and walk among you like wolves, culling out the weak and unfit. You should *thank* us for making you better as a species." He eyed me with that smug room-temperature smirk they have, like he was sizing up a steak and finding it wanting. *But it was my turn to make a cut.*

"You can philosophize all you want, but the only purpose your kind serves is balance, and there are plenty of other Evils out there I'd rather meet on the street. You might live for centuries, but you have done nothing to advance any aspect of society as a whole. No philosophers, no great scientists, nothing more than a few overly-long-lived serial killers with occasional cameos in Bartlett's Book of Quotations. You and the other Neomen are just a parasitic leftover of the Eeon War. You're like tapeworms, mosquitoes and smallpox all rolled into one bad fashion plate package. What really pisses you off is that you know the Blind wouldn't even notice if you were gone, and that the greater Evils find you barely worth the trouble of using as their pawns." That hit at least one of his sore spots. He edged fractionally closer and hissed, giving me a little of that face thing they do to frighten the Blind out of their wits before sucking them dry. The fear washed over me like a wave, and like a wave, it washed back out to wherever it came from. I'd seen scarier things than him on daytime talk television.

"I know where you live, *human*, and you live at my forbearance." *I wasn't impressed.* The last blood-sucker who got his oversized incisors bent out of shape after losing an argument to *this* prospective meal knew my address too. I used what was left of him as filler in the cat litter box.

I said "You can spend all night on the street, but I know where you spend your days." He made a facial gesture that passed for disgust and backed up into the nighttime pedestrian traffic. Someone bumped into him. He turned to her and hissed. For a moment, I thought she Saw him and was going to make a scene, but she simply shied away and scurried off, giving him only a furtive backwards glance, refusing to recognize the reality of what he was, seeing only another rude pedestrian on the street. A few steps more, and the vampire was lost in the crowd. In a way, they *truly* were wolves among sheep, though I would never give them that much credit to their faces. *Me?* I guess you can just call me a sheepdog...

▼ **BEFORE YOU START** - You have read the briefing in the first chapter, and the vignette at the start of this one, so you have an idea of the gameworld you are getting into. **Chapter 3** will deal with many specific aspects of the world of **Code: Black**, and **Chapter 5** will go into some extra depth on the Brotherhood, but if you are comfortable with the amount of info you have, just polish off the next page of background and then continue right into adventurer creation.

Mindset - At some point in their life, each and every adventurer in **Code:Black** will have had to face the realization that everything they believed true and unchangeable about the world, about life, good, evil, faith, heaven and hell was just plain wrong. People who at their core lack the moral fiber and intellectual flexibility to accept something this devastating to their worldview stay Blind, or go insane. Adventurers are the ones who looked into this abyss and survived what they saw with sanity intact (more or less). You can have an adventurer who is deeply *spiritual*, but it is hard to have one who is deeply *religious*, at least in terms of believing that any *one* faith is the source of ultimate Truth. Remember that being able to accept that other conceptual frameworks have validity is something Evil *cannot* do.

The Brotherhood is an organization of ancient peerage and lofty goals, made of women and men who are all too frail and mortal, yet find the strength to live and die in a struggle they know will never end, hoping at best for a reward beyond life that is unknown and unknowable. In this, they are the same as anyone else wholly devoted to traditional faiths. And while there are those in the Brotherhood who have attempted to subvert the organization to serve some personal ambition or goal, the Brotherhood has survived for millennia all that misguided humans and supernatural evils have thrown at it.

Think about the type of people it takes to live like this, carrying a secret few can comprehend, let alone believe, often living double lives by serving both the Brotherhood and some other master. Will your adventurer be an ascetic warrior or modern-day paladin? An ordinary Joe who simply has to do 'what's right' regardless of the personal cost? A priest who lost his faith, but found something to take its place? Someone out for revenge against an Evil that took something precious from them? A cynic who has seen so much they find it hard to care anymore? A mercenary who is in it for the money? An adrenaline junkie who lives for the challenge and violence? Or someone else entirely? 🧩

The world of **Code:Black** is not one for merely average adventurers. You cannot look into this particular Abyss without being changed, and even if they retained their sanity, adventurers will be *changed* by the revelation of the Truth. Each adventurer will compensate in a different way, but each will have their own personal demons to fight as well as the more literal ones they now know truly exist.

Careers - Adventurers are going to start out as low-level field operatives, the people who are out there kicking Evil ass, possibly doing investigation or research as well, but field operatives of all sorts will be at least passably competent in combat in case a situation goes south on them. There are the old academics or emotionally fragile experts of various sorts in the Brotherhood as well, but these are the kind of people that the adventurers have to guard and/or keep out of trouble, not the kind of people that are adventurers themselves.

If you have an idea for an adventurer already, you can go ahead and continue with this chapter. If you want to read more about the Brotherhood, skip to the **Brotherhood** chapter first, and if your adventurer is likely to have sorcerous potential (a very double-edged sword), then you will want to at least glance over the **Sorcery** chapter as well.

Adventurers will have enough points to be a cut above the average person. The Brotherhood values its people enough to provide the best training it can, and demands a high level of commitment from its members. There is also the weeding out effect. The various Evils are generally tough and vicious, and anyone who can't take care of themselves in a serious fight isn't around any more to pull down the curve.

Brotherhood field operatives live a double life. Very few people in the Brotherhood do Brotherhood work eight hours a day. While they can be (and often are) called to anywhere their expertise is needed, operatives usually work within a particular geographical area, and within that area they are "ordinary people", living side-by-side with the Blind, working normal jobs and so on. That "normal job" may be for a front run by the Brotherhood as a cover for its operations, but that front company is *still* a genuine business. All but a handful of the people in that company work at the jobs the company provides, and the secret Brotherhood employees have to be competent at their cover roles in addition to being competent at *other* things...

The other possible role for an adventurer is that of a non-Brotherhood freelancer. There are people who developed the Sight and stayed sane without Brotherhood assistance, or who learned Sorcery on their own or through some odd and ancient family history. These individuals often do the same work as the Brotherhood, but perhaps for different reasons. The Brotherhood will work with these individuals if necessary, but tends to look down on them and owes them no loyalty.

The world - Code:Black is set in the modern world, which for all intents and purposes mirrors the reality you see around you. This is how the Blind perceive reality. Adventurers know this is not the *true* state of things, which they refer to as the Truth, with a conversational emphasis that gives it a capital T.

What enables adventurers to know the Truth is the Sight, which is something most of us are born with, but gradually lose as we shield ourselves from the terrifying nature of reality by becoming Blind. The ancient soul whose first breath as a newborn tastes of mortality and death screams in terror at the revelation. That newborn has the Sight. The babe who cries at the sight of one stranger but not another Sees things the rest of us are Blind to. The child who has an imaginary friend Sees, while adults merely play along. But eventually, most of us become Blind. Things we *knew* were real as children fade and become merely "childish memories".

The world is Blind. *It can no longer see Evil.* It can no longer recognize magic. Unconsciously, as individuals and organizations, it works to suppress and persecute anything that would try to wake its collective mind from slumber and force it to See the things it does not wish to believe in. It institutionalizes as insane anyone who speaks of the things they See. It will persecute any sect or religion whose beliefs are too close to the Truth.

So, the Brotherhood operates in the shadows. Few of the Blind can accept what they can never see, so the Brotherhood must fight Evil within the constraints of law and perception created by the Blind. A vampire will be seen by the Blind as just another person, and people would probably come to the vampire's aid (or at least call the police) should a Brotherhood member attack it in public. And the vampire knows this, and smiles as it passes the Brotherhood agent on the street.

This is the world the adventurers live in.

▼ **ADVENTURERS** - Adventurers can be just about anyone, from any race or religion or profession. What you all share is that you have somehow acquired the Sight, the ability to see through the Blindness that afflicts the overwhelming majority of humanity. You managed to keep your sanity, in spite of the psyche-demolishing nature of the Truth, and you have found yourself working for The Brotherhood in some capacity.

The gamemaster needs to give the players some sort of reference framework to build the adventurers around. This covers a number of things vital to how things will play, the most important of which are the time period and the starting location. A campaign that takes place in modern-day USA will require different adventurers and mindsets than one taking place in WWII Poland or 14th century China. We'll discuss **Code:Black** as though it takes place in the modern world, but you can put your own spin on things. Once you have the general setting firmly in mind, then you can get into the numbers of adventurer-building.

▼ **ATTRIBUTES** - Adventurers start with 80A and 60S, to which they can add up to 35A or S from Traits. However, *mandatory* points in Personality do *not* count towards this limit. These points are sufficient that starting adventurers should be able to mop the floor with any two average people, and only be *somewhat* outclassed by the average Evil minion.

To make things easy, you have six Attributes, so if you want to dive in, just choose from one of the following sets and set aside the requisite number of points. All of these Attribute sets will require some Traits to make up the point difference between the starting amount of 80A and the cost listed.

	Attribute level			
Strength	10	7	7	6
Agility	9	8	10	7
Awareness	7	8	9	10
Will	9	9	7	10
Health	8	9	7	7
Fate	4	6	8	10
Cost	90A	87A	91A	99A

You can rearrange the numbers for particular Attributes. The way they are listed just gives you adventurers specialized for certain types of action. For instance, the first set is obviously for someone interested in having a solid base for any sort of fighting, while the last is solid for an individual with a lot of sorcerous potential and academic skills.

All around us, chaos rings,

buildings crumbling down.

Silhouettes in the fiery rain,

timbers crash to the ground.

Bring my spear, invested with my youth,

Bring the children near,

they must now be told the truth.

Old and young and those of foreign tongue,

are you ready to fight?

- from **A Call to Arms**, by Mike and the Mechanics

▼ **INTRODUCTION** - The world of **Code:Black** is so close, yet so far from the world you see. Most people choose to remain unaware of the Evil that surrounds them, or delude themselves into believing that Evil things are the work of men, or that strange events have a natural explanation. This chapter goes into detail on the topics that are unique to the **Code:Black** universe.

▼ **WHY HERE? WHY US?** - It is not a coincidence that humans, the least of all evils, happen to be a perfect genetic match for everything else that lives on Earth. This is *our* home planet as well as the interface between this universe and the Prison. *Did this fact make any difference in why we ended up escaping the Prison?* No, it was just a fortuitous coincidence. However, life as we know it occurred across the universe on planets much like ours, so it should be no surprise that there are many Evils that can use or adapt to our ecosystem. It may also be that the transition from the Prison to this reality automatically alters a being so that it can exist in this reality. *We don't know.* The Brotherhood *does* know that many of our most ancient legends have bits of truth in them. Atlantis did exist, though not by that name, and was wiped out before humanity was dumped in the Prison with all the other Evils. Other *places* on Earth were banished to the Prison or some other space outside this reality, and these reappear with little warning, and act as foci for all manner of Evil activity. As part of *our* ancient past, there may be prophecies about such places and their possible contents.

▼ **WHAT IS GOOD/EVIL?** - **Code:Black** will use the terms Good and Evil, and good and evil. The capitalization is important. These are four *separate* concepts. Good and Evil are fundamental parts of the universe. They are both required for the universe as we know it to exist, and if one or the other were totally lacking, it would be created or some other means found to fill the void. Since both Good and Evil require free will and sentience, these too are required. At some point in the past, several to several hundred thousand years ago (we don't know), the supposedly final battle between Good and Evil raged across the universe. Good won, and banished Evil to another dimension by means unknown. This having never happened before, Good was unprepared for the consequences. Everything Good and sentient in the universe vanished to parts unknown, leaving a universe devoid of Good or Evil or thought. *The universe itself is not sentient. It didn't care that these things were lacking.* But, their lack was an irresistible vacuum that drew in the necessary elements through the weakest barrier to where they could be found. The place to which Evil had been banished opened just a crack, just enough to let the least of the Evils out. This was humanity, which also had a little bit of Good in it, and so the balance was restored.

What is *true* Good is largely unfathomable to humanity, save for the knowledge that we each have a little of it if we choose to nurture it. We know it when we see it, but we see it only rarely. The true nature of Good vanished in the distant past, and humanity would probably be blasted into ashes by its brilliance. After all, even though we have Good in us, we apparently didn't have *enough* Good to keep from getting banished with the Evils. Good represents order and stability and harmony, though all of these words are inadequate, and simply show our inability to even express the concept.

On the other hand, Evil is more understandable to us. Evil is chaos and change and discord, and while these words also lack the depth needed to adequately describe Evil, they are a lot closer. Those who have the Sight know Evil when they see it (if their Fate is higher than that of what they are viewing). It has an aura that transcends the five senses and cannot actually be described by human language. Between two people who have experienced it, the word "Evil" is enough, and to those who have not experienced it, no amount of description can convey the soul-sickening sensation (some say exhilaration) of being in its presence.

Good and Evil share one characteristic: In their purest form, they each seek to fill every corner of the universe with themselves, to the exclusion of everything else. Good already did this once, to its misfortune. Evil, if released, would do the same, even knowing that it would ultimately bring about the end of all life as we know it. Good and Evil are largely absent from human motivations, which are merely good and evil in lower case. We each have Good and Evil in us, but we have to work very hard at being good in order to find the least bit of Good within ourselves. Unfortunately, we only have to work moderately hard at being evil in order to access the Evil deep within us all.

Altruism and love, selfishness and hate, these are merely good and evil. However, when we are influenced by forces from the Prison, what is merely evil in us can be twisted to Evil. Sadly, there is no counter-balancing good to bring out the superior aspects of Good in us, and this is part of why the Brotherhood strives so hard to keep Evil in its Prison. There is so little Good in humanity that we mostly have to rely on the merely good to get us by, and hope that it is enough.

So, when we talk about Evil, we are referring to influence that comes directly from things that have escaped from the Prison and seek to spread and subvert mankind, and when we talk about Good, we mean that hidden spark that brings out the best in us, but which we so seldom experience directly. In game terms, using Fate to adjust die rolls when confronted by Evil can represent accessing that tiny spark of Good. But in each of us is also the seed of Evil, for we too are things that once escaped from the Prison, and the use of sorcery lets that Evil out and helps it take root.

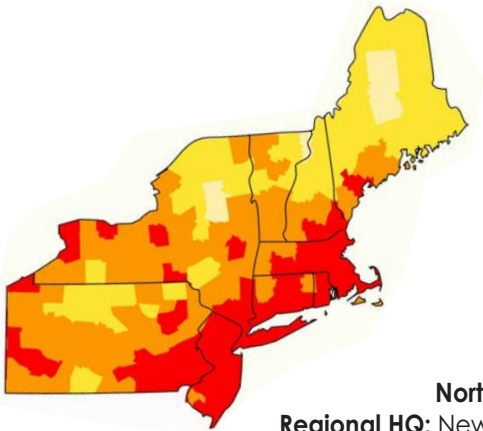
In game terms, Fate represents both potentials. If you use Sorcery, you are letting Evil from the Prison flow through you, magnifying your own inherent Evil. When you use Fate to modify die rolls, you channel that spark of Good within you. Using Fate is as close to Good magic as adventurers are likely to ever find. And it can seem like magic. A player about to be shot by an Evil human could raise their hand and by channelling Good (using Fate twice, [page 2.5](#)), seem to stop a 2d+0 pistol bullet in mid-air! But, Fate runs dry a lot faster than the clip of a weapon... To reflect the use of Good as a much needed edge, adventurers who slay an Evil can reset their Fate track, just like it was a new adventure. Adventurers who force Evil to retreat from an encounter or selflessly put themselves at risk to help another can reset one block on their Fate track.

In the pre-history of the game, Good and Evil were like matter and anti-matter. They did not exist in the same place at the same time. Intelligence arose with a tendency towards Good or Evil, seldom having the capacity for both. Many Evil races wiped themselves out long before they developed the capacity to move between the stars. Many Good races stagnated in a state of perpetual harmony, and were easy prey for the first interstellar Evil that encountered them.

Eventually, most of what was left was the purely Good and Evil races with the capability to project their will and ethos across interstellar and eventually intergalactic distances. Both sides knew that the other would never accommodate their existence. *There could be no peace.* Good could not become Evil, Evil could not become Good. With no conversion or redemption possible for the Enemy, there was no quarter asked or given. Good showed Evil the mercy of a quick death when possible, Evil did whatever was most expedient at the time. Technologies and sorceries and invocations beyond human imagining sterilized worlds and imploded suns. Billions were sacrificed, trillions were slain.

Eventually, the tide of this war washed upon humanity's shores. Living in a backwater of a nondescript galaxy, humans were then, as now, mostly Evil with a little Good, technologically advanced enough to be masters of our own solar system, and making our first tentative steps to the stars, squabbling and warring among ourselves all the while. Evil reached here first, and as is typical in such encounters, we were given the choice of joining...or dying. Our leaders chose to join Evil, though the decision was not unanimous, nor without misgivings. Humans became foot soldiers, shock troops, unskilled and technically ignorant of the vastly more advanced sciences used in the war, but still able to push buttons and pull triggers and toss victims on sacrificial conveyor belts.

It was merely coincidence that when all was lost and Evil was beaten, those Evils incapable of being utterly destroyed were imprisoned in a place whose only door was Earth. Whatever was left of humanity, cringing in the ruins, was sucked into that final prison along with the souls and psyches of every other Evil that made its final stand here. Technology and invocation would in time wipe the planet clean of all traces Evil had ever walked here, but that process was incomplete when Good, much to its surprise, vanished from this existence to a place still unknown. And that is where the new history of humanity begins...



Northeast USA

Regional HQ: New York City

Brotherhood presence/resources: Strong/Strong

Urban/rural threat level: High/Low

Field operatives: ~525

The majority of this region's Evil woes have to do with the major urban areas, in the form of devil-based organized crime, vampire-related gang activity, a chronic were problem, self-taught sorcerers run amok, nameless cults and more than a few non-human UN personnel with diplomatic immunity. In terms of numbers, these far outstrip any rural threats, though the rural threats are no less dangerous on a case-by-case basis. Parts of the Adirondacks, Appalachians and the Jersey Pine Barrens have recurring problems, to the extent that state or federal authorities have restricted development or made areas into "parks". While this does not prevent people from going to these places, it does minimize their numbers and any long-term exposure to potentially Evil forces.

Because of the population, wealth and international representation in this area, it is the most connected chapter in the United States, with authority and an internal bureaucracy to match, and while it does have oversight at the national level, it is one of the few North American chapters that engages directly in negotiation with Brotherhood chapters overseas. The Mid-Atlantic chapter has more influence with the US government (since it has the overall leadership of the US Brotherhood), but the Northeast chapter actually has more international influence and personal contacts between its leadership and Brotherhood chapters in other countries.

▼ **RECORDS** - The Brotherhood has records that date to before conventionally recorded history. Unfortunately, none of the accounts are first-hand. While the Brotherhood was founded with the best of intentions, it has not always had the support of those in power. In some cases, Brotherhood kings had to wage wars both mundane and sorcerous against kings who had chosen to ally with Evil. And in such chaotic times, records are lost, libraries are burned, oral traditions snuffed out with their caretakers.

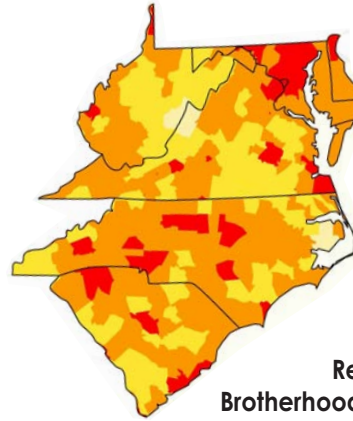
The records of the first few millennia of the Brotherhood are scanty, texts that make oblique references to works long lost, sorceries named but known by none, artifacts described but lost, Evils named but not Named. Not until about 1500BCE did the first systematic, redundant recordkeeping start. Of anything of great importance, three extra copies were made, sent to Brotherhood chapters far away. And if it was ever heard that evil befell a chapter, all records it had ever sent were copied again and sent to yet another chapter. It was a better system, but not perfect. Not all the copies made it to their destinations, the destinations themselves may have fallen to hostile action or natural disaster, or they may have been written in languages now lost to us. But, from about this time on, most major Brotherhood actions and foes are at least known of, sometimes second hand, sometimes with transcription errors.

Copying and loss and errors continued through the centuries, taking advantage of technological progress whenever possible. When the printing press was developed, important works were printed and distributed. The development of photography allowed pictures to be taken of manuscripts and artifacts, microfilm allowed compact storage of records, and digitization of records finally allows error-free copying and internet access (secure, of course) to many archives that would have otherwise required extensive time and travel to research. Sometimes, the available information is imperfect, like a digitized microfilm of an early 19th century photograph of a manuscript now lost. The best available record (the 19th century photograph) is still archived somewhere, and adventurers might have to travel to get access to it, should it seem vital to their current endeavors.

The real advantage the Brotherhood has in the way of information is the ability to cross-reference and correlate the actions and observations of Brotherhood agents worldwide, to spot trends or patterns of activity, alone or in combination with the conventionally reported news. Are a series of tiny earth tremors in Singapore an isolated incident, or do they somehow relate to that nasty incident at the groundbreaking ceremony for the Aykwan Tower skyscraper? Did the spike in news reports of gang-related violence in Detroit relate to the temporary breach of truce between the Neomen and the Brotherhood, or was there some other cause? And so on.

Also, in addition to those who have the Sight, the Brotherhood relies on mundane information sources. These range from the same informants police rely upon, to corporate whistleblowers, environmental activists, human rights organizations and so on. Unlike most "enforcement" agencies that restrict their actions to a particular sphere, the Brotherhood knows that Evil can pop up anywhere, and so it collects and correlates tips and information from the myriad of agencies and organizations its individual members are associated with.

The national HQ in Richmond in conjunction with other worldwide HQ's has in the past few decades engaged in heavy data mining. The Brotherhood does not have illegal taps on the internet or national or international phone lines, but they can access credit records as easily as a bank, the national criminal database as easily as a police department can, subscribes to virtually every legal and academic database, and adds this to its own massive internet search engine comparable to the largest commercial services, but designed to help find the unusual or anomalous. Brotherhood agents with the appropriate hardware keyed and software encrypted computers can access this search engine, with results limited by the rank and any security clearance of the agent involved. This does not provide any skill bonuses. Rather, *not* having access to this information would be a +4 difficulty when doing information searches for occult, sorcery or other Brotherhood-pertinent information.



Mid-Atlantic USA
Regional HQ: Richmond
Brotherhood presence/resources: Strong/Strong
Urban/rural threat level: High/Moderate
Field operatives: ≈300

The mid-Atlantic region is home to the national headquarters of the Brotherhood. While this chapter is the one whose leadership deals with the higher-ups in the United States government, a deliberate decision was made to keep the Brotherhood HQ geographically separate from that of the normal government. Among other advantages, it makes it somewhat inconvenient for government officials "in the know" to just drop in and visit, and Brotherhood leaders have a notorious tendency to ignore any government meeting request that in any way seems like a "summons". This region probably has the highest concentration of older, experienced agents, many of whom are now in management or leadership positions.

The mid-Atlantic region deals mostly with threats of an urban nature, though there are plenty of rural areas where trouble can pop up, including numerous state or national parks, the rugged North Carolina mountains where Eric Rudolph evaded federal agents for several years, North Carolina's Great Dismal Swamp, and areas of southwest Virginia where moonshiners still ply their trade despite the best efforts and technology deployed to find them. Of course, this region also includes important urban areas like the United States capital, the port and naval facilities at Norfolk, and major ports at Baltimore and Charleston. Of note is the special Brotherhood chapter in Washington DC, which operates in tandem and in secret with both DC police and the Secret Service, helping to investigate potential threats to the government.

Adventure ideas are everywhere - Any tidbit of weird news you hear about has potential to be part of a **Code:Black** adventure. What is simply odd to the Blind, can be far more sinister to those who have the Sight. So, when the words "unusual", "unexplained", "puzzling" or "weird" show up in mainstream news reports, catch the details and see if it fits into your game plans. For instance:

12-12-2005(Associated Press): *An outbreak of geysers spewing mud and gas into the air in rural Kingfisher County is puzzling state and local officials.*

Kingfisher Fire Chief John Crawford says initial reports of the geysers came in Friday morning, and that firefighters and Oklahoma Corporation Commission officials were on the scene yesterday.

The geysers have appeared throughout the countryside of rural Kingfisher, with stretches of up to 12 miles between spots, and some as short as a quarter of a mile.

Crawford says the threat of the gas igniting is unlikely, but he says there is a concern the gas could begin coming up through water-well lines.

He says sheriff's deputies were dispatched to inform residents of the possibility of gas coming through wells and water systems.

A good gamemaster can certainly get some mileage out of a story like that. There are also web sites devoted entirely to unusual news events, and of course, conspiracy theories of all kinds, both of which can be useful resources. Fark.com is usually good for a few news items with **Code:Black** tie-in potential per week. Forteanimes.com should also have some adventure fodder in its content. Web searches for "weird news", "cult news", "conspiracy news" and similar phrases will turn up enough ideas to keep you going for years. Find a handful of these sites, bookmark them and give them a check whenever you are planning an adventure. Even if an overall plot doesn't show up, oddball characters, weird events, tie-ins and of course, red herrings will probably present themselves.

Even better, conspiracy theories can be cover-ups for even deeper secrets! Are colonies of alien Greys living in US-built complexes under the New Mexico desert? *Of course not! That would be preposterous!* But something is going on out there with government consent or complicity, and a tale of aliens and underground bases is meant to distract the conspiracy fanatics from the truth, and give the Blind with some common sense a reason to ignore *all* stories about they might hear about that area. Maybe it is a training ground for sorcery-equipped Delta teams. Maybe it is the site of some experiment gone awry and the area is kept closed off with a high military presence as a matter of public safety. Maybe it is a secret government/Brotherhood prison or holding facility for Evils too dangerous to be sent back to the Prison (for who knows where or when they would reappear if they escaped again). There is an entire branch of the National Security Agency that is involved with planting fake UFO evidence whenever there is something like a rash of cattle mutilations. These same teams then attempt to suppress the evidence they just planted, thus giving it credibility. It's no wonder that the so called "men in black" show up so quick anytime UFO evidence is discovered... they're the ones who planted it! Similar teams may be dispatched to investigate anytime a meteor crashes through someone's roof or lands on their car:

10-13-1992(Gannett Suburban Newspaper): *A steady stream of curious onlookers continued flocking yesterday to the Peekskill neighborhood where a football-sized meteorite fell from the heavens and smashed through a parked car late last week.*

"We're up to almost 400 people since Friday when it happened," said Michael Aponte, 21. "People keep coming by, taking pictures and videotapes."

Aponte's girlfriend, Michelle Knapp, was watching television inside her family home early Friday evening when she heard the meteorite rip into the trunk of her 1980 red Chevrolet Malibu parked outside.

Yetis, UFOs, the Bermuda Triangle, the Loch Ness monster, faked moon landings, doctored photos from the Mars rovers, it's all part of a larger picture that you can keep going as long as weird things keep happening in the real world.

"A path is only a path, and there is no affront, to oneself or to others, in dropping it if that is what your heart tells you. Look at every path closely and deliberately. Try it as many times as you think necessary. Then ask yourself alone, one question. Does this path have a heart? If it does, the path is good; if it doesn't it is of no use."

- Carlos Castaneda

▼ **INTRODUCTION** - The world of **Code:Black** is the modern world. Guns and conventional weapons are a big part of the arsenal of the average Brotherhood agent. But, since they have to deal with extraordinary threats, there are some special notes for adventurers and the gamemaster.

Gun laws - Remember that different localities and nations will have different laws about what is and isn't allowed for civilian ownership and how it can be carried or stored. An agent in the United States might have a concealed carry permit, but this is only good in a particular state, with possible reciprocity in other states. If you want to get into this level of detail, you can check it out online. On the other hand, an agent in Great Britain who would be fortunate to get a permit to merely own a shotgun, which would have to be stored in a safe, except when being transported to and from a registered firing range. Of course, this is what they can legally own as a civilian. When "on duty" and using some form of quasi-official ID is another matter... Notwithstanding the laws regarding legal firearms ownership, a black market for firearms does exist in most places and people with the right connections can acquire prohibited weapons without too much difficulty. However, attempting to illegally procure firearms carries its own risks.

The following guides apply to *civilian, citizen* ownership of weapons in various parts of the world (subject to the frequent winds of political change). The guidelines are general, due to local variation. For instance, in the United States many urban areas have more restrictions than the nation in general, and in some nations .22 rimfire rifles or single-shot weapons are less restricted than other weapons in the same class. In most cases, a more restrictive part of a nation will be one category higher than the rest of the nation. Each category of ownership is several times as restrictive as the next. For instance, in the United States the difference between "restricted" and "unrestricted" categories is a background check, fingerprints, a 200Cr fee per weapon and giving the government rights to inspect the premises where the weapon is owned at any time. In France, weapons in "military" calibers are not allowed for private ownership (which includes 9mm pistols), and in Mexico there is one gun store, and otherwise spotless US citizens have spent time in jail for crossing the border with a single bullet rattling around in the trunk of their car. The categories are:

1 Mostly unrestricted for private ownership.

Public carry subject to local laws (concealed carry permits, kept locked in trunk of car, etc.)

2 Restricted private ownership. Permits required for ownership and/or purchase, possible restrictions on caliber or magazine capacity, strong restrictions on carry or public transport. With few national exceptions, no concealed carry of weapons in the appropriate class.

3 Very restricted private ownership. Permits solely as discretion of local authority. There may be limits on type of weapon, quantity of ammunition owned, storage requirements, and transport restrictions (only to and from specific locations).

X No private ownership, or restrictions are so harsh as to be identical to an outright ban.

It is safe to assume that the more restrictive a nation's firearms laws are, the more likely that there will be exceptions that make things complicated, and more likely that "self-defense" is not a legal justification for use of lethal force. The more X's a nation has, the more likely increased restrictions on the remaining types of weapons will be. Nations with * have enough corruption, violence, porous borders or lack of enforcement that *actual* gun ownership does not correspond well with the actual laws. Virtually all nations will also have a black market in weapons and a criminal element that simply disregards the laws.

	Taser	Handgun	Shotgun	Rifle	Autofire
Australia	X	3	3	3	X
Canada	X	2	2	2	X
China	X	X	X	X	X
Denmark	X	3	3	3	X
Finland	X	2	2	2	3
France	2	2	2	2	X
Germany	1	3	3	3	X
Great Britain	X	X	3	3	X
Hungary	1	3	2	2	X
India	X	3	2	2	X
Indonesia*	X	X	X	X	X
Israel	1	2	2	2	X
Italy	X	3	3	3	X
Japan	X	X	3	3	X
Kuwait	X	X	X	X	X
Mexico*	X	3	3	3	X
New Zealand	X	3	2	2	X
Norway	X	2	2	2	X
Russia*	X	X	2	2	X
Saudi Arabia*	1	2	2	2	X
South Africa	1	2	2	2	X
Spain	X	2	2	2	X
Sweden	X	2	2	2	3
Switzerland	X	2	1	1	2
United States	1	1	1	1	2

It is worth noting in the case of the EU, that if you acquire a "firearms pass", it will allow you to transport a firearm that is legal for you in your home country into another EU country for a temporary stay. Use of that firearm in the destination country is however, still subject to all local laws. One gun-related exception worth noting is that Australia has a total ban on civilian ownership of bulletproof vests or modern body armor.

More gun stuff - Some of the weapon or ammo modifications or enhancements that follow are illegal or borderline at best. Agents need to have demonstrated a certain level of competence, responsibility and/or restraint to request these items, though if a situation requires it, the agent's superior officer can issue it on their own authority (if they have sufficient rank), but this means that the superior is taking personal responsibility for the item and will suffer a good deal of the consequences if the item is misused.

▼ **SPECIAL WEAPON PARAMETERS** - To add some depth and customization to weapon choices, several optional rules are available for **Code:Black** weapons. These will take the form of superscripted bits after particular stats, or special use of that stat.

Unaimable: Weapons with an Accuracy of "-" are considered to have an Accuracy of zero, but are not aimable. That is, the accuracy and aimability of the weapon is not high enough that you can get a bonus to hit by spending extra time aiming. This would mostly apply to pistols with extremely short barrels and/or rudimentary sights. Tasers are also unaimable, since the two darts fired have slightly different trajectories. You can do called shots, but you never have an Accuracy of greater than zero with the weapon.

Slow: A "slow" firearm is one that can only fire once per turn. Single action revolvers, bolt action rifles and pump shotguns would be an example.

Penetrating/Stopping power: A weapon with "penetrating power" will have a "P" after the damage. If you use this modifier, increase the listed damage by +1 for purposes of penetrating armor, but decrease the amount of damage *after armor is penetrated* by -2, with a minimum of 1 point of damage done. So, against unarmored targets, actual damage done is 1 point less, but you have a better chance of getting damage through any armor. Of course, if you are shooting a creature that ignores some part of normal damage, it's not likely to matter that you got a point of damage through on it. Weapons with this modifier are generally small, fast bullets.

A weapon with "stopping power" will have a "S" after the damage. If you use this modifier, decrease the listed damage by -1 for purposes of penetrating armor, but increase the amount of damage *after armor is penetrated* by +2. So, against unarmored targets, damage is effectively increased by 1 point. The total damage done is compared to any resistance to normal damage a creature might have, so this modifier can end up doing damage in cases where an equal weapon without stopping power would not.

ATOMIC ERA RANGED WEAPONS

NAME	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
NAA revolver ⁽⁺⁷⁾	.22 Mag.	-	1d+0 ^P	5 internal	.2kg(.0)	200Cr	1d+1	1	Reliable, slow
Kel-Tec P32 ⁽⁺⁶⁾	7.65mm ACP	-	1d+1	7 clip	.3kg(.1)	250Cr	1d+1	2	Unreliable
Seecamp 380 ⁽⁺⁶⁾	9mm short	0	1d+1	6 clip	.4kg(.1)	850Cr	1d+1	2	Reliable
Glock 36 ⁽⁺⁵⁾	.45ACP	0	1d+2 ^S	6 clip	.8kg(.2)	550Cr	1d+1	2	Reliable
S&W Airlite 360PD Sc ⁽⁺⁵⁾	.357 Mag.	0	2d+1	5 internal	.4kg(.1)	650Cr	1d+1	2	Reliable
FN Five-sevenN ⁽⁺⁴⁾	5.7mm FN	1	2d+1 ^P	20 clip	.8kg(.2)	850Cr	1d+1	2	Reliable
Glock 17 ⁽⁺⁴⁾	9mm	1	2d+1	17 clip	.9kg(.3)	550Cr	1d+1	2	Reliable
Glock 18C ⁽⁺⁴⁾	9mm	1	2d+1	19 clip	.9kg(.3)	1000Cr	1d+1	2	Reliable, autofire
Glock 19 ⁽⁺⁴⁾	9mm	1	2d+0	15 clip	.8kg(.3)	550Cr	1d+1	2	Reliable
Glock 22 ⁽⁺⁴⁾	.40 S&W	1	2d+1	17 clip	1.0kg(.3)	500Cr	1d+1	2	Reliable
Glock 30 ⁽⁺⁴⁾	.45ACP	1	2d+0 ^S	10 clip	1.0kg(.3)	550Cr	1d+1	2	Reliable
Glock 31 ⁽⁺⁴⁾	.357 Sig.	1	2d+2	15 clip	1.0kg(.3)	550Cr	1d+1	2	Reliable
H&K USP ⁽⁺⁴⁾	9mm	1	2d+1	15 clip	1.0kg(.3)	800Cr	1d+1	2	Reliable
H&K USP Tactical ⁽⁺⁴⁾	.40 S&W	1	2d+1	13 clip	1.1kg(.3)	800Cr	1d+1	2	Reliable
H&K USP Tactical ⁽⁺⁴⁾	.45 ACP	1	2d+0 ^S	12 clip	1.1kg(.3)	800Cr	1d+1	2	Reliable
S&W Airlite 386 ⁽⁺⁴⁾	.357 Mag.	1	2d+2	7 internal	.6kg(.1)	800Cr	1d+1	2	Reliable
Walther P99 ⁽⁺⁴⁾	.40 S&W	1	2d+2	12 clip	.9kg(.2)	550Cr	1d+1	2	Reliable
Desert Eagle .357 ⁽⁺³⁾	.357 Mag.	2	2d+2	9 clip	1.9kg(.3)	1200Cr	1d+2	3	Reliable
Desert Eagle .44 ⁽⁺³⁾	.44 Mag.	2	3d+1	8 clip	2.0kg(.3)	1200Cr	1d+2	3	Reliable
S&W Model 29 ⁽⁺³⁾	.44 Magnum	2	3d+1	6 internal	1.5kg(.2)	750Cr	1d+2	3	Reliable
Ruger Redhawk ⁽⁺³⁾	.454 Casull	2	3d+2	6 internal	1.7kg(.2)	850Cr	2d+0	3	Reliable
S&W Model 500 ⁽⁺³⁾	.50 S&W	2	4d+0	5 internal	2.2kg(.2)	900Cr	2d+0	3	Reliable
H&K MP5K ⁽⁺³⁾	9mm	1	2d+1	15 clip	2.3kg(.3)	1800Cr	1d+2	3	Reliable, autoburst
H&K MP5 ⁽⁺²⁾	9mm	2	2d+2	30 clip	3.1kg(.5)	1600Cr	1d+2	3	Reliable, autoburst
H&K MP7A1 ⁽⁺³⁾	4.6mm	2	2d+2 ^P	40 clip	2.0kg(.2)	1000Cr	1d+1	2	Reliable, autofire
FN P90 ⁽⁺²⁾	5.7mm FN	2	3d+0 ^P	50 clip	3.0kg(.5)	2100Cr	1d+1	2	Reliable, autofire
M4A1 carbine ⁽⁺²⁾	5.56mm NATO	3	4d+0 ^P	30 clip	3.0kg(.4)	1000Cr	1d+2	3	Reliable, autofire
M16A4 ⁽⁺²⁾	5.56mm NATO	3	4d+1 ^P	30 clip	4.0kg(.4)	1000Cr	1d+2	3	Reliable, autofire
Steyr AUG A3 ⁽⁺²⁾	5.56mm NATO	3	4d+1 ^P	42 clip	4.2kg(.5)	2000Cr	1d+2	3	Reliable, autofire
FN FS2000 ⁽⁺²⁾	5.56mm NATO	3	4d+1 ^P	30 clip	3.8kg(.4)	2000Cr	1d+2	3	Reliable, autofire
Enfield L85A2 ⁽⁺²⁾	5.56mm NATO	3	4d+1 ^P	30 clip	5.0kg(.4)	1500Cr	2d+0	4	Reliable, autofire
M8 SAR prototype ⁽⁺¹⁾	5.56mm NATO	4	4d+1 ^P	100 drum	5.5kg(1.0)	2500Cr	1d+2	4	Reliable, autofire
QBZ-95 ⁽⁺²⁾	5.8mm PRC	3	4d+1 ^P	30 clip	3.7kg(.4)	600Cr	1d+2	3	Reliable, autofire
AK-47 ⁽⁺²⁾	7.62mm Sov.	2	4d+1	30 clip	4.3kg(.6)	400Cr	2d+0	4	Reliable, autofire
M24 SWS ⁽⁺¹⁾	7.62mm NATO	6	4d+2	5 clip	5.8kg(.2)	2000Cr	2d+0	4	Reliable, slow
H&K G3A4 ⁽⁺¹⁾	7.62mm NATO	4	4d+2	20 clip	4.8kg(.4)	2000Cr	2d+0	4	Reliable, autofire
Barrett M468 ⁽⁺²⁾	6.8mm SPC	4	4d+2	28 clip	3.8kg(.5)	2500Cr	1d+2	3	Reliable, autofire
Barrett Model 82A2 ⁽⁺⁰⁾	12.7mm NATO	4	6d+1	10 clip	13.5kg(1.0)	5000Cr	2d+0	5	Reliable, slow
Steyr AMR ⁽⁻¹⁾	15.2mm	7	7d+2 ^P	5 clip	19kg(1.0)	15KCr	2d+0	6	Reliable, slow
Sawed-off shotgun ⁽⁺³⁾	12 gauge	0	3d+0 ^S	2 internal	1.4kg(.1)	200Cr	1d+2	2	Reliable
Benelli M4 ⁽⁺²⁾	12 gauge	2	3d+2 ^S	6 internal	4.0kg(.2)	500Cr	1d+2	3	Reliable, slow
Remington 870 MCS ⁽⁺²⁾	12 gauge	2	3d+2 ^S	8 internal	3.8kg(.3)	600Cr	1d+2	3	Reliable, slow
Taser X26 ⁽⁺⁵⁾	5mm dart	-	1d+2	1 internal	.2kg(.1)	1000Cr	1d+0	2	Reliable, 5m range
Taser MX ⁽⁺⁴⁾	5mm dart	-	2d+2	1 internal	.5kg(.1)	800Cr	1d+0	2	Reliable, 11m range
Taser B26 ⁽⁺³⁾	5mm dart	-	2d+2	4 internal	1.0kg(.4)	1200Cr	1d+0	2	Reliable, 11m range
MM-1 launcher ⁽⁻¹⁾	40mm grenade	1	varies	12 internal	8.7kg(3.0)	2500Cr	1d+2	4	See grenade notes
M136/AT4 ⁽⁺⁰⁾	84mm rocket	2	11d+2 & 5d+2 explosion	1 internal	6.7kg	3000Cr	1d+1	3	Armor-piercing
RPG-7V ⁽⁺⁰⁾	93mm rocket	2	12d+2 & 6d+2 explosion	1 internal	9.5kg(2.6)	2000Cr	1d+1	4	Armor-piercing