



# Eschaton<sup>1.0</sup>

winner take all...or lose all



 **BTRC**

greg porter

# Eschaton™

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published by:

blacksburg tactical research center(BTRC)

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**TOP SECRET//SI//NOFORN**

**UNITED STATES  
PARANORMAL INTELLIGENCE SURVEILLANCE COURT**

████████████████████

\_\_\_\_\_  
IN RE APPLICATION FOR THE BUREAU  
OF PARANORMAL ENFORCEMENT FOR  
AN ORDER REQUIRING THE PRODUCTION  
OF TANGIBLE THINGS FROM ██████████  
██████████ ALIAS ██████████ AND  
ALL RECORDS ██████████  
████████████████████

Docket Number: PE

14-01

**PRIMARY ORDER**

A verified application having been made by the Director of the Federal Bureau of Paranormal Power Enforcement and Response (PPER) for an order pursuant to the Paranormal Powers Enforcement Act of 2016 (the Act), Title 50, United States Code (USC), § 1861, as amended, requiring the production to ██████████ ██████████ of the tangible things described below, and full consideration having been given to the matters set forth therein, the Court finds as follows:

1. There are reasonable grounds to believe that the tangible things sought are relevant to authorized ██████████ being conducted by the PPER under emergency guidelines approved by the Attorney General under Executive Order ██████████ to protect against paranormal terrorism, which investigations are not being conducted solely upon the basis of activities protected by the First Amendment to the Constitution of the United States. [50 U.S.C. § 1861 (c) (1)]
2. The tangible things sought could be obtained with a subpoena duces tecum issued by a

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Derived from: Pleadings in the above-captioned docket  
Declassify on: ██████████



*No one is fit to be trusted with power.*

*No one.*

*Any man who has lived at all knows the follies and wickedness he is capable of.*

*And if he does know it, he knows also that neither he nor any man ought to be allowed to decide a single human fate.*

- C. P. Snow, *The Light and the Dark*

## VIGNETTE

*The Eschaton made me want to slap him. This was despite its appearance as my grandfather, and the suspicion that what looked like a harmless old man could probably punch his wrinkled fist through the side of a battleship. And I had no idea how I knew that. The appearance and demeanor of the kindest man I had ever known went a long way towards overcoming the gibbering fear I should have had from being near the Power that called itself the Eschaton, but it was being so oblique I could not figure out what it was trying to say.*

"Can you rephrase that, *please*, in the most accurate possible manner?" The old man sighed, gave a look that could only translate as "as you wish", and said it again.

"(I-we-they) (are-were-will not-might) (be-shall be) (the-an) Eschaton. It (might-is-will be) (my-our-their) (duty-blessing-curse) to (guide-judge-uplift-destroy) what you call (humanity-civilization-Earth-reality-time). You (are-were-will be) (chosen-asked-destined) to be (part-some-all-none) of this (task-burden-reward-punishment). Is that clearer?"

*I scowled.* "Not really". I understood *just* enough of it to start being scared again. "Do you have some better words you can say that with?"

"No. You wanted it as accurate as possible." He looked at my tabby, Arble, curling around his leg, the cat totally unconcerned at the primal power contained in that old man's body. "Meow", he said to Arble. Arble didn't look like he understood, either. The Eschaton looked back at me. It took me a second to get it, then it was my turn to sigh.

"You're not saying not there are insufficient words to accurately describe it, it's just that I don't have the brains to understand them?"

"(Yes-no)." I frowned, and he raised his hand in a conciliatory gesture. "Not you personally, your species as a whole. Do you wish me to continue?"

"Yes", I sighed. This was too important to miss, but I was already getting a headache. The grandpa-Eschaton sipped from a steaming mug of hot chocolate that hadn't been there a moment ago. I had one in my hand too, and sipped it before realizing how it got there. It was *really* good. Enough to distract me for a moment, which I figured was the intent. I sipped again anyway, and asked "Can you at least keep it in one tense and verb at a time?"



"It will be less accurate that way." I nodded for him to continue. "Your kind is at a cusp, a point beyond which you must be measured. The powers we bring force that reckoning. We give them freely, favoring no artificial grouping. It is up to you to choose a side."

"And then what?"

"We...judge...your fitness to continue."

*That sounded ominous.* "What if I choose the wrong side?" He shrugged. I tried another tack. "What if I choose the right side?"

"We judge your fitness to continue."

This was getting me nowhere, but made me uneasy nonetheless. "Is there a winning side?" The Eschaton paused, as though trying to find the one word that was *most* appropriate.

"Maybe."

"So, there is a right side to choose, and its 'fitness' is judged?"

"No. There are many sides. Only one will *prevail*. All of your kind will be measured by which side overcomes all others."

"Winner take all?" I said. The Eschaton cocked his head to one side, measuring the words and intent of the limited human phrase.

"Or lose all.", he finally said. *Ominous, indeed.*

"And you are granting *me* this power? Why?"

"There are sides within us. The futures are uncertain. I choose to weave the future with your thread." He gave me a sad smile, as though he knew something that I did not... yet. And in that moment, he *was* my grandfather, in whatever real or spiritual sense that was even possible. *And that counted for a lot.*

I had already decided to accept his offer, and the Eschaton knew that. I felt power begin to flow into me from *somewhere*, slow, but with the promise of the tidal wave behind it. "Does this come with an owner's manual?" The Eschaton pursed his lips and shook his head slowly. As something brighter than whiteness began to crowd in from the edge of my vision, I *had* to ask one more thing, trying to phrase it *just* right.

"How much of what I *do* understand am I understanding *correctly*?" As the whiteness filled my vision, I heard the Eschaton's final words echo down to me from the other side of infinity.

"(All-some-none) of it."

*Great.* Freaking great, I thought, and then the whiteness filled my being...



## What it is all about

**Eschaton** is a superhero game, and almost but not quite a post-ruin game, different than many superhero games in a few very important ways. First, there are no tie-ins to *any* established comic universe. **Eschaton** can of course make heroes similar to any number of popular or established heroic figures, but that is either coincidence or a conscious choice by the wielder of an Eschaton-supplied power.

Second, it imagines what the 'real' world would be like with superpowered beings. How do you mesh a government's need for regulation and control into a world where people can interrupt television broadcasts with their thoughts, shoot anti-tank beams from their fingertips, or pry into the mental secrets of presidents and prime ministers? The short answer as to how they handle it? *Poorly*.

Third, there is no established history of superheroes, no gradual incorporation of super-powered beings into culture and politics and law and military thought. It happens overnight, the world going from mundane to super with no warning. There is no subset of the law that deals with X-ray vision, no military planning guide for countering an attack by bulletproof mole men, no Secret Service doctrine for the best way to protect the President from invisible psychic brain bolts. And hundreds of thousands of people worldwide are going to come into a myriad of powers more or less simultaneously, ranging from the very minor power of Sports to the extraordinarily powerful Ultras. Sane people will be driven mad, the insane will be shocked back to sanity. Good people will do the wrong things for the right reasons and bad people will do the right things for the wrong reasons.

It will be utter chaos on a global scale. And that's how and when the campaign will *start*. Things will stabilize, *eventually*. But the new equilibrium will only be superficially like the old world. A casual observer might not see a lot of difference, but government, politics, religion and the notions of 'us' and 'them' will be forever altered. *And underneath it all is the Revelation.*

Everyone of significant paranormal power will have their own version of the vignette. Some will dream it, others will be awake. Some will rationalize what they see as angels, others will believe they have made a deal with the Devil. Some will see a figure straight out of a comic book or movie, others will merely mumble to themselves. But *everyone* who gains power will have a conversation, insight or revelation that the powers they are given are part of a larger process, by beings far beyond our limited understanding. Beings of unknown but not immediately hostile intent, for they could clearly overcome any puny resistance of Earth had they an inclination to destroy us. *How we use the power we are given and what we ultimately become by using these powers are what we will be judged on.* But the Eschaton give no indication of *what* they consider worthy of a positive judgement or negative judgment. All they imply is that in the end, one ethos will prevail, and all humanity, if not all of reality, will be judged by that outcome.

Whether couched in terms of space aliens or angels or devils, everyone granted great power knows that *something* is happening, and that someone or something is watching to see how humanity deals with their new-found power, and the implied judgement at an indeterminate time in the future. Do we have a year? A generation? A century? *No one knows*. This knowledge of *something* is known among the powered as the Revelation.



And then things go blank, and when a person awakes, they have *power*. The adventurer merely wakes with the power, though in their own mind, the type of power and way in which it manifests is based on their personality. The hard work of actually designing the powers is the job of the *player*. The hero merely blanks out thinking something vague like "I could be the world's coolest ninja..." and wakes up with superlative amounts of stealth, invisibility and mastery of dozens of unusual weapons.

The key and *absolute* feature of the Revelation is that no one with powers can talk about it. *Not with friends, family, anyone*. It is a mental block that the hero or villain can barely even think about, yet is always in the back of their thoughts. It can only be referred to as "the Revelation" or "a matter of Revelation". Among the superpowered, everyone *knows* what is meant, but the general public is left guessing. For their part, heroes simply have to say things like "someday you'll understand".

The Revelation is not a matter for player rule-bending. It simply *cannot* be revealed, written, spoken, sung, danced, mentally transferred, sculpted, painted or broken into itty-bitty pieces and later assembled into a coherent whole. *Heroes and villains know it, and that's it*. More than their powers, this is what separates them from mundane humanity, the knowledge and surety that they *must* act to mold the world according to their beliefs, even if they can never explain why.

And that is a *key* feature of an **Eschaton** campaign. You were given powers because you are the sort of person who feels compelled to try and make a difference with them. The Eschaton does *not* compel you to use your powers to try and change society. *You do that all on your own*. You as a *player* have to want your hero make a difference. Whether you choose make this difference one person, one neighborhood or one city at a time is up to you.

## Your campaign?

**Eschaton** has several levels that you can play it at, and there is nothing to say you cannot do more than one at the same time:

- it is a shoot-em-up-knock-down-drag-out super-hero setting, where gratuitous and over-the-top violence, superheroic (or villainous) posturing and world-wrecking plots are more or less expected.
- it is an experiment on the role of government versus the rights of the individual. When government feels it is losing its monopoly on ultimate force, does it allow a new order to take its place, or does it become the enemy, doing anything and everything in its power to stay in charge?
- it is a morality play of good and evil, and what these concepts mean. All those granted power know that in the end all of humanity will be judged by the Eschaton. *But no one knows the standards the Eschaton will use*. Is the Eschaton an entity that thinks "might makes right?", or does it care about both the end *and* the means used to reach that end?
- it is a study in personal responsibility. If someone like you was suddenly freed from being held accountable for your actions, how would it change you? Are you constrained by bonds you have placed upon yourself, or are your darker impulses kept in check only by the coercive forces of society? And what does the first type of person do when confronted with the second?
- it is a political allegory whose spin and outcome will probably reflect the ideals and biases of the gamemaster, which may end up being at odds with those of the players. There will be nations and communities of ultra-capitalists, socialists, greens, libertarians, conservatives, liberals and whatever, each of whom will now have ideological superheroes or villains to push their agenda and ideology, and the power to ignore conventional laws in pursuit of those ideals.



Remember that the world of **Eschaton** is *not* a comic book world that has a long and deep history of superpowered individuals to draw experience from. Instead, the world wakes up and power-drunk superbeings are battling in the streets in every city across the globe.

And you as a gamemaster and players will be there on Day 1, shaping the world of the future for better or worse. *Possibly far, far worse...*

## Being a hero

If you have gotten this far, it means you are probably interested in the superhero genre and comics in general, which means you will be going into the later chapters and the **EABA** system with certain expectations. **Eschaton** has *no* intention of meeting your expectations. *Rather, we hope to exceed and even change them.*

Being a hero is *not* about spandex tights, flashy powers and dramatic entrances. It is about *who* you are, what you do and why you do it. Yes, in **Eschaton** there will be costumed crusaders and villains, super-powered people ripping telephone poles out of the ground and smacking opponents through buildings like they were meaty baseballs, but there will also be thousands of the powered, good and bad, who keep a low profile, dress normally, hold down regular jobs, and do good or ill behind the scenes, interested only in the outcome, not in credit or glory or fame or wealth.

As you read about and think about the world that **Eschaton** is set in, the Days of Chaos, the Revelation and your place in it all, always keep in mind what you want your hero to *be* more than what you want them to *do*.

## Getting started

The best way to read **Eschaton** is in order. The next chapter deals with the way an **Eschaton** campaign starts, and the features of the world that will develop. This is a sneak peek for players, but the world of **Eschaton** has its dark and violent aspects, and a hero needs to be prepared. Since a hero in the **Eschaton** setting is defined more by their powers and character than by the quality of the hardware they can get their hands on, a hero's initial powers need to be sufficient to deal with the possible threats and challenges they will face. Mundane hardware is cool, too, but **Eschaton** is a power-defined world and those with powers are going to have a significant edge.

After this are the rules for making a hero, including how to create and buy powers for **Eschaton**, followed by special combat rules, gamemaster's campaign notes, some short adventures, sample heroes and villains (who are designed as balanced adventurers for those who just want to grab-and-go), a fleshed-out campaign setting, and a mundane and super-powered gear list. All of this is based on the **EABA v2** rules. To get the maximum use of this supplement you will need the **EABA** rules, but a good gamemaster can transplant the setting and its concepts to any other game system suitable for superheroes.

**Eschaton** is not an 'intro' book that you need to buy supplements for. It is everything you need for a campaign and possibly more. The chapters on powers, campaigning and a fleshed out city to base a campaign in are upwards of seventy pages *each*. So whether you are new to the superhero genre or a veteran, odds are you will find material here to your liking. It is a *heavy* read, both in size and intensity.



TITLE I - BUREAU OF PARANORMAL POWER ENFORCEMENT AND RESPONSE

SEC. 101. EXECUTIVE DEPARTMENT; MISSION.

(a) ESTABLISHMENT.- There is established a Bureau of Paranormal Power Enforcement and Response (PPER) as an executive department of the United States within the meaning of title 5, United States Code.

(b) MISSION.-

(1) IN GENERAL.- The primary mission of the Bureau is to -

- (A) prevent paranormal attacks within the United States;
- (B) reduce the vulnerability of the United States to paranormal terrorism;
- (C) minimize the damage, and assist in the recovery, from paranormal attacks that do occur within the United States;
- (D) carry out all functions of entities transferred to the Bureau, including by acting as a focal point regarding paranormal crises and emergency planning;
- (E) ensure that the functions of the government are not diminished due to use of paranormal powers;
- (F) ensure that the overall economic security of the United States is not diminished by use of paranormal powers;
- (G) monitor connections between paranormal terrorists, coordinate efforts to sever such connections, and otherwise contribute to efforts to interdict paranormal actions hostile to United States interests as defined in (A) through (G).

(2) RESPONSIBILITY FOR INVESTIGATING AND PROSECUTING TERRORISM.- Except as specifically provided by law with respect to entities transferred to the Bureau under this Act, primary responsibility for investigating and prosecuting acts of terrorism shall be vested in the Bureau rather than in Federal, State, and local law enforcement agencies with jurisdiction over the acts in question.

(3) COORDINATION WITH NON-FEDERAL ENTITIES.—With respect to paranormal security, the Director of PPER shall coordinate through the Office of State and Local Coordination (established under section 801) (including the provision of training and equipment) with State and local government personnel, agencies, and authorities, with the private sector, and with other entities, including by -

- (1) commanding State and local government personnel, agencies, and authorities, and with the private sector, to ensure adequate planning, equipment, training, and exercise activities;
- (2) commanding and, as appropriate, consolidating, the Federal Government’s communications and systems of communications relating to paranormal security with State and local government personnel, agencies, and authorities, the private sector, other entities, and the public;
- (3) distributing or, as appropriate, coordinating the distribution of, warnings and information to State and local government personnel, agencies, and authorities and to the public; and
- (4) authorizing preventive detention, martial law, curfews, evacuation orders and communication blackouts as necessary for national security and public welfare during paranormal terrorist events or alerts.



**Paranormal rights are HUMAN rights.**  
**The ENABLED had no choice in what happened to them**  
**How they should be treated is a choice you DO have**



*"This city is afraid of me. I have seen its true face. The streets are extended gutters and the gutters are full of blood and when the drains finally scab over, all the vermin will drown. The accumulated filth of all their sex and murder will foam up about their waists and all the whores and politicians will look up and shout 'Save us!' And I'll look down, and whisper 'no'."*

*- Rorschach, Watchmen*

## HOW THE WORLD ENDS

*Or begins.* Maybe both. An **Eschaton** campaign really gets underway a year after the Eschaton hands out the goody bags of power, but it technically starts on the very first day. Players will gain their powers, meet up and be in some short adventures to 'live' the changes in the world so that they understand *why* the world is the way it is, and the things that made it become that way.



## TIMELINE

*Superheroes must begin somewhere.* Since **Eschaton** is *not* an established world of heroes and villains, its origin will be chaotic, and players will have a hand in its genesis. How the world perceives super-powered beings will to some extent be in the *player's* hands. Because a whole lot happens in a short amount of time, **Eschaton** will use a staggered time scale, much as in **WarpWorld**.



An **Eschaton** campaign will start with the immediate concerns and short adventures, and work its way forward in increasing hops of time, each stop being an important waypoint on the way to the stable world that follows the Days of Chaos. This is where your hero's 'origin story' ends and when the real struggle of ethos and Revelation begins.

## The Days of Chaos

That's what the first few weeks and months after the Eschaton give humans powers will be called. There will be plenty of other names for this time as well. "The day the nukes went away", "the day the pundits died", "the days of rage", and so on. For game purposes, the instant powers were granted will be "Chaos+0", and this day for your campaign will generally be the day in the real world when the campaign starts. *You do not have to do this.* You could start the campaign off with a bang by having it happen on a major national holiday, an election day, during a natural disaster in the area you start the campaign, five years from now, five years ago, or whatever gets things moving with the most drama. Regardless, it is *not* a happy day. The actual nuts & bolts of the rules for the first year are in the **Campaigning** chapter, so remember that this is just an overview to get you thinking about the hero you want to design.

*"You don't fix humanity like it's a broken leg. You fix it like you brush your teeth every night, cleaning out the icky stuff over and over again. But it always, always grows back." - SteveD*



The Eschaton spread their powers around without selecting for morals, intelligence or sanity. They selected for people who wanted to make a change in the world. *For better or worse is a matter of perspective.*

At least one person in the United States decided their mission was rid the country of liberal commentators. Someone else did the same with conservative ones. *Ninety percent of world leaders and countless legislators were assassinated in the first three days.* The remaining ten percent survived only because someone who supported that leader and had power was there to thwart the assassination attempt, or the leader was spirited off to an 'undisclosed location' where superpowered would-be assassins simply couldn't find them. Extremely wealthy or prominent people of *any* type are extremely vulnerable at this time.

Banks are robbed, buildings topple, prisons are broken open, trains are derailed, planes are shot down and ships are sunk. Freeways are clogged with fleeing refugees, trying to get away from as many people as possible, trying to hide from the chaos.

But it is not *all* bad. There are not as many lives saved as are lost, but there are a multitude of heroes out there. Wrecks are prevented, mortal injuries healed, villains thwarted, innocent lives saved. And because the heroes tend to go where it seems they are needed, they meet, form working relationships, alliances and even friendships. *From these, the first superteams form.*

! There was more global destruction on day 0 than can be accounted for by supers and ultras, and in the worst areas, no surviving eyewitnesses. It is believed in government circles that this was a side effect of the Eschaton rewriting the local parameters of reality. However, this is a closely held and secret assessment and the *official* story is that the worst devastation was caused by unknown and obviously villainous ultras.

## Campaign structure

A new **Eschaton** campaign starts on day 1. All the work of designing a hero and figuring out their ethos takes place on day 0. The campaign will progress in stages of increasing duration and separation until the world stabilizes, and each stage will have its own theme and challenges.

! As a reference for the sort of chaos that happens in the opening days, we go back to 1997CE and something that has come to be called the North Hollywood Shootout. Two men with assault rifles and military-grade partial body armor robbed a bank and got into a shootout with police. The resulting firefight lasted over half an hour, expended 1,600 rounds of ammunition, injured eleven police and seven civilians, and extended over several city blocks. In **Eschaton** terms, these robbers had the approximate power level of 'agents', which are about ten times as numerous as 'supers', which the players will probably be. Imagine scenes like this and *far* worse taking place *multiple* times in *every* major city in the world, *simultaneously*.

## The world

The world of **Eschaton** on day 0 is more or less the real world, present-day. There is a global economic slump. Governments are struggling to keep their economies afloat. There is pressure on resources, moderately high unemployment, and currencies that are walking on the fine line between deflation and hyperinflation. There is no slack in the system to absorb sudden shocks.

**day zero:** *Arrival of the Eschaton.* Every potential Super or Ultra or Mastermind in the world gets their own visitation by an Eschaton. It might be an entity, it might be multiple entities, it might be multiple facets of the same entity. *You will probably never know.* Sports and Agents do not get visitations for reasons unknown. It is theorized that these individuals gained powers as a side effect of whatever process the Eschaton used. Nonetheless, even Sports and Agents are bound by the Revelation, even if they do not know it yet.



For reasons unknown, the visitations occur a little before 11pm on the east coast of the United States, and adjusted for time zone elsewhere. After the encounter with an Eschaton, the person will fall unconscious wherever they are at, and wake some number of hours later with their power or powers, possibly after having nightmarish premonitions of the days to come (a hint for the gamemaster to do some foreshadowing). Sports and agents will suddenly come into their powers about the same time, and though they will not have experienced an Eschaton, they will still have a gut feeling about their power or powers, even if they do not know *why* they have them.

**day one:** *The first Day of Chaos.* For ninety-nine plus percent of humanity, they wake up to a world no different than the one they went to sleep in. Not until they turn on the news do they realize that something *very* strange is going on. The other one percent of humanity realizes it *much* sooner. About a tenth of these people have some sort of power, and a fraction of those have *significant* power. The rest of this one percent are victims of power, beneficiaries of power, or people like doctors, police or emergency responders who have to start dealing with the chaos while everyone else is still fast asleep.

The news (for those who still have electricity) is non-stop "what the hell is going on?", with live feeds of super-powered action, earthquakes, tsunamis, swarms of tornadoes, hail the size of melons and other bizarre phenomena, along with radio reports, very occasional reports from overseas, theories about some hallucinogen-based terrorist attack, worries about invasion or nuclear attack, fighter jets screaming overhead and occasionally plummeting from the sky, every major road is blocked with traffic. *Utter disaster.* Heroes looking for a way to get involved will have no shortage of opportunities, whether rescuing people, stopping crime or both. Many of the most enduring friendship and bitter hatreds will be formed that first day.

**day three:** *More of the same.* It is for all practical purposes the same as having your city invaded. There are curfews, violations of rights, destruction by bad guys and good guys, no reliable source of news, intermittent power and water, shortages of food, hospitals packed with wounded and so on.

One significant problem is villains escaping. Heroes will often be loath to simply bash a light pole across a fallen villain until he or she is no longer a problem to the legal system, so many villains were simply given to the police in an unconscious state by a battered hero. If these villains were of any significant power, the ability of handcuffs and regular jail cells to contain them is negligible. So heroes could end up facing the same people they were fighting on day one, but the villains may be less likely to play nice with a fallen hero. The first three days of chaos will have the highest number of casualties. *Tens of thousands of people with paranormal powers will get their powers and be dead within seventy-two hours.*

Day 3 will have the first *confirmed* news of real supercriminals. The Eschaton visited more than one maximum security prison or asylum, and more than one super-powered murderer or dangerous lunatic is out there, not to mention everyone else who escaped when prison walls were blasted into bits.

The notions of territory and identity are forming even at this early stage. The flashier of heroes and villains will give interviews to local news crews, boast, brag, preach or whatever suits them, and then fly, run, teleport or otherwise make a flashy exit.

Regardless of your nation, there is a nationwide 'state of emergency'. The military is in the streets, armed to the teeth. A strict curfew is in effect, mostly from local officials responding to national guidelines and using National Guard troops, and just about everyone with a gun (legal or otherwise) is trigger-happy when it comes to people with weird powers.



**day 10:** *The government has finally gotten into the act.* Even though national leaders are only making announcements by pre-recorded video, radio or press release. Top officials are still in hiding in “undisclosed locations”. National communications have been restored enough that emergency directives have made it into the hands of local authorities. Martial law, which has been a matter of practicality for most of a week, is now formal and official. All individuals who are in possession of ‘paranormal ability’ are required by law to register with their local government. This will involve real identity, photos, fingerprints and DNA samples. There are guidelines for how this is to be done and where the information is to be sent. However, aside from a very few locations that avoided most of the chaos, it is really just wishful thinking. The *actual* agenda is to get enough information on as many paranormals as possible so they can be located *later*, trying to rely on the average person’s deference to authority figures to get compliance. Though none of this is mentioned in the public request for heroes to register themselves.

Failing to register is a crime, so anyone who goes in to register and does *not* give the authorities what they want will be detained (or the attempt will be made, anyway). Those fleeing or avoiding registration are assumed to be armed terrorists, either by official decree or because local authorities took the decision themselves. Any paranormal who brings a criminal to the police is ‘requested’ to register, and any paranormal who shows up at a hospital is told they need to check with the police about new federal laws regarding paranormals.

What a formal declaration of martial law means is that localities can set a curfew, constitutional guarantees are temporarily set aside, and that certain violation of rules of evidence and procedure will not taint a prosecution based on these things. This will vary from country to country, but most of the violations will be ones in favor of government authority.

Military engineers will work with civilian crews to clear wreckage and make emergency repairs. Some of the more civic-minded heroes will offer their talents on a public level, and if rebuffed, will provide private aid to those in need of it. The *preliminary* death toll in the United States is at least a million people, though it will eventually double this and more, easily making it the largest disaster in US history. To put it in perspective, for a population the size of New York City, this would be the equivalent of *ten* 9/11 death tolls.

The first verifiable reports trickle in from overseas, with images of the Eiffel Tower lying crumpled across a swath of Paris, the Hagia Sophia in ruins, Big Ben in flames and so on. Unconfirmed reports of massive genocide come in from parts of Africa, the Balkans and Middle East, while a few parts of the world are ominously silent. Explosions of a nuclear nature are reported in the Middle East, China, Russia *and* the United States, though each of these nations denies or downplays the domestic incidents. The literal fallout from these events will significantly increase the death toll in those areas and possibly create some ‘interesting’ campaign locations for later use.

Those villains (and a few heroes) who have been captured or recaptured are being held in as secure a means as is possible, regardless of whether or not this violates their rights. Some are simply kept sedated, others under 24/7 armed guard with multiple machineguns trained at them. One or two are in tents in the Nevada desert, with a very nervous armed guard and a remote-controlled nuke to ensure good behavior.



The situation is by no means stable, but it is stabilizing. Roads are being cleared, either by vehicle owners, tow trucks or bulldozers. Supplies of fuel are getting to military and first responders, food and water is getting to central distribution points, and heroic supers are a part of this effort. Civilian and military authorities are suspicious, but are usually willing to bend their official directives for people clearly trying to be 'good guys'. Working relationships at an unofficial level between some supers and government representatives start to form (like between a masked vigilante and a police commissioner).

By day 10, there are clearly areas where non-powered forces are simply outmatched, and finding it out the hard way. Some of these areas are coming under the control of heroes, others by villains. So for most nations, their territory is split up into 'government controlled', 'hero controlled' and 'villain controlled', with varying degrees of 'control'. And there are the regions that are still 'contested', but these are quickly being turned into uninhabited rubble. Sadly, most damage is coming from conventional weaponry. Very few supers are powerful enough to bring down a steel-reinforced structure, but plenty of military weapons used against supers *are* that powerful...

The problem is, the US government (and most other governments) no longer have control of the situation or means to regain that control. The number of people with useful powers in a government enforcement role is small, and the scale of the destruction is far, far beyond the ability of the government or private concerns to pay for the rebuilding. Sure, there are plenty of police, army, navy, air force and marine forces out there, but in the end, they have bills to pay and families to feed. The government will not, in the long run, be able to say "it's a national emergency, work for no pay". Nor will *most* nations just crank up printing presses and create a mountain of worthless currency.

*"Eet iz like zee botnet, but for me, ze users are ze bots, not zee computers..."*

- Zeelitist

**month 1:** *The initial chaos has largely ended.* Cleanup crews have opened blocked roads, are consolidating debris and minor damage to bridges has been repaired. Remember that while the chaos was global in scope, it was not global in effect. A fairly small *percentage* of stuff was *actually* destroyed. It just happened to be *important* stuff. In the way the destruction looks it is a lot closer to a tornado than an earthquake. More havoc was caused by panicky civilians than anything else. Once roads were cleared and repair crews could start work, things begin to improve rapidly.

Electricity has been restored to almost all areas, though the paranormal 'decommissioning' of numerous nuclear and coal-fired power plants by eco-heroes (or villains, depending on your point of view) means that rolling blackouts are in place in most cities. Usually, this is a two to four hour blackout during peak hours. Curfews have been reduced to midnight to 4am for everyone except emergency responders.

Media reports are still filtered. The government has shown it has the capability to censor internet traffic in real time, webcam servers are verifiably hacked and their images suspect, and service providers are coerced by anti-terrorism laws into providing lists of users who have leaked 'classified information'. Major services like YouTube and Facebook are under real-time censorship by scarily competent government software that no one was aware even existed. For most of those who run afoul of this, threats of stiff fines and imprisonment are sufficient to silence them. A few others continue to post rumors using anonymizers and encryption to hide material that might be detected by filtering software. A handful of darknets are a back channel of the cognoscenti and super-gadget makers are connecting hero teams and villains in ways beyond government interference, plus there are some heroes and villains whose powers are network-based.



Marital law is still in place, but the outcry against it has been sufficient that the most onerous aspects have been curtailed. Police and the military still have expanded powers of search and seizure, and an extended period in which to charge someone, but the rule of law is *mostly* restored. There *do* exist secret executive orders regarding paranormals, and a very extensive search for paranormal talents within law enforcement, active duty military and reserve forces. Partially, this is an inventory of the powers at government's disposal, and the other reason is to create a test or sensor to detect the presence of Eschaton-granted powers. A test will be possible by month 3, though a detector will take most of a year to reach a practical level, and will never reliably detect more than a fraction of those with powers.

Because of the wide range of personalities and powers, law enforcement and military protocol regarding paranormals is 'observe and report'. Far too many police and soldiers have been maimed or killed by hostile paranormals. Now, you simply make a note of where they are, and to observe from a distance. Hopefully, they can be tracked back to where they live or operate from, and if they are of a power level that can be dealt with, an organized force can be sent in to capture or kill them. Those paranormals who have developed a reputation as 'good guys' will be given a chance to peacefully register and avoid a lot of unpleasantness. The degree of pressure exerted for paranormal registration will depend on the amount of force the government can bring to bear, how public the confrontation might be and the priority of regaining control. *And of course, the likelihood of winning in any sort of forced confrontation...*

*"...yes ma'am, squirrels **are** a nuisance, but causing them to spontaneously combust all over town is against the law and you'll have to come with me. We won't be gone long, and I don't think they will bother your garden while we're gone. Does it seem hot in here to you?..."*

**month 3:** *The first 'registration amnesty' is offered by the government.* This includes those who have failed to register, plus those who escaped after apprehension attempts during the registration process, so long as no one was *killed* in the escape. Police and veterans groups are not pleased, as both criminal *and* civil immunity is conferred, meaning paranormals can get off scot-free for wounding officers, agents and soldiers if they register. There is going to be a little tension before the beginning of the amnesty period. While it will be punished if there is cause, some SWAT teams and military units will be looking to encounter a few rogue vigilantes before the amnesty date just so the vigilante has one more chance to 'refuse to register', if you know what we mean.

The sheer volume of rubble in some cities has meant that small mountains of cleared rubble have been made in the worst affected areas, much like Teufelsberg was created in Berlin with millions of tons of World War 2 rubble. In time, there are plans to turn the regions into terraced memorial parks. Some cities have 'ground zero' equivalents that span several city blocks but have no plans or money to fund anything other than piling more rubble there. Despite best efforts, these become warrens for vigilantes, villains, the homeless, the displaced, the crazy and those who are some combination of the above. Various paranormals make all manner of tunnels from the rubble to nearby skyscrapers, subway tunnels, underground parking garages and other exits that cannot be reliably secured. Authorities quickly learn not to pursue any paranormals down one of these rabbit holes. Paranormals with tunnelling, morphing, wiring, teleportation, or phasing powers can make great use of the rubble as a base of operations.

Territories are formed. Things have stabilized to the point where both the good guys and the bad guys have solidly established 'territory'. Those territories that were tenuously held have probably fallen by now, due to superheroes (or villains), the loss of a key person holding it together, or from a powerful military strike.



These territories can range from an expanded range for a gang with a few sports or agents, to a major metropolitan area that has fallen under the sway of a league of villains, and is too powerful to be dislodged by conventional police or military. It is remotely possible that the entirety of a small country could be under the leadership of a hero or villain at this point, but the most likely case would be a country controlled by a Mastermind.

From an *official* standpoint, all uncontrolled regions are considered hostile to that nation's interests. However, the numbers of affected population make it politically impractical to embargo the areas or deny food and other shipments. If only a single nation had been affected, odds are pretty good that such regions would have been nuked. However, since *every* nation has them, and the supers in the regions are a potential resource against *other* nations' supers, the population is fairly safe against this sort of extreme measure.

The situation in these zones is something like a border between ideologically opposed nations. Access across the border is limited, travel is closely monitored by both sides, and each has its own legal system that the other distrusts. There is no formal diplomatic recognition of these regions inside the United States, though a few countries are making noises about recognizing such enclaves run by 'good' paranormals. This is mostly in small countries with small military forces, mostly hoping that the recognition will get the cooperation of heroes against villains in that region.

The first public 'hero headquarters' are dedicated. Little more than cement bunkers with open lines of fire and good conventional defenses at first, they are government-sponsored and built. They are a relatively safe place for a registered hero team to rest and recover and train. Most of them will have the services of at least one full time super or several agents whose sole job is defense and surveillance to protect the site.

Oddly, the first super-jails are about the same, except they are designed to keep paranormally powered individuals *in*, rather than *out*.

The first covert or unlicensed hero teams and villain groups have formed. Some are hidden, in the sub-basements of collapsed skyscrapers, abandoned subway tunnels or are not headquarters at all, just a schedule of times and places to rendezvous and talk shop.

The terms 'sport', 'agent', 'super', 'mastermind' and 'ultra' come into common usage.

**! Terminology:** There are several ways that the powered are classified, by governments, by the media and popular culture and by the powered themselves. The *game* terms are 'sport', 'agent', 'super', 'mastermind' and 'ultra'.

Governments tend to be bureaucratic, rating individuals by power level and type according to some arcane code that varies from government to government. For instance, a hero might be a 'class 4A3d energy projector'.

The media tends to be subjective and flashy, using broadly descriptive terms like 'a high-powered mentalist vigilante'. Because a lot of those with powers have touchy egos, there are entire research staffs dedicated to finding and using terms that get the message across without risking the individual described getting angry and deciding to take it out on the reporter or their employer.

Within the community of those who have power, the terms used are often the game terms. However, if the relationship with an individual or group is less than cordial, less flattering terms are used. Sports might be 'afterthoughts' or 'wannabes', Agents might be 'lackeys' or 'henchmen', Masterminds might be 'bigheads', Supers might be 'men in tights' and Ultras are 'fracking douchebags with delusions of godhood'. There are similar derogatory terms for gizmo users, mentalists, physical powerhouses, energy blasters, and so on.





The first formal villain governments are announced. Like hero-controlled regions, but with less adherence to law and more reliance on force and intimidation, usually with some flavor appropriate to any psychological problems of the villains in charge. For instance, Denver's leading megalomaniac is a neat freak. Littering carries the death penalty. Failing to use the right recycling bin costs you a finger. *And for heaven's sake, if you are the last one to leave the room, be sure to turn the lights out!* Even his low-level enforcers have to have ammo bags on their weapons to catch expended shells. The villain-controlled regions tend to be *superficially* as peaceful and orderly as those run by heroes. People still need to be fed, housed, have jobs and so on. It is just that the government that runs things is a little more capricious and totalitarian. They can range from 'chaos ruled by an uncaring warlord' to 'Disneyland with the death penalty'.

While villain territories are violently opposed to hero regions and mundane governments in general, everyone tends to maintain low-key contact with each other. Each side will on occasion have *something* the other needs, and needs it enough that they are willing to make a deal for it. More than one hero team has secretly 'looked the other way' when a villain group busted open a super-prison that happened to have a few good guys among its inmates whose only crime was not registering.

**month 6:** *Supers are part of life.* By now, virtually everyone has seen a paranormal, experienced one first-hand or found that someone they know or a friend of a friend has powers. Thousands (including villains) have their own Facebook pages and YouTube channels. Enough time has passed that people have formed their opinions of paranormals or are about to come down on one side of the fence or the other. Most regions of the country have a flavor ranging from very conservative to very liberal, and while this local view might not be a majority opinion, it is the one that moves government policy and media coverage. Martial law was lifted a few months ago, after passage of the Paranormal Powers Act. This codifies the rights and responsibilities of paranormals, and defines legal government policy as it applies to constitutional freedoms and public safety requirements. The law is long and has several onerous provisions that will be contested in court as soon as someone tries to enforce them. However, final resolution will take several years to work its way through the courts up to the Supreme Court, and by then there will have been new Congressional and Presidential elections, along with a possible shift in policy for the better or worse. The law also reiterates the sovereignty of the government over the territory of the United States and does not offer *any* compromise position regarding the current independent status of many parts of the country. Several paranormal-controlled cities secede from the United States, a move not recognized or even officially commented on by the federal government (mostly because the government would embarrass itself through the tacit admission it is powerless to stop the secession or even to embargo commerce and travel to most of these areas).



**year 1:** *Where you as a player come in.* This is the start of the 'continuous campaign', where events happen with only minor downtime between them. Everything up to this point was still real adventure and conflict, but was just foreshadowing for the *big* picture.

Switzerland, Sweden and Australia all have recognized 'autonomous paranormal enclaves', officially accepted by these governments as self-governing independent states, with treaties and obligations to each other, which includes extradition, military assistance and dual citizenship. The last item poses the greatest problem for the United States, China and the Russian Federation, all of which have numerous *unrecognized* enclaves. A number of heroes from all three nations are travelling to one of these autonomous states and becoming citizens (provided they meet citizenship requirements), making them not just citizens of that state, but also citizens of whatever nation that enclave is in.

This means a loss of US citizenship, but it also means their new nation is one that is willing to lean heavily on anyone oppressing one of its citizens, and has the backing of an entire super-hero state to do that leaning with. To avoid too much trouble, hero states will not interfere in clear-cut matters of law, but persecution of a hero simply because of their powers will cause no end of grief for that nation's trade or overseas military forces. It also gives the gamemaster an excuse for overseas excursions or the occasional appearance of foreign heroes or villains.

Those who choose to retain their native citizenship have only the loyalty of local heroes to fall back on if they are captured or otherwise run afoul of the law outside their enclave. In a sort of Cold War detente, prisoners are routinely exchanged between sides, and unofficial arrangements are made regarding trade with these regions in exchange for assistance against villainous paranormal states.

So, for planning purposes, assume that the US government will assign priorities to each city and region, ranging from 'regain control at all costs', 'regain control if practical' and down to 'they have to fend for themselves for now'. This will let the government allocate its available funds, transport and remaining military assets to the most critical locations, and try to spread from there. This priority list is 'top secret', as no one wants the political fallout from 'writing off' part of the United States to save a different part. Odds are that this list will be leaked within a few months, officially denied as a forgery, then be confronted with proof of its veracity, causing a major government crisis. You could write an entire adventure around the theft, recovery and possible leaking of this list. And it does not even have to be *villains* who are doing it. A group of patriotic heroes might see such prioritizing as weakness and steal the list in an effort to shame the government into becoming more hard-line towards villain-controlled areas.

A handful of major cities and numerous towns are *still* in chaos. At least that is the official term. Actually, these regions are either being fought over by heroes and villains, or are under the control of villains who have made a point of shooting down jets, blowing up tanks and otherwise making it clear that it is *their* territory now. Rumors fly, but there is a media blackout on the subject. Each of the major cities that is no longer under US authority is supported by one or more ultras and a handful of supers.

A sufficiently strong conventional military assault can usually deal with a group of supers, but if an ultra is the core of a defense, the only way to deal with that is another ultra, or a group of powerful supers. And if the defending ultra has allied with a group of powerful supers, that makes for a stalemate where any sort of direct assault would cause widespread destruction over the entire region.



Short of nuking a city, there is no quick way to get rid of them. Not all such regions are under the control of villains. Several are controlled by hero alliances, who took control from useless, hostile or criminal government forces, and simply refuse to hand control back to a central government that refused to 'clean up' the problem to begin with. This is very common in parts of the world where corruption was endemic and the rule of law was weak.

Some of the more critical or borderline cases of government controlled regions will remain under something like martial law, with a mostly theoretical civilian control over a joint military and super-powered garrison and policing force. Areas with an active super-powered resistance to government authority, or villain-controlled areas recently 're-integrated' into a nation as a whole will look and operate like military occupation, and in at least one case this will go awry and the area will become a militaristic vigilante state at odds with both government *and* villains.

The biggest surprise of year 1 is that first child of a paranormal or paranormal couple comes into the world. The traits of the parents are passed onto the children, much like genetics, but with no *detectable* genetic component. It will not be known for many years if these children will be as powerful as their parents, but for now, they will be a real handful (what do you do with an infant who can fly before they can crawl or speak?). This will be a major bombshell affecting public policy at the start of the main campaign. Governments (and everyone else) realize that the Eschaton is not just a one-time thing that will disappear when the paranormals die of old age. Instead, they are a new sub-species or race of human, and if they survive, powers will *never* go away. This could add some sinister overtones to government actions as long-term plot hooks.

## The International Perspective

This chapter is written from a United States perspective, but the events *are* happening worldwide. Each culture will have its own unique response, and in addition there are going to be cross-border issues. There will be nationalist supers, and those with opposing ideologies or endemic hatreds on opposite sides of the invisible line known as a national border. Even if *your* campaign takes place in a more developed nation, remember that most of the world is *not* that way, and that you as a player or gamemaster are almost certainly in "the 1%" in terms of income, health care and access to technology. Odds are *you* have never set foot in a favela or even know what one is (but some of our early test players do). *You* have never seen anyone die of hunger or malnutrition. *You* have never had to flee your home because of the color of your skin, the way you worship or the political party you belong to. There is an entire world out there that is completely alien to *your* experience, yet *most* of the world's supers will be from *that* world. Fortunately for you, *most* of them will be staying there, because *their* concerns and *their* ethos will largely be involved in dealing with *their* problems.

Your real-world ignorance of how the other 90-plus percent live is going to be mirrored by your *hero's* equal level of ignorance. While this might not be much of a concern early on in a campaign, remember that the September 11, 2001 attacks against the United States came from the 'other' part of the world, *and no super-powers were required*.

Combined with military tensions, some areas will erupt in bloody confrontation immediately, in fights with no innocents and no heroes, just conventional and super-powered slaughter. It is *assumed* that much of the middle east is going to be a radioactive wasteland by the end of the first week of chaos.



Pakistan and India have bloodied each other somewhat and maybe come to their senses, China is making territorial grabs or asserting claims it might not have otherwise pressed, Greece and Turkey are going after each other and any nation with internal instability is probably in a state of civil war for the first several months.

Because of all this, commodities are scarce. Food shipments are slow, fuel imports are far less than demand, leading to rationing and shortages, personal and international tempers are short, accusations fly and supers are a loose cannon that is alternately a tacitly approved tool that does what the government wants, or is a monkey wrench in the gears of diplomacy.

Remember that while the number of people worldwide with power is perhaps one in a thousand, and those with significant power are only one in ten thousand, this still means that any ideology or attitude or intolerance or hatred that has at least ten thousand people who share it...probably has their own committed super. Basque separatists, Al-Qaeda militants, white supremacists, radical environmentalists, pro-life activists, anarchists, hackers, Russian Mafia, you name it. If the group is big enough, it will have one or more people with power who are probably interested in furthering that group's goals *and* will have powers that help them do so. And the way they use these powers will often cross international borders. You can wager that an Al-Qaeda villain is not going to be worried about airport security, a militant pro-life crusader is not going to care about restraining orders and a radical environmental super is not going to worry about whether a whaling ship is merely collecting specimens for 'research' purposes. They are all people with a desire to make a difference, and now that they have the power to do so, they *will* use it.

### What next?

The next chapter covers the adjustments to the **EABA v2** adventurer creation and power system needed for an **Eschaton** campaign. The players have a sort of edge, in that they 'know' how certain things are going to shake down.

The gamemaster needs to decide some priorities and point levels, and decide if there are any particular powers that are going to be prohibited or limited. From here on out you will be flipping back and forth in the rules, checking out power templates, campaigning notes, hero creation and comparing notes with other players.

The game mechanic details on how to start a campaign, several short adventures and a cast of heroes and villains can be found in the **Campaigning** chapter. We highly recommend starting a campaign in the volatile and violent El Paso contested zone, and suggest all potential heroes make sure they have enough flexibility and talent to handle mundane *and* paranormal threats.

*"Yeah, I'm just a sport with one power and there are six of you with knives. But, which one of you wants to be the first to find out what a Flaming Anal Geyser feels like?"*

# Eschaton

1.0

Name

Gender

Age

Stam

Hits

1

1

27

-0d

2

2

28

3

3

29

4

4

30

5

5

31

6

6

32

7

7

33

8

8

34

9

9

35

10

10

36

11

11

37

12

12

38

13

13

39

+10

14

40

+20

15

41

16

42

Enc

-1

17

43

Str-8

-2

18

44

Str-6

-3

19

45

Str-4

-6

20

46

Str-2

-9

21

47

Str-0

22

48

Exp

any

23

49

A

24

50

S

25

51

P

26

52

level

## Strength

carry

strike  
d+

kick  
d+

throw  
d+

d+

strike

throw

## Agility

dodge

fight

fight  
d+

balance  
d+

throw  
d+

d+

balance

throw

## Awareness

cognitive

think  
d+

spot  
d+

listen  
d+

d+

sight

hearing

## Will

toughness

tough

charm  
d+

resist  
d+

d+

charm

resistance

## Health

recov.

speed

walk

run(+2)

spr.(+4)

d+

stamina

recovery

## Power synopsis

level

stam

## Fate

shield

shield  
d+

power  
d+

luck  
d+

d+

power

luck

1 3 5 7 9 11 13 15 17 19

## Skills

Attribute

bonus

skill roll

## Traits

value

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

+

d+

## Other

Hits  
(Str+Hit)

Hit bracket  
(Str+Hit)/4(n)



Walk  
(Hit/3)(d)+2

Lifestyle  
(employed)  
Savings

Lifestyle  
(unemployed)









level	roll	mass	dist.	time	qty
-12	-	.8kg	-	-	-
-11	-	1kg	-	-	-
-10	-	1.3kg	-	-	-
-9	-	1.6kg	-	-	-
-8	-	2kg	-	-	-
-7	-	2.5kg	-	-	-
-6	-	3kg	-	-	-
-5	-	4kg	-	-	-
-4	-	5kg	-	-	-
-3	-	6kg	.1m	-	-
-2	-	8kg	-	.5s	x.5
-1	-	10kg	.3m	.7s	x.7
+0	0d+0	13kg	-	1s	x1
+1	0d+1	16kg	.5m	1.4s	x1
+2	0d+2	20kg	.7m	2s	x2
+3	1d+0	25kg	1m	3s	x3
+4	1d+1	32kg	1.4m	4s	x4
+5	1d+2	40kg	2m	6s	x6
+6	2d+0	50kg	3m	8s	x8
+7	2d+1	65kg	4m	11s	x11
+8	2d+2	80kg	6m	15s	x15
+9	3d+0	100kg	8m	23s	x23
+10	3d+1	125kg	11m	30s	x30
+11	3d+2	160kg	16m	45s	x45
+12	4d+0	200kg	23m	1m	x60
+13	4d+1	250kg	32m	1.4m	x90
+14	4d+2	320kg	45m	2m	x125
+15	5d+0	400kg	65m	3m	x175
+16	5d+1	500kg	90m	4m	x250
+17	5d+2	640kg	125m	6m	x350
+18	6d+0	800kg	175m	8m	x500
+19	6d+1	1t	250m	11m	x700
+20	6d+2	1.3t	350m	<b>15m</b>	x1k
+21	7d+0	1.6t	500m	23m	x1.4k
+22	7d+1	2t	700m	30m	x2k
+23	7d+2	2.5t	1km	45m	x2.8k
+24	8d+0	3.2t	1.4km	1h	x4k
+25	8d+1	4t	2km	1.4h	x5.6k
+26	8d+2	5.1t	2.8km	2h	x8k
+27	9d+0	6.4t	4km	3h	x11k
+28	9d+1	8t	5.6km	4h	x16k
+29	9d+2	10.2t	8km	6h	x25k
+30	10d+0	12.5t	11km	8h	x32k
+31	10d+1	16t	16km	11h	x45k
+32	10d+2	20t	23km	<b>16h</b>	x64k
+33	11d+0	25t	32km	1d	x90k
+34	11d+1	32t	45km	1.5d	x125k
+35	11d+2	40t	64km	2d	x175k
+36	12d+0	50t	90km	3d	x250k
+37	12d+1	64t	125km	4d	x350k
+38	12d+2	80t	175km	6d	x500k
+39	13d+0	100t	250km	8d	x700k
+40	13d+1	125t	350km	11d	x1m
+41	13d+2	160t	500km	16d	x1.4m
+42	14d+0	200t	700km	23d	x2m
+43	14d+1	250t	1k km	32d	x3m
+44	14d+2	320t	1.4k km	45d	x4m
+45	15d+0	400t	2k km	2m	x6m
+46	15d+1	500t	2.8k km	3m	x8m
+47	15d+2	640t	4k km	4m	x11m
+48	16d+0	800t	5.6k km	6m	x16m
+49	16d+1	1kt	8k km	8m	x23m
+50	16d+2	1.2kt	11k km	1y	x32m
+1	+1	x1.3	x1.4	x1.4	x1.4
+2	+2	x1.6	x2	x2	x2
+3	+1d	x2	x2.8	x2.8	x2.8

setting or tech base	a/b	setting or tech base	a/b	setting or tech base	a/b
scope	value	scope	value	scope	value
effects		effects		effects	
range		range		range	
duration		duration		duration	
defense against		defense against		defense against	
other		other		other	
total or effic.(b)		total or effic.(b)		total or effic.(b)	
(use smaller of two)		(use smaller of two)		(use smaller of two)	
±free amount(a)		±free amount(a)		±free amount(a)	
+excess/4		+excess/4		+excess/4	
(round down)		(round down)		(round down)	
base power	1P	base power	1P	base power	1P
+2 per +1P	P	+extra P	P	+extra P	P