



FACTIONS PLAYER'S GUIDE PRODUCT GUIDE

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INTRODUCTION

The Factions Player's Guide is the first supplement for the Factions RPG product line, which began with the book Factions at War. The Player's Guide is a useful tool for players and Refs alike. It both expands the scope of the game setting and increases the level of detail for general play.

The Factions Player's Guide has a singular goal of enhancing the experience of the player. This is accomplished through setting information presented for the "man on the street," broadening character creation options including higher level Special Abilities and Rituals, presenting new available gear and weapons, and more.

EXPANDED SETTING

The first two chapters plant the player firmly in the world and bring them up to date with the events of the previous year. In Word on the Street, a character named Artful Dodger examines the year's top eighteen mundane news stories and delves into their true meaning.

Perspectives brings in a conversation between several characters as they discuss how to survive being Gifted in the modern world. Then, in Street Attitude, Joey Diggs gives some advice to the new Gifted. Tools of the Trade examine in-game items and actions, and how they are perceived from within the context of life as a Gifted.

Chapter Two, Revelations, gives five pages of insider information on the Free Societies, the Alliance, and the Unaffiliated (aka the Independents). Each rumor, goal, and happening for these groups adds another piece to the setting puzzle.

CHARACTER CREATION TOOLS

Chapter Three adds 14 new Skills, which are included on the updated character sheets at the end of the book. A total of over 100 new Special Abilities, some going up to level 20, are also included. This makes playing higher level characters much easier, with the breaking of the level 15 cap in Factions at War. These are the Special Abilities of the real movers and shakers of the Factions world, and are quite handy to the Ref, as well.

Other playing possibilities open up with 33 additional Advantages and Disadvantages. 9 more Skill Specializations, Specializations for Ritual Magic, and Mastery Levels for Special Ability Skills are also included.

RITUAL MAGIC MOVES FORWARD

Chapter Three is dedicated to a powerful upgrade to the Ritual Magic presented in Factions at War. Here, a total of 25 pages delve into new Rituals for the Hermetic, Buddhist, and Wicca Schools, and the first Rituals belonging solely to the Pure Chaos School. These pages not only give the occultist character more toys to play with, but they also reveal more of the depth and character of the Schools themselves.

Among these Rituals are Advanced Workings (levels 11-15), with their own rules presented at the end of the chapter. There is even a method included for performing a group working, where multiple casters participate in the same Advanced Working.

LIFEPATH CHARACTER CREATION

All 45 pages of Chapter Five belong to the Lifepath system. This is an alternative method for the player to make a character, which incorporates decision making and chance within the larger world context. Life doesn't always turn out as expected, and character creation within the Lifepath system is no different.

The player makes rolls to determine things like family origins, status, and the like. Then, at each stage of life, he is allotted a limited number of Attribute, Talent, and Skill levels, according to maturity and life experience. This follows from packages chosen at each stage, such as Academic, Criminal, or Occult Packages, for example.

Going through the Lifepath process creates a different character each time, and provides a wealth of background information for the character. Also, each event or detail is presented within the context of the game universe, so as to bring the player even further into a Gifted's situation.

CHARACTER GOODIES

Chapter Six presents a jackpot for players and Refs alike - rules for drug use, piles of new equipment, weapons, and Talismans, and point building rules for Citadels.

The drug rules pull no punches, and give in-game effects for imbibing everything from coffee to acid. Using drugs has consequences, though, which show themselves in long term effects and possible addiction.

PIX PROGRAMMING

The final chapter presents first-time rules for the Pix Realm, the cyberspace Outer Realm which is a regular destination for the cyberpunks, geeks, phreaks, and console cowboys of the Factions world.

There are programming rules for Avatars and over 20 types of Pix Objects. Enough information is provided to fuel entire campaigns revolving around regular "runs" to the Pix.

ORDER TODAY

The Factions Player's Guide comes complete with a detailed 8 page index, and an expanded 7 page character sheet, including 2 pages for recording Lifepath background. Available at www.othercourt.com and coming soon to a gaming store near you.

