AFTERMATH

Trouble in the Aftermath of the Great Rift Wars for Jacques Bertin

Jacques Bertin's Aftermath Rules Supplement, Version 1.0 (Beta)
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0.0 Aftermath Rules Supplement Version 1.0 (Beta)

0.1 Aftermath Rules Supplement Version 1.0 (Beta) Aftermath is a set of optional rules for Trouble in the Great Rift Wars, which allows for the creation of characters who have survived the events of the Great Rift Wars, and have lived through the years following the Great Rift Wars. Aftermath characters are created using the Trouble in the Great Rift Wars character creation rules, with the following changes. Aftermath characters are created with 100 Character Points, instead of the normal 75 Character Points. Aftermath characters may take up to 25 Character Points worth of Disadvantages, instead of the normal 15 Character Points. Aftermath characters may take up to 10 Character Points worth of Quirks, instead of the normal 5 Character Points. Aftermath characters may take up to 5 Character Points worth of Flaws, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Perks, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Talents, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Skills, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Psionic Powers, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Mutations, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Cybernetics, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Equipment, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Vehicles, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Weapons, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Armor, instead of the normal 2 Character Points. Aftermath characters may take up to 5 Character Points worth of Miscellaneous