



ATOMIC SOCK MONKEY PRESS

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Dead Inside Master Chart

LEVEL	As Quality Rank	MODIFIER TO 2D6 ROLL	AS DIFFICULTY RANK	TARGET NUMBER
<i>Poor</i>	Notably Inept.	-2	A trivial task.	5
<i>Average</i>	Typical human capability.	0	Straightforward task.	7
<i>Good</i>	Better than usual; most professionals or talented newcomers.	+2	Complex task, requiring attention to detail.	9
<i>Expert</i>	Noted/famed professional; talent with skill to back it up.	+4	Intricate task, difficult and requiring sharp concentration, hard for a typical untrained person (Average).	11
<i>Master</i>	Acclaimed genius: talent with substantial skill behind it.	+6	Extremely difficult task, hard for most professionals in the field (Good).	13

VIRTUES	VICES
<p>Integrity. Honesty; truthfulness; fair play; trustworthiness.</p> <p>Hope. The ability to trust in someone or something else; to expect with confidence; to look to the present and future with joy.</p> <p>Fortitude. Courage; perseverance; zeal; ability to risk.</p> <p>Generosity. Donating time, effort, money with little to personal cost; being merciful.</p> <p>Courtesy. Grace, in word and deed; politeness; consideration and compassion for others.</p>	<p>Hypocrisy. Dishonesty, lying, cheating.</p> <p>Despair. The inability to trust in anything; to worry overmuch; to dwell on the present and past with misery.</p> <p>Cowardice. Allowing fear to dictate actions; lack of resoluteness; sloth; timidity that refuses to take a chance.</p> <p>Avarice. Insatiable greed; desiring more than your fair share; envy.</p> <p>Cruelty. Causing injury, grief, or pain for the joy of it; lack of compassion; rudeness.</p>

ABILITIES & POWERS CHART

	Ability/Power?	Dead Inside	Free Spirit	Ghost	Mage	Sensitive	Zombi
Bind	Power	3 Soul Points	–	–	1 Soul Point	2 Soul Points	–
Change Landscape	Ability	3 Downshifts	1 Downshift	1 Downshift	At Rank	2 Downshifts	–
Change Others	Power	–	–	–	2 Soul Points	3 Soul Points	–
Change Self	Ability	2 Downshifts	At Rank	At Rank	At Rank	1 Downshift	–
City Navigation	Ability	1 Downshift	At Rank	At Rank	At Rank	At Rank	At Rank
Create Object	Power	–	–	–	1 Soul Point	2 Soul Points	–
Create Tulpa	Power	–	–	–	1 Soul Point	2 Soul Points	–
Enchant	Power	3 Soul Points	–	–	1 Soul Point	2 Soul Points	–
Healing	Power	1 Soul Point	–	–	1 Soul Point	1 Soul Point	1 Soul Point
Luck	Power	1 Soul Point	1 Soul Point	1 Soul Point	1 Soul Point	1 Soul Point	–
Movement (Dream-leap/True Flight)	Ability	2 Downshifts/ 3 Downshifts	At Rank/ At Rank	At Rank/ At Rank	At Rank/ At Rank	1 Downshift/ 2 Downshifts	2 Downshifts/ –
Open Gate	Ability	2 Downshifts	–	–	1 Downshift	1 Downshift	2 Downshifts
Second Sight (Passive/Active)	Ability	At Rank/ 1 Downshift	At Rank/ 2 Downshifts	At Rank/ 2 Downshifts	At Rank/ At Rank	At Rank/ At Rank	At Rank/ 3 Downshifts
Soultaking	Ability	1 Downshift	1 Downshift	2 Downshifts	At Rank	At Rank	2 Downshifts
Supercharge	Power	1 Soul Point	–	–	1 Soul Point	1 Soul Point	1 Soul Point
Ward	Power	1 Soul Point	1 Soul Point	1 Soul Point	1 Soul Point	1 Soul Point	1 Soul Point
Special	Ability	[1]	[2]	[3]	[4]	[5]	[6]

LEGEND

At Rank = Character can use this Ability with a roll against Type Rank.
x Downshift(s) = Character can use this Ability with a roll against Type Rank with x Downshifts.
x Soul Point(s) = Character can use this Power buy spending x Soul Points and making a roll against Type Rank.
 – = Type does not possess this Ability or Power.

- [1] Downshift to social interactions in the RW.
- [2] Phase = Free in RW, or one Soul Point or Damage Rank in SW.
- [3] Phase = Free in RW, or one Soul Point or Damage Rank in SW.
- [4] Upshift to social interactions in RW & SW.
- [5] Upshift to social interactions in the SW.
- [6] Upshift for physical and mental tasks in RW & SW; Downshift to social interactions in the RW & SW.