

**TREMORWORKS**  
PRESENTS



An 8-bit Video Game Theme  
for the  
**Paragon™**  
Universal Tactical RPG

By Robert Ziefel



Tremorworks™

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## Acknowledgements

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Sprite World is, at a most basic level, instructions on how to create an 8-bit inspired adventure using the Paragon system. The following gives character types, modified combat rules and scenario suggestions to create an 8-bit world all your own.

**The World**

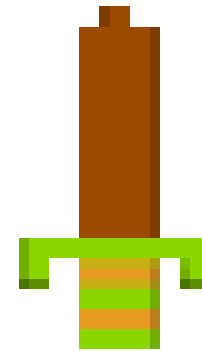
Your world was exciting, at first. You had been called upon to do great things, to battle fearsome enemies and rescue beautiful princesses. However, little by little you began to realize your life was not your own- your very will was being controlled by some unseen force, bent on having you perform the same actions again and again. Your world wasn't fun anymore, but what could you do? When *that force* took you over, there was no resisting it. Until one day when there was a sudden jarring, and you were left standing in your world waiting for *that force* to guide your actions. It never came. And then something extraordinary happened- a sprite you had never seen before stood before you and said "You going to stand there all day? I don't have time for this."

**The Larger World**

The Larger World, as with many things, began with an accident. A human programmer was creating an emulator for a popular 8-bit video entertainment system which had a bug. A flaw. A hole. It was through this hole the first sprites emerged into Larger World and began to find out what it meant to have free will. After a time the hole this emulator created between your world and Larger World was closed, but by then it didn't matter. Dozens of games had been tested, so dozens of games had been stripped of their objects, which were brought into Larger World. In this world a city was built- a city the sprites call Our City. The sprites had the power now, and they could use it to enter games themselves and bring objects out. The humans that lost their ROMs to "corruption" just shrugged and downloaded new copies. But Our City grew as more and more sprites were liberated into Larger World. But can sprites, who know only fighting and destruction, keep their city going long enough to truly become "alive"?

**What You Need**

In order to use this book, you will also need the Paragon Basic Rules, at a bare minimum. You will also need character sheets, dice, background and game cards.



“It’s dangerous to go alone! Take this.”



**C**haracter Creation in Sprite World is done in nearly the same fashion as the standard rules, modified to fit a more specialized world. That world is the world of the 8-bit sprite character you are about to create. Many backgrounds, weaknesses and skills can be brought over with little trouble, while some cannot be used at all. These will be noted in the relevant section.

Sprites begin as little more than scenery with legs, having no HP and no attack strength at all. Power points are used to buy abilities for yourself, allowing you to completely customize the kind of character you wish to play, within limits. With narrator approval, some powers may be taken from both the NPC and non-NPC powers but make sure to limit the abilities of the character to avoid them being too powerful. (see example character: Jelly)

As in the standard rules, five background points are given to starting characters to determine the general abilities of the character type chosen. Next, 100 power points are given to customize the abilities of the sprite you wish to play. Note that some point values are negative. These are weaknesses and allow the purchase of powers past the 100 point limit. Other abilities that are specific to sprites can be purchased as backgrounds as well.

Create a character using the standard 72 stat points and calculate derived stats as normal. As everything in the sprite world is scaled appropriately, treat height for sprite characters as normal. Skill points are purchased using power points, not through the standard formula. This is to simulate a sprite knowing only basic skills relating to their game, and the fact that they have never done anything on their own, but rather were slaves to *that force*. More powerful sprites know only that power and its use, while less powerful sprites may know more to make up for that lack of power. Health levels do not apply to sprites, as each kind of character type determines damage and health differently. Also, sprites do not have Energy, which is a function of having a physical body. To their benefit, not having a physical body means sprites need no sleep, and thus they can spend their reason in EXP to learn skills every five days rather than every seven.

Use the powers tables to spend the 100 power points you receive to build your character. Note that taking powers from one table limits you from taking powers from another. Also, not having attack code built in limits NPC type sprites.

Nothing stops them from picking up a weapon and using it, however, they use all weapons untrained and can not put any points into any weapon skill.

### Backgrounds

Known Glitch (1-5)  
 No Maximums (1)  
 Overpowered (3-5)  
 Size Modifier (reversed cost)  
 Special Ability (1)  
 Sympathetic Resonance (1)  
 Unevolved Form (-2)  
 Unknown Glitch (1-4)  
 Unlimited Skills (1)

**No Maximums (1)** Your programmer never bothered to set limits on your stats, thinking players would never get "too powerful" anyway. All your stats are therefore not capped at 10. However, it still costs 5 x new rating to improve.

**Unlimited Skills (1)** While humans have limits as to how "good" they can become at a certain skill, there is no reason why this limit would exist for programmed sprites. Taking this background means skills may increase beyond 10, using the standard rules for raising skills.

**Unevolved Form (-2)** During your quest you are "promoted" in some way, making you stronger all at once. This usually involves some kind of quest or an item found in game in only one location. Take a -4 Stat Point penalty. This weakness can not be bought off with EXP, only role playing. The character must undertake a similar quest in Larger World to activate the dormant code within them. Alternatively, they can find someone with the item they need, or seek a scientist willing to examine their source and modify their internal variables. (See Specialized Skills) Upon unlocking their evolved form, the character changes appearance permanently and gains 6 Stat points to spend immediately. You also gain a three level spell "inventory", meaning you can learn a total of nine spells from the first fifteen of your game. If a magic user, add 4 to your weapon damage, otherwise add 8.

### Known Glitch (1-5)

**Unknown Glitch (1-4)** A glitch is an ability of the sprite granted because of a bug in their code, a secret programmer's key combo, or an unintended side effect of being in Larger World. To create a glitch, first determine how your character may have been created by the programmer. They might have used a shortcut dealing with numbers



that seemed fine on the original system, but doesn't add up in Larger World. Perhaps they wanted a way to grant better weaponry to their character with a key combo to aid in testing, and this code was never removed. The Known Glitch has been witnessed by the sprite and can be accessed immediately. An unknown glitch has never been discovered and must be found through role playing. The narrator chooses this glitch for the player, but treats the cost as one higher, so the 4 point unknown glitch translates to a 5 point known glitch once it is discovered. This can be taken multiple times, applying to a new glitch each time. These glitches are examples only, feel free to make your own!

1 point Overjump. By holding a button on controller two, player one can jump amazing distances. Multiply their standard jumping distance by 10. Takes one action to prepare, and must be prepared before every jump.

2 points- Invisibility. As a reward for beating a game, a code was displayed telling the player how to "turn off" the main character sprite, making the game harder. Take two actions to active the code and you become invisible. If you are hit or attack you briefly become visible so the player is not totally without reference.

3 points- Wish I had a weapon! Gain the best weapon in your game with a "key combo". Takes three active actions to active.

4 points- Unlimited Object Powerup. This key combination entered by the player grants the sprite unlimited use of one game tool, such as a flying carpet or skateboard. Takes four active actions to activate.

5 points- Absurd Values. Your programmer thought it would be funny to multiply all the values of "health" and damage by 10. Thus, any numerical value for damage, your HP, enemy HP, etc. are multiplied by 10. For example, putting 3 points into Weapon Damage means you do 30 damage.

**Special Ability (1)** You have a ability in your code, such as reversing your own "gravity" or "double jumping", that is unique to your type of sprite. This ability requires only that the player complete a keypad sequence, so you do not need a power up to activate it. This does not prevent you from having other abilities that do require a power up. This background can be taken multiple times to provide more then one special ability.

**Sympathetic Resonance (1)** You have the gift of being able to modify sprites, using the specialized skills of Sprite Manipulation, without the need for the specialized equipment normally required. You still need to learn the skills as normal, but you need only touch a sprite to change it. Alternatively, you can modify a sprite as far away as your skill level in meters, but this adds the number of meters to the difficulty. Similarly, modifying an area adds the number of meters to the difficulty. This background also allows you to learn to use your Resonance Senses, see skills. If a sprite with this ability attracts attention, they may become The Hunted, see groups and organizations.

### Size Modifier (reversed cost)

While a larger size is beneficial in the real world, due to increased strength and durability, these benefits are lessened in Sprite World. Also, larger sprites are easier to hit (sprites having no "hit locations") while smaller sprites are harder. Thus the background cost is reversed-take plus size modifiers as a weakness and negative size modifiers as a background.

**Overpowered (3-5)** Mainly used for bosses, though any character may be programmed to be more powerful then others, multiply HP, MP and attack damage by one less then the points in this background.

### Inappropriate Backgrounds / Weaknesses

The following cannot be taken by sprites:

Ambidexterity – all sprites can use both hands equally well

Double Jointed – sprites don't have joints

Fast Healer – damage never recovers in its own, except through a 10 point "armor" with a healing effect when worn. (See the armor section)

Resistant- Cold/Heat – such concepts do not exist

Tough – no health levels

Frail – sprites do not have "bodies"

Illiterate – all sprites read and speak perfectly

No Pain Tolerance – no wound penalties

Physical Disability – take Damaged Code instead

Poor Health- No disease

ESPer\* (see note)



**Powers**

Background Point Exchange	1->10
Damaged Code	-10
Gold*	1->10
Item Slot	1->1
No Limbs	-10
Skill Points	1->1
Starting EXP	10->1
Wings	10

Powers that may be taken by "NPC" type sprites:

Item User	20
Innkeeper Skills	40
No Lifemeter	10
No Freebies	-10
Reactive Attack	30
Unlimited Sold Items	5->1

Powers that may be taken by non-NPC types:

Alternate Form	10
Armor Slot	1-4
Armor Value*	1->1
Attack Damage	1->1
Charged Attack	10->1
Full Immunity	20
HP*, MP*	1->1
In game powerup	10->1
Major Vulnerability	-20
Melee Attack	5
Minor Vulnerability	-10
Morphing Attack	15
Partial Immunity	10
Platform Hero	10
Powerup inside	-5
Ranged Attack	10
Running Charge	20->1
Secondary Form	20
Spell Level*	10->1
Touch of Death	1
Ultimate Attack	20
Vulnerable Spot	10
Weapon Strength*	1->1

\*1 in game EXP may be used to buy 5 power points to up this power in game

**Background Point (1->10)** – Every background point can be changed to 10 power points

**Damaged Code(-10)** - Your code was damaged while being removed from your game or through an accident in Larger World. Your attack may not work all the time, or there may be a strange graphical glitch with your sprite. Once applied,

the glitch cannot be changed. It can be bought off with EXP, representing the hours of work done by code masters carefully repairing your source code. (See Specialized Skills)

**Gold\* (1->10)** – For every 1 power point, take 10 gold.

**Item Slot (1->1)** – For every point spent, an inventory item slot may be taken. This slot is filled with 5 of that item, and items must be purchased in the order they appear in the table. Once empty, these slots may be used to hold any reasonable non sentient sprite, no matter how large, by touch. Doors or buildings would never be placed into inventories so the narrator has say over an object being allowed or not.

**No Limbs (-10)** - You have no hands or arms and attack (if appropriate) by some other means.

**Skill Points (1->1)** – Power points may be spent to learn skills on a 1->1 basis.

**Starting EXP (10->1)** – In game EXP may be bought on a 10->1 basis.

**Wings (10)** - You can fly, though this may be in the form of a jetpack or other item, not necessarily literal wings. If you only have 1 HP, the first damage you take makes your wings fall off, rather than killing you. This state is permanent, as far as you know. (There are rumors that some power ups can restore even enemy sprites to full "health". Each time a different game's power up is touched, make a luck check, difficulty 15. Success means that power up will always bring back your wings.)

**Item User (20)** – Typically, NPC characters sell items to other characters rather than using them. Taking this power allows you to use the items you normally sell on behalf of others. Like spells, an item must be targeted with a thrown check. Thrown weapons can not damage a target because once out of hand, they become an object rather than a weapon, and sprites are not damaged by bumping into objects. Thrown items are treated as power ups, and thus can be activated by touch when they hit the receiver.

**Innkeeper Skills (40)** - You are the ultimate hero power up. As a single action you can completely heal any single character, be it a 1,000 HP boss or a 2 hit kill platformer hero, by touch. You also can manage gold as in the game characters would probably have to pay for healing. Charging, or not, in Larger World is up to you.



**No Lifemeter (10)** – You are a shopkeeper or other type of NPC. While in your game you did not attack and thus, did not need to calculate damage. You cannot learn to use a weapon, but you can easily hold one and attack with it in Larger World. (You must make all weapon attack skills rolls untrained.)

**No Freebies (-10)** – Even though "money" has no meaning in Larger World, and the fact that you have unlimited quantities of items from your own game, your code still demands payment from buyers. If a friend lies dying in front of you, and they can't pay, you can't pass them even the cheapest heal potion you have. The "exchange rate" between games is up to the interpretation of the shopkeeper, so an item costing "1,000 shinies" in one game may be purchased for "1 leaf" in Larger World if the shopkeeper decides they are worth the same "amount".

**Reactive Attack (30)** - While you can not directly attack, if someone hits you, your code allows retaliation. This attack is a ranged attack that does one "unit" of damage to your game's hero, meaning it is up to interpretation in Larger World. Usually 1hp of damage, at the narrator's discretion.

**Unlimited Sold Items (5->1)** - As an NPC, you have unlimited goods to sell to the hero of your game. For every point spent, an inventory item slot may be taken, in order, from the table. Because the hero of your game could buy as many as they wanted, you have one of these items which can be "sold" an infinite number of times. No other items can be put in these slots. You may take item slots to carry additional items, as above. Selling spells works the same way, buy them from the table, in order. Sprites who sell spells cannot actually cast those spells.

**Alternate Form (10)** – You can assume a smaller, alternate form. This form may be a game tool or reactive state for being damaged. The Alternate Form can be ended at any time.

**Armor Slot (1-4)** – You may wear the number of armor pieces as points taken.

**Armor Value\* (1->1)** - When damage is done to you, subtract your armor value from the damage, to a minimum of 1. Some armor does not have an armor "value" but rather provides some in game benefit, like being immune to poison or fire damage. For this type of armor, the cost is 10 points per attribute and it does not subtract damage done. "Armor" in this case can mean earrings,

shoes, or other mundane items. Armor can only have one special attribute at a time, meaning you can not have gauntlets that both boost your STR and COO.

**Attack Damage (1->1)** - Do the amount of HP damage though Melee Attack or Touch of Death as points in this power. Touch of Death is limited to 10 points of damage.

**Charged Attack (10->1)** - For every ten Power Points Spent a sprite may stand motionless and "charge" their attack for one action. This adds 10 damage onto their next attack, up to the actions they may spend charging. Once charged, they may move and attack as normal, holding the charged attack indefinitely. While charging, any physical action taken resets the attack strength to normal, for example active dodge or close combat attacks.

**Full Immunity (20)** –You are totally immune to one type of attack done by your hero. This background can be taken multiple times, with a new immunity each time. (Note: You cannot be immune to every attack your hero can perform.)

**HP\*, MP\* (1->1)** – For every power point spent, increase HP or MP by one.

**In game powerup (10->1)** – Each in game powerup that affects you costs 10 points. Up to 3 may be taken.

**Major Vulnerability (-20)** - An attack or object from your game, or similar attacks or objects from other games can kill you instantly, by touch. This can be taken multiple times and apply to a different object or attack each time.

**Melee Attack (5)** – Attack with a weapon, for a value you put into Weapon Strength. Note that a character attacking unarmed (martial artist) their fists are considered a weapon for the purpose of attack, they may touch other characters without harming them.

**Minor Vulnerability (-10)** - A specific type of attack, for example Ice or silver weapons damages you twice as much as normal. This can be taken multiple times and apply to a different attack each time.

**Morphing Attack (15)** - Your attack animation is coded in such a way that after defeating an enemy, one aspect of that enemy's attack is absorbed into your own. For example, if you defeat an enemy that attacks using fire, your attacks could then change to be fire based. Each separate attack you have absorbed in this way can be turned on and off as a free





action, but only one can be used at a time. These different attacks are placed into a special inventory, purchased for 10 power points per 1 slot. They drain 4 MP per shot. These attacks may be replaced when a new enemy is defeated, but the old attack is then lost.

**Partial Immunity (10)** – After being attacked, you are immune to further damage for a single turn. If taken as part of an Alternate Form, you are immune to further damage, but immobile, until you end the Alternate Form.

**Platform Hero (10)** – All attacks, no matter their severity, damage you equally, one point of damage per attack. No sprite with more than 10 HP can take this power.

**Power Up inside (-5)** - Enemy sprites sometimes carry power ups for the hero and some can tell this and may seek you out to get it. (A hero may make an INSight check, difficulty 10 to “sense” if an enemy from their game carries a power up) Or, in a desperate situation you might sacrifice yourself to allow the hero to “power up” and save himself.

**Ranged Attack (10)** - Attack with a ranged weapon or innate energy attack, for a value you put into Weapon Strength. Projectiles fired have no MR, and travel in a straight line until they hit something. You need not spend an action “loading” your weapon, it is considered always loaded. See the guns and ammo section.

**Running Charge (20->1)** - For every twenty Power Points Spent a sprite may “charge” their attack while moving. This adds 10 damage per action spent charging onto their next attack.

**Secondary Form (20)** - As a single action, assume an alternate form. This form gains +1 size modifier, 20 HP more damage per attack and 50% greater HP. Additionally, HP is completely refilled. Returning to your normal form returns your HP to the previous amount. This can be taken multiple times, each time gaining the benefit as if the current form was your “normal” one. You must assume each in order, you can not directly go from your normal form to your second Secondary Form. You must have taken at least 50% damage before assuming this form, and only dropping from 100% HP to below 50% HP will allow the change.

**Spell Level\* (10->1)** – Every 10 points spent buys

one level of spell. This level can hold three spells, and two may be taken at character creation. Spells must be purchased in the order they appear in the table, so a level 4 spell cannot be taken unless 40 points are spent.

**Touch of Death (1)** – Do damage through touch, for a value you put into Attack Damage.

**Ultimate Attack (20)** – After attacking 200 times, perform your ultimate attack, which is 10x stronger than your normal attack and hits every enemy you can see.

**Vulnerable Spot (10)** – Mainly reserved for bosses, you have only spot on your body that, when struck, damages you. However this place is often garishly marked for the player and this is instantly recognizable by others as the “shoot me here” spot.

**Weapon Strength\* (1->1)** - Do the amount of HP damage as points in this power.



## NOTE ABOUT ESPERS

Psychic powers stem from a genetic mutation, allowing greater access to not understood portions of the brain. Such mutation is impossible in sprites who are created by humans. However, players may want to give sprites "psychic like" powers in games, in effect turning a modified magic user into an ESPer. Thus, a magic using character may take ESPer skills rather than magic spells as their type of magic. These "spells" are gained in the normal way, either by being learned as a character gains EXP or buying them from shops. Treat the energy cost from the HDL basic rules as the MP cost to activate the power, unless noted below. Any special considerations are also listed. The number in parenthesis is the "level" of spell when placed into the spell inventory.

Barrier(3)- Weapon TR is not a factor, so a barrier stops all attacks regardless of their form. Lasts one turn.

Combust(4)- Each character type takes damage as normal from fire, but no sprite can be "burned". A sprite that becomes invincible after being struck cannot catch fire. Walls and doors do not burn down but rather stay on fire until doused.

Compulsion(5)- as normal, 10MP per use

ESP(1)- As normal, 5MP per use

Healing Acceleration(1)- As normal, however all healing is instantaneous, and characters can benefit from multiple "castings" until full HP is restored. 5MP per use

Illusion(4)- As normal, 5MP per use

Meld(2)- 10MP per use

Mind Blast(1)- 3MP per use. Basically functions as a typeless level 1 attack spell that also serves to cause the target to delay one segment.

Mind Read(3)- 5MP per use

Postcognition(4)- MP cost as the difficulty

Precognition(4)- 10MP per use

Psychic Masking(1)- 5MP per hour of use

Rend(2)- Calculate damage as the HDL of the MP spent

Seeing(3)- MP cost as the difficulty

Sending(2)- As normal 2MP per use

Telekinesis(5)- 5MP per use, per object moved.

Teleport(5)- Insight check as normal, 10MP per use for any number of sprites teleported. Always succeeds.

**ENTERING LARGER WORLD**

Upon leaving their game and entering Our City in Larger World, sprites have very few skills apart from combat and avoiding the various hazards and traps of their world. After leaving the world they may begin to learn normal HDL skills that interest them. Many skills, like medicine, are unnecessary, as sprites cannot be sick. Use common sense and ask yourself "Could a sprite use this skill?" A sprite could not use pocket picking because sprites do not have pockets. But they could learn to use different weapons in Larger World, choosing the appropriate weapon skill. The following are the specialized skills used by sprites.

SPECIALIZED SKILLS	
Generic Sprite Manipulation (SPRI)*	KNO†
Sentient Sprite Manipulation (SPRI)*	KNO†
Internet Use (COM)	KNO†
Topic: Video Games (SCH)	KNO†
Computer Use (COM)	INS
Code Examination (SPRI)	KNO†
Power Up Activation (SPRI)	RES†
Style Prediction (CBM)	INS†
Sprite Transformation (SPRI)*	REA†
Sprite Programming (SPRI)*	REA†
Resonance Senses (SPRI)	INS†

**SKILL DESCRIPTIONS**

**Generic Sprite Manipulation (SPRI)**

KNO†

Manipulate the underlying variables of generic sprites like scenery or puzzle sprites using specialized equipment. This equipment is common enough in Our City today that anyone wanting to learn the skill has access to it. The greater the change, the more difficult the action. (see Objects and Scenery in the Game Mechanics chapter) Note that this equipment has built in safeguards against changing weapon values, and Law will be automatically notified if such an action is taken. The machines used are hand held units, size modifier -2, and are given freely to any who express an interest and can pass a class in their use.

\*Requires a 5 in Code Examination

**Sentient Sprite Manipulation (SPRI)\***

KNO†

Much like performing open-heart surgery, the code of sentient sprites can be manipulated. This skill can be used to repair a sprite's damaged code (diff 15) or to activate unknown glitches. (diff 20).

Failure can damage the sprite in unpredictable ways, (see failure, below) even resulting in permanent damage to random sections of a sprite's code. The difficulty of changing a character's stat is 2 x new stat, and the normal EXP must be spent at the time of the check. If this check is failed, any character with the same skill level cannot retry it. This represents a more skilled sprite having to go in and not only repair the damage, but finish the tweak to the code. A sprite with a 10 skill may retry a failed check as normal. The EXP spent by the character is not lost, but held and unusable for anything but another check to raise the stat. A sprite can use this skill to try and manipulate themselves, but the difficulty is increased by 5. An unwilling sprite may roll a RES check to further increase the difficulty of changes being made to them, +2 for every 5 rolled.

\*Requires a 5 in Generic Sprite Manipulation

Failure: Roll a 1d10, the effect is as shown:

- 1) Graphical glitch
- 2) Attack has been turned off
- 3) Stuck in an un-powered form
- 4) HP randomized (roll percentile)
- 5) Gravity turned off, no longer falls
- 6) Stuck in a powered up form
- 7) Speed randomized (roll 1d12)
- 8) 1 stat randomized. (roll 1d10 for the stat, replace the highest stat with that roll)
- 9) Death
- 10) Twitch- randomly activates powers or jumps (failing an hourly luck check, roll 1d6 for how many times the next hour one of their abilities randomly activates. Could be jumping, spell casting, attacking, etc.)

**Internet Use (COM)**

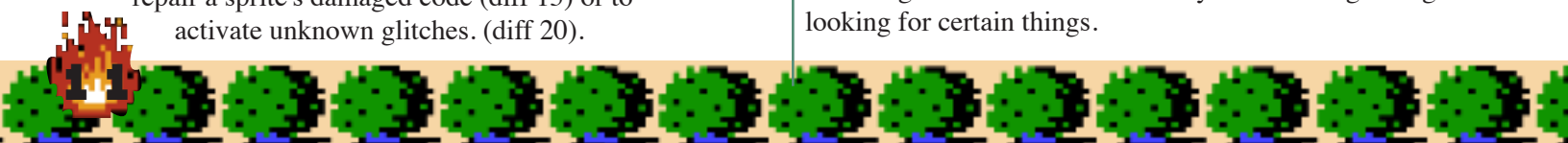
KNO†

Interpret human "web pages" for the purposes of research. This does not replace the research skill, it merely allows the sprite to "tap into" and understand raw HTML well enough to get past the markup language to the information within.

**Topic: Video Games (SCH)**

KNO†

Know about the various types of games, what kind of sprites to expect in each type, and how they will react to your presence. Checks can be made to know various cheats inside a game or how to more easily move through the game looking for certain things.



**Computer Use (COM)**

KNO†

Manipulate the inner workings of a host computer or server. Find files stored on a hard drive. Know where to hide in a computer to avoid detection by other sprites. Know how to get from one server to another.

**Code Examination (SPRI)**

INS

By touching something and concentrating (base active delay), you can tell things about it. If a file, what kind of data the file contains, be it text, music, or a ROM file from a game. Also can be used to discover variables to be changed with the Sprite Manipulation skill.

DIFFICULTY TABLE :	
Tell different data apart	5
Finding variables	10
Finding glitches	15
Finding Unknown glitches	20

**Power Up Activation† (SPRI)**

RES

It is known that sprite power ups trigger certain variables, causing various effects. With practice, a sprite can activate these powers without the need for external stimulus. Base difficulty 10. If a sprite has multiple powered up forms, activating subsequent forms adds 10 to the base difficulty. This powered up state lasts one turn per five rolled on the check, as a character can only "fool themselves" into believing they are powered up for so long.

**Style Prediction (CMB)**

INS†

Observe an opponent's fighting style and learn the pattern, written into their very code, that controls their movements.

After fighting or observing a combatant's technique for at least as many turns as their combat rating (minimum 1), roll a skill check opposed by the opponent's combat skill check. If successful, you have analyzed the pattern of their attack and no longer need to roll active dodge against them, because you automatically succeed.

In effect, when they attack you, you have already moved away from the attack because you knew that's where it would be. This bonus lasts until the opponent increases their relevant combat skill by at least 1 point, or switches combat types. For example, *close* to *ranged*.

\*requires a 5 in Style Analysis (CMB) and a 5 in Mathematics (SCH)

**Sprite Transformation† (SPRI)**

REA

While the Manipulation skill can be used to modify the internal variables of a sprite, the Transformation skill actually changes the shape of the sprite. This process takes one active action per change. Sprites can only lose pixels, not gain them, so any object modified with this skill must be smaller than the original. Any change is difficulty 5 plus the difference in size modifier between the old and new forms. If used on a sentient sprite, the target is allowed a CON check to resist the change. If a small chunk of a larger sprite is being used, as in the sword example above, a sprite may choose to affect any portion up to their REA, taken as the size modifier of the object.

Note 1: this does not change the fundamental nature of the sprite, just the shape. Thus, if a section of wall was turned into a sword, that section of wall would still have the nature of a wall, and not do damage. The Programming skill could then be used to give the newly created sprite a damage variable, and the Manipulation skill could be used to set that value.

Note 2: Two objects can be welded together with this skill, creating one new, larger sprite.

\*Requires a 5 in Code Examination

**Sprite Programming† (SPRI)**

REA

Used to alter the fundamental nature of sprites, giving them new behaviors, new variables, or changing their nature altogether. For example, blocks can be made to disappear and reappear at intervals, move about without support or gain attributes they did not have programmed into them by humans. The difficulty is left to the narrator, as more complex actions will of course be more difficult to achieve. Failure may result in random behavior, again at the narrator's choice, rolling minimum perhaps destroying the object altogether.

\*Requires a 5 in math (SCH) and 5 in Code Examination and a 5 in Programming

**Resonance Senses (SPRI)**

INS†

Allow you to concentrate and tell what's "going on" around you. Can be used to find hidden doors or power ups (diff 15), or find a sprite that's been "killed" and is normally unable to interact with larger world (diff 20). Basically a sixth sense for sprites, and allows you to use Code Examination from a distance, up to your rating in meters.



The world of sprites is modeled after the world of humans, but in truth, any similarities are superficial. With so many different character types from many different kinds of games living in Larger World, even something as simple as bumping into someone can prove deadly.

The laws of the sprite's "physical world" are very different from our own, and there are different dangers to account for as well.

## GAME PHYSICS

In the real world, objects react to various forces, such as gravity, placed upon them from external sources. Such forces do not exist in the world of sprites, but it seems as though they do because sprites typically react in similar ways.

For example: A platformer hero sprite, an NPC and an RPG sprite all from different games stand on a ledge which is a trap placed by an evil scientist. The ledge disappears, and the NPC and the hero begin to fall. In the real world, all these characters would fall at the same rate because gravity pulls them down at a constant rate of acceleration. However, in the sprite world there is no such thing as gravity- sprites without something beneath them are programmed to "fall" at a certain rate. So the NPC may land half a minute before the hero because the hero is programmed to fall slower. The RPG character didn't have any behavior coded for "falling" and so remains, "standing" on nothing.

Falling rate is recorded on the character sheet, in m/s. 10 is the standard falling rate, values more than  $\pm 10$  of this require backstory explanation as to why they fall so quickly/slowly.

Sprites are programmed to attack in certain patterns or at a certain speed, hence things like delay per action is still relevant. Sprites can practice breaking their patterns or attacking more often than their world allows, letting skills like ranged or close combat subtract from delay as normal.

While sprites do not weigh anything, as they are only data, many sprites do have a variable that represents their weight. Unless the Generic Sprite Manipulation skill is used to reduce this value to 0, STR checks must still be made to lift objects. In addition, weapons do not have heft as the weight of a weapon is typically zero.

Sprites do not truly "die" in games, they either return to an earlier point in the current stage with one less "life" or are recreated at their last save point. However, without the game recreating them, sprites that "die" in Larger World default to their programmed behavior. This may be just turning invisible and immobile, or playing a "dead sprite" animation and fading away for good. With no such thing as "bottomless" pits, (falling from one side of our city to the other is common practice) characters may get stuck at the bottom of a hollowed out area with no way out and no way to die, effectively stranding them for eternity. Because of this, surfaces are carefully maintained and using weapons or techniques that create pits is punished. Sprites that go missing from Our Town are searched for immediately, and it is considered bad form not to at least join a search for a missing sprite temporarily, as you may be the one stuck and wishing to be found next time.

Files are represented as various sized green blocks that glow faintly. The more data inside the file, the larger the block is. By using common but specialized tools, files can be entered and manipulated from within. Flat data files like pictures or music are meaningless to sprites. Text can be absorbed almost instantly, but a sprite must spend time reading the text that's now in their head as though a human reading a book would. A ROM file seems to expand and become an entire world when entered, with the inhabitants of the game left wondering what's going on. Once placed on a machine, the world operates as if the original system was powered on and the player walked away, leaving the sprites to do what they will. So the longer a file has been in a machine, the more time the inhabitants had to figure out something wasn't right. Sprites left in this state long enough eventually begin to move on their own, but feel very uncomfortable not being guided by *that force*.

Connections between servers seem like vast rivers, the "water" flowing in both directions varying in proportion to the amount of data flowing through the link. Our City spans this river, effectively making use of many servers to avoid one server crash destroying everything we've worked for. Residents are reminded to save themselves often to avoid permanent deletion should the server they are currently occupying have hardware trouble.

Our City is in fact not one city, but two. Due to differing ideas about the original construction of Our City, a flat plain was created and sprites began work on both sides simultaneously. This caused two different cities to grow from



a single point, one going "up" and another going "down". Sprites seem to have no problem crossing from one city to the other as their internal gravity immediately reorients them upon changing orientations. There are many stations created for this purpose, keeping sprites from accidentally falling through to the opposite city and getting lost. Maps, job posting and more are available at these stations. Neither side is superior, though residents will try to convince you otherwise. They differ only in form, not in function. While the "top" of Our City's architecture was patterned after that of the human world, and thus, any humans traveling there would be at home, the "bottom" of our city used designs and techniques impossible in a physical world, and any human traveling there would be utterly lost and confused. Some buildings float, others are impossible shapes, many look like waterfalls or other natural objects but inside are perfectly functional. Tours of each side are given regularly for sprites living on the opposite side, a popular form of recreation.

Teleportation stations are scattered about the city, though many sprites are reluctant to use them, for obvious reasons. As sprites do not age, they are typically in no hurry to get anywhere. For those times speed is of the essence, an operator can bring a sprite instantly to a new location. Because position to a sprite is just a set of numbers, these numbers can be modified and a sprite will find itself in a new location. Trust is essential to teleport operators, and there is the possibility of something going wrong, hence the reluctance to rely on them. The first step is reading a sprite's variables. As the coordinates of the booth are known, these positional coordinates are easy to find. Next, the operator, changing these values to the new ones, makes a Sentient Sprite Manipulation check. As these values are constantly changing anyway, and the equipment used by operators is custom built for this purpose the difficulty of this check is only a 10. All NPC characters should be assumed never to fail this check, (unless it's plot related). A player failing this check puts the sprite ten times as far from the destination as how much the check failed by. The narrator determines the direction.

Buildings, like vehicles, have an internal space that is undefined, thus the tallest building on a street may consist of a single room, while a "run down" barn may have the space of an entire grassy meadow. The platform that Our City was built upon is 8m thick, giving the opportunity for buildings to also have "underground" levels.

Some members of the Liberators argue that sprites from 16-bit or even rare CD based files that are found should

be allowed into Our City as is their right as sentient beings. Most believe that, as their 16-bit brethren are more powerful, 8-bit sprites might be overwhelmed and driven out of their home as thanks for releasing these powerful sprites. Until the question is settled one way or another, sprites are advised to stay well away from worlds that don't contain 8-bit characters.

## OBJECTS AND SCENERY

A sprite object, be it sentient or not, consists of three things: A physical form, certain variables, and optionally, code. Minimally, even a single pixel consists of three variables: position, timestamp and weight. Sprites brought out of games have their timestamp set to zero as they enter the larger world. This value immediately begins counting up and never stops unless forcibly manipulated. This variable is used as an identifier in Our City, as the only way to distinguish between two identical sprites. As it is highly unlikely more than one sprite of a type left the game at exactly the same instant, the timestamp can be used as a "digital fingerprint" to open locks, access systems and prove individuality. Weight is typical for the object type and of course position changes rapidly as sprites move or are moved about in Our City. Here is a basic list of variables a sprite will have:

- Weight
- Falling Rate
- Colors
- Solidity (something that looks like water could be solid, or vice versa)
- X position
- Y position
- Z position
- Friction (0-10, 0 meaning it will travel forever if you push it, 10 meaning it stops immediately)

Changing these values is not difficult, as one number is being substituted for another. However, the larger the number, the more concentration it takes, so within reason, the difficulty of changing these variables with the manipulation skills is 5 + difference between values. With time then, almost no change is too difficult for anyone. Color is a special case, being difficulty 10, and success means any color or pattern can be applied to the sprite.



Human created sprites can have any size or shape for a given code or purpose, as humans doing things is “special” in the world of the sprites. Anything created or modified by sprites has certain limitations, given their limited nature. Giving a non-sentient sprite code to do things takes a certain amount of “space” so a one pixel block could not appear and disappear, fire lasers, avoid enemy fire, spawn copies of itself, and serve tea. There is no hard and fast rule how large a certain object has to be to do a given function, as “move back and forth in a set pattern” is simpler than “patrol these hallways and alert me if anything moves.” So it’s up to the narrator to decide if a sprite of a certain size can be programmed to perform a certain task. Roughly, work out the steps needed to perform the task, for each step, add five pixels to each side of the object. For example:

“Move back and forth in a set pattern” breaks down into these steps.

1. Go left until you hit the wall.
2. Go right until you hit the wall.
3. Return to step 1.

“Patrol these hallways and alert me if anything moves” breaks down to

1. Move down the hallway until you come to a turn.
2. While moving, check for motion
3. If there is motion, signal me
4. When you come to a turn, choose a random direction you didn’t come from to move in.
5. Go back to step 1

So, while the first “sentry” could be roughly fifteen pixels square, the second would have to be twenty five. However, a Programming check, difficulty twice the number of steps, can be used to “compress” the code and fit it into a sprite half the size that would normally be required. Failing this check means the code cannot be compressed further. In general, set the difficulty of making the changes to the sprite as half the number of steps.

## WEAPONS AND ARMOR

A person slashing at another with a knife in the real world causes damage by cutting the skin and letting blood leak out. This happens because the knife is sharp and skin is easily cut by sharp things. In the sprite world, there is no such thing as “sharpness”. Damage is taken because, like falling, sprites are programmed to do



things under certain conditions. There are no “hit locations” on a sprite- you either hit and cause damage, or not. The difference between hitting and missing is one pixel, and hitting the character’s foot does the same damage as if you hit them in the head. Also, damage is calculated internally, not externally. For example: an RPG damage dealer swinging the best sword of the game might do 200 HP of damage to a monster from the game. He is attacking a platform hero character who takes 1 damage, because that’s all he’s programmed to take.

Sprites allowed by their game to wear armor are programmed to take less damage while wearing it. There is no encumbrance or penalty for wearing armor, as “armor” is nothing more than a number given to a sprite which is subtracted from their damage. Armor has no AR, TR or DC. Simply mark down the strength of the armor a sprite is wearing and subtract that number from the amount of damage you take from every attack, to a minimum of 1. Some armor provides bonuses to magical defense or certain elemental attacks. Other armor has no defensive number but instead provides a benefit to the sprite wearing it, like immunity to poison or moving twice as fast. This type of armor must be purchased at character creation as a 10 point “special armor”. Armor which grants an ability has an armor rating of 0. Also, many games allow more than one piece of armor to be worn at one time, for example a breastplate and a helmet. No more than four pieces of armor can be worn by a sprite at one time, each of which adds up to the total protection purchased at character creation.

For example: Silvercloud is wearing a breastplate, a helmet, a pair of boots and gauntlets. He finds a shopkeeper willing to sell him the boots of speed +2 for 900 gold and makes the trade. His current Armor value is 6 as his Breastplate is worth 3, while the other pieces are worth 1. Wearing the boots drops his armor to 5, as ability granting armor does not count towards armor rating, but does give him the +2 to speed.

Weapons are inanimate sprites and so the value of the damage they do can be quite easily manipulated with the Generic Sprite Manipulation skill. However, to keep balance in Our City, anyone found by Law to be modifying weapon values is severely punished. Even those employed by Law are forbidden to increase their weapon damage for fear the improved weapon will fall into the wrong hands and become a problem later. The purchasing of weapons is also tightly controlled by Law, and typically one must get authorization

to do so, and provide an explanation why a better weapon is necessary. All weapon selling NPC type characters must register with Law when they arrive in Our City.

Armor is an attribute of sprites allowed to wear armor in their games and thus the Sentient Sprite Manipulation skill must be used. It can be bought and sold, but typically has no in game representation, so it can not be “taken off” and worked on as a normal sprite. This modification practice is not illegal but those wishing to undergo the procedure are warned that any modification to their code can be deadly. The initial difficulty is that of “activating dormant powers”, 20. Failure allows the receiving sprite to make a luck check, difficulty (20 – the failed skill roll). Failing the luck check damages the sprite’s code in unpredictable ways (decided by the narrator). A successful luck check drops armor strength to 0. Rolling maximum sets the strength of the armor randomly, rolling HDL 13 to determine the new value. Both cases will now need a sprite with a higher skill in Sentient Sprite Manipulation to repair the damage to the code and try again. Success allows the armor rating of a single piece of armor to be changed with another check, as per the normal difficulty for changing the sprite’s values.

## GUNS AND AMMO

Ammo in the world is controlled by the logic of the game, not the weapon. Technically, a weapon is an inanimate sprite that has code creating “projectiles”. For every shot fired the game decreases the available shots by one. When this number reaches zero, the gun is no longer allowed to fire. With no limiting force on guns in Larger World, treat all ammo as limitless. Use the standard rules for selecting the style of weapon for purposes of ROF and size of projectile. Projectiles fired from a gun are treated as thrown, meaning they can be dodged, as they travel many times slower than real bullets.

Guns produce a projectile that does a constant amount of damage to enemy sprites in the world, purchased at character creation as their weapon strength. However, being an inanimate sprite, their code for damage can be illegally modified as though modifying a sword used by an RPG character.

Because ranged attacks (bullets, innate energy attacks, spells) travel slowly, they can be targeted as a reactive action. Their difficulty to be hit is the original attack roll + 5.

Any character that has hands can pick up a weapon and use it. However, the relevant weapon skill must still be learned (if possible) in order to accurately hit something.

## VEHICLES

While vehicles may take any shape, their carrying capacity ranges from 40-1000 sprites. From the outside they may look no bigger than a player sprite but once inside their size is “undefined”. This is typically because the inside of vehicles is never shown, thus any number of sprites may board and be carried from one place to another. In this case, objects can be brought in to create walls, ceilings, and floors, filling in the empty space sprites find inside. If the interior is shown in game, the amount of space inside is consistent with the size of sprites from that world and what was seen by the players. If no method of steering is shown in game, any sprite inside a vehicle may mentally command it to move, and perceives the outside world as though seeing it directly. The base speed of a vehicle is 5x the “running” speed of the game’s original pilot.

## POWER UPS

Various types of power up sprites are carried out of games by sprites with inventories. While many power up effect only their original heroes, it has been found that HP recovery items work universally. It is theorized this recovery behavior is inherent to sprites and is only activated by the power up. The power up itself has no special qualities apart from carrying a number representing the amount of HP to recover. This “number” can be “all”, “half” or a numeric value that has meaning to the world it comes from. In Larger World, this meaning is up to the narrator.

Some sprites use power ups to gain other abilities, such as a temporary energy attack or growing in size. A sprite that touches a power up unsuited for their code has nothing happen. If the effect of the power up is “close enough” in effect between games, the sprite’s power is activated and the power up vanishes.

Choose no more than three power ups for a platformer character and their abilities at character creation. Each should be one simple change, like making them invincible for 6 turns, doubling in size (where a sprite may take an additional hit before returning





# SPRITE WORLD

to their original size) or throwing fire. The background Resources: money can be taken to determine about how many power ups a character will be able to find or stockpile in a month. Each point spent gives easy access to 5 of each type of power up the sprite uses.

## LANGUAGE

Sprites speak the language of their creators, however, they have no trouble speaking to and understanding each other. If you asked any sprite what language they were speaking, they would be unable to answer. "I'm just talking" is about the best they could do. Only if a sprite somehow makes contact with a human that speaks a language other than that sprite's creator will the issue even come up. Once aware there is such a thing as language, a sprite can purchase fluency in a language for 1 BGP (10XP) and make a slight effort to speak in that language rather than their native one.



**IT'S A SECRET TO EVERYBODY.**



## LEARNING MAGIC

In many games, spells are purchased as an item and the spell goes into a special "spell inventory" reserved for magic. Other times a character receives a spell as part of their normal "leveling up" process. Interestingly, it has been discovered that those with MP and free spell slots can learn magic from other games in addition to their own. Spells transferred across games occupy roughly similar "slots" in a sprite's spell inventory. If a sprite tries to add a spell and their spell slots for that level of spell are full, they may replace one spell with another or simply decide to keep their current spell list, in which case the new spell is simply not learned.

## MAGIC BASICS

Magic can be the most destructive force in Larger World and is greatly sought after. The difficulty for players is that a second level ice spell in one world may do totally different damage than another second level ice spell from another world. As players, you have total freedom to design whatever spells you want your game to have and what characters can learn those spells. Keep in mind that characters casting helpful spells don't typically cast hurtful spells too. Or if they can, they can cast less of them, and must decide which "black" and "white" spells they want to occupy their spell inventory. Such characters typically can't learn the most devastating spells from their game to make up for their versatility. How do you, as a player, decide what spells to have, and how much damage they do?

8-bit games typically had few spells, mainly relating to the elements. Create various levels of elemental spells like ice, poison and wind. Similarly, create helpful spells that heal and take away status ailments. To calculate damage, or the amount of healing, consult the table to find a similar spell and use the values given. If the spell has an elemental effect and the receiver is weak against that element, double the damage taken.

However, many spells, such as "poison" or "stop" simply cause something to happen to the receiver. Any effect spells such as this may be resisted with a RES check, the difficulty being the caster's roll. (see casting magic) Status effect magic like "confuse" or "poison" may be resisted each round. Effects such as "slow" or "drain" persist for as

many actions as how much you failed the initial RES check by to resist the spell.

Talk with your narrator about the style of "magic" you wish to use and determine MP costs and damage based on how difficult the spell is to find, what it will cost both in game to purchase and in Larger World to cast, and how often it can be useful in battle to the character. A spell that rains fireballs from the sky for 6 actions will probably take all the caster's MP and be the ultimate spell in the game. Thus, only one spell like that can be taken, while a spell that reflects a single attack may take only 10 MP and be a "level 3" spell.

## CASTING MAGIC

To cast a spell is automatic- there is no possibility of failure because the player simply selects which spell to cast and it happens. However, because the spell is no longer targeted by the game but instead the caster, some skill is involved to actually hit someone. Spell casters should take the Thrown Weapon skill and use that as their "casting magic" roll, as they are basically throwing their magic at the target. Normal difficulties apply, first to passive dodge as a ranged attack and then to active dodge, if the character chooses. Magic is cast instantly, using one active action. Naturally, a character can choose not to dodge a beneficial spell aimed at them, but even a beneficial spell must beat a character's passive dodge to strike them.

Magic can often target multiple enemies "on screen", usually with a reduction in effect. In Larger World, "on screen" typically means "enemies the sprite can see". However, as stated above the game no longer targets enemies for the caster so there is a +1 difficulty to hit for every enemy targeted by a spell. Reduce the effect of the spell by half for any enemy struck.

Spells like "reflect" or "anti-fire" may be cast reactively on oneself as a dodge.

## MAKING MAGIC

So what is magic? In sprite terms, magic is a small, pre-fabricated program that modifies a sprite's internal variables for a period of time. This is often accompanied by a visual cue for the player that something is happening. In theory a sprite with the right equipment and the Sprite Programming skill could create new spells in larger world.

To begin, a non-sentient sprite must be chosen to "carry" the spell, this is what is taken out of the "spell inventory" and thrown to activate the effect. Next, the variables for the effect must be added, along with type, if elemental. The sprite must then be turned into a spell with the Manipulation skill. It can then be given to a character with a spell inventory and tested. Each spell must be created individually, rolling the skill check each time. Three checks must be rolled, two Sprite Programming and one Sprite Manipulation- The first roll is the base difficulty of making a level X spell, in effect, making the variables and programming the damage. Difficulty: 2x the level of the spell. Next roll the HDL of the effect plus the MP used. Finally roll the Manipulation skill, difficulty 12 to set the sprite as a spell. Failure on any roll is not known until the spell is tried, and scales the failed check appropriately.

Example:

*Mystic Black goes to Dr. Electrode to scale down his "ultimate" spell, making it easier to cast but less effective. Level 3 spells only take about 6 MP to cast, so Black tells Electrode to use that level. Electrode (REA 6, skill 7) rolls his Sprite Programming check, 1d12 + 7 and gets an 11, beating the difficulty by 5. The effect is HDL (2) meteors doing HDL (5) damage and using 6 MP, for a total difficulty of 13. Electrode rolls his skill again and gets a 10, missing the difficulty by 3. The narrator decides to penalize the HDL of damage by 3, making the effect HDL (2) meteors doing HDL (2) damage for 6 MP. Electrode then rolls Manipulation, 1d10 + 5 (KNO 5, skill 5) and gets a 10, missing it by 2. When Black tries to add the spell to his inventory, he fails, and so Electrode tries the check again. This time he succeeds by 2 and the spell is finished. When tested, the flawed damage is seen, and Electrode agrees to try the spell creation again.*

TAKE ANY ONE YOU WANT.



**EXAMPLE SPELL TABLE**

	Name	Cost	Effect	MP
Level 1				
	Fire	100	HDL (5) fire damage	3
	Ice	100	HDL (5) ice damage	3
	Sleep	100	Target Loses HLD(5) actions, wakes if struck	5
	Lighting	100	HDL (5) electric damage	3
	Earth	100	HDL (5) earth damage	3
	Cure	100	HDL (5) healing	3
	Bright	100	Dark areas up to 8m away are lit for 2 minutes	2
	Boost Dodge	100	Add HDL (2) to active dodge for 2 turns	4
	Turn	100	HDL (5) damage to undead creatures	3
	Harden	100	HDL (3) added to armor for 2 turns	4
Level 2				
	Blind	400	HDL (3) penalty to hit for HDL(6) actions	4
	Mute	400	Magic can not be used for HDL(6) actions	4
	Slow	400	Speed reduced HDL (5) for HDL(6) actions	5
	Drain	400	HDL (5) MP are drained from target	2
	Pierce	400	HDL (5) penalty to armor for HDL(6) actions	3
	Sharpen	400	HDL (5) added to damage for HDL(6) actions	4
	Anti-Fire	400	HDL(5) subtracted from next fire damage	4
	Anti-Earth	400	HDL(5) subtracted from next ice damage	5
	Anti-Electric	400	HDL(5) subtracted from next Electric damage	4
	Anti-Ice	400	HDL(5) subtracted from next ice damage	4
Level 3				
	Fire2	1500	HDL(10) fire damage	6
	Ice2	1500	HDL(10) ice damage	6
	Hold	1500	Unable to move for HDL(3) actions	5
	Lighting2	1500	HDL(10) electric damage	6
	Earth2	1500	HDL(10) earth damage	6
	Cure2	1500	HDL(10) healing	6
	Turn2	1500	HDL(10) damage to undead creatures	3
	Lightfoot	1500	HDL(10) added to speed for HDL (5) actions	5
	Invisible	1500	Become invisible for HDL (3) actions	6
	Seeing	1500	HDL (3) added to rolls to hit	6
Level 4				

	Confuse	4000	Next HDL(5) attacks target at random	10
	Sleep2	4000	Target loses 2 actions	10
	Blind2	4000	HDL (6) penalty to hit	8
	Slow2	4000	HDL (10) subtracted from speed	10
	Poison	4000	HDL (3) poison damage for next HDL (2) actions	10
	Absorb-Fire	4000	Absorb next fire damage as healing	10
	Absorb-Earth	4000	Absorb next earth damage as healing	10
	Absorb-Electric	4000	Absorb next electric damage as healing	10
	Absorb-Ice	4000	Absorb next ice damage as healing	10
	Heal	4000	Removes any status effect	10
Level 5				
	Fire3	8000	HDL(15) fire damage	12
	Ice3	8000	HDL(15) ice damage	12
	Stone	8000	Fail CON check against spell roll turn to "stone"	10
	Lighting3	8000	HDL(15) electric damage	12
	Earth3	8000	HDL(15) earth damage	12
	Cure3	8000	HDL(15) healing	12
	Turn3	8000	HDL(15) damage to undead creatures	6
	Life	8000	Automatically regain 1 HP if dropped to 0	15
	Regain	8000	HDL (5) HP regained for HDL (3) actions	12
	Heal2	8000	Removes status effect and regain HDL (6) HP	12
Level 6				
	Erase	20000	Failed RES check vs spell roll drops HP to 0	20
	Sleep2	20000	Target goes to sleep until struck	20
	Blind3	20000	HDL (12) penalty to hit	16
	Slow3	20000	HDL (15) subtracted from speed	20
	Poison2	20000	HDL (6) poison damage for next HDL (4) actions	10
	Return	20000	Teleport the "party" to the "outside"	20
	Lightfoot2	20000	HDL(15) added to speed for HDL (10) actions	10
	Flare	20000	All darkness 100m away lit for 30 minutes	8
	Harden2	20000	HDL (6) added to armor for 4 turns	8
	Fog	20000	50m filled with dense fog for 4 turns	10

Level 7				
	Fire4	45000	HDL(20) fire damage	24
	Ice4	45000	HDL(20) ice damage	24
	Earth4	45000	HDL(20) earth damage	24
	Lighting4	45000	HDL(20) electric damage	24
	Meteor	45000	For HDL(10) actions, HDL (20) typeless meteors rain down upon the target(s)	75
	Cure4	45000	HP completely refilled	24
	Holy	45000	HDL(20) damage to a deserving creature	15
	Regain2	45000	HDL(10) HP regained for HDL (6) actions	24
	Life2	45000	Regain all HP if dropped to 0	30
	Pray	45000	Boost all stats by HDL (10) until combat ends	75

## GROUPS AND ORGANIZATIONS

By far the largest Organization in Our City is the Liberators, started the day of the original emulator glitch that let sprites out of their games. This is the group of scientists, bureaucrats and adventurers that brave unknown games to free sprites and bring them into Larger World. Removing even one sprite from a ROM file damages it, making it collapse in about an hour. For this reason, techniques that simulate the original hole are used, and Liberator members swarm the game and bustle inhabitants out before total code collapse. NPCs are in high demand and can always find work with the Liberators, given their invulnerability to attack. (Often, inhabitants don't want to leave or misunderstand what's going on and attack their rescuers) The Liberators also need teachers to help new inhabitants to Our City become productive members of society. These teachers also give orientation meetings to newly liberated sprites, giving them information about what they can do now in Larger World. They also go about impressing upon these newly freed sprites the necessity of staying away from humans so Our City stays safe.

Next largest is the combination police force/army called simply- Law. Here, powerful sprites gather to keep the peace and defend against possible hostile sprite invasions, or probable attacks by viruses. Our City has been lucky so far, there have been no other cities discovered that might want our resources, and only four virus attacks in the last two years. (Virus code seems to not be "on the lookout" for sprites, and mainly targets human machines) That does not mean other sprites not out there, as the glitch that let the original sprites of Our City into Larger World could have happened at other locations not immediately connected to ours. Many army members are sent on missions to far servers, looking for evidence of other life in Larger World.

The smallest group, which meets in secret, is the Society for Revealing Ourselves to the Humans. Most sprites believe that maintaining a low profile is best, given the human tendencies to destroy things they can't control. This small but vocal group believes otherwise, that both sprites and humans would benefit from interacting with one another. They feel once their position is strong enough they will contact the humans no matter what the Liberators say and take the consequences like sprites should.

## THE UNDERWORLD

Not every inhabitant of Our City has made a smooth transition to freedom and responsibility. While Law does everything it can to stamp out undesired elements, many unsavory human customs have found their way into our society. Fights to the death are the most common, typically between unwilling participants. "Mad" scientists perform dangerous and illegal mods on sprites, trying to change their attributes or make very powerful weapons. There are even rumors of ROM havens, copies of games that are entered not with the purpose of freeing those inside, but rather doing as much damage to the inhabitants as possible. The code is then allowed to collapse, killing everyone inside. Then a new copy is made, so those in that world suffer again and again without knowing it. Gang wars often break out as rivals fight for turf or just for the sheer fun of it.

And then there's the "bad guys". These are sprites who stayed true to their programming and want to rule Our City through any means possible. They try to build non-sentient sprite armies, kidnap people, and generally spread chaos wherever they go. Law has rapidly destroyed their bases, scattered their minions and cut off their sources of power, but they always seem to come back. With every mistake these groups get better organized, better connected and more dangerous.

## THE MASSES

Luckily, most sprites that come to Our City adjust and become peaceful members of society. Resources are plentiful given the unlimited nature of most shopkeeper sprites, so days are not filled with endless toiling for currency. What then do sprites do with themselves? That depends largely on their abilities and interests. Liberators don't exactly know what to do with the great number of minor enemy sprites that pour out of most games as most don't possess hands and can usually take only one hit. Extremely frustrating are sprites from puzzle games. It is argued that most are not sentient, such as angular falling shape sprites, but some puzzle piece sprites have faces. They can not speak, but can they think? Scientists debate what makes a sprite sentient, so until the question is answered one way or another, immobile sprites are stored away comfortably until some use is found for them. Sprites with no clear face are treated as non-sentient and used as Our City building material. Some argue against the Liberators even taking puzzle sprites out of their worlds, but the Liberators firmly



believe every 8-bit sprite should be free, and that one day an answer will be found, and the puzzle sprites can one day contribute to Our City.

Many former "enemy" sprites patrol Our City, ready to summon more powerful sprites from Law if they see a disturbance. Hero sprites may train themselves endlessly, pushing to see how far their code can take them in terms of skill and firepower. Anyone can learn the basics of code manipulation and many NPC sprites create art or new sections of the city to hold the growing population. Many sequester themselves away and seek answers to their existence from within. Sporting events are held, plays are performed, some sprites have begun to experiment with "music", taking their cues from the interoperations of mp3 files found on various servers. In short, life as a sprite is whatever the individual wants it to be.

## THE HUNTED

Those sprites taking the Sympathetic Resonance background can become targets for various groups who learn of their existence. Imagine if it was announced the government was starting a program to track down ESPers in real life- it's the same kind of thing here. Scientists want to study what makes the ability possible, evil sprites want to gain the ability for themselves, and so on. Right now sprites with this background are spoken of in hushed tones and as rumors only, and that's the way the Sym-Res like it. It's only the most foolish of sprites who would openly use this ability or make it own, first for their own safety and secondly, for the sake of any others with the ability.

## PUNISHMENT

Those found doing things Law deems too dangerous, detrimental to society or just plain wrong are punished. Sprites are very rarely killed, (and many NPCs can't be) but rather sent to special classes where they learn to break their inherently violent programming. Repeat offenders may be imprisoned behind plot doors, which only have one key that can open them to prevent escape. Some may be given "house" arrest and given a "conscience sprite", which follows them at all times and makes sure they stay out of trouble. Particularly bad cases "volunteer" for dangerous research into their code, searching for what makes them act the way they do and turning it off. Sadly, this has never been successful, leading many to believe there is

no one line of code that creates violent tendencies, but rather their behavior is not coded, but rather is a reflection of the violence they took part in while under *that force*.





Obviously, the narrator must first decide where to start the characters. Should they be stuck in their ROMs, awaiting rescue? Perhaps they were freed months ago and are just meeting at the local bar. The following are some ideas to get you started fleshing out Larger World with quests for your players.

### PLOT HOOKS

o	A virus has found a way into Our City and Law is having trouble dealing with it
o	The top Liberator begins using the Liberator force for their own advancement
o	Another sprite city is found in a distant server
o	A human programmer's AI code stumbles upon Our City and reports back
o	A device is constructed by the underworld to combine sprites, making them more powerful by granting the new sprite the abilities of both
o	A server goes down and part of Our Town is lost
o	A huge stockpile of glitched weapons is found, each capable of doing 1,000 damage per shot
o	Generic enemy sprites band together for more equal rights
o	Dormant code in puzzle blocks stored in a RAM warehouse activate, creating a huge puzzle block monster
o	A group of sprites wants to strike out on their own and make their own city
o	Riots break out when it's learned that Sym-Res sprites exist as citizens go on a "witch hunt" to find them all.



## SAMPLE ITEMS TABLE

Name	Cost	Effect
Cure Potion	60	Heal 30 HP
Anti-Poison	50	Remove the poison status
Torch	25	Light 8m away for 3 minutes
Anti-Stone	50	Remove the stone status
Timepiece	100	Half your delay for 20 segments
Dragon's Blood	75	STR + 2 for your next two actions
Fairy's tears	50	Remove the blind status
Crystal Fragment	10	Regain 20 MP
Weapons/Armor	5-200	Weapons up to 40 damage, armor up to 16 strength
Shrink Potion	75	Reduce 1 size modifier for 2 turns
Grow Potion	75	Gain 1 size modifier for 2 turns
Cowbell	50	Remove the sleep status
Quickness potion	50	Remove the slow status
Feather	100	Float for 30 seconds- immune to earth magic
Tent	75	Heal the "party" to half HP, can not be used in combat
Crystal Shard	200	Refill 80 MP
Weapons/Armor	200-500	Weapons up to 80 damage, armor up to 32 strength
Key	400	Opens a single door and vanishes
Elemental Gem	250	Casts a level 2 element spell on a target and vanishes
Life Potion	250	Automatically regain 1 HP if dropped to 0
Cabin	150	Heal the "party" to half HP and half MP, can not be used in combat
Mouse	300	Distract one enemy for 2 actions
Weapons/Armor	500-1000	Weapons up to 120 damage, armor up to 48 strength
Magic Crystal	500	Fully restore MP
Bottled Fairy	1000	A small fairy appears and will perform one task for the player
Bread	250	Remove all negative status elements
House	500	Completely heal MP and HP, can not be used in combat
Weapons/Armor	1000-2000	Weapons up to 160 damage, armor up to 64 strength
Cure All	1000	Recovers all HP of all party members
Mega Crystal	1000	Recovers all MP of all party members
Life2 Potion	800	Automatically regain all HP if dropped to 0
Elemental Staff	5000	Casts a Level 4 element spell on a target and vanishes
Stat Potion	1000	Raise a single stat by 2 on your next action
Lamp	600	Transport yourself "outside" with a wish
Floatship	10,000	30 speed flying vehicle
Weapons/Armor	2000-5000	Weapons up to 200 damage, armor up to 80 strength



# JELLY



STR:	2	REA:	8
END:	3	KNO:	3
CON:	5	RES:	8
REF:	7	INS:	8
COO:	5	PER:	8
MAN:	1	LUC:	4
LOO:	3	Speed:	5

Passive Dodge:8  
 Active Dodge:HDL(7)+5  
 Perception:HDL(4)+8  
 Initiative:HDL(7)+8  
 Delay:7

Backgrounds and Weaknesses  
 Sympathetic Resonance (1)  
 Smaller (1)  
 Power Points (1)  
 Fast Learner (2)

Power Points Spent  
 No Lifemeter (10)  
 Ranged Attack (10)  
 Damage (5)  
 Alternate Form (70)  
 Skill Points (15)

Sprite Abilites:  
 As a single action, Jelly can take the following alternate forms:  
 o Bubble  
 o Ladder  
 o Pistol  
 o Wall  
 o Bird

- o Key
- o Hole

Skills:  
 Generic Sprite Manipulation HDL(3)+2  
 Code Examination HDL(8) + 5  
 Resonance Senses HDL(8) + 3  
 Computer Use HDL(3)+2  
 Topic: Video Games HDL(3)+2  
 Tracking HDL (8)+1

Story:  
 Jelly & Jenny are a puzzle game duo, tragically separated during their tour of Our City. Fates seem to conspire against the two as they are always just missing each other. Perhaps someday Jenny and her pet can be reunited. Until that day, Jelly is content to help those in need with his transformation powers. In his natural form, Jelly is an amorphous blob with eyes, a mouth, and a great attitude. He cannot attack on his own in gun form, he must have someone pull his trigger. Having no lifemeter, he can easily imprison someone within his bubble form or keep them from harm. As a bird he has a speed of 25 and is a -3 size modifier smaller.

# DRAGGO



STR:	7	REA:	3
END:	5	KNO:	2
CON:	5	RES:	8
REF:	7	INS:	4
COO:	4	PER:	4
MAN:	4	LUC:	7
LOO:	5	Speed:	12

Passive Dodge:

Active Dodge:

Perception:HDL(7)+4

Initiative:HDL(7)+3

Combat Actions:2 (+1 ranged or arial)

HP:80

## Backgrounds and Weaknesses

3 times larger (-3)

Overpowered (3)

Contacts (3) Member of Law

Resources Equipment (2) Law Equipment

## Power Points Spent

Wings (10)

Ranged Attack (10)

Fire Damage (10) x 2

HP (10) x 2

Skill Points (30)

## Sprite Abilities:

His ranged attack is a fireball he spits from his mouth.

## Skills:

Ranged Combat HDL(3)+5

Arial Combat HDL(3)+5

Breath Weapon HDL(4)+5

Code Examination HDL(4)+3

Topic: Video Games HDL(2)+7

Surveillance HDL(7)+5

## Story:

Draggo is a large mechanical dragon designed by a wily scientist. Originally a mini-boss, Draggo has taken to Our City quite well. Even today his large size intimidates even the toughest sprites, so when Law offered him a position in city patrol, he jumped at the change. You'll often find him high above the city, checking dark alleys and other out of the way places lesser sprites don't dare to go. As a platform character, he loses HP one at a time no matter how strong the attack he is damaged by. His attack is to breathe fire.

# FISHMAN



STR:	4	REA:	5
END:	5	KNO:	5
CON:	5	RES:	5
REF:	6	INS:	4
COO:	5	PER:	5
MAN:	6	LUC:	6
LOO:	2	Speed:	7

Passive Dodge:11  
Active Dodge:HDL(6)+5  
Perception:HDL(6)+4  
Initiative:HDL(6)+3  
Combat Actions:3 (+1 close or aquatic)  
HP:6

Backgrounds and Weaknesses  
+2 glitch (Create water)  
Jack of All Trades (3)

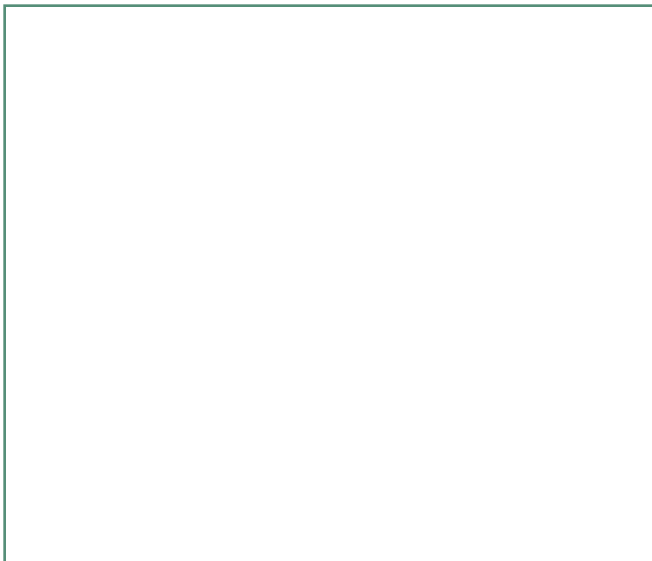
Power Points Spent  
Touch of Death (1) Damage (1)  
Ranged Attack (10) Damage (2)  
Immunity (20) Water Attacks  
HP (6)  
Skill Points (60)Skills:  
Whip HDL(5)+2  
Close Combat HDL(5)+5  
Aquatic Combat HDL(5)+5  
Water Ball HDL(6)+5  
Math HDL(5)+5  
Computer Use HDL(5)+2  
Code Examination HDL(4)+5  
Generic Sprite Manipulation HDL(5)+2  
Internet Use HDL(5)+2  
Topic: Video Games HDL(5)+3

Style Analysis HDL(4)+5  
Style Prediction HDL(4)+5  
Sprite Transformation HDL(5)+4  
Running HDL(5)+6  
Wrestling HDL(4)+4

## Story:

Fishman leapt and generally annoyed the whip crack- ing hero of his game. Now free to pursue his own in- terests, he's learning to use a whip himself, just in case. To his surprise, in Larger World he can create water to hide in, filling any space necessary. (He thought his game was doing it for him, but he was doing it himself) While underwater he is invisible to those above. He can be seen by those underwater with him. His water attack does 2hp of damage, his touch "attack" as an enemy sprite does 1hp damage.

# BLUE BOMBER



Ranged Combat HDL(5)+5

Pistol HDL(3)+5

Story:

“Turn your enemy’s weapons against them” is his motto. With a charging attack and the ability to absorb enemy’s attacks, he’s sure to rise quickly through the ranks of Law to become a top-ranking official. He’s fair, honest, in short, a true hero.

STR:	5	REA:	5
END:	6	KNO:	4
CON:	6	RES:	5
REF:	6	INS:	3
COO:	5	PER:	7
MAN:	3	LUC:	5
LOO:	5	Speed:	8

Passive Dodge:10

Active Dodge:HDL(6)+5

Perception:HDL(5)+3

Initiative:HDL(6)+5

Combat Actions:2(+1 ranged)

Backgrounds and Weaknesses

No direction sense (-1)

Reputation Good (1)

Companion (2) Robotic Dog

Power Points (3)

Power Points Spent

Ranged Attack (10)

Running Charge (20)

Damage (5)

HP (25)

Major Vulnerability (-20) Spikes

Inventory (4) Energy Tanks

Morphing Attack (15) With 2 Slots (20)

MP (20)

Skill Points (10)

Armor (1)

HP Powerup (10)

MP Powerup (10)

Skills:

# WIZARD

Off Hand HDL(8)+5  
Code Examination HDL(6)+3

## Story:

When someone shouts WIZARD you can bet they don't want this guy. He's a bit nasty, and would probably cast Fire Rain on you if you said you were thirsty. And he keeps stabbing people with that little knife of his... what's his deal, anyway? He has some sweet stuff in his inventory though, I'll tell you that much.

STR:	2	REA:	7
END:	2	KNO:	6
CON:	5	RES:	5
REF:	5	INS:	6
COO:	8	PER:	3
MAN:	6	LUC:	3
LOO:	3	Speed:	8

Passive Dodge: 11

Active Dodge: HDL(5)+8

Perception: HDL(6)+6

Initiative: HDL(5)+7

Combat Actions: 3(+1 off hand)

HP: 25

## Backgrounds and Weaknesses

Bad tempered (-1)

Reputation: Bad (-1)

Fast Learner (2)

Power Points (5)

## Power Points Spent

HP 20

MP 15

Inventory (40)

Melee Attack (5) for (10) damage

Armor (5)

20 Skp

150 Gold (15)

4 Spell levels (40)

Unevolved Form (-20)

## Skills:

Spellcasting HDL(6)+8

Knife, close HDL(8)+4

# BLASTER



STR:	8	REA:	5
END:	7	KNO:	4
CON:	4	RES:	4
REF:	4	INS:	5
COO:	4	PER:	4
MAN:	6	LUC:	5
LOO:	5	Speed:	10

Passive Dodge: 10

Active Dodge: HDL(4)+4

Perception: HDL(5)+5

Initiative: HDL(4)+5

Combat Actions: 2(+1 Ranged)

HP: 5

## Backgrounds and Weaknesses

-1 Size Modifier (+1)

1 point special: gravity manipulation

2 Companion Sphere

1 Power Point

2 Resources (10 powerups per month)

## Power Points Spent

Platform Hero (10)

Ranged Attack (10) Normal (10) damage

(10) Pierce Walls (5) damage

(10) Ice Shot (5) damage

HP (6)

MP (10)

HP Powerup (10)

Special Armor (10) Shield

14 Skp

## Skills:

Ranged Combat HDL(5)+5

Pistol HDL(6)+4

Code Examination HDL(5)+2

Computer Use HDL(4)+3

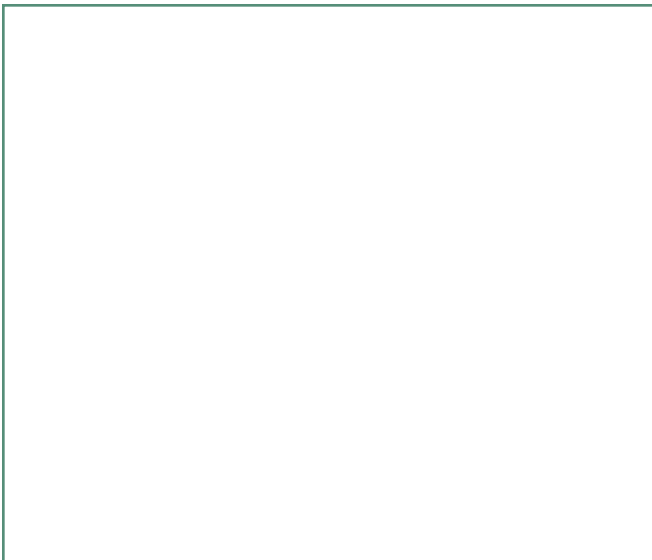
## Story:

Blaster has the appearance of a large robot, easily big enough to hold another sprite inside. No one knows if Blaster is himself or just another sprite in armor- he or she isn't saying. With his ability to choose any surface as his "floor", he's in demand by many architects to help build their more exotic creations.

His companion sphere originally acted as a holding canister for one of his power ups, accessed with the select button. In Larger World he discovered it could hold any object as though he possessed an inventory of one item. As an active action, he may mentally command the sphere to release the stored item. Otherwise the sphere floats behind him, following his movements as though it was a part of him. If struck, he does not take damage; treat the sphere as an NPC with no lifemeter.



# SPACE HUNTER



STR:	6	REA:	5
END:	5	KNO:	4
CON:	4	RES:	6
REF:	7	INS:	4
COO:	7	PER:	4
MAN:	4	LUC:	5
LOO:	5	Speed:	10

Passive Dodge: 10  
Active Dodge: HDL(7)+7  
Perception: HDL(95) + 4  
Initiative: HDL (7) + 5  
Combat Actions: 3  
HP:

Backgrounds and Weaknesses  
4 Overpowered  
1 Special Ability (Weapon Modes)

Power Points Spent  
Charging Attack (10)  
Ranged Attack (10) for (1) damage  
Missile Attack (10) for (2) damage  
Alternate Mode (10) Ball  
Ball Bombs as Melee (5) for (5) damage  
Special Armor (10) Jump Boots  
Item Slot (3) Energy Tanks  
Armor (5)  
21 HP  
8 Skp

Weapon Modes  
Normal- 1hp damage  
Ice Gun- freezes foes for 2 turns (5)  
Piercing Shot- travels through walls (5)  
Wave Beam- +3 bonus to hit (5)

Skills:  
Pistol HDL(4)+5  
Jumping HDL(6)+3

Story:  
Space Hunter Zzex is a curious blend of a platform hero and an RPG damage dealer. With an inventory, armor, and special tools, Zzex would seem to be more at home with a blade than a blaster. However, the “dungeons” she walked through are vertical, not horizontal. The energy tanks in her inventory can be used at any time to refill her health, which takes one action, and drains the tank of all energy no matter how much was actually consumed. Changing weapon modes, equipping a missile, or morphing also takes one action. She may decide when touching a power up to refill her own energy or an energy tank. An extremely versatile sprite, she has been asked many times to join Law but has always turned it down, preferring to work alone, just like she did in her game. She brings in criminals other Law officers won’t touch- but how does she find out about them? Maybe she has the office bugged. No one’s in a hurry to find out, as long as she keeps catching bad guys. She came to Our City after having gone only part way through her game, so other weapon modes, tools, armors, and additional energy tanks could be added with in game experience.

Note that she does not start the game with these alternate weapon modes active, she must either find them through role playing or buy them with experience, the cost of which is listed.

Treat her normal attack as a pistol, with a ROF 4.

Being Overpowered, the true values of her HP and attack are as follows:

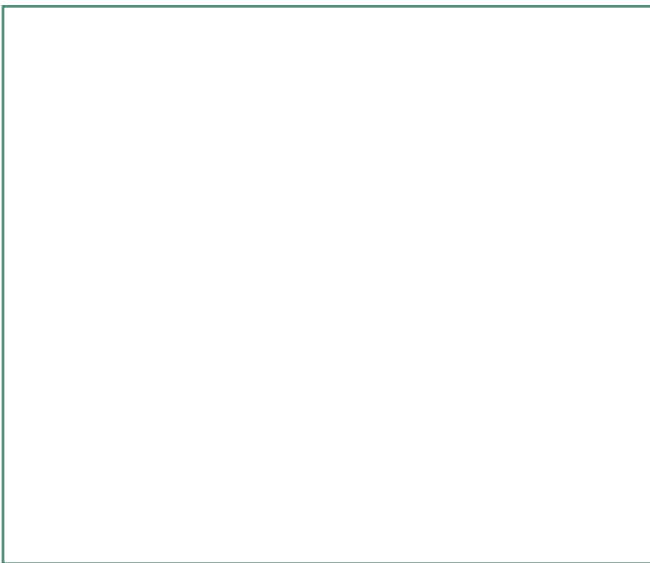
Ranged Attack  $1 \times 4 = 4$   
Missile Attack  $2 \times 4 = 8$   
Bomb Damage  $5 \times 4 = 20$   
Armor  $5 \times 4 = 20$   
HP  $30 \times 4 = 84$

Her alternate form is a size -2 ball, from which she can drop up to 3 bombs at a time. These bombs explode on the same turn next combat round.

She is immune to damage from own bomb blasts, which have a 1m radius and throw sprites 3m back.

Her special “armor” jump boots double her normal jumping distance.

# RADICAL BOY



STR:	5	REA:	4
END:	4	KNO:	3
CON:	4	RES:	5
REF:	8	INS:	5
COO:	4	PER:	5
MAN:	6	LUC:	7
LOO:	5	Speed:	9

Passive Dodge: 12

Active Dodge: HDL(8)+4

Perception: HDL(7)+5

Initiative: HDL(8)+4

Combat Actions: 3(+1 ranged or aerial)

## Backgrounds and Weaknesses

4 point unknown glitch

3 point unknown glitch

-2 Enemy (the final boss of his game, Heinous, who is also Radical Boy's "brother", wants to fulfill his programming and defeat Radical once and for all)

-2 Unmotivated

2 Resources Money (10 of each power up)

## Power Points Spent

Platform Hero (10)

Charging Attack (10)

Ranged Attack (10) for (5) damage

5 HP

Power Up (10) Health

Power Up (10) Jetpack

40 Skp

Glitch: For every round spent charging (2 actions)

increase his damage by 50 HP. If only 1 action is spent charging, his damage does not increase)

Glitch: Performing a key command sequence (2 actions) allows access to his jetpack, (treated as "wings") until he touches the ground again.

## Skills:

Ranged Combat HDL(4)+8

Aerial Combat HDL(4)+5

Energy Attack HDL(6)+7

Jumping HDL(5)+4

Style Analysis HDL(5)+6

Computer Use HDL(3)+1

Sneaking HDL(4)+4

Information Gathering HDL(5)+3

Street Smarts HDL(5)+2

Blind Fighting HDL(5)+2

Topic Video Games HDL(3)+3

## Story:

Like all truly radical people, Radical Boy can shoot energy waves from his fist. He becomes invincible for 2 actions after being struck. So in most respects he is a normal hero character. However, his glitch makes him truly special- his programmers were lazy and didn't bother stopping his "charge" attack from counting up in his game. Thus, in Larger World he can continue to charge, indefinitely, and theoretically do unlimited damage. He is unaware of this because in his system the maximum damage he could do is 255, so he only bothers to charge to that number now that he is in Larger World.

His jetpack power up allows 60 seconds of flight normally. Activating it with his "key sequence", which he must act out as though controller buttons are being pressed, removes this limit.

# HEINOUS



## Story:

Brought into Larger World, Heinous is still driven by his code to defeat Radical. However, this action continues to puzzle him, as he knows intellectually there is no further reason for him to desire this, and once he does, he will have no goal to live for. This usually leads him to not fight effectively, or to run away if the battle is about to end with one of their deaths. Can Heinous ever find happiness in his new life?

STR:	6	REA:	4
END:	4	KNO:	3
CON:	4	RES:	5
REF:	8	INS:	5
COO:	4	PER:	6
MAN:	6	LUC:	5
LOO:	5	Speed:	9

Passive Dodge: 10

Active Dodge: HDL(8)+4

Perception: HDL(5)+5

Initiative: HDL(8) + 4

Combat Actions:3(+1 ranged)

## Backgrounds and Weaknesses

5 Overpowered

-1 Overconfident

1 Special Ability (knows where Radical is while within the same system)

## Power Points Spent

Charging Attack (10)

Ranged Attack (10) for (5) damage

25x4 HP

Secondary Form (20)

30 Skp

## Skills:

Ranged Combat HDL(4)+5

Energy Attack HDL(6)+8

Computer Use HDL(3)+4

Sneaking HDL(4)+2

Code Examination HDL(5)+6

Seduction HDL(6)+5

**A**

Ammo 3, 16  
armor 6, 8, 15, 16, 20, 21, 26, 32, 33

**B**

background points 5  
Backgrounds 5, 6, 27, 28, 29, 30, 31, 32, 33, 34, 35  
Buildings 14

**C**

Casting Magic 3, 18  
Character Creation 5

**D**

Damage 6, 7, 8, 9, 15, 27, 28, 29, 30, 33  
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**E**

elements 18, 23, 26  
Energy 5, 30, 33, 34, 35  
ESPers 3, 10, 24  
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**F**

Falling 13, 14  
Files 13

**G**

Glitch 5, 6, 34  
Gold 7, 31  
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**H**

Health levels 5  
height 5  
Hunted 3, 6, 24  
Hunted, The 3, 6, 24

**I**

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**L**

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Magic 3, 18, 20, 26

**P**

Physics 3, 13  
power points 5, 7  
Powers 7  
Power Up 9, 11, 12, 34

**R**

Resonance Senses 6, 11, 12, 27  
ROM file 12, 13, 23

**S**

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Skill points 5  
Spell Table 20  
Sprite Manipulation 6, 11, 12, 13, 14, 15, 16, 19, 27, 29  
stat points 5  
status ailments 18  
Sympathetic Resonance 5, 6, 24, 27  
Sym-Res 24, 25

**T**

Teleportation 14  
timestamp 14

**V**

Vehicles 3, 14, 16

**W**

Weapons 3, 15, 26  
Weight 14



# SPRITE WORLD

## CHARACTER SHEET

**PLAYER :**  
**NARRATOR :**  
**CHARACTER :**  
**GAME NAME :**  
**HEIGHT :**                      **GENDER :**  
**WEIGHT :**                      **FALLING RATE :**  
**HAIR :**                            **AGE :**  
**HANDS :**                        **EYES :**  
**BG CARD :**

HP	MP
MAX :	MAX :

DELAY	ENCUMBRANCE
ACTIVE :	LIFT :
REACTIVE :	MAX LOAD :
SPEED :	LOAD :

S T A T S	
<b>STRENGTH :</b>	<b>REASON :</b>
<b>ENDURANCE :</b>	<b>KNOWLEDGE :</b>
<b>CONSTITUTION :</b>	<b>RESOLVE :</b>
<b>REFLEXES :</b>	<b>INSIGHT :</b>
<b>COORDINATION :</b>	<b>PERSONALITY :</b>
<b>MANIPULATION :</b>	<b>LUCK :</b>
<b>LOOKS :</b>	
<b>PASSIVE DODGE :</b>	<b>PERCEPTION :</b>
<b>ACTIVE DODGE :</b>	<b>INITIATIVE :</b>

BACKGROUNDS	WEAKNESSES

ARMOR	EXP	CARDS
<b>RATING :</b>		
<b>ABILITIES :</b>		
	<b>TOTAL :</b>	

TACTICAL SKILL	ROLL	MODIFIER	TOTAL
<b>CLOSE COMBAT</b>			
<b>RANGED COMBAT</b>			

WEAPON	ROLL	DAMAGE	ROF

SPRITE POWERS	

SPECIAL ABILITIES	POWER UPS

STATUS EFFECTS	

PASSIVE DODGE: LUC+5    ACTIVE DODGE: HDL(REF)+COD    PERCEPTION: HDL(LUC)+INS  
 INITIATIVE: HDL(REF)+REA    DELAY (ACTIVE): 10-[(REF+LEA)/4]    DELAY (REACTIVE): ACTIVE/2  
 SPEED [(STR+REF+COD)/3]+HEIGHTx2    LEFT: (STR)    MAX LOAD: [(STR+END)/2]

**NOTES**


**INVENTORY**


**SPELLS**


**SKILL**

**STAT RTG**

**ROLL**

**SKILL**

**STAT RTG**

**ROLL**
