SHATTERED

A GRIMDARK RPG



SHATTERED

BY

INDE

ITS NEVER DARK ENOUGH



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DEDICATION

We at INDE (pronounced "indie") would like to take a minute to thank a few people that helped make Shattered possible. There have been so many people outside of our team that helped and inspired us to create this game. But first and foremost, we would like to thank our families who have put up with this obsession of ours. To the many friends that we've made, The crew at Midnight Zombie Marathon, Imp House, Grenade Punch Games, everyone at the #RPGNET IRC channel, and everyone over at TAPM Systems.

Cody would like to send a shoutout to his brother, Ean Johnson, Bruh.

INFLUENCES

Shattered was not created in a void. There have been a countless number of books, films, musicians that we have been inspired by. We're not going to give an exhaustive list, but instead, we'll name a few that are very close to our hearts.

MUSIC

John Williams, Devil Driver, Protomen, Demon Hunter, Magic Sword, Dimitri Vegas, Thrice, Disturbed, Project 86, Coheed & Cambria

FILM

Star Wars, Watchmen, Pulp Fiction, The Dark Knight, Indiana Jones, Blade Runner, Mad Max, Pan's Labyrinth, Ghost in the Shell, The Void

FICTION

Steven Erikson & Ian C. Esslemont, George Orwell, H.P. Lovecraft, William Gibson, Robert Jordan, Brent Weeks, Jim Butcher, James S.A. Corey, Robert A. Heinlein

TABLETOP

Battle Cattle, Pathfinder, Star Wars Saga Edition, D&D 3.5, Eclipse Phase, Iron Kingdoms, Warhammer 40,000, Cthulhutech

THANK YOU

Encapsulated in those two words are overwhelming feelings of exuberance, joy, and elation that simply cannot be put on a page. As we write this we recall the day we hit our Kickstarter goal, and the feelings each of us had then. We wanted to hug each and every one of you, and tell you everything we had planned! Cemented firmly in our memory is how thrilled everyone was during our Skype call afterward, how pumped we were to charge forward with a virtual army at our backs. After months and years of work, we finally had a support group to talk to, people who were as intrigued about Feneryss as we were. People who, having been fed the slimmest scraps of our vision of this strange world, were willing to put money in our hands to bring it to life. Your passion and eagerness have been invigorating. Each piece of fan art, every beta game, and every question has been fuel to our fire to deliver on our promise and more.

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With Heartfelt Sincerity,
Josh, James, Cody, Philip, Cory & Alex
It's Never Dark Enough

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INTRODUCTION

WELCOME TO SHATTERED

Welcome to **Shattered**, a grimdark roleplaying game filled to the brim with fantasy, horror, and steampunk elements. Nearly 3,000 years ago, a cult gathered to summon their god from another realm. Their failure tore the world apart and the remaining shards of humanity have only just begun to pick themselves up. Civilization is comprised of a handful of city-states that are bastions against the chaos and desolation of the outside world, where eldritch horrors roam. A roiling mass of these horrors, the Undead Tide, roves across the continent and consumes every living thing in its path.

Technology is an odd mash-up of ancient, advanced machines, and discoveries equivalent to the feudal age. Swords and crossbows are the most prevalent tools of war, but humanity has recently rediscovered gunpowder. By marrying technology and magic, men and women have taken to the skies aboard airships. Magic, known as arkäna, has permeated and warped everything, including humanity. It is now split into seven distinct races: Humans, Alypse, Drones, Rekindled, Shades, Vampires, and Wretched. An eighth, the Florvana, are fungal colonies that only recently gained sentience and joined the ranks of Feneryss.

Who are you? Who will you be? Will you subject yourself to grotesque biological modification to achieve physical superiority? Will you plunder and pillage your fellow Feneryans as a pirate sailing the clouds aboard your airship? Perhaps you will master the untold secrets of arkäna to usurp the status quo with destructive, primal forces. Wherever your adventures take you, the choices are yours, and your fate rests in your hands.

WHAT IS A TABLETOP ROLEPLAYING GAME?

Shattered is classified as a tabletop roleplaying game (RPG). So what exactly does that mean? The name comes from the fact that this kind of roleplaying is usually played by a handful of friends gathered around a table. Tabletop games differ from video games in that your imagination is used instead of a computer or game console.

So, how does that work? In Shattered, you and a group will create player characters (PCs) that will undertake various adventures throughout Feneryss. It is much like your favorite movie or book, except this time you are in control of your favorite character. Imagine being able to step into those shoes, see the world through their eyes, and make choices which alter the course of the story. That is the power of an RPG.

One player must be designated as the Game Master (GM). Make sure they are aware of how critical this role is because it is very different from being a player. Don't misunderstand, being Game Master can be incredibly fun and rewarding, but it's not for everyone. The GM will manage the story's many elements: the setting, narrative, conflicts, and characters (known as non-player characters or NPCs) and have the final say in any rulings. Ultimately, their job is to work with the players to provide a rewarding and interesting experience for everyone at the table.

HOW DO YOU PLAY?

First, you need players. You can play a campaign (another term for a story in an RPG) with as many people as you like, but you must have a GM. As for players, we recommend three to five. Having fewer players doesn't feel as exciting, and more players will slow the pace of the game. In the end, though, it is up to you and your fellow players to make that decision.

Next, everyone needs to create their characters. The GM should take this time to read up on the Game Mastery section if they haven't already (page 194). While your first urge might be to make an all-powerful arkänist or infamous airship pirate, characters begin as slightly above-average people. At least to start, these characters should have a few skills that set them apart and little to no reputation. Those things come with time and progressing to that point is part of the fun of the game. To organize your character's information, you can use our printable Character Sheets in the Sheets chapter starting on page 275.

Throughout gameplay, a player's primary concern should be their PC: keeping them alive, pursuing their goals, and achieving their dreams. If you really want to commit, consider more advanced roleplaying. Speak the way you imagine your character speaks, give them quirks that help them stand out, and try to keep their actions true to the character's beliefs and intentions. It's also important to remember that roleplaying is a group activity. Work together to ensure the game is fun for everyone involved.

DICE



The last thing you need is dice. For Shattered, you will need the following: 1d4, 1d6, 1d8 and 1-to-5d10. If you don't have these dice, you may purchase them online, or at your local game store. The rules to using your dice are further explained in the Multi-Die System (MDS) Section (page 81).

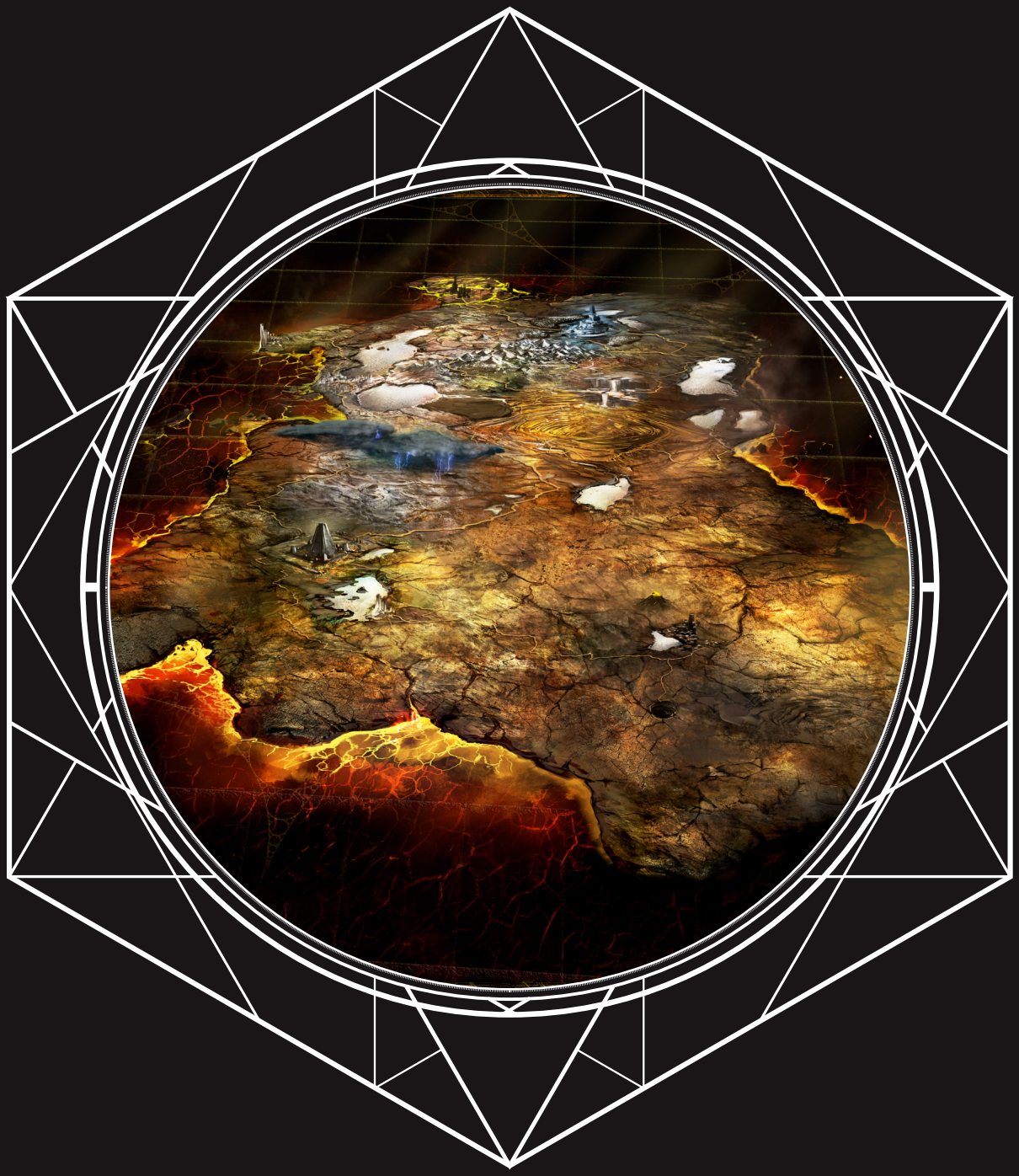
USEFUL VOCABULARY

Throughout the book, you may find that certain words are Capitalized, **bolded**, or *italicized*. These words are either key pieces to the game mechanics of Shattered or the world of Feneryss. We have included the Lexicon at the end of this book, starting on page 268, which directs you to the pages that explain them in greater detail.

WHAT'S NEXT?

If you want to learn more about the history of the world, modern culture, and important places, then continue onto the next page. If you're ready to start building a character immediately, jump ahead to page 48. If you came for the airships, fly to page 173.

CHAPTER 1:
THE WORLD OF SHATTERED



OLD WORLD

600 OW ▶ **THE OLD WORLD**
Pre-Reckoning civilization reaches its peak.

244 OW ▶ **CULT OF THE ALYPSE**
The first Temple of Alypse is established.

~0 OW ▶ **THE RECKONING**
The Alypse, which have grown large enough to form their own nation, commit a ritual mass suicide in an attempt to tear a hole in reality and unleash Ragnarok. The Reckoning warps the world, spills magic into Feneryss, and spawns the first Rekindled.

POST-RECKONING

~0 PR ▶ **DIASPORA**
The remnants of humanity seek safe havens to eke out a meager existence. Some amass at the precipice of the Maw during this unnatural winter; others plumb the depths; still, others huddle around machines of the Old World. Everyone is gradually shaped by the new world.

5 PR ▶ **SYLVAN HOLLOW**
Towers of the Old World prop up overturned soil to form a shelter for those lucky enough to live around them. This settlement develops rapidly in isolation.

17 PR ▶ **LANIS**
A handful of people, having accepted their fate, work tirelessly to build a monument to humanity. They would eventually prosper and establish a city-state.

484 PR ▶ **PULSE**
The Iron Ring implements its Mandates, and names their city in the hopes that it will be the heart of Feneryan life.

THE RECKONING

"The ground rumbled as the cultists' chanting rose in pitch. The sacrifices screamed as their souls were torn through the blasphemous glyphs carved into their flesh. The earth split and crumbled away into nothingness as the profane falsetto reached its highest note, painting the horizon a horrifying crimson. Thunder boomed in the distance, and the sky rained fire as the flesh of the sacrificed began to burn with unholy conflagration. Their screams were silenced as the cries of the innocents reached the ears of the fallen, and as the last victims cried themselves hoarse, the world died."

Three millennia ago, **Feneryss** was a world once densely populated by a rich diversity of plant and animal life and dominated by a thriving mankind on the precipice of great technological progress. A new age was dawning, one of prosperity never before experienced by the civilized world. Then came the **Reckoning**.

Most of humanity, preoccupied with their technological and societal achievements, were wholly unaware of the dark god **Ragnarok**. He had established a massive cult and worked them into a zealous frenzy over several centuries. During this time, the **Alypse** cult swelled large enough to establish an independent theocracy. At the height of its power, the entire nation committed mass suicide with the intent to tear a hole in reality, thus allowing Ragnarok to cross over into the world and begin his indefinite reign.

Though the ritual failed, the dark energies it released still ravaged the planet. Untold billions were snuffed out, and the world was left desolate. Those Alypse that survived the Reckoning were left horribly scarred and disfigured, permanently branded as members of the religion that broke the world. Many were mortified upon realizing what they had done under Ragnarok's yoke; some threw themselves into the **Maw** out of shame, while others spent the rest of their days atoning for the countless souls they had slaughtered. The rest, with eyes unopened by the consequences of their actions, continued their worship of the dark god they had failed, seeking repentance.

From that fissure in the world came many things. Unimaginable beings crossed the threshold and now freely roam the continent. Magic, known as **arkäna**, bled into the world and now permeates everything.

Feneryss and its few remaining inhabitants had been forever changed. The sun was lost, swallowed by clouds of choking ash that encircled the globe. If one were lucky enough to see through the ashen cloud and bear witness to the sky itself, one would see only a crimson reflection of the molten rock that had replaced the once magnificent oceans. Mankind stood on the precipice of extinction, flailing desperately to keep its balance.

The unlucky survivors balanced on life's mortal edge. Many took residence near the fiery oceans to endure the unnatural chill; some descended into the earth; others found refuge huddled around the great generators of that previous, lost age. Many believed the world had rebuked mankind for meddling in affairs that were none of its concern. This lead to many witch hunts, where practitioners of the dark arts were hunted or banished from settlements to die in the frozen wastes that had once been fertile farms.

PRECIPICE OF EXTINCTION

To survive the cataclysmic events, mankind sought refuge in a number of places. Some settled in underground shelters and bunkers, which had been constructed for extreme situations. On the surface, the under-

prepared soon fled their homes and flooded places of authority and safety: military installations, government establishments, and hospitals, to name a few. Many of these facilities were compromised by the overwhelming hordes of refugees and soon collapsed under the needs of their occupants. While some managed to instill order and rationing, many devolved into lawless madhouses. Few lasted more than a couple generations.

Survival for humanity's remnants was due to some combination of four key factors: shelter sufficient to endure the tempests and eldritch beings that beset Feneryss; stores of foodstuffs and survival equipment; proximity to water sources and flora hardy enough to endure the Reckoning; and access to long-term production technologies (i.e. hydroponics).

For approximately five hundred years following the Reckoning, mankind could focus on little beyond its survival. Storms of acid rain, powerful blizzards, and wildfires ravaged the struggling soil. Earthquakes tested the fortitude of every man-made structure. Ultraviolet lightning and spontaneous wildfires wrought witless havoc. They endured the brutal new climate, abided the warpings of reality, and suffered the host of mutations their new world bestowed upon them. And over the centuries, the wild storms abated. Their bodies adapted. The settlements still standing developed societies. The survivors learned to face the dangers of the new world. Armed with new tools and fresh confidence, men and women ventured out to rediscover their home. It was a rebirth for Humanity— a **Second Genesis**.

CIVILIZATION & INDUSTRY

The largest and most successful settlements of Feneryss are also some of the oldest. Sylvan Hollow was established by the Reckoning itself when tectonic activity thrust a great earthen formation into the air, which quickly collapsed under its own weight. It formed a massive cavern buttressed by **Old World** structures that have shielded its inhabitants ever since. Lanis was initially intended to stand as a monument to humanity in the wake of its estimated extinction. After spending nearly two decades preparing for its demise, the populace saw that fighting for survival was much more appealing. Pulse was next to gain prominence thanks to its unique wall, inclusive culture, and active recruitment efforts, circa 484 PR. Nath'Kaartu, established in 702 PR, was arguably the swiftest developing city-state, but as they say, "*The sweetest fruit is shortest lived*," and would not stand long.

With time, these disarrayed settlements became proper city-states. They each developed unique laws, commerce, and cultures. Ultimately, each was their society's answer to the question, "*How do we turn surviving into living?*" In Pulse, it was conformity and obedience to the Mandate. The population was kept in step to the beat of an iron fist, and industry surged. In contrast, the Lanisian culture was constructed around seeking perfection; the most valuable citizens were the most skilled in their area of expertise. Residents of Sylvan Hollow revered the Old World technology that had seen them through the horrors post-Reckoning and studied them fiercely in an effort to maintain them, whereas the holy orders seated in Nath'Kaartu erected a social framework around the worship of a single deity. Each was successful in their own way, and each came with various shortfalls.

THE FLAMES OF INDUSTRY

Finding strength in numbers, humanity's descendants were driven to innovate and improve the world around them. As Old World technologies fell into disrepair, they were forced to substitute or relearn old ways. In this regard, **Lanis** and **Pulse** were particularly successful. The former was the first to reclaim animal husbandry, crop rotation, and many

" I LIVED WITH MY FAMILY IN WHAT WAS THEN THE CAPITOL CITY IN THE DOMINION OF KOSH. WE HAD A SMALL APARTMENT BUILT ONTO THE SIDE OF A DIRIGIBLE HANGAR. I REMEMBER RUSHING TO GET OUT, GRABBING KEEPSAKES AT THE LAST MINUTE.

I COULD HEAR DEAFENING EXPLOSIONS AND BLOOD-CURDLING SCREAMS IN THE DISTANCE. I GRABBED MY GRANDFATHER'S ANTIQUE POCKET WATCH FROM MY ROOM AND RAN OUT THE DOOR INTO THE HANGAR.
AS I DID, A MASSIVE TREMOR SHOOK THE AREA AND THE APARTMENT THAT I HAD CALLED HOME FOR MOST OF MY LIFE, SEPARATED FROM THE HANGAR AND FELL HUNDREDS OF FEET TO THE DARK UNDERBELLY OF THE CITY, CAUSING UNTOLD HAVOC BELOW.
I RAN ALONG UNSTABLE WALKWAYS AND SWAYING CATWALKS TOWARDS MY FATHER'S SHIP AND DOVE INTO THE CREW ENTRANCE AS WE MADE OUR ESCAPE.
THE LAST THING I REMEMBER SEEING WAS THE SILHOUETTES OF OTHER SHIPS, MUCH LIKE OUR OWN, RISING INTO THE DARKENING SKY AS WE LOOKED ON HELPLESSLY WHILE FENERYSS SHATTERED. "

— ACCOUNT OF THE RECKONING
UNKNOWN SOURCE

1666 PR — FLIGHT
A small engineering firm constructs the first dirigible in Lanis.

1921 PR — THE WAR OF DUEL LAKE
Pulse and Lanis interact for the first time as city-states.

2374 PR — KALLOGORRYN EMPIRE
Worship of the god Kaartu'ghal has been spreading rapidly in the northwestern region. An empire is established in his name, and the city of Nath'Kaartu becomes the capital.

2433 PR — THE QUEST
A new discovery spurs the previously sedentary Wretched to venture in search of their true home buried beneath the ashes.

2575 PR — NEROTH
The Tripartite of Rydrict, Advaeja, and Norvet establishes a logging colony. They name it after the axe that made the first swing.

2602 PR — THE COUNTERTIDE
The Undead Tide trudged its way across Feneryss counter to its expected path, instead engulfing the southern cities before making its way to Neroth.

2611 PR — THE CHAOTIC NORTH
With the passing of Alesia Rydrict, Neroth descends into constant conflict.

2686 PR — TAE'K'S CRUSADE
Struck with the loss of his wife and child, a marshal of Life makes a call to arms and declares war against Death.

2688 PR — BATTLE OF DEATH'S DOOR
Tae'k confronts death itself at the outskirts of Hel and subsequently causes the collapse of the **Kallogorryn Empire**. The Undead Horde is strengthened by the banishment of Kaartu'ghal.

2689 PR — HEL
The ruins of Nath'Kaartu become a haven for outcasts and exiles, especially necromancers. They rename it Hel.

2700 PR — LOKORAN
An outpost is established at the mouth of the Snapspine Caverns after the discovery of an underground route that drastically shortens travel to and from Neroth.

crucial agricultural skills, while the latter was a trailblazer for systematic production, design, and manufacturing. Unfortunately, the pair did not officially interact in any meaningful way for nearly 1500 years despite their relatively close proximity. Each suffered for this in various aspects, but all suffered greatest in the areas of transportation and communication.

Until 1666 PR, all travel was on foot, dellback, cart, or carriage. Even with carriages, distance was often limited by the lack of roads beyond city limits. The rough terrain covering most of Feneryss, when coupled with the danger of its many roaming predators, prevented much travel. But in 1666 PR, a collection of Lanisian scientists reverse-engineered a dirigible of the Old World, and successfully launched it. Spurred by success, they rapidly developed a fleet. With it they patrolled the surrounding area, culling predatory beasts and establishing an area of influence.

NEMZUL'S NOTE

Dells are one of Feneryss's three domesticated creatures, although the phrase "domesticated dell" can rarely be said with confidence. They are six- or eight-legged creatures that grow up to two yards tall at the shoulder and three yards in length. They are very easily startled, agitated, and upset, so blinders are a necessity when using them for any task. The six-legged dellsit is typically used for a lone rider, while the eight-legged dellet is more commonly seen pulling carriages or laden with goods.

It was on one such patrol that they encountered and killed a host of Pulse fishermen, which led to the **War of Duel Lake**. While the war itself was atrocious, the discovery of one another generated an irresistible need for progress. Engineers and arkänists conspired to produce steam and combustion engines; blacksmiths discovered complex alloys to supply the needs of budding civilizations. It was a great awakening, each advance a source of inspiration and wonder.

While not everyone was willing to rush into the arms of this industrial revolution, labor was a problem soon overcome as easily as any other. Where the promise of safety and secure food sources failed to entice volunteers, a slave trade blossomed to fill in the gaps. Those that could be subjugated were conscripted as farmers and manual laborers most often. The most valuable slaves had been cursed with a unique modification that turned their bodies into literal power plants. To this day, those with bioreactors are still used to fuel various machines and vehicles as primary or auxiliary sources.

The fires of industry had been lit. Soon, the first foundries and production lines were established to meet the demand. Industrial factories and warehouses belched forth great plumes of smoke as they raced at full speed to supply Feneryans with their every need. Gone were the days of simply scratching out a life between the planet's fits of fury that plagued them. Gone were the days spent toiling in futility on the land only to have the fruits of their labor snatched away by their miserly home world. Finally, mankind could earn a living and keep it.

WAR OF DUEL LAKE

The War of Duel Lake was a turning point in the history of Feneryss. It was the first time two independent societies were strong and secure enough to commit resources to war. Fear and misunderstanding were the primary drivers with each side believing the other intended to utterly destroy them.

It began in 1921 PR in the month of Deadtide, approximately 250 years after Lanis had constructed its first dirigible. Without warning, a Lanisian dirigible pulverized a small fleet of Pulse's fishing trawlers. The

reasoning behind the first attack has been lost to history, but there are two prevailing arguments: the first says the Lanisians mistook the ships for waterborne monsters; the second suggests that the Lanisians assumed the Pulse citizens were members of a lesser hamlet and were asserting a territorial claim to the waters.

Rumors of flying boats that rained fire upon the fishermen and inaction of the city leaders, the Iron Ring, sowed the seeds of unrest in Pulse. A young military commander named Brecht seized this moment of chaos to not only oust the Iron Ring but restore order and neutralize the citizen's panic. Having stabilized the city, Brecht launched a campaign to build the Pulse military all while seeking out the unknown attackers.

Lanis was on the brink of a similar civil war when the Pulse ships were encountered on the lake. The leaders of the various factions saw an opportunity to turn this event in their favor. They manipulated public media to convince the people that a new band of raiders, larger than any they had ever known, had set its sights on their home. By the time any contrary information got out, anger toward Pulse was sufficient enough to override any concerns about the truth. Any "diplomacy" attempted by either side was a farce, used to stoke the fires of war by framing the other city-state as a villain for their citizens.

The ultimate battle began in early Lentem (the month of Innehlven on the standardized calendar) when a number of Lanisian airships, loaded with explosives, dive-bombed Pulse's wall. The explosion blew a hole in the wall so large that the scars of the damage can still be seen to this day near the great wall's southern gate. Lanis sent a large detachment of troops to march on the opening, pillaging much of Downtrod in the process. As Pulse reacted to defend the vulnerability, a second force struck the north side of the city, creating another wound in Pulse's wall and launching a second ground assault.

Split between two separate intrusions, each of which were desperate battles to protect the inner city, the Pulse military struggled to hold the line. Lanis on the other hand, was swelling with pride at the result of two successful attacks. It would be a long battle to the heart of Pulse, but the commanders of the Lanisian military expected victory. After their initial gains, however, their effort stalled out for two long months.

Hubris was Lanis's undoing. Despite warnings of the Undead Tide approaching, military leadership ordered their soldiers to press the advantage. When the Undead Tide arrived, Lanisian fighters were pinned between the swarming undead and the staunch Pulse military: the hammer and the anvil. Cut off from the supply lines, the attackers were quickly slaughtered. Pulse retook the wall and shored up the gaps before any undead could stage their own invasion. There are stories of soldiers outside, pleading for sanctuary or offering their allegiance in exchange for rescue. All pleas fell on numbed ears.

With Pulse nearly destroyed and Lanis lacking an army, the war came to an unofficial stalemate and has never seen true resolution since. The tensions between the two cities remain to this day, fuel ready for fresh sparks of conflict. It is well understood that if war ever revisits Feneryss, Pulse and Lanis will duel once more.

BLOOD & BELIEF

Faith in Feneryss has seen the rise and fall of many deities. While little to no information on pre-Reckoning beliefs remains, the Alypse faith has retained most of its rituals in obeisance to Ragnarok. That said, a sizable portion of Alypse no longer worship the failed god.

In the wake of Reckoning, various minor deities came and went. Few were able to inspire faith for long. The most successful was easily **Kaartu'ghal**. He was strong enough to bind people together in the theocratic **Kallogorryn Empire**, established in 2374 PR. This dark god's reign emanated from the city of **Nath'Kaartu** on the northwestern corner of Feneryss. Built upon the remains of a pre-Reckoning bastion, and after it was destroyed during the Battle at Death's Door, the crypt-like city of **Hel** sprouted from its ruins to shelter outcasts and exiles.

Crusades to convert or kill all non-believers led to a rapid expansion during the empire's first five decades. At the height of its power, the empire claimed all the lands from its northwestern peninsula to the Glass Forest in the south and budding Neroth in the east.

Kaartu'ghal's power stemmed from his followers; they bound their souls to him, and in exchange were able to perform great miracles and feats of arkäna. Little did they know this power came from themselves: each spell cast and every miracle performed drew from their souls. When spread across all those citizens, it was so little as to have almost no effect, and thus went unnoticed.

The empire's growth, and therefore the deity's power, were stymied by the rapid mechanikal and arkänik development of the other city-states and was ultimately decimated by **Tae'k's Crusade**.

Modern faith in Feneryss is largely dominated by the reverence of nature's myriad dualities: fire and water, love and hate, and peace and war are only a few of a much larger pantheon. Each element is referred to as an **aspect**. Worshipers most often direct their rituals toward an aspect's **Avatar**. Some Avatars are represented by a symbol or image (e.g. Earth's aspect, Obelisk, is represented by a massive stone pillar with an etched eye gazing upward). Others are embodied by legendary figures. Tae'k for example, in one of history's greatest ironies, is the current Avatar of Death. While some Feneryans fixate on one particular aspect, most pay their respects to each depending on the circumstance. Airship crews regularly pay tribute to the Air aspect prior to departure, and many births take place in temples of Life.

Anyone can raise a temple to their chosen Avatar, or grant themselves lofty titles, like "bishop." However, a select few individuals are handpicked by an Avatar to become **marshals**. Each is clearly marked by an **omen**, which is a physical manifestation of an Avatar's blessing. For example, the skin of Earth marshals is rough and cracked, and marshals of Air sprout small, intangible wings. These chosen few are highly regarded by all members of society, regardless of their preferred aspect. As such, there are many potential roles for a marshal. Some wander, meting out justice as they see fit. Some raise temples and provide guidance to their congregation. Many commit themselves to shielding denizens from the roving beasts and undead of Feneryss. Others have devoted themselves to the effort of weeding out fanaticism and extremists who would see the balance of the world upset.

TAE'K'S CRUSADE

By and large, the faithful are capable of peaceful interaction. For some, fervor blinds them to rationality. The most infamous example is marshal Tae'k, born 2653 PR. Life's Avatar marked him during his teenage years, but he remained quite aloof, finding little interest in his position. He nevertheless served his community well by aiding the ill and other charitable deeds. He grew into a model citizen and follower of his aspect, until the loss of his wife and son during the latter's birth. He cursed his Avatar and lamented his loss in isolation for several years. When Tae'k finally emerged from his self-induced hermitage, he brought with him a disturbing zealotry. It was so unsettling that the congregation he had ever known exiled him. He departed graciously and formed his own cult, founded upon the wisdom he had obtained in solitude. That wisdom was utterly simple: life is the ultimate good; death is the ultimate evil. To spread the greatest amount of good, evil must be eliminated.

Marshal Tae'k channeled his charisma and unbridled grief to rally believers. Two and a half centuries later, his cult is still the largest recorded multi-aspect union in Feneryan history. In 2686 PR, this unified force of aggrieved marshals and common folk began wholesale slaughter of Death's faithful and their allies. Thus began **Tae'k's Crusade**, which lasted two turbulent years.

Opponents were murdered in their beds, whole settlements were poisoned, and great battles were fought atop the graven wastes of the ashen dead. Wave after wave of his followers clashed with the forces of Death only to die in droves. Tae'k oversaw every battle, every

2717PR ▶ **VAMPIRES SURFACE**
Vampires arise from their caverns, and make first contact with the other races.

2719PR ▶ **VAMPIRE HUNTS**
After discovering the strength obtained from feeding, many Vampires go wild. The hunted races retaliate with the Vampire Hunts. Vampires disperse in all directions. Covens are developed to find security in numbers.

2720PR ▶ **VAMPIRE HUNTS CEASE**
Self-regulating covens negotiate an uneasy peace approximately a year and a half after the bloody conflict erupts. Although the Vampire Hunts are officially called off, animosity lingers among most of the "clean-bloods."

2746PR ▶ **ARKÄNIK DRIVE**
An unknown researcher unveils the arkänik drive. This spurs rapid development of industry and trade between the city-states.

2758PR ▶ **THE WAR OF FOOLS**
Tensions flare between Pulse and Lanis over rights to Lokoran's water supply. Fearing loss of access, Neroth enters the feud shortly thereafter.

2759PR ▶ **SHADES**
First contact is made with residents of the Glass Forest. Tentative trade begins.

2760PR ▶ **THE WAR OF FOOLS ENDS**
When Lokoran threatens to detonate explosives at the mouth of the water source, conflict abruptly halts. Diplomacy is renewed.

ARKÄNIK ERA

2762PR / 1AE ▶ **THE CISTERN ACCORDS**
The major powers recognize the sovereignty of Lokoran and establish a uniform calendar and currency. They are signed on the first day of the new year. This begins the **Arkänik Era (AE)**.

4AE ▶ **REBEL'S RUN**
Former Lanisian captain Abel Beller moves to Pulse. He builds a warship, hires his old crew, and attacks Pulse. He is why Forge hours are more strictly regulated.

42AE ▶ **FLORVANA**
Sentient fungi emerge from the aquifer beneath Lokoran and quickly assimilate into the culture.

100AE ▶ **THE PRESENT DAY**
Welcome to Shattered.

assassination, and every sabotage, watching his enemies and allies alike fall to dust. He never wavered in his belief that Death itself must eventually succumb to his righteous army. Yet each needless death, each trampled body, each bloody slaughter seemed to ignite something within Tae'k, something dark and uncontrollable.

His campaign cut a swathe of terror and destruction stretching from Duel Lake to the seat of the Kallogorryn Empire in what is now known as Hel, with most battles waged in the Wastelands and **Alecian Plains**.

The ultimate conflict, **The Battle at Death's Door**, was a grueling four-day affair of blood, steel, and arkäne horrors that smothered the outskirts of Nath'Kaartu with corpses. In his army's darkest hour it is said Tae'k waded into the crux of the fighting. There was a hateful fire in his eyes, and Death seemed to flutter in his wake like a malignant cloak. It was a shadow, cold and corrosive, that dredged corpses out of the muck to assail the marshal. Though he fought valiantly, he eventually succumbed to the relentless numbers pressing in from all directions. Decaying, hungry mouths tore at Tae'k. He let loose his final cry of defiance, cursing every god of the old and the new in tongues unknown. He continued to rage and curse as this putrid, writhing chrysalis descended into the depths of the planet. The site of this battle is now known as **The Bonefields of Agorra**.

Tae'k's quest to rid the world of Death had twisted him, and in his final moments, the marshal crossed a forbidden mortal threshold. Unable to die and unable to live, Tae'k had ascended to the status of Death's Avatar.

TAE'K'S CURSE

While the zombie hordes were present prior to the Battle at Death's Door, the eradication of the Kaartu'ghal's followers and his subsequent disappearance seemed to boost the size of the Undead Tide exponentially. This unfortunate consequence is commonly referred to as Tae'k's Curse, although the phrase is may also refer to the Undead Tide itself. The horde of undead circle the continent following a fairly regular pattern, and would become the basis for the unified calendar established by the Cistern Accords nearly 75 years later.

THE MENDERS LEGION

Tae'k's Crusade was a calamitous reminder to Feneryss of the dangers of unchecked zealotry. Moreover, it showed them that marshals were still people, susceptible to corruption and flawed behavior. To ensure such a thing never happened again, a great number of marshals gathered to form the **Menders Legion**. They distinguish themselves from the average marshal by adhering to the **Mender's Codex**. Practice and study of these four tenets, the Legion believes, will lead to a balance among the **aspects** and a more stable environment across the continent.

The Legion quickly acquired popularity among both the faithful and nonbelievers in the wake of Tae'k's Crusade. In the time since its establishment, membership to the Legion has become a compulsion for marshals that desire a place in Feneryss's upper echelon. Marshals pledged to the Legion can expect greater degrees of respect and influence across Feneryss. Conversely, those who eschew the Legion frequently find themselves denied upward social movement, although pockets of like-minded folks are scattered across the continent.

To join the ranks of the Menders Legion, they must pass a number of trials under the supervision of a preexisting mender. The exact number and requirements of these tests vary from one aspect to another, and even between Menders of the same aspect. There have been drug-induced spiritual journeys, quests to slay fearsome beasts, duels, and even explicit orgies. The cost of failure is also fluid. In most cases, the aspirant only needs to make another attempt in the future, but in some rare cases, they are banned from entry permanently. Some perish in the attempt.

Successful candidates are cloistered for a period of time, during which they endure rigorous study and mental exercises that focus on the intricacies of the seemingly straightforward Codex. Some decades ago, around the year 60AE, the menders supplemented this study with **Astrum's Chronicle**. It contains a collection of adjudications issued by highly revered marshals throughout her career. Each neophyte's

time spent in the cloister depends entirely on how quickly they can comprehend and debate the Codex. After proving themselves, these new menders are set loose on the world to do with their newfound status as they wish— Codex permitting.

THE MENDER'S CODEX

Feneryss is a complex system of powers natural and arkäne. Equilibrium is a necessity. To attain and maintain this harmony, we adhere to these basic tenets: Balance of the aspects is essential to order and prosperity; marshals must lead by example and the Faithful must be taught reverence of Divine Harmony; Imbalance must be righted, and zealotry must be denounced.

THE VASTNESS OF FAITH

It is important to note that while two individuals may worship the same aspect, they may not share a common creed. This is because there is no proven record of an Avatar issuing decrees on proper worship, although countless claims exist to the contrary. In light of this, many sects coexist peacefully while others squabble incessantly. Within each aspect, there is a wealth of diversity in their beliefs. For example, many temples of Life preach that all life, regardless of origin, has inherent value and insist that all must be preserved. Others find that the value of Life varies over time, and practice ritual sacrifices to 'preserve' creatures at their peak. Cults of Death also exhibit this multiplicity: a few are known to actively seek the creation of zombies to enhance Death's hold on Feneryss. Another cult finds that the pinnacle of death's power is reached through longevity: the later one dies, the more powerful the death.

As if this wasn't complex enough, there is also the ongoing tension between Menders and **Aspers**. This is a term coined by Menders that refers to marshals who refuse the Mender's Codex. While the Menders Legion teaches its members to recruit Aspers, not all heed this request. Many naturally assume that Aspers deny the Codex out of a desire for personal power. This is true for some Aspers, but not all. Interactions between Menders and Aspers are usually strained, but peaceful. However, violence is not uncommon.

WHY BE AN ASPER?

Most that abstain from the Legion do so out of the belief that they are beholden solely to their Avatar-- for that is the source of their miracles. Others desire personal power or success and aren't concerned with what it might cost others. Another, simpler reason might be that the marshal is a hermit and has cast off all ties to modern society.

THE ARKÄNIK DRIVE

As the various settlements discovered or were discovered, by one another, the preeminent struggle of their age was logistics. As previously mentioned, land travel was arduous and often lethal. So they turned to their dirigibles. The world's violent weather patterns and the issue of resupplying quickly proved to be monumental obstructions. To combat them, cities and towns constructed port towers along common routes. This, conveniently, also led to the construction of roads. These roads are still frequently utilized in modern Feneryss, although maintenance in rural areas is often lacking. An additional benefit of these roads is that they served as guiding arrows for sailors during their travels. Unfortunately, weather continued to be a problem. Sailors were helpless against gales and ultraviolet lightning. Travel by dirigible was terribly unreliable and trade remained weak; Feneryss needed something better.

One thousand and eighty years after the first dirigible took flight, in the year 2746 PR, Feneryss was given the **arkänik drive** (**ark-drive** for short). This device that supports its own gravitational field while counteracting that of the planet's, allowing for the illusion of flight. Surprisingly, the actual inventor of the ark-drive (which is easily the greatest invention since the Reckoning) is unknown. Many scientists and arkänists have attempted to claim it as their own, only to stumble in their own folly when pressed for details. Feneryans now refer to the unknown inventor as the **Mad Mechanik** and have developed quite a legend for him. Regardless of who first created this indispensable device, it is a priceless contribution to the world. It had several important effects: it led to the production of airships, stabilized intercity commerce and communication, and started a second industrial expansion.

Airships are faster, sturdier, less volatile, and more versatile than dirigibles. The port towers were quickly left to rot and dirigibles were made obsolete in a meager half century. Trade, travel, and communication boomed with these new vehicles. Feneryss's scattered cities and towns could finally interact meaningfully and consistently. Every merchant, businessman, and person of wealth desired an airship, prompting a second flurry of vivacious industry ensued.

As with all great advances, there came the opportunity for abuse. It was only a few decades since their inception that the first pirate airship claimed a victim. Weapons became ubiquitous aboard airships; sailors were equipped with sabers and sidearms; great cannons were mounted on the ships themselves. When the military potential of these great vessels dawned on the city-states there came a race to develop the most powerful airship in the skies. It is a race that persists to this day, and one that Pulse is likely winning.

THE PURE

Despite the ubiquity of arkäna in society, there are some groups who abhor magic in all of its forms. This is especially true for the Pure, who are at the forefront of this movement. They firmly believe that the manipulation of arkäna is directly responsible for the undead hordes that ravage the world. Purists accuse primaltheurgists and necromancers of upsetting the natural order with their meddling. Some Purists go so far as to add psykics to the list of perpetrators. Their primary orator at the base of this belief is a Wretched named Morekt Vanaal. Lanis has labeled him a criminal born of insanity and issued a warrant for his arrest for the deaths of several Logerra mages. Nevertheless, he is hailed by the Pure as a visionary and a hero.

WAR OF FOOLS

Administered by **Warden Ralm Kalev**, the people of Lokoran lived in relative peace and comfort. As some loreweavers would say, fate had other plans for the small settlement. The pure water aquifer was a source of great jealousy and anxiety for the other city-states, each of whom was intent on securing access. The tension was especially obvious in Pulse and Lanis, who have been amassing their militaries since their mutual stalemate over 800 years ago.

It began pleasantly enough, with Pulse and Lanis both trying to ply historical leverage over Ralm Kalev. The administrator's history was a unique one. Ralm was born in the Arkänus district of Lanis to a small

THE CISTERN ACCORDS

IN ORDER TO ESTABLISH A SUSTAINABLE AND FAIR MEANS OF LIVING FOR ALL FENERYANS, WE, THE RECOGNIZED GOVERNORS OF LOKORAN, PULSE, LANIS, NEROTH, AND SYLVAN HOLLOW HEREBY AGREE TO RECOGNIZE AND UPHOLD THESE ACCORDS.

ARTICLE 1

LOKORAN IS AN INDEPENDENT STATE, ENTITLED TO ITS LAND AND THE RESOURCES THEREIN.

ARTICLE 2

TRADE SHALL BE STANDARDIZED ACROSS ALL REGIONS IN THE FORM OF THE PROMISSORY BANK NOTE (ABBREVIATED NT). ITS VALUE SHALL BE INSURED BY PURE WATER AND ENFORCED BY ALL MEMBER STATES AND THEIR TRADE AFFILIATES.

ARTICLE 3

IN RECOGNITION OF OUR UNITY, WE RATIFY THE TIDE CALENDAR AND RECOGNIZE THIS AS THE BEGINNING OF THE ARKÄNIK ERA. ALL BUSINESS WILL HENCEFORTH BE PERFORMED IN ACCORDANCE WITH THESE MEASURES.

forgehouse, which established him by blood as a citizen of Lanis, but he spent his early adulthood as a low-ranking officer of the Pulse military after being naturalized. Each city-state felt their claim gave them rights to the water. Tensions rapidly escalated as Ralm repeatedly refused any agreements with either city-state. Diplomatic visits soon became excuses for military posturing.

Who fired the first volley is mired in so much controversy as to be moot. The only certain thing is that early in 2758 PR, Pulse and Lanis came to blows once more. Skirmishes broke out mere miles from the gates of Lokoran. The city found itself effectively blockaded from trade with its southern trade partners. Without many of these critical supplies, Ralm was forced to make expensive deals with the Lodges of Neroth, nearly bankrupting the city.

It wasn't long before Neroth also made itself known in the vicinity of Lokoran. Its forces abstained from most engagements, content with picking off stragglers and looting the wreckage of the greater armadas.

After two and a half years of feuding, Ralm's people were on the brink of being extinguished. In a final act of desperation, he ordered saboteurs to line the mouth of the aquifer with powerful explosives. He then issued a simple ultimatum to Pulse and Lanis: immediately cease all hostility and pay reparations to the citizens of Lokoran, or nobody gets the Cistern.

Pulse and Lanis scoffed at the threats. The Warden detonated a single explosive towards the back of the aquifer, forcing Pulse and Lanis to take the threat seriously. He requested a ceasefire and reopening of diplomacy, to which the warring states agreed. Saboteurs, disguised as city representatives, met with the diplomats. The ultimatum was issued once more and was flatly rejected once more. The saboteurs detonated explosives that they had hidden beneath their clothes, killing everyone present at the meeting.

With a heavy heart, Ralm issued the ultimatum one last time. He also promised much more death if his offer was refused. Reluctantly, they agreed. A second round of diplomacy occurred. The War of Fools officially ended with the signing of the **Cistern Accords**, which are also called "The Treaty of Fools." In addition to resolving the issue of claims to the Cistern, it established new trade regulations, a standardized currency, and a uniform calendar.

BANK NOTES

With the conclusion of the War of Fools, the discussion of the treaty of Lokoran commenced. Much was discussed between representatives of each city and many of Lokoran's demands were met with little hesitation. That is until, Lokoran broached the topic of currency, who sought to unify the cities under a single monetary system. Pulse and Lanis, each refused initially but eventually agreed when access to Lokoran's water was threatened.

Once the treaty was ratified, Lokoran established the Central Bank of Feneryss and began printing Notes (₦) using machines constructed in the forges of Pulse, textiles manufactured from Neroth, and ink from Lanis. This collaborative manufacturing effort helped to standardize trade across much of the known world.

TIDE CALENDAR

With no means to track the stars or the sun, nor even awareness of the vastness beyond until recently, Feneryans have come to track long passages of time by the movements of the Undead Tide. It is not an exact measurement, but the margin of error is six days. Thus the calendar is organized into spans of six days, and five spans makes a month. Three months form a season.

NORS'HOLLOW

SEASON OF RAIN AND ROT

The nickname, season of rain and rot, comes from the drastic increase in precipitation and rising temperatures; perfect for growing, but also perfect for decay and decomposition. The farmers of the Plains beseech the Squall for bountiful rain that their crops might thrive. The residents of Neroth, on the other hand, clamor desperately for dry ground for their upcoming fight with the Undead Tide. The Undead Tide departs the Grave City during **Deadtide**, the season's first month, and Helian vampires rejoice. They mark the occasion with the **Red Fête**, where they feast upon their lessers and revel in the greatly diminished undead presence. In the final week of **Deadtide** or the first week of **Skog**, Nerothis scrabble in the mud with gritted teeth and grim determination to repel the horde.

With the exception of the Countertide of 2602PR, the Tide continues past Neroth and turns south toward Lokoran, with some stragglers peeling off to die in the frigid northeastern emptiness. At first sighting, Lokori guardsmen seal the gates on the northern side of the Snapspine Mountain range. After escorting anyone lingering in the subterranean passage into the city proper, the gates of the Precipice are also sealed. While the lodges gear up to fight, food is provided free of charge and there is a parade around the city. The festive stupor wears off and the infighting resumes around the start of the month of **Leid**.

Once past Lokoran, the horde would progress directly through the heart of the Alecian Plains, but are intercepted by Lokori soldiers, volunteers from other city-states, and even the **Gravekeepers**. Together they fight tirelessly to steer the Tide to the southwest, into the Untarnished Steppe and the Wastes of Galaam for the majority of the month of Leid. Their efforts are crucial to Feneryss's preservation, as Leid is also when the harvest begins for most crops. As they are pushed south toward the Steppe, it is common for clusters of undead to slip by and find their way into the Heartwood and Gammetra.

SULNA'GORST

SEASON OF FEAST OR FAMINE

Both the month and holiday of **Messanah** begin around the same time the Undead Tide radiates south across the Wastes of Galaam and southwest toward Lanis. Lokoran and the Alecian Plains rejoice in another year of safe harbor and harvest with brightly colored costumes and hourly Raisings. The southern cities are another matter. Pulse revels like a soldier making one final toast before he dies; Lanisian custom is to 'hide' from the undead by draping themselves in dark clothing masks until the Tide's arrival. Of course, no one actually believes they can hide from the undead: it is a tradition steeped in old folktales.

Lanisians pronounce their courage and fortitude with the arrival of **Savenholt**, the fifth month, by flinging off their grim attire in the main avenues and preparing defenses with ardent fervor. Savenholt's beginning roughly aligns with the first sightings of the undead. Corpses will harry the Shining City as they envelope the **Aleppa Mountains** and city walls. To date, sturdy fortifications and the liberal application of arkäna has been sufficient in repelling their efforts. Meanwhile, the Bogdoran Syndicate mobilizes its distributors to ship the fresh harvests throughout the month, primarily to Neroth and Hel. Supplemental deliveries also make their way to the besieged southern cities by airship.

Innehlven opens with the Tide banging on Pulse's gates and terrorizing the Downtrod. After all the conflicts at previous settlements and nature's brutal treatment, Pulse has little trouble repulsing the diminished Tide. UV lightning storms also see a tremendous uptick during the sixth month of the year, especially in the Ashlands and western Alecian Plains. This often continues into and through much of the season of Fren'Tella.

FREN'TELLA

SEASON OF COLD AND CALM

Spurned by the stalwart defenders of the great forge, the Tide continues west, trampling over the rooftops of Sylvan Hollow. The town is ready: any undead that somehow slip into the winding tunnels are greeted with lengthy drops into hand-carved caverns designed to collect them for incineration after the horde has passed.

While the undead rise from the south, a heavy cold front drifts down from the north and drags a thick blanket of snow with it. By the end of **Brespeak**, Shades have spotted the Tide on one flank and velvety flakes of snow on the other. The blizzards typically reach as far as Lokoran, the northern edge of the Alecian Plains, and a portion of the Glass Forest. In more extreme years, even the northern Ashlands and Gammetra will see snow in moderate amounts.

When the undead are first spotted on the horizon by the Shade scouts of the Glass Forest, the indigenous peoples start their solemn **Ephraalun** preparation. Warriors are painted with white wards to stave off the arkäne evil that turns the living into the undead as well as nightmare spirits that haunt warriors with vivid images of battles since past. The portion of the Tide that washes into the Glass Forest rarely makes it more than a couple miles. Those not eradicated by the Shades fall prey to other vicious hunters or are cut to pieces by the jagged environ.

The few stragglers that survive a trip through the dark daggers reunite with the severely worn undead that trekked through the Ashlands. **Vinskry** arrives and brings with it a supremely unnatural stillness. The winds die, rain and snow cease, and even earthquakes have not been recorded during this time. In the wake of Brespeak's massive precipitation, the stagnant air gives the realm an eerie, frozen visage. The respite is greatly appreciated by all Feneryans, who take this time to recoup any losses. The Wretched believe this is the period of slumber for the gods. The clans take advantage of this calm to stake the banner and call the Covenant. Before uprooting the banner, they conclude their gathering with the infamous twelve-day series of skirmishes known as **Adalgar**.

Mannaor is the twelfth and final month of the year. In its midst, the minuscule remainder of the Tide descends upon Hel. The chill of Brespeak and Vinskry is dispelled by warm winds. All of Feneryss takes a breath of relief, and looks toward the new year with a mixture of hope and dread. The last day of Mannaor is a minor holiday observed by all of Feneryss. One last chance to revel in the relative peace before the Undead Tide begins its foreboding march.



SECOND GENESIS
CHILDREN OF THE NEW WORLD

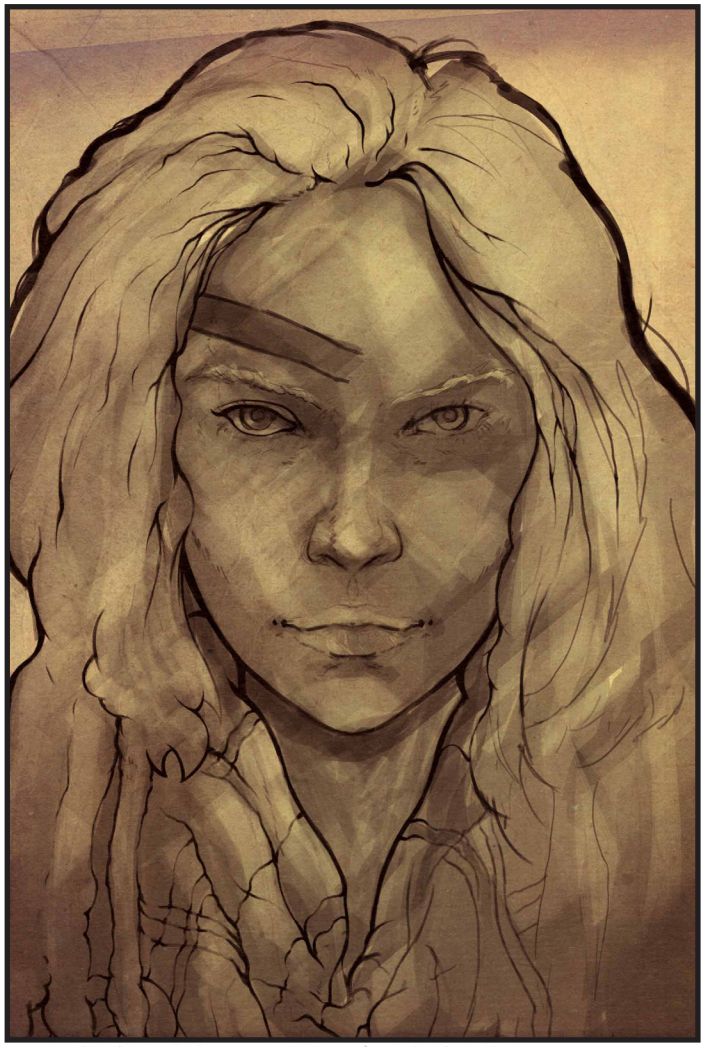
HUMANS

"They may look weak, my son, but there are some things you should know about Humans: they are not bound together by honor; they lack strength; and they possess an unparalleled greed... But there is one thing, one single thing, son, that those stupid mammalian parasites keep for themselves: an incredible, immutable fraternity. And that's what makes them so dangerous."

—An ancient Alypse to his youngest disciple

Humans are the predecessors of each race that exists today, save for the Florvana. After surviving the Reckoning, and subsequently giving birth to the new races, much of Humanity champions itself as a kind of savior. It can commonly be heard by radical pro-Human preachers that mankind is a favored child of the elements. A vast majority of Humans view all other races as subordinate, and have subsequently given them their common names in addition to a broader appellation: "**The Lesser Ones**." As such, many Humans deal with the other races with a sense of condescension and pity.

Despite their natural tendency towards prejudice and racism, Humans possess a great capacity for radical thought and change. A movement recently has taken root, primarily in urban centers, which hinges on equality of all races. This topic, in particular, has been quite polarizing and has spurred riots and even violent uprisings in many cities across Feneryss.



Humans are a heavily social, celebratory species; observing milestones and historical events through revelry holds great value. One of the most important Human celebrations is a child's passage into adulthood. This event, called a **Wend**, is typically observed when a child nears 16 years of age and involves several days of feasting.

Once a child has reached adulthood, they are expected to find their own personal way of contributing to Humanity to "leave their mark." This expectation is purposefully open-ended, allowing individuals to pursue any number of enterprises. Unlike some of the other races, marriage is not among these noble endeavors. While monogamy is a common social practice, Humans are encouraged to keep a diverse selection of partners in order to maintain the strength of the species.

Humans frequently view death with a sense of optimistic melancholy, always wishing for more time to accomplish or achieve greatness while also looking back on successful lives with a sense of pride. Due to many of the afflictions that Humans endure in their later years, a typical funeral is a joyous event, celebrating the end of suffering. Death rituals vary greatly across Feneryss. However, cremation is preferred by an overwhelming majority. Much of Humanity does not give credence to the resurrection of the dead as Rekindled and often consider them to be unique and unrelated individuals.

If there is any one advantage that Humanity truly has over the other races of the world, it is their belief that a single individual can change the course of the world. They become relentless and even reckless while in pursuit of an objective. This emotional state makes them irrational and at times, violent; but it is this very quality that has made mankind the largest and most influential race in the world.

ALYPSE

"Shaped from my bone. Born of my blood. You walk to meet the sky. Name in the leaves, new branch outstretched, you have taken up the mantle."

—"Unnamed," Alypse Rite of Passage

The **Alypse** were once a death cult of formidable size, its members having spread to every corner of Feneryss. In truth, while spread out across the face of the planet like a ravenous pestilence, their numbers were significant enough to form an independent nation. They were indoctrinated with the belief that they could bring about their ultimate salvation by committing a mass ritual suicide.

Despite the botched attempt, Ragnarok's will and force of being left a lasting impression. His worshippers were permanently transformed, molded in his own image, and their minds snapped beneath the weight of his colossal consciousness. Both malady and madness persist to this day. Modern Alypse cultural writings speak of this madness as a birthright.

The Alypse are a people that place high value on lineage, called a **Pedigrist**. This plays a pivotal role in their social structure and is determined by tracing maternal lines back to the Reckoning. These lines are referred to by their ordinal number (first, second, third, etc.) and are a common tattoo for many Alypse. Individuals with lower Pedigrists typically find themselves groomed for leadership, with each subsequent line falling into lesser positioning. In spite of this social hierarchy, all Alypse are brought up and openly encouraged to test the words of their superiors with the intention of separating truth from madness. This banter

between the Alypse has created a meticulous political system where the balance of power can change in a heartbeat.

One of the few parts of Alypse culture not influenced by the Pedigrist is procreation, which is almost the sole responsibility of Alypse women. From early childhood, they are taught by their elders how to recognize the precursors of madness. This knowledge is passed on in the hope that she will seek out mentally "stable" males that can pass on said stability to their offspring. After choosing a mate, Alypse form contracts with one another called **Hemopacts** which usually dictate a number of offspring to be born before the contract is fulfilled. The ritual surrounding a Hemopact typically requires the individuals involved to be bled and then anointed with a mixture of the blood

Interacting with the rest of the world is a constant struggle. Numerous legends mention the Alypse's involvement in the Reckoning, resulting in the massive discrimination they experience in modern Feneryss. Known Alypse are often hunted down and beaten or murdered, with little response from the authorities. To mitigate this, age-old rituals are performed at birth to imbue the child with the shadows of Ragnarok's power. These rituals create what is known as a **flesh mask**, which is a psykic ability that allows the Alypse to disguise themselves as Humans. Children are kept hidden, isolated from the outside world until they can properly form their flesh mask. In the upper echelons of society, this can be easily explained away via suspicious illnesses or private tutoring. However, in the lower parts of society, it is much more difficult to hide an Alypse child. Between crowded housing and extra mouths to feed, many Alypse refrain from reproducing within cities, instead traveling abroad to have a child in secret, only to return to society when the child is old enough. Those few children who cannot or will not use a flesh mask are often killed or exiled in order to keep up the Human facade.

Because children are hidden from public view until they display proficiency with the flesh mask, they begin daily training and testing with their parents and elders at around nine years old, and will continue until their skills are considered satisfactory. Once a child has mastered the use of the flesh mask they are considered adults and are sent away from their home with naught but a few meager belongings and their Pedigrist to establish their own independence. Alypse who have made it to this point in their lives are often said to have, "*taken up the mantle*," referring to the impending insanity imposed upon all Alypse by Ragnarok. Any who fail to master the use of the flesh mask eventually find themselves ejected from their homes and are effectively shorn from their mother's lineage. In these cases, many commit suicide in their shame, but a slim minority dare to brave the outside world alone and exposed.

Over many generations, the Alypse have embraced their curse with so much gusto that their culture is built upon it. The perpetual debate among the Alypse forge brilliant liars and even better politicians. They are a people as fractured as the planet they inhabit, but this has also become their greatest advantage.

ACOLYTES OF THE ENDER

Despite the monumental failure of the Reckoning, there are still followers of Ragnarok living on Feneryss today. They remain highly secretive due to the persecution of the Alypse for their ties to the Reckoning, but members come from all races and walks of life. What little is known circulates among brothels and back alleys. Stories suggest that the leadership of this cult is comprised of fiercely devoted descendants of the founding members of the pre-Reckoning Alypse. Their ultimate goal is to finish what had initially begun and fully release Ragnarok into the world. A number of sects have been found dead, with each corpse missing their eyes. Unfortunately, the purpose of this culling remains a mystery.

DRONES

"Gods— beings of nigh impossible power— exist. It is only rational then that we pursue our own ascension. To that aim, we must overcome our frailties. We must be rid of these weak shells to ensure survival… to guarantee dominance." **—Fulton Langley, the First Convert**

Long before the Reckoning, mankind achieved great technological progress and in doing so dethroned gods. Built upon the ruins of these fallen pantheons was an altar consecrated by science to worship man's transcendence of himself. On the cutting edge of this upheaval was the **Transhumanist Union**, which strove with every advancement to eliminate the line between man and machine. Their ultimate end was to extricate their fellow men and women from the restraints of flawed biology, leaving them free to chart their own course.

The members of the Union worked tirelessly to pioneer new avenues of self-modification, replacing the need for blood, food, and air until all that remained of their Humanity was neuron and synapse. At the apex of their influence, the Union stored the sum of its collected knowledge and resources in a vast manufactory, the **Transept**. The culmination of their efforts was the **Manumitter**: A series of automatons, much like an assembly line, for the sole purpose of freeing men and women from the bonds of their flesh to join the ranks of the immortal and ever-changing.

When the Reckoning came, many sought refuge within the Transept, the faithful flocking to their temple and praying for their god's superbly engineered protection. Their faith was well founded: its infrastructure endured devastating earthquakes and its walls shielded them from the unbearable heat of volcanic eruptions. That is not to say the Union or its



members survived unscathed. Many perished in the tumult caused by the Reckoning, and their loss was honored with gratitude: the stores would not have sustained all of them. The surviving members shored up the structure then closed themselves in for the long winter to come. There was a silver lining to the apocalypse. It isolated the **transhumanists** and permitted them time to delve deeper in their studies and prepare for the inevitable day when they would reenter the world.

Unfortunately, their isolation and its length came at a great cost. Without access to the outside world, the only ways to preserve their knowledge and history of the Old World was by word of mouth or electronic datastores. But memory is faulty and machines eventually fail. Every life and server bank lost was a harsh blow to the Drones' intellectual wealth. It is impossible to estimate just how much history and Old World technology could have been preserved if every bit of data had been maintained properly.

Humans gave them their label, **Drones**, due to their robotic, seemingly apathetic demeanor. Drones find the noise of larger crowds and machinery comforting and prefer the claustrophobic corridors of cities to the open air of smaller settlements. They are welcome in many cities due to their technical acumen but are often kept at a distance because they tend to be imperceptive of social cues.

Drones of today are split into two primary concerns: those that wish to study the designs and motivations of the rest of Humanity and those that seek to further their own advancements through iteration without outside influence. The former lovingly called Uplifts, have come to see Humanity as a complex biological machine that should be studied. The latter are called Augments and hold to the old tenets of the Transhumanist movement, seeing biology as an obsolete form of evolution on a fast track to irrelevance.

These "metalmen" have gained a collective infamy for rumors of kidnapping helpless people or purchasing slaves to serve as subjects for experimentation and study. Such rumors are unverified and will remain so until the day Drones allow others to enter their hallowed capital.

It is confirmed that they experiment with bio-mechanikal reproduction asexually, sexually, and synthetically. Their offspring vary drastically in their rate of maturity, biological-synthetic ratio, and various other factors. While this makes it hard to mark the entry into adulthood, the concept of dividing themselves according to age is not a concept they understand. Drones evaluate each other primarily on the basis of the skills, knowledge, and experience they have to offer.

Of each of the races of Feneryss, history might consider the Drones to be the only true survivors of the Reckoning. They did not suffer helplessly at the hands of arbitrary mutation but took on only traits they found favorable. This selective adaptation may perhaps be their greatest strength, and it stands to reason that it is why they exist to this day. Some whisper that there may come a day when all that remains of Humanity is twisted flesh and metal.

FLORVANA

"When I regained consciousness, I found my thigh had been expertly bandaged by a three-fingered stranger whose face hid beneath a wide-brimmed hat. It was only after she lifted her eyes to meet mine that I realized it was no hat: she was Florvana and it her mushroom cap, styled after a wanderer's wide-brimmed headpiece. With a wooden smile she rose to her feet and helped me to mine. After politely declining my profuse offers to repay her, she went on her silent way to save the next poor soul."

—Excerpt From 'Tales of Lady Greenseed.'

Roughly 50 years after the discovery of the Shade, deep within the vast freshwater caverns beneath Lokoran, sentient life spawned from fungal spore colonies. When they emerged, many of Lokoran's citizens panicked, thinking monsters had infested the city. Instead, they were met with peaceful and friendly beings, and most witnesses could only muster a stunned silence. Establishing themselves as dependable and dutiful denizens was a relatively easy affair, after which they studied the lay of the land. While Lokoran was indeed lush with flora, and even the Alecian Plains were fruitful, the image beyond left them horror-struck. Thus many swore a crusade to restore the planet to its former glory, cultivating crops, and aiding the infirm.

Each **Florvana** is a cluster of sentient fungal colonies, the collective efforts of which comprise a type of hive mind. Somewhere within their form is the Heart, which is the home of their memory. It is shielded by a thicker compound called **ironbark**, and is capable of growing a new body should it ever be separated from its original colony.

The forms a Florvana colony may take are as varied as the other Feneryans; in fact, Florvana actively attempt to mimic the other races during development. Some strive to emulate every feature verbatim, substituting eyes with mushroom caps or growing thick moss and lichen to replicate facial hair. Others are more minimalist, imitating their shape, but lacking the particulars. Due to the difficulty of directing specific growth within the colony, all Florvana tend to have irregular proportions or exaggerated physical features, sometimes comically so. Unlike the other races, Florvana are a sterile race and cannot reproduce. The only known location from which Florvana appear is deep within the aquifer beneath the city of Lokoran. How they come into existence is still a mystery and is a closely guarded secret of the Florvana.

Combat is something most Florvana endeavor to avoid. They would much rather heal than harm, but they will not shy away from defending the defenseless (extending to local flora and fauna) or fighting for a just cause. As part of their goal to rejuvenate the world, they work tirelessly to foster new growth and maintain what precious little already exists.

While the majority of Florvana hold to the idea that all life is precious, a pervasive question has sprouted among many of the cultures around Feneryss: Is humanity one more part of the natural world that is worth protecting, or are they elements of destruction and should thus be destroyed themselves? Most Florvana find themselves in between each potential extreme.

The Florvan love of life and experience lead many to be medics, marshals, and explorers. The stereotypical Florvana is a wanderer, sowing seeds, helping the needy, and pursuing the good things in life. But others have taken root in cities and towns to help others via professions that provide a service— merchants, trappers, and mediators, to name a few popular options. They abhor craftsmen and others that work wood and steel and accuse them of destroying and mutilating Feneryss.

Their sensitivity to the state of their world has led Florvana to despise the Drones for their artificial forms. Contrarily, they generally hold the Shade in higher esteem for their simple lifestyle, living quietly off the land— a few distasteful tools are easily ignored. Rekindled have found a special place and plenty of pity in their ironbark hearts. It is easy to find Florvana going out of their way to help a Rekindled find peace and come to terms with their second life. They are also eager to aid the Vampires, but lacking blood makes them poor donors for the fanged folk.

The other races are met with mixed feelings: on the one hand, the Alypse's ancestors destroyed the world, and the descendants are doing surprisingly little to rectify the situation. On the other hand, it is a commonly held belief that the magic of the Reckoning is what fueled their rapid ascendancy to sentience and that they, therefore, should be grateful. Many Florvana take this as a sign of providence that they were meant to exist on Feneryss to propagate its renewal.

REKINDLED

"My sons, don't you ever regret my death. There is no regret for something that will never really happen. Since the murder of your beloved mother, my life was nothing more than rain on a cold stone. Could you tell me the color of rain, my children? Mine is the color of hate. And hate will bring me back. You will not recognize me, other than my face. But I will return to avenge your mother. Don't you ever regret my death, because death will never catch me. The color of my rain is red. I will ever love you.
Your Father." **—Letter dropped by a traveling Rekindled**

There is power in the will of man, a largely untapped power at that. There are a few, however, that manage to manipulate this force upon their dying breath. Often they find themselves holding onto a final wish or purpose so overwhelming that they cannot relinquish their mortal coil. These individuals, through force of pure will, create new bodies in which to inhabit. Beings that have achieved this are referred to as Rekindled.

Creating their new body is an imperfect process, but it always includes pieces of their former selves, and it often includes distinct features, such as tattoos or disfigurements. Gaps between the reclaimed pieces are tethered by visible tendrils of arkäna. Some rebuild everything: skeleton, muscle, and skin, but most are only partial recreations. This unsettling appearance occasionally gets them confused with the undead, but the visible arkäne forces are a feature unique to this race.

Most Rekindled retain a handful of fragments from their previous life. Common elements include their name or cause of death, but other memories might also linger. Others suffer total amnesia and return with only an unshakable feeling of rage or melancholy, an echo of the emotions that drove them to their rekindling.

There is little culture to speak of among the resurrected amnesiacs. Rekindled are little more than outcasts bound together by external forces and bigotry. Their ghettos and hamlets are referred to as **Graves**, and other races avoid them by default.

Children conceptually don't exist among Rekindled, but they do draw a distinction between Rekindled who have come to terms with their new existence and those who wallow in the loss of their former life. It is never an easy transition and many Rekindled leave their Graves on a quest to find scraps of their old lives or purpose for their new one. It is called the **Rite of Self**, and this venture can last for several decades. Regardless of success or failure, a grand celebration is thrown upon their return. It concludes with tales of the Rekindled's adventure, and any wisdom they have discovered.

Some Rekindled falter in their journey by either becoming disillusioned or angry at their new form, and rapidly descend into madness to become **Pariahs**. A Rekindled in this state is dangerous and must be eliminated. This task falls to a group called the **Grizmati**, whose sole purpose is to blot out the blemish of Pariahs. They are composed primarily of Rekindled, but the other races also hold membership.

Regardless of their new purpose or chosen way of life, the Rekindled are not always met positively by the other races of Feneryss and are often seen as abominations or oracles of death. The only exception being the Shade, who through their wardens of the dead, the Noc'Shala, are able to discern what the Rekindled are, what they were, and occasionally some small details of their past.

SHADES

"When Dragon howls, from Glass we fall, spears of death, lights of steel, slayers many, warriors all."
—Shade Hunting Song, Conversion by Bardic Nemzul

The Shade are a mute, tribal people who have made their home in the Glass Forest. For the past several hundred years, they have made their living luring Dragons into the forest, trapping them with nets and harpoons, then impaling them upon the obsidian spikes that earned the land its name. Those Dragons served as food and a source of raw materials for tools, shelter, and clothing. While every Shade is taught how to lure and kill Dragons, women are usually the hunters and men are often craftsmen and builders. Some might even say they were too successful. Dragon sightings and encounters have plummeted drastically in recent decades to the point where many sedentary folk believe they exist purely in the realm of legend. But the Shade know those leviathans still lurk in the murky skies, and airship captains still grow anxious in proximity of the Glass Forest and Dragonskeep.

Since their discovery, rumors of the Shade's astounding skills rapidly spread and fostered a powerful reputation. It wasn't long before captains of commercial and military vessels alike begged for their protection when traveling. The **Matriarchs**, the leaders of the Shade, made a shrewd offer: they will protect any ship in exchange for a percentage of the cargo. The sudden influx of excess resources spurred a golden age for the Shade, who studied the techniques and materials of the outsiders to further perfect their crafts. Young Shades, eager to explore the world, took advantage of these encounters to join or stowaway onto airships passing through. Before long, Shades were common crew-members, typically serving as liaisons to their people and advisers when flying through Dragon-threatened areas.

This chain of events, however, did not significantly impact their culture. The Matriarchs continued to govern their families, known as **Cabals**, and spent a great deal of time and effort to ensure their children's isolation from the outside world until their coming of age. Every Cabal has its own school with the purpose of teaching the children history, dragon hunting, and use of their **vox**. At age 10, the Shade is considered an adult who must decide upon their future. For many males, that's usually pursuing a vocation or leaving to see the outside world, while most females set their sights on the Matriarchy, and delve into Shade education and politics, or else hone their skills as premier huntresses.

Since they cannot physically speak, a Shade's vox is their ability to communicate. It is a psykic ability that allows them to "talk" to everyone nearby, or specific individuals of the Shade's choosing. This ability is popular with employers who have secrets that need to be discreetly delivered.

Approximately one in every 500 Shades are born without a vox and light gray or ash-white skin. They are known as **Noc'Shala**, and their place in Shade culture is to commune with friendly spirits and protect the Cabals from any vengeful ones — especially dragons they have slain.

Because of their unique skills and geographic location, the Shade have become a necessity. No sane airship captain leaves port without one on board. That said, they are not always trusted. The same telepathic ability that makes them perfect couriers of sensitive information can also be used to disseminate such information without anyone the wiser. Coupled with their racial history, they have established a reputation as both skilled and mysterious.

EPHRAALUN

In the Glass Forest, the Shade celebrate Ephraalun between the last week of Brespeak and the first week of Vinskry. The Noc'Shala commune with the spirits and transcribe their predictions for the coming battle with the Undead Tide. The warriors are then painted with white runes, called ephraal, to ward off reanimation and the horrors that plague a warrior's mind long after battle.

VAMPIRES

"What shall we do with her?" asked the male Vampire.

The young girl tried to get up, reaching for her sword. It was then she realized her arm had been severed. She gave a spiteful look to the female Vampire and spat.

"It seems that this kitten wants to roar…"

"Monsters! I will destroy each of you, one by one, one by..."

Her throat felt suddenly like a bowl of sand. The male Vampire wore a malicious grin as he licked the stump of her detached arm like a dreadful lollipop.

"We don't argue with food, my dear." **—Hunters and their prey**

In the midst of the Reckoning, many denizens of the Old World sought safety in the deep, winding caverns that make up much of the planet's crust. Taking with them most of their resources and material wealth, these survivors managed to live in relative comfort for several millennia.

As with the rest of Humanity, these survivors also fell victim to the influence of their environment. In the depths of the planet, they were subjected to latent magics and a plethora of toxins, eventually adapting to conquer them. Their blood soon reflected the toxicity of their surroundings, which made these survivors particularly resistant to disease. This heartiness came at a cost however as their blood was also incredibly reactive to ultraviolet radiation, and would turn to acid within minutes of full exposure.

Their bodies underwent a plethora of changes that extended far beyond their toxic blood. For example, their eyes appear very much human, but only present red, orange, or yellow irises. While most can identify Vampires by their porcelain pale skin and slender physiques, a Vampire's fangs are a dead giveaway.



Because their ancestral homes had limited resources, much of the Vampire culture revolves around the oral retelling of history, most of which lie deeply rooted in mythology and superstition. Unlike many civilizations, who dream up vast pantheons of deities who can be more or less benevolent, the Vampires constructed a hierarchy of demons. Chief among these tormentors were **Absolox** (page 258), the demon of exile and abandonment, and **Maldraan**, the demon of miasma and the world above. These two, along with a pantheon of other fiends and hellions, have led the Vampires to develop an indelible fear of both the surface and their pitch-black, subterranean homes.

This fear eventually bred a deep-seated rage among many of the Vampires, leading them to lash out, both at each other and the unknown. It was during this tumultuous time that the descendants of those who had sought refuge underground found themselves seeking refuge at the surface. When they arrived, Maldraan claimed what was hers, gorging herself on those first adventurers. Afterward, others tanned the hides of those fallen kin to wear as camouflage, believing the wrathful demoness would not strike again those she had already drained.

The first interactions between Vampires and the established races occurred in 2717 PR. Predictably, these refugees, clad in the skin of their brethren, found themselves shunned in many settlements that they encountered. More often than not they were treated like lepers, forced to live on the fringes of society and eke out a living on the scraps of civilization. Cast off and forgotten, many Vampires found great success by settling on the outskirts of these burgeoning towns and cities, feeding on their cast-offs and unwanted.

For a time, this life was enough for the Vampires. Their close-knit familial communities, which they called **covens**, were well fed and protected from Maldraan's grasp. Some of these covens had even worked out agreements with the neighboring boroughs to take their criminals, and in doing so had become considerably wealthy. In this time of plenty, it was not long before a myriad of Vampires found themselves dissatisfied with their table scraps and instead sought to take what they wanted.

Many of those living in cities, who had been complicit in offering up the worst of themselves to the Vampires now had reason to fear for their own lives, and so fear would once again change the course of history. People banded together and went on campaigns to root out the Vampires. These so-called Vampire Hunts devastated the Vampire population, as homes were razed and their occupants were beaten to death, dismembered, or worse. These hunts raged on for more than a year, and the Vampires once again found themselves forced into exile. The survivors did what they could to blend into society. They exchanged their traditional leather for heavy robes and traded cannibalism for true vampirism. With this paradigm shift, both murders and abductions perpetrated by the Vampires subsided, and the Vampire Hunts gradually died out.

The old familial covens were reestablished but now lay along ideological lines. Each became a self-governing organization whose purpose was to protect their members and advance their interests. It wasn't long before there was a coven in every city-state and region on Feneryss, each one varying in size, clout, and governance with the exception of Dronus which does not allow outsiders. Sylvan Hollow is unique in this regard as it is home to a single coven, Einhannd'r, whose sole member exists as an oracle of secret knowledge and little else.

The races as a whole hold disdain and fear for the Vampires. Although they no longer tan the hides of their brethren, the image of skin-clad cannibals still weighs heavily in the public psyche. As for the Vampire's perspective, they see the other races as cattle to be corralled. Drones and Florvana are the exceptions, both being entirely bloodless beings, they serve little purpose to the Vampires.

WRETCHED

"The Banner had been staked. Word spread to all corners of the Ashlands, and from all corners came waves upon waves of the nomadic Wretched. They bartered their goods; they swapped their stories; but most importantly, they spilled blood.

That day Andrathas Worthless was tested: kill or be killed. His opponent lay face-up, sprawled limbs akimbo on the hot sands. The desert was calm. His clan was in a delighted, bloodthirsty uproar. He took a deep breath, steeling his nerves for the conclusion.

He heaved his hammer toward the sky, and brought it crashing down."

—Somewhere, Ashlands

The Wretched are a nomadic people and are the most heavily mutated survivors of the Reckoning. As the world died, many survivors gathered to huddle around the slowly depleting power sources of bygone eras, many of which still stand in spite of considerable decay and erosion. Despite the seemingly fortunate accommodations, the leaking energies that fueled the fires slowly warped their forms and exponentially increased their susceptibility to mutation. These changes tend to be so physically extreme, it is rare to confuse two Wretched with each other. Fate, however, seems to smile upon them; a minuscule few succumb to their afflictions. More often than not the Wretched are able to turn a profit from their physiology.

With time, their legs grew restless and death lost its fearful edge. Reforged in more resilient bodies, they struck out from the embers of history to gather relics and trinkets of the past.



For generations, the Wretched were believed to be true mutants by Humans and other Lesser Ones. They were said to be so biologically unstable that they would grow new organs or limbs at random. As it tends to do, the advancement of the modern sciences sheds fresh perspective on ancient notions, and has yielded a great deal of knowledge about the Wretched. While they do have a propensity toward mutation, many scholars now view this in a positive light. Their bodies are walking arks of untapped, vestigial power. Evidence presented typically includes their secondary eyelids and the blood-cleansing organ called a vassilis that is exceptional in counteracting foreign bodies.

Their tribal culture revolves around trade and combat prowess. Each clan is led by whoever proves themselves to be the strongest. For this reason, Wretched clans are in constant flux, with old ones dying off and new ones being formed in rapid succession.

Every year the clans gather under a banner of peace, called the **Covenant**, to trade goods, educate the young through tales and traditions, and cull the weakest members. Members considered to be the weakest are put into a trade pool and are forced to fight each other to the death. Genealogy and gender are of no value to the Wretched; every man and woman must prove their worth. This winnowing of the weak leaves the strongest survivors available for sale to anyone who saw potential.

This process comes with one exception. Wretched with bioreactors are not forced into the arena, but often bought, sold, and traded like cattle, to be used as a power source for airships and other mechanikal contraptions. However, many Wretched with bioreactors will often sell themselves into slavery simply to avoid the hassle and make some cash on the side. Once the Covenant has concluded, the clans return to their quest for riches and the search for their home.

There is a legend dating back to the Reckoning itself that speaks of a city buried and preserved by the unending sand and ash. A number of Wretched believe the discovery of **Bravjegaad** is their ultimate salvation and that within this lost metropolis lies the key to unparalleled strength which will allow them to eradicate the weak races of the world and reign supreme.

ADALGAR

After the Covenant ends and the weak are culled, the Wretched immediately begin Adalgar, a holiday named after a fighter of legend.

Legend has it that he was offered up to the Covenant as his clan's weakest member, he only bested his peers and his betters for twelve straight days, resulting in the loss of roughly a quarter of the Wretched population.

On the 13th day, the leader of each clan descended into the arena themselves to take full measure of this titan of combat. Adalgar finally fell before the day met its end but would never be forgotten.

To commemorate Adalgar's incredible feat, the Wretched hold a twelve-day no-holds-barred gladiatorial arena in the Ashlands. Participants tattoo the Gnarltongue word for 13 on their necks and gain the honor to keep it and the surrounding flesh if they are victorious.



16 MAP OF FENERYSS


NEROTH
LOKORAN
DEMON'S WALK
ALECIAN PLAINS
UNTARNISHED STEPPE
MUDDLE LAKE
DRONUS
WASTES OF GALAAM

PULSE
THE GREAT FORGE



HISTORY

When the early explorers would pass through the struggling encampments and outposts of the past, they would often speak of a living metal spire that stretched beyond the ash-clouded sky. For hundreds and hundreds of years, it was believed to be a myth, explained away as a story to excite young children and inspire a sense of wonder and adventure.

Years passed, and the horrors of the wastes took their toll. With raids by bands of cave-dwelling cannibals, children stolen from their beds, and rumors of settlements being devoured whole, it wasn't long before the old explorers' stories turned into a hope for a brighter future. Droves of survivors stepped out into the wastes for the first time in centuries to seek the fabled spire and build a new home.

In the days before it earned its moniker, **the Great Forge**, Pulse was governed by a small circle of influential individuals whose primary task was the defense of the fledgling city. They called themselves the **Iron Ring**. They dubbed their home Pulse, with an unfailing belief that this city would be the vibrant heart of Feneryss.

After designing a blueprint for the future, the Iron Ring began to methodically craft a set of rules to which each citizen of Pulse was bound and responsible to uphold. This **Mandate** called for each citizen to maintain a skilled trade from which the city could benefit as a whole.

Many found a renewed purpose for living in this inspiring culture, and its excitement was infectious. Word rapidly spread across the known world that anyone with a willingness to work had a place within the shelter of the Iron Ring. A torrent of immigrants flooded the city gates; Pulse grew at an astonishing rate, and industry boomed. The forges were raging infernos for hundreds of years, great war machines were constructed and an army was raised that was unlike any the world had seen since the Reckoning.

The true test for Pulse's leadership began when a fishing vessel in the neighboring lake was raided in 1921 PR. The few haggard survivors spouted madness about men on flying ships striking from the sky. Skepticism saw the men discharged from the service and forgotten until another ship was attacked. With no proactive efforts from the Iron Ring, the terrified citizens of Pulse became restless and eventually rioted. Rising above this chaos was a young officer named **Brecht**, who led a coup d'etat. Brecht was a charismatic young man, who had a knack for strategy and politics; skills that he used to great advantage. The deed was so swift and sure that in addition to ousting the previous rulers, Brecht formed a new governing body in a mere month's time.

Despite his revolt, Brecht maintained a deep love of Pulse's traditions. So much so that he based his new government on the original Iron Ring Mandates. Using his new authority, he established the city districts and military branches which divide the city today. Each was placed under the supervision of an **Iron Lord**. Once accounts had been settled inside the city, Brecht turned his eyes to the water, seeking both vengeance and understanding.

What followed were a series of missions with the goal of capturing one of the mysterious vessels. When success finally came, Pulse ironworkers and engineers strove day and night to unravel the mystery of the foreign craft. The rest of the Pulse geared up for the **War of Duel Lake** with its yet unidentified neighbor on the far shore of the eponymous body of water.

FEEDING A CITY

Feeding Pulse's growing population was no easy task, especially when attacked by a horde of undead. To address this, the Iron Ring utilized the ancient method that was rediscovered shortly after the Reckoning: hydroponics. Locally found plants and animals were used for this process.

The first of which is a colony of crustacean extremophiles, called **shardleaf**, which feeds on toxins from the water, and condenses anything unusable into its rock-like "stems." The residual water gained through this process is stored in polyps of organic glass called **shards**. Unfortunately, none of this water is potable but is generally considered safe for growing.

Pulse also uses a locally found tuber called tenderoot. Each part of this hearty plant is edible; the starchy roots, the pliable and nutritious leaves, and the mildly sweet fruit. The tenderoot also purifies the water even further to allow for a variety of herbs and spices to be grown.

Every citizen of Pulse is allotted a daily ration based on their rank and job requirements. Any surplus is rotated into the city's emergency stockpiles and anything rotated out is left in Downtrod for any takers.

THE CITY AT A GLANCE

Pulse has its share of trouble, but it is, above all other things, a place of order. Where the original Iron Ring gave it purpose, function, and focus, the posthumously titled "**Iron King**" Brecht gave it shape and propriety. The impact of these endeavors is still plainly visible today in the clean-cut organization of Pulse's districts. This order is an absolute necessity in Feneryss's largest and most populous city.

THE AXIS

The ever-growing towers of Pulse are by far its most noticeable features, with each point striking the sky like pillars of the firmament. Here at the center of the city is Pulse's military nerve center containing training arenas, lecture halls, offices, and armories. Each tower is home to the administration for one of the city's key elements. Starting with the northeast tower, and rotating clockwise, they are: the navy, martial forces, the special forces, the Great Forge, and Quarterlock. The central tower houses the city's ruling members and administration, including the **Governor of the Axis**. The current Iron Ring in order is: **Iron Lord Hearst Rocshtaal**, **Lord of Navy Ulder Ving**, **Lordess of Armies Aafia Um-khal**, **Savinic Lord Garrulous-in-Solitude**, **Lady of the Forge Denna Lohrne**, and **Iron Warden Ghyst**.

Governor Ludis is directly responsible for the upkeep of the Axis and its crown jewel, the **Field of War**. Here, officers pit their wits against one another and soldiers vie for prestigious medals and titles. A team of superb arkänists apply their trade to alter the landscape and simulate weather. If the rumors are to be believed, they are strong enough in their magic to simulate volcanic eruptions and even the Reckoning itself, albeit on a much smaller scale. Every battle is meticulously recorded in the **War Arc** by a scribe referred to as the **Fieldsman**.

FLORA LABS

Most of Pulse's food is produced within the wall that connects the Axis towers. Efforts there are split in three directions: water purification, agriculture, and research. Here, arkänists of all schools work alongside botanists and engineers to develop more effective ways to feed the city. For health reasons, the water purification section is completely segregated from the rest of the facility. Greywater and wastewater are processed and treated to allow for safe use with irrigation and hydroponics. Once the processed water has gone through the agriculture section, it returns for sterilization and public distribution.

In the agriculture hub, thousands of acres of hydroponics labs are cultivated day and night to provide a steady supply of sustenance for Pulse's citizens.

Finally, the research section of the Labs is second only to the city's food stores in terms of security. Top researchers strive endlessly to refine their methods and breed heartier strains.

THE GREAT FORGE

It is here that the might of Pulse's military is built: airships, tanks, and weapons all pour from here like the molten metal from which they were shaped. The Great Forge is both literally and figuratively the city's foundation. The city's underground arrangement is an approximate reflection of the surface. Airship construction is relegated to the northwestern sector, military armaments to the northeast, and so forth. Within each sector, however, little rhyme or reason exists. New businesses and factories spring up wherever vacant space can be found, even if it means getting in the way of others. Crime is commonplace and everyone, even government officials, are guilty of illegal conduct.

The most notorious of these illegal activities are the **death pits**, which are host to bloody battle royales between slaves, indentured workers, soldiers, and free citizens. In these gory brawls, men and women alike tear each other apart, often literally, for a ruthless crowd. Defeat brings only death, but survival earns participants infamy as victors and the opportunity to bet on and spectate future bouts.

While many of these crimes are truly random, one individual resides in the margins of every illegal exchange; an information broker known only as **Lysanius**. This mysterious figure has built a well-funded crime empire on the stockpile of secrets that he has collected over his lifetime. This fact is also what has kept him outside of a prison cell; many important figures in Pulse fear what blackmail might land on their doorstep should he be incarcerated.

Opposite the crime and chaos is **Lady of the Forge Denna Lohrne**, whose primary directive is to guarantee order and stability of the government manufactories. She accomplishes this task handily and enforces order in the rest of the district with reckless disregard.

Her former military rank being of small acclaim, she rose to prominence by striking a deal with the Iron Lords of Pulse. Little is known about the deal that was made, but upon taking command of the Forge, she immediately descended into the death pits. She is said to have fought with an animalistic ferocity, and over the course of the fight she collapsed a man's chest cavity, disemboweled another fighter with her bare hands, and ripped out the throat of a third victim with her teeth. Denna staggered from the pits short one eye and long in fresh scars. People still speak of it, and it has become something of a legend within the city. Enforcing her law are a cadre of fighters from the pit that follow her onto the battlefield during times of war.

The history and culture of the Great Forge stands as a stark contrast to the meticulous nature of the rest of the city, but it is this chaotic churning that drives the city and citizens of Pulse, much as friction of shifting plates creating molten rock.

QUARTERLOCK

Home to the remainder of Pulse's population, **Quarterlock** is split up into five sections in accordance with the five towers. Visitors to Pulse are cautioned not to enter Quarterlock without a guide, especially the southern sector, home to the common man. Wandering aimlessly through the twisting boulevards and erratic alleyways is dangerous.

Citizens of all kinds, from the wealthy and powerful on the upper crust, to the lowly and forgotten, call this home. It stands as a microcosm of the greater city, complete with business lanes, micro-government, and militia. While there are a number of players, power is divided primarily between the Pathfinders and the Vortem.

The **Pathfinders** are the police division of the Pulse military. Its majority are locals that seek to wrest the district from the grasp of criminal enterprises, cults, and warlords. Under the guidance of their commanding officer, **Pes Grimtrod**, they have been largely successful in this goal, with one principal exception: the Vortem.

The **Vortem** is a conglomeration of thieves, assassins, spies, and smugglers who work together to hoard secrets of both the past and present of Feneryss. They lease their services to customers with ample funds or valuable knowledge while simultaneously infiltrating their clients' lives. Many of these infiltration agents have procured the Vortem unfettered



access to numerous areas that would have otherwise been restricted. Their influence is vast and they are well supplied, which is the primary reason they have not yet been eradicated by the Pathfinders.

Quarterlock, however, is not purely a haven for warring entities. Every Leid, the district enjoys a great peace. It is a time of rest and celebration fixated on an event called **Traitor's Run**. A handful of Downtrod hopefuls compete in this deadly race from one end of the district to the other, concluding at Pulse's sky port, **the Nest**. The first three to complete Traitor's Run earn a space in Quarterlock.

On the northwestern side of Pulse, hundreds of public and private hangars line the **Nest** alongside inns and pubs. It is the busiest port in Feneryss, importing and exporting goods and services day and night. Locals and foreigners can find comfort in glimpses of the Pulse armada berthed here as well.

DOWNTROD

Immigrants came to Pulse in droves, and its birthrates boomed in the early years of the Iron Ring. Soon, the population had outgrown the city wall. Faced with the chaos and societal collapse that often comes with overpopulation, the Iron Lords of Pulse forged a new mandate that allowed the city guard to remove known criminals, truants, and deviants from the city.

Many of these exiles settled just outside of the city's walls. There, they scavenged city scraps and made paltry trade with merchants traveling to and from the city. These slums grew to such an extent that the area is almost a city unto itself. Being a city of discarded people, it was not long before it became known as **Downtrod**.

This area, which surrounds Pulse on all sides, is nestled in **the Crush**. Here, the perpetual expansion of the wall does as its name suggests, crushing homes and lives with equal indifference.

The military protects travelers on the city roads, but the **Peacekeepers**, Pulse's constabulary regiment, rarely wander into the trash heaps most residents call home. Many Downtrodden form small militias to protect their livelihoods in the absence of the slum wardens. Kingpins and local gang leaders carve out their minuscule spheres of influence and impose their will on the unlucky souls trapped within. The majority of the Downtrodden owe their relative safety to the Vampire coven, Stillyr. A good number also work for them in seedy gambling dens and bawdyhouses.

One establishment of particular interest is the Grey Shade Tavern, which attracts customers from all over the slums and city proper. Many come to revel in the showmanship of the Tavern's barkeep, **Jordan Flunn**, and experience an inclusive atmosphere that is rare for Downtrod and taverns alike. All are equal here, provided the tab is paid, and it is a common stop for explorers and would-be adventurers.

TRAITOR'S RUN

While Downtrod has seen improvement since the Pes Grimtrod's appointment, he is still limited in his power, and desperation is still the default state for most living outside the wall. Competition in the Run remains fierce and lethal, with most competitors concealing various implements ranging from boot daggers or caltrops to smoke bombs or flash bangs to hamstring their opponents, often literally.



CITY LIFE

INSIDE THE WALLS

The average Pulse citizen wakes up bright and early with the morning drill sirens, or **Reveille**. They open their businesses precisely one hour later. Poorer children go to work or report for duty with their local junior military. Wealthy youth report for their cadet classes at one of the spires or attend tutoring to develop any unique skills. After serving their two years of mandatory military service from sixteen to eighteen, they are free to remain or pursue a productive field of work. Art, music, and literature are performed solely in one's spare time. Social and political mobility are smoothest with a prudent military career, but any contribution that serves the city-state is a plausible tool for advancement.

Most citizens are endowed with a fierce patriotism and local pride. Sharing the same childhood street in Quarterlock is usually enough to seal a business partnership, and military units are organized according to residential districts to foster camaraderie and friendly rivalry. Race, unfortunately, is a very divisive issue in Pulse. Despite making up roughly forty percent of the citizenry, non-Humans have a difficult time establishing themselves without a sterling military record. Even then, many are dismissed out of hand merely for their race. Younger generations are gradually fighting this issue, but it is slow going.

OUTSIDE THE WALLS

In Downtrod, and especially in the Crush, living each day is an arduous task. They rise with Reveille the same as their secure counterparts. Unlike their counterparts, they must maneuver between the literal and figurative traps and obstacles of the slums. Tripwires, jagged refuse, brothels, and gambling dens all glint and glower from soot-smeared facades. Children earn their education in the streets and alleys, or from their parents and neighbors. Skilled laborers are rare as anyone with a tradeable craft can earn themselves a spot on the inside of the city. Residents of the Crush spend their day seeking or constructing a new home, hopefully farther from the wall than the last abode. The gangs flex and flaunt, but are inevitably cowed by Stillyr Vampires: the true source of power in Downtrod.

Tensions are still high between local and civil entities, but Warden Ghyst's appointment has drastically changed the situation. Some call him the father of Downtrod. Upon shouldering the mantle of Iron Warden, he took to the streets, forgoing his personal guard in order to learn about the lives of the destitute masses that huddle around Pulse's outer wall. He admires their grit in enduring the annual Undead Tide and the relentless Crush, and seeks to improve their lives. The Peacekeepers now collect a voluntary tithe, which purchases used weapons and humanitarian aid from the interior. Critics point out that many of his measures, meant in earnest, simply fuel the constant struggles among the impoverished.

COVEN ACTIVITY

The local Vampire coven, **Stillyr**, is largely contained within the confines of Downtrod, although it labors incessantly to establish holdings in Quarterlock. **Anatoly**, their leader, possesses a wizened demeanor and takes the wellbeing of his members quite personally. His clandestine sibling, **Bogdan**, is little more than a rumor to most citizens, including Stillyr members. Time has made him something of a "boogeyman," with all manner of dastardly deeds attributed to his name. The one constant in his legend states that he handpicks elite members from the coven to become assassins and enforcers. The coven's primary claim to fame is a string of bawdyhouses throughout Downtrod that cater to the carnal desires of its residents. These fiscal successes are overshadowed by the

coven's ugliest secret: a debt owed to the Lanisian coven, Skryst. The rumor mill also hints at a possible working relationship between Stillyr and the infamous information broker, **Vsevolod**. He supposedly feeds the coven information about their creditors to help them "settle" the debt, but it is unclear what his motive is.

LOCAL ECONOMY

Pulse was the first of the major cities to fully integrate Notes into its economy and the first to fully convert. Within one year of the Cistern Accords, the city had completely phased out the old **salt stamps** that had been prevalent for so many years. In addition, Pulse also instituted Forge Hours, which became the primary currency for large-scale manufacturing on Feneryss.

THE VORTEM

The Vortem are a widespread order of thieves, assassins, and smugglers that populate all echelons of society. While originally founded in the Quarterlock district of Pulse, their greatest numbers thrive in the Spindle of Neroth. There is no central leadership controlling the actions of the Vortem as a whole. Instead there is only a web of power brokers, each manipulating information via vast networks of contacts. Every interaction is a transaction, although the currency varies from cold hard Notes to less quantifiable services and favors. For many Feneryans, however, the Vortem are little more than folklore made up to scare children and explain the ugliness of the world.

In the earliest days of civilization's revival, a great number of the most impactful figures of history went unnamed and unnoticed. They were primarily tools of the upstart politicians and headstrong military officials, acquiring secrets and blackmail material to further the goals of faces in the spotlight. Civilization grew, populations boomed, and the power of spies, assassins, and thieves blossomed. Having attained status sufficient enough for independence, many severed all ties to their unwitting puppet masters and vanished as easily as they had appeared.

They forged an independent organization and honed themselves into a keen and invisible edge capable of striking anywhere whenever they desired. Their recruitment was by invitation only, and incredibly exclusive. This flourishing organization, calling itself the Vortem, quickly found itself on even footing with its erstwhile employers, and it began to manipulate the influential and wealthy members of Feneryss to its own aims. Much to the chagrin of those who believed themselves in control, the Vortem very nearly ruled and united all of the city-states, but arrogance and complacency unraveled their well-woven plans. The powers of Feneryss retaliated, bringing the Vortem to the brink of extinction. Yet again, they slunk into the dark to lick wounds and recoup.

CITIZEN SOLDIERS

In the early days of Pulse, the Iron Ring established the **Institutes of Combat and Tactical Study**. There, students were trained in martial and ballistic mastery, with the top pupils being enrolled in the **Combat Tactics Academy**. In recent years, however, a new training school was established to explore the benefits of Arkäna use in a military setting. Upon graduation, new members of the military are split into soldiers, sailors, and mages. Within the larger military organizations, there are three specialized units that work with little to no oversight: the **Savinical Method**, **Intervention**, and **Towerfall**.

No military would be complete without an intelligence community to give it actionable information. This community relies heavily on its web of spies, called the Savinical Method or **SavMet**. When new recruits are screened, any psykic or eidetic manifestations are selected for additional training in covert operations. Throughout their training, they are taught to be experts in the art of social engineering and disguise. They are also subjected to interrogations that border on torture. Roughly two-thirds of the recruits do not make it through this rigorous process. Some perish while others break under the pressure. The ones who make it through are hardened machines of deceit capable of becoming a doppelganger of anyone, even those outside of their race.

Before any large-scale military movements, Pulse utilizes a small legion of assassins, called Intervention, to destabilize enemy armies or political structures. In order to be selected for this faction, recruits must be free of mutation and of lean build. Though unproven, a lack of mutation is believed to be an indicator of genetic stability. Initiates then undergo a number of procedures to unlock traits useful to stealth and infiltration. While they generally lack the same savvy that the Savinical Method possesses, they make up for it in lethality.

If a situation arises where a high-value target needs to be extracted or exterminated, Pulse calls upon Towerfall. They are also often used as an instrument to infiltrate SavMet and Intervention agents deep in hostile territory. Each member undergoes a military funeral prior to their training, which includes survival training and numerous exfiltration drills.

PERSONS OF INTEREST

"18-SHOTS" O'BLACKSKULL

"18-Shots" as he prefers to be called, hails from a powerful and elusive Wretched clan known as Blackskull, with a reputation as exterminators. The clan is unique to the Wretched in that it has an established and rather altruistic goal: to prevent Feneryss from falling deeper into chaos and destruction. This has led them to hunt down various threatening beasts, demons, and cults across the continent. Their name comes from their rite of passage, an emblematic skull tattoo that covers the faces of both the men and women of the clan.

From a young age, children born into Blackskull are trained to use firearms in combination with martial arts. 18-Shots was no different. In fact, he took to the training so well that he went on his first hunt at the age of ten. It was not long before he got his first kill. At the age of twelve he took down a small, but murderous death cult in the slums of Pulse using his great grandfather's revolver-shotgun.

At sixteen he accompanied his parents on a hunt, searching for an unknown creature that was hunting people indiscriminately and leaving no corpses behind. When they managed to track the beast, they bore witness to horror in its purest form. It was not a single creature, but an amalgamation of dozens of living corpses. The fight that ensued was short and brutal. His father was knocked off his feet and promptly crushed; his mother was thrown into a wall and rendered unconscious. 18-Shots narrowly escaped with his own life, suffering from several broken ribs and a collapsed lung. He circled back to the area in the shadows only to witness the creature disassemble his now conscious mother and incorporate her body into itself. To this day, he is still haunted by her screams of terror and agony.

In the years since he has lost touch with the rest of the clan, spending most of his time trying to track down his parents' killer. He has had little luck thus far, but knows it is only a matter of time. Whenever a murderous creature rears its ugly head, 18-Shots is right behind it to prevent others from suffering the same trauma that he did, and hopefully avenge his parents.

ACE MAJOHRA IBAHRI

Ace Ibahri is one of the few national celebrities in Pulse. She is best known for taking down three squadrons of pirate strikecraft and then crippling their galleon over the Ashlands. The promotion of her triumphs

has led to unprecedented numbers of female flight recruits. She can often be seen at dedications and commencement events for the Pulse navy. While her public persona is that of a brash and overconfident pilot, she is actually quiet and introspective. It's not well known, but she is displeased with her mascot status, and craves a return to her former strike team.

IRON LORD HEARST ROCSHTAAL

Head of the Iron Lords of Pulse, Hearst Rocshtaal is an unrelenting man whose loyalty is rivaled only by his utter brutality. He was born in Pulse's death pits, emerging from a pile of corpses, still attached to his mother. Being an Alypse, he would never ascend past the edge of the ring, but some believed raising a child to fight from birth could prove profitable. He was bathed in violence from the time he could stand and took his first kill in the ring at the age of six. He enjoyed a successful career as a child and would have gone on to be a grand champion, but he had higher ambitions. Even as a child, he believed that the city birthed him for a greater purpose than fulfilling the wanton needs of the masses. Hearst mastered his flesh mask unaided, then staged his death in the arena.

He was careful to plan the event with precision. He grappled with another child fighter, and the two careened into the pile of corpses that had accumulated in the center of the ring. He promptly killed the child, assumed his appearance, and emerged as the victor. He took the name Hearst Rocshtaal and continued fighting until he was marked by the military for recruitment. Once uplifted from the corpse-laden wound that birthed him, he flew through the ranks of Pulse's military. Twenty-five years after his departure from the pits, Hearst Rocshtaal was named Iron Lord. He is the most charismatic of the bunch and often takes opportunities to address the city. His rhetoric often alludes to the city as his mother and the public his siblings.

JORDAN FLUNN

Owner and barkeep of the Grey Shade tavern, Jordan has a strong hand, but a soft heart when it comes to newcomers in his tavern. He always has an ear for the city and can get just about any information, given enough time. His bartending skills are legendary, and he is known for the way he can serve several drinks at once, which can be attributed to his two extra arms.

JUN PAK

Born to a highly regarded forgehouse in Lanis, **Jun Pak** was nothing short of a prodigy, mastering his family's classical weapon designs by the age of fourteen. As a young man, he was prone to creative flights of fancy that culminated in unorthodox weapon designs that put him at odds with some of the elders in his family.

His father, however, valued Jun's talent and encouraged him to pursue the unconventional. Despite that, he remained critical, often asking Jun to offer up practical justification for his designs. As the years passed, Jun perfected his designs, offering up weapons that were nuanced fusions of the traditional and bizarre, earning him a reputation separate from his family. Though he had this small measure of fame, Jun was bored with the traditions of the forgehouses of Lanis and eventually left home seeking to learn about the traditional weapons of other cultures and cities. In his travels, he witnessed the suffering and death that looms over everything outside the city walls and subsequently found a new purpose. He later settled in Pulse, eventually establishing his own smith in Quarterlock that specialized in manufacturing inexpensive, durable weapons and tools to help the average person make their way through life on Feneryss.

This goal has become something of a private religion, and he often frequents the small settlements that dot the wasteland in order to help train and learn from local craftsmen. Despite the humble nature of his goals, he markets his creations heavily and has a number of trusted followers scouring Feneryss for new materials and potential apprentices.

Contrary to his perceived nobility, Jun cares little for who actually acquires his weapons, only that they use said weapons correctly and precisely. A thief once attempted to rob him with one of his own blades while holding the weapon incorrectly. Enraged, Jun disarmed the thief and cut off both of his hands. True or not, Jun Pak tells of the encounter to all prospective customers in hopes that they do not suffer the same fate.

L.I.C.A.

L.I.C.A. is the owner of **Licurio**. She insists it is a small curio shop in Pulse's southern Quarterlock district, but nothing on its shelves is for sale. Instead, she finds lost items and cares for them until the owners come to reclaim them. Her shop is filled to the brim with trinkets, toys, knickknacks, and tokens. Some of the items are useless, such as worn work boots, while others, like her collection of polished gemstones, are priceless. Patrons are free to rifle through the towering piles in attempts to find their lost item, but it is far simpler to ask her for directions. L.I.C.A. can perfectly recall the location of any item in her shop.

While L.I.C.A.'s shop might seem like a treasure trove for thieves, she has an uncanny knack for discerning the true owner of an object. Whether this is due to incredible perception or more mystical means is unclear. She guards the lost items aggressively and has only been fooled on two occasions. The perpetrators have not been seen since.

Unlike some Drones, L.I.C.A. has embraced the culture of humanity. She bears a humanoid face and wears a powder blue dress with white lace trim and a blonde wig tied in pigtails with matching bows at the ends. She carries a steel teddy bear and steel parasol around with her everywhere, which double as "physical deterrents" should the need arise. L.I.C.A. is not much for small talk and is utterly ignorant of current events and trends. Whenever asked about her own origins, she always diverts the topic with, "What have you lost?"

LYSANIUS

Lysanius is one of the most prolific businessmen and information brokers in Pulse. His early life was unforgiving, leaving him cold and merciless, but he managed to climb out of Downtrod, bloody knuckles and all when he won Traitor's Run. The way most people tell it, he chased down the leader mere yards from the finish line, snapped her neck, and nonchalantly strolled out of Quarterlock a naturalized citizen.

Rumors of his early years in the city vary, but the majority revolve around him taking up jobs as a barkeeper and chef, where he collected secrets from loose lips wet with alcohol. Each small secret was a deposit to his growing hoard. As the decades passed he ascended from a lowly barkeep, trading in tavern gossip, to a feared lord of shadow, trading in state secrets and other illicit markets. Drugs, people, weapons; all are a means to gain information.

He lacks any sufficient moral structure, and his associates are only measured by their potential benefit; such as several military officials that he dominates with blackmail. Lysanius is not without his own skeletons. The rise to his current station was not built brick by brick, but instead on a pile of corpses, many of which were former business partners. The sanctity of these secrets is purportedly the reason why he deals regularly with **Vsevolod**, a Vampire under the Stillyr Coven's protection.

VSEVOLOD

Vsevolod is a successful information broker that established herself by stealing details about Lysanius. In spite of the danger it poses, she currently maintains residence in Pulse and has largely evaded Lysanius' pursuit by taking advantage of the local Vampire coven, Stillyr.

She maintains financial solvency through a network of informants and couriers that are exclusively Vampire. These agents can be found in every coven on Feneryss and because of the secretive nature of Vampire culture, the information she trades and collects remains largely anonymous to outsiders.

LANIS
THE SHINING CITY



HISTORY

This city towers over the southern cliffs of Duel Lake and serves as a bastion of science, archaeology, and arkäna, but it was not always so. The Great Library's halls of alabaster, adorned with inlays of gold and black granite, were once the unformed faces of the **Aleppa Mountains**. This great repository of knowledge was initially constructed to carry on their tale after their inevitable doom.

As the Reckoning transpired around them, many Old Worlders sought to preserve their history from obliteration by taking to the skies in ancient spacefaring vessels. Their hopes were crushed when arkäna flooded the world of Feneryss.

Most of these would-be survivors were killed as their vessels came crashing down, but luck continued to smile upon a select few. These few hundred men and women, who would come to be called "**The Founders**," rallied together inside the corpses of their fallen saviors and established a plan to build a memorial to humanity. Convinced of their own eventual demise, they would use what time remained to construct a monument that would endure for all time.

One of the greatest turns of luck was the crash site. Their vessel carved away part of the mountain's face, revealing a vast array of useful minerals. Fuel sources were systematically detonated in order to unlock the material wealth trapped within the stone: limestone, granite, iron, and alabaster, to name a few. This process reduced the mountain range to a fraction of its former size. In its place, the people constructed a monolith of pure white stone that glimmered in the orange glow of the cloud-covered skies.

However, this was not the full extent of their mission. Craftsmen worked to recreate great pieces of history and art; laborers and scientists worked to recover lost pieces of history from the wreckage of their vessel and the world around them; countless souls worked tirelessly to catalog everything; others were put to the task of feeding all the rest, that they might survive long enough to achieve their ambition.

Not everyone found this a fitting endeavor. One particularly outspoken woman was **Arvha Jana** and was, as fate would have it, the sole surviving botanist among the original survivors. For her constant agitation, she was ousted from the vessel that served as the primary shelter, and many of her sympathizers departed at her side. She derided her colleagues in her farewell, saying, "I will not live out my days garnishing my headstone." Those words resounded through history, and continue to serve as a popular idiom in Lanis. "Not my headstone," is used to dismiss a task that is considered either pointless or beneath one's station.

Jana turned her eyes to the desecrated soil just beyond the safety of Lanis. Her renegades, those sympathizers that accompanied her in exile, learned to muster life from the unyielding land. They established the current means by which Lanis fertilizes its pastures and vineyards. For her lasting contributions to the continuity of Lanis, Jana was exonerated in 62 PR, thirteen years after her death.

Thanks to her efforts and the passage of time, the notion of an impending extinction event vanished in a mere two generations. They had been working to build a monument to humanity, but realized there is no greater testament to mankind than the next generation. So, the city turned toward the future with the revitalized hope only youth can instill.

Hope produced demagogues, each touting their solution to the issue of governance. It began as simple disagreements over political structure but gradually devolved into a cutthroat power struggle when none could

see eye-to-eye. This constant debate led to a revolving door of political structures in the city-state as various entities acquired power. From 70 PR to approximately 1900 PR, Lanis cycled through so many organizational structures that it was impossible to accurately document each one. It was an era of subterfuge and doublespeak; secret arrangements, betrayals, and the knowledge of such things becoming the dominant currency. These dealings became so pervasive that the city nearly plunged into civil war.

Fortunately for Lanis and its vast wealth of data, the city did not succumb to flame and bloodshed. When one of their dirigibles happened upon a small boat on what is now known as Duel Lake, the politicians seized the opportunity to consolidate power by aiming the fear of the people at this foreign threat, ultimately leading to the War of Duel Lake.

The colossal failure of the war forced a paradigm shift in the city. It didn't eliminate all the subterfuge or intrigue, but it did establish order. In 1924 PR, Lanis ushered in the guilds, codified their rules, and inaugurated the position of **Consulate Prime**. Everyone earned a say where it mattered most: their dynasty's business. Lanis entered a period of rehabilitation, during which it actively worked to expand its continental trade influence.

With the sudden onset of Tae'k's Crusade in 2686 PR, Lanisian leadership was horrified to discover that their arkänists were wholly unprepared to respond should the Crusade reach their doorstep. In response, the Consulate Prime ordered the construction of a new wing to the Great Library, the Logerra, and established the **Mage Legion**, a guild comprised entirely of combat-trained arkänists. Within this wing's tightly secured hallways and private libraries, the mages collaborated on an arkäne defense for the city. The Crusade never assailed Lanis directly, but many citizens flocked to Tae'k's banner.

In the absence of the great battle they had anticipated, the Mage Legion didn't truly gain recognition until after **Letch Malign** (known more widely as the Corpsefather) discovered the secrets of stitching, circa 2718 PR. He was offered a place to continue his studies. In exchange, Letch would train other arkänists to be necromancers. The Malign Dynasty continues to enjoy a plush lifestyle thanks to his efforts, and to this day Lanis maintains a reputation as the home of the world's greatest arkänists.

THE DYNASTIES OF LANIS

Dynasties are part family history and part tradecraft reputation. They are divided into several **guilds**, such as forgehouses, artisans, and legions. A prestigious forgehouse is more likely to provide a set of armor, or even offer discounts, to a renowned legion. A legion likewise will desire to contract a forgehouse with a colorful legend. **Legends** are the written histories of a dynasty that boast their many successes. While a forgehouse legend might describe many great weapons that have slain mighty beasts, an artisan legend may recount a dynasty's masterpiece sculptures or portraits. A Lanisian's dynasty and legend define their socioeconomic status. With greater renown come greater opportunities to further one's dynasty and legend. It is therefore incredibly difficult for members of less reputable dynasties to advance, but skill and time are the only true requirements. It is also incredibly difficult for one to cross-train into another field of work, or to establish themselves in multiple fields. This stems from the cultural prejudice against "muddying the waters." It is considered a waste of talent or focus if one does not devote their efforts wholly to a single endeavor.

THE CITY AT A GLANCE

Despite the city's unified beginnings, it is now carved up into sections that fan out from a single point, the **Great Library**. These sections are organized by function, and administration of each is determined by dynastic politics.

STONESCROLL

Although this district is the smallest within the city, it is the definitive nerve center. The guilds for all the city's tradecrafts radiate from the core of the city-state: the Great Library. The grand structure once meant to stand as humanity's gravemarker now houses the city's leadership and countless clerks. Those scribes, who make up the majority of the district's population, bustle around the corridors attending to a multitude of civil services that fall under one of three branches, the Populous Registrar, Summit, and Logerra.

The **House of Records** is a sprawling complex located in the lower levels of the Library. Its purpose is to document each historical object contained within the Library. Each record is an exhaustive dossier detailing everything from who found it and where, to whether it is part of a larger collection. At last count, the Great Library's stockpile exceeded 175 million objects, most of which are mere scraps of Old World.

The Populous Registrar's chief task is maintaining a record of dynasties and legends. They also issue citizen IDs, administer the annual census, and track visitors. This latter task is managed by satellite offices at city entrances. After logging their intent and an estimated length of stay, warrants and bulletins are checked for possible criminal activity. After clearing this, visitors are issued a visa. Visitors caught without these papers can expect detention or even deportation.

The Summit sits at the crown of the Library. Occupying the suites of the Summit are the Consulate Prime and the **Guildmasters**. Guildmasters are elected by a three-fifths majority of the dynasties within their guild. The Consulate Prime is then elected by a three-fifths majority of the Guildmasters and is traditionally also a Guildmaster. The other feature of the Summit is the **Hall of Erudition**. Occupying the entire top floor of the Library, is the Consulate Prime's office and personal library.

The Summit's location affords the leadership an ideal view of the city for logistical and military matters. It also makes maintaining record of administrative action much easier.

Lastly, the Mage Legion makes its home in the **Logerra**, which is a vast, ground-level wing devoted to arkäne study and practice. It is under strict security, which the mages manage themselves.

ARKÄNUS

After the completion of the Great Library, many of its craftsmen settled around it in an area that is sometimes called the Center Ring as it lies between Stonescroll and Threshacre. It serves as the industrial and military center of the city while also housing many of the seminaries dedicated to the study of Arkäna.

With a few exceptions, the most powerful dynasties reside nearest to Stonescroll, while the weakest reside on the outskirts near Threshacre. The Skryst also operate their "fang" district here, replete with brothels, casinos, drugs, and other parasitic ventures. This distribution of power is disrupted at the end of Arkänus, which is where the military institutions and airship docks are located.

THRESHACRE

Lanis was the first to reclaim the soil for produce with a series of graveyard plots. **Putrefacts**, small slug-like creatures that break down and spread carrion into thin sheets of rotting flesh, are used to fertilize the soil. This has allowed for a number of crops that thrive in acid-rich environments: crisp and spicy **soetriss bulbs**, crunchy **zhethau**, and starchy **izahbe root**, among others. It is now second only to the Alecian Plains in production. They are most famous for the gardens of **rhyberries**, **eucilith tea leaves**, and **Arvhan ale**.

CITY LIFE

From an early age, the children of Lanis are sent to academies in Stonescroll to learn the history and importance of their parents' tradecrafts. Once they complete their education, they are placed as apprentices with rival families of their guild. Not only does this foster diversity of their craft, but also preserves peace between potential antagonists. On rare occasions, this practice unites two dynasties in marriage or friendship.

After five or ten years, they return home to contribute to their

legend, for better or worse. Their successes and failures will improve or decrease the family's standing, determine potential business and marital propositions, and political clout within their guild. This pressure is strongly felt throughout the culture. It has caused dynasties to disown family members, and it has led others to suicide.

While this unique skill-oriented culture is the reason Lanis stands as the best source of skilled labor, science, and knowledge, it also propagates inequity, typically in the forms of racism and classism. Furthermore, the system makes it quite easy for more powerful dynasties to quash upstart rivals, although it is still possible to rise through the ranks.

This is partially offset by the nature of the guilds. Each guild is devoted to a single tradecraft. Every dynasty is allowed to attend their guild's meetings and cast a single vote, when necessary. The greatest contributor to a dynasty's legend is given the final word in a dynasty's vote. This is a murky ruling that has made infighting common.

GUILDS

Dynasties are organized into guilds according to their family's craft. They are as follows:

- **Artisans are poets, painters, sculptors, and other trades with emotive products.**
- **Calligraphers are scribe dynasties who define themselves by style of script, measure of writing, or written "voice."**
- **Forgehouses produce tools of war (weapons, armor, etc.)**
- **Homesteads run farms, mining sites, and other operations that produce raw materials (crops, ores, etc.)**
- **Legions are warrior families, typically sworn to either the Consulate Prime or a particular guild.**
- **Masons work with wood, stone, and other constructive materials to create structures and hardware (homes, tools, bridges, etc.)**
- **Savant-gardes (often shortened to savants) study and practice arkana or psy.**
- **Tradehouses import, export, buy, and sell every manner of good.**

COVEN ACTIVITY

Skryst stands in counterpoint to the Dreyri Coven, wielding massive political clout, and burgeoning economic might. They hold the strings on a great number of powerful Lanisian dynasties, have a few guildmasters on their payrolls, and even reach as far as Pulse, where they play puppet master to the local Stillyr Coven. The nature of this relationship is mucked up in light of the fact that Skryst is split into two houses: **House Lightborn** and the **House of Ror**. Their disagreement stems from conflicting histories about the life of their idol: Anthasius. She was a Draculesti Ascendant, and revered as a goddess in her prime. Lightborn attests that she achieved power through fasting and refusing to devour the weak; House of Ror, contrarily, believes that her strength was derived from consuming anyone she desired.

The Lightborn are a group of Vampires driven to fight their base instincts and stand as paragons amongst vampire-kind. They run a few charities in Lanis as well as care for the sick and help fight political corruption within the city. These seekers of justice are "*born again into the Light*," as it were, in order to better serve the city and fight the debauchery of vampire culture. They use the coven's political sway to improve living conditions. Not only do they firmly believe that they are the superior sect of the vampire race, but that anyone who allows themselves to be caught up in their base desires can't be the spawn of the First Lightborn and must be put to death. As such, they often hunt down and kill the weaker members of the House of Ror.

On the other hand the, **House of Ror** is a decadent congregation of self-proclaimed royalty. They and their followers participate in any and all of their hedonistic debauchery with reckless abandon. Daily feasts, orgies, blood baths, and slave fights are only a few of the better-known activities. There's not a single concern among them for the state of the world; they wish only to honor their primitive beginnings through action. The more ambitious of the faction run the budding "fang" district within the city, which hosts low-end brothels, drug and gambling dens, and other unsavory functions.

A scant few rumors suggest the true leadership of this coven plays both parties against each other in order to keep the Lanisian vampire populace occupied. They say a select few rule with an iron fist and anyone who tries to bring this truth to light is immediately silenced. In addition to playing the factions against one another, this ruling **Shadow Council** is able to shunt any criminal investigations toward these puppets and remain far from the prying eyes of the public. They alone know the lies of **Meliny** and wield rumors to guide the conflict as they desire.

LOCAL ECONOMY

Reconnecting with Arva and her exiles was difficult for the rest of the Founders. Arva's people wanted compensation, and the Founders desperately needed the food. Ultimately, they agreed on a currency of polished stones, using the debris of their demolitions that was too small for use in construction. The Note system was met with ardent resistance from stonemasons who provided the currency materials. Notes are now the predominant currency, but many Lanisian businesses still accept the **stone currency**.

PERSONS OF INTEREST

THE CORPSEFATHER, LETCH MALIGN

Letch was born in 2688 PR, and brought his dynasty to prominence in the field of biology with his Axiom of Might: Life develops in response to its environment to produce successful cohabitants. Second, he hypothesized that consciousness, while a byproduct of physical development, could be synthesized with arkäna. Despite this, he struggled for nearly a decade to actualize his theory. It was this theory that led him into arkäne study, despite the derision of his colleagues.

Maddened by years of failure, he ultimately attempted to imitate the Alypse ritual sacrifice. He offered his blood to a lifeless cadaver laid out on his examination table. When Letch regained consciousness, he found himself on the very same table with his creation looming over him. As the first recorded necromancer to create a stitch, **Letch Malign** earned the title of Corpsefather.

Letch is one of the oldest living citizens in Lanis, though the term citizen is used loosely. He no longer lives as a single entity, but as a shared consciousness among a legion of stitches. The method of this transformation is unknown, though it remains the topic of much debate in philosophical and scientific circles. When he has spoken of his current state, he insists that he maintains his existence in order to thwart his former student, colloquially known as "The Last."

JOHAN DEVRIES

A man with a deathwish, **Johan DeVries** is one of the most notorious and sought-after bounty hunters in Feneryss. He has a penchant for extreme violence and has little sympathy for those that get between him and his quarry. This general disregard for others has led Johan to have one of the highest collateral damage counts of any bounty hunter on record. It is not uncommon for other bounty hunters to interfere with his pursuits in hopes of claiming the ever increasing bounty on his head. Many officers of the law give Johan a wide berth, and generally accept his presence as a sign of worse things lurking in their jurisdiction.

It is well known that when not on a job, Johan is a connoisseur of aged spirits and has been known to enjoy stimulants of various kinds while visiting some of his favorite Lansian bawdyhouses. His general recklessness is believed to be the result of trauma suffered in his past, though the few that know him well enough know not to ask.

LOKORAN
THE WELLSPRING



HISTORY

The journey from the southern city-states to Neroth is a long and treacherous path. During the month of Delebakk, when the Undead Tide is passing the Snapspine Mountains on its way south, the only path to the northern city is through the small outpost of Lokoran, founded in 2700 PR. At the foot of the mountains, there is a lone cave entrance dwarfing even the Great Library of Lanis. It is the mouth of the **Snapspine Caverns**, which are quite dangerous in their own right. Lokoran served as a rest stop before venturing further into the dark, winding chasms. For more than a century, Lokoran remained a small outpost whose population numbered no higher than several hundred due to lack of natural resources.

As with much of history, drastic change tends to fall into the hands of rebels and outcasts. In the case of Lokoran, the catalyst was a young man named **Urd Mald**. Orphaned as a newborn, Urd proved to be resourceful and adventurous at a young age on Lokoran's rock-hewn streets. When he was not lifting goods from market stalls, he would be planning excursions into the caverns, a pastime that continued into early adulthood. His knowledge of the caverns allowed him to turn a small profit offering his expertise to caravans seeking passage through to Neroth when sanctioned expeditions were not departing.

On one of his private ventures, in 2750 PR, Urd was underground for three weeks. He had run out of torches and resorted to using luminescent drakewurm blood to continue his journey. It was here in the dark depths that he made a discovery that would change the world forever. He sought out a small alcove to rest and noticed that the equipment he had set on the ground was damp with water, which, as far as Urd could tell, was not acidic in the slightest. Instead of resting, he explored further and found himself up to his knees in cool water. Knowing full well what he discovered, he filled his canteens and returned to the surface.

On the trip back, Urd contemplated his options. He could sell it by the canteen and make a fortune; he could sell the information to one of the traders that he frequently worked with and make a much larger, more immediate fortune; or he could give the find to Lokoran. After several days of racking his brain, he decided that rather than face the danger and scrutiny of becoming a rich man overnight, it would be best to give the water to the people. He sought an audience with the **Warden of Lokoran**, **Ralm Kalev**, to present his find and offer suggestions on how to collect the water.

Ralm was a native son of Lanis and former Pulse military officer. After being stationed at the Lokoran outpost, he had found himself thrust into the position of Warden, staving off the city's financial collapse in the wake of his predecessor's stress-induced suicide. The things he had seen in his life and the people he dealt with on a daily basis made Ralm a tired and jaded man. His skepticism at young Urd's findings, however, were smothered by his hopes. Freshwater meant financial stability and growth for the outpost.

To ascertain the truth, Ralm commissioned a crew of explorers to join Urd on another expedition to determine the size of the water source, which returned with proof of an expansive aquifer whose actual size could not be determined. Ralm wasted no time in taking advantage of the news and a plan was formulated to get the water to the people. An ark-drive situated at one end draws water up to Charity Bluff. From there it plummets into the **Basin** before running off to the siphon pool. There, it drains back into the aquifer underground.



Then, Ralm drafted laws for the consumption, sale, and pollution of this blessed gift. Anyone caught in the act of pollution would be sentenced to death by drowning. Next, he wrote the **Act of Charity**, which founded an elected council who would serve the people of Lokoran and oversee their wellbeing. Ralm's last act, before resigning his position, was to repay Urd for his gift to the city. The **Vhiesstu** was established to explore and chart the Snapspine Caverns, with Urd as their leader.

Under these new laws, and with a source of untainted water, Lokoran was speedily upgraded from a small outpost to a booming and beautiful city in the span of a decade. It was this prosperity, which the people of the city attribute to the selfless acts of Urd and Ralm, that propelled Lokoran toward inevitable conflict. Ralm's heritage and previous position as Warden prompted two military behemoths to lumber forth to the city gates, each believing they had claim to the city and its water. Thus started the War of Fools in 2758 PR.

THE ACT OF CHARITY

Written by Warden Ralm Kalev, the Act took effect with his summary resignation. It founded a ruling council of five elected persons, known as **Coffers**. To enter into the election, prospective council members must bid on a seat through a charitable donation to the city. Any donations that would benefit the government, Cistern, or wealthy are required to have a proportional donation to the poorer districts. These bids are tracked in the **Alms Register**, regardless of whether or not they are fulfilled. After the bids are collected, all property owners are allowed three votes, and licensed caravans are allotted one vote. The nominees whose bids receive the most votes will sit on the council for five years.

Similarly, in order to construct or renovate any waterside facilities, charity must also be allocated to the outer city. The ultimate goal of the Act is to ensure there are no "second-class citizens," like those in the Crush, which surrounds Pulse.

THE CITY AT A GLANCE

THE APERTURE

The southern entrance to Lokoran and the path to the Snapspine Caverns starts here. Hundreds of merchants pour through each of the Aperture's three heavily armored gates every day. The city guard also takes up residence here, watching all those who enter the city from the south.

BASIN

This boulevard marketplace runs from the Aperture to the Precipice, parallel to the water as it courses north from the waterfall to the siphon pool. Other marketplaces are but ash in one's mouth when compared this festive shopper's paradise. It is an ever-shifting tapestry of merchant stalls, pop-up eateries, and auction houses; anything the body needs or wants can be found somewhere along this strip.

Even the dead partake in the joviality. Fresh corpses are stripped of their valuables, cleaned, then painted and carried about the street on lush carpets in a practice called **Raising**. Once they reach the Precipice, they are dismembered and sold to necromancers. Although it persists as superstition, it is said that these parts gift a stitch with a sense of humor and lust for life. Contrary to popular belief, this path is the greatest source of Lokoran's wealth, even moreso than its water.

OVERLOOK

This lavish and colorful part of the city is the home of all citizens, except the Coffers. It's a sloping cliff that stands opposite Charity Bluff. The



largest estates enjoy gorgeous views of the waterfall and pools below. Differences between the lives of rich and poor are small thanks to the Act of Charity. This is most visible here, where no home falls to disrepair.

CHARITY BLUFF

Nestled on the highest cliffs of Lokoran, the city's elected officials, the Coffers, gaze out over the city and its endless cheer from their manses. In addition to the leadership, much of the city's wealth is stored here: water reserves, foodstores, and cold, hard Notes.

PRECIPICE

Looming on the edge of the Snapspine Cavern's dark abyss are a series of gatehouses that mirror that of the Aperture. This entry into the city is warded by the Vheisstu, a subset of Lokoran's city guard. They frequently send out detachments to explore the darkness of the caverns, ensuring safety for travelers, and accompanying caravans whenever necessary.

CISTERN

Below the city, beneath the canal, lies the source of its prosperity: pure water. An ark-drive pumps water up to Charity Bluff like an inverted waterfall. It then runs a few hundred yards before cascading into the Basin. Security surrounding the underground area is so tightly monitored that the exact safeguards are unknown by the general populace. Rumors suggest anyone who guards it is psykically forced to never give out the secrets. It is also the birthplace of the Florvana, and many still cling to it as their home.

CITY LIFE

Life in the Wellspring City is good. The Act of Charity ensures a high standard of living, even for the "poor." Everyone receives some level of institutional education, work opportunities are plentiful, and it is not hard for an ambitious person to launch a small business. With the constant flow of land and air traffic, mercantile and mercenary endeavors are always available. The Act of Charity also promises regular work for craftsmen, especially woodworkers and stonemasons. A typical day at work in Lokoran is the polar opposite of Pulse, with no clearly defined hours. Smaller shops often close for tea breaks and Raisings two or three times a day, for up to twenty minutes at a time. This relaxed atmosphere is deeply ingrained in the city's personality, but larger shops closer to the central boulevard of Stigia tend to be more reliable.

Come the month of Leid, however, the jubilance becomes muted as the city prepares to battle the Undead Tide. As it is the only defensible position between the horde and the Alecian Plains, Feneryss's breadbasket, other city-states regularly contribute forces to the defense of the city. They also organize forces to lead the horde southeast, into the Wastes of Galaam. Guardsmen are spread from the Aperture to the Untarnished Steppes to act as a dragnet for any undead that stray from the pack and venture toward the Plains. Around this time, the Florvana celebrate **Sporrin**. After the Undead Tide has passed, the entire city celebrates **Messanah**, mourning the dead with hourly Raisings and celebrating those who remain.

Lokoran boasts status as the most proportionally diverse city. Florvana have their greatest presence here, and the Dreyri Coven is possibly the largest group of Vampires in Feneryss. Even unmasked Alypse can find solace here, although the steady stream of travelers means discretion is still wise. Also noteworthy is the fact that at least one member of every race has held the position of Coffer at some point.

SPORRIN

Florvana celebrate Sporrin during the month of Leid, amidst the horrors of combating the Tide. Themes of birth, growth, and bounty permeate every element. Any Florvana that spawn during Leid also have the unique opportunity to pick their names during a public gathering. The latter half of the day is spent exchanging stories and interesting facts about Feneryss, especially Florvan adventures like the Tales of Lady Greenseed, or Simmerstalk the Salty Warrior.

COVEN ACTIVITY

With influence stretching from the Snapspine Mountains to the southern side of the Alecian Plains, as far east as the **Aerilon**, and westward to the footspires of the Glass Forest, the **Dreyri Coven** is unarguably the largest coven in all Feneryss. This is due to a few things particular to this coven. The coven is purely democratic in its running, meaning all adult members share in the responsibility of decision making and the consequences of their collective actions. They were the first coven to create and enforce illegal feeding (or cannibalism) laws, as well as the first to institute indentured feeding with the help of the Lokoran legislature.

Indentured feeding is a law in Lokoran that allows vampires to indenture members of the clean-blood races for a predetermined period of time to reconcile debts. These unfortunate souls are more frequently called **blood slaves**, or **pumps**, serving as personal blood sources for the entirety of their term. The coven often manipulates this ruling to provide for members via its many businesses. When injured or ill Lokoris arrive at a Dreyri-run hospital short on Notes or come begging for a loan, the coven will offer blood slavery terms or turn them away. They will then pass the desperate customer to a member in need.

The law comes with a slew of benefits. It ensures regular feeding, which keeps member Vampires consistently stronger than those of other covens. A guaranteed supply of clean blood is also an irresistible offer for most Vampires and keeps their numbers on a steady rise. The law, in combination with the coven's promise of capital punishment for cannibals, has virtually eliminated illegal feedings, which in turn keeps the non-Vampires quite happy.

Of course, not everyone views them in a positive light. Indentured feeding is seen by many as a crueler form of slavery that lacks proper oversight and leaves ample room for abuse of the debtor. It makes the Dreyri a powerful socio-political force, and many see them as a threat to Lokoran's otherwise well-balanced government. Still, the opinion of the overwhelming majority is that both the coven and its blood slavery are necessary evils. They keep the peace and grease the gears of a growing economy.

LOCAL ECONOMY

Lokoran stands apart from the rest of the world by serving as an exchange for many of the lesser currencies of Feneryss. While the Coffers deal primarily in Notes, they have also been known to deal in teeth and slaves from time to time. To establish an exchange rate, the proponents of the new currency must present it to the Coffers and attempt to buy an item from each member. If each member accepts the offer, the currency in question is recognized, and a bank is established in the Basin. The exchange rates for all currencies in Lokoran is reset on a monthly basis and is based on usage trends and the liquidity of each respective bank.

PERSONS OF INTEREST

ALISSA "LOCH" STEINLOCH

Alissa is the sole remaining heir to the **Steinloch** dynasty. She, like her forebears, is an adventurer of the highest caliber, often taking on nigh suicidal expeditions simply for the sake of adventure. Of course, treasure is always involved. These trinkets serve to finance future expeditions, build the legacy, and stock their curio shop, The Old World. In their glory days, a franchise could be found in every major settlement; these days, The Old World can only be found in Lokoran, where the lone Steinloch currently resides. Alissa rarely wastes time with its administration, instead entrusting the shop to a small lib of Drones that have been close to the Steinlochs for generations.

The Steinloch matriarch is a mild agoraphobe, preferring the enclosed spaces of her estate or Old World catacombs to the expanse outside. For this reason, she has a predilection toward multilayered traveling clothes and never leaves home without her favorite hooded scarf. Buried beneath all those layers, however, is a lithe and athletic form, toned from nearly a decade of protracted travel and expeditions. Physically, Miss Steinloch is easiest described as conventionally attractive, with auburn hair tumbling past her shoulders and blue eyes that glow in dim light. Personally, she is a very competitive person, and prone to brisk swings from raucous joviality to smoldering brimstone. Her most distinguishing feature is a cybernetic arm with functionality similar to a bioreactor. It allows her to interface with a wide variety of technology; when pressed, she insists on a different explanation every time.

Her family's fall from the limelight all began when she was only seventeen years old. She, along with her father and siblings, were on an expedition to a location they had dubbed, the Blacksteel Vaults. They spent years carefully mapping its interior. During this time, word of their endeavors reached a rival relic hunter, one Dietrich Frost. Believing this location would likely be the greatest treasure trove of his life, set a plan in motion to steal the treasures out from under the Steinlochs and bring their legacy crashing down. His plan was even more effective than he had intended. Mr. Frost stole off with all of the Steinlochs's discoveries and left them for dead within the Blacksteel Vaults. Alissa and her father escaped, but only she survived the trip home.

Their survey of the Blacksteel Vaults lasted nearly eight years. In their absence, the Steinloch dynasty had lost all prestige, and their legacy had become dusty, forgotten ledgers. Their string of shops had all closed their doors save for the one in Lokoran. It was there Alissa recouped and plotted her revenge. Traveling Feneryss was inherently dangerous, so the final Steinloch was no stranger to violence, but she desired a far more sinister vengeance. She resumed activities as a relic hunter, but under the alias, "Loch." She informed no one of her return and continues to operate covertly from The Old World. Alissa funnels all her finances into Lokori mercantilism, undercutting Mr. Frost, buying out his various partners, and sowing discord in his businesses. Her plan to drag him into obscurity and financial ruin continues to this day.

GUNMETAL BAKLAI

Born amongst the powder and steel that became his namesake, Gunmetal was the youngest son born to a gunrunning empire that made its home in Lokoran. His great-grandmother established their family during the War of Fools by smuggling military grade equipment out of Pulse and across the Ashlands.

As a Shade with five older sisters, he was no heir. All that was expected of him was to learn a craft and marry into another blind to father children. Much to the disdain of his mother, Gunmetal took after his older sisters and bucked the traditions of his heritage. With each of his older sisters in Lanis exploring the mysteries of arkäna, he chose to take up the family trade.

His mother would never to see eye to eye with him, and he was forced to work as her direct competitor until her death in 80 AE. At this point, he took control of his mother's business and the family name, henceforth known as **Gunmetal Baklai**. Today, Gunmetal is an outcast amongst his kind but has become a lauded and influential figure in Lokoran. Among the right circles, it is said that he can get his hands on nearly anything. If the price is right.

NEROTH
FREEDOM IN CHAOS



HISTORY

In 2571 PR, an indentured workforce was struggling on the Alecian Plains. While the conditions for the laborers were rarely indignant, vertical and lateral movement were nonexistent. Escape from the backbreaking labor was impossible. Among these farmers was **Alesia Rydrict**, and she was fed up with clawing through a strenuous life toward a miserable death. She sold her family's land to free her from their ancestral debts, then departed northward with nothing but hope and the clothes on her back. The journey was somehow more exhausting than her previous life, but freedom had become a wellspring of energy for her. With it, she was able to surmount every obstacle in her path.

Beyond the Snapspine Mountains, beyond the arid flatlands, she found the **Mortemwoods** and its behemoth inhabitants. She carved herself a home from one of the great trees and spent months studying the area. The value of the flora here soon dawned on her. Equipped with a new plan for her future, she turned back to the south.

Rydrict crossed the continent via a series of trader's carts to wind up in Pulse. After weeks of pitching her lumber expedition to a number of potential financiers, she was concerned that any partner from Pulse would hold greater loyalty to the Iron Ring than any contracts.

Undeterred, she set her sights on Lanis. Among the many potential partnerships to be had, Rydrict found two families. The first, **Norvet**, were moderately successful woodmasons; the second, **Advaeja**, was a legion of similar reputation. While each dynasty had garnered modest legends, both were interested in opportunities and glory beyond Lanis. It was a perfect match, each party filled with hopes of a prosperous future. And so it was agreed: should they find success, each party would own a full and proportional third of the venture's profits.

Nearly four years after her initial discovery, Rydrict and the two Lanisian families were in business. Their partnership was inaugurated with the felling of their first erminsul tree. Rydrict picked it out, Norvet supplied the axe, and an Advaejan chopped it down. The settlement from that tree, the mastercraft axe, and the mighty woodcutter were all given the name **Neroth** to symbolize the unity of their efforts.

Promises of steady work and security lured people from all corners of the world to Neroth. The city flourished under the **triumvirate**. The surrounding woods were neatly split into three portions, and the houses, now known as **Lodges**, dutifully worked their shares. In that fashion, business went well for nearly four decades. During that time, both of Alesia's partners succumbed to natural deaths. She was the last of the three to pass away. In the wake of her death, the new Lodge leaders vied for increased power. The struggle was subtle at first, restricted purely to political and financial maneuvers, but came to an ugly head with a string of assassinations. Then all bets were off.

The trio of Lodges began to assert their authority more aggressively. They clamped down on the citizens and businesses, eventually dividing the city in thirds and ruling each independently. These borders were blurred at best, and the constant conflict meant that lines were frequently redrawn. It was common for a Nerothi to fall asleep within the borders of Advaeja and awake within the realm of Norvet. The backlash from the commoners was as inevitable as it was violent.

Faced with bloody revolt, the Lodges withdrew from the majority of the city and consolidated their assets into a single section, which became **Keyhold**. Between bouts of rioting and infighting, they hastily constructed an inner palisade with little regard for any structures already established. The effect was twofold, securing their most important holdings and surrendering control of the rest of the city.

They area beyond the Keyhold, known as the **Spindle**, quickly descended into all-out war as revolutionaries and self-titled warlords flooded the power vacuum. These new minor powers, of course, had to finance their pursuits, so they turned to the only source of income readily available: lumber. Lodges were suddenly in competition with lesser entities, and the conflict spiraled further out of control.

Just when it seemed the roiling chaos had reached its most turbulent, a new ingredient was tossed into the pot. Vampires, fleeing the scorn of the south, found refuge in the near-lawless Neroth. These new arrivals brought with them their compulsion towards hematophagy and formed a new coven, **Margyr**, which translates to, "Many." Initially, Margyr was a great source of pride and unity for the immigrants, but the whirlpool of strife in Neroth soon swallowed them as well. The coven fractured from within and soon became many, much weaker elements.

Many years later, following the emergence of Florvana, Neroth and its forest became one of the more popular destinations for Florvan adventurers. Neroth became a symbol of hope for the Florvana, and many emigrated to the city in hopes that it would influence the regrowth of Feneryss. Their dreams plummeted with every erminsul that fell. Disheartened that their bastion of growth was not what it seemed, most Florvana departed. Others remained joined the Lodges to improve their practices, but most remnants ventured down more extreme lines of thought. They began a movement to destroy the Lodges and their industrial machinations. Unfortunately, these aspirations frequently fall short of their aims and blend into the cacophony of Neroth, only one more cog in the machine of chaos.

THE MORTEMWOODS

Engulfing the city of Neroth is an ancient woodland called the **Mortemwoods**. This forest provides the numerous entities at work in the city with lumber while also serving up a great deal of hunting and foraging opportunities. While the forest itself bears a diverse collection of trees, the most prominent are the **erminsul**. These massive conifers regularly grow to a height of 1,000 feet and a circumference of three hundred feet. Past their thick bark, which is commonly used for armor plating, the interior bears a rich red or purple hue. The sap of these giants is used in a number of different applications. The most prominent application is, ironically, fire prevention. However, it would be remiss to not mention that the sap is also fermented into the ever-popular bloodwine.

Among the assorted trees live a wide variety of fauna, both threatening and docile. The most perilous creatures to stalk the Mortemwoods are the broodhives and chirshun, each of which is responsible for Nerothi deaths numbering in the thousands.

The Mortemwoods also contain one of the only three domesticated creatures on Feneryss. The miltbrade is a small- to medium-sized tentacle-clad invertebrate that feeds on rotting wood fiber. Its tendrils, which grow back when lost, are edible when cooked and a staple of Nerothi cuisine. They also produce a natural fiber that presents flame retardant properties similar to the erminsul's sap. As such, it has many possible applications but is frequently used to make rope and textiles.

While the extremely wealthy simply import their water from Lokoran, the majority of citizens collect theirs from **Gata** and **Stigr** lakes, also known as the **One Path Lakes**, which are located a couple hundred yards north of the city proper. Since the water is highly acidic, it must be purified either by magical or chemical means, or a combination of the two. There is a minor religion surrounding the twin lakes that suggests those who drink the "pure" water from the One Path Lakes will receive salvation. These followers often die young from internal acid burns.

The One Path Lakes are also home to rare and dangerous creatures, the hamour being one of them. Hamour are semi-aquatic creatures bearing sharp teeth and fins that double as clumsy feet when waddling on land. If tales are to be believed, the land kraken dwells in the caves beyond the northern shores of Stigr and pull unruly children and solicitous husbands into its cave with spined tentacles.

THE CITY AT A GLANCE

KEYHOLD

The most secure section of Neroth houses the three Lodges within the city's Inner Palisade. The walls are thirty feet high. Each of the five gates is guarded in triplicate, with one guard from each Lodge. Of course, each family has its own secret entrances and exits, but those are politely ignored by the other families. A dedicated area has been set aside in the Keyhold as neutral ground for trade, negotiation, and even various competitions. Despite their need for one another, animosity persists in passive aggression, but is more commonly vented in competitions such as wrestling and weapons sparring.

SPINDLE

A sea of chaos, this section of Neroth sits between the Inner and Outer Palisades, the latter of which has fallen into disrepair since the Lodges' retreat. Self-proclaimed warlords, revolutionaries, and other power-hungry figures are in constant contention for territory. When one falls and is devoured by their followers, another rises to take their place. These gangs derive strength from the efforts of others, putting citizens to work in the woods for little to no wages, or charging a "**guardian's fee**" to protect them from rival gangs. The means of lordship vary, but in every case, it is enforced with violence and is suffered by honest workers. Some attempt to avoid the game and live life day-to-day as freelancers or solitary rogues. For all its ugliness, the Lodges appreciate the Spindle come Skog and the first wave of the Undead Tide. It serves as an excellent buffer of bodies and walls, and the cutthroat culture breeds strong combatants for defending the Outer Palisade.

CITY LIFE

"*Straight as a Nerothi street*," is a common Feneryan criticism of shoddy work. It refers to the curving, disorganized lanes that weave through the erminsul stumps. Nerothi homes are carved from those stumps and storefronts are frequently nothing more than a lean-to beside an occupant's front door. Most stumps are large enough to support four or five families, although many wealthier residents claim an entire stump to themselves. True wealth is measured by the height of one's home, though, and the Lodges reside within living erminsuls that continue to grow. They do not have enough occupants to utilize the entire tree, so most of it is untouched. Among the most fascinating features are the rooms carved out of the thicker, lower branches that stretch out over shorter structures.

The power blocs that divide the city are easiest to measure by the number of stumps, usually referred to as erms, under their influence. Most citizens are content to lean whichever way the wind blows, offering only as much allegiance as will preserve relative peace. They trade in the markets, operate forges, and perform manual labor with the potential for sudden outbursts of violence at any moment. They live beneath the banners of aspect cults, Vampire covens, branch gangs, and even the Vortem, but the general populace is closer to their neighbors than whoever is strutting their street that morning. Governing forces are rarely locals, but in those situations, the bloc tends to be a tightly knit community.

From an early age, children form their own cliques that typically evolve into gangs as the group matures. Education for most is trade knowledge passed down from their family, much like Lanisian dynasties. There is little higher education to speak of in Neroth, and those few who are privileged enough to receive an education are typically tutored by scholars from Pulse, Lanis, or Lokoran. Most jobs are in the fields of lumber, horticulture, trapping, or airship construction, but Neroth is also a promising source of mercenaries.

COVEN ACTIVITY

The Vampire Hunts of 2719 PR, nearly 150 years after Neroth's founding, forced a mass exodus from the major city-states. Many fled to Neroth, hoping to disappear within the young and turbulent "city

among giants." While they were met with venomous resistance, the lack of any real structure allowed them to establish the Margyr Coven, which conveniently translates to "the many." Racial tension bound them tightly together, but as that tension wilted, so did the coven's resolve. Cracks began to appear within its second year as the city's politics began to divide its members. Expatriates of Hel's anarchy yearned to reclaim their former independence, while others diverged on the topic of which lodges could provide superior partnerships. The coven's erosion perfectly mirrored the city's own collapse in the wake of its founders' deaths. Margyr became many, much smaller, warring factions.

Sewing even more confusion, many groups chose to keep the name Margyr, while others converted to their party name, or devised a unique name for themselves. Regardless, everyone else simply refers to all Nerothi covens as Margyr.

In modern Neroth, Margyr factions are often little more than racially-oriented gangs, though a scant few maintain a foothold in the political and financial scenes. As with all other Nerothi entities, they are in constant flux. Their influence waxes and wanes over time. Most are eventually wiped out or collapse from within, only to replaced by others.

It is impossible to define any common tenets or practices due to the Margyr's fractious condition, but it is safe to say that every imaginable ethos is represented. If it is not, creating an "ideal" coven is as simple as recruiting a few friends and saying so. Similarly, public opinion varies wildly. Some Margyr fiercely defend their turf and its inhabitants and are thus positively regarded by their constituents. Others prey on the weak and are targets of the city's collective scorn.

LOCAL ECONOMY

While Neroth is not typically known for much beyond its lumber, a number of institutions in the city pioneered some financial practices that were ahead of its time. The most influential was the **Perennial Bank**, which housed and orchestrated the exchange of pressed flowers for goods and services. The system only stood for a few years, the primary flaw being that each flower possesses different value based on its flaws. The currency's service was cut short when the Perennial Bank was burned down in 2760 PR. Thankfully, it was replaced the following year by the Second Perennial Bank, which deals in the standardized Note to this day.

THE MILITIA OF NEROTH

Even though much of the city has become complacent with the perpetual civil war, there is one particular occasion that draws all these bickering parties together. It is called **Freehold,** and falls in the last weeks of the month of Deadtide, leading into Skog. During Freehold, all of Neroth bands together in the face of the undead horde. The early days of Freehold begin with the first sighting of the horde outside Hel and are observed differently by the varied cultures of Neroth. People face their mortality with celebrations of life, gifts of apology, or debaucherous activities to preempt what may be their final days. Many organizations, both large and small, often make peace offerings during this time. The classic offering is a budding erminsul tree.

These activities dwindle as the undead close on the city. The Lodges exercise what influence remains to spearhead the organization of the city's defense. Forces are allotted locations along the Outer Palisade while the Lodges maintain administration and logistics. Even here, however, Nerothi politics butt their ugly head. Certain segments, especially those along the gates, are considered highly respected and glorified positions to defend. This tends to be the primary factor that slows preparations.

While the fighting men are standing their ground at the Outer Palisade, some depraved souls are keen to take advantage of the eerie emptiness of the city. In light of this, it is often easy to identify the poorest defenders: they are the ones who have brought all their belongings to the wall. The defense of Neroth lasts anywhere from two to four weeks, after which it devolves back into petty quarreling.

PERSONS OF INTEREST

CAPTAIN DARQ

One of the finest scoundrels north of the Snapspine Mountains, Darq makes a living as the captain of the **Darqling Sanction**, an experimental Pulse naval vessel turned privateer brig. While at the helm, he exhibits a brash confidence and recklessness that is inherent to new captains, but thus far has managed to come out on top of any encounter.

Prior to his ascension to captain (and piracy), Darq was a lowly sergeant, known by a different name, serving under a sadistic bastard of a captain, who commanded the ship with terror and tyranny. Believing the great ship deserved better management, Darq initiated a mutiny. The crew overwhelmed the captain and his officers in a matter of minutes, and showed no hesitation in throwing them over the side of the ship.

Taking for himself the mantle of captain, he announced to the remaining crew that he was renouncing his old name and title to become the living will of the Darqling Sanction. He took the moniker **Captain Darq**, then with ship and crew in tow, set out for Neroth. It was in that chaotic city that Darq believed he and his crew would find their fortunes.

While only a few short years have passed since that fateful day, Captain Darq has managed to establish a name for himself, not only as a top notch privateer but also as quite the lady's man. While he claims no direct responsibility for it, tales of his various conquests have spread across Feneryss, either shouted at the raucous taverns of the everyman or whispered as part of many a lonely maiden's fantasies of love and peril.

HUSTLE

At a glance, **Hustle** is an average Rekindled, but the truth is that he is a prolific liar with a serious gambling problem. This is a man who will gamble away the clothes on his back if he thinks he can win a bet. Sometimes, he does not leave such things to chance, and is a well known cheat. He has successfully scammed, conned, or otherwise swindled nearly everyone in the city. Unfortunately for Hustle, there are many in Neroth that do not take kindly to such deception. On more than one occasion, the offended party has killed him for his many, many transgressions. In a few weeks, he stumbles back into town with little or no memory of what previously occurred. Usually, after his miraculous recovery from death, most people give up their grudge on him, with one exception: Lord Harrceus. After he picked the Lord's pockets and used their contents to empty one of their storehouses of all its valuables, he attempted to sell the loot back to the **Harrceus Family**. Hustle was captured, tortured, and killed over and over. Eventually, Lord Harrceus grew weary of killing the Rekindled, but his grudge remains. It is best to seek out Hustle when searching for anything or anyone in Neroth. Although his memory can be spotty, his information gathering is exemplary, and his deft hands are notorious.

LORD HARRCEUS

His origins are lost to the chaos of Neroth, but the rise of this self-proclaimed Lord was swift and unflagging. This rush to the top also revealed Harrceus as a cold and calculating Wretched with a penchant for brutality and longstanding grudges. With these particular attributes, he established himself as one of the largest landholders in Neroth, easily on par with the three Lodges. The Lord also earned himself a healthy host of enemies along the way. His group, the Harrceus Family, rarely entertains business ventures with outsiders. When they do, their partners can expect a hefty fine for access to the Harrceus reputation and tools.

The Lord of the estate is a man that appreciates both form and function. His artfully sculpted cane secretly houses a miniature elektro-cannon, his rich cape is highly fire resistant, and a mastercrafted breastplate is skillfully hidden under his pristine attire. The size of his reputation often leaves onlookers underwhelmed by his short stature, which serves to exaggerate the pair of statuesque bodyguards always flanking him in public. However, his true power lies not in his guards nor his weapon, but within his mind. Lord Harrceus has both infallible recall and an extraordinary psykic ability, which he delights in turning to his advantage.

HEL
THE GRAVE CITY



HISTORY

Before it was the Grave City, Hel was once the capital of the mighty **Kallogorryn Empire**, known as **Nath'Kaartu**. It was a theocracy ruled by a handful of High Prophets that spread quickly to the surrounding region through crusades to convert or kill the neighboring population. It rose to power in 702 PR and fell less than 300 years ago. Yet, some historians claim this empire did not construct the towering spires that now lie in decay, nor the infrastructure that has since collapsed, but that they were erected prior to the Reckoning. Perhaps even more mysterious is the city's maze-like underbelly. Some scholars argue that the catacombs predate the city, suggesting some corpses have been housed in its depths for over four millennia. Others claim that they were built in an attempt to contain the escaping dead from the unexplored depths during imperial reign. Regardless of which hypothesis is correct, this massive Undercity houses a seemingly infinite supply of undead that slowly funnel their way to the surface above through cracks or collapsed hallways to roam the shadows of the city's hollow shell.

Historians reason that the Kallogorryn Empire was weakened prior to its collapse thanks to a zealous expansion that stretched its military and arkäne resources too thin. Its army, the Order of Shattered Steel, also served as a local police force across its controlled territory. Thus, when Tae'k's Crusade reached their realm in 2687 PR, they were poorly prepared to face the onslaught, despite having the span of a year to prepare for their arrival. And arrive they would, for at the time the Kallogorryn Empire was well known as the premiere provider of necromancers and necromantic study. But for all their power, the waves of anguished souls could not be stemmed. The Order of Shattered Steel was forced into a fighting retreat.

With word of the conflict reaching the capital, slaves, debt-slaves, and prisoners revolted. The capital was already at war with itself by the time Tae'k and his army faced off with the final clutch of necromancers at the Battle at Death's Door. With the elimination of the few remaining necromancers and the collapse of Nath'Kaartu, the Empire's demise was sealed.

The absence of **Kaartu'ghal** and his worshipers seemed to embolden the Undead Tide, which grew in strength and presence throughout the ruined city of Nath'Kaartu and the rest of Feneryss. Necromancers and historians attest that a lesser known Order, the Order of Fetters, was likely responsible for managing the catacombs and that their absence is the reason for the exponential growth of the Undead Tide.

Despite this, exiles and refugees flocked to the city of the dead from across Feneryss, especially necromancers still facing persecution. It could never be said that the Undead Tide is under control, but these necromancers eventually asserted enough influence over the undead in the city that they were able to establish a meager living studying the horde. They named their home Hel.

Following the advent of the Vampire Hunts in 2719 PR, a surge of fanged refugees fled their hunters and flooded the Grave City. A brief power struggle occurred between the three forces of necromancers, undead, and Vampires. The necromancers, content to leave the Vampires to the task of managing the horde, returned to their studies. The Vampires formed the **Sarrblot** Coven, which maintains its position as the most powerful entity in the city to this day. This is surprising, as the coven is wholly comprised of anarchists, meaning that each member of the coven is beholden solely to themselves. The city's lack of centralized

governance has not diminished their familial bonds, however. The citizens of Hel regularly aid one another in reparations or efforts to rebuild after sinkholes or cave-ins occur. Regardless of whatever hate the residents may harbor for one another, they all hate the undead more.

THE CITY AT A GLANCE

The population is comprised primarily of refugees and exiles. The major bodies are necromancers who arrived to escape the widespread persecution that followed Tae'k's Crusade and Vampires who fled the Vampire Hunts. Even though the taboos against both have abated, most choose to remain. All races are represented here, with Drones making up the smallest percentage, and Vampires the largest. It should come as no surprise that significant pockets of Alypse clans also live here.

The city is situated on a steady gradient that offers a clear view of all approaches. A significant fissure runs south-to-north. It outlines the main passage of the catacombs beneath and defines the city's western edge. Beyond is desolate earth stretching to the Maw. The city above is the Upper Dirge, where the residents go about their daily lives. The catacombs, more frequently referred to as The Undercity, are a constant source of undead and prone to cave-ins.

THE UPPER DIRGE

Housing, in a conventional sense, is nearly non-existent in the city. Most of its structures are little more than crumbling frames or vague outlines. The bastions, great stone structures which once housed the High Prophets and their various Orders, now house the majority of Hel's citizens. Sarrblot makes its home in the former Bastion of the High Prophets. Within the other bastions, non-Vampires reside in barracks or rooms alongside one another like apartment tenants in the grand hallways. The downside to this is that most clues as to the inner workings of the former Empire have been scrapped, repurposed, or removed.

Away from the safety provided by the towering bastions, the former city is little more than a mass grave of ancient structures. Some opt to live out here, fortifying ruins or living like nomads, roaming from one hole in the wall to the next. Always it teems with the true denizens of Hel: the undead. The living corpses seep through the ground like blood from a wound, grasping and gnawing at any semblance of life. Their presence is greatest in the first half of the month of Deadtide, and smallest in the month of Messanah.

THE UNDERCITY

Beneath the city proper lies a network of tunnels and caverns, splitting off into thousands of branches rife with tombs and rooms of unrecognizable intent. These catacombs make the land Hel sits upon porous, absorbing both the living and the dead into its depths. Age and decay constantly transform the area, closing old paths and opening new ones, which makes mapping these catacombs moot.

Some people, mostly necromancers, believe that there is a path under the city that leads to the Lost Abyss which serves as the source of the endless Undead Tide. True or not, the undead infest Hel's Undercity in greater numbers than any other place on Feneryss.

RED FÊTE

When the last handful of undead trudge from Hel, Sarrblot Vampires commence their annual Red Fête. The whole affair lasts eight to twelve days depending on the size of their slave stock. While it was once a religious affair, sacrificing victims to their pantheon of demons, most have dismissed the formalities. It is a period of wanton feasting and celebration in the absence of their greatest foe.

CITY LIFE

Daily life is very similar to life elsewhere. The only real difference is that they have to dodge the undead while they work to put food on their tables. There are few choices of livelihood in a city that is dominated by hosts as murderous as the undead. Understandably, necromancers make ends meet studying the undead for secrets about life, death, and immortality. This close study also leads them to be some of the best stitchers in Feneryss, though most still cannot even hold a candle up to the power of the **Gravekeepers**. Others make it their business to provide quality undead (and sometimes living) body parts to these necromancers, who will often pay a full head of teeth for quality stitching material.

Of course, those are simply specialized scavengers. Many people of varying race make their living scrounging the Dirge for useful bits. This could range from gathering sturdy bricks from a ruin for someone's home to swiping possessions from victims of the undead. It is a rough living, but beats harvesting undead for the necromancers, and lacks the danger of exploring the Undercity. Their primary customers, however, are the rare skilled laborers. Craftsmen in the area are always in need of raw materials and offer good pay to anyone that can save them the trouble of scouring the city.

Braver souls scout the Undercity and hunt for ancient relics and treasures in the myriad tombs. Most of these foolhardy explorers are foreigners who work at the behest of wealthier individuals, but several Helians have made it their business. Given the potentially high reward, Sarrblot has taken to taxing plunderers for the right to enter, as well as fines based on the value of their findings.

Sometimes, though, work must be put aside for emergency repairs or construction. When the ancient supports of the catacombs give way, they often open a new exit from which the undead may spring. Sealing catacomb openings is a city-wide priority, especially when they lead into the bastions. As a testament to the resilience of Feneryans, some inhabitants have also begun to construct new homes and shops within or near the bastion walls. Surprisingly, this is due to the growing population. If they could suppress the undead, remove the hel knights, and the Dreadlord, Hel would have a chance to become a thriving city in just a handful of generations.

COVEN ACTIVITY

Sarrblot maintains an iron grip on Hel, or so they like to believe. Their control over the city is undeniable, but lacking organized leadership means a lack of uniform enforcement of the coven's will. Much of the coven's oppressive behaviors during its formative years have waned as the volume of voluntary food sources has consistently grown. A steady supply of blood has moved the coven toward a much more hands-off approach to governance. Even so, being a member comes with many benefits. Nepotism is rampant. They are heavily favored when settling disputes, and political influence is the crucial deciding factor when resolving issues between members. Even if they are found in the wrong, the worst punishment a member of Sarrblot is likely to ever face is a few weeks without fresh blood. Other citizens have been executed, cannibalized, or even fed to the undead horde for crimes of varying severity. Once again, anarchy has kept the coven from establishing a code of law, meaning what constitutes a crime is also up for debate.

Even so, the general populace is largely content with the coven's administration. They spearhead reparations in the event of cave-ins, manage the Undead Tide to mitigate interference in daily business, and even coordinate ambushes for hel knights when their presence around the bastions becomes a problem. Perhaps the most trying business of theirs is managing the population. Food sources are few within the city, meaning their primary sources of sustenance are external. Trade, trapping, and foraging are essential but inconsistent. When the population becomes too large to sustain, Sarrblot culls the numbers through cannibalism.

Since teeth are not an accepted currency by traders and other visitors, Sarrblot finances most intercity deals by plumbing the depths of the

Undercity for treasures and taxing other explorers for the opportunity to do the very same. As rigged as the system may seem, it ensures the citizens' access to a number of luxury items that would otherwise be unavailable. Generators for electric lighting, a small fleet of Scout- and Corvette-class airships, and plumbing are just a few.

LOCAL ECONOMY

Notes are next to useless in the Grave City. The common tender in the land of the undead is teeth. They are abundant but dangerous to acquire, granting an intrinsic value. Value also has a predictable fluctuation that follows the comings and goings of the Undead Tide. Payments are often measured by the jaw (one row), or the head (both rows). The one major flaw with this system is the varying quality and types of teeth. Most vendors won't accept any tooth that they can break between their thumb and forefinger. Notes serve only to trade with foreigners, as few other places recognize the native currency. All these factors make bartering as essential to survival as keen awareness or quick feet.

PERSONS OF INTEREST

SCALE

Slightly below average height for a Shade, she carries a glaive almost twice her size which she uses to vault to higher ground when traversing the city. Her garments are old and tattered, tending to flow rapidly during movement and will occasionally reveal well-kept leather armor. The only piece of jewelry she wears is a necklace adorned with pieces of obsidian from her homeland. Scale also carries several daggers on her belt for throwing and a small, snub-nosed pistol.

She was born, like most of her kind, in the Glass Forest. Her mother was very influential within the tribe, and her father was a master blacksmith supplying the tribe with superb weaponry. Being a young woman, she was well trained in combat and was exceptional at acrobatics. At the age of 8, an unusually aggressive Undead Tide claimed the lives of many of her cabal, including the matriarch of the time. Scale finished her training with her mother and spent months preparing for a journey to Hel. She vowed to destroy as many undead as she could and bring an end to the Undead Tide. With the help of her father, she forged the large obsidian glaive that she would wield as her weapon of choice.

She spent her first few months establishing a proper, defensible position in Hel. Scale lives a dangerous life between hunting the undead, dodging the city's unusual guardians, and avoiding Sarrblot. As often as not she fails in one or more of these ventures, but this Shade is nothing if not tenacious. Scale does come to the aid of those in peril, but will not intervene if that danger involves the Vampires. They are aware of her presence in the city and remain apathetic so long as she does not upset the status quo.

TARN VOLKGEIR

Tarn is a seemingly simple man at first glance: he has the build of a former soldier, the attire of a treasure hunter, and the eyes of a haunted man. They are a mesmerizing blue, caught somewhere between anxious, sad, and cautious. He wears his four decades of adventurous living in the tired lines hidden beneath blood red scruff on his face. His mop of hair is a much lighter, faded red. Despite this, Tarn is not a simple man.

Born an only child into a Lanisian merchant family, the glitter of baubles and trinkets lit a shine in Tarn's eye from a young age. While his mother worked to support the family in her husband's offseason as a cook for a local eatery, his father traveled the continent, buying and selling relics. As he grew older, he was allowed to travel with his father on a few of the shorter, safer routes. Thanks to his son's hard work and luck, Tarn's father sold a relic for a pretty penny during their first outing. Tarn knew then he was destined to be a relic hunter.

During his home life, he was exceptionally close to his mother, spending most of his time studying history. While he preferred the more practical knowledge imparted upon him by experience, he understood the necessity of recorded knowledge: learn from someone else's experience. Once he came of age, he traveled to the other cities to acquire a broad, worldly base of knowledge. As Tarn entered his mid-twenties, his father's health declined rapidly. Knowing how much the father and son duo loved traveling together, Tarn's mother encouraged them to go on one final trip. Looking back on it, this would be Tarn's favorite trip with his father and the most profitable. Upon returning home, they found their home in disrepair, covered in dust and rat droppings. Two days later, her body was discovered in an alleyway between the eatery and home, partially devoured by stray animals and bearing the signs of abuse. Tarn resented himself and his father for their lack of presence at home.

After his mother's death, his father retired and purchased a small curio shop in the back end of Lanis, intending to peddle the few wares he had left while purchasing new ones to resell. Tarn, unable to face himself or his father, enlisted in the military and spent the next few years protecting the wilderness of Lanis. After his enlistment, he came home to find his father had passed away mere weeks after Tarn's departure. Worn down by the loss of his family and the years spent watering the countryside with his blood, sweat, and tears, Tarn refused to renew his enlistment and opened the curio shop.

He rebooted the family business and recruited some of the more enterprising individuals from his enlistment. Together they created a charter for "Item Acquisition." While some of these contract jobs were, shall we say, less than legal, they garnered sufficient prestige to attract larger, legitimate business, and eventually catch the eye of the House of Records. Months after accepting the contract, Tarn returned scarred, alone, and empty handed. His team had been slaughtered to the last man, and their airship had been destroyed. Shortly thereafter his business floundered and eventually capsized. He took to heavy drinking and womanizing. One night during a particularly frightening bender, he made up his mind to return to the Grave City and acquire the item that his team had died in vain to obtain. Tarn has acquired many relics of interest since then, but he has never succeeded in obtaining the object of his desire. Nevertheless, he persists: part thief, part soldier, and with only a part of his humanity remaining.

VALKAERUS OF CLAN ARRENKATH

As if the Hel Knights and undead horde were not trying enough for Helians, there exists a much greater threat roaming their home. The people call him the Dreadlord. His origins are an utter mystery, although the necromancer rumor mill suggests he is a stitch or immortal necromancer from the Kallogorryn Empire. His age is unknown, but there are many years evident in his tired, weathered face. Raven locks brush his shoulders, and sapphire eyes seem to stare vacantly through everything. The Dreadlord is also a large man, over six feet tall and carrying more than 220 pounds of war-honed muscle.

He is an unpredictable figure, prone to random outbursts of violence and vehement shouting as if arguing with an invisible figure. His longsword cleaves anything in his path: the living, the undead, and the inanimate all fall away under his might. His rants are esoteric accusations against "the order," denunciations of "the mad god," and the like.

More unsettling than his outbursts is his uncanny control over the undead. There are endless eyewitness accounts of him summoning undead from the Undercity and leading them into the wilderness. His purpose and intent are unknown, but he performs this ritual regularly. Many necromancers have made study of the Dreadlord their life's work, but none have managed to recreate his incredible power over the undead, not even with their own stitches. Warriors possess a similar jealousy of his inhuman strength, but none have tested him and lived to tell the tale.

Valkaerus, the Dread Lord of Hel, can also be found on page 204 as a prebuilt Mastermind.

SYLVAN HOLLOW
ANCIENT OF DAYS



HISTORY

The oldest known settlement in Feneryss, Sylvan Hollow also enjoys status as the most defensible. Sylvan Hollow lies in a small strip of wasteland that runs between the Maw, to the west, and the Ashlands to the east. The city itself is a subterranean cavern and a phenomenon formed by the wild weather of the Reckoning. Overturned layers of earth fell upon massive steel towers of the Old World. Miraculously, they held and formed a spacious shelter for the lucky few who lived within close proximity. Those people quickly recovered from the shock and worked to stabilize their community.

Immediately they pressed to the surface in the hopes of producing fresh crops, but Feneryss rebuffed their every effort. The soil devoured the weakest seeds, frequent gales tore shallow roots from the dirt, and the extreme temperatures wilted what few managed to rupture the grit and expose themselves to the world. After their first season, the Sylvans immediately returned underground, starving and hopeless. Now, naught but ghosts occupy the miserly town resting on the Hollow's earthen roof.

To survive, they sought the wisdom of their generation's greatest minds. Within one of the facilities crushed by the violence of the Reckoning was a device the Sylvans simply call the Feeder. When provided with sufficient raw materials, it produces a rather vulgar tasting nutrient paste. None of Sylvan Hollow's residents understood how it functioned, but they refused to open it up for study. The Feeder's uninterrupted operation was arguably the sole reason Sylvan Hollow is a functioning society and not a mass gravesite.

Raw materials were needed to keep the gears turning. Overnight, Sylvan Hollow became a full-bore mining town. Anything mined that was not of sufficient size or quantity to be worked by a craftsman was dumped into the Feeder to produce more paste, which the Sylvans call **nolty**.

Leading the charge was the former mayor's son, **Mohmoud Bayesh**, who became the city's first Burgomaster. He served until 31 PR when he passed away. The people rallied to him, and with their help he established order. All families were required to mine enough to feed their own family each week or be refused access to the Feeder. Beyond this, they were free to pursue their own endeavors.

Despite being the oldest settlement, Sylvan maintains a very monotonous history beyond its origins. This is largely due to two factors: the need for manual labor to feed the city, and the protective culture surrounding their Old World technology.

They established a miserly relationship with Pulse less than a century after the Iron Mandate. Otherwise, Sylvan Hollow had no interaction with the rest of Feneryss until after the introduction of the ark-drive and the Cistern Accords. The former opened trade lanes with the remaining city-states of Hel, Neroth, Lokoran, and Lanis. The latter meant Sylvan Hollow had more than trinkets and "dirt paste" to trade with their counterparts. Their isolationism and lack of exports, however, keeps tourism and trade at the Hollow minimal compared to others like Lokoran, or even Neroth.

NOLTY: THE SYLVAN SERUM

As previously stated, Sylvan Hollow subsists primarily upon a substance known as nolty, which is produced by the Feeder. It breaks down quantities of raw materials into their baser forms and yields a syrupy liquid with a mildly bitter flavor. Most compare it to drinking dirty water or eating dirt, which seems rather appropriate. Flavor enhancement is a strong market in the Hollow as a result. Traders deliver all manner of exotic foods, sweeteners, and spices for the Sylvans to experiment with in their meals.

It has also heavily impacted their economy. Mining efforts are logged by the town's **Mineral Oversight Committee**, which is comprised of four elected individuals. They maintain the ledgers on how much each miner extracts to ensure they are compensated with the appropriate amount of nolty. Since the implementation of the Cistern Accords, the Hollow has begun to offer cash payments to residents who mine more than is required as an optional incentive. The extra nolty is donated to struggling families, stashed, or exported.

Despite the jokes and negativity foreigners have for nolty, it remains the Hollow's number one export. Pulse uses it as a cheap means of feeding its army, the Bagdoran Syndicate uses it to nourish their slaves, and many poor Feneryans rely on it during droughts or food shortages.

THE CITY AT A GLANCE

Sylvan Hollow has been controlled by a primogeniture Burgomaster since the Reckoning. There have been a few minor scuffles over this matter during the family's reign, but their lineage and authority have remained intact. The Burgomaster has the first and final say on the settlement's development, direction, and law. Most have refrained from rocking the boat.

As one might imagine, the inhabitants of Sylvan Hollow jealously defend the Old World machines that provide for them. There is a common belief that any outsiders seeking access beyond the Market only want to steal their livelihood. For this reason, the city's security is unparalleled, and visitors will quickly discover an overwhelming paranoia that permeates their culture. Imports, chief among them being exotic flavors, have eroded this in recent decades, but it remains incredibly difficult for outsiders to tour the inner areas of Sylvan Hollow.

GHOST TOWN

Occupied for barely a year, these hovels huddle at the feet of a Giant's disintegrating remains. It kneels, poised upon one of the Old World towers that buttress Sylvan Hollow's caverns. Hidden around the Giant are a number of hatches that grant access to the world below. They are tightly secured and guarded from within.

MARKET

The Market is a trade and entertainment district that runs the length of a large, sloping tunnel leading to the largest entrance into the Hollow. Here, residents and foreigners buy and sell their wares, socialize over a few drinks, and play music for a few Notes tossed in an open case. This is the only area foreigners are authorized to enter without jumping through bureaucratic hoops. It connects to the northwestern wall of the Hollow's main cavern. On the first of Brespeak, the denizens close up the Market path to prevent the Undead Tide from sacking their businesses. Any visitors still within are forced to ride out the month with the Sylvans.

THE TOWERS

The residents of Sylvan Hollow have repurposed the Old World structures that endured the Reckoning. Since they did not originally serve residential purposes, Sylvan apartments are very irregular. The are only two rules strictly enforced by the **Residential Committee**. The first requires residents to keep common thoroughfares unobstructed. Second, occupants must obtain clearance before demolishing walls or floors. Otherwise, they are free to manage the rooms as they desire, leading to very strange floor plans and layouts.

LIGHTWELL

This is the most secure location in the city as it houses the Hearts of Sylvan Hollow, which are three large reactors of pre-Reckoning origin. The district demarcates Sylvan Hollow's subterranean south border. The Hearts provide the power necessary to run the Feeder and heat the Digs. It is protected by heavy armor and manned turrets, and there has never been a breach of security in the history of the city. Scientists are perpetually studying the reactors in the hopes of understanding their functionality before they fall into permanent disrepair.

THE FEEDER

Most of the facility sheltering the Feeder was demolished by the Reckoning's tectonic activity. Thankfully, the Feeder remains unaffected, and its storage space has since been refurbished. In addition to the nolty it produces, they have erected a distillery. Bar none, nolty spirits is the nastiest and cheapest way for a Feneryan to get hammered. It sits on **Lightwell**'s eastern flank.

HOLLOWS

Massive, winding tunnels meander their way from Sylvan Hollow's central cavern to the north and east. The people work here daily in search of valuable minerals and lost artifacts. Any excess material is carted to the Feeder. Every family has to maintain a presence here and is expected to provide for themselves. With the city's positive growth and the expansion of trade after the Note was instituted, it is possible for families that have fallen on hard times to acquire some assistance from the Mineral Oversight Committee.

THE VAULT

This is the primary tower that upholds the city's ceiling. It houses the Burgomaster and any committees, which are appointed and dissolved as the city's needs fluctuate. Its base is reinforced with plates of armor from a Giant, should it ever be attacked. Rooms within have been renovated to accommodate the residents. The Burgomaster's residence takes up the entire forty-fourth floor. No one occupies the remaining one hundred and twelve floors above him.

CITY LIFE

Nearly every facet of life in Sylvan Hollow is dependent upon Old World tech. Ancient generators heat their homes, run the water pumps, and power an unfathomable device that breaks down anything into nutrition. Pre-Reckoning technologies are fairly common discoveries during the mining process, which are restored if possible. Otherwise, they are recycled for use elsewhere, or sold to maintain the city's infrastructure. Some citizens make extra Notes on the side selling their finds covertly, or wowing visitors with their discoveries.

Everyone toils in the Hollows to feed their family. Some take shifts, others put one member to work while the rest commit to other pursuits. So long as they can move enough dirt to feed themselves, residents give little thought to this integral part of their society. There are a few jobs that excuse one from mining: science research on the Old World machines is the most common.

Education for most children is learning how to carve out stone and dirt and minerals without maiming themselves. Some are fortunate enough to be born into a household with a shop in the Market. The luckiest are born to successful parents that can afford a Lanisian tutor to teach them science, math, history, and perhaps even arkäna.

Sylvan Hollow arms just enough citizens to man guard posts at the city entrances, Lightwell, the Feeder, and the Vault; there is no standing army.

PRIORY OF SOLIDII

Actively ignored by a good portion of the populace, the Priory of Solidii can be found preaching in every major city. They denounce the Reckoning as a farce orchestrated by the city-states to control the populace. These Reckoning deniers do not believe in "lost" technology, nor that there was a civilization that existed before the present era. They eye everyone with suspicion. The only people who draw more ire than the Drones, who are supposedly spies of the unidentified ruling party, are the Alypse, who purportedly masterminded the entire conspiracy.

COVEN ACTIVITY

Einhannd'r is a coven in the loosest sense of the word. **Kerling**, the leader and sole constituent of this coven, has been in Sylvan Hollow since the Vampires first set foot into the realm of Maldraan. He is quite plainly insane by all standards, hosting a number of active personalities

that are believed to number in the hundreds. Because of his fractured state, he often speaks in vague riddles that lack any sort of context and allude to a greater internal dialog.

To the larger Vampire community, Kerling is an oracle of sorts. Hidden among his winding neural pathways and countless identities lie the history of all Vampires and the darkest secrets of every coven. Those who know how to ask the right questions can unlock a wealth of information that some say overshadows the whole of the Great Library of Lanis.

While it is often disputed by town locals, Kerling often claims that he founded Sylvan Hollow several centuries before its historically recognized settlement. As if to prove his knowledge of the buried settlement, he frequently turns up in secure locations uninvited or without escort.

In addition to the multiple personalities, Kerling is unique in that he does not feed on humans to combat his acidosis. He feeds on rats, which he refers to as "**sublos**." When asked, he explains their blood is superior since they have remained largely untainted by arkäna and the Reckoning. This belief is also what spawned his use of rat carcasses as currency both within the coven and around Sylvan Hollow.

RATICIDE

From the beginning of Stahlaug until the footfalls of undead shake the Hollow's high ceiling, Sylvans scour the caverns for any rats. The tradition has existed for as long as Ein'Hanndr has been present in the city. Kerling demands that the citizens amass for him a stockpile of the "superior blood source." In exchange for the rats they catch, the ancient Vampire offers each of them the opportunity to ask a single question. Many who believe in Kerling's mystic powers ask about their future, or request protection from the Tide. Of course, some pursue more mundane interests: love, business, and so forth.

Over time this tradition has transformed. Most modern Sylvans mark this time of year as their chance to do a deep clean of their homes and workspaces, which still includes clearing rat infestations. Some still cling to the old way, and will go so far as to purchase rats from others. Needless to say, Kerling is quite displeased about the increase in wasted sublos.

LOCAL ECONOMY

Officially, Sylvan Hollow utilizes the Note system like every other, but beyond the Market, its denizens more frequently barter goods and favors. Kerling continues to deal solely in sublos: rat carcasses. Their value is based on Einhannd'r's assessment of their freshness. Since he is a favored source of wisdom, rats maintain a significant value in Sylvan Hollow and are frequently involved in trade deals.

PERSONS OF INTEREST

ADRIANA ABELLA

A tall behemoth of a Wretched, she used to be a miner and dabbled in some mercenary work years ago. Now she tends to other miners, nursing their drinks and their worries at her pub, The Giant's Bottle. She does not tolerate fighting in her bar and will actively kick out or shoot anyone that tries to damage her property or reputation. Her personality compliments her looks well: jet black hair with streaks of silver flowing through it, thick muscles mottled by scars, and her towering physique all suggest a warrior's temper.

BURGOMASTER DION KRASTUS

The current mayor of Sylvan Hollow, this aloof man has deep-set violet eyes. He is bald but used to have thick, curly, white hair. His most prominent feature is his girth and unusually tight fitted dress clothes that look several sizes too small. He is known to be swift and ruthless when he catches the slightest scent of disorder.

REIMAR LEONHARD

The owner of the Gun & Club weapon shop. He is of average height for an Alypse, though he does not ever show his face without an active flesh mask. Years of smithing have blessed him with thick, tightly corded muscles and smears of soot that never seem to wash out. Leathers shield his body from stray embers, and he always wears headgear over his dark, matted hair. Testing the sharpness of his blades leaves Reimar with a patchy beard.

THIRST OF THE FORGE

Serving as a diplomat on behalf of the Lanis military, Thirst of the Forge is one of the few Rekindled to join the Mage Legion. With an exceptional talent for primaltheurgy, specifically in regards to fire, Thirst was a distinguished, if not troubled student. He reveled in the joy of creating new spells, which inevitably led to his horrific disfigurement. During a demonstration, he wreathed himself in fire to ward off would-be attackers, only to light himself ablaze in the process. He survived the ordeal but lost his right eye and suffered severe burn scarring across much of his body. Rather than living the rest of his days immobile, he chose to avail himself of his limbs and replaced them with prosthetics.

Following his lengthy recovery, Thirst returned to the **Logerra** and was permitted to complete his training. He has since joined the Mage Legion and has served with great distinction, commanding great respect among his fellow arkänists. Even to this day, he remains one of the most diligent and ingenious primalist's to ever grace the legion. In recent years it is rumored that he has been researching enhanced bioreactors, with limited success.

THE GLASS FOREST



The Shades' home earns its name from the towering, glassine stalagmites that easily allure the unwary with their beguiling obsidian beauty. But beware, traveler, even a hair's breadth of contact will render the flesh from your innocent bones, and the slightest misstep may send you hurtling toward a grisly demise. And yet, lurking among these reflective towers are a host of Feneryss's most lethal creatures. Agile stalkers and swooping horrors plague any who dare set foot here. However, each knows either fear or grudging respect of the Shade.

Shades and their home are also known by other names: the Dragonslayers and the Dragons' Boneyard, respectively. Many of the great beasts have been lured to the obsidian spires where they fell prey to a combination of their own hubris and the Shades' clever traps. The Shade have garnered worldwide renown for their colossal feat. Whether as a result of their many successes or some other reason, the appearance of dragons has plummeted drastically in the last two centuries. Sightings have decreased to the point that most people believe dragons and the Shades' tales to be nothing more than legend.

The cabals nestled within the Obsidian Forest deal with outsiders at two primary locations: the **Obsidian Edge**, which marks the northern entrance to their territory, and the **Southern Cut** (often shortened to "The Cut"). The former negotiates trade with Lokoran, Neroth, and occasionally residents from Hel. Representatives of Pulse, Lanis, and even Dronus make use of the latter, although traders from Dronus are incredibly rare. While the Southern Cut is administered wholly by the Shades, the Obsidian Edge was established by Lodge Rydrict to instigate trade with the reclusive hunters of the Glass Forest. The Edge maintains semi-autonomy despite technically belonging to the Lodge. Both continue to flourish to this day.

PERSONS OF INTEREST

REMMIE & REMUS CASSIAN

These twins are members of Lodge Rydrict and renowned psykics that call the Obsidian Edge home. Born to the self-proclaimed "Lodge Prince," Thorian Cassian, and his wife, Bethia, proved themselves adept psykics at an early age. Their skills were expertly cultured, and over time this enamored them not only to the Lodge but to the Shades as well. They became the linchpins of Lodge-Cabal relations and were instrumental in securing trade deals beneficial to both parties.

Their countless contributions were eventually rewarded with a Corvette-class airship the twins dubbed **the Shade Wolf**. They and their crew quickly developed a reputation as proficient skywhale hunters and defenders of Shade territorial claims. Their battle cry is the sound of a baying wolf, which the "Shade Wolves" psykically cast into their opponents' minds.

Physically, **Remus** and **Remmie** are nearly identical. They both stand at an average height and possess an athletic build, auburn hair, and dazzling emerald eyes. Nevertheless, there are many differences that separate them.

Remus's hair is cropped short and flanked by muttonchop sideburns. His impeccable grooming betrays "noble" heritage, but he dresses in the simple leathers of a Shade warrior. His long rifle is always slung across his back, and his trusty rapier hangs at his left hip. This airship captain is easily recognized by his grin that suggests a rogue snared in a wealthy man's history.

Remmie, on the other hand, keeps her auburn locks long. They dance freely in the wind when at the helm, and are secured in a ponytail when repairing the Shade Wolf. Freckles spattered across her cheeks are often masked by grease smears from her labors. She dresses modestly in brown suspended trousers, a plain white shirt, and an old captain's coat, which was a gift from her father. Her trusty tool belt completes the ensemble.

Remmie is notorious for going barefoot aboard her airship because she prefers to feel the thrum beneath her feet. One of her most notable features, though, is her prosthetic left arm, which came as a result of an accident with the ark-engines during her childhood. Some of the crew claim that being part of the ship is the source of her prodigious skills as a mechanik.

THE ASHLANDS



Desolate and grim are the two words which best describe **the Ashlands**. Travelers and traders who wish to cross may face ash storms, blistering heat, and earthquakes. Worse of all are the ultraviolet lightning storms, striking wildly and without warning. Though lethal, most encounters with UV lightning only result in cancerous tumors.

Despite all this, people continue to risk the Ashlands because it is the fastest way to get from Pulse and Lanis to Lokoran and Neroth. Even airships capable of circumventing this ancient wasteland will make the crossing for the sake of cutting costs. And still, others have made a home of this seemingly inhospitable dune sea.

Aldinn is located beneath the Ashlands and shares a mutual friendly border with Dreyri, the Lokoran coven. It is, for all intents and purposes, the little brother of Dreyri, imitating its social and political ideals, with the exception of slavery. Aldinnians shun any form of slavery and are known to harbor runaways from Dreyri and the Ashlands. It is a matter of great tension between all parties, but conflict is extremely rare.

Aldinn is a socialist paradise. They feed and clothe anyone and everyone who walks through their doors. This is especially true for travelers who venture into the Ashlands. The coven's home is an essential waystation for caravans and smaller airships due to its placement.

The members of Aldinn are one of the most charitable groups on Feneryss. Aldinnian justice, however, is blunt. Theft, assault, rape, and murder all earn adult perpetrators the death penalty unless a more beneficial resolution can be reached by the parties involved. Children are normally exempt from execution as they often do not know better, or come from a place where crime is a way of life. Instead, they are put through a re-education program.

The coven's friendliness is not exclusive to Vampires; any and all who enter their territory are greeted with equal warmth and hospitality. While they gladly offer refuge to any who ask, they will also extradite any criminal if given sufficient evidence to the fact. Under no circumstances will they extradite runaway slaves.

Unlike most other covens, there does not exist a figurehead, council, or any cohesive leadership. When necessary, someone may take up the mantle as the coven's public face temporarily. Aldinn is a pure democracy where each and every adult possesses a single vote. Change is exceptionally slow as everyone is given ample time to discuss, debate, and vote on a topic at hand.

Aldinnians find that acquiring aid from friendly covens is significantly easier and any member of Aldinn will give you food and lodging, no matter the location. In addition, any equipment you may need is free from Aldinn members, assuming they are able to part with it. However, if a member is discovered feeding on unwilling subjects, they are exiled. This rule tends to make non-Vampires more amicable to Aldinnians, but many of the other covens tend to dismiss their ilk.

PERSONS OF INTEREST

CIAPHAS "GREY" GRIMWOOD

There is often talk of a bounty hunter in the Ashlands who is said to control the weather in the region. There are many other stories like this one that are shared at bars and around campfires. Each tells of a man, freckled gray with the ashes of loss and time. On rare occasions, this phantom makes his way to the Grey Shade Tavern in Downtrod to cash in bounties and toss back a few drinks. What little is known about him is that he was once a family man who found himself alone in the world following a tragic accident. The flood of pain and regret have had their way, and all that remains of him is a shell.

Some believe that he has a death wish, but is too weak to do the deed himself. Given that he frequently takes on impossible, often suicidal contracts, that may not be far from the truth. In spite of that, he always seems to survive his jobs, beaten and bloodied, but nonetheless alive. And so life for this man goes on. He continues taking jobs, stoking the fires of his legend, looking for someone to finally best and release him.

THE MAW



Before the Reckoning, the legends state the world was dotted in land masses both expansive and trivial swimming in an ocean of deep blue saltwater. Now there is simply the Maw. Named for its insatiable hunger, this boundless ocean of lava gnaws incessantly at the shores of Feneryss. Its rim is pocked with calderas and minor volcanoes, both active and slumbering. If sages are to be believed, Feneryss has shrunk with each generation, having so generously fed the Maw. Those brave enough to venture near shore are rewarded with a view of bleak, glowing slag accompanied by a heavy whiff of sulfur.

If there is indeed more to the world than this lonely continent, it has yet to be found beyond in the Maw. Many of those who venture forth never return and those that do tell tales of nothing but maddening heat, isolation, and creatures beyond description.

DEMON'S WALK

A series of land bridges along Feneryss's eastern coast project perilously over the Maw. They are comprised primarily of basalt. The area earns its name from the legends of powerful beings that roam these bridges to defend its contents from thieves. Encapsulated within these precarious catwalks are countless corpses and ancient devices perfectly preserved in fossilized ash. Many advances in science and history can be attributed to discoveries made here. Beyond the potential historical and technological discoveries, the area is utterly devoid of utility and is best left alone.

Many scholars who specialize in the geologic activity of Feneryss believe that these volcanic structures here will eventually collapse and be reclaimed by the Maw. In recent years this has prompted many private- and state-funded expeditions to collect anything of historical or technological value.

AERILON

Aerilon is located where the Alecian Plains meet Demon's Walk's southern entrances. This natural fortress encircles a bottomless pit that is perpetually aflame. Maintaining a watchful vigil over this unique geographical feature is a cult of the Fire aspect, who have transformed this caldera into one of the most sought after forges on Feneryss. It is said that metal worked here glows like the forge from which it is drawn.

Countless traveling craftsmen, desperate to imbue their own works with this fascinating property, have been a mainstay of the local economy. Over the last few years however, scholars and treasure hunters have become the primary source of income for the small settlement.

THE LOST ABYSS

If the Maw is the ravenous jaws of a hungry world, **the Lost Abyss** is an open throat ready to swallow everything above. Far from Feneryss's northwestern shore, a constant deluge of lava plunges into its fathomless, pitch black depths.

Beyond this fact, only myths and superstitions exist. Chief among them is the belief that the world's worst and most powerful demons are birthed from its belly. Many claim its depths are home to the dead, the resting place for all souls that have not Rekindled. Some even say it is the beginning to Hel's end, providing it with fresh undead to replenish the horde. Others claim it is a wound from the Reckoning, perhaps even where the Alypse's dastardly ritual focused its profane power. There, they say, is where Ragnarok thrust himself into their world and from which the only boon of the Reckoning emerged: arkäna. To this day it lays open like a festering sore on the face of a destroyed world.

All attempts by explorers and scientists to settle the matter have been thwarted either by the abject horror of the place or failure to return. For the average Feneryan, the name alone evokes dread and is frequently used as a curse.

ALECIAN PLAINS



A horizon shaded by shimmering gold and deep emerald greets travelers as they approach the **Alecian Plains**. The "Breadbasket of Feneryss" is a fertile space, but sparsely populated. Most of its soil is exclusively farmland. Much of the territory is also under the control of the Alecian slavers, known as the **Bagdoran Syndicate**.

These slavers are infamous, known far and wide for their cruel takeover methods; slaying entire families or incinerating swathes of crops. They are given a wide berth by even the standing armies of Feneryss due to the slavers' stolen tech and ruthless tactics. The Syndicate maintains a virtual monopoly over the continent's food supply, but every farmer beneath its umbrella enjoys the comforts of their prosperity.

Residents are indentured servants, working the land for meager pay, a comfortable home, hot meals, and guaranteed protection from enslavement. The rules are simple: pay your tithe, guard your land, and always sell to the slavers when they pass through.

Some Bagdoran landowners exclusively employ slaves. They work long hours and are exclusively fed the tasteless nutrient paste, nolty, produced by Sylvan Hollow. It is a harsh living but beats life as a sex or bioreactor slave. Escape attempts are most often rewarded with corporal punishment or death, and there is a permanent open bounty on any escaped slaves. If they do succeed, though, most flee west to find sanctuary with the Aldinn Coven in the Ashlands.

Most Feneryans prefer to ignore or are utterly unaware of, the horrors of the Bagdoran Syndicate when they go to purchase Alecian produce and livestock at market. While cities like Pulse have their own hydroponics, there are flora that cannot be produced anywhere else. The Alecian Plains are also the biggest consumer of Lokoran's fresh water as well as the biggest consumer of the slave trade. In fact, the success of the Alecian Plains is the primary reason Lokoran has not banned the slave trade.

PERSONS OF INTEREST

CEARO, THE TAILORED WANDERER

As far back as **Cearo** can remember, he has traveled. Early in life, he ventured with his parents through the Alecian Plains, trading among its many villages and homesteads. On the verge of manhood, just short of his Wend, Cearo's caravan was attacked by the Bagdoran Syndicate. He luckily evaded capture, but his parents were murdered in the ambush. With little more than scrap, he mourned for a time then continued on to the next stop on the trade route.

He frequently sports a formal suit, and is known throughout the Alecian plains as the "Tailored Wanderer." Regardless of the circumstances he can always be seen with a content smile, and opts to maintain civility should he find himself in a confrontation. When pressed, however, Cearo looses the boiling rage hidden behind his mask of courtesy and pacifism. Between more than a dozen hidden knives and his father's well-worn revolver, those who cross him, typically those who harm children, find themselves bullet-ridden amputees.

At the end of the day, he always returns to his motorcycle and trade cart to move onto the next stop, forever walking in the footsteps of his parents.

MANY DEAD BAGDORANS

The most sought after slaves and mercenaries in the known world, the Bagdorans owe their name and lineage to a particular band of Human survivors that had initially settled the Alecian Plains shortly after the Reckoning. Little is known about their preliminary culture, but it is believed that their society collapsed and left behind a number of warlords. They naturally devolved into endless conflict; to fortify their ranks, these warlords would coerce captives and abduct able-bodied folks. The strongest were then insulated within small communities as a form of guided breeding. This behavior was so pervasive that almost every contemporary Bagdoran was born a slave and earned their way out through crime or combat.

POINTS OF INTRIGUE

GRAVEKEEPERS

The Gravekeepers are an enclave of twelve masked necromancers who have garnered a legendary reputation. An elite vanguard against the Undead Tide, they appear without warning whenever their nemesis poses a dire threat to civilization. The identities of these individuals remain shrouded in mystery and hundreds of rumors pervade the circles of arkäne academia. Though scribes seldom admit to it, the Great Library of Lanis does maintain a collection of accounts surrounding this group in an effort to sift out any truth.

Their arrival is both a blessing of hope and an ugly reminder of the endless undead horde. While the Gravekeepers employ all aspects of combat and trickery to outmaneuver the Tide, the most prominent weapons in their arsenal are colossal stitch constructs. Some of these are said to be as large as the fabled Giants of old. Most scholastic necromancers refute that claim, but nevertheless the rumor persists. In spite of the hearsay, there remains one singular thing that everyone knows: they never retreat, never fall in battle, and never fail to protect a settlement.

BONEFIELDS OF AGORRA

Festering in the shadows of Hel lies a caldera filled to the brim with bones and cadavers from ages and times long forgotten. It is a lake of filth and decay situated just south of the Grave City, on the western side of the main road leading into that perilous place.

It is also a place of bizarre circumstance. Here, time and death have unraveled for the poor souls within. Among the corpses and sewage, the dead are occasionally reconstituted, and some even return to life. These newly revived individuals, called rebirths by the locals, often panic, working themselves deeper and deeper beneath the surface into the dark, crushing depths below. If a few of these rebirths find the wherewithal to make it to the caldera's edge and cross it, they crumble to dust as they should have ages ago.

It comes as no surprise that few people live nearby, but there are a handful that try to profit from this phenomenon. The **Agorran manfishers** troll the muck in hopes of coming upon rebirths with valuable knowledge. They are often tortured for their potential information, then thrown back to die once again. More often than not, however, they hook delirious creatures driven mad by their suffering in the pit.

BOROUGH OF EMBERS

A small community west of Pulse, near the edge of the Maw, the Borough teeters on the brink of ruin as it has no renewable water source. Its location to the Maw means it has many active lava flows and no groundwater to speak of. The Borough does have, however, the largest deposit of sulfurous compounds in all of Feneryss and a dried up lake bed brimming with salt. They are able to supply the entirety of Pulse's gunpowder needs in exchange for water and protection.

CAELHELM

This town is situated on the northern side of the Snapspine range, dozens of miles west of the cave entrance that leads toward Lokoran. Settlers first made camp here following **Jolla Dirus**, the mother of modern prosthetics. She and her apprentices settled for ease of access to raw materials, but were soon confronted by a host of hangels. More sensible folks would have moved, but the stubborn contingent of prosthetists have dug in their heels. Most visitors are either hired muscle looking to do some monster hunting, or people seeking Feneryss's highest quality prosthetics.

DAEMARREL

A mining town nestled between the slopes of two mountains at the western foot of the Snapspine Mountains, the area is rich in resources, particularly those required to make ark-drives. It maintains regular trade with slavers, the Plains, and the city-states. Unlike its sister city, Caelhelm, the architects of **Daemarrel** made defense part of the town's blueprints. It stands behind tiered walls that easily rebuff the average monster attack, or minor horde visit come the month of Vinskry.

DRAGONSKEEP

This massive city is mired in endless rumor, legend, and fantasy. It is said to be a nesting area for dragons, even though there has not been a confirmed dragon sighting in over a century. Many historians believe it is the site of mankind's greatest metropolis prior to the Reckoning, but none have succeeded in scouting beyond its imposing walls and lived to tell the tale. Feral covens, dubbed the **Aldranni**, who are rumored to live beneath the ruins are often blamed for this. Most people, however, agree that if they do exist, the Aldranni are merely fodder for whatever lurks behind the city's unrivaled fortifications. While no one has confirmed the existence of this coven, the occasional feral vampire cadaver will be found between Hel and Neroth with strange markings and charred skin not seen anywhere else.

PERSONS OF INTEREST

ABIEZER

Adventurers seeking entry into the enigmatic keep are likely to encounter this equally mysterious Rekindled. He is a bizarre sight, adorned with clashing fashions from innumerous past and present cultures. His excessive adornment gives **Abiezer** a deceptively bulky silhouette, but nothing can disguise the dead look in his eyes. Initial encounters are frequently awkward, but Abiezer is a friendly soul and excellent guide.

All he asks in exchange for his services is companionship. To those willing to tour Dragonskeep at his side, Abiezer is a fount of stories about local lore, scenery, and past adventures. On the topic of his personal history, however, it is unclear if he hides it intentionally, or he is so addled that he can no longer distinguish fact from fiction. He has claimed to be a penniless human explorer, an educated Alypse "noble," and even a mighty dragon lord thwarted by betrayal prior to his rekindling.

KIRFALK

Originally a bustling stop-over town between Neroth and Lokoran, the town of Kirfalk has been in decline ever since airship travel became more accessible. Land-bound travelers and Scout-class airships still take advantage of its services. Perhaps the only other reason it might attract visitors is that it occasionally does receive direct sunlight.

GHOSTLANDS

The Atwood Mining Company, established by one Augustina Atwood, is the most successful mining venture to date. In recent decades, however, a series of "dried up" mines have led to a steep decline in production and profits. The company is on the rebound thanks to airships, which afford Miss Atwood's company the ability to reach previously inaccessible

locations as well as ship their goods in a fraction of the time. Their most successful establishment is currently in the peaks of the western Snapspine, known as Ternafel. It produces iron, coal, aluminum, and salt.

The abandoned string of mines along the southern face of the Snapspine Mountain Range is known as the Ghostlands. The mines and accompanying settlements are gradually being reclaimed by the elements and local wildlife. Some are occasionally reopened by ambitious Bagdoran slave owners looking to pad the profits from their farmland, but none have managed to make it worth their while.

GNAWTOW MIRE

On the northwestern corner of the Alecian plains at the base of the Snapspine Mountains, this swamp spans a few square miles. It is the sole swamp of the continent and home to the bogmouth (page 214) and other equally repugnant creatures. Attempts to settle its edge and purify the water have been made in the past, but all have failed. Like the Ghostlands just to the east, any remaining settlements here are rotten and abandoned.

THE HEARTWOOD FOREST

A lush forest slightly southwest of the Untarnished Steppe is the most "untouched" area of the known world. Despite its aura of peaceful nature, the forest is a dangerous region. It houses some of the world's oldest trees and creatures. The most recognizable is the heartwood sloth, a languid creature that dangles from the eponymous heartwood trees and "fishes" the air and water for food with razor-sharp claws at the end of its six limbs. **Muddle Lake**, slightly to the east, stands as the cleanest source of surface water, though it is a foul leper when compared to the purity of Lokoran's Cistern.

Tucked between the Heartwood Forest and Muddle Lake lies the small town of **Gammetra**. It enjoys a stubborn growth in population thanks to the unique properties of the heartwood trees, the abundance of food sources, and relative cleanliness of the lake. Nestled between the murky Muddle Lake, the eerily beautiful Heartwood Forest, and the sunburnt Untarnished Steppe, the whole spectrum of worldly beauty and ugliness can be found just a day's trek in any direction.

SANCTUARY

A holy site for the Scythes of Tae'k, it is believed to be the location of the first Rekindled "birth." As such, the Scythes of Tae'k believe it is where his resurrection will occur. The majority of the occupants of this little hamlet are devout marshals of Life and Death, although there are rare visitors. Sanctuary survives on what some would call sheer force of will. The space south of Demon's Walk is an arid wasteland, that only becomes less hospitable the farther south one travels. Life in Sanctuary is unforgiving, but satisfying for many of the devout.

SANDORNE KEEP

A small, fortified outpost between Neroth and Hel. Those that dwell within these walls have devoted their lives to research and study of the undead and the yearly Tide. Cataloging new forms of undead horrors, estimating the Tide's numbers and overall strength, and acting as an early warning should the Tide rise up too early.

The fortress itself is designed as a winding maze of walls to isolate undead creatures that wander in. The researchers and soldiers traverse within the walls themselves for safety, only venturing out to receive resupply drops and capture lone undead for study. Only a few dozen men and women occupy the keep, and its location ensures any possible containment breach from the numerous test subjects could never risk the civilian population of a larger town or city.

SNAPSPINE MOUNTAINS

These mountains demarcate the northern border of the Alecian Plains. Lokoran is nestled on its southeastern edge. A passage beneath eases travel from Lokoran to the north, and the famous Cistern laps gently in its cavernous belly. Towns such as Caelhelm and Daemarrel also draw various minerals from their stony flanks.

Known to many as the Beacon of the North, **Whitepillar** is a small town nestled deep in the range. Being only a couple hours by airship from Lokoran, they maintain a close friendship with the city and its citizens. In fact, citizens of Whitepillar are considered honorary citizens of Lokoran. The settlement possesses two claims to fame: the first is the stark, stone-hewn structure at its center from which it earns its name; the second is its status as the continent's largest orphanage, with parentless youths making up more than half the population. The museum within the temple-like structure and the orphanage are curated and maintained by a man the locals call Uncle Church. He has been their guardian for as long as any can remember, and claims a wild assortment of trinkets and shards within the museum each played a part in one legend or another.

PERSONS OF INTEREST

UNCLE CHURCH

The best phrase to describe Uncle Church probably would be "slightly more insane than he looks." Standing at six and a half feet tall, he is an intimidating figure. Enduring the stare of his bright, almost unnaturally blue eyes is unsettling. Three parallel scars span his left cheek from eye to jaw and another pair criss-cross on the back of his left hand. Despite his youthful appearance, his legends tell of a much older man. Wretched respect his strength, children are grateful for his guardianship, and visitors appreciate his familial warmth.

A black newsboy cap is pulled snug over shoulder-length, slicked-back light brown hair, and his short, pointed beard lacks a mustache. Church dresses simply: steel-toed black boots, dark blue pants, white shirt, and leather vest. This latter item possesses a ludicrous number of pouches, and a high armored collar and pauldrons. A thick gut droops over the perfectly polished buckle of his rugged belt by a few inches. However, Uncle Church is better recognized for his excessive and peculiar accoutrements. Watches, bracelets, chains, and other strappings festoon his forearms, colorful buttons are pinned haphazardly to his vest, and dangling from his cap and belt are a myriad of knicknacks. A lunchbox, teddy bear, broken sword hilt, and beastial claw are some of the easily recognized items, but a score more are impossible to identify at first glance.

Strapped to his back is a collection of weapons: swords, hatchets, an antique pistol, and a sawed-off double barrel shotgun. His favorite weapon, however, is a lightly curved femur from a gigantic predator. Church has adorned it with a large spike on the top as well as a host of teeth and claws. Finally, carved into the silver-painted 'handle,' are a series of intricate runes. When not wielded as a club, the bone also serves as a walking stick.

While Church is a capable guardian and caretaker, there are many things he cannot provide by himself. Such is the curse of a hidden mountain village. He occasionally sets out on walkabouts with a few of his apprentices to Lokoran and other small villages to purchase basic supplies, materials, weapons, and other essentials. In order to pay for his expenses, Church peddles his skills as a storyteller for food and lodging, using his tips to purchase the required goods. Many consider it a privilege to be in the audience of one of his performances. On rare occasions, he may trade potentially valuable objects when a story is not the appropriate payment.

STORMBREAKER LANDING

Stormbreaker Landing is an independent port in the Ashlands that serves as a hub for smugglers pirates, assassins, and all manner of

other illicit enterprises. It began simply as a neutral territory for pirate conclaves. As more individuals took to piracy, Stormbreaker Landing grew into a bustling town and safe haven for any who toil in the shadows cast by law and order.

This port is constructed between a number of towers that have been retrofitted to support airship docking. But these spires, protruding from a shifting sea of dust and ash, are only but a small portion of Stormbreaker Landing's greater structure. Beneath the turbulent surface lie makeshift tunnels connecting each of the airship docks to a spherical underground structure called the Chalice. Collected here beneath ever looming collapse are the businesses, redlamps, and fleshvendors that fuel Stormbreaker's mystique and allure.

TACITURN

The Taciturn is an obscenely large castle structure outside of Hel. It stands atop a lone dissected plateau, which overlooks the Bonefields to the south and two deep, winding crevices that zigzag north and northwest. They are carved deep into the land and intersect with the Undercity several times. To enter, one must cross one of its myriad bridges, each no wider than a small wagon. The interior of Taciturn is deathly silent, broken only by the metal footfalls of the Hel Knights within. Their numbers are indiscernible and what they protect is unknown. However, Helians have reported an unusual amount of Rekindled wandering out of the castle in addition to an alarming number of unique undead abominations. On top of it all, it appears that Taciturn may possess properties similar to the great wall of Pulse, as it seems capable of expanding and repairing itself. Speculation on its purpose ranges from a Hel Knight manufactory to a necromancer's private lab. Only one attempt has been made to breach its walls and research, but they quickly evacuated when confronted by its colossal guardians. The sole attempt to attack the structure was rendered impotent by its self-repairing property. It remains a source of great mystery, local legends, and fear.

THE UNTARNISHED STEPPE

These beautiful mesas and mountains jut from the southeast corner of the Alecian Plains into the Wastes of Galaam to the south. Atop these scraggly peaks, one can witness the Feneryan struggle of life and death. The vibrance of the Alecian Plains and Heartwood Forest to the North and West contrast starkly with the impotence of the Wastes of Galaam and Demon's Walk in the South and East.

Most Feneryans find value solely in the Steppe's grand vistas as the soil sustains only the hardiest shrubs. However, there is great value when viewed through the industrialist's lens: the Steppe's great rock formations hint at the possibility of vast mineral wealth. Any hopes of unleashing that potential are quashed by the fact that the **H'Vargi Coven** resides within the confines of the Steppe.

Unlike their urban colleagues, H'Vargi Vampires abstain from meddling with the nearby town of Gammetra, unless the settlement is in need of defense. They abhor unnecessary violence, but they will not hesitate to defend themselves or aid a friend in need. Sustenance is derived from a meager crop, animal blood, and a few willing donors. Farming the Steppe is a tough business that perpetually exposes them to the hidden sun's harmful radiation. It comes as no surprise that the H'Vargi Coven has the highest concentration of Marquises on the continent.

When H'Varga are not tending to their livelihood, they pursue knowledge with an iconic fervor, which has established their reputation as sages of the Vampire race. Given the strict nature of their survival, the H'Varga cannot abide intentional crime in any form; infractions by its members are almost always met with exile. Transgressions that occur beyond Untarnished Steppe are always punished severely because they threaten the reputation of the coven and its ability to traverse most of Feneryss unharried.

THE WASTES OF GALAAM

The Wastes encompass roughly a quarter of the continent and yet they remain largely unexplored. Between the zombie hordes that pass through each year, the infamy of Dronus looming at its arid heart, and the overwhelming emptiness, exploration of any kind is exceptionally difficult. The Wastes of Galaam house little life above ground, save for a handful of vegetation and reptiles along its perimeter. While growth in the Ashlands may be scant, the Wastes are utterly devoid of wildlife within its borders.

Unlike the Ashlands, there are few storms of any kind, but the land is perfectly flat and offers no shelter from the elements. In addition, there are no covens here to give travelers respite during a long journey. Quite the contrary, there are rumors of ancient machines that patrol the wastes and seize weary wanderers from lightless voids that appear in the earth.

The most fascinating phenomenon is **the Tower Lies**. It is a solitary, perfectly smooth monolith that appears to curve outward while growing exponentially taller whenever one approaches. Few souls possess the bravery to explore the chaos within, and most scientists study it from afar.

Those that have entered and returned with their sanity intact have given conflicting reports. None have explored its entirety, and no two maps of the interior are the same. Some have disappeared beyond its doors for years, only to return not a day older than the moment they entered.

Theories to explain the Tower's nature include an arkänik device that affects perception instead of gravity; a dimensional rift in space and time; a portal to Ragnarok; and even an unidentified arkäne force.

The only constant is what has been labeled the Hall of Lies. In this space, perception is severely altered. Footsteps reverberate like the footfalls of great monsters; words are echoed in whispered threats and descriptions of torture. Light becomes malformed, warping vision. Madness is a common side effect of visiting the Tower. Destroying the tower has been suggested dozens of times, but many in the scientific community assert that unlocking the Tower's secrets may prove greatly beneficial to mankind.

PERSONS OF INTEREST

MONTAGE HIX

In the distant past, **Montage Hix** was a homesteader on the Alecian Plains. Together with his parents, wife, and children, he worked a small plot of fertile soil roughly two day's ride from Lokoran by dell. It was a simple life, which on Feneryss is a rarity, but it would not last. After several peaceful years of tilling soil and cultivating a number of crops, the family-run farm was attacked by Drone raiders. Montage and his family were captured and, in stereotypical Drone fashion, each one was experimented on. One by one, Montage witnessed his family tortured and disassembled, driving him into a fit of madness and rage. Montage tore through the flesh of his arm using only his teeth, freeing himself at the elbow. He then killed the drone attackers using his dismembered arm, but it was too late to save his family.

As grief, insanity, and rage coalesced in his mind, he collected an arm from one of the Drones to replace the one he had lost. He stalked out of his home, accompanied solely by his hatred. Any other kind of raider would have killed Montage and his family, or sold them into slavery; either would have been kinder than being subjected to those dark curiosities. Revenge filled his entire being.

In the years since the loss of his family, Montage has become an assassin of sorts who has become infamous, even sought after, for his hatred of Drones. Each of his victims is disassembled and used in the construction of a new, mechanikal, body. Once complete, Montage will attempt to transfer his consciousness, becoming the very thing he despises. In doing so, he believes that he will be able to gain access to the great mechanikal city, Dronus, and destroy it from within. Only then will he give himself up to death and rejoin his family in the Lost Abyss.

Chapter 2: Character Creation



BUILDING YOUR CHARACTER

STEP ONE: CONCEPT

Character creation is a deeply enjoyable process, but may be daunting to players with no background in roleplaying games. If you are uncertain what kind of character you want to play, or just want to flesh out your ideas, then this short guide is for you. The first step to building a character is defining your **character concept**. The concept is a simple description of who your character is. For example, a charismatic gunslinger in search of gold and glory perhaps, or a timid bookworm yearning for adventure. The concept is the core of who they are and how others see them. If you want to jump right into the action, you can follow the Quick Character Creation guide on page 50, or by using any of our four premade characters at the end of this section.

BIRTH & UPBRINGING

A person's birthplace and status in life will play an important part in their future. Were their parents penniless peasants, working folk, or wealthy politicians? Were they raised by two parents, or just one? Perhaps they were an orphan. Where an orphan might know only surviving the slums and wastes of Feneryss, the offspring of Lanisian educators could spend their entire childhood with their nose stuck in a tome.

The situation into which your character is born will have a monumental impact on the character's future life skills, opinions, and experiences. An orphan will likely never witness the fine craftsmanship of an academy's vaulted ceilings. Nor is a spoiled politician's child likely to ever lay eyes on the suffering of those unfortunate souls struggling to live outside the walls of Pulse. While the orphan is likely to develop the fortitude and keen eye to endure the impoverished life, a child of wealth will study the strictures of courtly society and have easy access to teachings of arkäna. These are just some examples to get the gears turning, of course. There are many possibilities between these two extremes, limited only by your imagination. There will come a time though, when your character decides to leave their old life behind in search of something else— something more.

MOTIVATION

Why is your character turning to a life of adventure? Are they weary of toiling as a farmer? Do they desire the romanticized career of a wealthy mercenary? Adventurers come from all walks of life, each for their own particular reasons. Fortune, fame, excitement, knowledge, the unknown— there is an endless list of reasons for characters to strike out into the wild with nothing but their wits and a few like-minded souls.

PASSIONS

This is more than mere likes and dislikes. Passion is what lights a fire in your character. A craving for arkäne knowledge may drive your otherwise meek adventurer to risk life and limb on the rumor of dusty tomes stashed away in caves overflowing with deadly creatures. An irrepressible hatred for Vampires could lead a typically level-headed mercenary to unnecessary and heedless conflict. Perhaps the unquenchable thirst for power has led them to stake a claim on the world. These passions will bring the characters to life, flavoring their escapades, and fueling their endeavors.

DREAMS

These are long-term goals, and incredibly difficult to achieve more often than not. While not always immediately relevant or important, these dreams should never leave your character's thoughts and any opportunity to progress toward their completion should be seized with vim and vigor. The dream could be a materialistic want (like literal mountains of gold or a castle) but some prefer more abstract aims, like power or love. These can be as specific or as vague as the dreamer desires and when coupled with a motivation, it will set a path for your character's future efforts and development. A Wretched warrior struggling tooth and nail for the top spot in his clan is destined to face innumerable battles. A Vampire guildsman seeking absolute political control in Lanis will be presented with a myriad of socio-political quagmires in their quest. A Rekindled pursuing their forgotten past will likely venture far and wide in search of clues to solve the riddle of their history.

APPEARANCE

A character's physical appearance is a visceral road map of their life to this point. Mistakes often leave their mark in the form of scars. The few that undergo the marshal trials are clearly branded by their Omens. The lives of a stalwart soldier and a studious arkänist will develop very different musculature. A professor's traveling silks, a mercenary's leather armor, or an airship captain's uniform speak volumes without a single utterance. If you are unsure where to start, ask a few simple questions:

Are they ruggedly handsome, or capable of frightening children at a glance? What is their silhouette: tall and thin, short and squat, or somewhere in between? Do they possess any physical quirks such as scars, birthmarks, or tattoos? Were they born with genetic anomalies such as heterochromia, albinism, or a club foot? And let's not forget biogenics: a bioreactor or razor-sharp spines protruding from a man's back are sure to draw stares and color others' opinions of your character.

QUIRKS

Does your character stutter when nervous, or become tongue-tied when talking to the opposite sex? Perhaps they have an absent-minded tic or tapping of the feet when thinking. Quirks are minor flaws that make a character more realistic, though it is completely possible for a character to not have any major quirks worth mentioning.

STEP TWO: RACE

Your character's race is the foundation of who he or she is, and a pillar of their culture, beliefs, and world view. Each race has various strengths and weaknesses, but there is no limit to what any of them can become. Detailed descriptions of each are found in Races, starting on page 56. **Please note that all races listed in this book are considered Medium creatures.**

STEP THREE: EXPERIENCE (XP)

As characters progress in the game, they gain points towards expanding their overall power in the world of Feneryss, which are called **Experience Points (XP)**. These points are used to upgrade your character's stats and skills and purchase talents.

For a standard-pace game, characters start with a total of 400xp at character creation. Players can spend experience between sessions or anytime as specified by the GM. These points can be distributed as the players wish between stats, Combat Skills, Non-Combat Skills, and talents. It is recommended to spend 198xp on stats, 56xp on Combat Skills, 40xp on Non-Combat Skills, and the last 106xp on talents. These are the recommended expenditures for a well-rounded character, but you may spend the XP in any manner you prefer.

STEP FOUR: STATS

With your initial experience in hand, it is time to start spending. Undoubtedly the most valuable things you can purchase with XP are **Stat** upgrades. These are the numeric representation of your character's strengths and weaknesses. There are 7 stats, each governing a different aspect of your character. A rank 1 stat is considered to be undeveloped, 2 and 3 are average, 4 is above average, and 5 is the limit of "normal." 6 through 9 are varying degrees of exceptional, and 10 is nigh perfection. The stats, their importance, and XP costs can be found on page 74.

At character creation, all Stats start at 2. You may not increase any one stat beyond 4 at character creation. However, at GM discretion, you may reduce any of your stats to 1 and retrieve the 27xp in exchange. This can increase your XP pool by a maximum of 189xp.

STEP FIVE: SKILLS

Your character very likely wasn't born at the beginning of your campaign. While they might not have much experience, they have lived for a number of years before undertaking a life of adventure. Skills are a way of gauging what your character has learned thus far, and are divided into two different categories: **Combat** and **Non-Combat**.

All skills, whether Combat or Non-Combat, are governed by a primary stat which is listed in parentheses next to the skill name. Skills and their costs begin on page 76.

Combat Skills: The name says it all: these are directly related to combat. This includes offensive skills like Melee and Arkäna as well as defensive skills such as Dodge and Resolve.

Non-Combat Skills: While some of these skills may have a use in combat, their primary purposes exist outside of conflict. This includes Athletics, Diplomacy, Lore, and Survival.

STEP SIX: HEALTH & OTHER NUMBERS

Now that you have your stats and skills out of the way, there are a few more numbers that you need to know in order to complete your character. All characters have a base health of 10; for every rank of Strength, Toughness, and Agility the character gains 2 health; for every rank of Perception, Intelligence, Willpower, and Charisma the character gains 1 health. Every time a character purchases a rank with experience they gain the health bonus. Temporary and bonus ranks from talents and other sources do not increase health. The Toughness health bonus can be increased with the Endurance talent (page 104).

Next, each character has 5 action points (AP) that can be used each round of combat. The character's **Stride** determines how far your character can move for 1 AP. A character's stride is **3 yards, plus half their Agility**. This means most characters will start with a stride of 4.

The character's **initiative** is equal to their Perception ranks plus any talent bonuses.

Next, **Physical Resolve** is the sum of **Toughness + Resolve**. Physical Resolve is a character's ability to resist *fatigue*, disease, harsh weather, and potions. Your character's **Mental Resolve** is the sum of **Willpower + Resolve**. This is a character's ability to resist curses, Psy, and fear.

Their Fatigue Threshold determines how much mental and physical stress they can endure before their performance suffers as a result. This is equal to **half their Toughness**.

The final thing you should note is your **Carry Capacity**. Your ability to carry objects or drag them across the ground is equal to **25 pounds (lbs.) times your Strength**. Note that your Carry Capacity determines how much you can haul before you become *overburdened* (page 86).

STEP SEVEN: TALENTS

Talents are the core of Shattered character development. Talents take the raw data of stats and skills and turn them into unique, game-changing abilities. Characters with high Strength are clearly looking to be melee fighters, but of what kind? Do they want to become indomitable grapplers? They could funnel their experience into the Daohd Martial Arts Style for unique *grappling* abilities. Conversely, they might desire to be a legendary swordsman capable of fending off multiple attackers simultaneously. Take Whirling Dervish and punish anyone stupid enough to come within reach. The same attributes on two different characters can ultimately lead the player down two very different paths.

Each talent comes with an experience cost, and many have stat and/or skill prerequisites. Chapter 3: Talents & Archetypes starts on page 95 and is organized alphabetically within each respective category.

STEP EIGHT: EQUIPMENT

Now that your character's concept is completed, we advance to the final step in creation: clothing, gear, and weapons. Each player starts with **500 Banknotes (Nts.** or ₦**)** to outfit his or her character. Weapons, armor, and additional gear can be found in the **Equipment Chapter** (page 142).



QUICK CHARACTER CREATION

STEP ONE: CHOOSE A RACE

HUMANS (PAGE 56)
The most abundant race on Feneryss, Humans dominate politics and the economy. They have a general distrust towards the other races.

ALYPSE (PAGE 58)
Blamed for the destruction of the world, the Alypse are known for their affinity towards insanity, *paranoia*, and hiding their true nature.

DRONES (PAGE 60)
An ancient offshoot of Humans who transcended the biological coil to become sentient machines.

FLORVANA (PAGE 62)
A newer race on Feneryss created by the magics of the world in the Cistern. They are a conglomeration of sentient fungal colonies.

REKINDLED (PAGE 64)
The Rekindled started as one of the other races (except Florvana) but refused to pass on and instead remained on Feneryss due to a strong emotion.

SHADES (PAGE 66)
Shade are a matriarchal society of latent psykics who don't speak verbally due to the ferocity of their homeland, the Glass Forest. They are also known for being superior Dragonslayers.

VAMPIRES (PAGE 68)
Former aristocrats from before the Reckoning, this race was changed by gasses and magics beneath the surface becoming vulnerable to ultraviolet rays. This weakness can be sated by the blood of other races.

WRETCHED (PAGE 72)
Wretched are heavily mutated humanoids from a society where "might makes right".

STEP TWO: SPEND EXPERIENCE

STARTING XP: 400
RECOMMENDED XP EXPENDITURE AT SESSION 1

STATS (PAGE 74): 198XP
COMBAT SKILLS (PAGE 75): 56XP
NON-COMBAT SKILLS (PAGE 76): 40XP
TALENTS: 106XP

Racial Talents (page 100)	General Talents (page 104)
Combat Talents (page 105)	Arkäna Talents (page 117)
Conviction Talents (page 122)	Martial Arts (page 131)
Psy Talents (page 135)	Stealth Talents (page 112)
Social Talents (page 115)	Airship Talents (page 139)

STEP THREE: CALCULATE REMAINING ABILITIES

HEALTH

10 base health
\+ 2 health per rank in Strength, Toughness, and Agility
\+ 1 health per rank in Perception, Intelligence, Willpower, and Charisma

ACTION POINTS	STRIDE
5 + Miscellaneous bonuses	Half Agility + 3 yards
INITIATIVE	**CARRY CAPACITY**
Die code equal to Perception	Strength × 25 pounds
MENTAL RESOLVE	**PHYSICAL RESOLVE**
Willpower + Resolve	Toughness + Resolve

FATIGUE THRESHOLD
Half Toughness

OTHERS (IF APPLICABLE)

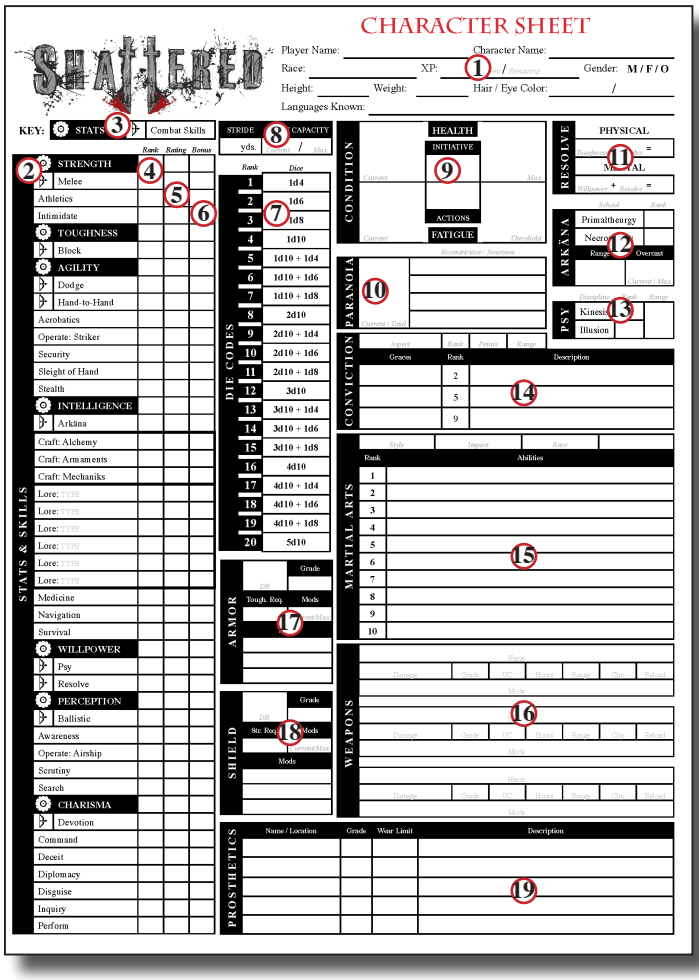
CONVICTION POINTS	CONVICTION RANGE
Conviction + Charisma + (3 × Devotion)	Willpower + 5
ARKÄNA RANGE	**PSY RANGE**
(Intelligence × Range Modifier) + 5	(Willpower × Range Modifier) + 5

STEP FOUR: PURCHASE EQUIPMENT

STARTING NOTES: ₦500

WEAPONS & CRAFTING (PAGE 150)
ARMOR & CRAFTING (PAGE 155)
SHIELDS & CRAFTING (PAGE 157)
PROSTHETICS & CRAFTING(PAGE 159)
BIOGENICS (PAGE 161)
ALCHEMY (PAGE 166)
GOODS & SERVICES (PAGE 169)

GETTING TO KNOW THE
CHARACTER SHEET



PAGE 1

On our character sheet, you will notice some distinct sections that we call blocks; on page 1 the first of which is the Player block[1]. Here you fill out your name, your character's name, and other character information as seen above.

After the Player block is the Stat & Skill block[2]. Note the key[3] at the top of the block. In the rank column[4] you fill in your current rank, then fill in the rating and any permanent bonuses in the rating[5] and bonus[6] columns. Be sure to specify the name of the Lore that you have ranks in.

Next to it is the Cheat block. Here we have included a list of die codes for ratings 1-20[7].

Above the Cheat block, you will find a small block dedicated to your character's stride and carry capacity[8].

Next are the Condition[9] and Paranoia[10] blocks. Note that the *Paranoia* block has some space to allow you to keep track of any eccentricities you may gain over the course of your adventure.

Next, you have the Resolve[11], Arkäna[12], and Psy blocks[13]. These blocks include areas to keep track of ranks, ranges, etc. that may come in handy as you play.

Below that, you have the Conviction[14] and Martial Arts[15] blocks. Each of these blocks has space set aside to leave abbreviated notes on the abilities your character will unlock as they grow.

The Weapons block[16] below and the Armor[17] and Shield[18] blocks can be found to the left of that. Each of these blocks has fields for any equipment your character may acquire.

Last but not least you will find the Prosthetics block[16]. Hopefully, your character doesn't lose limbs often, but should you need to track such modifications, this block contains all the fields you will need.

PAGE 2

The second page of the character sheet is considerably simpler but no less important. The first block is set aside for Racial Traits[19]; every character has them, so space has been set aside to leave abbreviated descriptions when possible. In some cases a racial trait may simply be too much for the space provided (the Vampire trait Feed for example), so you may find it easier to jot down the page number instead.

Beneath that are the Biomod[20] and Talent[21] blocks. Biomods are similar to purchased equipment, where as talents have unique aspects such as XP cost. Much like the Racial Trait block, if a biomod or talent description is too much for the space provided, leave notes to help you find it on the page.

On the right-hand side of the sheet is the small Notes block[22] and the Equipment block[23]. The former is simply used to track the cash that your character has on hand. The latter is used to keep track of the value and weight of the items that your character has on their person.

RISK : MAN OF MISCHIEF
A PREBUILT SHATTERED CHARACTER

Race: **Rekindled** XP: **396 Spent / 4 Remaining** Gender: **Male**
Languages Known: **All** Notes Held: **₦35**

STATS & SKILLS

	Rank	Rating
STRENGTH	2	2
Melee	2	4
Athletics	2	4
Intimidate	0	2
TOUGHNESS	2	2
Block	0	2
AGILITY	3	3
Dodge	3	6
Hand-to-Hand	0	3
Acrobatics	0	3
Sleight of Hand	0	3
Stealth	3	6
INTELLIGENCE	2	2
Medicine	0	2
WILLPOWER	2	2
Resolve	2	4
PERCEPTION	3	3
Ballistic	0	3
Awareness	0	3
Scrutiny	0	3
Search	0	3
CHARISMA	2	2
Deceit	0	2
Diplomacy	0	2
Inquiry	0	2

HEALTH	INITIATIVE
35 *Current* / 35 *Max*	1d8
0 *Current* / 1 *Max*	5
FATIGUE	**ACTIONS**

PARANOIA 2/4 *Current / Max* **STRIDE** 4

RESOLVE

PHYSICAL
2 + 2 = 4

MENTAL
2 + 2 = 4

WEAPONS

THROWING KNIFE

Damage: 1d6+2
Attributes: Light, Thrown

ARMOR

DR: 3

PROSTHETICS

LEFT ARM

Wear Limit: 5
Attributes: Climbing Spikes, Grappling Hook



Perhaps not the most orthodox of the Rekindled, Risk cares little for his past life, instead seeing his new body as an opportunity. He fills the void in his memory with the baubles and trinkets he has stolen from others. His eyes bear the color of emeralds, while his pale skin is adorned with ruffled, harlequin, garb standing in contrast to his profession. Following a heist gone askew he lost his arm and has since replaced it with a prosthetic that conceals his various thieving implements. While not necessarily an assassin, he shies neither from violence nor killing in his near-obsessive item collection.

TRAITS

BEEN THERE, DONE THAT
Gain a +2 to Mental Resolve checks.

BROKEN MEMORIES
All Rekindled start with 2 points of *paranoia*.

FLICKER
Once per day, the Rekindled can blink back to a spiritual form. This is a reaction that replaces a dodge or block and allows the Rekindled to automatically avoid one attack.

PAST LIVES
Rekindled keep 1 racial trait from their previous life. Choose 1 racial trait from any other race, except Florvana who cannot rekindle.

SHELL OF ITS FORMER SELF
All Rekindled gain a +1 bonus to Dodge checks.

VISIONS UNSEEN
Each Rekindled starts with 2 ranks in any single Lore.

WHISPERS OF THE GRAVE
The Rekindled may take a single rank in either Arkäna or Psy Combat Skill.

TALENTS

DISTORTION

Slow Fall: characters fall at half the speed they would normally and can negate fall damage up to 4 yards. For each additional rank in Distortion, add 1 yard to Slow Fall's damage negation.

Long Jump: The character can increase their jump distance by 1 yard for each rank of Distortion.

SOMETHING IN THE CUSHIONS

The character has a knack for finding where people stash their valuables. When "turning over" a victim's home or business, the character may roll the Search check twice and take the highest result. This can only be performed once per locale.

SHADOW DREDGE

If a character successfully kills a target, they may immediately attempt a surprise attack against an adjacent enemy. The opponent does not gain their alertness bonus against the Stealth check. This may be performed once per round.

LORELEI : DARK HORSE
A PREBUILT SHATTERED CHARACTER

Race: **Vampire** XP: **400 Spent / 0 Remaining** Gender: **Female**

Languages Known: **Common, Vald'im, Mercheska** Notes Held: **₦140**

STATS & SKILLS

	Rank	Rating
STRENGTH	3	3
Melee	0	3
Athletics	0	3
Intimidate	1	4
TOUGHNESS	3	3
Block	0	3
AGILITY	3	3
Dodge	3	6
Hand-to-Hand	3	6
Acrobatics	1	4
Sleight of Hand	0	3
Stealth	0	3
INTELLIGENCE	2	2
Medicine	0	2
WILLPOWER	2	2
Resolve	1	3
PERCEPTION	2	2
Ballistic	0	2
Awareness	0	2
Scrutiny	0	2
Search	0	2
CHARISMA	2	2
Deceit	0	2
Diplomacy	0	2
Inquiry	0	2

HEALTH	INITIATIVE
36 / 36 (Current / Max)	1d6
0 / 1 (Current / Max)	5
FATIGUE	ACTIONS

PARANOIA 0/3 (Current / Max) **STRIDE** 4

RESOLVE

PHYSICAL				
3	+	1	=	4
MENTAL				
2	+	1	=	3

WEAPONS

KUKRI

Damage: 1d6+1

Traits: Light

ARMOR

DR: 3

Attribute: Reinforced



In spite of her frail and alabaster features, Lorelei is an accomplished martial artist who left the quiet life of a Lanisian Scribe behind in search of a mythical hero of Vampire lore. She frequently hides her attractive golden eyes and strawberry-blond hair beneath a heavy cloak and hood. Carrying herself with a coarse detachment and a vicious smirk, she hides her intense loyalty for those she considers friends. When challenged, Lorelei often dispenses with many of the sweeping acrobatics of other martial arts in favor of fast and brutal attacks aimed at debilitation and death.

TALENTS

MARTIAL ARTS

Style: Daohd **Impact:** Vengeance **Race:** Vampire

The martial artist is enraged when their allies take damage. For every ally that takes damage, the martial artist's stride is increased by 1 yard, to a maximum of 3 until the end of their next turn.

Counter Grapple: The martial artist may make a Grapple check as a reaction to attacks made within their reach. If successful, the two characters are now *grappling* and no damage is dealt. If the martial artist is currently *grappled*, this Kata may only be used to negate damage from opponent they are *grappling*.

THUNDER STRIKE

The martial artist pounds the ground with incredible force. This is a Hand-to-Hand check opposed by Acrobatics by all characters adjacent to the martial artist. If they fail, they lose their balance and fall *prone*.

TRAITS

BLOODBURN

Vampires are immune to most diseases, except *glass fever*, *gray lung*, *gritlac*, and *gutrot*. If they remain covered, Vampires suffer 4 damage that bypasses all DR and 2 points of *fatigue* each week that they do not feed. If a Vampire is exposed to direct UV radiation, they suffer the same penalty each minute that passes.

BLOODLUST

During combat, a Vampire gains +1 to their Melee and Hand-to-Hand damage for each enemy that they kill until the end of combat.

THE COVEN

Lorelei is a member of Skryst (page 70).

DARKSIGHT

Vampires suffer no penalties to vision-based checks in darkness or ambient lighting. They suffer a -2 penalty in dim light, a -6 penalty in daylight, and are completely *blinded* by bright light.

EXTREMOPHILE

Vampires do not benefit or suffer from the effects of airborne potions or effects, except *glass fever* and *gray lung*.

FEARED

If an enemy realizes a character is a Vampire during combat, all fear effects against that enemy last for 1 additional round.

FEED

See page 69.

RASHE : SPELLSLINGER
A PREBUILT SHATTERED CHARACTER

Race: **Wretched** XP: **381 Spent / 19 Remaining** Gender: **Female**
Languages Known: **Common, Gnarltongue** Notes Held: **₦45**

STATS & SKILLS

	Rank	Rating
STRENGTH	2	2
Melee	0	2
Athletics	0	2
Intimidate	0	2
TOUGHNESS	3	3
Block	0	3
AGILITY	3	3
Dodge	2	5
Hand-to-Hand	0	3
Acrobatics	0	3
INTELLIGENCE	3	3
Arkäna	2	5
Craft: Armaments	3	6
Medicine	1	4
WILLPOWER	2	2
Resolve	0	2
PERCEPTION	2	2
Ballistic	3	5
Awareness	0	2
Scrutiny	0	2
Search	0	2
CHARISMA	2	2
Deceit	0	2
Diplomacy	0	2
Inquiry	0	2

HEALTH	INITIATIVE
35 / 35 (Current / Max)	1d6
0 / 1 (Current / Max)	5
FATIGUE	**ACTIONS**

PARANOIA 0/2 (Current / Max) **STRIDE** 4

RESOLVE

PHYSICAL				
3	+	0	=	3
MENTAL				
2	+	0	=	2

WEAPONS

TRIGUN

Damage: 2d6
Clip: 3 **Reload:** 1
Range: 5 Yards

ARMOR

DR: 3
Attributes: Reinforced

ARKÄNA

Primaltheurgy	1
Range	**Overcast**
8 yards	**0/4**



As a child, Rashe excelled at Primaltheurgy, learning as much as she could despite such a practice being considered "weaker" than brute strength. In order to compensate for the limitations of Arkäna, specifically the toll it takes on the mind, she took up gunnery. Her obsidian hair falls just past shoulder length, though her piercing jade eyes are the first, and often the last, feature an enemy sees. She carries herself with grace normally unbecoming of a Wretched, preferring to create and heal rather than to destroy. Despite this, she will not hesitate to eliminate her foes with a medley of spells and bullets.

BIOMODS

EXTRA LUNG

Running or swimming lasts twice as long before suffering *fatigue*. Can hold breath underwater for twice as long. Take -2 to resist airborne banes or toxins.

TALENTS

CASTING (PRIMALTHEURGY) (RANK I)

RECOIL WITH IT

After firing a ballistic weapon, the character can, as a free action once per round, move 1 yard in the opposite direction of the shot.

SPECIALIZED TRAINING: BALLISTIC (RANK I)

Gain a +1 bonus to Ballistic checks.

TRAITS

ADAPTED

Wretched are immune to environmental hazards rated UC 4 or less.

DUSKSIGHT

Wretched suffer no penalties to vision-based checks in dim light. They suffer a -2 penalty in normal and ambient lighting, and a -4 penalty in bright light and total darkness.

MUTANT

Wretched are not infected with *shadowburn* after a botched biomod or a prosthetic attachment. Roll twice to determine deformities.

TOUGH BASTARDS

If the Wretched begins combat with a Simple Fracture or receives one during combat, they can opt to ignore the penalties for the duration of combat, immediately gaining 2 *fatigue*.

TREMORSENSE

Wretched can detect the movement of objects or creatures that are large-sized or greater within 10 yards, providing that both they and the Wretched are in contact with the ground. Does not provide directional information, only the size and number of objects or creatures in range.

UNSTABLE DECAY

On a successful grapple, a Wretched may choose to detonate and remove a number of tumors up to half their Toughness. Each tumor deals 1d6 damage to the opponent, bypassing all but natural DR. They suffer 1 damage per tumor, which bypasses all damage reduction.

TERROSH : MARSHAL OF LOVE
A PREBUILT SHATTERED CHARACTER

Race: **Alypse** XP: **380 Spent / 20 Remaining** Gender: **Male**
Languages Known: **Common, Synthri** Notes Held: **~~₦85~~**

STATS & SKILLS

	Rank	Rating
STRENGTH	3	3
Melee	2	5
Athletics	0	3
Intimidate	0	3
TOUGHNESS	2	2
Block	0	2
AGILITY	2	2
Dodge	2	4
Hand-to-Hand	0	2
Acrobatics	0	2
INTELLIGENCE	2	2
Lore: History(Reckoning)	2	4
Medicine	0	2
WILLPOWER	2	2
Resolve	0	2
PERCEPTION	2	2
Ballistic	0	2
Awareness	0	2
Scrutiny	0	2
Search	0	2
CHARISMA	4	4
Devotion	3	7
Deceit	0	4
Disguise	2	6
Inquiry	0	4

HEALTH	INITIATIVE
36 / 36 (Current / Max)	1d6
0 / 1 (Current / Max)	5
FATIGUE	ACTIONS

PARANOIA 0/2 (Current / Max) **STRIDE** 4

RESOLVE

PHYSICAL: 2 + 0 = 2

MENTAL: 2 + 0 = 2

WEAPONS

WHIP

Damage: 1d6

Traits: Light, Reach

ARMOR

DR: 3

Attribute: Field Medicine Assembly

CONVICTION

LOVE

Conviction Points: 12

Opposition: Hate



Unlike most Alypse and even mankind, Terrosh possesses an overwhelming capacity for compassion. At an early age, he was accepted by the Element of Love to become a marshal, much to his parents' dismay. Since coming of age, he has roamed the continent with his companion: his Whip of Love. He gleefully inflicts it's amourous touch upon those that would attempt to harm others or insult his patron Element. Terrosh rarely uses his flesh mask, instead relying upon his appearance to sort the grain from the chaff, as it were. He strives to eliminate hate from the land despite the futility of his actions. Terrosh possesses an irresistible air of joy and pride, always seeming to be in a positive mood despite the weight of the world on his shoulders.

TALENTS

CONVICTION (LOVE) (RANK 2)

SCRY

A marshal of love is deeply attuned to the positive feelings of joy, love, and attraction. They gain a +3 whenever socially interacting with someone strongly experiencing these emotions and can even discern the cause of the emotion.

OPPOSITION AURA

The marshal's love falters and their compassion wanes. Their halo cracks, wavers, and casts a dark red glow. Unable to muster empathy for others, they cannot perform miracles that heal or buff others, cannot provide Solace, and suffer a -2 penalty to Charisma-based checks.

GRACES

Smooth Talker: Once per day, the marshal may choose to earn the trust of one other person. The target takes a penalty equal to half the marshal's ranks in Conviction (Love) to all Charisma-based checks against them.

TRAITS

FLESH MASK

Gain a +2 to Mental Resolve checks.

SNAKETONGUE

If an Alypse succeeds on a Diplomacy, Deceit, or Inquiry skill check, they gain a +1 bonus the next time one of these skills is used against the same target.

HERITAGE

All Alypse gain 2 ranks in Lore: History (Reckoning)

PERSONA NON GRATA

Alypse gain a +1 bonus to Intimidate checks against non-Alypse when their Flesh Mask is not in use.

TIRELESS RETRIBUTION

Alypse take 1 point of *paranoia* per 2 points of *fatigue*, and immediately fall *unconscious* if their *fatigue* exceeds their Physical Resolve.

KISS OF RAGNAROK

On a successful grapple, spend 1 AP to bite target and transfer *paranoia* equal to half the target's Willpower.

ZEALOTRY

Alypse gain 1 bonus conviction point for every rank in Conviction.

HUMANS

Noun: Human • **Adjective:** Human • **Plural:** Humans • **Group:** Scheme



Humans are the predominant subspecies of humanity on Feneryss. They outnumber the other races by a significant margin and their general status in society reflects this. This numerical superiority combined with their claim to most of Feneryss's wealth and influence has made it easy for the elites to adopt a smug arrogance. By and large human culture is dismissive of their fellows, the "Lesser Ones."

Recently, however, younger generations, especially those in poorer districts of the city-states, have been raised alongside the other races. The shared struggles of poverty and destitution have birthed a cultural revolution that shuns the racism of their forefathers. Interracial relations have been gaining positive traction in Humans' future leaders. But for better or worse, bigotry and racism dominates much of Human society.

Intrahuman culture fixates on personal glory and achievement. From their sixteenth birthday and on, Humans are told to go out and "leave their mark" on society. This intentionally broad goal is the linchpin of their cultural identity. It promotes ambition, aptitude, and performance. This cultural maxim, combined with the prevalence of Humans in "cultured" society led to their abundance in many positions of power across Feneryss. Good fortune breeds more good fortune. Widespread corruption and greed in society's upper echelons are the unfortunate side effects of this emphasis on the individual.

The credo, "leave your mark," pushes most Humans toward fields that reward individualism. Science, industry, and military officer corps are the most popular. The Pulse military is a prime example. While other races are encouraged to join, few ever see the upper ranks. In spite of the status quo, youthful notions are gradually diversifying these fields.

Compared to the warriors of the Lesser Ones, especially Wretched and Drones, Humans are physically inferior to nearly all others. They compensate for this weakness with great numbers, a tightly knit kinship, and unbridled ardor. Humans constitute the majority of both marshals and arkänists, which is also due to their population advantage. They have not displayed a preference for any one aspect or school of arkäna as a species. Human psykics are uncommon. While this may be biological, some historians believe that until recently there has been a stigma towards those with "unexplained" psykic powers. Where arkäna and the aspects can be rationalized through knowledge or faith, psy is more complicated. It is more difficult for the layman to grasp and comes with the added stigma of mutation. While mutations are prevalent throughout the world, the lack of mutation is part of the Human identity. Mutants, especially those with visible deformities, are treated with as much disdain as any other Lesser One.

For the most part, Humans view the other races as inferior in some regard. Vampires and Alypse are primarily responsible for the rise of general *paranoia* among the bulk of humanity and are seen as parasites who feed off of the progress of others. The Drones and Rekindled, while still looked down upon, are regarded with a degree of morbid curiosity, since they represent means to potentially cheat death. Lastly, the general opinion of Shades and Florvana paints them as savages and invalids to be tamed and uplifted, furthering Human standing and influence on Feneryss.

"Long has mankind shaped the world to its whim. Only ambition at heart, and little room for the concerns of lesser beings. If they could not adapt, they had no right to live. Now humanity finds itself the lesser being, unable to adapt. Many believe what remains is the last shuddering breath of a maligned, rot-infested corpse. The monarch, fallen from the throne, impaled upon its own crown. But mayhaps the Humans are merely on the precipice of their next awakening. Only time will tell."

-ARCTE MAGNUS

LANGUAGE

The common tongue of Humans has taken hold as the dominant language in the world. Nonetheless, the language is as varied as the people who speak it. There are a multitude of accents and a heavy use of regional slang. The language also has a very flexible vocabulary, periodically adopting bastardized verbiage from others. This language is very difficult to learn if it is not a person's first language.

GIVEN NAMES

There is no consistent pattern for given surnames or monikers for the species due to their dispersion and notable dialectic differences from region to region. However, a significant majority of names are derivatives of names from before the Reckoning, and parents are prone to recycling names of their parents or ancestors.

Male Examples
Harrien, Mohammont, Matthil, Satigo, Luka, Anoxander, Fennig
Female Examples
Marira, Sufi, Vadima, Amalya, Ansandrie, Elle, Emy, Minsoo

AGE, HEIGHT & WEIGHT

As with many other things, Humans set the standards for what is considered the normal height, weight, and lifespan. They usually fall within a few inches of five-and-a-half feet tall, and weigh 180 pounds, with a variance of 50 or so pounds depending on height and body type. The definition of Human childhood can vary by region, but it is generally believed to end at age 16. The expected lifespan of a human is usually 80-85 years.

RACIAL TRAITS

BIGOTRY

Due to their upbringing, most Humans in the modern world distrust the other races, even if only subconsciously. Humans gain a +1 bonus to oppose Deceit and Diplomacy checks prompted by members of the other races. Humans also suffer a -1 penalty to all other social interactions with all other races.

DETERMINATION

Humans are a steadfast race who, in spite of the odds, rarely give up in the face of adversity. Once per day, Humans can add half their Willpower as ranks to any skill check. The player must declare the use of this Trait before rolling the skill check.

FATED

In addition to their determination, Humans generally believe they are fated for something greater, more grandiose. They channel this belief and use it as one of their core values. Once per day, a Human may choose to take one die at its maximum, assuring they put their best foot forward. All other dice are rolled as normal. For example, if a Human were to use this trait on a roll of 1d10 + 1d4, it would instead become 10 + 1d4.

HUMAN INGENUITY

Humans have a natural affinity for creativity, allowing them to find unique solutions to complex problems. Their base time required to craft an object is 3 hours instead of 4.

SKILLED

At character creation, Humans may acquire the first rank of any Non-Combat Skill they desire. Once selected, this choice may not be changed.

STUBBORN

Once per day after a Human successfully self-stabilizes, they roll a 1d6 and gain that much health. This refusal to believe what is right in front of them is often as exasperating as it is inspiring.

THE ALYPSE

Noun: Alypse • **Adjective:** Alypse • **Plural:** Alypse • **Group:** Clutch



The Reckoning killed untold billions. The fortunate Alypse died, while those that remained were cursed with the likeness of their deity and an untreatable insanity. Their progeny bear these marks to this day, leaving their minds incredibly malleable and their heritage unmistakable.

They are forever haunted and tirelessly persecuted by other races, especially Humans, for their role in the Reckoning. Adapting to survive, the Alypse turned to illusions and false personas, and now hide in plain sight behind their flesh masks. Without these masks, the Alypse are immediately recognized by their scaled bodies. Some Alypse mourn their features, choosing to live their entire life beneath the lonely falsehood of their flesh mask. Others are proud of their heritage and choose to tough it out in ghettos or on the fringes of society. A third group, the Unmasked, never master their flesh mask and are forced to endure the judgmental gazes of Feneryss. Most Alypse use their flesh mask only when in the presence of Humans. The other races are less inclined to level blame for the mistakes of their ancestors.

Physically, Alypse possess serpentine figures: sleek bodies and smooth skin that produces a faint shimmer in direct light. Mentally, they are masters of deception in all its forms. They have to be, thanks to the constant threat of death from spiteful neighbors. Most find it easy to live undetected within any lifestyle on Feneryss, but with an innate ability at subterfuge, they often maneuver in law, politics, and trade. Alypse who choose to masquerade hold the same jobs as Humans. But those who do not, rarely hold steady jobs or legitimate ones.

While the current zeitgeist places the world at odds with the Alypse, they themselves harbor little animosity toward the other races. Given that they spend their days using their flesh masks to appear human, many Alypse either come to idolize or resent humanity. The amenable nature of the Rekindled makes them common friends. They share a mutual curiosity with Drones and vague kinship as a pair of outcast races. Wretched and Vampires are often a source of envy. They have accepted who they are and do not hide from the world. Their boldness is very alluring, and a number of unmasked Alypse have begun to crop up in Wretched clans that accept other races.

LANGUAGE

Synthri is a very mesmerizing tongue, using many soft, sibilant sounds and inflections, combined with steady exhalations. This makes entire statements sound like a single sinuous word. This language is extremely difficult to learn and next to impossible to master for a non-Alypse.

GIVEN NAMES

Alypse names typically hold the recurring theme of the double R, a rolling that lends itself to the hypnotizing flow of the Alypse language.

Male Examples
Carrath, Garrbon, Hharrco, Rrecrin, Thorrsious
Female Examples
Athorrow, Janorrius, Kathorra, Westorren

AGE, HEIGHT & WEIGHT

The Alypse reach maturity much more quickly than that of the other races, often as early as ten years of age. The oldest known Alypse was 80 years of age, but they more frequently succumb to the ravages of their mental curse well before then. They possess similar, albeit smaller, dimensions when compared to that of their Human counterparts, usually being three to five inches shorter and 10-20 pounds lighter on average.

RACIAL TRAITS

FLESH MASK

Since the breaking of the world, the Alypse have hidden from the other races by using an ability called a flesh mask to blend in with Humans. They are trained in this ability from childhood, and each flesh mask is as unique and unchanging as a Human fingerprint. An Alypse may summon their flesh mask at any time to take on their Human appearance.

The Alypse are capable of maintaining it even in times of stress. If an Alypse fails a *fatigue*-related Mental Resolve check, their flesh mask may flicker or waver and draw suspicion. This provokes an opposed check, pitting their Mental Resolve against the Scrutiny of anyone who witnessed the phenomenon. This can be maintained even while asleep, but if an Alypse is knocked *unconscious* the flesh mask fails, and their true form is revealed.

SNAKETONGUE

Every time an Alypse succeeds on a Diplomacy, Deceit, or Inquiry skill check, they gain a +1 bonus the next time one of these skills is used against the same target. This bonus can be earned from one skill and applied to another.

Terrosh, an Alypse marshal, convinces a shopkeeper to give him a 10% discount with Diplomacy, suggesting that a fellow believer should see the importance of his work. He then probes that same shopkeeper for a possible lead on his mission with an Inquiry check, which earns a +1 bonus from his success with Diplomacy.

EXAMPLE

HERITAGE

Many Alypse elders pass down myths and fables of the Reckoning to their children and grandchildren, granting all Alypse 2 ranks in Lore: History (Reckoning).

PERSONA NON GRATA

An Alypse's heritage brands the race as generally unwelcome in many places. Alypse gain a +1 bonus to Intimidate checks against non-Alypse when their Flesh Mask is not in use.

TIRELESS RETRIBUTION

The heritage and experiences of the Alypse have forged them into a tireless people, but this has driven many of them to the brink of madness. Alypse do not have a *Fatigue* Threshold like the other races and therefore do not suffer from the normal effects of *fatigue*. They instead take 1 point of *paranoia* for every 2 points of *fatigue*. Alypse will immediately fall *unconscious* when their *fatigue* points exceed their Physical Resolve rating.

KISS OF RAGNAROK

After a successful grapple, an Alypse can spend an additional 1 action point to bite their victim. During this "kiss" they may transfer a number of their *paranoia* equal to half their Willpower to the victim. The Alypse cannot give more *paranoia* than they currently possess.

ZEALOTRY

Alypse are inclined to pick up and ardently adhere to the cults of Feneryss. Alypse gain 1 bonus conviction point for every rank in Conviction.

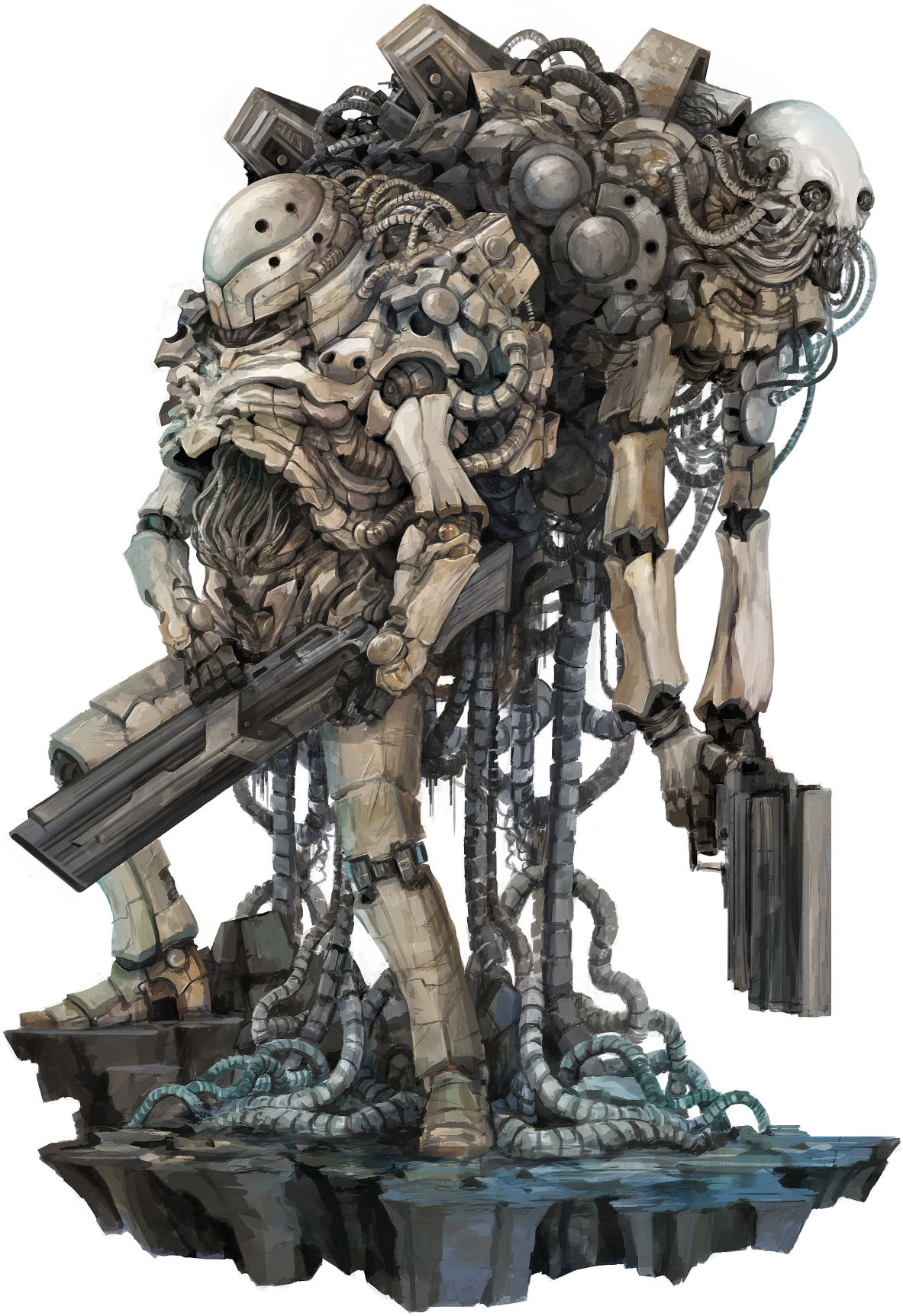
OPTIONAL RACIAL TRAITS

UNMASKED

Some Alypse never master the flesh mask. Shunned by both their family and the rest of the world, unmasked Alypse wander the world alone. Add a +2 bonus to all Resolve skill checks. This trait replaces Flesh Mask.

DRONES

Noun: Drone • **Adjective:** Dronish • **Plural:** Drones • **Group:** Lib



Named for their typically detached nature and metal forms, Drones occupy an unusual niche in society. Some Drones will never see the world beyond the city of Dronus. It is easy to think of the few that depart home as cold and unfeeling, but that would be largely inaccurate. Culture shock and the language barrier are the true culprits. Just as the average Drone is unaccustomed to vocalized communication, so the average Feneryan has never uttered a single line of binary. This quiet distance also paves an easy path for the rumors that paint their species as a cult of kidnappers and mad scientists dissecting their victims.

In spite of the negative connotations tethered to their kind, Drones are largely respected and desired in manual labor and technical specialties. While much of Old World knowledge was lost or forsaken during the Reckoning, the Drones preserved a vast wealth of mechanikal and biological data as it pertained to their modifications.

Mental and physical variation among drones is on par, and perhaps even exceeds, that of Humans. Their freedom to alter and replace their body parts wholesale has led to very unique aesthetics. While most Drones err on the side of pragmatism, they are no strangers to creative body modification. Though they typically manifest a Humanoid form, a holdover of their Pre-Reckoning origins, some have taken more outlandish forms such as mimicking animals or even uniquely asymmetrical chassis.

Beyond their fortress city, Drones are most frequently found as craftsmen, medical and technical workers, and mercenaries. They rarely attain significant political or social status, but a few have established promising Lanisian dynasties. Another fascinating quirk of their demographics: in the areas of arkäna, psy, and marshals they are almost perfectly spread across all specializations.

Racial bias is also very evenly split. Humans and Alypse have a fearful disdain, thanks to the pervasive rumors of kidnapping and human experimentation. Rekindled are very receptive, and the Wretched have a stoic respect for their strength. Florvana and Shades are disgusted by the nature of these beings, but it typically results in nothing more than social diffidence. Vampiric opinion varies greatly from coven to coven.

LANGUAGE

Drones can adjust their harmonizers to speak any language required. Some are more basic, and thus are easily identifiable by their synthetic tones, while others are nearly perfect recreations of the intended voice. When conversing with each other, they revert to analog tones or binary.

GIVEN NAMES

Drones carry a binary number as their true identification. Those that interact with other races almost always choose an additional designation that translates from their binary identifier. Others acquire or create nicknames to better integrate into society.

Name Examples

Hash (35), C (67), Ti, (84/105), Ser (83/101/114), Lead (76/101/97/100), Study (83/116/117/100/121)

AGE, HEIGHT & WEIGHT

The vast variety of body types and sizes, not to mention the rate of modification, makes it impossible to offer averages for this species.

RACIAL TRAITS

ARTIFICIAL CONSTRUCT

Due to a Drone's construction, they cannot take on the *suffocating* condition or any diseases, unless otherwise mentioned. Instead, a Drone's body deteriorates over time. For every 4 points of *fatigue* they currently possess, results on the *critical health* table are increased by 1 step. For example, a Drone with 4 points of *fatigue* who suffers a simple fracture on the *critical health* table would instead suffer from a compound fracture. Any ability that can remove *fatigue* can remove a Drone's *fatigue*.

DRONE DIALECT

All Drones possess an intrinsic comprehension of machines and gain a +1 bonus to Scrutiny and Security checks when dealing with any type of mechanikal system.

FOUNDATIONAL LEARNING

Whenever a Drone deals the killing blow to an enemy they are adjacent to, they may briefly study the body as a free action to obtain more knowledge about their opponents. When a Drone does this, they gain a bonus equal to their Intelligence to attack rolls against opponents of the same species for the remainder of combat.

GEAR HEAD

As a basis for survival and self-preservation, all Drones are natural mechaniks. They begin with 1 rank in the Craft (Mechaniks) skill.

METALMAN

Due to the fact that a Drone is not made of flesh, Medicine checks and miracle-based healing do not affect them. Instead, Craft (Mechaniks) checks must be made to heal Drones, stabilize them, reattach their limbs, or remove conditions, each of which are described in greater detail below.

HARDSHELL

Because all Drones have a metallic construction, they are more resilient to damage inflicted by modern weapons. To reflect this, all Drones have 2 points of natural damage reduction.

MODULAR

With efficacy being a primary driving force for Drones, all frames have a modular design. As such, at character creation and for no additional cost, each of a Drone's limbs are Grade 1 Articulated prosthetics. These starting limbs have no Wear Limit and behave like normal limbs. At no point do Drones suffer diseases as a result of botched prosthetic upgrades. Any upgrade to these limbs or newly created prosthetics acquired after character creation have twice the normal Wear Limit and limbs made for Drones have their cost increased by 1.5 times the base cost. Any prosthetic Wear gained can be removed if a Drone rests for 8 consecutive hours.

DRONE HEALING

HEAL

In combat, for 2 AP from each involved character, a Craft (Mechaniks) check can be made to restore a Drone's health by a number equal to the roll. This may only take place once, unless the Drone takes additional damage. Any health gained may not exceed the Drone's maximum health.

REATTACH LIMB

In combat, for 5 AP, a Craft (Mechaniks) check may be made to reattach a Drone's limb. The difficulty of this check is equal to twice the limb's upgrade UC. Outside of combat, the difficulty is equal to the limb's upgrade UC.

STABILIZE

In combat, for 3 AP, a Craft (Mechaniks) check against twice the Drone's current *critical health* may be made to stabilize a Drone.

REMOVE CONDITIONS

A Craft (Mechaniks) check equal to the condition's listed Medicine check must be passed to remove a condition from a Drone.

FLORVANA

Noun: Florvana • **Adjective:** Florvan • **Plural:** Florvana • **Group:** Culture



Florvana are born in the Cistern of Lokoran, children of natural fungi and magical residues of the Reckoning. Each one is a fungal colony kept coherent by an internal hivemind. Their approximate physical resemblance to members of the other races comes from forced growth. This effort to imitate others is an imperfect process that often leads to comical, exaggerated, or disproportionate bodies. As a natural response to potential threats, some Florvana intentionally increase their mass or grow hollow nodules in their bodies to appear larger and more menacing.

The youngest race of Feneryss has much to prove, and they have set the bar high for themselves. Their budding cultural worldview pivots around the idea that they are to be wardens of Feneryss. This concept drives an overwhelming percentage of their kind to become explorers and wanderers with the goal of restoring Feneryss to its pre-Reckoning lushness. They are easily stereotyped as kind-hearted and naive pacifists with a penchant for botany and the healing arts. Scientists, doctors, and teachers are the most common vocations for them. As marshals, Florvana gravitate toward the aspects of Life, Peace, Earth, and Water.

While it is true that Florvana have a predilection toward nonviolence, it would be unwise to assume they all avoid conflict. Those that take up arms typically reserve their might and magic for righteous crusades in defense of the helpless. These acts are seldom for personal gain. Florvan pirates, rogues, politicians, or other "unsavory" archetypes are rare. Equally rare is the Florvana that will lay hands on industrially crafted tools or weapons, often only electing to do so only in times of dire need. Instead, they favor unarmed combat or weapons that can be made without industrial equipment: wooden staves or bows and stone-tipped arrows are common. Armor is traditionally made from stone, tree bark, or tightly woven grasses. None of this is to say the Florvana are single-faceted or simple, but culturally speaking, the Florvan identity is vague. Today, 50 years after emerging from the Cistern, the majority of their population has remained in or near Lokoran, often going no further than Neroth or the Alecian Plains.

Although the Florvana did not exist in the time before the Reckoning, they are very cognizant of mankind's involvement in the state of the world as it currently is, which weighs heavily on their collective psyche, and colors their perception of the other races. Humans, Alypse, and Vampires are often targets of the greatest scorn, and from the perspective of the Florvana are not separate species, but instead three parts of a larger whole. The Shade, in the minds of the Florvana, are the most admirable of the known races. Because they live off the land and do what they can to attain balance among their homes, they are believed to be a beacon of hope for Feneryss. The Wretched, on the other hand leave the Florvana in a bit of a quandary. The are not simply destructive out of negligence or ambition, but instead, embrace change and destruction with distinct purpose. Ghostly reminders of mankind's ugly history, Rekindled are viewed with a certain pathos. Lastly, Drones and their synthetic bodies are perplexing and upsetting to most Florvana.

LANGUAGE

Prior to sentience, they had no need for language. They are quick studies, however, and have learned common tongue with incredible speed, although inflections and possessives continue to elude them. This deficit is alleviated by the potent fragrances they exude, which communicate tone and intent. For example, happiness will elicit scents of sweet flowers or tree sap; conversely, anger excretes a sharp, peppery scent.

GIVEN NAMES

Being that the Florvana consist of many individual fungi working in tandem, they have a tendency to combine the names of their major constituents into a single alias.

Name Examples
Tirfolber, Sinnix, Talgaspah, Beraddica

AGE, HEIGHT & WEIGHT

Most Florvana grow to their full size within 15-30 days after spawning, but do not fully mature for another three to five years. In that time their size, shape, and coloration can change drastically. Once grown they often tower over the other races, standing at or above seven feet. Alternatively, given their physical makeup, they are incredibly light, only weighing between 100 and 150 pounds on average. Once their growth process is complete, they can typically live for another 30-50 years.

RACIAL TRAITS

HYPHAE

Florvana cannot become Rekindled. However, if their health becomes 0 or less, a mature Florvana may choose to cast off their current form and drop a small ironbark polyp. This polyp, which contains the anamnzoa, or collective memories, of the Florvana colony, has 5 health and 1 natural DR. Over the course of 24 hours it will develop into a small-sized replica of the former Florvana. Although their new physical appearance may differ, they maintain their stats, skills, and talents, but are subject to any relevant bonuses or penalties due to their size. After another 72 hours, the Florvana will regain its medium-size.

NATURALIST

Their love of nature and abhorrence of artificial constructs grants them a +1 to Medicine checks, a -1 to Craft (Mechaniks) checks, and a -2 to social checks with Drones.

PHEROMONES

Once they have reached maturity, all Florvana exude an aura of pheromones and other chemicals that indicate their mood, intent, and even their tone of voice. While this goes largely unnoticed by the other races, other Florvana can easily sense these changes, gaining a +3 bonus to Scrutiny when opposing another Florvana.

REGROWTH

The Florvana's unique structure is capable of rapid regeneration. They can fully restore a lost limb after 72 hours. This is reduced by 2 hours for every rank in Toughness beyond the second. Due to their unique structure and regeneration, they are unable to utilize prosthetics.

ROOTED

Florvana can bury roots deep into the ground, becoming immovable and incapable of movement until they uproot. This cannot be performed on metal or worked stone surfaces. Rooting and uprooting cost 2 AP during combat.

SYMBIOSIS

Thanks to a symbiotic relationship with lichen growing on their exterior, Florvana are able to nourish themselves through photosynthesis when food is scarce. Florvana must go 12 hours without both food and sunlight before they suffer the *starved* condition. 3 Hours of sunlight are enough to replace 1 meal.

THALLUS

Lacking an actual vascular system, Florvana are immune to the *bleed* condition and do not grant Vampires a benefit if they attempt to Feed.

REKINDLED

Noun: Rekindled • **Adjective:** Rekindled • **Plural:** Rekindled • **Group:** Haunt



The Reckoning's effects were many and widespread. One of the most significant was the inception of the Rekindled: stubborn souls who refused to die. Through the combination of sheer willpower and the new abundance of arkäna, these individuals have rebuilt a flawed model of their former self. Some were born mere moments after their death while others have spent years, even centuries, struggling in death's grasp.

Once their soul has reclaimed a material shape, its appearance is often unsettling. Creating their new body is an imperfect process, but it always includes pieces of their former selves: bone, muscle, and skin. Gaps between the pieces are tethered by visible tendrils of arkäna. This often gives the initial impression of being undead, but only a fool would miss the signs of cognizant intelligence, not to mention the faint glow of magic holding their form together. Most Rekindled retain a few fragments of the previous life. This usually includes, but is not limited to, their name and cause of death. Some are total amnesiacs reborn with nothing but an unshakable feeling of rage or melancholy, an echo of the emotions that drove them to their Rekindling.

The loss of identity drives every Rekindled to search for something. Most Rekindled seek one of two things: their past or a new purpose. Members of the former camp will often turn to Noc'Shala or necromancers to obtain what was lost. The latter typically become aimless wanderers until something piques their interest.

Their existence is something of a controversy among the other races. Many view Rekindled as high-functioning undead while others consider them a collection of homeless beggars due to their lack of established identity. This ostracization has forced them to establish their own communities, called Graves. Most Graves are little more than ghettos or tiny hamlets. Some are content to live out their days alongside other reborn souls, but many give in to the urge to find their past or purpose.

Rekindled are, by and large, the weakest among Feneryans. This is easily offset by their seemingly preternatural affinity for the psykic disciplines and arkäne studies. Many also make a comfortable living as hermetic gurus or researchers thanks to knowledge gained in their past lives or during their time among the dead. Rekindled that prefer physical arms tend toward a ranged or roguish approach. They also have the most marshals per capita. It is believed that the nature of Rekindling and the primal emotions associated with it give them an affinity for the more poignant aspects, such as Life, Death, Love, and Hate.

The Rekindled are unique when compared to the other races of Feneryss for two reasons. First, they are not the products of time and genetic mutation. Second, anyone except the Florvana has the potential to become a Rekindled upon their death. Most Humans, Vampires, and Alypse are distrustful of the Rekindled, often tying them to long held fears and superstitions. Drones are generally indifferent, Florvana take pity on them as lost souls, and the Shade are a wellspring of aid in the form of the Noc'Shala. That leaves just the Wretched, who are split into two camps. Some have great respect for the Rekindled's ability to return from the dead, while others dismiss their frail forms on sight.

LANGUAGE

The Rekindled have no unique language. In fact, when they speak, they speak in all tongues simultaneously. Listeners hear their native language clearly with a susurration of all others beneath it.

GIVEN NAMES

Many Rekindled remember the name from their previous life and keep it, perhaps clinging to their past. For those who cannot remember, or choose to abandon their old identity, there are two common paths. Some opt for the fragmented memories of their death, seeing value in the origin of their second chance. Others seek a new name derived from purpose found in this new life.

Name Examples

Burdened by the Mountain, First Sheperd, Ironfire, Sleepless in Ignorance, Stormlost, Warden of Many Paths

AGE, HEIGHT & WEIGHT

Given that the Rekindled live in a state of existence that is beyond full understanding, their bodies react differently to the natural elements of the world and to time itself. Maturity does not exist in a physical sense for the Rekindled and instead is recognized as a conscious choice about one's purpose. From that point on, a Rekindled can live for anywhere from a few decades to a few centuries. Their physical dimensions are just as mysterious, but many believe these measurements to be tied to the past life of each Rekindled.

RACIAL TRAITS

BEEN THERE, DONE THAT

The character's will to live was so strong that it conjured a body out of thin air. It is that same iron will that will permit them to persevere through Feneryss's many challenges. Gain a +2 to Mental Resolve checks.

BROKEN MEMORIES

The Rekindled have seen the underworld and walked the skull-strewn beaches of the Lost Abyss. While they do not remember their time among the dead, visions seep through their minds, calling them home. All Rekindled start with 2 points of *paranoia*.

FLICKER

Once per day, the Rekindled can blink back to a spiritual form. This is a reaction that replaces a dodge or block and allows the Rekindled to automatically avoid one attack.

PAST LIVES

Even through death and rebirth, Rekindled maintain a tenuous grasp on their former selves. Choose 1 racial trait from any other race, except Florvana who cannot rekindle.

SHELL OF ITS FORMER SELF

Because their bodies are so fragmented, it is considerably more difficult for enemies to inflict damage to crucial areas. For example, a bullet may completely miss, flying harmlessly through gaping cracks in their disjointed body. Because of this, all Rekindled gain a +1 bonus to Dodge checks.

VISIONS UNSEEN

Each Rekindled retains tenuous threads of the knowledge they once held. As a result, they start with 2 ranks in any single Lore of the player's choice.

WHISPERS OF THE GRAVE

Exposure to the realm beyond death has gifted Rekindled with unique insights regarding the way of the world. The Rekindled may take a single rank in either the Arkäna or Psy Combat Skill.

OPTIONAL RACIAL TRAITS

PAST EXPERIENCE

The passions of a past life can, on occasion, bleed through the barriers of death, giving many Rekindled a small portion of their lost ability. Gain a single tier 1 talent at no cost. The Rekindled must meet all requirements of the desired talent. Any subsequent purchases of the desired talent have an XP cost that is treated as if the talent had been acquired trough traditional means. This trait replaces Past Lives.

THE SHADE

Noun: Shade • **Adjective:** Shaded • **Plural:** Shades • **Group:** Blind



The Shades are products of their environment, and the Glass Forest is easiest described as a giant death trap. The volcanic, onyx structures from which its name is derived are razor sharp. The creatures living there are all hunters struggling against one another in the absence of sustainable vegetation. The Shades are royalty among hunters with their claim to fame as dragon hunters. No other creature can make such a boast.

Their matriarchal society has very firmly established gender roles. Females are the dominant sex in relationships, politics, and society. Women become leaders, teachers, and huntresses. If men do not become foreign diplomats or craftsmen, they depart the Glass Forest to learn of the outside world in the hopes of returning with knowledge to enrich their cabal.

A few exceptions exist for both sexes. They are frequently hired on as guides and consultants for airship captains, and many black market operators appreciate the discretion that can come with hiring mute couriers. As with any culture, many also rebel and depart the Glass Forest to pursue their own ideals. The largest populations of Shades outside their ancestral home can be found in Lanis and Pulse's Quarterlock.

They can easily make a living beyond the Glass Forest as trackers, trappers, and guides for more urban Feneryans. The variety of fighting styles among the Shades is outmatched only by the Wretched. A majority of Feneryan psykics herald from this race, and there are a number of powerful arkänists among them as well. Shade marshals largely adhere to the aspects of Earth, Air, War, and Peace.

The Shade are begrudgingly respected by Humans, if only for their dragon hunting knowledge. Between their telepathy and albino Noc'Shala brethren, Humans find them to be collectively unnerving and strive to steer clear if possible. There is a general resentment among the Alypse toward them, partially because of their social success, but mostly because their latent psykic powers make them a threat to Alypse in hiding. Since the Rekindled are essentially spirits, they frequently seek out Noc'Shala to rediscover their broken past, or at least gather the pieces. Racial relations with both the Vampires and Drones are typically neutral, although they are viewed as a lovely source of blood by the former. The Wretched admire the skill required to fell a Dragon but dislike the Shade emphasis on gender roles: strength is strength, regardless of its source. Finally, the Florvana have a generally positive relationship. While hardline pacifists find their hunting culture excessive and barbaric, the overwhelming majority are impressed by their respect for life.

LANGUAGE

Since the Shade speak telepathically, they are able to communicate to all races through pure thought. While Shades do not have a verbal language, they do have a written one. It is through this medium that Shades assign meaning to the world and more importantly their offspring. Typically these messages come in the form of images, emotions, and basic impulses that can be universally understood. Though they lack spoken language, they are capable of learning and understanding others.

GIVEN NAMES

Each child is named several years after they are born when their parents have had time to observe their personality. While many Shades keep their given name, it is not uncommon for a Shade to allow their loved ones to select a new name to carry throughout adulthood. Many of these names cannot effectively be spoken by the other races, so most Shades also select a common name that best approximates their true name.

Name Examples

Clash, Fire, Lance, River, Spine, Steel, Wing

AGE, HEIGHT & WEIGHT

Shade offspring, like that of the other races, face a violent and perilous world that demands quick maturity. A Shade is often considered an adult by the age of 10. Shade men have a tendency to live shorter overall lives, often passing in their 50's. Alternatively Shade Matriarchs often live well into their 90's. Their stature is the shortest of the known races, usually being no greater than five feet tall, with their weight being proportional to that, falling between 75 and 100 pounds.

RACIAL TRAITS

CURIOSITY

Unlike many of the other races, the Shade view the world with an unyielding optimism. Feneryss is the world they were born into, and it is, in spite of considerable danger, a beautiful and awe inspiring place. They are curious, in many cases to a fault, and gain a +1 bonus to Scrutiny tests. Additionally, in certain social situations (i.e. when asking an inappropriate question), *curiosity* bestows a -1 penalty to Inquiry.

DRAGONSBANE

While Shade culture places women at the forefront, every Shade is taught how to effectively capture and kill dragons. Because of this, every Shade starts with 2 ranks in Secret Lore: Dragons.

FREE RUNNERS

The Glass Forest is perilous at every turn, meting out swift and bloody judgment upon anything not agile enough to brave its obsidian spires. Shades proudly count themselves among these worthy few, and each one bears the scars to prove it. Whether on the run from a rampaging dragon, or pursuing smaller game, they must be sure of every step, for it could be their last. This level of skill is not only a necessity for living in the Glass Forest, but it is in many ways a rite of passage for Shades. As such, all Shades gain a +1 bonus to Acrobatics.

IT'S ALL IN THE DETAILS

To survive the threat of dragons and the many perils looming in the Glass Forest, Shades have developed a greater situational awareness than the average person. They gain a +2 bonus to Awareness checks against surprise attacks made against them.

NATURAL TELEPATH

Shade posses vestigial vocal chords. Instead, they can use telepathy to communicate with any number of people within 10 yards. Other races find telepathy unsettling, granting a +1 bonus to the Shade on Intimidate checks against any non-Shade when using their telepathy to do so. The range of natural telepath may be increased with the greater mind racial talent.

UMBRA

Whenever a Shade makes two sequential move actions, they may leave behind an illusion of themselves. This illusion may occupy any 1 square yard that the character moved through this round. Only one such illusion may exist at a time, and it may be dispelled with any attack that deals damage. If it is not dispelled, the illusion dissipates at the beginning of the Shade's next turn.

OPTIONAL RACIAL TRAITS

NOC'SHALA

The character is now a Noc'Shala, able to convene with and, if necessary, fight off the spirits of the dead. Once per day they may attempt to speak to the dead or attempt to glimpse a Rekindled's past. If the GM permits the Shade to commune with a spirit or witness a Rekindled's history, the GM will also determine how long this seance lasts. Potential uses for this include questioning murder victims, gleaning info about historical events, or speaking to long lost relatives. This trait replaces Natural Telepath. Noc'Shala may still learn telepathy with the Psy talent.

VAMPIRES

Noun: Vampire • **Adjective:** Vampiric • **Plural:** Vampires • **Group:** Clot



As the world was torn asunder, some Humans escaped into cave systems deep underground and found themselves steeped in all number of toxins and latent arkäna. Over the years, adapting to these factors alone left this remnant of humanity wholly different from their former selves. Their blood had become caustic, their skin paled, and their vision had adapted to the scarce subsurface light. The lack of food underground drove them to cannibalism, which also encouraged the evolution of elongated fangs.

Vampires are a very superstitious people. They have no gods or angels, but fear a looming pantheon of demons and tormentors. When the Vampires fled their native caverns, they were forced to contend with Maldraan, the queen of emptiness and the surface world. The Vampires could not escape their torment below without first paying Maldraan the many hundreds of lives that were owed to her. Once the toll was paid, Vampires emerged as refugees into a hostile world. Today, most Vampires cling tightly to their superstitions. They wrap themselves in the tanned hides of their ancestors or other thick leathers to ward off Maldraan and her all-searing eye.

Many Vampires have also given up their traditional cannibalism. Following a year of relentless bloodshed known simply as the Vampire Hunts, many chose to abide by "true vampirism," which means they consume only blood. This was done in an attempt to ingratiate themselves with the other races. They are a race driven by adaptation, and it is this very trait that has driven many Vampires into positions of great wealth and power.

LANGUAGE

Vampires speak in a variety of dead languages collectively called Vald'im. While this collection of tongues can be learned to a degree, it is impossible to know how many languages are actually in use.

GIVEN NAMES

Within the hierarchy of each esteemed coven lies a system of naming founded on one's prestige. With each new accomplishment, a member is bestowed a brand new honorific or surname, according to the coven's particular traditions. While being in a coven is not required to gain a title, Vampires who are in the same coven are more likely to give away a title to someone in their coven than members of rival covens, outcasts, or uninitiated Vampires.

Male Examples
Darius, Garthon, Harkon, Marius, Mathias
Female Examples
Islud, Jusilun, Kristo, Lillith, Orikasa

AGE, HEIGHT & WEIGHT

Vampires mature slowly and are not often considered adults until their 20's and can live well past 90. Marquis have been known to live 140 years and no known draculesti ascendant has ever died of old age. Their average builds are similar to that of Humans, but they tend to be an inch or two taller and 10 to 15 pounds heavier.

RACIAL TRAITS

BLOODBURN

Generations spent below ground, immersed in virulent gasses and unstable magic left the Vampires with incredibly toxic blood. Vampires are immune to many diseases caused by foreign pathogens, except *helwretch, glass fever*, *gray lung*, *gritlac*, and *gutrot*. Unfortunately, their blood is also highly reactive to UV radiation, which slowly turns their blood into acid. While this reaction can be mitigated through the use of covering the whole body, the process is persistent and will eventually become lethal if the Vampire doesn't feed. If they do remain covered, Vampires suffer 4 damage that bypasses all DR and 2 points of *fatigue* each week that they do not feed. If for some reason a Vampire is exposed to direct UV radiation, they suffer the same penalty each minute that passes. In either instance, any *fatigue* gained in this way can be eliminated by feeding.

BLOODLUST

Vampires are expressly attuned to death and its workings. As third parties to such events, this manifests itself differently. Some Vampires become irritable, others may feel simple persistent chills, while others still may become aroused. If a Vampire is the direct cause of a death, however, their reaction is more potent and consistent. During combat, a Vampire gains +1 to their Melee and Hand-to-Hand damage for each enemy that they kill until the end of combat.

THE COVEN

Vampires begin as a member of a coven on Feneryss, an Uncoven, or an Exile. When choosing Exile, determine which coven exiled the character. There are a number of prominent covens to choose from, with their own pro's and con's. Uncoven have no significant benefits or penalties, but should have a relatively easy time acquiring coven membership should they change their mind. Exiles are marked with a distinct tattoo (page 70) that will lead other covens to shun them, or even actively obstruct them socially and economically. However, it is possible that certain covens may desire Exiles from their rivals. For example, Stillyr may desire Exiles of Skryst in hopes of leveraging their knowledge to free the coven from Skryst's influence.

DARKSIGHT

Vampires are accustomed to living in dark underground areas. Vampires suffer no penalties to vision-based checks in darkness or ambient lighting but see only in black and white. They suffer a -2 penalty in dim light, a -6 penalty in daylight, and are completely *blinded* by bright light.

EXTREMOPHILE

Vampires have incredibly robust respiratory systems that can extract oxygen from even the most deprived environments. As such, Vampires do not benefit or suffer from the effects of airborne potions or effects, except *glass fever* and *gray lung*. They can however, still be drowned.

FEARED

As a result of their ancestor's actions, Vampires are very often feared by the masses. If an enemy realizes a character is a Vampire during combat, all fear-based effects against that enemy last for 1 additional round. Out of combat, the Vampire's next fear based action succeeds if the defender ties the Vampire.

FEED

To combat their hemoacidosis (see Bloodburn), a Vampires' digestive system can siphon off plasma and inject it directly into their circulatory system. This dilutes the Vampire's bloodstream and staves off their hazardous condition. As a free action, a Vampire may feed on a target as the result of a successful grapple that they initiate (does not work with reactions or opposing a Grapple check). If successful, the effects of the Vampire's Bloodburn are delayed for one week. If the Vampire has gained *fatigue* as a result of Bloodburn, it is eliminated upon feeding. Vampires are unable to feed on Drones (even those with skin grafts), Florvana, or other Vampires.

After being fed upon, the victim gains 1 point of *fatigue* and the Vampire's Darksight trait for one day. The Vampire likewise gains one of the following racial traits for one day (note that a trait gained in this way is overridden if the Vampire feeds again):

- **Human:** Gain the Fated racial trait.
- **Alypse:** Gain the Zealotry racial trait.
- **Rekindled:** Gain the Been There, Done That racial trait.
- **Shade:** Gain the Natural Telepath or Noc'Shala racial trait.
- **Wretched:** Gain the Tremorsense racial trait.

VAMPIRE COVENS

Covens are groups of Vampires bound by a set of shared beliefs that were initially established in response to the Vampire Hunts circa 2719 PR. With the end of the Hunts and, covens became social and political constructs that lobby for vampiric interests and provide safety from the rest of Feneryan society when needed. As certain covens grew in power, they quickly developed rivalries and convoluted political relationships with one another. Some Vampires have opted out of the whole mess, and are known as Uncoven. Others, who remain in good standing with their coven and prove their worth to said coven gain an honorific to their first name. For males, they tack on -vir and for females, -vur (For example, Lorelei has gained good standing with Skryst and is now Lorelei-vur Orikasa). Finally, some Vampires who have transgressed against their coven are tattooed and forced out of the enclave. They are known as Exiles. All three have consequences, positive and negative, that will influence a Vampire's daily activities wherever they go.

ALDINN OF THE ASHLANDS

Settled in the heart of the Ashlands at Solus Refuge, Aldinnians are an incredibly generous bunch renowned for their hospitality and communal living. There is no governing body; all members have a say in important decisions.

Feeding: Volunteers and livestock only.

Allies: Dreyri, H'Vargi

Rivals: None

PROS

Aldinnians find that acquiring aid from friendly covens is significantly easier, and other coven members will give food and lodging anywhere you may find them. In addition, any equipment you may need is free from Aldinnians, assuming they are able to part with it.

CONS

Members found feeding on unwilling subjects are exiled. This rule tends to make non-Vampires more amicable to Aldinnians, but the other less sympathetic covens (Sarrblot, Skryst, and Stillyr) tend to dismiss their ilk.

DREYRI OF LOKORAN

Their influence spans the Alecian Plains from Glass Forest in the west to Demon's Jag in the east. Its position as the largest coven is thanks to Lokori law that allows Vampires to turn debtors into indentured servitudes with the sole purpose of providing blood to their creditor. The promise of a constant supply of blood is an attractive offer to any Vampire. The coven's social and economic successes are thanks to outlawing cannibalism (consuming and/or drinking from other Feneryans). The other races are much more comfortable knowing that Dreyri will execute any Vampire caught breaking this rule. There is a strong fraternity among its members despite how widespread they are.

Feeding: Indentured servants and volunteers.

Allies: Aldinn

Rivals: Skryst, Sarrblot

PROS

Dreyri is in a unique position economically by housing itself in Lokoran. It has entirely embraced the free trade concept thus allowing its members to more easily acquire loans, knowledge, and assorted goods, both legitimate or otherwise, while within their reach.

CONS

Most Vampires view Dreyri as greedy but not always underhanded. Those who do not belong to Dreyri may attempt to charge extra for goods and information knowing how rich the coven is.

EXILES

On the off chance that a Vampire is kicked from a Coven due to a violation of the rules and/or a horrific act, their face is branded for all to know. Exiles are rarely interacted with by the Covens or even Uncoven Vampires.

Feeding: Various

Allies: No Covens

Rivals: All Covens

PROS

None

CONS

Ostracized, they find it hard to live a normal life with other Vampires. They receive a -5 penalty to interacting with any Vampire who is not an Exile. Some Covens, especially the one from which they were removed, may kill them on sight.

H'VARGI OF THE UNTARNISHED STEPPES

This is a hermetic coven established far from the centers of civilization. They safeguard a wealth of knowledge, manage meager crops, and venture from home only to collect additional information for their impressive library. Their reputation as apolitical academics affords them great freedom abroad and they defend this reputation fiercely.

Feeding: Livestock only.

Allies: Aldinn, Dreyri, Stillyr, Skryst

Rivals: None

PROS

Members of H'Vargi have access to a vast wealth of ancient and secret lore through their fellow H'Varga and the underground archives. When traveling they are usually afforded a respectful distance, even by criminal elements.

CONS

Penance for breaking the tenets of H'Vargi is always dire. Exile and execution are the most common. This includes getting involved in politics, criminal behavior, and other partisan activities.

MARGYR OF NEROTH

Literally translating to "the many," this coven refers to a countless number of smaller, rivaling clusters within the city-state. They are just one more contributing factor to the chaos in the north. Groups under the title of Margyr are closer to racially aligned gangs than actual members of a coven, so it is impossible to say what ideals and values they possess.

Feeding: Varies

Allies: None

Rivals: None

PROS

While obtaining help from other members of Margyr is more difficult than is the case with most other covens, members of this coven still find it easier to strike deals and gather information within Neroth's chaotic climes.

CONS

Margyr has little to no reputation with other covens meaning outside help is nigh nonexistent, and the constant war for control of the city means showing your colors will often get you attacked.

SARRBLOT OF HEL

The anarchic rulers of the Grave City, united by little more than need and a mutual respect. The few other Feneryans living there are treated as little more than corralled animals if they are unable to deflect the coven's attempts. Despite status as the greatest power in the area, they are keen to avoid the Tide and other horrors unless absolutely necessary.

Feeding: Cannibalism

Allies: Skryst

Rivals: Dreyri

PROS

Those from Sarrblot have access to the knowledge of the majority of anarchist, terrorist, and other violent movements in their current area by contacting members in Sarrblot. Skryst are more than happy to provide armaments and political knowledge to Sarrblot at a reduced price assuming it does not interfere with Skryst plans.

CONS

Excluding Skryst, the covens are wary of Sarrblot due to their anarchist tendencies and proximity to powderkeg situations. All vampires who are not Skryst are distrustful of the Vampires of Sarrblot and may refuse to do business or even acknowledge them.

THE WILLING

The Willing serve as both a first line of defense, and a willing food supply for Sarrblot. They protect the interests of the coven against the undead and the bands of scavengers that abound in Hel. In exchange for their service, they are permitted to live among the ranks of the Sarrblot, albeit as lessers. They do so out of a belief that serving their Vampire masters provides the best chance of survival. This subservience has propagated a less polite nickname: Helhounds.

SKRYST OF LANIS

A growing and stout rival to Dreyri, Skryst has influence within a number of Lanisian dynasties. It is split into two houses who disagree on the best method to grow stronger: House Lightborn believes denying themselves blood for great periods of time is the true way to attain ascendance; House of Ror believes that they can grow strong only by consuming as much as they desire. Lightborn has established a Spositive reputation overall thanks to their contributions to society and eagerness to catch and execute cannibals from House of Ror. House of Ror is reviled as the stereotypical "evil" house of Vampires, who submit to wanton debauchery and egocentrism.

Feeding: Lightborn, Volunteers and livestock only; periods of fasting are common and encouraged. Ror, unrestricted, including cannibalism.

Allies: H'Vargi, Sarrblot

Rivals: Dreyri, Stillyr

PROS

Vampires of Skryst find political dirt more readily available to them no matter where they are in the world. The coven has fingers in every political pie, no matter the size. Due to this political prowess, they are able to purchase all personal equipment at a reduced cost from most vendors.

CONS

Due to the fractured nature of the coven and the brutality it exerts onto its own members, only Sarrblot as a whole will willingly do business with Skryst. The other covens will do business but at an increased price. This is, of course, assuming they have not been persuaded by Skryst to be more friendly.

STILLYR OF PULSE

The poorest coven and stuck beneath the boot heel of Skryst's House of Ror. They strive to one day to be free of their debt to Skryst, but for now bide their time until the moment is right. To pay this debt, they run Pulse's dim district, providing chemicals, games, and flesh for those who can pay. Though this would normally be a parasitic relationship, Stillyr is keen to defend Downtrod as fiercely as anyone else. It is, after all, their home. While cannibalism is illegal in Pulse, just as anywhere else, Downtrod is poorly enforced and as such Stillyr only punishes cannibalism within its ranks when it might otherwise negatively affect them.

Feeding: Varies, mostly restricted to volunteers and debtors.

Allies: H'Vargi

Rivals: Skryst

PROS

Members of Stillyr never go without food or shelter while in Downtrod or the world as a whole. They are a scrappy coven that knows how to survive even in the harshest of environments. Once per day members of Stillyr may re-roll Survival or Stabilization checks and take the higher result. In addition, some Vampires may take pity on Stillyr and give discounts or food scraps.

CONS

Being the poorest city coven comes with its drawbacks. Those in Stillyr are often ignored as vagrants or considered too destitute to do business with. Also, members of Skryst will often bully and attack Stillyr members on sight.

UNCOVEN

While most of the Vampires of Feneryss belong to one Coven or another, there is an ever expanding group of Vampires who wish to remain unaligned. Players receive no pros or con but some Covens may attempt to aggressively recruit them to their organization. Alternatively, they could be seen as indecisive or too weak to be part of a Coven.

Feeding: Various

Allies: Any Coven

Rivals: Any Coven

WRETCHED

Noun: Wretched • **Adjective:** Wretched • **Plural:** Wretched • **Group:** Mass



These tortured souls are the taller, bulkier offshoot of Humanity that endured the brunt of the Reckoning within great machines of old, huddled around eternal fires. The heat that seeped into their frigid bones also ravaged their bodies with radical mutations, for better or for worse. They maintain the same potential for physical diversity as Humans, but they have a tendency to possess dark hair and green or gray eyes.

The Wretched in the current age have sorted themselves into nomadic clans, but some still choose to travel in solitude or try to make a living in one of Feneryss's few cities. The clans wander the Ashlands, seeking the past's lost technology in hopes of turning a profit or finding their home of legend, Bravjegaad. Status within a clan is determined solely by strength, and this fixation on strength and aptitude makes the Wretched very ruthless, even cruel at times.

Their leadership structure is constantly shifting, which makes it difficult for other races to conduct business with the Wretched. One day a deal may be struck, then the next it is cast off by a new chief. They're also the primary slaver force, shackling their own as well as other races. It is no surprise that the Wretched are both revered as a strong people and reviled as savages. As such, Wretched are often bodyguards, martial arts teachers, or "the Brute Squad". A rare few are subjected to servitude as airship power cores.

Their incessant drive for strength and power also gives the Wretched an air of superiority when comparing themselves to other races. Because blood for many Wretched symbolizes vigor and prowess, they see the Drones and the Florvana as being not only unnatural but anathema to progress and the future. The Vampires, on the other hand, are the victims of a particularly venomous disdain. Not only is their blood weak, but they feed on their betters to survive. As far as the Wretched are concerned, Vampires are a scourge.

Humans, while individually viewed as weak, are often well regarded for their indomitable strength of will and spirit. The Alypse too are held in similar regard, though their cowardice is generally understood as a sign of being untrustworthy. Indeed, few Wretched ever ally with an Alypse, even in the gravest of circumstances. Finally, the Rekindled remain ill-defined among the Wretched. While they are known to be physically weak, most Wretched believe them to be spirits of the past, bound to walk Feneryss for eternity as penance for some long forgotten transgression. As a result, Rekindled are either pitied or completely ignored.

LANGUAGE

Gnarltongue is the name given to the language of the Wretched. It is very guttural and is often described as angry due to its heavy use of hard inflections. The language is not too difficult to learn, but the vocal sounds are unnatural for foreigners and take much practice to replicate properly. Many historians believe that this language developed because the hard sounds stand out among the noises of the wastes, where many Wretched make their home.

GIVEN NAMES

With the Wretched's penchant for strength and brutality, they have a tendency to name their offspring in a similar fashion, with abrupt tonal shifts and harsh syllables. Unlike many other races, shortening another's name for ease is not considered a term of endearment or friendship, and is instead taken as a slight.

Male Examples
Alcangrathundt, Gritcht, Harthur, Kargrundt, Yanthong
Female Examples
Agnedt, Dagnyil, Hindregaad, Odlevigt, Tordunna, Vilhelvek

AGE, HEIGHT & WEIGHT

Wretched are considered adults at or around 14 years of age. While in rare cases they can live as long or longer than Humans, such individuals are generally considered to be the strongest of the Wretched. In the vast majority, however, most Wretched live for little more than 60 years because that is when their natural strength tends to falter. They are a tall and bulky race that averages between six and seven feet tall and between 200 and 275 pounds.

RACIAL TRAITS

ADAPTED

Wretched have spent the majority of their lives in the wastes of Feneryss. Exposed to such extremes, the Wretched have become immune to environmental hazards that are rated UC 4 or less.

DUSKSIGHT

Accustomed to the dim surrounds of the Ashlands, Wretched suffer no penalties to vision-based checks in dim light. However, such a boon comes with some downsides. They suffer a -2 penalty in normal and ambient lighting, and a -4 penalty in bright light and total darkness.

MUTANT

Due to their nomadic lifestyle, the Wretched have become incredibly resilient to mutation and other biological alterations. They cannot become infected with shadowburn as a result of a botched procedure to add either a biomod or a prosthetic. They can suffer from deformities, but may roll twice on the deformity table (page 165) and take the preferred result.

TOUGH BASTARDS

The social onus of projecting strength and overcoming weakness is so prevalent among the Wretched that it is common for them to fight even after receiving debilitating wounds. If the Wretched begins combat with a Simple Fracture or receives one during combat, they can opt to ignore the penalties for the duration of combat. Each time they choose to fight through a fracture, the Wretched immediately gains 2 *fatigue*.

TREMORSENSE

Wretched can detect the movement of objects or creatures that are large-sized or greater within 10 yards, providing that both they and the Wretched are making contact with the ground. This ability does not provide directional information, but only the size and number of creatures or objects within range.

UNSTABLE DECAY

When the Wretched gain a cancerous or sentient tumor, their bodies alter the tumor's chemistry making them highly combustible. On a successful grapple, a Wretched may choose to detonate and remove a number of tumors equal to or less than half their Toughness. Each tumor deals 1d6 points of damage to the opponent, which is reduced only by natural damage reduction. The Wretched suffers 1 point of damage per tumor, which bypasses all damage reduction.

OPTIONAL RACIAL TRAITS

CITY SLICKER

In the current age where the races no longer live in isolation, many Wretched choose to walk away from their ancestral homes in the wastes to resettle in bustling cities or newfound settlements. Their penchant for adaptation remains, but rather than shrugging off sandstorms and earthquakes, they become adept at negotiating crowds and gain a +1 bonus to reactions when outnumbered and being attacked by 3 or more individuals. This trait replaces Adapted.

STATS

A character's stats are all their capabilities boiled down to seven simple numbers. They are **Strength, Toughness, Agility, Intelligence, Willpower, Perception**, and **Charisma**. All players start with 2 ranks in every stat. To purchase a rank in a stat, you must possess all previous ranks (i.e. you may not purchase rank 4 in Strength without first purchasing rank 3). If any of a character's stats are reduced to 0, they fall unconscious. Stats cannot be negative.

EXAMPLE

Lorelei currently has rank 2 in Toughness but wants to get rank 5 to improve her survivability. She purchases rank 3 (54xp), rank 4 (90xp), and rank 5 (135xp) for a total of 279xp.

STRENGTH (S)

Skills: Melee, Athletics & Intimidate

This represents the character's physique and overall muscle mass. It is used for a variety of Combat Actions, such as *grapple* and bullrush.

Characters' **Carry Capacity** represents how much gear they can wear and wield before the weight affects their performance. Carry capacity is equal to **25 pounds (lbs.) multiplied by their Strength**. Carrying more than their carry capacity leaves a character *overburdened*: their stride is halved, they suffer twice as much *fatigue* per hour while exerting themselves, and take a -4 penalty to all Strength- and Agility-based checks.

TOUGHNESS (T)

Skills: Block

Toughness is a character's ability to shrug off injuries and *fatigue*. It directly influences their Physical Resolve while also serving as the governing stat for the Block skill.

AGILITY (A)

Skills: Hand-to-Hand, Dodge, Acrobatics, Pilot: Striker, Security, Sleight of Hand & Stealth

This is a measurement of a character's speed and reflexes. Its skills are. It determines their **Stride**, which is how many yards/squares you can move for 1 Action Point (AP).

INTELLIGENCE (I)

Skills: Arkäna, Craft, Lore, Medicine, Navigation & Survival

This is a character's overall ability to retain and apply information. Furthermore, every 4th rank allows the character to learn another language. All races begin with their racial language plus Common. Vampires with the Coven racial trait at character creation also gain their coven's dialect.

LANGUAGES

Binary (Drone), Chirshuni (Chirshun), Common (Human & Florvana), Dreyrul (Dreyri), Eldritch (Written language of Demons), Ellac (Margyr), Ghula (Kaartu'ghal), Gnarltongue (Wretched), H'Tagga (H'Vargi), Mercheska (Skryst), Murlish (Pale Raiders), Pemmish (Stillyr), Sesshilaa (Old World Alypse Nation), Sign Language (Noc'Shalan, Military), Silemna (Aldinn), Steil (Sarrblot), Svoeden (Old World Common), Synthri (Alypse), Vald'im (Vampire)

WILLPOWER (W)

Skills: Psy & Mental Resolve

The mental counterpart to Toughness, this is instrumental in determining a character's ability to withstand mental trauma and *fatigue*.

PERCEPTION (P)

Skills: Awareness, Scrutiny & Search

This measures the aptitude of a character's senses. ranks in Perception affect their skill with ballistic weapons, determine their initiative roll.

CHARISMA (C)

Skills: Command, Deceit, Devotion, Diplomacy, Disguise, Investigate & Perform

This represents your ability to speak and deal with people. This stat is essential for marshals.

STATS AND CHARACTER DEVELOPMENT

Make sure to consider your character's Stats when developing their backstory. Why does your character have such high Strength? Perhaps they were trained to be a monster hunter by a Lanisian Legion. How does their atrocious Charisma score manifest? They might just be ugly, or perhaps they struggle to form grammatically sound sentences. Answering these questions can make it easy to go from a few numbers on a page to a living, breathing character.

*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	9xp	27xp	54xp	90xp	135xp	189xp	252xp	324xp	405xp	495xp

COMBAT SKILLS

Simply stated, these skills have a direct impact on a player's effectiveness during combat. These skills are **Arkäna**, **Ballistic**, **Block, Devotion**, **Dodge**, **Hand-to-Hand**, **Melee**, **Psy**, and **Resolve**. To purchase a rank in a skill, the character must possess all previous ranks, meaning that Melee rank 3 cannot be purchased without first purchasing ranks 1 and 2. For a deeper explanation of combat rules, see page 82. Skills may not be less than 0.

Skill Name	Stat (Abbreviation)
Arkäna	Intelligence (I)
Ballistic	Perception (P)
Block	Toughness (T)
Devotion	Charisma (C)
Dodge	Agility (A)
Hand-to-Hand	Agility (A)
Melee	Strength (S)
Psy	Willpower (W)
Resolve	Toughness/Willpower (T/W)

ARKÄNA (I)

This skill covers anything related to the use of magic, from general knowledge to specific identification. More specifically, it is the measure of a character's ability to cast spells from any of the casting schools. The full rules for Arkäna can be found on page 117.

BALLISTIC (P)

The Ballistic skill governs one's ability to hit a target with a ranged or thrown weapon or perform special combat maneuvers that utilize such weapons.

BLOCK (T)

This governs the ability to defend against an attack using various methods. The Block rating is the sum of **Toughness + Block**. At base, any successful block confers the character's Toughness to DR.

DEVOTION (C)

Devotion represents a character's connection with a specific ideal. This skill greatly influences the Conviction talent and miracles. For more about marshals, see page 122.

DODGE (A)

Dodge is the representation of a character's agility in combat situations. It is used to avoid enemy attacks, traps, and other hazards.

HAND-TO-HAND (A)

Hand-to-Hand (sometimes shortened to H2H) governs the character's ability to perform unarmed strikes, grapple, and other combat maneuvers. See also Martial Arts on page 131.

MELEE (S)

The Melee skill governs one's ability to strike with a melee weapon (such as swords, knives, and clubs) in combat, or use other special combat maneuvers.

PSY (W)

Psy is the character's ability to influence the world with their mind. Psy is the primary "attack" skill for psykics, while Resolve (listed below) is the primary component of the Psy defense. The psykic is a powerful foe who can manipulate the battlefield and influence the thoughts of others solely through the power of thought. Rules for Psy are located on page 135.

RESOLVE (T, W)

The Resolve skill is tied to two elements of the character: Mental and Physical Resolve. **Physical Resolve** is used to resist alchemical banes, illnesses, and to **stabilize** when reduced to *Critical Health* (page 87). Characters will roll **Mental Resolve** when faced with **Fear** (page 89) or **Curses** (page 119) and will use it to defend against psykic attacks against the character's mind.

*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	7xp	21xp	42xp	70xp	105xp	147xp	196xp	252xp	315xp	385xp

NON-COMBAT SKILLS

Anything that is primarily used outside of combat falls under this category. These are mainly oriented around crafting, survival, and social interaction. Some skills, like Craft and Lore, have multiple subtypes, which must be purchased separately. Skills are organized alphabetically beneath their associated Stat. Skills may not be less than 0.

Associated Stat	Skill Name
Strength (S)	**Athletics, Intimidate**
Agility (A)	**Acrobatics, Operate: Striker, Security, Sleight of Hand, Stealth**
Intelligence (I)	**Craft, Lore, Medicine, Navigation, Survival**
Perception (P)	**Awareness, Operate: Airship, Scrutiny, Search**
Charisma (C)	**Command, Deceit, Diplomacy, Disguise, Inquiry, Perform**

STRENGTH

ATHLETICS

This skill is applied to strenuous, sustained activities such as running, swimming, climbing, and lifting, to name a few. Things to keep in mind when determining difficulty are weather, terrain, and whether the character possesses the necessary gear. For every thirty minutes of activity, or at the GM's discretion, athletic activities incur 1 point of *fatigue* (page 89).

Climb: +4 to the UC for each yard climbed beyond the first. If attacked while climbing, the character suffers a -5 penalty to Dodge checks.

Lift/Move: Lifting or pushing a single object weighing greater than the character's carry capacity requires an Athletics check. The base UC is 4 and increases by 1 for every ten pounds over the character's carry capacity. Objects carried on a character such as items or weapons contribute to the carry capacity and may leave them *overburdened*.

Run/Sprint: Characters may run **300yds × Athletics rating** and sprint **100yds × Athletics rating** without interruption before suffering *fatigue*. Adverse conditions and terrain may increase the rate at which *fatigue* is gained.

Swim: +2 to the UC for each yard swam beyond the first.

INTIMIDATE

Intimidation, either physical or mental, can be used to strike fear in a single opponent, who resists with a Mental Resolve check. On a successful intimidation, the target suffers an effect from the Fear Reaction Table (page 89). On a failure, there is no effect. Regardless of the outcome, the target cannot be intimidated again for the remainder of the encounter.

AGILITY

ACROBATICS

This skill governs balance, tumbling, jumping, flipping, etc. A character can jump up to 1 yard, horizontally or vertically, without a check. For more demanding scenarios or more unique stunts (flipping, tumbling, walking a cliff edge, etc.) an Acrobatics check is in order. Failing an Acrobatics check might mean the character takes a fall, slips, or is laid *prone*.

Balance: Crossing small or unstable surfaces. 1ft. width, UC 4, 6in. UC 6, 3in. UC 10, 1in. UC 14, unstable +2, shaky +4.

Jump, Horizontal: +3 to the UC for each yard beyond the first.

Jump, Vertical: +6 to the UC for each yard beyond the first.

Stunts: This includes flips, tumbles, and other acrobatic maneuvers that require practice. These increase the UC by a minimum of 2, and GMs should increase it for more dangerous or complex techniques.

Contortion: Used to slip through small spaces.

SECURITY

Security is used to disable or work around traps, locks, doors, and other similar contraptions. Many inhabitants of Feneryss find skills such as these invaluable, whether they are a small time thief or private investigator. For all uses, the time required is 1 round, or 6 seconds, per 5 points in UC. If the UC is greater than 5, the actions/time must be taken consecutively. Interruption will require the character to start over. Reactions in combat are considered interruptions.

Disable Trap: The character attempts to make a trap harmless. They must overcome the Trap's UC.

Hotwire: 'Acquire' a vehicle without the use of keys. Failure could result in ruined wiring, and/or activating a vehicle's alarm systems.

Lockpicking: Open locks with your lockpicking tools. Failed attempts will leave the lock intact. In worse cases, failure could also mean a jammed lock, broken tools, or security alarms

*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

SLEIGHT OF HAND

This skill represents a character's manual dexterity, particularly when trying to confound or *distract* others. Sleight of Hand is rolled against an opponent's Awareness, which may be rolled by anyone within sight of the Sleight of Hand. If an Awareness roll is superior, then they are alerted to the character's attempt at subterfuge.

Cheat: The character is a real sleazeball, and will try to con gambling opponents with a hidden card, a subtle signal to their partner in crime, or a swift swap of the dice.

Smuggle: A character attempts to conceal a particular item from detection by others, such as a dagger tucked in a boot, or a precious amulet stashed in a cloak pocket. Success means the item goes unfound, failure will always result in the discovery of the contraband.

Steal: A character attempts to covertly pilfer something medium-sized or smaller. Success will send the thief on their way scot-free. Failure means someone witnessed their sly attempts.

STEALTH

Stealth represents a character's ability to avoid being detected primarily by sight or sound. Stealth tests are opposed by the enemy's Awareness or Search.

Sneak: Creep discreetly through the shadows, or even in perfect silence during broad daylight in order to circumvent would-be hostiles or perform a Surprise Attack.

Blend: Become another face in the crowd. Enemies will attempt to Spot by performing a Search check.

INTELLIGENCE

CRAFT

There are three forms of crafting, and each is learned independently.

Alchemy

Alchemy is a process for making potions and other special substances to buff allies and debilitate enemies.

Appraise: Any character may attempt to identify an unknown potion. The methods vary, from wafting the potion carefully, to ingesting a small drop. Only characters with ranks in the Alchemy skill can identify potions without suffering the effects, for better or worse. When rolling Alchemy to appraise, one reagent is identified for every 5 points on the dice rolled. This may only be attempted once per potion. If a character discovers all of its Reagents, they can immediately identify potions of that particular mixture in the future.

Craft: To devise alchemical concoctions, consult the alchemy section (page 166).

Sabotage: After successfully appraising a potion, a character may choose to nullify its effects with some of their own counteractive products. The character treats this as if they were creating a potion of the same difficulty and value that they are attempting to sabotage.

Armaments

Take up armaments to forge, repair, or sabotage weapons and armor.

Craft: Consult weapon crafting on page 151.

Repair: With proper equipment, a smith can repair weapons and gear back to their full capacity. The cost of fully repairing a device yourself is equal to 10% of the item's total cost. The difficulty is equal to the UC to craft the item minus relevant skill, to a minimum of 5 UC. It takes the crafter 2 hours of work to repair the item, plus 1 hour for every 5 points of the UC.

Sabotage: The sabotage of weapons and armor is used to be able to negate the abilities that they have. Perhaps causing a flamethrower gas tank to explode upon firing, or rendering armor useless. This can be done with an opposed Craft (Armaments) check against the original UC of the item and can be hidden with a Sleight of Hand check.

Mechaniks

A mechanik has studied the inner workings of technology's many marvelous contraptions and applies this knowledge to make life on this rough rock just a little easier. They are irreplaceable members of society, constructing prosthetics to empower people with missing or partial limbs. Of course, these skills are potential assets to the war machine. Traps can catch unsuspecting foes, or kill them outright. Prosthetics have been designed to conceal small arms, while some are weapons themselves, serving no other purpose.

Craft: Consult prosthetic crafting (page 159).

Repair: A character can reset a sabotaged trap or repair a prosthetic. The cost of fully repairing a device is equal to 10% of the item's total cost. The UC for repairs is determined by subtracting the character's Mechaniks skill from the item's craft UC, to a minimum of 5 UC and 2 hours. Add 1 hour for every 5 points of the UC beyond the minimum.

Sabotage: Common forms of sabotage with traps are to adjust its trigger so that it can be sprung in the advantage of the saboteur. Prosthetic sabotage requires a Sleight of Hand vs the owner's **Awareness + 3** if the Prosthetic is attached to someone and the saboteur wishes to keep it a secret. An additional Sleight of Hand is required if one desired to cover up the sabotage, which is opposed by Scrutiny. Sabotage can affect the prosthetic abilities, limit the range of motion, or destroy / cripple individual components.

LORE

Lore represents topics and fields of study in which the character possesses greater knowledge than the average Feneryan. At GM's discretion, characters may attempt an Intelligence check on checks for Lore they do not possess. Game Masters may also approve Lore that is not found in this list:

Arkäna: Necromancy, Primaltheurgy, Sigils, Focii

Arkäniks: Ark-Drives, Arkwaves, Demigyres, Micro-Wells, Spires

Engineering: Airships, Mechaniks, Prosthetics, Traps

Faith: Aspects, Avatars, Cults, Gods, Rites

Geography: Historical Sites, Landmarks, Pathfinding

History: Battles, Events, Inventions, Persons, Reckoning

Local: Choose a city or region

Military: Airships, Battles, Officers, Ranks, Tactics, Weaponry

Legends: Monsters, Personalities, Supernatural Events, Superstition

Nature: Domesticated Creatures, Flora, Monsters, Survival

Nobility: Clans, Covens, Dynasties, Politicians

Old World: Artifacts, History, Machines, Weaponry

Politics: City-State Relations, Organizations, Personalities

*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

MEDICINE

Treat wounds and stabilize critical allies, even in combat. This cannot be used on Drones (to heal Drones see page 60).

Amputate Limb: To remove a limb (or what remains of one), a medicus must pass a UC 14 Medicine check that requires 3 hours to perform and cannot be used in combat. Failure results in the amputee immediately entering critical health for the appropriate limb loss, and must pass all related checks to survive the ordeal.

Heal: A medicus may make a Medicine check, giving the patient health equal to the results. This may not exceed their maximum health. As a result of the patient's physical trauma, any subsequent attempts to heal them suffer a cumulative -1 penalty for the duration of combat.

Reattach Limb: A skilled medicus can attempt to reattach a detached arm or leg. The UC is 20 and requires 6 hours to perform. The difficulty increases by 2 for each hour the limb remains detached, and after 12 hours the limb is unsalvageable. This ability cannot be used in combat.

Stabilize: For 3 AP in combat, stabilize another character in critical condition, for 5 UC plus their current *critical health*. Success removes the *unconscious* condition and brings the patient to 0 health.

NAVIGATION

Navigation is primarily used with vehicles, such as airships, but also serves as a means of traversing Feneryss on foot. It can be used to determine one's location with a combination of maps, visible terrain, light, and other environmental factors.

Plot Course: With knowledge of the terrain, groups of interest, and travel routes, a navigator will attempt to plan an itinerary to save their party time and effort. A success can reduce the time it takes to travel to the intended location; conversely, failure could lead to a much lengthier voyage, or even getting lost. There are also external factors that can give a bonus, such as an accurate map, or a penalty, like combat stress.

Triangulate: Using the surrounding flora, weather, and tools such as a demigyre and a calendar, you can determine your location.

SURVIVAL

Should a character find themselves lost in the wilderness or out of supplies, using Survival is key.

Gathering Sustenance: Characters may attempt a Survival check to find food and water in their immediate area. First, the location type in which they are searching determines the base UC and is as follows:

- **Bountiful (4UC):** Alecian Plains, Woods of Neroth
- **Common (8UC):** City Outskirts, Mountainous Regions
- **Scarce (12UC):** City Centers, deep caverns, Glass forest
- **Desolate (16UC):** Desert, Land around Hel

The UC is then increased by 2 times the number of rations desired. The search takes 1 hour per ration sought. If successful the character acquires the rations.

Scavenging for Alchemical Parts: Alchemical parts, crucial to alchemy, can be gathered all over Feneryss. The base UC is determined by location:

- **Bountiful (4UC):** Alecian Plains, Woods of Neroth
- **Common (8UC):** City Outskirts, Mountainous Regions
- **Scarce (12UC):** City Centers, Deep Caverns, Glass Forest
- **Desolate (16UC):** Desert, Land around Hel

Increase the UC by 3 for every additional part desired. Scavenging requires 1 hour for every 4 parts the character seeks. Characters may also spend additional time, decreasing the UC by 2 for every extra hour spent, to a minimum of half the total UC.

Track: To pursue a person or creature, it is an opposed Survival test. If the target is *unaware* of their pursuer, the tracker gains a +4 bonus to the attempts.

PERCEPTION

AWARENESS

Awareness is the character's consciousness of their surroundings, and the acuity of their senses. It is often used passively to alert the character to important details in their environment.

Spot Trap: At any time outside combat, a character may search an area with an Awareness check. If it exceeds the craft UC of any traps in the area, they are revealed and the character discovers their trigger. This requires 5 minutes. A character may spend additional time, gaining a +2 bonus to their check for every 5 additional minutes, to a maximum of +10 and 30 minutes.

Detect Surprise Attack: When opponents attempt surprise attacks against a character or their teammates within line of sight, the character may roll an Awareness check to detect them. Failure means that the character continues none the wiser until otherwise alerted.

SCRUTINY

An adventurer's wits will be regularly tested by liars, cheats, and other difficult problems. Scrutiny is a character's ability to ascertain truth from lies and see the details that matter.

Discern: This is used to counter Deceit, Disguise, and Diplomacy's Charm. A successful Discern check detects something awry; in the case of a tie, an uneasy feeling or uncertainty may remain. Failure means that any falsehood goes undetected. This is a social check.

Analyze: Through meticulous attention to detail and some cunning problem solving, a character can move one step closer to their goal. Attain "tips" from the GM as to how to solve puzzles or glean additional information about particular events or items. The GM may require a certain result to reward a given character insight to the problem at hand or forbid its use entirely, citing lack of information or evidence. Examples for Analyze include: examining a room for signs of hidden switches, trying to solve a riddle for the marshal trials, or evaluating an ancient relic for its intended purpose and attributes.

SEARCH

Search is the more precise counterpart to Awareness. With it, characters seek something in particular and scour their surroundings for it.

Loot: When a character is seeking a particular item or rummaging through a stranger's room, they are looting. Objects intentionally hidden are given a UC based on the location in which they are hidden. The object in question may be:

- **Easy (4UC):** Poorly buried or covered by a thin sheet.
- **Average (8UC):** Hidden under or behind an another object.
- **Hard (12UC):** Disguised as another object or otherwise hidden in plain sight.
- **Masterful (16UC):** Hidden in a secret compartment, or built into another object.

Spot: Characters use Spot to pick out a particular person or object, and oppose an opponent's Blend attempts.

*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

CHARISMA

COMMAND

Lead friends, allies, and even the common folk in conflict, guiding them to victory, and bolstering their morale.

Orders: Can be given to as many NPCs as the character desire within hearing range of their voice. In combat, this costs 2AP, and unfriendly or unknown NPCs may resist with their mental Resolve. NPCs gain a +2 to resist orders for every step they've taken on the Fear scale.

Rally: For 1 AP per ally the character wishes to rally, they may attempt to reduce their reaction on the fear scale by 1 step. Success requires the character to meet or exceed the Fear check that afflicted them. This may only be used once per turn, and cannot be used on themselves.

DECEIT

Deceit is used to mislead others or forge documents. It is opposed by a Scrutiny check. Failure will incur a cumulative -1 penalty on future Deceit attempts against that group or individual.

Bluff: This is a verbal form of deception, and requires a target that can both hear and understand the character's language. This is a social check.

Forgery: This is a written form of Deceit that includes any kind of false form or document. The detail and time required to create the forgery determine its UC. A forged document may be:

- **Shoddy (4UC):** Quickly conceived and scrawled across parchment with little concern for its presentation.
- **Passable (8UC):** Designed and laid out with some thought and intention.
- **Impressive (12UC):** Well designed and planned, but it lacks details that will appear obvious to any who have seen the original.
- **Indistinguishable (16UC):** Crafted with a great degree of precision, so much so that some may believe the original to be a fake.

DIPLOMACY

This is a character's skill to peaceably persuade others, whether that be to garner a better price or coax information from them. All uses of Diplomacy are social checks.

Barter: Bartering with shopkeepers and other merchants can allow access to items at discounted prices or sell items for more. This is an opposed roll. The GM determines the discount or markup, but it is recommended to base this value on the degree of success. Failure means the item's price is non-negotiable and this test can not be retried.

Negotiation: Talking with someone in a peaceful manner can be used to lower the hostility opponents feel toward the character or their allies. It may also be possible for a character to talk their way out of a potentially violent situation. The opponent may defend themselves with either Negotiation or Mental Resolve. GM may determine when characters can attempt renegotiation of failed checks.

Charm: characters use Charm when they want to improve or maintain relations with someone else. Charm is opposed by the defender's Scrutiny. A Charm test can be used to shift an NPC's disposition towards the character from neutral to friendly, or save face when caught in the midst of suspicious activity that might worsen relations.

DISGUISE

This skill encompasses the ability to assume the identity or association of others. This can range from a simple mask to a military dress uniform complete with ceremonial weapon and accurate rank insignias. The time it takes to create a disguise is determined by the UC and the cost to create it is 5 times the UC. When a disguise is used, anyone that has reasonable suspicion may make a Scrutiny test versus the Disguise roll.

UC	General Description	Time
1-10	Common & easily made. Basic uniform; simple makeup for group association or slightly altering a character's appearance.	1-5 minutes
11-20	Uncommon. May require accessories. Officious uniform; makeup that makes discernible differences in appearance.	5-15 minutes
21-30	Rare. Requires specific accessories or decals for authenticity. Uniform that is very difficulty to acquire; makeup that makes character closely resemble another or makes them nearly impossible to recognize.	15-30 minutes
31+	Incredibly rare. attention to detail is paramount for success. One of a kind uniform; makeup that perfectly resembles another person or makes a character into a completely different person.	30+ minutes

INQUIRY

This is a character's ability to gather information. All uses of Inquiry are social checks.

Investigate: When gathering information via eavesdropping, direct questioning, or other means a character must overcome a UC determined by the GM based on the scarcity of the information. The higher the success, the more useful the information gathered. Failure means nothing of worth was acquired. GM may determine whether or not multiple attempts are possible.

Interrogate: characters will use Interrogate when attempting to extract information from an unwilling source through cunning discourse, logic traps, or excruciatingly pleasant conversation. The opponent will attempt to resist with Mental Resolve. Failure means nothing of worth was acquired. GM may determine whether or not multiple attempts are possible.

PERFORM

This skill encompasses a myriad of methods to entertain, *distract*, and delight. It is recommended that players work with the GM to specify which types of performance the character has proficiency. Examples include instruments, dance, storytelling, and even fight choreography. When used as a distraction, it is opposed by Scrutiny.

OPERATE (VARIES)

Operate is the character's knowledge and ability to maneuver vehicles such as airships, strikers, etc. without error.

Airship (P): Requiring extensive training and predictive thinking, this skill is used when performing skills as an airship helmsman.

Striker (A): Lightning reflexes are a prerequisite if one wishes to pilot one of Feneryss's most nimble war machines, striker-class vessels.

*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

CHAPTER 3:
DICE, CONFLICT & CONDITIONS



THE MULTI-DIE SYSTEM

In Shattered, you will use a combination of dice to represent your character's actions and to measure successes and failures. This system is called **MDS**, or **Multi-Die System**. Like the popular D20 system, it uses the sum of the dice and any modifiers to determine the outcome. The MDS utilizes four dice: 4-sided, 6-sided, 8-sided, and 10-sided. The sum of a stat and skill determines the character's rating and the dice rolled. For example, if a character has a Strength rank of 2, and a Melee skill of 2, they would have a Melee rating of 4 (Strength 2 + Melee skill 2 = Melee rating 4) and would roll a 1d10 for any Melee check. Note that anytime a die roll would be modified by an action, ability, talent, condition, etc. it must be declared prior to any roles taking place.

A rating of 1 provides 1d4 for a player to roll. Each time this rating increases by one, you will step up the die by one. Therefore, rating 2 provides 1d6, rating 3 provides 1d8, and rating 4 provides 1d10.

A rating of 5 causes what is referred to as **Die Wrap**. Instead of changing the die you roll, a Die Wrap adds 1d4. Die Wrap occurs again at ratings 9, 13, 17, 21, etc. See the MDS table below which establishes the pattern for die code progression. Although it is not listed here, should a rating exceed 20 for some reason, it is recommended to maintain the Die Wrap pattern.

Rating	Dice	Rating	Dice
1	1d4	**11**	2d10 + 1d8
2	1d6	**12**	3d10
3	1d8	**13**	3d10 + 1d4
4	1d10	**14**	3d10 + 1d6
5	1d10 + 1d4	**15**	3d10 + 1d8
6	1d10 + 1d6	**16**	4d10
7	1d10 + 1d8	**17**	4d10 + 1d4
8	2d10	**18**	4d10 + 1d6
9	2d10 + 1d4	**19**	4d10 + 1d8
10	2d10 + 1d6	**20**	5d10

CHECKS: OPPOSED & UNOPPOSED

A **check** is anytime you are required to roll your dice to determine the outcome of an action your character has made, or respond to the action of another. The majority of checks in Shattered are **opposed checks**, which means one party is performing an action that directly affects another party (i.e. one character attacking another). Success goes to the highest roller, and the tie always goes to the player. If two players are involved in an opposed check against one another, ties go to the defender.

If a character or NPC chooses not to, or is unable to, make an opposing check (i.e. they opt not to React, or are *unconscious*), their roll is treated as a 0, which means that the opponent automatically critically succeeds.

Not every check in Shattered is against active opposition. These **unopposed checks** (**UC**) are static difficulties. They are determined by the situation or device at hand. For example, if a character is attempting to pick a lock with the Security skill, their check must meet or exceed the UC of the lock, which is determined at its creation. When attempting to Climb a rock wall, the UC is determined by the terrain. Below is a chart to help GMs determine UC difficulties on the fly. It indicates what is considered easy, average, and difficult for every possible skill rating.

Rating	Low	Average	High	Rating	Low	Average	High
1	2	3	4	**11**	13	16	19
2	3	4	5	**12**	14	17	20
3	3	5	6	**13**	16	19	22
4	4	6	8	**14**	17	20	23
5	6	8	10	**15**	18	21	24
6	7	9	11	**16**	19	22	25
7	8	10	12	**17**	22	25	28
8	9	11	14	**18**	23	26	29
9	11	14	17	**19**	24	27	30
10	12	15	18	**20**	24	28	31

CHECKS: AGAINST MULTIPLE TARGETS

In the case of a skill check that will potentially affect multiple targets, the offender only makes one roll. Each target will roll their own defense. Examples include a primalist hurling a fireball at several enemies, or a psykic afflicting multiple foes with a Nightmare.

ROUNDING

In many cases, a bonus or penalty to a skill check will be equal to half of a particular stat or skill. You will always round down to a minimum of 1, unless otherwise specified.

CRITICALS

Whenever an opposed roll is made, if one roll results in being twice the opposing roll it is considered a **critical success**. When this happens, the character that critically succeeded gains a temporary effect. These effects are explained below.

Fear Check: When inflicting *fear*, increase the step by 1. When resisting, the character reduces their current *fear step* by 1.

Grapple: Move yourself and your opponent 1 yard, or disengage for free.

Initial Arkäna Check: Gain 2 free SP to the current spell being cast.

Non-Combat Skills: Gain an advantage at the task at hand, determined by the GM.

Physical Attacks: The attack ignores DR.

Psy: Gain an effect of up to 5 Strain on the ability being used.

Reactions: The character gains twice their DR for the remainder of the round.

EXAMPLE

Risk rolled 16 on his melee attack. His target, a Mechanidiver, rolled a 7 on its dodge reaction. Since Risk's attack roll was over double that of the Mechanidiver (7 × 2 = 14 < 16), Risk gets to ignore the Mechanidiver's DR, allowing him to deal more damage.

COMBAT

COMBAT ORDER

Combat is comprised of up to 4 stages. To begin, any surprise attacks are resolved, then **initiative** is rolled. Combat lasts for as many turns as necessary, and typically ends with one side victorious (i.e. with the last man standing, or all enemies arrested, disabled, etc.). Below is a more detailed explanation of these stages.

STEP 1: SURPRISE ATTACKS

Prior to being detected, players may attempt surprise attacks to catch their targets *unaware*. Surprise attacks may also be performed once combat has commenced and are described in detail in the Combat Actions section.

STEP 2: ROLL INITIATIVE

All characters engaging in combat will roll initiative, which is their **Perception rating + Misc. Bonuses**. The rolls for each player are added together to give the group's total initiative. The same is done with the opponents' rolls. The group with the highest total initiative earns the chance to strike first in the initiative order.

STEP 3: TAKE TURNS

Combat begins with the highest group initiative roll. During the players' combat turn, the group can use their actions in any order they desire, allowing for greater tactical flexibility.

EXAMPLE

The party has just begun combat, and they won the initiative roll. Risk takes a move action and attacks an adjacent enemy. Terrosh uses a Psy ability on a different opponent that lowers their defenses, after which Rashe follows up by firing her shotgun at the weakened enemy before spending her remaining actions to move. Next Lorelei closes the distance to use her Martial Arts skills against the target that Risk attacked earlier in the round, gaining a bonus because the enemy is *overwhelmed*. So long as the correct number of actions are taken, and the actions were resolved, combat turns over to the enemies.

STEP 4: END OF COMBAT

At the end of combat, players may pool their ranks in the Medicine skill to collectively restore health. The total of all players' ranks in Medicine is distributed among party as they see fit. The Craft (Mechaniks) skill creates a similar pool which is split among the Drone players. This can be done only once.

EXAMPLE

The party has a total Medicine skill ranking of 8, allowing the characters to divvy up 8 points of health. Both Rashe and Terrosh took 0 damage, Risk took 10 damage, and Lorelei took 5 damage. Since Rashe and Terrosh do not require healing, Risk and Lorelei split the pool evenly, each recovering 4 points of health.

ACTION POINTS

All characters start with 5 action points (AP). These are spent on actions, which are divided into 3 categories: combat actions, reactions, and other actions. Once they're all spent, a character can no longer perform actions that turn. Once a team has spent all their AP or choose to end the turn early, their opponent's turn begins.

All actions have an AP cost, which is indicated by the number within the circle beside the action's name. There are also talents that grant a character unique actions not listed here.

COMBAT ACTIONS

Combat actions are actions taken with the intent to inflict harm or weaken the opponent.

❹ ALL-OUT-ATTACK

The character forgoes the ability to make any other actions this turn in order to gain a +4 bonus to a single melee or hand-to-hand attack.

❷ BASIC ATTACK

Melee, Ballistic, or Hand-to-Hand attack. Explained on page 83.

❷ BULLRUSH

This attack does no damage, but the character pushes an opponent up to a distance equal to half their Strength in yards. The attacker may choose to move with the target or stay where they are. This is an opposed **Strength + Hand-to-Hand** check. Characters must be within reach of their opponent.

❷ CAST ARKÄNA

The character casts a spell according to the rules found in the arkäna section (page 117).

ⓧ CHANNEL PSY / INVOKE MIRACLE

The character summons their will to channel psy abilities (page 135) or their conviction to invoke miracles (page 128).

❸ CHARGE

Move at least two yards, up to a maximum of the character's **Stride** in a straight line and attack, gaining a +2 bonus to the **Melee** or **Hand-to-Hand** attack roll. The character suffers a -1 to all reactions until their next turn.

❷ DISARM

The attacker rolls their **Agility + Weapon Skill** (Melee, Ballistic, or Hand-to-Hand) used to disarm versus the opponent's **Agility + Weapon Skill** for the targeted weapon. Success means the target drops its weapon. Target must be wielding a weapon to be valid.

❺ FULL-AUTO ATTACK

Ballistic weapons only. Uses 10 rounds of ammunition to gain triple the damage rolled. The weapon must have the full-auto enhancement and be capable of firing all 10 rounds of ammunition. This action imposes a -3 penalty to the attack roll. Alternatively, full-auto can be used to attack all creatures in a 3 by 3-yard area without gaining triple damage. This still requires 10 projectiles, and incurs a -4 penalty to the attack.

❷ GRAPPLE

Initiating a grapple is an opposed Hand-to-Hand check. See *grappling* in Combat Conditions on page 85 for more information.

❸ MULTI-ATTACK

If a character is dual-wielding or striking with both hands, they may make 2 basic attacks, with the second suffering a -4 penalty.

ⓧ POWER ATTACK

The character's expends additional AP to increase their damage roll by 1d6 per AP. This cannot be combined with talents that modify an attack.

EXAMPLE

Terrosh has a sword that deals 3d6 damage and wants to increase its damage potential on his next turn. He sacrifices 2 AP during his next turn to gain 2d6 damage. This makes his attack deal 5d6 damage, but leaves him with 1 AP for the remainder of the turn after the attack resolves.

❷ PRECISION STRIKE

The character sacrifices damage dice to boost their attack roll. They gain 1d4 to the attack roll for every die of damage they sacrifice. This cannot be combined with talents that modify an attack.

EXAMPLE

Rashe has a Ballistic rating of 3 (1d8) and a rifle dealing 3d6 damage. She sacrifices 2d6 damage to gain a bonus to her attack roll. Her Ballistic check for this attack is increased to 1d8 + 2d4, while her damage is reduced to 1d6.

❸ RAPIDFIRE

Ballistic weapons only. Uses 5 rounds of ammunition to gain double the damage rolled. The weapon must have the rapidfire enhancement and be capable of firing all 5 rounds of ammunition. This action imposes a -2 penalty to the attack roll.

❷ SHIELD BASH

Attack with a shield, which is considered a melee attack, and deals **1d6 + Shield DR + Strength** in damage.

❶ STAND GROUND

Spend 1 action to hunker down which ends the turn, reguardless of the remaining AP. If charged, this action negates any bonuses that would have been gained by the charging opponent. The charge can be dodged or blocked as usual, but if it is blocked successfully the opponent is knocked back one yard.

❷ SUNDER

Attempt to break an opponent's weapon, shield, or armor. This requires a **Strength + Melee or Hand-to-Hand - 4** versus the opponent's **Strength + Melee or Hand-to-Hand** (for weapons) or **Block** (for shields and armor). Success means the opponent's weapon, shield, or armor is *broken*, halving its damage or DR.

❷ SURPRISE ATTACK

A surprise attack costs 2 AP, plus any AP required to move within range of the target. Surprise attacks require a successful Stealth check, opposed by the target's **Awareness + Alertness bonus** (if any). If the character must cover a distance to reach or acquire line of site to their target, they suffer a cumulative -1 penalty to the Stealth check for each yard beyond the first. If they fail the Stealth check, this is treated as a basic attack. The defender is able to react and is aware of their attacker. If the stealth check is successful, the target may not use a reaction in response. If the target survives, both they and their allies within 5 yards of the target gain the *engaged* alertness bonus (page 92), which provides a +6 bonus to their Awareness for the remainder of the encounter.

❷ TRIP

While attacking with a melee weapon or hand-to-hand, characters may forego damage in order to trip their opponent. On a successful Hand-to-Hand or Melee attack roll versus Dodge or Block, the opponent is left *prone* and take all associated penalties and bonuses.

BASIC ATTACKS

As the name implies, this is a basic offensive action, the rules for which have been divided into Melee, Hand-to-Hand and Ballistic sections.

MELEE ATTACKS

Any attack with a melee weapon that is not being thrown is a melee attack. This requires an enemy to be within the weapon's reach, which is 1 yard by default.

Melee Attack Rating: Strength + Melee
Melee Damage: Weapon Base Damage + Strength

HAND-TO-HAND ATTACKS

Martial artists and unarmed fighters would make hand-to-hand attacks. This is also used to resolve attacks with natural weapons (i.e. horns, claws, etc.). This requires an enemy to be within the character's reach, which is 1 yard by default.

Hand-to-Hand Rating: Agility + Hand-to-Hand
Hand-to-Hand Damage: 1d6 + Strength

BALLISTIC ATTACKS

Six-shooters, throwing knives, and flamethrowers all fall under ballistics. Ballistic weapons have range increments. The default for one-handed ballistic weapons is 5 yards, for two-handed it is 10 yards, and for thrown weapons it is equal to the thrower's **Strength + Thrown Weapon attribute** (if the weapon possesses it). Attacking targets beyond the first range increment incurs a cumulative -1 penalty for every increment exceeded.

Ballistic Attack Rating: Perception + Ballistic
Firearm Damage: Weapon Base Damage + Perception
Thrown Weapon Damage: Weapon Base Damage + Strength

ATTACKING INANIMATE OBJECTS

When attacking an inanimate object, such as doors, UC is determined by size class (Small 8 UC, Medium 6 UC, Large and beyond 4 UC). Ballistic weapons can also target empty spaces. Such a shot is a UC of 8, and is particularly useful for burst weapons to maximize their effectiveness. If the shot fails the UC, roll 1d8 to determine where it lands.



REACTIONS

Reactions are performed to prevent or avoid harm. Characters cannot perform more than one reaction against a single attack, and there is no action point cost. This section lists all standard reactions, but unique reactions exist throughout Shattered that can only be performed after purchasing specific talents.

BLOCK

Block is used to negate some or all of the incoming damage from an attack, and is determined by **Toughness + Block**. Before rolling, the character must choose which weapons and/or shields with which to block. Shields are the most effective tools— obviously— and provide a bonus to the block roll equal to their grade, plus any enhancements. Melee weapons suffer a small penalty to the block roll, (-1 for one-handed and -2 for two-handed) and all ranged weapons and focii suffer even greater penalties (-2 for one-handed and -4 for two-handed) as they are not designed for this kind of stress. Natural weapons (i.e. when blocking with one's own hands) provide neither a penalty nor a bonus.

On a failed block, only the character's armor and natural DR are applied. Damage reduction of a successful block is the sum of the character's armor, natural DR, Toughness, shield DR, and DR equal to half the damage dice of any weapons used (i.e. a 2d6 weapon grants 1 DR; a 4d6 weapon grants 2 DR). Natural weapons do not contribute to DR.

DODGE

Quickness is sometimes enough to avoid a meaty fist or a lethal trap. Dodge's rating is derived from **Agility + Dodge**. Success means damage is completely avoided, unless it was an area of effect. Area of effect damage is reduced by half on a successful dodge. Damage is still reduced by armor and natural DR when a dodge fails.

RESIST

Resisting necromancer curses and certain psykic attacks uses Mental Resolve (**Willpower + Resolve**). Successfully resisting means that there is no effect.

OTHER ACTIONS

The actions listed below include movement and miscellaneous actions that are not attacks.

1 AID ANOTHER

Characters can assist each other, which provides the character attempting the action 1 bonus rank in the appropriate skill rating. This may be performed once per round, the assistant must possess at least 1 rank in the appropriate skill, and must be adjacent to the character they are aiding. Skills that may be aided are: Acrobatics, Athletics, Craft, Disguise, Hand-to-Hand (grapple only), Medicine, Navigation, Perform, Security, and Survival, as well as the combat action Trip. To assist another caster, see arkäna (page 117).

1 DRAW/HOLSTER WEAPON

Characters draw their weapon(s) in anticipation of combat, or holster a weapon or shield that is currently drawn.

1 DRINK POTION

Retrieve and consume a single potion.

0 FREE ACTIONS

Actions dictated by skills, traits, or talents as free actions require no AP to use. They may not interrupt actions taken by the same character. For example, a free action cannot interrupt and alter the second attack of a multi-attack combat action. At the GM's discretion, multiple free actions may require the character to spend AP.

1 GO PRONE / STAND UP

Get into or rise from the *prone* position.

2 HEAL

The character makes a Medicine check to heal an ally. Patients gain health equal to the results of the dice, up to their maximum health. Subsequent attempts to heal the same patient suffer a cumulative -1 penalty for the duration of the combat.

1 MOVE

Move a number of yards, up to the character's stride (**half Agility + 3 yards**). For players using a grid, diagonal movement should be treated as 1.5 yards. Characters cannot end movement in the same space as another character. Attempting to move through an opponent's space requires an Athletics or Acrobatics check, opposed by Physical Resolve. Failing this check expends the AP used to move, but stops the character in the space where they began the attempt.

1 NON-COMBAT SKILLS

Non-Combat Skills that require interactions with the enemy or the environment. Such actions could include Intimidate, Security, etc. Non-Combat Skills that generally take no action points would be Lore checks, Awareness, or ones that do not require interactions.

X RELOAD WEAPON

The AP required to reload a weapon is based on the weapon's reload value.

3 STABILIZE

Stabilize a character in critical condition with a Medicine check. The UC is equal to 5 + the patient's current *critical health*. Success removes the *unconscious* condition and restores the patient to 0 health.

DAMAGE REDUCTION

Whenever taking damage, characters in most circumstances can negate some or all of the damage received with Damage Reduction (DR). Unless otherwise stated, a character always gains the DR from their armor and natural DR. Blocking can also adds bonuses from weapons, shields, and even the character's Toughness ranks. There exist some types of damage that will bypass one or more of these factors.

The best example is sacrificing health. Some abilities allow characters to sacrifice some of their own health in order to acquire other benefits. This bypasses all forms of damage reduction, including natural DR and armor. It also cannot be used if the character's health would be less than 0 as a result.

COMBAT CONDITIONS

BROKEN EQUIPMENT

Equipment such as weapons, armor, and shields can be broken by a successful sunder combat action, the effects of acid rain, or from improper use, such as substituting a sword for a crowbar. Broken weapons deal half damage until repaired. Broken armor and shields confer half their normal DR. Prosthetics break once their Wear Limit is reached. Broken arms cannot carry anything. Broken legs reduce the character's stride by half and make it impossible to run, sprint, jump, or perform the charge and bullrush combat actions. Rules for repairing equipment can be found in the Equipment & Crafting Chapter in the item's respective section starting on page 142.

GRAPPLING

Grappling is initiated by a Hand-to-Hand check that is opposed by either Hand-to-Hand or Athletics. On success, both attacker and defender are considered to be grappling. Each character must have at least one hand free to engage in the grapple. All held equipment without the light attribute is dropped. Once in a grapple, characters may make attacks, react, move their opponent, tackle their opponent, rise from *prone*, perform GM-approved free actions, and disengage. All actions while in a grapple cost 2 AP.

Attacking in a grapple is limited to unarmed strikes, natural weapons, and melee attacks with a light weapon. Grappling characters may only block attacks, unless they possess talents stating otherwise. Reacting to opponents other than the grappling adversary incurs a -4 penalty.

Moving a *grappled* foe is an opposed Hand-to-hand check. Success allows the character to move up to half their normal stride with the opponent. Failure means they remain locked in place.

Tackling an opponent is a Hand-to-Hand check opposed by Physical Resolve. A successful tackle will force a *grappled* opponent *prone* while maintaining the grapple. A failed attempt has no effect. Rising from *prone* while in a grapple is also Hand-to-Hand, opposed by the adversary's Physical Resolve.

Disengaging from the grapple is an opposed Hand-to-Hand or an Athletics check that ends the grapple on success. Failure means the grapple continues.

OVERWHELMED

A character is overwhelmed when attacked by multiple opponents. Each attacker after the first gains a cumulative +1 bonus to their Melee or Hand-to-Hand attacks. This resets at the end of the attackers' turn.

Terrosh is assailed by three zombies during the enemy turn. The first zombie to attack does not gain any bonus, but the second is granted a +1 for its attack(s), and the third is granted a +2 for its attack(s).

EXAMPLE

PRONE

While prone, characters gain a +3 to Ballistics and Stealth checks and can only move at half their normal stride. When attacking a prone opponent, characters suffer a -3 penalty to Ballistics checks and gain a +3 bonus to Melee and Hand-to-Hand attacks.

SHOOTING INTO CLOSE COMBAT

When making a ranged attack against a target engaged in combat, the attack suffers a -4 penalty. Targets are considered engaged in combat if they have made a melee or hand-to-hand attack (including grapple), or have been the target of a Melee or Hand-to-Hand attack (including grapple). This penalty does not apply when adjacent to the target (1 yard away or less).

CONDITIONS

Conditions are unique effects that hinder a character, especially in combat. Causes include severe weather, modified weapons, and lack of nutrition. Unless otherwise stated, conditions last for 1d4 rounds, or until treated. Like condition effects and durations also do not stack, unless otherwise stated. If the same condition is applied a second time, it lasts for whichever duration is greater.

ABLAZE

When someone is set on fire, they immediately take 1d6 damage. On their next round, if they do not immediately attempt to quell the fire, they take 2d6 fire damage as the flames spread and intensify. For every round the fire remains unchecked, the damage will continue to increase by 1d6. There are several methods to put out the fire. The fire may be patted out for 5 AP, or for just 3 AP the character can stop, drop, and roll, but this leaves them *prone*. Jumping in water or similar actions will instantly put out the fire, but may cost 1 AP for interaction (i.e. dumping a bucket of water over yourself) in addition to any movement required.

ACID BURN

When a character begins suffering from this condition, their armor's DR is reduced by 1 point per turn until the condition ends or its DR has been halved, thus becoming *broken*. If this condition affects characters with *broken* or no armor, they suffer 1d6 damage that bypasses DR until the condition ends. Regardless of its state, armor damaged by this condition may be restored using the repair rules for Craft (Armaments) (page 77). As a caveat, this condition does not affect natural DR.

BLEED

This is a unique source of damage. When dealt, the target immediately receives 1d6 damage that bypasses armor and shield DR. The same amount of damage is taken at the beginning of every round for the duration of the bleed. Bleed can be treated with a Medicine check equal to twice its damage.

BLINDED

The character cannot see. When attacking or performing other skill checks with a target, make the skill check as normal. If the sum of the dice is odd, resolve the check normally. If the sum is even, the character misses.

COMATOSE

The character is in a deep state of *unconsciousness*. In addition to the *unconscious* requirements for revival, a successful Medicine check of UC 20 is required.

CONFUSED

When confused, any actions that are made are subject to additional effects or actions. This may be removed with a Medicine check of 12.

Attack Actions: Make your attack roll normally. If the sum of the dice is odd, attack the nearest ally. If the sum is even, attack the nearest enemy. The AP is spent even if the target is out of range. Talents that grant bonuses for missed attacks do not benefit from attacks made while confused.

Move Actions: Prior to moving, roll 1d10 and move in the direction determined below.



All Other Actions & Checks: Any check made that is not an attack or move action, roll twice for that check and take the lowest result.

DEAFENED

Becoming deafened either by direct damage to the ear or by exceedingly loud noise imposes a -4 to all Perception checks. Deafened may be removed with a Medicine check of 14.

DEHYDRATED

If a character does not drink fresh water within 24 hours, they gain 2 *fatigue*, and an additional *fatigue* point every 12 hours thereafter. The *fatigue* from dehydrated does not go away until the character drinks one quart of water. Drinking a smaller amount of water may remove some points as the GM allows.

DISTRACTED

Distracted characters pay less attention to their surroundings and suffer a -2 penalty to Agility- Perception- and Charisma-based social checks (i.e. Diplomacy) made in opposition. Taking damage, being attacked, or the losing track of the distraction can end this condition prematurely.

FATIGUED

For every point of *fatigue* beyond the character's *Fatigue* Threshold, they gain a cumulative -1 penalty to all checks. Additionally, they must make a Physical Resolve check vs. the total number of *fatigue* points they currently possess each time they gain a point of *fatigue* beyond their Threshold. The character falls *unconscious* if they fail. Characters can remove *fatigue* points equal to their Toughness for 4 hours of consecutive rest. *Fatigue* is fully explained on page 89. Psykics (page 135) and Alypse (page 58) also have unique rules regarding *fatigue*.

HELPLESS

For any number of reasons, the GM has determined that a character is conscious but unable to act or react. They could be tied up, pinioned by rubble, or otherwise rendered inept. The GM determines the duration and remedies, if any.

INEBRIATED

Even the hardiest warriors are susceptible to alcohol. Inebriated characters suffer a temporary -1 penalty to their Agility, Perception, and Willpower ratings. This condition can worsen if characters continue to drink in excess. Its duration can vary with the quantity and quality of alcohol.

NAUSEATED

Nauseous characters are limited to 1 move action and 1 basic attack each round. All reactions suffer a cumulative -1 penalty, which resets at the beginning of their turn. This condition may be removed with a Medicine check of 12.

OVERBURDENED

Characters carrying weight in excess of their carry limit (**25lbs. × Strength**) no longer factor in their Agility to calculate their stride. Additionally, they suffer twice as much *fatigue* from physical exertion, and suffer a -4 penalty to all Strength- and Agility-based checks.

PARALYZED

The character loses the ability to perform any actions or reactions with the exception of Perception-based non-combat skills.

STUNNED

Lose a number of AP per turn, which is specified by the item or ability.

STARVED

When a character does not eat for more than 1 day, they gain 1 *fatigue* point, and 1 more every 12 hours thereafter. The *fatigue* from starvation does not go away until the character eats a full meal. Eating a small meal may remove some points as the GM allows.

STUCK

Limbs become frozen, mired in muck, or glued to the ground and render the target unable to make any move actions until they break free. The method of breaking free depends on the cause. Unless otherwise stated, the victim or their ally may spend 4 AP to break them free.

SUFFOCATING

The character is unable to breathe. They incur 2 points of *fatigue* at the beginning of every round until *unconscious*. Each round thereafter the character suffers 3 damage at the start of every round that bypasses all forms of DR. The source of this condition or the GM shall specify methods of escape or remedy.

UNCONSCIOUS

The character falls *prone* and is unable to act or react. To regain consciousness, their health must be greater than or equal to 0 and they must possess fewer *fatigue* points than their Physical Resolve rating.

CRITICAL HEALTH

In a world as lethal as Feneryss, permanent injury is common, and loss of life and limb a daily occurrence. There will come dangerous situations and conflicts that may reduce character's health below 0. Health below 0 is called *Critical Health*, and carries very significant ramifications, including permanent injuries and death. Characters suffering *Critical Health* are afflicted with dire penalties, called *Critical Health* Effects (see table below), and must immediately attempt a Stabilization check, which is made with Physical Resolve and must match or exceed 4 plus their current *Critical Health*.

Success on a Stabilization check restores them to 0 health and keeps them conscious and alive, but they continue to suffer any penalties from the *Critical Health*. Failure to naturally stabilize leaves the character *unconscious*, in addition to the *Critical Health* effect.

If the critically wounded character fails their initial Stabilization check, they have two more chances to recover. At the beginning of their next two turns, they make another attempt. During their turns, allies may also attempt to stabilize the character with a Medicine check. It requires 3 AP, and the difficulty is the same. If the character fails all three Stabilization checks, and no one succeeds a Medicine check, the character dies at the end of the third turn. Upon reaching 25 *critical health*, the character dies.

All *critical health* effects have their own penalties and recovery times, which can be found in the chart below. If a character is afflicted with multiple effects, the more severe penalties take precedence. Limbs may be reattached outside of combat within 12 hours of being severed. Arms require a UC 15 Medicine check, and legs require a UC 20 Medicine check. Otherwise, a prosthesis may be attached with a Medicine check of the same difficulty. Recovery from a lost limb is reduced to 4 weeks after receiving a prosthesis, or the remainder of recovery time, whichever is shorter.

EXAMPLE

Risk is suffering 5 Critical Health (Simple Fracture) and receives another 14 points of damage, bringing him to 19 *Critical Health* (Lose Leg). He would lose a leg and is now suffering its effects instead of Simple Fracture. He does not suffer a Compound Fracture, nor Lose Arm.

Crit Health	Effect Name	Penalties	Duration
1 - 5	Deeply Wounded	Lose 1 AP.	1 Week
6 - 10	Simple Fracture	Lose 1 AP, reduce stride by 1 to a minimum of 1.	2 Weeks
11 - 15	Compound Fracture	Lose 3 AP, reduce stride by 3 to a minimum of 1.	4 Weeks
16 - 20	Lose Arm	Reduced to 1 AP, reduce stride by 3 to a minimum of 1, lose an arm.	8 Weeks while missing limb; 4 Weeks after reattaching limb or prosthesis.
21 - 25	Lose Leg	Reduced to 1 AP, reduce stride to 1, lose a leg.	
26+	Decapitation	Lose your head, and your life.	Death

DISEASES

As if contending with ravenous beasts and eldritch demons wasn't difficult enough for Feneryans, they must also endure the plague of extremophiles and contagions that survived, or were born from, the Reckoning. They can be found in spoiled foods, dirty water, and on the fangs of wild beasts.

When a character comes into contact with a disease, they must make a Physical Resolve check (**Toughness + Resolve**) against the disease's UC. If successful, the character's body naturally resists and subdues the infection. If the check fails, the effects of the disease set in immediately. Unless otherwise stated, the disease may also be treated with a Medicine check made against the disease's current UC.

All diseases are progressive, meaning that they become more difficult to treat and more detrimental to the victim as time passes. This time-frame is called the disease's progression rate, which is measured in either hours or days. The disease's progression rate increases its UC by 1 for each hour or day that passes without treatment after symptoms first present. The progression rate also worsens a disease's symptoms, which is specified in its description. A Physical Resolve check or a Medicine check may be made once per day or hour, depending on the disease, to treat the illness and remove any existing symptoms.

Take note that Vampires are immune to all diseases due to their Bloodburn racial trait, except for *helwretch, glass fever*, *gray lung*, *gritlac*, and *gutrot*. Drones are immune to all diseases unless they have the Flesh Made Whole racial talent.

Name	Transmission	Progression Rate	UC
Beggar's Gift	Touch	Days	18
Drunkard's Blight	Bite	Days	13
Glass Fever	Airborne	Hours	20
Gnaw	Bite	Days	18
Gray Lung	Airborne	Hours	30
Gritlac	Ingested	Days	8
Gutrot	Ingested	Hours	10
Helwretch	Ingested	Days	28
Hydropathy	Bodily Fluids	Hours	15
Pox	Touch	Days	13
Shadowburn	Open Wound	Days	8
Slough	Bite	Days	18

BEGGAR'S GIFT — UC: 18

This malady is spread among vermin and their parasites, often infecting the limbic system, then spreading throughout the body. Victims suffer from muscle pain, *fatigue*, and shortness of breath, making movement of any kind incredibly taxing. If left untreated, the lungs begin to fill with fluid until the victim *suffocates*. Once the initial symptoms become apparent, the character's combat actions cost an additional point of AP, increasing cumulatively with each day that passes. If left untreated for 5 days, the character dies.

DRUNKARD'S BLIGHT — UC: 13

Parasites, passed via insect bites, make their way through the host's blood stream and take up residence in their liver. They begin to slowly digest the liver, which leaves most victims experiencing varying states of insanity. At the onset, the character temporarily gains an eccentricity of the GM's choice for the next day. On the second day, if left unaddressed, the GM may assign a neuroses to the character. On the third day, if left untreated, the GM once again chooses an eccentricity. This process continues, back and forth, until treated.

GLASS FEVER — UC: 20

The spread of this condition has been attributed to storms that strike the Obsidian Forest, sending clouds of glass dust across the continent. This dust embeds itself in the airways of its victims, causing significant bleeding in the respiratory tract that progresses in a matter of hours. Glass fever inflicts 1 point of damage for every AP spent in combat, or every passing minute outside combat. This damage bypasses all forms of DR. With each hour that passes, this damage increases by 1. If by some miracle a traveler survives, the scarring in their airways lends them a +5 bonus to resisting this disease should they encounter it again.

GNAW — UC: 18

This disease infects the victim's central nervous system, eventually taking up residence in their brain. Symptoms present with headaches, fever, and moderate to severe lethargy separated by incredibly violent outbursts. At the onset, characters suffering from this malady must make a mental resolve check against the UC of this disease in order to perform any offensive combat actions. If any of the dice rolled result in a 1, the character gains 1 point of *fatigue*, but acts as if their Strength was twice what it is for the duration of their turn.

GRAY LUNG — UC: 30

A fungal infection of the lungs that occurs when a large amount Florvana spores are inhaled. As the spores settle and begin to germinate, they begin to *suffocate* their host. When symptoms begin, infected characters gain the *suffocating* condition if they use 5 or more AP in any given turn. Each hour that this passes without treatment reduces this by 1 AP. For example, after 2 hours without treatment, a character begins *suffocating* if they use 3 or more AP in any of their turns. After 6 hours without treatment, the character gains the *suffocating* condition until the disease has been cured.

GRITLAC — UC: 8

This disease is the result of two separate parasitic infections. The first latches onto and feeds on the victim's bile duct, causing jaundice. The second feeds on the excess bilirubin in the blood stream, excreting a separate waste product that is bioluminescent in great enough quantities. While the results of this disease are not often directly fatal, the glow that this disease's victims possess draws unwanted attention from predators and pursuers. When symptoms present, a character's entire body gives off ambient light for 1 yard. Every 2 days that pass without treatment, the light that a character gives off increases by 1 yard and one step (ambient to dim; dim to normal; normal to bright). The UC of this illness follows the standard rules and increases by 1 per day the disease is left untreated.

GUTROT — UC: 10

This disease is not innately dangerous. It causes moderate diarrhea, fever, and abdominal pain that can lead to dehydration, but is easily treated. When a character is infected with gutrot and one or more other diseases, the base UC of all present diseases are increased by 6.

HELWRETCH — UC: 28

This slow acting but lethal bacteria infects the patient's digestive system and feeds on their stomach lining. Symptoms present initially as numerous small ulcers that can engulf the entire stomach in a matter of days. In most observed cases, victims of this disease live long enough to see their abdomen disintegrate, spilling their intestines and other innards. This disease is one of the few that Vampires are not immune to and is particularly dangerous given their need to feed on blood. At the onset, characters reduce their maximum health by 5 points and gain 1 *fatigue*. These penalties are applied every 24 hours. After 10 days without treatment, the character dies.

HYDROPATHY — UC: 15

An infection of the small intestine, this ailment strikes its victims with heavy diarrhea and vomiting that can leave the victims completely *dehydrated* in a matter of hours. Once symptoms arise, the victim becomes *dehydrated*. *Dehydration* from hydropathy gives 1 *fatigue* every 3 hours without water instead of every 24. Additionally, every day the *fatigue* penalty from *dehydration* increases by 1.

POX — UC: 13

Victims of the pox develop large pus- and blood-filled blisters that localize on blood vessels of the skin, mouth, and throat. If a pox victim takes damage, they gain the *bleed* condition (1d6 dmg for 1d4 rounds). Each day untreated, the *bleed* condition damage increases by 1d6.

SHADOWBURN — UC: 8

This condition arises when a mass of bodily tissue dies, typically on the extremities, and is not removed from the body in a timely fashion. Roll 1d4 to determine the afflicted limb. At the onset, the limb hosting this plague becomes impaired, conferring a -2 penalty to any checks that make use of that limb, as specified by the GM. For each day that passes after the first, if left untreated, the penalty doubles. At this point and onward, if a successful Medicine check is made to address this illness, the limb is amputated as a result and may not be reattached. After 10 days of being untreated the infection spreads to the character's heart and kills them.

SLOUGH — UC: 18

This disease separates victims' skin from their bodies. At first it merely sags, giving them a drastically aged appearance. The victim suffers 1 point of *paranoia* and a -2 penalty to Dodge checks. Then the skin begins to peel away in large swathes. Every day the victim endures this sickness, they gain an addition point of *paranoia* and increase the Dodge penalty by 1. After 7 days, the character dies.

STRESS & TORMENT

FATIGUE

Fatigue is the amount of stress that characters experience while traveling the wastes of Feneryss. The amount of *fatigue* a character can withstand before taking penalties is called a **Fatigue Threshold**, which is equal to half their Toughness. Each point of *fatigue* in excess of this threshold adds a cumulative -1 penalty to all skill checks. Additionally, they must make a Physical Resolve check vs. the total number of *fatigue* points they currently possess each time they gain a point of *fatigue* beyond their Threshold. The character falls *unconscious* if they fail. A character can naturally remove a number of *fatigue* points equal to their Toughness for every 4 consecutive hours of rest they get on a bed or by using a bedroll. Other methods include, but are not limited to: a marshal's miracles, purified water restoring 1 point of *fatigue*, and the alchemical boon from the erbala root.

Fatigue comes from taxing physical or mental activities, such as climbing, psykic abilities, or conditions like *dehydrated*. Most causes specify when *fatigue* is earned, but GMs are encouraged to dole out *fatigue* points whenever they feel it is appropriate.

EXAMPLE

Risk has 2 Toughness and 2 Resolve, meaning he has a Fatigue Threshold of 1 and a Physical Resolve of 4. Gaining any fatigue past the threshold means Risk must make a Physical Resolve check against his total fatigue . Risk also suffers a -1 to all checks for each fatigue point gained in excess of his Threshold.

FEAR

Feneryss is terrifying. Zombies clamber from the pits of Hel and roam the realm largely unabated. Pirates fly the skies, pillaging undefended homesteads and robbing merchant ships. There are creatures that, given a chance, will devour people whole or use broken corpses as bait for future prey. Rumors abound of dragons and godlike beings that could kill a man from the fright alone. It is enough to make a man lock himself away until his dying days, but for most, it is simply another part of the daily grind. Some, however, are dissatisfied to merely endure the macabre. They choose to push against the invading darkness by becoming explorers, treasure hunters, monster killers, and more. This third and final group of people are adventurers, individuals prepared to face their fears and the unknown.

Throughout their adventures, the characters will undoubtedly encounter frightening creatures and situations that will shake their wills and test their faith. Some basic examples of fear inducing situations include hordes of zombies, ghost towns, and gruesome murder scenes—things that the average person, even in Feneryss, is mentally unprepared to handle. Characters will make a **Fear** check, which is the character's **Mental Resolve** versus the situation's **Fear Index** (see chart on the next page). Success means the character is unaffected by the scene and carries on normally. Failure leads to **Fear Reactions** (see table below), which are determined by subtracting the Mental Resolve roll from the Fear Index. The greater the difference, the more powerful the Fear Reaction. It is possible to end a Fear Reaction early through certain means, such as a marshal's miracles.

FEAR REACTIONS

#	Result
1-5	**GASP!: The character loses 2 AP for 1 round, stunned by the discovery. Examples include shocked silence, wetting oneself, vomiting, or denial (Nope!).**
6-10	**HYPERVENTILATING: The character loses 2 AP for 2 rounds and may only move at half their Stride. The actions lost are spent trying to catch their breath or calm down.**
11-15	**TERRIFIED: The character gains 1 *paranoia* and loses all their AP for one round, but may still react.**
16-20	**FLEE: The character attempts to flee the source of fear by any means for 1d4 rounds and gains 2 *paranoia*. They gain a +2 bonus to any check made to free themselves from being *grappled* or otherwise restrained. If another character tries to stop them, in their panic they must pass a Mental Resolve check with a UC equal to their Fear Reaction. If they fail, they attack their ally. Afterward, the character will again try to flee.**
21-25	**HYSTERIA: The character begins to tremble and laugh uncontrollably and becomes *confused*. This effect lasts for 1d4 rounds, or until the source of fear is eliminated. The character gains 4 *paranoia*.**
26-30	**SHOCK: The character is *paralyzed* for 1d4 rounds and gains 6 *paranoia*.**
31-35	**CATATONIC: Character falls into a coma. A UC 20 Medicine check is required to revive them. They also gain 10 *paranoia*.**
36+	**NO FORCE IN SIN OR SAND: The character's mind is broken, or fractured at the very least. Horrors of this magnitude often result in complete insanity, sudden death, and other powerful responses determined by the GM. If a character dies from this, any allies within sight must pass an additional UC 24 Fear check.**

A successful **Intimidate** check will also provoke a Fear Reaction and is the offender's Intimidate versus the defender's Mental Resolve.

SITUATIONAL FEAR INDEX

UC	Example
1-5	Pools of blood
6-15	A few dead bodies
16-25	Gruesome murder scene
26-30	Numerous mutilated bodies or body parts
31-35	Someone nearby is horrifically killed without explanation
36-40	An entire town simply vanishes
41-46	A river of blood or massive invading army
47-51	Seeing a deity

PARANOIA

Feneryss is a frightening place. Most of its denizens have ample reason to look over their shoulders at every turn; even the most seasoned adventurers, who know the horrors of the world better than most, fall prey to *paranoia*, superstition, or worse. Over the course of a campaign a character will encounter situations that are unnerving at best, and mind numbingly horrific at worst, and will gain points of *paranoia* in addition to contending with Fear.

If a character's *paranoia* becomes equal to or exceeds half their Mental Resolve, they must immediately make a Fear check against their current *paranoia*. If the check is passed, they continue to gain *paranoia*. If the check is failed, the character gains an Eccentricity (roll 1d10 to determine which) and their *paranoia* continues to increase.

If instead, a character's *paranoia* becomes equal to or exceeds their Mental Resolve rating they must immediately make a Fear check against their current *paranoia*. Failure results with the character gaining a Neurosis (roll 1d10 to determine which). If the check is failed, the character's *paranoia* returns to 0. If the check is passed however, the character continues to gain *paranoia* in excess of their Mental Resolve rating, and must make a Fear check each time their *paranoia* increases.

To mitigate the dangers of *paranoia*, characters may develop a number of superstitions (having no more than their rank in Willpower) over the course of their lives. All superstitions are be defined by two things: a **compulsion** and a **frequency**.

A compulsion is simply the ritual that the character performs to assuage their *paranoia*. The compulsion is defined by the character (player) and must be approved by the GM.

The frequency determines how often the compulsion must be observed by the character, either once daily or per combat encounter. Daily superstitions allow a character to ignore 4 of their total *paranoia* for the remainder of the day; finally, Superstitions that take place per combat encounter require 2 actions to observe and allow the character to ignore 2 of their total *paranoia* for the remainder of the encounter. Encounter-based superstitions do not confer their benefit at any point outside of combat. When a character fails a Fear check, they lose any prior superstitions and must develop new ones to contend with additional *paranoia*.

ECCENTRICITIES

ALYPSE SYNDROME — Result: 1

Every time the character fails a check, they lament their failure verbally and even telepathically, if possible. Their initiative roll is always a 1 for the duration of this moping, which persists until they succeed on a skill check.

ANTIPATHY — Result: 2

The character finds it extremely difficult to understand emotions and typical inflections of speech when dealing with others. Individuals suffering from this may often be derisively labeled dronespawn. Antipathy incurs a penalty to all Charisma-based checks equal to half their ranks in Charisma.

DISSOCIATIVE AMNESIA — Result: 3

A dissociative amnesiac subconsciously suppresses memories of the most difficult failed Fear check and all events connected to it. They are unaware of any missing memory, but scenarios similar to the one they suppressed will trigger a flood of memories and severe anxiety. The UC for Fear checks similar to the suppressed memory are increased by 4.

DYSLEXIA — Result: 4

Often times characters reading texts that would require a specific Lore to read, they will misread them with a varying degree of success. Just hope the character is not relied upon to recite directions to ancient traps or other life saving instructions. Any Lore checks may have words scrambled or backward and suffer a -4 penalty.

EXHIBITIONISM — Result: 5

The character frequently loses articles of clothing, usually ending their day naked, or with conveniently positioned armor. This impulse can strike them at any time, even in combat. At the GM's behest, the character must occasionally pass a Mental Resolve check against twice their Willpower. For Drones, this often entails opening their exterior shell to expose internal mechaniks or diagnostics panels.

PHOBIA — Result: 6

The character develops an irrational fear of something very specific, which must be approved by the GM. Whenever confronted with the source of this fear they must make a Fear test, the difficulty of which is determined by the GM. Characters may take this Neurosis multiple times to acquire multiple phobias.

SOCIOSKERE — Result: 7

The character becomes incredibly timid, rarely speaking up, especially in crowds. They are not comfortable in large social gatherings and must pass a fear test as specified by the GM. All Charisma-based checks take a -4 penalty while the character is in a crowd of ten or more people.

SQUEAK — Result: 8

The character is frequently and randomly struck with the urge to make random sounds. It is very uncomfortable to ignore these impulses but possible. At the GM's discretion, they must make a Mental Resolve check to suppress the urge to squeak.

STUTTER — Result: 9

Somewhere along the road, they developed a slight (or severe) stutter. While it does hamper their social interactions, it does not harm their social ties. Take a -2 penalty to all Charisma checks in which the character must verbally communicate. For Shades, this manifests as jumbled words or erratic images and ideas that are difficult for receivers to comprehend.

TAE'KISM

Result: 10

After facing strife and surviving, the character has come to the conclusion that they are the greatest thing since...well, ever. Their arrogance is quite off-putting, and they may find that their team leaves them behind to start their own adventures. Every time the character kills an enemy, they spend 1 AP on their next turn bragging about it. T'aekism only takes 1 AP even if they kill more than 1 enemy in a single round althought their boasting may get more grandiose.

NEUROSES

INTERMITTENT EXPLOSIVE DISORDER

Result: 1

After failing a Charisma-based check, the character must make a Mental Resolve check. The difficulty is equal to the opponent's roll that elicited this check. If the Mental Resolve check fails, the character launches into a furious assault. The character can only target the individual that caused their social disgrace. Intermittent Explosive Disorder typically persists until either the character or their target is *unconscious* or dead. The outburst also ends if the target eludes the character for at least 1 minute.

KERLING'S DISEASE

Result: 2

The GM creates a new character with the same race and experience. This character is leveled by the GM. The GM may request a UC 20 Mental Resolve check. On success, the character's primary personality remains. Upon failure, the new personality created by the GM will be used for 1d10 hours, at the end of which the character will revert.

KLEPTOMANIA

Result: 3

A kleptomaniac is possessed with an endless desire for things. These items need not be valuable nor useful, but if they are shiny and small enough to fit in a pocket, the character yearns for them, and must make a Mental Resolve check. The difficulty of this check is set by the GM and should be based on the length of time that has passed since the character last snatched something. Upon failure, they must make a Sleight of Hand check to steal the object and keep it on their person.

ORATOR'S LAMENT

Result: 4

The character feels extremely uncomfortable with people and prefers to be alone with their thoughts. Crowds terrify them beyond belief and elicit a Fear test if the character cannot escape the situation. The UC is equal to 10 for a group of 5 and increases by 1 for every 5 beyond that. The character's party does not contribute to this Neurosis. If the character is subjected to extended exposure (i.e. wandering the bustling streets of Pulse), they should make this check once every half hour.

PARANOID DELUSIONS

Result: 5

This Neurosis causes the character to believe something about a group of people that is entirely false. This group could be, but is not limited to, races, companies, or cults. The character despises those people because of their delusion. Anyone attempting to convince the character that their belief is false is considered a co-conspirator. They take a -6 to all charisma-based checks with said group, and vice versa.

PYROMANIA

Result: 6

Some men just want to watch the world burn. Anytime the character sees something particularly flammable, they must make a mental Resolve check. The test is based on the flammability of the object and is determined by the GM. If they fail, they must set it on fire.

SANDMAN'S SPELL

Result: 7

Known as chronic lethargy to a trained medicus, sufferers of this Neurosis frequently find tasks are more draining than usual. Every time the character rolls a 1 on any skill check, including attacks, they lose 1 AP on their next turn, to a maximum loss of 3 AP.

SPECTRAMANIA

Result: 8

The character hears and sees things that are not real. At the GM's discretion, vivid visual or auditory hallucinations manifest. This requires a Mental Resolve check. The UC is 4 plus the total *fatigue* and *paranoia* the character currently possesses. On a successful check, they are able to differentiate between the hallucination and reality. Failure means they believe wholeheartedly in the hallucinations.

VISIONS OF THE RECKONING

Result: 9

Whenever the character attempts to sleep, they have nightmares and visions of the Reckoning. Whispers of dark deeds flit through the character's mind, and indescribable horrors flash behind their eyelids; their sleep is restless, and the character maintains a persistent 1 *fatigue* point regardless of how much rest they get.

WAKING TERROR

Result: 10

The character has witnessed far too much and is burdened with a constant dread that whenever something goes wrong, "It's all happening again." Any time this character fails a Fear check, they suffer a -2 penalty to all actions in combat for 2d4 rounds.

ENVIRONMENTAL FACTORS

Environmental Factors are any number of conditions or circumstances which may affect a character's ability to perform various actions or skill checks.

ALERTNESS

Alertness is a status for characters, usually NPCs, that influences their interactions with others. It grants bonuses to their Awareness, Scrutiny, and Search skill checks.

Alertness	Bonus	Example
Unaware	0	An off-duty guardsman has no reason to suspect that anyone is following him. The GM declares him unaware of Risk's efforts to stealthily pick his pocket for a key.
Wary	+2	Guards posted at the bank Risk intends to pilfer are trained to be vigilant. The GM gives them all a +2 to Awareness while Risk makes his stealth checks to infiltrate the facility.
Suspicious	+4	After passing the wall, Risk makes a bad security check to unlock a door, eliciting a loud noise. The GM gives a pair of guards within earshot a +4 on their Search checks to find the culprit as he tries to slip away.
Engaged	+6	When the guards spot Risk as he flees across the courtyard toward the wall, they gain a +6 to all future Awareness, Scrutiny, and Search checks while pursuing the thief through town.

BREAKING OBJECTS

Breaking Objects rewrite: Sometimes players may find that going through is more efficient than going around. When that's the case, characters may attempt a basic attack against the object in question. The following chart displays the UC and health for every 1 in. of thickness of a material. DR is static and does not change with object thickness.

Material	UC	Health	DR
Paper / Thin Material	2	1	0
Wood	2	3	1
Erminsul	3	4	3
Brick / Stone	4	5	6
Iron	4	6	9
Steel	5	7	12

COLLISION & FALL DAMAGE

If a character is forcibly moved and comes in contact with an otherwise immovable object (wall, boulder, etc.) they suffer 1d6 damage that ignores all damage reduction.

For every 5 yards they fall, a character suffers 1d6 damage that ignores all damage reduction. Assistance from items such as ropes, wings, or other sources can reduce or negate fall damage.

CONCEALMENT

To quote Iron Lord Brecht, "*The soldier cresting the hill is a towering target*." Simply put, it is vital to use terrain to an advantage. Obstacles throughout Feneryss are capable of providing two useful features: **concealment and cover**. The former provides bonuses when reacting to attackers, and concealment grants bonuses to Stealth. Understand that any object providing cover can also provide concealment; however, many sources of concealment do not provide cover (i.e. fog or darkness). The GM will determine how much cover or concealment an object provides. The easiest metric is to ask: does the object cover or conceal part of the character, most of the character, or all of the character? If the character is detected by an Awareness or Search check, they no longer gain the concealment bonuses.

Partial Concealment grants a +2 bonus to Stealth checks. Knee-high shrubbery is the simplest example.

Major Concealment grants a +4 bonus to Stealth checks. At three yards, a dense fog could provide such a bonus.

Full Concealment grants a +8 bonus to Stealth checks. A cloth room partition would suffice.

COVER

Cover is only provided by sturdy objects capable of taking a few hits; walls, vehicles, etc. When behind cover, characters gain bonuses to DR as well as Dodge and Block checks. Bonuses from cover increase by +2 per size category below medium, and decrease by -2 per size category above medium. It is also possible, at the GM's discretion to gain the benefits of full cover when *prone* behind objects that typically grant partial or major cover.

Partial cover provides a +2 bonus to DR, as well as Dodge and Block checks. Examples may include low-lying walls, fallen trees, etc.

Major cover provides a +4 bonus to DR, as well as Dodge and Block checks. This might be an upturned table or a half wall.

Full cover provides complete protection from all attacks originating from the other side. This could be a rocky outcrop, wall, or other obstacle larger than the character.

TERRAIN

The Reckoning drastically altered the landscape. From the Glass Forest to Demon's Walk, much of Feneryss has become dangerous and difficult to traverse. When ambling across such terrain, certain penalties may apply.

Difficult Terrain: While in combat, a character's DR is reduced to half if the turn is ended while in the terrain. If in an airship or other vehicle, this terrain doubles the time required to travel across it. If in an airship, this terrain (for example the glass forest or the maw) imposes an immediate Operate check of 12 UC.

Dangerous Terrain: While in combat, a character's DR is reduced to half if the turn is ended in the terrain. This penalty endures until the character is no longer in dangerous terrain.

Slick Terrain: Whenever a move action is taken through this terrain, an acrobatics check must be performed against a UC fo 12. On failure, the creature or player is knocked *prone*.

VISION & ILLUMINATION

Feneryans and most creatures have some form of eyesight, which is divided into three categories. Different forms of vision have peak performance in different conditions. If a character possesses multiple forms of vision, they use whichever is best for the current lighting.

Daysight: Characters with Daysight are the most dependent on light sources to function, but suffer the least in bright conditions. The vast majority of Feneryans and creatures possess Daysight.

Dusksight: This variation of vision is better adapted to poorly lit areas. The dusk hour or a dimly lit tavern are good examples. Wretched possess Dusksight.

Darksight: Often limited in color, this vision enhancement typically presents as high contrast black and white. It allows for an incredible amount of detail in the cavernous dwellings of the Vampires but fares poorly above ground. This vision does allow for color with greater luminescence but is *blinded* in bright zones. Vampires have Darksight.

Condition	Description	Modifiers Daysight	Dusksight	Darksight
Bright	A bright or flashing light that is harmful to the eyes.	-2	-4	*blinded*
Normal	Light of an average day, or most businesses.	0	-2	-4
Dim	Sitting around a campfire or in a weakly lit tavern.	-2	0	-2
Ambient	Traveling under a full moon or light few and far between.	-4	-2	0
Darkness	An area bereft of any light sources.	*blinded*	-4	0

NATURAL HAZARDS

With magic let loose upon the world, wild and untethered, it is no surprise people worship the elements. Weather systems empowered by those unruly energies have become brutal things, impending catastrophes to be feared and avoided at all costs.

ACID RAIN

A common and somewhat dangerous occurrence, these storms can deal considerable damage if proper care is not taken. Stories of metals being slowly dissolved are typical, and injured fools that ventured into the storm unprotected are by no means rare.

A character caught in an **acid rain** storm that does not find shelter will find that it erodes flesh, eats armor, and destroys weapons. They must make a Physical Resolve check each round/hour to reduce damage by half. In heavier storms, weapons and armor will lose effectiveness the longer they are exposed. Protecting equipment is as simple as wrapping it in sturdy, non-metal materials such oilskin leathers or tarred canvas.

UC	Damage	Reduce Weapon Damage Dice & Armor DR by 1
1-5	1d6	Every 4 rounds or 3 hours
6-15	1d6+1	Every 3 rounds or 2 hours.
16-25	1d6+2	Every 2 rounds or 1 hour.
26+	2d6	Every round or 30 minutes.

ARKÄNIK RADIATION

Weather systems empowered by those unruly energies have become brutal things, impending catastrophes to be feared and avoided at all costs. Typically, this develops in the presence of malfunctioning ark-equipment, but it may also transpire naturally in the world where a combination of the land's asynchronous geometry and latent magical energies produce a visible, enervating cloud or fog of arkäna. Only the hardiest have natural resistance to exposure for a number of hours equal to half their Toughness. At the end of this time-frame, a character takes 1 point of *fatigue*. For every subsequent hour that passes, characters take 1 additional point of *fatigue*. Eight hours of rest without exposure to arks will reset the exposure.

ASH STORM

These storms are swift and sudden, often burying victims in their tracks, or barricading and starving out those that find shelter. Some older residents of Pulse like to tell the story of an ash storm so heavy it buried most of the city and left an ash drift a mere ten feet shorter than the Wall itself. If caught in an ash storm, characters can expect reduced movement, visibility, and if poorly equipped, choking ash. Every round/10 minutes, make a Physical Resolve check. Success results in mitigating certain penalties.

UC	Constant Effects	Failed Resolve Effects
1-5	-1 penalty to Perception and Agility-based skill checks	-1 penalty to stride & all combat checks
6-15	-2 penalty to Perception and Agility-based skill checks, -1 stride	-2 penalty to all combat checks
16-25	-4 penalty to Perception and Agility-based skill checks, -2 stride	1 *fatigue* & -3 penalty to all combat checks
26+	-8 penalty to Perception and Agility-based skill checks, -3 stride	1 *fatigue*, no attack action this round

BLIZZARD

Blizzards predominantly occur in the northeastern corner of the continent and consist of frozen acid rain. They have been recorded as far west as the Deadwood Forest south of Hel, and as far south as Snapspine Mountain Range just a few kilometers north of Lokoran. Characters roll their Physical Resolve checks once every round/10 minutes. *Unconscious* characters caught in a blizzard must continue to make Physical Resolve checks. Failure while *unconscious* results in double the penalty and will lead to death when the character reaches *fatigue* points equal to twice their Physical Resolve.

UC	Constant Effects	Failed Resolve Effects
1-5	-1 penalty to stride, -2 penalty to Perception checks	1 *fatigue*
6-15	-2 penalty to stride, -3 penalty to Perception checks	2 *fatigue*
16-25	-3 penalty to stride, -6 penalty to Perception checks	2 *fatigue*, *stuck*
26+	-4 penalty to stride, -10 penalty to Perception checks	3 *fatigue*, *stuck*



EARTHQUAKE

From mild tremors to massive fissures, earthquakes on Feneryss tend to be violent. Thankfully most activity is limited to the Snapspine mountain range and the wastes to the north.

Failing an Acrobatics check means the character loses their balance and falls *prone*.

UC	Effects
1-5	-2 penalty to combat checks, -1 penalty to stride
6-15	-4 penalty to combat checks, -2 penalty to stride
16-25	-6 penalty to combat checks, -3 penalty to stride
26+	-8 penalty to combat checks, -4 penalty to stride

FIRESTORM

These visually stunning, mortally terrifying storms of death and destruction typically occur above the Maw or near volcanoes where the natural heat and flame gets swept up into the magically fueled vortex. Although rare, they may spring up spontaneously in regions heavily laden with latent magic. Failing a Physical Resolve check in the midst of a firestorm sets the character *ablaze*.

UC	Effects
1-5	1d6 damage per round
6-15	2d6 damage per round
16-25	3d6 damage per round
26+	4d6 damage per round

GALE

Gales are uncommon but make appearances in the wide open spaces of Feneryss: the plains, barrens, and steppes. They tend to build up from a gentle breeze, warning informed travelers before they become a problem. The stronger the storm, though, the shorter the warning. Characters that are not firmly secured to something must make an Physical Resolve check. Failure means they are forcibly displaced by the winds a number of yards equal to the UC, divided by ten, to a minimum of 1. If a character's Agility rank is less than the gale's penalty, at the beginning of their turn, they are pushed a number of yards equal to the difference in addition to any distance they may lose to a failed Acrobatics check.

UC	Effects
1-5	-2 penalty to Agility rank
6-15	-3 penalty to Agility rank
16-25	-4 penalty to Agility rank
26+	-5 penalty to Agility rank

LAVA

Lava bubbles and roils where the planet's oceans once flowed and regularly erupts from the numerous volcanoes dotting Feneryss. Characters coming into contact with lava will take 2d6 damage and be set *ablaze*. Standing or being submersed in lava inflicts 4d6 damage each round until exited. A successful Physical Resolve check of 20 will halve the damage. Ending a turn within 2 yards of flowing lava will incur 1 *fatigue* point unless the character succeeds on a Physical Resolve check of 12.

REALITY TEAR

These rare events are triggered in locations where reality has been stretched too thin. On occasion, otherworldly creatures have been able to breach the rifts and enter Feneryss. Anyone unfortunate enough to be caught within the event horizon of the tear will experience time, space, and possibility itself warping around them. This can inflict those exposed and the environment around them with lasting effects that defy known understanding.

During combat, a reality tear immediately wroughts the Hysteria fear reaction on any who come in contact for 1d4 rounds. Additionally, for every 3 rounds someone remains within 5 yards of the tear inflicts 1 paranoia. Neither can be avoided or mitigated in anyway.

If encountered out of combat, any exposed suffer the Hysteria fear reaction for 1d4 minutes. Any who remain in contact with it suffer 1 paranoia every 3 minutes. This cannot be avoided or negated in any way.

While reality tears can be permanent, allowing for creatures from the unknown to pour through, they are almost always temporary, lasting up to 3d10 minutes.

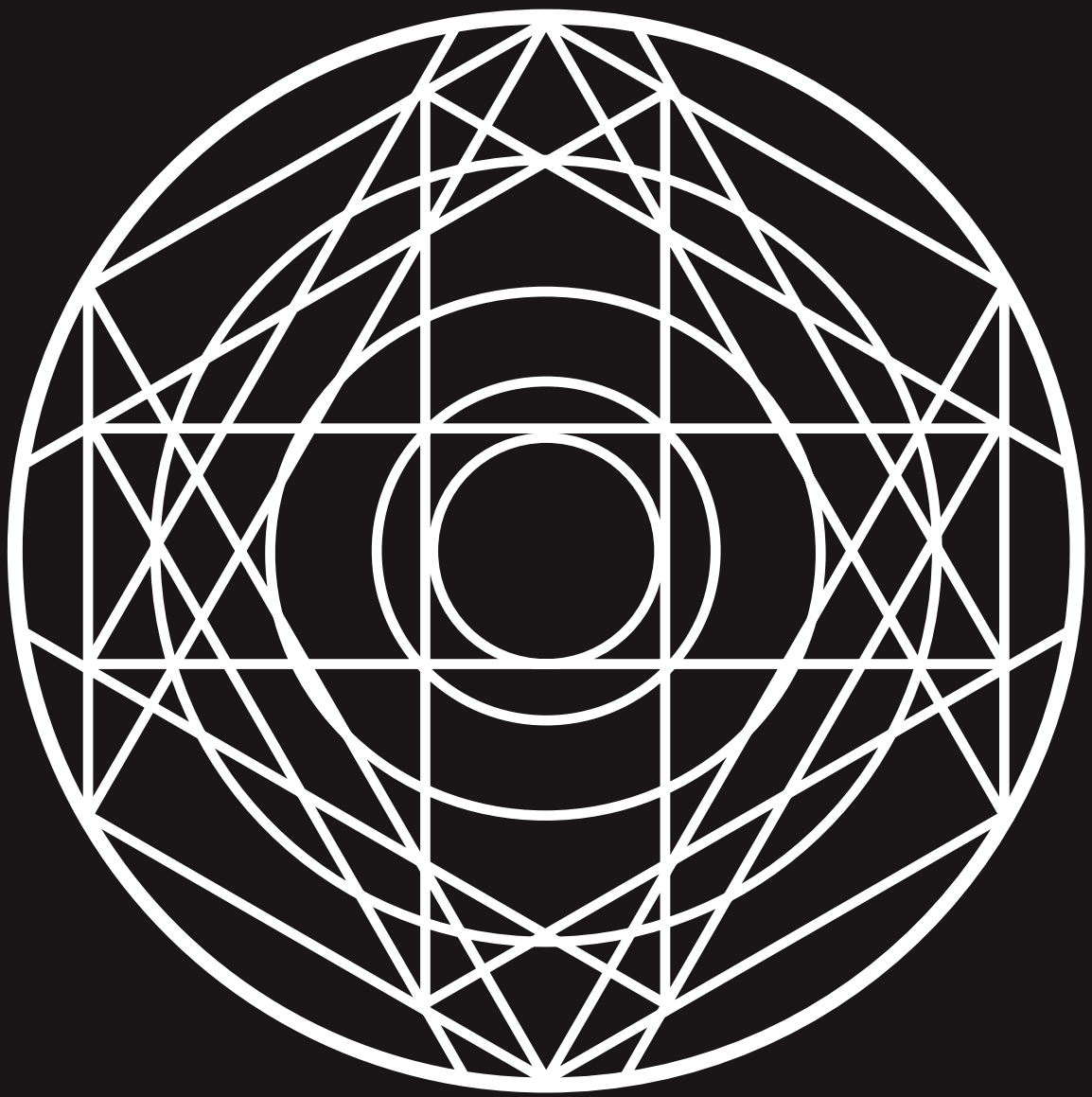
Take note that while outside of a reality tear, it is impossible to fire weapons or throw objects to the opposite side of the tear.

ULTRAVIOLET LIGHTNING STORM

These storms are prevalent in incredibly hot, bone-dry areas such as the Ashlands or the Wastes of Galaam. Bolts of UV light are guided down from the heavens by traces of lingering magic to strike deaf and blind anyone too close (and likely kill anything it touches). The effects are stronger the closer one is to the epicenter. The GM will determine where lightning strikes with a d100 (or 2d10). Each character and monster should be assigned a number, beginning with 1 and adding up to the total number of characters and enemies present. For damage, roll once and apply it to all affected characters, halving it for those who succeeded on the Physical Resolve check.

Range	UC	Effects on Success	Effects on Failure
0 yds. (Target)	30	The character is immediately reduced to -1 health and must pass a Stabilization check or fall *unconscious*.	The character is immediately reduced to -10 health and must pass a Stabilization check or fall *unconscious*.
1 yd.	20	Take 2d6 damage, *stun 2*, gain a Cancerous Tumor (page 166).	Take 5d6 damage, *blinded*, *deafened*, *stun 4*
3 yds.	15	*Stun 1*, gain a Cancerous Tumor (page 166).	*Blinded*, *deafened*, *stun 2*

CHAPTER 4: TALENTS & ARCHETYPES

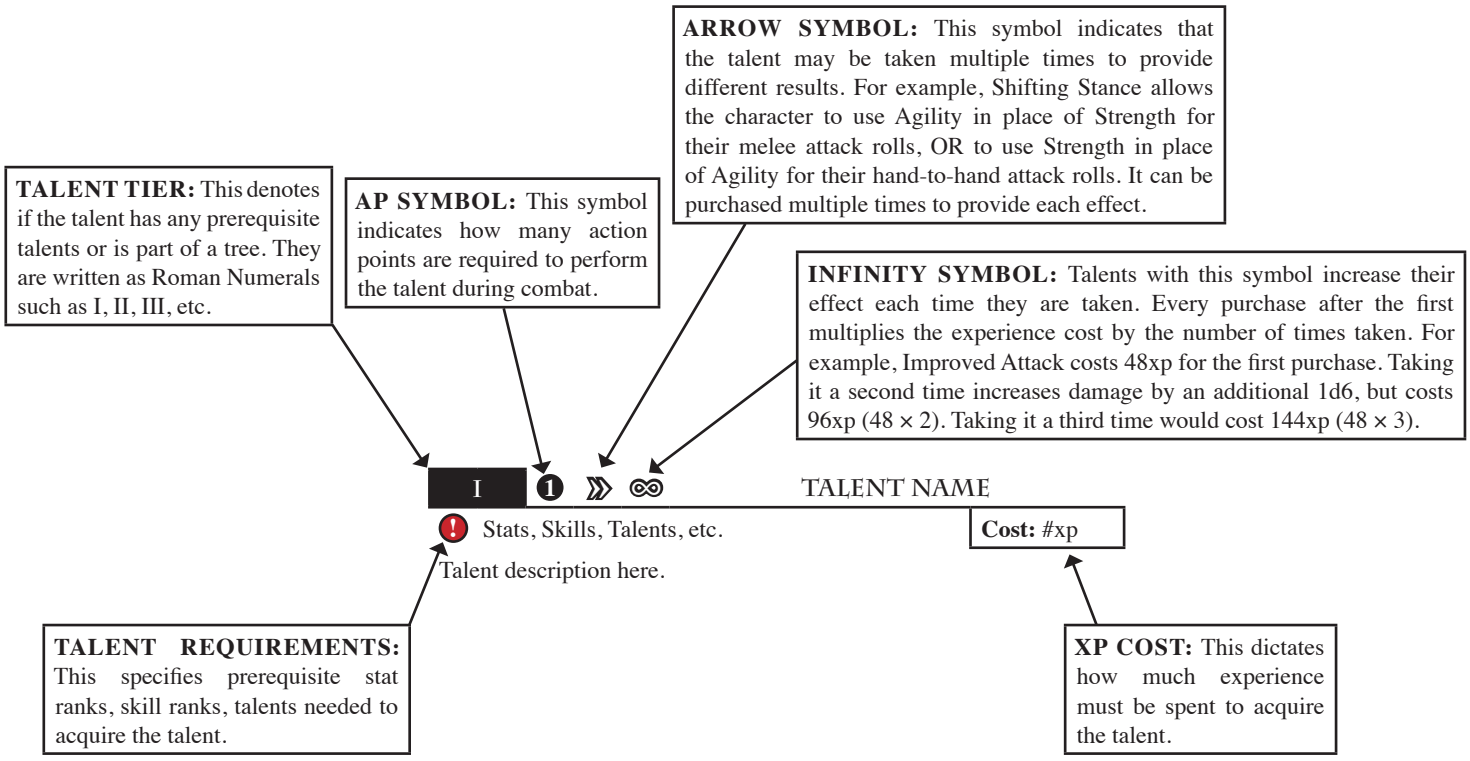


READING TALENTS

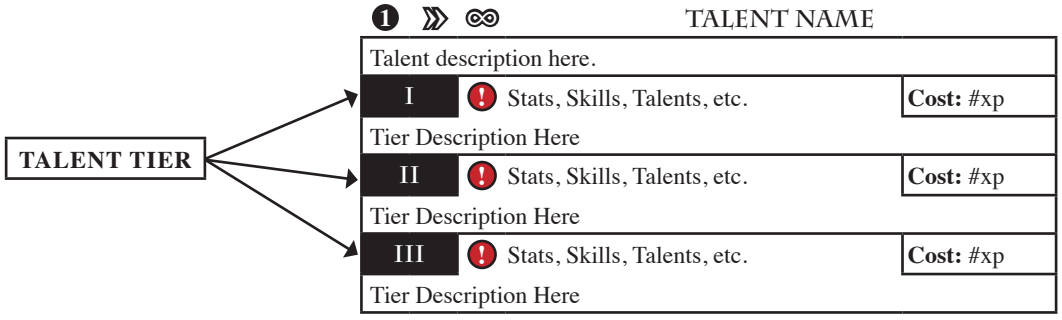
Talents are the core of conflict resolution for Shattered. They primarily provide bonuses to actions, or grant the character new and unique abilities that they can use to overcome the challenges and enemies they will encounter throughout Feneryss. The following sections are organized into what we call archetypes: genres of character actions. Despite this label, every talent is available to any player provided they meet the listed requirements and can afford the experience cost. When reading requirements there are two things to note: the character must possess all the necessary requirements listed EXCEPT when two or more requirements are separated by a slash (/) (e.g. Melee / Hand-to-Hand 5.) In this case, the character only needs one of the listed requirements separated by the slash. This also means that the character can only utilize this talent when possessing the appropriate skills. Any talent with ranked tiers require the previous rank when purchasing.

READING TALENTS

Part of our design of the talents in this chapter was to provide you as much information as possible at a glance. Below we will break down parts of our talents.



MULTI-TIERED TALENTS



HUMAN

Talent Name	XP	Pg. #
Acceptance	90	100
Eternal Hatred	80	100

Talent Name	XP	Pg. #
From Good Fortune	52	100
Preference	180	100

Talent Name	XP	Pg. #
Tolerance	45	100
Unity	27	100

ALYPSE

Talent Name	XP	Pg. #
Apostle	102	100
Contagious Curse	80	100

Talent Name	XP	Pg. #
Gift of the Apocalypse	27	100
Justice of the Fallen	25	100

Talent Name	XP	Pg. #
Silver Tongue	15	100

DRONE

Talent Name	XP	Pg. #
Armed and Operational	70	100
Autonomous	54	101

Talent Name	XP	Pg. #
Drone Mentality	54	101
Flesh Made Whole	62	101

Talent Name	XP	Pg. #
Ghost in the Machine	60	101

FLORVANA

Talent Name	XP	Pg. #
Chemical Propulsion	125	101
Explosive Discharge	37	101
Fungal Coagulant	34	101

Talent Name	XP	Pg. #
Healing Spore	94	101
Natural Understanding	25	101
Organic Chemistry	52	101

Talent Name	XP	Pg. #
The Walls Have Ears	54	101
We are Root	27	101

REKINDLED

Talent Name	XP	Pg. #
Continuous Cycle	67	101
Know the Unknowable	27	101

Talent Name	XP	Pg. #
Piercing Sight	45	102
Residual Echoes	27	102

Talent Name	XP	Pg. #
Split Second	45	102
Uncursable	27	102

SHADE

Talent Name	XP	Pg. #
Dead Zone	80	102
Frightful	7	102

Talent Name	XP	Pg. #
Greater Mind	27	102
Resourcefulness	29	102

Talent Name	XP	Pg. #
Seeker	34	102
Slip of Shadows	15	102

VAMPIRE

Talent Name	XP	Pg. #
Aura of Life	45	102
Blood Drinker	66	102
Burning Hunger	67	103

Talent Name	XP	Pg. #
Draculesti Ascendant	162	103
Engulfing Bite	234	103
Lightfeed	45	103

Talent Name	XP	Pg. #
Marquis	94	103
Subjugate	45	103

WRETCHED

Talent Name	XP	Pg. #
Disease Resistance	27	103
Filtered Lens	27	103

Talent Name	XP	Pg. #
Focused Tremorsense	34	103
Landsight	116	103

Talent Name	XP	Pg. #
Mutant Physiology	67	103
Poison Immunity	126	103

GENERAL TALENTS

Talent Name	XP	Pg. #
Adept Brewsmith	90	104
And it was Justified	121	104
Combat Medic	70	104
Courageous	Varies	104
Disease Resistance	Varies	104
Endurance	Varies	104

Talent Name	XP	Pg. #
Engineer	105	104
Fortitude	Varies	104
Hidden Psyche	Varies	104
I've Got a Bad Feeling	27	104
The Most Dangerous Game	15	104
Numb Senses	45	104

Talent Name	XP	Pg. #
Ready for Battle	Varies	104
Resilient	Varies	104
Shorthand	27	105
Specialized Training	Varies	105
Uppers	15	105

COMBAT TALENTS

GENERAL COMBAT TALENTS

Talent Name	XP	Pg. #
Ambidexterity	27	105
Blitzkrieg	135	107
Bodyguard	5	105
Brothers in Arms	21	105
Can I Have That?	82	105
Combat Troll	22	107
Dual Weapon Adept	93	105
Entrench	139	106
Fancy Footwork	45	105
Fortify	45	105
Get the Horns	94	106
Glutton for Punishment	74	107
Guardian	77	105
Human Shield	97	106
I'll Take that	48	106
Immovable	72	106
Insane Combatant	Varies	106
Iron Curtain	45	106
Keep Away	96	106
Mental Static	97	106
Mess With the Bull	27	106
Mind Void	262	106
Muscle	48	106
No Leg to Stand On	80	106
Not This Time	45	106
Parry	52	106
Rapid Deployment	15	107
Riposte	150	106
Shield Strike	45	107
Shoot'em While They're Down	48	107
Sticky Situation	62	107
Sweep	35	107
Swift Foot	67	107
Taunt	7	107
Undeterred	80	107
Wild Visage	45	107
Wrecking Ball	72	107

MELEE COMBAT TALENTS

Talent Name	XP	Pg. #
Armor Breaker	66	107
Blood Feud	94	107
Boiling Rage	48	107
Bouncing Strike	62	107
Cut Through	102	108
Dancing Defense	314	108
Defensive Duelist	56	108
Feral Roar	27	108
Fierce Charge	Varies	108
Foot Stomp	66	108
Gladiator	54	108
Heavy Hitter	80	108
Improved Attack	48	108
Lightning Charge	186	109
Master Defensive Duelist	143	108
Menacing	80	108
Performing Sweeps	77	108
Rebounding Strike	227	107
Shifting Stance	27	108
Swift Charge	34	108
Unrelenting Attack	48	109
Unstoppable	135	109
Whirling Dervish	Varies	109
Wind Scythe	Varies	109
Wind Up	Varies	109
Zealous Charge	94	108

BALLISTIC COMBAT TALENTS

Talent Name	XP	Pg. #
Dazzling Disarm	46	109
Eagle Shot	66	109
Hail of Bullets	102	109
Huntsman	60	109
Low Ready	134	111
Lucky Shot	102	109
Missed	21	109
No Scope	134	111
Not Just a Staff	268	111
Piercing Shot	80	109
Planned Execution	48	109
Precise Shot	Varies	111
Rapid Reload	Varies	111
Recoil With It	21	111
Ricochet	66	111
Ricochet Wanted	168	111
Shot First	67	111
Superheated Shot	48	111
Survivalist	28	111
These are my Guns	36	111
Trip Volley	48	111
Warning Shot	18	111

STEALTH TALENTS

Talent Name	XP	Pg. #
Breaking & Entering	52	112
Blend	42	112
Bump Key	7	112
Cut the Cord	15	112
Dark Intentions	132	112
Distortion	Varies	112
Escape Artist	15	112
First Blood	67	113
Hawkeye	184	112
Hit & Run	42	113
Marked for Death	62	112
Nimble Fingers	60	113
Patient Watcher	94	112
Reaper Sweep	25	113
Shadow Blades	Varies	113
Shadow Dredge	15	113
Shadow Jump	132	113
Sidestep	30	113
Silent Takedown	Varies	113
Skeleton Key	69	112
Slow and Steady	15	113
Something in the Cushions	27	113
Tread Lightly	82	113

SOCIAL TALENTS

Talent Name	XP	Pg. #
Better Fencing	139	115
Confidential Informant	Varies	115
Copycat	7	115
Cary Ol' Man	45	115
Creative Stealth	60	115
Deft Smuggler	15	115
Enthrall	52	115
Esteemed	27	115

Talent Name	XP	Pg. #
Fencing	72	115
He Could be You; He Could be Me	42	115
Head of the Snake	79	116
Incite Riot	42	116
Inspire	60	116
Quick Change	112	115
Secret Compartment	40	116

Talent Name	XP	Pg. #
Smooth Criminal	34	116
Smooth Talker	37	116
Speak Language	27	116
Stoic	45	116
Swift Shout	252	116
Totally Legit Document	42	116
Whispered Aggression	27	116
Whispered Doubt	27	116

ARKÄNA TALENTS

Talent Name	XP	Pg. #
Casting	Varies	117
Arkäne Specialization	Varies	122
Master of Arkäna	196	122
Power of Chance	35	122
Power of the Elements	52	122

MARTIAL ART TALENTS

Talent Name	XP	Pg. #
Martial Arts Stance	Varies	131
Dragon's Essence	141	134
Dragon's Breath	282	135
Focused Body	100	135
Flexible Mind	215	135

Talent Name	XP	Pg. #
Martial Throw	66	135
Ole!	66	135
Thunder Strike	37	135
Uppercut	55	135

CONVICTION TALENTS

Talent Name	XP	Pg. #
Conviction	Varies	122
Dualism	126	130
Perseverance	67	130
Sacred Bond	4	130
Saint	247	130

SOCIAL TALENTS

Talent Name	XP	Pg. #
Channel	Varies	135
Allied Intervention	Varies	138
Amplified Telepathy	30	138
Dangerous Mind	117	138

Talent Name	XP	Pg. #
Innocuous	Varies	138
Mental Acuity	Varies	138
Shielded Mind	Varies	138
Telepathy	5	138

AIRSHIP TALENTS

CAPTAIN

Talent Name	XP	Pg. #
I: Crazy Ivan	2	139
II: Emergency Evasion	17	139
III: Strafe	81	139
IV: Overclock	218	139
V: Predictive Maneuvering	456	139

HELMSMAN

Talent Name	XP	Pg. #
I: I'm Givin' Her All She's Got	2	140
II: Jury-Rigging	17	140
III: Impact Calibration	81	140
IV: Ragstopper	218	140
V: Deus Ex Mechanik	456	140

CHIEF ENGINEER

Talent Name	XP	Pg. #
I: Last Shot	3	140
II: It's Elementary	24	140
III: Make it Count	103	140
IV: More Powder!	268	140
V: Alpha Strike	551	140

GUNNERY MASTER

Talent Name	XP	Pg. #
I: Last Shot	3	140
II: It's Elementary	24	140
III: Make it Count	103	140
IV: More Powder!	268	140
V: Alpha Strike	551	140

MASTER-AT-ARMS

Talent Name	XP	Pg. #
I: Violence of Action	2	140
II: Firing Squad	17	141
III: Barricade	81	141
IV: Suicide Squad	218	141
V: Hold the Line	456	141

SIGIL MASTER

Talent Name	XP	Pg. #
I: Synergy	3	141
II: Feedback	24	141
III: Dual Cast	183	141
IV: Smoke Screen	514	141
V: Arkänik Overload	1081	141

SQUADRON ACE

Talent Name	XP	Pg. #
I: Raid	2	141
II: Barrel Roll	17	141
III: Kamikaze	75	141
IV: Engine Boost	197	141
V: Back in Formation	407	141

RACIAL TALENTS

HUMAN

I » ETERNAL HATRED

Intelligence 4, Any Combat Skill 4 | **Cost:** 80xp

Types: Alypse, Avian, Beast, Dragon, Drone, Elemental, Florvana, Fragment, Humanoid, Human, Invertebrate, Mechanikal, Rekindled, Shade, Undead, Vampire, Verdura, Wretched

The Human's natural tendency for discrimination has manifested against a particular type of foe. They gain a +2 bonus to all attack rolls against the specified race or enemy type and a -2 penalty to Charisma checks against them. This talent can be purchased multiple times, each time applying to a different race or enemy type. The cost doubles for every purchase of this talent after the first, and the Combat Skill and Intelligence requirements increase by 1.

I FROM GOOD FORTUNE

Charisma 4, Diplomacy 2 | **Cost:** 52xp

This trait may only be taken at character creation, and allows a Human to start with an extra 200 Notes.

I TOLERANCE

Intelligence 4 | **Cost:** 45xp

Lose the Bigotry trait

II » ACCEPTANCE

Tolerance | **Cost:** 90xp

Pick one organization, religion, or race. The Human gains +1 to all social interactions with that group. In order for the benefit and/or the penalty to apply, the Human must be aware that the individual in question is a member of that group (GM has final discretion). If the Human attacks a member of the group, this bonus is lost for 24 hours.

III » PREFERENCE

Acceptance | **Cost:** 180xp

This talent doubles the bonus from Acceptance when interacting with the chosen organization, religion, or race. In order for the benefit and/or the penalty to apply, the Human must be aware that the individual in question is a member of that group (GM has final discretion).

I UNITY

Charisma 3 | **Cost:** 27xp

Humans have become increasingly insular over time. They gain a +1 bonus to any Charisma-based checks in social situations with another Human.

ALYPSE

I APOSTLE

Willpower 5, Resolve 4 | **Cost:** 102xp

Alypse apostles are flagellate monks of their race. Because of their constant self-mutilation they have developed a resistance to the effects of *fatigue*. When this talent is taken, the Alypse now suffers 1 point of *paranoia* for every 3 *fatigue* points.

I CONTAGIOUS CURSE

Casting (Necromancy) 4, Willpower 4 | **Cost:** 80xp

When casting a necromancy curse, the Alypse treats the SP as 1 less, to a minimum of 1 SP, for the purposes of the Casting check.

I GIFT OF THE APOCALYPSE

Toughness 3 | **Cost:** 27xp

Though it has been thousands of years since the Reckoning, some of the Alypse still carry the natural resistances that caused the ritual to fail. The Alypse gains a +1 bonus to Physical or Mental Resolve when resisting banes.

I JUSTICE OF THE FALLEN

Conviction Talent Rank 1, Devotion 3 | **Cost:** 25xp

All ranks of the Smite miracle cost 1 less conviction point per use.

I SILVER TONGUE

Deceit 3 | **Cost:** 15xp

Once per day, the Alypse can choose to automatically roll the maximum value of one die on a Deceit or Diplomacy check. All other dice are rolled as normal. The use of this talent must be declared before rolling.

DRONE

I ARMED AND OPERATIONAL

Intelligence 4, Craft (Mechaniks) 4 | **Cost:** 70xp

The base prosthetic cost increase of the Modular enhancement is removed.

I AUTONOMOUS

Intelligence 3, Perception 3,
Cannot take Drone Mentality

Cost: 54xp

Some Drones were designed to function in isolation. They gain a +2 bonus to all Non-Combat Skill checks when more than 5 yards apart from their party. Additionally, they take a -2 penalty to all non-combat tests when within 5 yards of the group.

I DRONE MENTALITY

Charisma 3, Perception 3,
Cannot take Autonomous

Cost: 54xp

Most Drones are more efficient when working alongside their brethren. Gain a +2 to all Non-Combat Skill checks when within 5 yards of a party member. Additionally, the Drone takes a -2 penalty to all Non-Combat Skill checks when not within 5 yards of their party.

I FLESH MADE WHOLE

Craft (Mechaniks) 5, Medicine 4

Cost: 62xp

Some Drones have grafted flesh to their body, becoming cyborgs, and gaining access to biomods. This flesh is susceptible to disease. Medicine and Conviction can be used to treat any diseases, but cannot heal the Drone.

I GHOST IN THE MACHINE

Willpower 4, Craft (Mechaniks) 3

Cost: 60xp

A Drone may link up, through touch, with any machine that requires an operator to use, even if that machine is in use by someone else. If the machine is not in use by another operator they may take control of it automatically. If, however, it is being used by someone else the Drone must make a Mental Resolve check vs the operator's relevant skill to take command of the machine. This can only be used once per day. Each round beyond the first requires a Mental Resolve check to maintain control. If this check is failed, the connection is lost. This talent may be taken more than once, adding one more control attempt per day. Machines still require a separate power source to function.

FLORVANA

I ❸ EXPLOSIVE DISCHARGE

Toughness 3, Resolve 2

Cost: 37xp

The Florvana may violently excrete a cloud of spores. This costs 1d6 health. Explosive Discharge provokes an opposed Physical Resolve check against all adjacent creatures, including allies. Any creature that fails this check is *nauseated* for 1d4 rounds. The spore cloud lasts until the Florvana's next turn. If the Florvana has any tumors, they can rupture the tumor instead of sacrificing health.

II CHEMICAL PROPULSION

Explosive Discharge, Toughness 5, Resolve 3

Cost: 125xp

The Explosive Discharge is now affects a 2-yard radius.

I ❷ FUNGAL COAGULANT

Toughness 3, Medicine 2

Cost: 34xp

A Florvana may sacrifice 6 health to remove the *bleed* condition from one ally.

II HEALING SPORE

Fungal Coagulant, Toughness 4, Medicine 3

Cost: 94xp

In addition to removing *bleeding*, Fungal Coagulant now restores health of the target equal to the Florvana's ranks in Toughness. This still requires the Florvana to sacrifice 6 health.

I NATURAL UNDERSTANDING

Craft (Alchemy) 4

Cost: 25xp

The Florvana acquires 2 bonus Alchemical Parts with every successful Survival check to scavenge.

I ORGANIC CHEMISTRY

Craft (Alchemy) 6

Cost: 52xp

The Florvana has an innate affinity for Alchemy, which allows them to create potions 2 hours faster.

I THE WALLS HAVE EARS

Perception 3, Toughness 3

Cost: 54xp

The Florvana may place small pieces of their colony on inanimate objects, each time reducing their maximum health by 3. If they are within 25 yards of these planted colonies, they can make Perception-based checks through them. Retrieving planted colonies restores both maximum health and health equal to the maximum health penalty. If a plant colony is destroyed, the Florvana's max health is restored, but they do not regain lost health. A colony's health is equal to the amount the Florvana lost upon planting it.

I WE ARE ROOT

Toughness 3

Cost: 27xp

The Florvana can now root one adjacent ally or opponent in addition to themselves. This action can be avoided with a successful Dodge check. If the Dodge check fails, the target is considered *grappled*.

REKINDLED

I CONTINOUS CYCLE

Willpower 5

Cost: 67xp

Some Rekindled have been known to reincarnate shortly after their death. Once the Rekindled dies, their body bursts into flames and reforms the next day (unless otherwise specified by the GM). The new Rekindled remembers nothing of its previous life, but retains all experience, stats, skills, talents, and *paranoia* of its previous life. The Rekindled gains 1 permanent *paranoia* and permanently loses 5 max health each time they reincarnate.

I KNOW THE UNKNOWABLE

Intelligence 3

Cost: 27xp

Due to their time among the dead, Rekindled sometimes discover that they possess knowledge they were previously unaware of. The Rekindled can attempt Lore checks for subjects in which they have no ranks with -4 penalty.

II UNKNOWN KNOWLEDGE

Know the Unknowable, Intelligence 5 | **Cost:** 94xp

Rekindled can now attempt knowledge checks for subjects in which they have no ranks with -2 penalty.

I PIERCING SIGHT

Perception 4 | **Cost:** 45xp

The Rekindled can peer into the souls of others and glean small details about them. This requires an opposed Willpower check during which eye contact must be made. This can be only used once per target. If successful the Rekindled learns one piece of random information about the target. The target also suffers the *Gasp!* fear reaction.

I RESIDUAL ECHOES

Perception 3 | **Cost:** 27xp

Rekindled are capable of sensing the surface emotions of sentient creatures. This is a Scrutiny check opposed by the Mental Resolve of everyone within 10 yards. A successful Scrutiny will tell the Rekindled the temperament of every sentient creature within range.

I SPLIT SECOND

Willpower 4 | **Cost:** 45xp

Some Rekindled can force their bodies back into a spirit form for a split second. This may allow them to pass through previously impassable obstacles. The character must pass a Mental Resolve check against the material they pass through. Light materials, like wood or paper, have a UC of 4 per yard. Sturdier materials, such as brick or rock, have a UC of 8 per yard. Metals, like iron or lead, have a UC of 12 per yard. The Rekindled can not move a distance greater than half their stride. If the Rekindled is o longer in spirit form while attempting to pass through objects, or the Mental Resolve test fails, the player is ejected to the closest available space and also takes 2d6 damage, which bypasses all damage reduction. The Rekindled is capable of taking any gear or equipment on their person with them when using this talent.

I UNCURSABLE

Willpower 3 | **Cost:** 27xp

The very nature of the Rekindled makes it difficult for curses to affect them, granting them a +1 bonus when resisting curses.

SHADE

I ❷ DEAD ZONE

Willpower 4, Psy 4 | **Cost:** 80xp

Once per day a Shade may overload a 1-yard radius (centered on themselves) with psykic noise for 1 round. Anyone within this area, aside from the user, loses their sense of purpose, and must reroll all reactions made within the area, taking the lower result. Outside combat, everyone within range must reroll defensive Charisma-based checks, taking the lower result.

I FRIGHTFUL

Intimidate 2 | **Cost:** 7xp

The Shade's natural status as a mute can be unsettling and they've learned how to turn this to their advantage. Gain a +2 bonus to all of the character's Intimidate checks.

I GREATER MIND

Natural Telepath Trait, Perception 3 | **Cost:** 27xp

Shade can now reach up to 40 yards with their telepathy.

I RESOURCEFULNESS

Intelligence 3, Craft (Alchemy) 1 | **Cost:** 27xp

With their knowledge of herbalism, most Shades fend for themselves. The Shade gains a +1 bonus to Survival checks to acquire food or scavenge Alchemical Parts.

I SEEKER

Perception 3, Scrutiny 2 | **Cost:** 34xp

Shades possess exceptional eyesight and hearing. They gain a +2 bonus to Awareness and Search checks

I SLIP OF SHADOWS

Stealth 3 | **Cost:** 15xp

Once per day, a Shade may opt to make a Stealth check at their maximum roll. This must be declared prior to making a Stealth check. This cannot result in a critical success.

VAMPIRE

I AURA OF LIFE

Perception 4 | **Cost:** 45xp

Vampires have been known to gain an extra sense, a vision that sees life and imprints of living beings. Even when *blinded*, a vampire with this ability can still "see" and track living things. This negates penalties when perceiving or attacking living things. Naturally, this does not work on undead or mechanikal creatures.

I BLOOD DRINKER

Strength 4, Hand-to-Hand 3 | **Cost:** 66xp

Whenever a Vampire successfully initiates a grapple or performs a hand-to-hand attack while *grappling*, they may feed on the opponent. If declared during an attack this replaces the basic attack's damage. The vampire heals 1d4 health and the victim suffers 1d6 damage that bypasses armor and shields.

II ENGULFING BITE

Blood Drinker, Strength 6, Hand-to-Hand 6 | **Cost:** 234xp

All Vampires are born with a weakness in their lower jaw. Some have found a means to turn this to their advantage, unhinging their jaw to perform a larger bite. The Vampire gains 1 bonus rank to Hand-to-Hand checks when attempting to feed (initiating a grapple or feeding during a grapple). Damage from Blood Drinker is increased to 2d6 and heals 2d4.

I BURNING HUNGER

Toughness 5 | **Cost:** 67xp

Every round a Vampire takes damage from ultraviolet light, they gain a cumulative +2 bonus to their Grapple checks, up to a maximum of +10. If exposure ends, this bonus persists for 2 rounds. If the Vampire is a Draculesti Ascendant, this bonus is reduced to +1 per round of UV damage.

I LIGHTFEED

Willpower 4 | **Cost:** 45xp

When the Vampire is within 5 yards of any flame, the fire gradually dies out. This takes 3 rounds for an ambient-level fire, 6 rounds for a dim fire, and 9 rounds for a strong fire.

I MARQUIS

Toughness 6 | **Cost:** 94xp

Vampires who obtain the status of Marquis have the penalties imposed by the Bloodburn and Feed racial traits are reduced by half. In addition, their last name or family name replaced with Portent. For example, if Lorelei were to become a Marquis, her name would now be Lorelei-vur Portent. Note that it is not required to be in good standing with a coven to become a Marquis.

II DRACULESTI ASCENDANT

Marquis, Toughness 8 | **Cost:** 162xp

Vampires who obtain the status of Draculesti Ascendant have become impervious to the penalties of the Bloodburn racial trait. Additionally, their aging slows to a tenth of its normal rate. No Draculesti Ascendant in recorded history has succumbed to old age. In addition, they prefix their name with Harbinger. For example, if Lorelei were to become a Marquis, her name would now be Harbinger Lorelei-vur Orikasa. Note that it is not required to be in good standing with a coven to become a Draculesti Ascendant.

I SUBJUGATE

Charisma 4 | **Cost:** 45xp

If declared prior, and the Vampire succeeds on an intimidate check, a single victim will carry out any actions the character would consider sensible to perform until the task is complete, or 1d4 hours, whichever comes first. If their fear reaction is Hysteria or worse, they will carry out any order with no sense of self-preservation. This only functions on sentient creatures, the target must understand the language used, and the instructions must be simple (no more than a few sentences).

WRETCHED

I FILTERED LENS

Perception 3 | **Cost:** 27xp

While some Wretched never develop the muscles used to utilize their secondary, transparent eyelids, time and practice can benefit a Wretched a great deal. If developed, the penalties from bright light are reduced by 2.

I FOCUSED TREMORSENSE

Perception 3, Awareness 2 | **Cost:** 33xp

A Wretched's Tremorsense can now detect the movement and direction of objects or creatures that are medium-sized or greater within 15 yards. Detection is only successful if both the Wretched and creature or object are making contact with the ground.

I LANDSIGHT

Focused Tremorsense, Perception 6, Awareness 4 | **Cost:** 142xp

Wretched can detect the movement and position of objects or creatures, small-sized or greater within 20 yards, providing that both they and the Wretched are making contact with the ground. The Wretched has a base alertness of *suspicious* when targeted by surprise attacks, and does not suffer the effects of *blindness* or other sensory-based penalties against any opponents detected by Landsight.

I MUTANT PHYSIOLOGY

Toughness 5 | **Cost:** 67xp

When the Wretched is reduced to *Critical Health* they gain a +1 bonus natural DR until they stabilize. When reattaching a Wretched's original limb the difficulty is reduced by half their Toughness.

I ∞ POISON IMMUNITY

Toughness 3 | **Cost:** 27xp

All Wretched are born with a semi-vestigial organ called a vassilis. When functional it suppliments the functions of the liver, drastically increasing the effeiciency in which the body can proess toxins. Vassilli are so potent that they have been known to render a Wretched effectively immune to particular venoms and poisons. When taken, the Wretched becomes immune to 1 bane.

GENERAL TALENTS

I ADEPT BREWSMITH

Craft (Alchemy) 8	**Cost:** 90xp

When brewing grade 5 potions the cost of the cheapest reagent is refunded due to excellent titration skills. This talent only applies if the potion is brewed correctly.

I COMBAT MEDIC

Agility 4, Medicine 4	**Cost:** 90xp

Medicine checks, or Craft (Mechaniks) checks if the character is a Drone, during combat require only 1 AP on the part of the healer.

COURAGEOUS

Their experiences throughout Feneryss have inured the character to unsettling events. Gain a +1 bonus per rank to resist Fear checks.

I	Willpower 3	**Cost:** 27xp
II	Courageous 1	**Cost:** 54xp
III	Courageous 2	**Cost:** 108xp
IV	Courageous 3	**Cost:** 216xp
V	Courageous 4	**Cost:** 432xp

DISEASE RESISTANCE

An exceptional constitution aids in warding off disease. Gain a +1 bonus to Physical Resolve checks when resisting a disease.

I	Toughness 3	**Cost:** 27xp
II	Disease Resistance 1	**Cost:** 54xp
III	Disease Resistance 2	**Cost:** 108xp
IV	Disease Resistance 3	**Cost:** 216xp
V	Disease Resistance 4	**Cost:** 432xp

ENDURANCE

I	Toughness 4	**Cost:** 45xp
	The health bonus from Toughness is now 3.	
II	Endurance 1	**Cost:** 90xp
	The health bonus from Toughness is now 4.	
III	Endurance 2	**Cost:** 180xp
	The health bonus from Toughness is now 5.	

I » ENGINEER

Intelligence 5, Craft: (Any) 5	**Cost:** 105xp

An engineer often hails from a Lanisian University dedicated to their trade (Alchemy, Armaments, or Mechaniks). When working in their ideal environment, they tend to be expedient workers. Engineers may reduce the UC for crafting by 2 instead of 1 per additional hour invested. They still cannot reduce the UC by more than half. This may be taken multiple times each time applying to a different Craft skill.

FORTITUDE

Through rigorous exercise, the character has toned their body to overcome exhaustion. Each rank in this talent grants a +1 bonus to resist falling *unconscious* from *fatigue*.

I	Toughness 3	**Cost:** 27xp
II	Toughness 4, Fortitude 1	**Cost:** 54xp
III	Toughness 5, Fortitude 2	**Cost:** 108xp
IV	Toughness 6, Fortitude 3	**Cost:** 216xp
V	Toughness 7, Fortitude 4	**Cost:** 432xp

I HIDDEN PSYCHE

Willpower 3, Resolve 4	**Cost:** 62xp

The character has learned to reduce the mental pulse they emit, thus making it more difficult for a psykic to read their minds or discern their location. The strain for a psykic to read the mind of this character or determine their location increases by 1.

I I'VE GOT A BAD FEELING

Perception 3	**Cost:** 27xp

Some sixth sense tells the character when something is awry. They always know when there is a trap within a 3-yard radius. They must still pass an Awareness check to locate its exact position.

II AND IT WAS JUSTIFIED

I've Got a Bad Feeling, Perception 6	**Cost:** 121xp

The character is more observant and understands how traps function better than before. When performing an Awareness check to spot traps, add half of the ranks in Craft (Mechaniks) to the rating.

I THE MOST DANGEROUS GAME

Security 3	**Cost:** 15xp

After disabling a trap the character can pick it up intact and place it again wherever they like.

I NUMB SENSES

Toughness 4	**Cost:** 45xp

The character has mastered a method of combat meditation that allows them to ignore their body's exhaustion. This talent reduces *fatigue* to 0. The character gains 1 point of *paranoia* for every point of *fatigue* eliminated by this talent. This can only be used once per day.

READY FOR BATTLE

The character has a knack for predicting an imminent attack. They gain a +1 bonus to their initiative rolls for each rank of this talent.

I	Agility 3, Perception 3	**Cost:** 54xp
II	Agility 5, Perception 5	**Cost:** 189xp
III	Agility 7, Perception 7	**Cost:** 441xp

RESILIENT

The character gains a +1 bonus to Stabilization checks for each rank of this talent.

I	Toughness 3	**Cost:** 27xp
II	Toughness 4, Resilient 1	**Cost:** 72xp
III	Toughness 5, Resilient 2	**Cost:** 139xp
IV	Toughness 6, Resilient 3	**Cost:** 233xp

I SHORTHAND

Intelligence 3 or Perception 3 — **Cost:** 27xp

The character may create a document (blueprint, schematic or recipe) that reduces the crafting difficulty by 1, to a minimum of 1 for a single design or potion. They may only utilize a single document per item crafted. Because each kind of shorthand is unique to its creator, another craftsman cannot utilize documents that they did not make.

SPECIALIZED TRAINING

Characters can take ranks in specialized training to further enhance their skills. This talent grants a +1 bonus to the results of any Combat or Non-Combat skill. The player must specify which skill this applies to each time they purchase this talent. A player may not exceed a +5 bonus to any single skill by using this talent and cannot apply this to the Arkäna or Psy skill.

Combat Skill 2 / Non-Combat Skill 2

	I	II	III	IV	V
Combat Skills	10xp	20xp	40xp	80xp	160xp
Non-Combat Skills	7xp	14xp	28xp	56xp	112xp

I UPPERS

Alchemy 3 — **Cost:** 15xp

When creating a potion with the Craft (Alchemy) skill comprised entirely of boons, the creator may opt to create an Upper. If the potion is successfully created, the effects are doubled for its standard duration. When the potion's effects subside, the target is afflicted with the banes of every boon successfully implemented in the potion. The duration of these effects is equal to the potion's duration. The banes are at their normal strength.

COMBAT TALENTS

I AMBIDEXTERITY

Agility 3, Melee / Ballistic / Hand-to-Hand 2 — **Cost:** 27xp

Through rigorous life training, the character has adapted to using multiple weapons simultaneously. Reduce penalties for multi-attacks by 2.

II DUAL WEAPON ADEPT

Ambidexterity, Agility 5, Melee / Ballistic / Hand-to-Hand 5 — **Cost:** 93xp

Completely remove multi-attack penalty.

I BODYGUARD

None — **Cost:** 5xp

Once per round, the character may block for an adjacent ally, taking any damage in their stead. This replaces the ally's reaction and must be declared before the enemy attack is rolled.

II GUARDIAN

Bodyguard, Agility 3, Toughness 4 — **Cost:** 77xp

When using Bodyguard, the character may now move half their stride to block for an ally.

I BROTHERS IN ARMS

Block 3 — **Cost:** 21xp

Once per round as a reaction, the character can hunker down with an adjacent ally bearing a shield to take cover from area of effect and ranged attacks. This grants a +2 bonus to their damage reduction against burst and ranged attacks if only one player possesses the talent. The bonus is doubled if both players possess this talent. In order to use this talent the character must have a shield equipped.

I 2 CAN I HAVE THAT?

Willpower 5, Diplomacy 3 — **Cost:** 82xp

Instead of forcibly removing an enemy's weapon, the character can ask for it. They may opt to roll an opposed Diplomacy check to disarm their target. The target gets a bonus to this test equal to their Willpower and must be adjacent to the character. On a successful disarm, the target hands over one weapon.

I FANCY FOOTWORK

Agility 4 — **Cost:** 45xp

If an opponent within reach of the character fails to trip the character, the opponent is tripped instead.

I FORTIFY

Toughness 4 — **Cost:** 45xp

Removes the penalty of blocking with both a shield and a weapon.

II **ENTRENCH**

Fortify, Toughness 6 — **Cost:** 139xp

The character gains a +1 bonus to Block checks while using both a shield and a weapon.

I **HUMAN SHIELD**

Agility 4, Hand-to-Hand 5 — **Cost:** 97xp

If the character is attacked by a third party while engaged in a grapple, they may flip the *grappled* foe over to absorb the incoming attack. This is a Grapple check opposed by the potential human shield. If successful, the *grappled* foe is rolled over and takes the damage from the attack in the character's stead. They do not get to make a reaction, but any damage reduction they possess applies normally. This is a reaction and may only be performed once per round.

I **I'LL TAKE THAT**

Agility 3, Melee / Hand-to-Hand 3 — **Cost:** 48xp

Before attempting a disarm, the player may declare use of this talent. Upon a successful disarm, the character takes possession of the targeted weapon. They must be adjacent to the target for this to be valid.

II 1 **KEEP AWAY**

I'll Take That — **Cost:** 96xp

If the character successfully disarms an opponent using "I'll Take That" they can immediately spend 1 AP to throw the weapon at an enemy of their choosing.

I **IMMOVABLE**

Strength 4, Willpower 3 — **Cost:** 72xp

If a character is successfully bullrushed, or would otherwise be forcibly moved, they may reroll the check, keeping the second result.

INSANE COMBATANT

As the character's *paranoia* increases, they gain bonuses to various combat traits. They retain the bonuses of all previous ranks.

I — Willpower 3, 5 or more points of *paranoia* — **Cost:** 27xp

For every 5 points of *paranoia*, the character can move 1 additional yard per stride.

II — Willpower 4 — **Cost:** 72xp

For every 10 points of *paranoia*, gain a +2 bonus to attack rolls.

III — Willpower 5 — **Cost:** 139xp

For every 15 points of *paranoia*, gain a +3 bonus to damage rolls.

IV — Willpower 6 — **Cost:** 233xp

For every 20 points of *paranoia*, gain +8 bonus to their max health.

V — Willpower 7 — **Cost:** 359xp

For every 25 points of *paranoia*, gain a +5 bonus to Intimidate checks.

VI — Willpower 8 — **Cost:** 521xp

For every 30 points of *paranoia*, gain a +6 bonus to DR.

I **IRON CURTAIN**

Toughness 4 — **Cost:** 45xp

The character possesses a formidable presence on the battlefield. Opponents trying to move through the character's space in combat must make an additional move action. Failed attempts to move through the character's space knock the opponent *prone*.

I **MENTAL STATIC**

Willpower 4, Resolve 5, Cannot take Psy — **Cost:** 97xp

The character has spent a great many hours honing their mind's defenses. Because of this, the strain of all psykic attacks targeting the character suffer an additional 2 strain.

II **MIND VOID**

Mental Static, Willpower 5, Resolve 7 — **Cost:** 262xp

This increases the additional strain cost of Mental Static by 1.

I **MESS WITH THE BULL**

Strength 3 — **Cost:** 27xp

On a successful bullrush, deal damage equal to **1d6 + Strength**

II **GET THE HORNS**

Mess with the Bull, Strength 5 — **Cost:** 94xp

Damage from a successful bullrush increases by 1d6.

I **MUSCLE**

Strength 3, Melee / Hand-to-Hand 3 — **Cost:** 48xp

The character now adds their Strength, instead of Agility, to disarm checks with melee or hand-to-hand strikes.

I **NOT THIS TIME**

Agility 4 — **Cost:** 45xp

If an opponent fails to disarm the character by a difference of 5 or greater, the opponent is instead disarmed.

I **PARRY**

Melee / Ballistic / Hand-to-Hand 5 — **Cost:** 52xp

After successfully blocking with only a weapon(s), the character can make a basic attack as a free action with said weapon. This can only be performed oncer per round and cannot be combined with other talents (i.e. Martial Arts, Unrelenting Attack).

II **RIPOSTE**

Parry, Melee / Ballistic / Hand-to-Hand 7 — **Cost:** 150xp

The character may now use Parry once against each enemy, each turn.

I — RAPID DEPLOYMENT

Command 3 — **Cost:** 15xp

The character may command one ally to move up to twice their stride for their first move action in combat.

II — BLITZKRIEG

Rapid Deployment, Perception 5, Command 6 — **Cost:** 135xp

Once per encounter, a character may command two allies to advance forward. Each ally may move up to twice their stride for their first move action in combat.

I — SHIELD STRIKE

Strength 4 — **Cost:** 45xp

When attacking with a shield bash, apply twice the damage rolled.

I — SHOOT 'EM WHILE THEY'RE DOWN

Agility 3, Ballistics 2, Melee / Hand-to-Hand 2 — **Cost:** 48xp

If the character successfully trips an opponent, the character can make a single ballistic attack for no additional AP against the same opponent. Cannot be used in tandem with Sticky Situation.

I — STICKY SITUATION

Agility 3, Melee / Hand-to-Hand 4 — **Cost:** 62xp

If the character successfully trips someone, they may stick a potion to them. The vial shatters when they hit the ground and the target is subject to the potion's effects. This cannot be used in tandem with Shoot 'em While They're Down.

II (4) — SWEEP

Melee / Hand-to-Hand 4 — **Cost:** 35xp

The character may attempt to trip all adjacent opponents.

I — SWIFT FOOT

Agility 5 — **Cost:** 67xp

The character gains a +2 bonus to their stride.

I — TAUNT

Intimidate 2 — **Cost:** 7xp

Successful Intimidate checks in combat force the target to attack the taunting character until one of them is dead or *unconscious*.

II — COMBAT TROLL

Taunt, Intimidate 3 — **Cost:** 22xp

The character may now taunt up to 3 targets. If more than three foes are present, this affects the nearest enemies first.

III — GLUTTON FOR PUNISHMENT

Combat Troll, Intimidate 6 — **Cost:** 74xp

The character may now taunt all opponents within their line of sight.

I — UNDETERRED

Perception 4, Melee / Ballistic / Hand-to-Hand 4 — **Cost:** 80xp

Once per encounter, a character may choose to reroll their attack roll prior to the opponent's reaction.

I — WILD VISAGE

Toughness 4 — **Cost:** 45xp

A feral appearance grants the character a +2 bonus to Intimidate checks.

I — WRECKING BALL

Agility 4, Willpower 3 — **Cost:** 72xp

If the character fails a bullrush attempt on an opponent, they are still moved 1 yard unless the opponent possesses the Immovable talent.

MELEE TALENTS

I — ARMOR BREAKER

Perception 4, Melee 3 — **Cost:** 66xp

If the character's first melee attack against an opponent is successful, it bypasses half the opponent's armor DR.

I — BLOOD FEUD

Strength 5, Toughness 3 — **Cost:** 94xp

At the beginning of combat, characters may choose to sacrifice health up to their ranks in Toughness and gain that same amount as a damage bonus for successful melee attacks. The character cannot regain this sacrificed health until the end of combat.

I — BOILING RAGE

Strength 3, Melee / Hand-to-Hand 3 — **Cost:** 48xp

For every missed melee attack, the character gains a +1 bonus to their next melee attack up to a max of +5. Once a melee attack is successful, this bonus is removed.

I (3) — BOUNCING STRIKE

Strength 3, Melee 4 — **Cost:** 62xp

Characters may attempt a single melee basic attack. If the attack succeeds, the character may make a second attack against another opponent within their melee range with a -2 penalty. Failing any of the attacks ends this talent early.

II (3) — REBOUNDING STRIKE

Bouncing Strike, Strength 5, Melee 7 — **Cost:** 227xp

Characters may attempt a single melee basic attack. If the attack succeeds, the character may make additional attacks against two other opponents within their melee range with a -2 and -4 penalty. If they miss on the first attack, Bouncing Strike fails. Missing the second attack means the third fails.

I ❶ CUT THROUGH

❗ Strength 5, Melee / Hand-to-Hand 4 | **Cost:** 102xp

Whenever the character deals enough damage to kill an enemy, they may make 1 additional melee or hand-to-hand attack on an adjacent foe for 1 AP.

Special: This bonus attack can be used in conjunction with Menacing to move and attack a foe or attack a foe and then move.

I » DEFENSIVE DUELIST

❗ Block 4, Melee 3 | **Cost:** 56xp

Choose a weapon type when purchasing this talent: melee, ranged, or focus. When wielding this type of weapon, the character gains a +1 bonus to Block checks. This can be taken multiple times to apply to multiple weapon types, but does not stack with itself.

II » MASTER DEFENSIVE DUELIST

❗ Defensive Duelist, Block 5, Melee 4 | **Cost:** 143xp

The bonus from Defensive Duelist for one weapon type is increased to +2. This can be acquired multiple times to apply to other weapon types, but does not stack with itself.

III DANCING DEFENSE

❗ Master Defensive Duelist, Block 7, Melee 6 | **Cost:** 314xp

If a character is successfully bullrushed, or would otherwise be forcibly moved, they may reroll the check, keeping the second result.

I ❶ FERAL ROAR

❗ Toughness 3 | **Cost:** 27xp

The character unleashes an inhuman shout that grants them and all of their allies within 25 yards a +1 bonus to their charge or bullrush actions.

FIERCE CHARGE

I ❗ Strength 3, Melee / Hand-to-Hand 4 | **Cost:** 62xp

When charging, gain additional +1d6 damage, but suffer a -3 penalty in addition to the standard charge penalties on all reactions until their next turn.

II ❗ Fierce Charge 1, Strength 5, Melee / Hand-to-Hand 5 | **Cost:** 90xp

Increase damage to 2d6 and decrease the reaction penalty to -2.

III ❗ Fierce Charge 2, Strength 6, Melee / Hand-to-Hand 7 | **Cost:** 374xp

Increase damage to 3d6 and decrease the reaction penalty to -1.

I ❶ FOOT STOMP

❗ Agility 4, Hand-to-Hand 3 | **Cost:** 66xp

Once per encounter a character may make a hand-to-hand attack to reduce their target's movement by half for 2d4 rounds.

I GLADIATOR

❗ Strength 3, Charisma 3 | **Cost:** 54xp

When *overwhelmed* in melee combat, add half of the character's Charisma as a bonus to their Melee and Hand-to-Hand checks.

I HEAVY HITTER

❗ Strength 4, Melee 4 | **Cost:** 314xp

At the cost of 1 *fatigue* per round, the character may wield a two-handed weapon in each hand.

I » ∞ IMPROVED ATTACK

❗ Strength 3, Hand-to-Hand 3 | **Cost:** 48xp

Increase the damage of one of the character's natural attacks by 1d6 (fists, horns, bite, etc.). The attack must be specified upon purchase. This can be taken multiple times, with the cost doubling with each additional purchase (e.g. Improved Attack 2 for fists costs 96xp, Improved Attack 3 for fists costs 192xp, etc).

I MENACING

❗ Agility 4, Melee / Hand-to-Hand 4 | **Cost:** 80xp

When the character deals enough damage to kill an enemy they may move up to half their stride as a free action.

Special: This bonus movement can be used in conjunction with Cut Through to move and attack a foe or attack a foe and then move.

I ❷ PERFORMING SWEEPS

❗ Melee 3, Perform 4 | **Cost:** 77xp

Characters can attempt to disarm enemies with a melee attack. This works as a normal disarm action, but upon success the enemy is also *confused* for 1d4 rounds. This can only be applied to an enemy once per encounter.

I » SHIFTING STANCE

❗ Agility 3 | **Cost:** 27xp

Characters can use Agility instead of Strength for melee basic attacks or Strength instead of Agility for hand-to-hand basic attacks. Only one may be chosen. This talent may be taken twice in order to do both.

I SWIFT CHARGE

❗ Agility 3, Athletics 2 | **Cost:** 34xp

Through rigorous training or labor, the character has become a speedy sprinter capable of rushing into battle quicker than others. They can move an additional (1) yard when charging.

II ZEALOUS CHARGE

❗ Swift Charge, Agility 4, Athletics 3 | **Cost:** 94xp

This increases the bonus distance from Swift Charge to 2 yards.

III LIGHTNING CHARGE

❗ Zealous Charge, Agility 5, Athletics 4 | **Cost:** 186xp

This increases the bonus distance from Swift Charge to 4 yards.

I UNRELENTING ATTACK

❗ Toughness 3, Melee 3 | **Cost:** 48xp

For each of the character's attacks that are blocked by a single opponent, gain +1 to all subsequent melee attack and damage rolls, up to a maximum of +5 against them. This bonus is removed if the character switches targets or makes a successful melee attack roll.

UNSTOPPABLE

I — Toughness 5, Willpower 5 — **Cost:** 135xp

Unrivaled fortitude and force of will keep the fighter on their feet, even when critically wounded. While they are still required to make Stabilization checks when reduced to *critical health*, they remain conscious regardless of the result, and do not suffer the penalties of *critical health* during combat. Limbs can still be lost and decapitation still kills the character. Once combat ends and the adrenaline wears off, the penalties come into full effect and recovery time is increased by 2 weeks.

3 / 5 WHIRLING DERVISH

I — Toughness 3, Melee 4 — **Cost:** 62xp

The character makes a spinning melee attack, striking all targets within their melee range. They gain all bonuses and penalties of an All-Out-Attack (see Combat Actions, page 82).

II — Toughness 6, Melee 8 — **Cost:** 282xp

The characters may perform two Whirling Dervish attacks in a row.

2 WIND SCYTHE

I — Strength 3, Melee 3 — **Cost:** 48xp

The character's melee weapon skills are so incredible that they can project a blade of wind as if it were a ranged attack. This is a melee basic attack with a -4 penalty with a maximum range equal to the character's Melee rating.

II — Strength 5, Melee 5 — **Cost:** 168xp

The penalty is reduced to -2.

III — Strength 7, Melee 7 — **Cost:** 392xp

The penalty is eliminated completely.

2 / 3 / 4 WIND UP

Spend AP to grant a bonus to the character's next melee attack. This bonus remains until a successful melee attack is performed or the encounter ends.

I — Agility 3, Melee 3 — **Cost:** 48xp

Maximum of 2 AP for +2 to Melee.

II — Agility 4, Melee 4 — **Cost:** 128xp

Maximum of 3 AP for a +3 to Melee.

III — Agility 5, Melee 5 — **Cost:** 230xp

Maximum of 4 AP for a +4 to Melee.

BALLISTIC TALENTS

I 2 DAZZLING DISARM

Ballistic 3, Perform 4 — **Cost:** 46xp

Characters can attempt to disarm enemies with a ballistic attack. This works as a normal disarm action, but upon success the enemy is also *confused* for 1d4 rounds. This can only be applied to an enemy once per encounter.

I 2 EAGLE SHOT

Perception 4, Ballistic 3 — **Cost:** 66xp

The shooter can make a Ballistics check to reduce a single opponent's stride by half for 2d4 rounds. Performing Eagle Shot against an already slowed opponent merely extends the duration by 1 round.

I 3 HAIL OF BULLETS

Perception 5, Ballistic 4 — **Cost:** 102xp

The character can make a Ballistics check against a number of targets equal to half their Ballistics rank. The attack can be blocked or dodged. Targets that fail their reaction suffer a -2 penalty to Mental Resolve checks for 1d4 rounds. A round of ammunition is expended for each target, and can only be used against an opponent once per encounter.

I 1 HUNTSMAN

Perception 4, Command 3 — **Cost:** 60xp

The sharpshooter signals their allies to target a non-humanoid creature. All attacks made against the target gain +1d6 damage for 2d4 rounds. This can only be applied to one creature at a time.

I 3 LUCKY SHOT

Agility 5, Ballistic 4 — **Cost:** 102xp

Maybe the stars aligned, or maybe the Lady of the Five Winds guided the bullet. Whatever the case, it was a lucky shot. Once per encounter, this attack is automatically successful, even while the character is *blinded*. This basic attack also gains a +1d6 damage bonus.

I MISSED

Ballistic 3 — **Cost:** 21xp

Whenever a shot misses due to a successful dodge, the shot travels in a straight line to strike the next opponent, if any. They have an opportunity to react to the original Ballistics check. Range increment penalties still apply, and this can only affect one opponent after the original target. This talent cannot be combined with Piercing Shot.

I PIERCING SHOT

Perception 4, Ballistic 4 — **Cost:** 80xp

When a ranged basic attack deals damage to a target, the round continues to travel, striking the next opponent in a straight line. They have an opportunity to react against the original Ballistics check. This talent does not progress beyond the second target, and cannot be combined with Missed.

I 5 PLANNED EXECUTION

Perception 3, Ballistic 3 — **Cost:** 48xp

The sharpshooter lines up a ranged basic attack on a target beyond their first range increment, preventing the target from dodging on the attack. This does not work with weapons possessing the spray enhancement.



PRECISE SHOT

Reduce the penalty for shooting into melee combat by 1 per rank.

I	Agility 4, Perception 3	**Cost:** 72xp
II	Agility 5, Perception 3	**Cost:** 166xp
III	Agility 5, Perception 4	**Cost:** 278xp
IV	Agility 6, Perception 4	**Cost:** 417xp

RAPID RELOAD

Reduce reload time for all ballistic weapons by one AP per rank in this talent, to a minimum of 1 AP.

I	Agility 3, Ballistic 2	**Cost:** 37xp
II	Agility 4, Ballistic 3	**Cost:** 103xp
III	Agility 5, Ballistic 4	**Cost:** 205xp

I ❷ RICOCHET

Perception 4, Ballistic 3 — **Cost:** 66xp

The character may attack an enemy that is out of sight by bouncing a projectile off a surface. This attack suffers a -3 penalty.

II ❷ RICOCHET WANTED

Ricochet, Perception 5, Ballistic 4 — **Cost:** 168xp

The character can now attack an enemy that is out of sight by bouncing a projectile off of up to two surfaces at a -2 penalty per surface.

I RECOIL WITH IT

Ballistic 3 — **Cost:** 21xp

After firing a ballistic weapon, the character can, as a free action once per round, move 1 yard in the opposite direction of the shot.

I SHOT FIRST

Agility 5 — **Cost:** 67xp

This preemptive attack allows a character to make a single surprise attack with a one-handed ballistic or thrown weapon while in plain sight of an opponent. This action takes place before combat starts. It cannot take place once combat has begun and must take place within 5 yards of the target.

II LOW READY

Shot First — **Cost:** 134xp

Increase the range of Shot First by 5 yards.

III NO SCOPE

Low Ready — **Cost:** 268xp

Shot First can now be performed with a single two-handed ballistic weapon.

II WE GOT OURSELVES A COWBOY

Shot First — **Cost:** 134xp

Shot First can now be performed with two one-handed ballistic or thrown weapons.

I SUPERHEATED SHOT

Toughness 3, Ballistic 3 — **Cost:** 48xp

Once per round, the character can boost the power of a single shot in one ballistic weapon. The next basic attack with that weapon deals an additional 2d6 fire damage and the user suffers 1 point of *fatigue*.

I SURVIVALIST

Ballistic 3, Survival 2 — **Cost:** 28xp

When below a third of their maximum health, the character gains a +2 to Ballistics checks.

I THESE ARE MY GUNS

Ballistic 3, Perform 3 — **Cost:** 36xp

The character draws their ballistic weapons in a stylized fashion, which imposes an Intimidate check on all opponents within 5 yards. The character may choose to use their Perform skill instead of Intimidate for the check. This replaces the character's draw action, and can only be performed once per encounter. The strongest possible fear effect is *flee*.

I TRIP VOLLEY

Perception 3, Ballistics 3 — **Cost:** 48xp

A ranged basic attack can be used to trip the target instead of dealing damage. The character must declare this prior to rolling the Ballistics check.

I ❸ WARNING SHOT

Ballistic 2, Intimidate 2 — **Cost:** 18xp

The character fires a shot, gaining their ranks in Ballistics as a bonus to their next Intimidate check. The strongest possible fear effect is *flee*.

STEALTH TALENTS

I BREAKING & ENTERING

Strength 4, Security 2 | **Cost:** 52xp

When in a hurry, brute force is often the best method for a quick cash grab. The character adds their Security ranks as a bonus to melee damage to bash open locked objects. This also grants any characters within a 10-yard radius the *suspicious* alertness bonus. (page 92).

I BLEND

Charisma 3, Stealth 3 | **Cost:** 42xp

The character has developed a knack for using the environment to disappear. Pursuers' alertness bonuses are reduced by 1 step if the character can go undetected for one round.

II PATIENT WATCHER

Blend, Stealth 6 | **Cost:** 94xp

If the character is able to go a full round without being detected, their pusuers' alertness bonuses are reduced to 0 until the character is rediscovered.

I BUMP KEY

Security 2 | **Cost:** 7xp

The character has acquired a bump key and the skills to force open more basic locks without breaking them. Security checks on locks at UC 10 or lower are treated as half. However, failure will always break the key and jam the lock.

II SKELETON KEY

Bump Key, Security 5, Stealth 4 | **Cost:** 69xp

An improvement over the Bump Key. Characters with this talent treat locks of UC 16 and less as if they were half. However, failure will always break the key and jam the lock.

I CUT THE CORD

Sleight of Hand 3 | **Cost:** 15xp

Many Feneryans have gone back to tying their valuables to their person in an effort to thwart thieves. If this character carries a light melee weapon, they may reduce the UC of pickpocket checks by 2.

I DARK INTENTIONS

Willpower 6, Stealth 5 | **Cost:** 132xp

Once per encounter, an assassin can designate a target. Whenever using the precision strike combat action (page 82) against the target, this character gains a 1d6 bonus to the attack roll per damage die sacrificed instead of +1d4.

II HAWKEYE

Dark Intentions, Ballistic 5 | **Cost:** 184xp

Hawkeye removes range increment penalties for the first five increments on ranged attacks against the target. Beyond this, penalties are applied normally (i.e. sixth range increment at a -5). This is a basic attack that cannot be used with burst or scatter weapons.

II 1 MARKED FOR DEATH

Dark Intentions, Ballistic / Hand-to-Hand / Melee 6 | **Cost:** 62xp

Once per encounter and after a successful surprise attack, the character can mark the enemy for death, reducing their DR by half for 2 rounds.

DISTORTION

The character can alter how gravity affects their movement.

I Acrobatics 1, Stealth 2 | **Cost:** 10xp

Slow Fall: Characters fall at half the speed they would normally and can negate fall damage up to 4 yards. For each additional rank in Distortion, add 1 yard to Slow Fall's damage negation.

II Distortion 1, Acrobatics 2, Stealth 3 | **Cost:** 32xp

Long Jump: The character can increase their jump distance by 1 yard for each rank of Distortion.

III Distortion 2, Acrobatics 3, Athletics 1, Stealth 4 | **Cost:** 74xp

Horizontal Wall Run: During a run action, the character may use 1 stride to run horizontally across a wall. This increases by 1 stride for each rank of Distortion taken after rank 3.

IV Distortion 3, Athletics 2, Stealth 5 | **Cost:** 119xp

Vertical Wall Run: During a run action, characters may use 1 stride to run straight up a vertical surface. This increases by 1 stride for each rank of Distortion taken after rank 4.

V Willpower 7 | **Cost:** 259xp

Inversion: A character can move along the ceiling as though they were walking along the floor for a number of rounds equal to half their ranks in Stealth. If while using this ability, a character walks into an area with no ceiling, they immediately fall and take any appropriate damage.

I ESCAPE ARTIST

Security 3 | **Cost:** 15xp

Students of the shadows often are often tested on how to escape custody. When and if they are apprehended the character gains a +1 bonus to Security checks to escape bindings of any sort. If their life is in immediate danger this bonus is increased to +3.

FIRST BLOOD

I

Agility 5, Melee / Ballistic / Hand-to-Hand 6 | **Cost:** 67xp

The character ignores an enemy's DR on their first surprise attack per encounter. If the attack fails, First Blood has no effect.

HIT & RUN

I

Agility 3, Stealth 3 | **Cost:** 42xp

If a character has successfully made a surprise attack, they may increase their stride by 4 yards for the next move action.

NIMBLE FINGERS

I

Agility 4, Sleight of Hand 3 | **Cost:** 60xp

The character's hands move with cat-like grace. If they fail a Sleight of Hand check attempting to steal an item of two pounds, they may re-roll once and must use the results of the second roll.

REAPER'S SWEEP

I

Stealth 4 | **Cost:** 25xp

When attempting a surprise attack, the character may move 2 additional yards before taking a penalty to their Stealth check.

SHADOW BLADES

I — Agility 4, Melee / Ballistic / Hand-to-Hand 3, Stealth 3 | **Cost:** 81xp

The character now adds half their Stealth ranks to damage on successful surprise attacks.

II — Shadow Blades 1, Stealth 6 | **Cost:** 133xp

The character now adds Stealth and their weapon's primary stat to surprise attack damage.

SHADOW DREDGE

I

Athletics 2, Stealth 2 | **Cost:** 15xp

If a character successfully kills a target, they may immediately attempt a surprise attack against an adjacent enemy. The opponent does not gain their alertness bonus against the Stealth check. This may be performed once per round.

SHADOW JUMP

I ❷

Agility 6, Stealth 5 | **Cost:** 132xp

The character seems to vanish and reappear a distance up to half their stride away. If they arrive behind an enemy, they may attempt a surprise attack. The enemy does not gain their alertness bonus. This cannot surprise the same target more than once, and the assassin's Agility is subtracted from their Dodge rating until their next turn.

SIDESTEP

I

Athletics 3, Stealth 3 | **Cost:** 30xp

After successfully dodging an attack, the character may move 1 yard away from their attacker for free.

SILENT TAKEDOWN

During a melee surprise attack, characters may choose to render an opponent *unconscious* rather than dealing damage.

I — Agility 3, Melee 3, Stealth 3 | **Cost:** 63xp

The target is now *unconscious* for 1d4 rounds.

II — Silent Takedown Rank 1 | **Cost:** 126xp

The target is now *unconscious* for 2d4 rounds.

SLOW AND STEADY

I

Stealth 3 | **Cost:** 15xp

Position is as important as the blade itself. If a player does not take any hostile actions, moves at least once, and ends the round in partial cover, they may make a surprise attack without suffering any movement penalties.

SOMETHING IN THE CUSHIONS

I

Perception 3 | **Cost:** 27xp

The character has a knack for finding where people stash their valuables. When "turning over" a victim's home or business, the character may roll the Search check twice and take the highest result. This can only be performed once per locale.

TREAD LIGHTLY

I

Agility 4, Stealth 5 | **Cost:** 82xp

Characters can reroll a Stealth check once per encounter. This must be declared prior to any Perception checks being rolled against the original Stealth check.



SOCIAL TALENTS

CONFIDENTIAL INFORMANT

The character has befriended a knowledgeable individual in scholarly, political, or underground circles that at times provides them with information. This talent may be taken multiple times. Each time, the character must select a single type of Lore.

I — Charisma 4 — **Cost:** 45xp

The contact starts with an Intelligence of 6 and specializes in a single Lore type at rank 1 with a single focus.

II — Confidential Informant 1 — **Cost:** 90xp

The contact now has an Intelligence of 7, the chosen Lore at rank 2, and gains a new focus in the selected Lore specialization.

III — Confidential Informant 2 — **Cost:** 180xp

The contact now has an Intelligence of 8, the chosen Lore at rank 3, and gains a new focus in the selected Lore specialization.

IV — Confidential Informant 3 — **Cost:** 360xp

The contact now has an Intelligence of 9, the chosen Lore at rank 4, and gains a new focus in the selected Lore specialization.

V — Confidential Informant 4 — **Cost:** 720xp

The contact now has an Intelligence of 10, the chosen Lore at rank 5, and gains a new focus in the selected Lore specialization.

COPYCAT

I

Deceit 2, Any Lore 2 — **Cost:** 7xp

When forging documents, a character gains their ranks in the relevant Lore skill as a bonus to the roll.

CRAZY OL' MAN

I

Charisma 4, At least 1 Eccentricity / Neurosis — **Cost:** 45xp

Upon a failed Disguise, Deceit, or Perform check, the character may make an additional Deceit check. The secondary Deceit check gains a plus 1 bonus for each unique mental condition the character possesses. If successful, the opponent knows they are being deceived but believes the character is simply out of their mind and not willfully deceiving them. This can only be used once per day.

CREATIVE STEALTH

I

Charisma 4, Lore (Any) 3 — **Cost:** 60xp

The character's specialized knowledge aids them in creating cover stories and identities. They can add ranks from a single relevant Lore skill to their Disguise checks when trying to convince others of their disguised persona.

DEFT SMUGGLER

I

Sleight of Hand 3 — **Cost:** 15xp

Whenever the character has something that needs hiding, they are adept at making it stay hidden. Anytime a Search or Security check is made against the character's person or possessions, they may use their Perform skill instead of Sleight of Hand to oppose the roll.

ENTHRALL

I

Charisma 3, Perform 2 — **Cost:** 52xp

Characters may make a perform check against the Mental Resolve of all characters within 10 yards. If successful, they become *distracted* for 2d4 rounds.

ESTEEMED

I

Charisma 3, Belong to any organization — **Cost:** 27xp

Within one of the character's associations (i.e. church, business, airship crew, etc.) they are held in high regard. They gain a +1 bonus to social checks when dealing with members of the group.

FENCING

I

Confidential Informant 1, Charisma 3 — **Cost:** 72xp

The character can negotiate an additional "hazard fee" when selling looted items to shopkeepers. Gain 2d6 additional Notes per sale, which cannot exceed half of the original sale value. Straight-laced shopkeepers may be inclined to cease doing business with a fence, however.

BETTER FENCING

II

Fencing, Charisma 5 — **Cost:** 139xp

Increases the "hazard fee" of the Fencing talent to 4d6, but all restrictions still apply.

HE COULD BE YOU; HE COULD BE ME

I

Agility 3, Disguise 3 — **Cost:** 42xp

Once per day, a character applying a disguise may add half their ranks in Charisma to their Disguise checks.

QUICK CHANGE

II

He Could be You; He Could be Me, Agility 4, Disguise 4 — **Cost:** 112xp

A character's skill at making convincing Disguises on the fly is unmatched. They can cut the time required to make Disguises in half.

I INCITE RIOT

Charisma 3, Command 3 | **Cost:** 42xp

The ability to produce violence from the quiet anger and malcontent of the public is a powerful tool when utilized properly. Whenever the character is among a gathering of 5 or more people, they may make a Command check opposed by the group's Mental Resolve (take the highest rolled result). If successful, the group gathered will begin to riot, attacking anyone in their way, including this character for 2d4 rounds.

II HEAD OF THE SNAKE

Incite Riot, Command 5 | **Cost:** 79xp

If a character has successfully incited a riot, they can make Command checks against the group's Resolve every round in an attempt to focus the riot toward an intended goal. This could be anything from destroying a building to attacking a group of opponents. The check is made against the highest rolled Resolve from Incite Riot. If the Command check fails, the crowd turns on the character and starts attacking them.

I INSPIRE

Charisma 4, Command 3 | **Cost:** 60xp

A character can turn a grim encounter into a hopeful one. All allies within 10 yards who can hear the character are bolstered for 1d4 rounds, gaining +1 bonuses to Resolve and physical attacks for every 10 points rolled on a Command check, to a max of +5. This does not affect the user. Multiple uses of Inspire will not stack and can only be used once per day.

I SECRET COMPARTMENT

Deceit 3, Disguise 4 | **Cost:** 40xp

A character's wide range of experiences makes them adept at concealing objects in carts, ships, or any other mode of transportation. For Search checks items are treated as one size category smaller when hidden on vehicles.

I SMOOTH CRIMINAL

Charisma 3, Sleight of Hand 2 | **Cost:** 34xp

The character isn't a clumsy thief per se, but they have a honed ability to ingratiate themselves with others who may suspect they were up to no good. The first time someone catches this character in the act, they are convinced it was a simple misunderstanding or an accidental bump. Should they witness the character stealing a second time, this talent will not save them.

I SMOOTH TALKER

Charisma 3, Deceit 2, Survival 1 | **Cost:** 37xp

A character's honeyed words allow them to talk their way out of most situations, allowing them to gain their rank in Survival as a bonus to Deceit checks.

I » SPEAK LANGUAGE

Intelligence 3 | **Cost:** 27xp

Characters are able to learn and communicate in another language. Can be taken multiple times, each time for a new language.

I STOIC

Perception 4 | **Cost:** 45xp

In social situations, the character is generally unimpressed with musicians and performance artists. They may use Scrutiny in place of Diplomacy when interacting with performers.

I SWIFT SHOUT

Command 8 | **Cost:** 252xp

Until the next turn, the character and allies within 3 yards gain 2 free AP. This can only be used once per day and does not stack with any other form of additional AP.

I TOTALLY LEGIT DOCUMENT

Charisma 3, Deceit 3 | **Cost:** 42xp

If characters have a forged document that fails to hold up to Scrutiny, they can make a Deceit (Bluff) check to convince them that the documents are real.

I WHISPERED AGGRESSION

Charisma 3 | **Cost:** 27xp

Prior to combat, in place of a character's initiative check, they may instead whisper dark thoughts into a single opponent's mind. As a result, the opponent singles out an ally of the target's choosing for 1d4 rounds, while also suffering a penalty to defensive actions equal to half the rank in Stealth for the same duration.

I WHISPERED DOUBT

Charisma 3 | **Cost:** 27xp

Prior to combat, in place of a character's initiative check, they may instead whisper words of fear and insecurity into a single opponent's mind. As a result, the opponent suffers a penalty to offensive actions equal to half the rank in Stealth for the 1d4 rounds.

NEMZUL'S NOTE

Social engineering is a delicate and powerful art when executed aptly. Brecht and Tae'k are both proof positive of this fact; one roused a nation to overthrow its leadership and install him as their new governor while the other incited the entire world to war in the name of a futile crusade. Woe to the administrator lacking in charisma.

ARKÄNA

The practice of the **arkäne arts** is an ancient one, shrouded in mystery and legend. Some believe it to be a deity all its own, but the common understanding is that **arkäna** is a natural force born from the Reckoning.

Magic is now an ineffable truth, a rule of the universe as unavoidable as gravity, or night and day. It is inherent in all known matter. Feneryans who use magic are called **casters** or **arkänists**. They do so through extensive study of the energy within themselves and the world.

Every caster manifests their abilities with their own unique flair. A necromancer's curses may manifest as translucent chains, hindering their opponents. A primaltheurgist might raise an ice wall shaped like brick and mortar. Even something so simple as throwing fire will vary in shape, size, and color. Often there is a theme or connection among a caster's various spells.

CASTING

Gain the ability to use a school of magic. This may be taken multiple times for different schools. Ranks for each school must be purchased separately. The available schools are as follows:

Primaltheurgy: Primaltheurgists or primalists wield the elements' destructive force for their own designs.

Necromancy: Necromancers are renowned for their reanimated companions, known as stitches, and the ability to cast curses.

Arkäna 1

I	II	III	IV	V
7xp	21xp	42xp	70xp	105xp
VI	VII	VII	IX	X
147xp	196xp	252xp	315xp	385xp

SPELLPOWER (SP)

Every spell a caster creates has a spellpower requirement. Arkänists can cast any number of spells so long as those spells have an SP requirement equal to or less than their rank in the relevant school. For example, a primalist with 1 rank may *stun* a target, or deal 1d6 damage. With 2 ranks, that caster could afflict a target with *stun* and deal 1d6 damage, or increase the damage to 2d6. Casting a spell that requires more spellpower than the character's rank is called overcasting, which is explained later on in this section.

SUCCESSES & FAILURES

In order to cast a spell, an arkänist must first prepare the spell with an Arkäna check (**Intelligence + Arkäna**). This check must equal or exceed two times the spellpower. Using our previous example, if a primalist with 2 ranks attempted to *stun* (1 SP) and inflict 1d6 damage (1 SP), that would be 2 SP, which makes the UC 4 (2 × 2). Failing to cast a spell means the character acquires 1 **overcast point**.

RESISTING & REACTING

Primaltheurgy spells can be blocked and dodged like any other attack. Curses, however, are resisted with Mental Resolve.

OVERCASTING & OVERCAST POINTS

Overcasting is when a caster attempts a spell with power beyond their rank in the appropriate school. This is a very draining practice and commonly produces physical results such as sudden feelings of hunger or weariness, even if the character recently ate a full meal or awoke from a full night's rest. This is represented by overcast points (OP).

These points can be gained in one of two ways. First, failing to prepare a spell grants 1 OP. Second, overcasting, which grants 1 OP per spellpower beyond the character's rank in the relevant casting school regardless of success. For example, if the primalist from the previous example were to boost the spell to 3d6 damage (3 SP) and a *stun* effect (1 SP), the spellpower would be 4, which is 2 points greater than his ranks in primaltheurgy. He would gain 2 OP when casting the spell, and a third point if he failed the UC 8 Arkäna check.

All casters have an overcast limit, which is twice their Willpower. Upon reaching their overcast limit, a caster cannot perform spells until their overcast points are reduced. Exceeding the overcast limit incurs a -1 penalty to ranks in the Strength, Toughness, and Agility stats for every overcast point beyond the limit. This represents the taxing nature of excessive casting as a caster draws more power from their body. Overcast points naturally dissipate at a rate of 1 per hour. Eight hours of uninterrupted rest will remove all overcast points and restore 1 rank in the atrophied stats.

RANGE

Spells can be cast up **(Intelligence × Range Multiplier) + 5 yards** away; this multiplier is 1 by default. An arkänist with 2 ranks in Intelligence may cast spells up to 7 yards away ((2 × 1) + 5 = 7). The range multiplier can be increased by 1 for 1 SP. The only limit to the power of the multiplier is the amount of spellpower the caster is willing to commit.

ASSISTING ANOTHER CASTER

Multiple casters of the same school may pool their spellpower to create more powerful arkäna. A primary caster is determined, likely the most powerful. For this spell, their ranks in the chosen school of arkäna are equal to the sum of all casters involved, increasing the potential spellpower. After determining the spell, the primary caster makes an Arkäna check to prepare the spell as usual. Their assistants make Arkäna checks against the primary caster's casting rank (primaltheurgy or necromancy). If any caster fails, the spell fails, and all casters suffer an overcast point. This requires 2 AP from all casters involved.

EXAMPLE

Rache is the primary caster with 4 ranks in Casting (Primaltheurgy). Terrosh is aiding her, and has 3 ranks in Casting (Primaltheurgy). They can now build a spell with up to 7 SP. Doing so means Rache must pass a UC 14 (7 × 2) and Terrosh must pass a UC 4 (Rache's ranks in Casting (Primaltheurgy)).

MULTICASTING

Multicasting weaves a spell that combines two schools. When doing so, the caster must determine a **primary school** and a **secondary school**. The primary has access to its full spellpower, while the secondary has access to half its spellpower (a minimum of 0). Spellpower can only be spent within its school.

EXAMPLE

Rache is a caster with 2 ranks in primaltheurgy and 2 ranks in necromancy. When multicasting, she has 3 SP: 2 SP in the primary school, and 1 SP in the secondary. With this, she can create a spell that deals 1d6 damage, stuns, and curses a non-combat skill, or curses a combat skill and deals 1d6 damage. Both spells require a UC 6 Arkäna check to cast.

PRIMALTHEURGY

"While necromancy is the flux of life and death, primaltheurgy is power. Raw, unbridled power. We submerge our very souls in the nether and bring forth the forces held within."

—Fulvius Yuval, Archmagi of Logerra, 2750PR

In modern warfare, primaltheurgists are the principal battlefield controllers, capable of removing foes from the fight with detrimental conditions and manipulating terrain to dissuade aggressors or trap them. Setting enemies *ablaze* or suddenly dehydrating them are proven and effective means of reducing their capacity for combat, and rupturing the earth at their feet, or producing a wall of solid rock are easy ways to control their mobility. When implemented properly, primaltheurgy provides allies of the caster an effortless win.

The history of primaltheurgy prior the founding of the Great Library of Lanis is little more than wives' tales and myths. In fact, the term primaltheurgy was not coined until the 19th century post-Reckoning, when Lanis established its guilds and terminology for the various dynasty classes. Primaltheurgist was synonymous arkänist and even included curses until the Corpsefather's work with stitches produced a need for new classifications within arkäna.

Prior to the Logerra, most primalists knew little more than what they had intuited. They were wild and undisciplined in combat, as likely to toast their allies as their adversaries. Even so, the Logerra and the Mage Legion did not garner a significant reputation until it elected Fulvius Yuval to Archmagi — the title bestowed upon Mage Legion guildmasters. He was a windy man, prone to detailed lecturing in response to the simplest questions. He also possessed a keenly organized mind that was responsible for constructing the training regimen still practiced by modern mages.

The efficacy of Lanis's mages was revealed to the world with the outbreak of the War of Fools. Although skirmishes were few and mild, any encounter that included the Mage Legion was settled indisputably in Lanis's favor. These successes catapulted Yuval straight to Consulate Prime, where he served for 5 years before succumbing to the disease, *helwretch*. His legacy, however, endures. Any arkänist who prefers practical application over intensive research and study yearns to join the prestigious Mage Legion. All the world's famous arkänists were once students as well, from Fulvius himself to Lokoran's Cistern maintainers.

CASTING PRIMALTHEURGY

Primaltheurgists have a variety of ways to manipulate the energies of the world. They are referred to as spell attributes, and are listed below. Nearly all spell attributes can be combined with others to create truly unique spells that are appropriate for the given scenario. There are a few limitations, however. A spell must be either target-oriented, meaning it is aimed to strike opponents directly, or terrain-oriented, meaning it is aimed at altering the terrain in some way. A spell must be comprised of spell attributes that are all either target-oriented or terrain-oriented. You cannot mix target and terrain effects.

A single spell attribute may be applied to a spell as many times as the caster wishes, provided they have the spell power and/or overcast points to perform it. Stacking a spell attribute will either increase its effect, such as in the case of arkäne force and gust, or increase its duration, as in the case of blaze or volt.

To increase the area of effect of a spell, a caster must invest in arkäne blast, burst, or lance. These cannot be combined, but each can be applied multiple times to improve their effects.

ARKÄNE ARMOR — SP: 3

This grants a target with 1 DR for 1d4 rounds. It may be combined with the spell attributes blaze, gust, evaporate, earthly burden, snap freeze, or volt. When the character wearing this spell is struck by a melee or hand-to-hand attack (including *grappling*) the attacker is also affected by the additional spell attributes' target effect.

ARKÄNE FORCE — SP: 1

Adds 1d6 damage to the spell.

ARKÄNE BLAST — SP: 3

The spell surges from the caster in a 3-yard cone beginning adjacent to them.

ARKÄNE BURST — SP: 3

The spell now explodes, affecting all characters within a 1-yard radius. Multiple applications of this feature increase the radius by 1 yard. Dodging burst attacks reduces damage by half instead of negating it entirely.

ARKÄNE LANCE — SP: 2

This spell attribute now casts the spell in a 3-yard line beginning adjacent to the spell caster.

BLAZE — SP: 3

Target: A fire element attribute that sets the target *ablaze* for 1d4 rounds.

Terrain: The spell sets one square yard of the terrain *ablaze* for 1d4 rounds. At the end of the duration, the fire ends but targets set *ablaze* will continue to burn unless extinguished. Multiple applications of this spell attribute increase the duration by 1d4 rounds.

GUST — SP: 2

Target: An air element attribute that knocks back the target 1 yard per application.

Terrain: A small dust devil kicks up in an area of 1 square yard. Anyone passing through the area must make an acrobatics check with a UC equal to the caster's arkäna check result. Failure knocks them *prone*. They may still crawl through the area without penalty. This lasts for 1d4 rounds.

EVAPORATE — SP: 2

Target: A water element attribute that *dehydrates* the target. Subsequent applications increase the condition's duration by 1d4.

Terrain: All water within one cubic yard is evaporated instantly.

EARTHLY BURDEN — SP: 4

Target: An earth element attribute that *overburdens* the target for 1d4 rounds.

Terrain: This disrupts a swathe of land, creating difficult terrain in 1 square yard.

SNAP FREEZE — SP: 2

Target: A cold element attribute that leaves the target *stuck* for 1d4 rounds.

Terrain: A single (1) square yard of the ground is frozen over, creating slick terrain. Characters traversing this area must pass an Acrobatics UC of 12 or fall *prone*.

VOLT — SP: 2

Target: An electric element attribute that *stuns* the target, inflicting 1 AP loss for 1d4 rounds.

Terrain: Electrically charge 1 square yard for 1d4 rounds. While active, this *stuns* anyone for 1 AP per affected yard traveled, up to 5 AP.

ELEMENTAL WALL — SP: 3

The primaltheurgist creates a short wall of elemental energy half a yard high, 1 yard wide, 2 yards long providing full cover to tiny creatures and smaller and half cover to small creatures. Its health is equal to 4 × Casting (Primaltheurgy). Taking this attribute multiple times increase the duration by 1d4 rounds and allows the caster to add 2 yards to width, 2 yards to length, or change the height up one category. Medium walls are 1 yard high and provide full cover to small creatures and below and provides half cover to medium creatures. A high wall is 2 yards high and provides full cover to medium creatures and below while large creatures are provided half cover. Any other attributes in this spell are applied when a creature makes contact with the wall; this includes unarmed and natural weapon attacks. While it lasts, no character, object, or attack my pass through this wall.

NECROMANCY

"It is not the purpose of every necromancy to destroy. Even to create life, is itself, only a fraction of what we seek. We desire mastery of both: to gain immortality and transcend humanity, to become something beyond the comprehension of mortals."

—"*The Corpsefather,*" Letch Malign, 2731 PR

Necromancers are accepted as a necessary evil by most of society, working to understand and control the presence of the undead. Their study of the living and the dead has granted them a unique power to manipulate both. They enfeeble foes with curses, but their real notoriety stems from the practice of stitching; assembling and reanimating dead flesh.

INNATE FEAR

Necromancers often look unsettling or downright frightening. They may appear deceptively frail, with a sallow or deathly white complexion, and their bodies may look atrophied or starved. Necromancers gain a bonus equal to half their Casting (Necromancy) rank on Intimidate checks against Feneryans that have not studied necromancy.

CURSES

Part of a necromancer's power is the ability to influence and drain the life force from living things with curses. The duration of curses is equal to half the caster's ranks in Casting (Necromancy). Curses can affect any character or creature so long as it has stats. Curses are opposed by Mental Resolve.

If a stronger version of a curse already afflicting a character is cast, it replaces the weaker curse. If a curse of the same strength is cast upon a character, the duration is reset. If a weaker version of a curse currently afflicting a character is cast, nothing happens. Cursing Toughness does not affect a character's max or current health values. Curses cannot reduce AP, stats, or skills to a negative number.

Attribute	SP	Effect
Actions	3	Reduces the target's AP by 1.
Additional Targets	2	Curse one additional target.
Combat Skill	2	Reduces the ranks of the chosen combat skill by 1.
Movement	2	Reduces the target's stride by 1 yard.
Non-Combat Skill	1	Reduces the ranks of the chosen non-combat skill by 1.
Stat	3	Reduces the ranks of the chosen stat by 1.

STITCHES

A stitch is any previously dead flesh or tissue that has been reanimated by a necromancer. The size of a stitch can range from a single hand to an entire body, or even several corpses jerry-rigged together through the use of specialized and basic parts.

Specialized parts are specific to the physical structure and the mental capacities of the stitch. **Basic parts** represent the essential functions of a living body: circulatory, respiratory and digestive systems all fall under this classification.

COLLECTING SPECIALIZED & BASIC PARTS

The window during which the life essence lingers in a corpse is fleeting. For this reason, necromancers may attempt to gather parts from a single corpse at the end of combat. This is an Arkäna check against the creature's yield, which is 3 times the creature's Toughness. The chopping and cutting means collecting from a corpse can only be attempted once. Butchering it ruins any parts the necromancer may have desired.

Success grants the character basic parts equal to half the creature's Toughness and 2 to 4 specialized parts depending on the creature's classification (Veterans yield 2, Lords yield 3, Remnants yield 4).

ASSEMBLING A STITCH

A minimum of 7 specialized parts and 7 basic parts are required to assemble a stitch of medium size. Other sizes have different requirements, as indicated by the chart below. Size also affects health and maximum ranks in Strength, Toughness, and Agility.

Size	Max Strength & Toughness	Max Agility	Part Adjustment	Health Mod
Fine	5	No limit	-5	1d10
Tiny	6	10	-3	2d10
Small	7	9	-1	3d10
Medium	8	8	0	4d10
Large	9	7	+1	5d10
Huge	10	6	+3	6d10
Massive	11	5	+5	7d10
Colossal	No limit	4	x2	8d10



SPARKING A STITCH

All stitches begin with 1 rank in each stat. This is further modified when the necromancer gives their stitch a **spark of life**, which allows the stitch to borrow a small portion of humanity from their creator. A necromancer may do this in one of two ways: by sacrificing a small portion of their own blood and reducing their max health by 8, or sharing a piece of their memories with the stitch and reducing their maximum *Fatigue* Threshold by 2. These penalties persist until the stitch 'dies' or its spark is extinguished.

BLOOD SPARK

Caster Penalty: Max Health Reduced by 8

Stats: +1 rank to Strength, Agility, and Toughness; +2d10 Health

MEMORY SPARK

Caster Penalty: -2 to *Fatigue* Threshold

Stats: +1 rank to Intelligence, Willpower, and Perception; +1d10 Health

A necromancer can only have one stitch sparked at any given time, which can be extinguished at any time. If a spark is extinguished while outside of combat, the necromancer regains the invested health and max health, or Fatigue Threshold. If the stitch is killed or extinguished while in combat, the necromancer is incapable of maintaining the transfer and will not heal, but their max health and Fatigue Threshold are still returned to normal. Once the spark has been given, a stitch will have some semblance of life and will understand and obey basic commands from the necromancer that gave it the spark.

A necromancer may also spark any character that has died recently. The resurrected character loses the ability to speak, but is still able to comprehend those around them. They operate on instinct and reasonable instructions from those they trusted in life. Every day the resurrected character goes without recovering their soul, they suffer 1d4 *paranoia*. Resurrected characters cannot be upgraded like a stitch. They must still expend experience points.

Stitches are pinnacle of necromantic knowledge, and their creation marked an incredible milestone in arkäna. The true goal is permanent resurrection of a corpse and full restoration of its faculties. There are limitations, however. Namely, stitches cannot create other stitches because they lack their own life force and memories to give to another.

INCREASING STATS & SKILLS

Once a stitch has been sparked, the necromancer may increase its stats through the use of specialized parts, and skills through the use of basic



parts. To increase a stat, the specialized part cost is 3 times the desired rank. Increasing a skill requires basic parts equal to the desired rank. Note that all ranks must be purchased sequentially (rank 2, then rank 3, 4, and so on). Once the parts have been allotted, an Arkäna check is required against twice the desired rank (For example, if the desired rank is 5, the check would be against a difficulty of 10). If the check fails, the parts are destroyed.

BOLSTER STITCH

Sometimes these simple stat boosts just are not enough; a stitch may need a little something extra. A necromancer can bolster their stitch for a temporary penalty to either their health or *Fatigue* Threshold and must pass a Casting check equal to the amount of support given. This generally lasts for 2 rounds but can be increased when the spell is cast. Bolstering a stitch an additional time will completely erase any previous support and start with the new effects and a new duration.

Name	Penalty	SP	Benefit
Blood Bolster	-4 Health	3	+1 Strength, Agility, Toughness
Mental Bolster	-2 *Fatigue* Threshold	3	+1 Intelligence, Willpower, Perception
Duration	N/A	1	Increase the duration by 1 round.

BIOMODS & PROSTHETICS

A necromancer may also apply biomods and prosthetics to a stitch. To do so, the necromancer must use a number of basic parts equal to half the UC of the biomod or prosthetic. They must also use 1 specialized part per unique biomod or prosthetic already installed on the stitch.

GRANTING TALENTS

Necromancers may also give their stitches access to any talent available, providing that the stitch meets the requirements. At base, all talents cost 1 specialized part, 1 basic part, and 3 UC. If a talent has stat or skill requirements, each respective rank increases the talent's basic part cost and UC by 1. Should an additional stat or skill be required for the talent, it would increase the talent's basic part cost and UC by 2 per rank. Finally, if the desired talent is an iteration of a talent progression, add 3 to the UC and 2 specialized parts times the iteration of the talent. Note that in order to add an iterative talent, the initial talent must be added to the stitch first.

EXAMPLE

SWIFT FOOT

The UC to add Swift Foot to a stitch would begin with a base of 3. Swift Foot's first requirement is Agility, adding the ranks of Agility times 1, in this case an additional 5 UC. Swift Foot is a first iteration talent adding 3 UC (3 × 1).

REBOUNDING STRIKE

Rebounding Strike (page 107) requires 5 Strength, 7 Melee, and because it also requires Bouncing Strike, is a second iteration talent.

BASIC PARTS: The Strength requirement adds 5 basic parts to the base of 1, for a total of 6 basic parts. This also requires 7 ranks in the Melee skill increasing the basic part cost by 14 (Melee 7 × 2nd stat/skill requirement. 7 × 2 = 14), for a total of 20 basic parts.

SPECIALIZED PARTS: Rebounding Strike would also require 5 specialized parts (1 from the base, and 4 because it is a second iteration talent (2 × 2) , for a total of 5).

UC: The UC to add Rebounding Strike to a stitch begins with a base of 3. The talent's first stat or skill requirement is Strength, adding the ranks of Strength times 1, in this case an additional 5 UC. The Melee skill is the second stat or skill requirement, adding twice its ranks to the UC, or 14 UC (7 × 2). Finally, as a second iteration talent, it gains an additional 6 UC (2 × 3). The total UC of adding this talent to a stitch would be 28.

ARKÄNA TALENTS

ARKÄNE SPECIALIZATION

Choose one school of magic. Gain a +1 bonus to Casting checks from the selected school. When multicasting, this may only be applied to the primary school. This talent progression can be taken for each school independently.

I	Casting 1, Arkäna 2	**Cost:** 14xp
II	Arkäna 3	**Cost:** 35xp
III	Arkäna 4	**Cost:** 70xp
IV	Arkäna 5	**Cost:** 122xp
V	Arkäna 6	**Cost:** 195xp

I — MASTER OF ARKÄNA

Casting 7, Arkäna 7 — **Cost:** 196xp

Select one school of magic and increase the SP allowed for that school by 1. This talent may only be taken once per school.

I — POWER OF CHANCE

Arkäna 4 — **Cost:** 35xp

While overcasting, greater power comes with a risk of more overcast points. The character may now choose to gain 1d4 overcast points to increase SP by 2 for each casting attempt.

I — POWER OF THE ELEMENTS

Casting 5 — **Cost:** 52xp

Select one spell attribute that applies a condition. Spells cast of that element attribute will deal an additional +1 damage for each damage die rolled. This may be taken once per spell attribute.

CONVICTION

CONVICTION

The character is chosen by an Avatar to represent their aspect as a marshal. They can perform miracles based on their devotion, and cannot take this twice unless they have the Dualism talent.

I	II	III	IV	V
9xp	27xp	54xp	90xp	135xp
VI	**VII**	**VIII**	**IX**	**X**
189xp	252xp	324xp	405xp	495xp

CONVICTION POINTS (CP)

The bond between a marshal and their aspect is represented by Conviction Points (**Conviction + Charisma + [3 × Devotion]**). A marshal expends these to perform **miracles** (page 128). Once they've exhausted their CP, a marshal can no longer perform miracles. Half of a marshal's total CP can be recovered with 4 consecutive hours of rest, and all of their CP is restored after 8 consecutive hours of rest.

RANGE OF INFLUENCE

All of a marshal's abilities (graces, scrying, opposition auras, and miracles) can be performed at a range of **the character's Willpower + 5 yards**. They must also have line of sight on the target.

SCYTHES OF TAE'K

After the fall of Tae'k, many of his surviving allies regrouped to form the Scythes. This fanatical sect firmly believes that while Tae'k ultimately became the Avatar of Death, during his crusade he displayed an uncanny balance of Life and Death. As such, they dedicate themselves to the study of these twin aspects. Much of this study involves exploring the power of the living and the dead from infancy to old age, especially extreme behaviors. This includes orgies, infanticide, physical training, and suicide pacts. Children of the Scythes, upon coming of age, are shown "Visions of the Rift" via a potent hallucinogenic mushroom stew. This experience lasts several hours, during which they explore the eternal dichotomy of Life and Death.

In a sense, Scythes of Tae'k worship neither Life nor Death, but Tae'k himself. Their leader is called the "Redeemer of Tae'k." This person is believed to be the embodiment of both aspects, making them an adequate vessel for the second coming of Tae'k. Beneath the Redeemer of Tae'k sit two democratically voted marshals: one of Life and one of Death. They serve to balance one another and the Redeemer of Tae'k when important decisions must be made. If any of the three stray too far from the path set forth by Tae'k, the Scythes will call for them to sacrifice themselves, or be killed. By realizing that one has strayed from the path and giving oneself up for execution, the Scythes believe that offenders have found a true path to living with both philosophies and are executed in order to preserve this melding of ideals within the offender.

The cult believes that upon the Second Coming of Tae'k, he will be resurrected within the body of the Redeemer and bequeath his powers of Life and Death upon each and every disciple. Then, Tae'k and his Scythes will rid the world of all other "impostor" cults before reestablishing the balance of Life and Death. Any aggression from the Scythes is typically aimed at, but not limited to, other cults of Life and Death.

THE ASPECTS

"I have come for you. I have come to purge Feneryss of the blight named death." **—Tae'k, The Battle of Death's Door**

The aspects represent the various forces at work on Feneryss. Some are more tangible than others, but each has a very real role in the history and future of the continent. Marshals are individuals chosen by an Avatar to represent the aspect as literally or as figuratively as the marshal interprets their duties. They cannot refuse this gift, nor can it be revoked because, in some way, representing the aspect is inherent in their character and behavior. Each aspect as five unique characteristics: **omens**, **scrying**, **graces**, **opposition,** and **auras**.

Omens are distinct physical marks or changes that identify the character as a marshal. Minor details may vary among marshals, but each aspect has a very clearly defined omen that is easily recognized and difficult to conceal. When attempting a disguise check, marshals suffer a penalty equal to half their rank in the Conviction talent. If they possess the Dualism talent, both Conviction talents apply this penalty.

Scrying is available as soon as a character becomes a marshal and offers a new means of perception, or heightens senses they already possess.

Graces are unique gifts born from the bond between marshal and aspect. As that bond matures, more potent graces become available

Opposition is a law of the universe: push and pull, ebb and flow. For each aspect, there is a counter, and marshals of opposing aspects are capable of afflicting each other with their **auras**. These come into effect whenever a marshal chooses, as a free action. A marshal's Aura ceases as soon as they move out of range of their opponent, fall *unconscious*, die, or deactivate it intentionally.

AIR

Mistral is the Avatar of **Air**. Like Tae'k, she was a mortal marshal that ascended to the position of Avatar. Air disciples also call her Lady of the Feather and the Fifth Wind. Her symbol is a tight spiral surrounded by four similar spirals with tails that point toward the four cardinal directions. It represents her control over the four winds of Feneryss, with herself embodied by the fifth in the center. Worshipers typically fall into one of two categories. The first group are nomads, going wherever the wind takes them. The second group is much more common and abstains from a lifetime of wandering. Instead, they chase the winds for a few days or weeks, often by airship. Prayers are most common among sailors, with many ships possessing their own unique tradition prior to every launch. The most popular story of Mistral tells of her striking a deal with the Avatar of Earth in order to thwart the Undead Tide centuries ago. The Obelisk ripped open a great chasm, and Mistral swept the horde into that fathomless deep with a powerful gale. This cooperation, says the legend, is the sole reason Lokoran continues to thrive.

OMEN

The character grows small, ethereal wings on their back. They are intangible, passing through any clothing or armor worn by the marshal.

SCRY

Marshals of air can sense the breath of all living things within their range. This negates any penalties to actions or reactions against detected enemies. A brief meditation is required for the marshal to attune to the gentle passage of air. It requires 2 AP during combat and lasts until the next turn. Out of combat, it requires 1 minute of meditation, and its effects last 5 minutes.

OPPOSED

EARTH

AURA

Gravity weighs upon a marshal of air heavily. Marshals of air cannot fly; their stride is halved and being knocked *prone* causes 1d6 points of fall damage. Their wings droop and appear shriveled.

GRACES

RANK 2: Wings of Freedom: The marshal's wings can slow their fall to a safe speed. They may also hover up to 1 yard off the ground. While hovering, the marshal moves at half their normal stride, and they must land at the end of each turn.

RANK 5: Galeforce: The marshal's wings grow stronger. They may move their normal stride while hovering, but must still land at the end of their turn. The wings may also be used to attempt a trip or bullrush against an opponent up to 5 yards away. These combat actions are made with a Devotion check, but are reacted to normally.

RANK 9: Hurricane (3AP): The marshal now possesses a pair of full-fledged, translucent wings. Characters may use 1 CP or take 1 point of fatigue for every 5 rounds spent airborne. Once per encounter, they may also summon the full fury of their aspect, generating a wild wind storm that lasts 3 rounds and affects a 4-yard radius around the marshal. Enemies within the area suffer a -4 penalty to Ballistic checks and also fall *prone* on any failed Dodge checks. The marshal and their allies are unaffected by this ability.

DARKNESS

The Avatar of **Dark** is named the Permeous, the Endless Dark, and the Unbidden. Proper worship occurs in a chamber of permanent blackness. To preserve this, every temple to the Endless Dark possesses an antechamber between the sanctuary and the nave. To desecrate the sanctuary with even a single beam of light is the greatest heresy. As the temples preach the fallibility of mankind's faculties, the devoted pray for protection, guidance, and wisdom.

OMEN

The marshal's irises turn black and radiate a dark energy. If the marshal is ever set *ablaze*, the fire turns black and does not radiate light.

SCRY

Marshals of darkness can detect the presence and location of creatures that possess the Darksight or Dusksight abilities within their range of influence.

OPPOSED

LIGHT AURA

The marshal's eyes turn an iridescent white and visibly glow. For the purposes of Stealth and Perception checks they are considered to be surrounded my normal light. Shadowboxing no longer penalizes foes in total darkness.

GRACES

RANK 2: Nightcloak (2AP): Once per day, the character may douse or obscure all light sources within their range of influence, drastically reducing visibility. This does not require line of sight.

RANK 5: Shadowbound: Once per encounter, the marshal may turn a shadow corporeal and use it to bind an enemy. On the target's next turn, all physical movement is restricted; only psy actions may be made.

RANK 9: Shadowboxing: The marshal is now capable of becoming one with the darkness. They may jump into the shadow of an enemy within their range of influence. All melee and hand-to-hand attacks against that enemy cannot be dodged. The marshal, restrained to the shadow, also cannot dodge. Shadowboxers can also meld with shadows inside areas of total darkness. In this case, their melee and hand-to-hand attacks cannot be dodged and enemies attacking the marshal act as if they are *blinded*. The only exception to this are enemies with infrared vision. Shadowboxing lasts 4 rounds, or until the darkness is eliminated.

DEATH

The legend of the Avatar of **Death**, Tae'k the Usurper, is well known by all Feneryans. He attained his ascendance at the Battle of Death's Door, where he slew the former Avatar, Agorra. Most refuse to worship him and instead pay homage to the previous Avatar, hoping the power of their devotion will dethrone Tae'k. Most of Tae'k's followers are members of a group called Scythes of Tae'k. Regardless of their allegiance, followers of Death gather in graveyards or tombs to ensure their closeness to the dead. Thanks to the concentration of death and the undead, Hel is a particularly powerful place for worshipers. Prayers are often bargains to delay death or requests for the death of a foe. A death is frequently offered in the form of a small or domesticated animal, but more substantial offerings are not unheard of. Death is followed primarily by necromancers, but soldiers, sailors, and mercenaries are also frequent worshipers.

OMEN

Embracing Death gives the marshal a sickly appearance. Their skin is drawn taut and bones are prominently visible.

SCRY

The marshal can force the dead to do their bidding. 1 AP grants the marshal the ability to control a single dead creature within their range of influence and access to all its senses. This connection is too tenuous to engage in combat, and cannot be used on stitches or the undead. Control is lost if the subject is harmed in any way.

OPPOSED

LIFE AURA

As their connection with death fades, they grow soft, plump, and healthy. Intimidate checks suffer a -4 penalty and their Nosferatu grace is nullified.

GRACES

RANK 2: I Am Become Death: When a marshal of death kills a living thing, all enemies must make a Fear check. The UC is equal to twice the marshal's ranks in Conviction (Death).

RANK 5: Nosferatu: When present at the death of a sentient creature, the character gains health equal to their rank in Conviction (Death). This bonus is not gained from the undead.

RANK 9: Your Time Has Come: For every 4 points of damage this marshal receives they gain a +1 bonus to all attack and reaction rolls. This lasts until they receive healing or the encounter ends.

EARTH

The Avatar of **Earth** is aptly named the Obelisk, the Stone Sentinel, and the Presence. At the base of an obelisk or worshipers inscribe or emboss an eye staring upward. This represents the Stone Sentinel as it gazes upon all who walk the world. Followers typically aim to emulate the key features of their Avatar: strength, resilience, dependability, and supportiveness. Faithful that embody all four traits possess the physical and mental fortitude to presumably endure any challenge they encounter, and provide not only for themselves but those in need. As such, they are some of the more charitable believers in Feneryss. Prayers usually request safe travels, free of earthquakes and roaming beasts. A popular legend among them is that the first marshal of Earth was so powerful that he did not die, but transformed into a statue of pure obsidian and now resides at the heart of the world. There, he wrestles the great beasts that cause earthquakes.

OMEN

The marshal's skin reflects the state of Feneryss, becoming rough and prone to splits and fissures.

SCRY

The marshal gains the Tremorsense ability (page 73). If they already possess a talent from the Tremorsense talent line, they gain the next stage. If they possess Landsight the range is increased by 5 yards.

OPPOSED

AIR AURA

A marshal's connection to the earth at their feet weakens, and their tremorsense range is halved. The air itself fights against the marshal's every movement, halving their stride, and adding a -1 penalty to Dodge and Block checks. Their skin softens, oozing like mud.

GRACES

RANK 2: Earthen Aegis (1AP): The marshal can draw up the earth to serve as a barrier. This earthen berm takes up 1 cubic yard of space, provides major cover, and lasts 1 round.

RANK 5: Ironhide: The marshal's skin hardens, granting them +2 natural armor, which can never be bypassed.

RANK 9: Ensnare (2AP): Once per encounter, the marshal may call upon their aspect to reach up and trap their foes. All foes on the ground and within the marshal's range of influence are *stuck* until they free themselves with 2 AP.

FIRE

The Avatar of **Fire** is known as Tongue of Fire, the Undying Ember, and the Evereater. It is depicted as a floating, four-tongued flame in either carvings or drawings. There is a prominent divide among the Fire-faithful. Half find the true power of fire is its ability to create through destruction: to provide warmth, safety, and energy for themselves. The other half revel only in its destructive force. They anneal themselves in the flames and set the world alight to "burn away weakness." Both groups delight in celebrations around great bonfires. Average Feneryans praying to the Undying Ember ask for warm weather and a dry place to sleep. Those who claim to have witnessed the Undying Ember say it hovers in the air without any source of fuel and burns only the unfaithful.

OMEN

The irises of a fire marshal glimmer like glowing coals in a hearth and their skin cracks to reveal glowing embers.

SCRY

Fire marshals are capable of viewing the world from any source of fire within their range of influence. This vision is infrared.

OPPOSED

WATER AURA

Their inner fire begins to cool, dulling the gleam of their eyes and skin. Even at room temperature, they are struck by an oppressive chill that blues their skin and racks them with shivers. They gain 1 *fatigue* point at the start of every round that they are not *ablaze*.

GRACES

RANK 2: Flametouched: The marshal's inner fire swells, turning their body into a weapon. Whenever they succeed at a hand-to-hand attack or offensive *grapple* maneuvers, they deal damage to their opponent equal to half their ranks in Conviction (Fire) that bypasses armor.

RANK 5: Hot-Blooded: The marshal's blood thickens like lava when exposed to the air. They take half damage from all sources of fire damage and may re-roll one Stabilization check per day.

RANK 9: Raging Inferno (3AP): Once per day marshals of fire may express their holy fervor with an explosive conflagration, lighting everyone within a 3-yard radius *ablaze* and dealing 5d6 fire damage.

HATE

The Avatar of Hate is known as the Vile and the Black Beast. The Beast is represented by a simple pictogram of an open-mouthed creature consuming an orb that represents the world, both painted black. They are stereotyped as bloodthirsty rapists and anarchists without a cause. In truth, congregants are most often the poor and the disenfranchised, people who have been wronged and harbor a fierce anger as a result. Followers tend not to worship so much as focus their rage and use it to fuel their endeavors. This typically manifests as revenge plots, but there are others who utilize their hate as fuel for other more productive efforts. Prayers are often for the strength to avenge a wrongdoing or the death of an enemy.

OMEN

An iron crown of thorns grows from the marshal's skull, leaving scars where it gouges their flesh.

SCRY

Hate is innate for these marshals. The marshal gains a +3 to all social checks with people who are angry and gain have an innate understanding of what upsets them.

OPPOSED

LOVE AURA

Empathy seeps into the marshal's heart and visions of their enemies' families flash before their eyes during combat. Every round a marshal of hate deals damage, they suffer a cumulative -1 penalty to all offensive checks.

GRACES

RANK 2: Contempt: A marshal of hate can choose a target of contempt once per day. They skillfully channel their animosity, gaining a bonus to offensive rolls (including Intimidate and Diplomacy) against the chosen target. The bonus is equal to half the marshal's rank in Conviction (Hate).

RANK 5: Scorn: Marshals of hate are too stubborn to die. They can re-roll failed Stabilization checks once, and take the better roll.

RANK 9: Infuriate: Once per encounter, the marshal can enrage one enemy within their range of influence. For the remainder of the encounter, the enraged opponent exclusively targets the marshal and takes a -2 to all opposed checks against them.

LIFE

Parishioners of **Life** call their Avatar the Ancient Child, the Deathless, and the Reborn. Its symbol is three looping arcs within a circle, also known as a triquetra, which represents the interconnectedness of all living things. The most popular legend claims that the Deathless wanders Feneryss, constantly changing its identity, and blesses those who host it with good health. Most do not worship, but instead practice charity to all, aid in child labor, or work in hospitals. The most common prayers are cures for sickness and disabilities, and a long life. Its race, age, and other identifying features are never the same from one day to the next. It blesses others with good health wherever it goes. To worship, congregations typically gather in their temples during childbirth to aid in the process and collectively pray for the newborn's wellbeing. Beyond that, the most common practice is charity to travelers.

OMEN

The character's body emits a permanent healthy glow and is flawless in appearance. They possess no blemishes, scars, or other deformities.

SCRY

Marshals of life can call upon other creatures to aid them. For 1 AP, they can manipulate a single living, non-sentient creature within their range of influence and gain access to its senses. This connection is too tenuous to engage in combat, and control is lost if the subject is harmed in any way.

OPPOSED

DEATH AURA

Their glow dims as the holy connection wanes. They suffer 1 point of damage every round that bypasses all DR and the effect of their healing miracles is halved. In this state, it is possible for a marshal of life to take wounds that will scar.

GRACES

RANK 2: Healing Hands: When invoking the Healing Touch miracle, the marshal can restore bonus health equal to half their rank in Conviction (Life).

RANK 5: In The Balance (3AP): Enhanced restorative powers allow marshals of life to automatically stabilize a character, including themselves. This can be used once per day and increases to twice per day when the marshal attains rank 9.

RANK 9: Lifegiver: Once per day, marshals can channel the full essence of their faith. They take *fatigue* and damage equal to their rank in Conviction (Life) that bypasses all DR in order to restore all allies within 5 yards to full health.

LIGHT

The Avatar of **Light** is known as Glint, the Spiritual Star, and the Unblinking. Worship and representation of this deity is difficult. Most temples reflect the glare of a bonfire or other powerful light source off a mirror, or series of mirrors, to track the time of day across a circular disk known as a lightstone. The beam of light cast by this system orbits the edge of the lightstone once per day and typically starts at the northernmost point. Poorer congregations and private devotees make do with a simple blindfold ritual. By temporarily robbing themselves of sight, they renew their appreciation of the Spiritual Star's gift and give thanks. Prayers for long daylight hours, continued sight, and wisdom are most common.

OMEN

Both iris and pupil are overtaken by a pale golden light, and any wounds found on the marshal produce a heavenly glow.

SCRY

Marshals of light can peer out from any light source, as Daysight, within their range of influence.

OPPOSED AURA — DARKNESS

The encroaching darkness overwhelms the marshal's inner light and fills them with terror. Illumination penalties are doubled, their blood no longer casts light, and fear reactions are increased by 1 step.

GRACES

RANK 2: Beacon: Once per day, the character may become a light source emitting normal light with a range of 5 yards. The quality of this light wanes with distance and decreases by one step in illumination (page 93) every additional 5 yards. This lasts a number of rounds (in combat) or minutes (out of combat) equal to their rank in Conviction (Light).

RANK 5: C: Marshals and their party move like light itself, and add half the marshal's rank in Conviction (Light) to the party's stride for their first movement action in an encounter.

RANK 9: Sunburst: The holiest of bloodlines shine as bright as a sun. Every time the marshal is dealt damage, all enemies within 1 yard are *blinded* until the end of the marshal's next turn. This effect does not stack with itself, but can be applied multiple times.

LOVE

The Avatar of Love, known as The Companion or The Hearthstone, is represented by a heart wreathed in burst of flame. As is expected, the primary tenet is compassion for their fellow man, regardless of race, history, status, or any other feature. Worshipers are best known for their frequent acts of kindness and charity throughout their neighborhoods. Many sects also promote polyamory, which is not received well by certain societies, especially Pulse. Furthermore, the parishes that engage in sexual exhibition, orgies, and other fetishistic acts of physical love are seen by more conservative elements as lechers who use faith as an excuse. Casual worshipers who ask only to find their true love or ideal lover are common, but true worshipers are more likely to wish for kindness, compassion, and understanding in themselves and others.

OMEN

A white halo runed with symbols of an Undying Rose appears over the marshal's head. They radiate a feeling of love to those around them.

SCRY

A marshal of love is deeply attuned to the positive feelings of joy, love, and attraction. They gain a +3 bonus whenever socially interacting with someone strongly experiencing these emotions and can even discern the cause of the emotion.

OPPOSED AURA — HATE

The marshal's love falters and their compassion wanes. Their halo cracks, wavers, and casts a dark red glow. Unable to muster empathy for others, they cannot perform miracles that heal or buff others, cannot provide Solace, and suffer a -2 penalty to Charisma-based checks.

GRACES

RANK 2: Enamor: Once per day, the marshal may choose to earn the trust of one other person. The target takes a penalty equal to half the marshal's rank in Conviction (Love) to all Charisma-based checks against them.

RANK 5: Solace: The marshal naturally projects an aura of trust and certainty. Whenever the marshal or allies within 3 yards makes a Mental Resolve check to resist fear, they gain a +1 bonus for every die they rolled.

RANK 9: Impassioned (3AP): Once per encounter, the marshal can instill overwhelming passion in the heart of one of their foes. For the remainder of combat the target will defend the marshal or a chosen ally from one attack each round. They will only do this if they can move adjacent to the ally they must defend within a single stride. This does not consume any of the target's action points and they may only block.

PEACE

Names for the Avatar of Peace include The Silent Bloom and the Gentle One. The symbol is a blooming white izahbe flower, which is a Feneryan symbol for peace and is often a gift when one desires to make amends. The abilities of mediation and empathy are lauded above all others, and for this reason worshipers and their marshals are often called upon as arbiters in smaller or poorer communities. Prayers typically revolve around requests of wisdom, safety, and empathy.

OMEN

A laurel wreath is emblazoned on the marshal's cheek, forehead, or around their temples.

SCRY

While active, any sound made within the marshal's range of influence cannot be heard by anyone or anything outside of it. The marshal can opt to reduce the range if they so desire. Using their scry during combat costs 3 AP per round.

OPPOSED AURA — WAR

An insurmountable rage blossoms within the marshal of peace. Their visage darkens and their omen looks as if it has turned to embers. They assault the nearest person, friend or foe, and persists until one of them is killed or knocked *unconscious*.

GRACES

RANK 2: Lucky Break: Once per day, a marshal of peace may grant one member of their party a re-roll on a single failed reaction.

RANK 5: A Moment's Rest: Once per day, the marshal can summon an aura of peace around an ally or themselves. This deters enemies from attacking them for a number of rounds equal to half the marshal's ranks in Conviction (Peace). In order to attempt an attack on the target, opponents must pass a Mental Resolve check against the marshal's Devotion.

World Peace (5AP): Once per day, a marshal of peace may force their opponents to deal no damage on their next round.



WAR

Names for the Avatar of War include Bloodbringer, Scar Giver, and Worldburner. Its symbol is a silver sword and obsidian hammer on a red shield: the tools of the trade. Most parishes are actually mercenary bands that go wherever their work is desired. Whether it's killing men or monsters, most warbands do not care as long as there is a fight worth glory and cash. Most do not believe there is such a thing as a "right" or "wrong" fight, only a worthy or unworthy fight. Soldiers and mercenaries are naturally the most common worshipers, with prayers that request strength for upcoming battles.

OMEN	Marshals of war are marked with a blood-stained brow that never dries and coal-dark eyes that seem lit by an inner fire that burgeons with combat.
SCRY	The tides of war carry a particular scent that is overpowering to marshals of war. Add half the marshal's rank in Conviction (War) to the party's initiative, thanks to their perpetual vigil and heightened senses.
OPPOSED PEACE AURA	The fire behind their eyes is snuffed out and their vigor in combat evaporates in a moment, leaving them feeling drained. The marshal suffers a -2 penalty to their Die Code when performing offensive actions (including Intimidate).
GRACES	**RANK 2: Preemptive Strike:** Once per encounter, a marshal of war may grant one member of their party one free basic attack against an enemy. **RANK 5: Battlesense:** Marshals of War develop a sixth sense for impending combat. They are considered *suspicious* whenever they are the target of a surprise attack. **RANK 9: Momentum:** Once per day, the marshal may spur an ally into a flurry of action fueled by a sympathetic bloodlust. The chosen ally gains 5 AP to spend this turn.

WATER

Members of the **Water** aspect's congregation worship the Squall, also known as the Dark Cloud and the Urn of Vitality. Its emblem is three consecutive waves that gradually decrease in size and force, hinting at water's duality: gentle preserver and furious destroyer. The easiest and most common practice is to wash one's hands and face from a basin of fresh water, which is then re-purified by a marshal. Some have taken this practice into the home and partake at various times. Most frequently first thing in the morning, just before sleep, and prior to meals. The most powerful form of worship is prayer while fully submerged in freshwater. Common prayers include clear weather and ample, clean water. Unsurprisingly, many of the Urn's faithful believe the Cistern is its home and immigrate or make pilgrimage to Lokoran.

OMEN	The marshal's skin takes on a pale blue hue and glistens as if wet.
SCRY	The marshal can detect all creatures within or making contact with water within their range of influence.
OPPOSED FIRE AURA	The marshal becomes short of breath and begins to struggle like a fish out of water. They gain 1 *fatigue* each round spent out of water. Their skin begins to crack like dried up lake beds.
GRACES	**RANK 2: Ebb and Flow:** A marshal may draw and purify water from the earth at their feet. The quantity is equal to half their Conviction (Water) rank in gallons and the marshal must be able to provide storage lest it slip away after a few minutes. **RANK 5: In Suspension:** With the marshal's attunement to water, they have learned how to control the vapor in the air. For a number of rounds equal to half their rank in Conviction (Water), all opponents within 5 yards move at half their stride. This may be performed once per encounter. **RANK 9: Syphon (2 AP):** Masterful control of even the most minute sources of water let the marshal extract moisture from an opponent's body. The target becomes *dehydrated* and gains 5 *fatigue* points. This can be performed once per encounter and cannot be used on an already *dehydrated* target.

MIRACLES

When a marshal performs a miracle, they are calling upon the essence of their faith to perform an act not normally possible. Miracles are not purchased, they are instead unlocked when the marshal meets certain requirements. Performing a miracle consumes *conviction points*, so a marshal must be careful not to lean on their faith too heavily, or waste this precious resource too early. A marshal may perform miracles from any rank which is equal to or less than ranks in their highest Conviction talent. Invoking more than one miracle with the same effect only applies the greater effect. Performing a miracle that provides a bonus multiple times does not increase the bonus, but resets the duration (e.g. Holy Vigil).

RANK 1	Dehex Healing Touch I Unshakeable Faith Vigor I
RANK 2	Foresight I Holy Vigil I Smite I Valor I
RANK 3	Aegis I Chronos I Divine Mantle I Divine Strike I
RANK 4	Foresight II Healing Touch II Vigor II Zeal I
RANK 5	Aegis II Holy Vigil II Smite II Vigor II
RANK 6	Chronos II Divine Mantle II Divine Strike II Zeal II
RANK 7	Divine Intervention I Fateless Healing Touch III Vigor III
RANK 8	Aegis III Foresight III Holy Vigil III Overpowering Presence I
RANK 9	Divine Mantle III Smite III Valor III Zeal III
RANK 10	Chronos III Divine Intervention II Divine Strike III Overpowering Presence II

AEGIS

A marshal's aspect grants them bonus DR until the beginning of their next turn.

I	❸ **Conviction Rank:** 3	**CP:** 2
The marshal gains 2 DR until the beginning of their next turn.		
II	❸ **Conviction Rank:** 5	**CP:** 4
The marshal gains 4 DR until the beginning of their next turn.		
III	❸ **Conviction Rank:** 8	**CP:** 6
The marshal gains 6 DR until the beginning of their next turn.		

CHRONOS

Time is compressed around the marshal's allies allowing for more actions to be performed during combat.

I	❸ **Conviction Rank:** 3	**CP:** 4
All allies within the marshals range of influence gain an additional 1 AP until the end of the turn.		
II	❸ **Conviction Rank:** 6	**CP:** 8
All allies within the marshals range of influence gain an additional 2 AP until the end of the turn.		
III	❸ **Conviction Rank:** 10	**CP:** 14
All allies within the marshals range of influence gain an additional 3 AP until the end of the turn.		

DEHEX

I	❷ **Conviction Rank:** 1	**CP:** 5
A marshal may, within their range of influence, remove one curse currently afflicting a character.		

DIVINE INTERVENTION

An avatar of the marshal's aspect intercedes on their behalf, opening up a rift in time-space and revealing itself to their enemies. This miracle may be used once per day and must be invoked if the marshal has less than a quarter of their maximum health.

I	❹ **Conviction Rank:** 7	**CP:** 8
The marshal regains a quarter of their maximum health. Enemies must make a Fear check of UC 15.		
II	❹ **Conviction Rank:** 10	**CP:** 16
The marshal regains a third of their maximum health. Enemies must make a Fear check of UC 20.		

DIVINE MANTLE

The Avatar wraps the faithful in a protective cloak, granting the marshal's allies a bonus to their DR until the start of their next turn.

I	❹ **Conviction Rank:** 3	**CP:** 4
The marshal's allies gain 2 DR until the beginning of their next turn.		
II	❸ **Conviction Rank:** 6	**CP:** 6
The marshal's allies gain 4 DR until the beginning of their next turn.		
III	❷ **Conviction Rank:** 9	**CP:** 12
The marshal's allies gain 6 DR until the beginning of their next turn.		

DIVINE STRIKE

The marshal instills one of their allies with the essence of their aspect.

I	❷ **Conviction Rank:** 3	**CP:** 4
Until the end of the turn, all of the chosen ally's melee and hand-to-hand attacks deal an extra 1d6 damage.		
II	❸ **Conviction Rank:** 6	**CP:** 4
Until the end of the turn, all of the chosen ally's melee and hand-to-hand attacks deal an extra 2d6 damage.		
III	❸ **Conviction Rank:** 10	**CP:** 10
Until the end of the turn, all of the chosen ally's melee and hand-to-hand attacks deal an extra 3d6 damage.		

FATELESS

I	❷ **Conviction Rank:** 7	**CP:** 12
The marshal's power is strong enough to rewrite what has already happened. This miracle may be used once per day and must be invoked prior to determining damage, and can be used to reroll an enemy's offensive roll or an ally's reaction roll.		

FORESIGHT

The marshal sees their opponent's attack before it happens, gaining a bonus to reactions until the start of their next turn.

I	❶ **Conviction Rank:** 2	**CP:** 1
The marshal gains a +1 bonus.		
II	❶ **Conviction Rank:** 4	**CP:** 6
The marshal gains a +3 bonus.		
III	❶ **Conviction Rank:** 8	**CP:** 8
The marshal gains a +5 bonus.		

HEALING TOUCH

The character has learned how to heal the wounds of an ally through faith. Marshals of death suffer damage equal to the number of CP spent that bypasses all DR. At the time of use, the marshal spend additional CP to restore additional health without increasing the AP cost.

I	❷ **Conviction Rank:** 1	**CP:** 2
The marshal restores 3 health.		
II	❷ **Conviction Rank:** 4	**CP:** 2
The marshal restores 5 health.		
III	❷ **Conviction Rank:** 7	**CP:** 2
The marshal restores 7 health.		

HOLY VIGIL

The marshal can access the omnipresence of their chosen aspect and can see things not normally noticeable to their eyes.

I	❶ **Conviction Rank:** 2	**CP:** 1
The marshal gains a +1 bonus to their Perception for the next 10 minutes or 10 rounds if in combat.		
II	❶ **Conviction Rank:** 5	**CP:** 3
The marshal gains a +3 bonus to their Perception for the next 10 minutes or 10 rounds if in combat.		
III	❶ **Conviction Rank:** 8	**CP:** 3
The marshal gains a +5 bonus to their Perception for the next 10 minutes or 10 rounds if in combat.		

OVERPOWERING PRESENCE

I	3	**Conviction Rank:** 8	**CP:** 6

The marshal's influence is such that they may now single out enemies of their faith and suppress them with their aura. Once per encounter, the marshal may choose a single target. The target suffer the effects of the marshal's aura as though they were a marshal of the opposing aspect for 4 rounds.

II	3	**Conviction Rank:** 10	**CP:** 12

The marshal's power has reached its zenith and radiates from them in undulating waves of power. All enemies within 2 yards suffer the effects of the marshal's aura as though they were a marshal of the opposing aspect for 3 rounds.

SMITE

Any sufficiently powerful marshal can channel their divine judgment into their melee and hand-to-hand attacks.

I	1	**Conviction Rank:** 2	**CP:** 2

Until the end of the turn, all of the marshal's melee and hand-to-hand attacks deal an extra 1d6 damage.

II	1	**Conviction Rank:** 5	**CP:** 5

Until the end of the turn, all of the marshal's melee and hand-to-hand attacks deal an extra 2d6 damage.

III	1	**Conviction Rank:** 9	**CP:** 8

Until the end of the turn, all of the marshal's melee and hand-to-hand attacks deal an extra 3d6 damage.

UNSHAKABLE FAITH

I	2	**Conviction Rank:** 1	**CP:** 2

A marshal may, within their range of influence, reduce a character's fear reaction by 1 step.

VALOR

The marshal inspires courage and bravery in all allies within their range of influence, granting them a bonus to resist fear for the remainder of combat

I	3	**Conviction Rank:** 2	**CP:** 2

The marshal grants a +1 bonus to resist fear.

II	3	**Conviction Rank:** 5	**CP:** 6

The marshal grants a +3 bonus to resist fear.

III	3	**Conviction Rank:** 9	**CP:** 12

The marshal grants a +5 bonus to resist fear.

VIGOR

A marshal may remove *fatigue* from themselves or from an ally within their range of influence.

I	3	**Conviction Rank:** 1	**CP:** 1

The marshal removes 2 point of *fatigue*.

II	2	**Conviction Rank:** 4	**CP:** 2

The marshal removes 2 points of *fatigue*.

III	1	**Conviction Rank:** 7	**CP:** 3

The marshal removes 2 points of *fatigue*.

ZEAL

The marshal inspires a single ally to disregard their own safety to annihilate the enemy.

I	2	**Conviction Rank:** 4	**CP:** 4

Grant one ally a +2 bonus to all offensive checks and a -2 to all reactions until the beginning of the marshal's next turn.

II	2	**Conviction Rank:** 6	**CP:** 6

Grant one ally a +4 bonus to all offensive checks and a -4 to all reactions until the beginning of the marshal's next turn.

III	2	**Conviction Rank:** 9	**CP:** 6

Grant one ally a +6 bonus to all offensive checks and a -4 to all reactions until the beginning of the marshal's next turn.

CONVICTION TALENTS

I — DUALISM

! Conviction 7, Cannot have Saint — **Cost:** 126xp

Characters may choose a secondary, non-opposing aspect from which to draw power. Upon taking this talent, gain the first rank in the desired aspect for free.

I 1+ — PERSEVERANCE

! Conviction 5 — **Cost:** 67xp

A marshal is able to restore themselves from negative health to 1 health for 10CP so long as they are not *unconscious*. This requires at least 1AP and consumes all their AP this turn. This does not remove any effects gained from critical damage.

I — SACRED BOND

! Conviction 1 — **Cost:** 4xp

Once per day, the marshal may choose to form a sacred bond with one ally. Whenever that person takes damage, the marshal may opt to spend 2CP to divert half the total damage to themselves. Damage dealt to the marshal in this way bypasses all forms of DR.

I — SAINT

! Conviction 10, Cannot have Dualism — **Cost:** 247xp

The marshal has been granted the blessing of Saint, bestowing upon them an additional 10 conviction points, a +1 bonus to their Charisma rank, and a +3 bonus when interacting socially with followers of their aspect.

NEMZUL'S NOTE

As a scribe for a Lanisian historian, I bore witness to one of Tae'k's battles on the Alecian Plains. All the while I could not help but laugh until I cried. That a man could slaughter so efficiently from such an absurd delusion-- and the irony! A marshal of life annihilating swathes of humanity to eradicate death! I no longer travel the western strand of the Plains lest I succumb to the maddening laughter and tears again.

MARTIAL ARTS

Hand to hand combat predates all other forms of warfare, but martial arts are more than reckless haymakers and frantic kicks: they are disciplines mastered by iron-willed men and women that turn a body into a living, lethal weapon. There are as many philosophies in this regard as there are on life itself. The greatest academy in Pulse, The Car'Naan Academy, teaches a rigid stance, swift killing blows, and bone-shattering defenses. In counterpoint, the masters of Lokoran's Sublime Kinesthetics instruct their pupils in fluid movement, emulating the endless motion of the Cistern to flow deftly around their opponents and counterstrike.

A **Martial Arts Stance** is composed of 3 elements: **Style**, **Impact**, and **Race**.

A martial artist's **Style** is how they were trained. Through it, they learn Kata at ranks 2, 6, and 10. Kata are techniques to turn combat in their favor.

The **Impact** of the Stance alters their cadence in combat, granting them boons at every odd rank (1, 3, 5, 7, 9). Two martial artists trained in the same Style, but different Impacts will conduct themselves in starkly contrasting manners.

Last is **Race**. Each race's physiology bestows upon them peculiar benefits in the raw crucible of close-quarters combat that further individualizes their fighting style. This comes with time and training at ranks 4 and 8. A Stance is permanent and unchangeable, but characters are capable of learning multiple Stances. If the character possesses multiple Stances, they must choose which to use as their active Stance at the beginning of an encounter.

Note that unless otherwise specified, any actions listed under Styles or Impacts that imply the usage of hands or arms cannot be used while wielding any kind of melee or ballistic weapons.

MARTIAL ARTS STANCE

The character becomes a martial artist, trained to wield their body as both weapon and shield. Select a Style and Impact. For every 2 ranks in a Stance, gain +1 damage to unarmed hand-to-hand attacks while using that Stance, up to +5 at rank 10.

Hand-to-Hand 1

I	II	III	IV	V
11xp	33xp	66xp	110xp	165xp
VI	VII	VIII	IX	X
231xp	308xp	396xp	495xp	605xp

NEMZUL'S NOTE

After a series of unfortunate encounters, my dear sister became an ardent martial artist. She event went so far as to devise her own style she called Kai. I never did manage to master the technique and resolved myself to a life as a lazy pistoleer.

STYLES

EFFSAERAE

"The supreme art of war is to subdue the enemy without fighting."

Rank 2 - Counter Attack: Immediately after taking damage, the character may attempt one free hand-to-hand basic attack against the opponent that attacked them. This can take place once per round.

Rank 6 - Roundabout: The martial artist can perceive an opponent's attack before it is made, and redirect it. When an opponent attempts a melee or hand-to-hand attack, the martial artist may make a hand-to-hand check as their reaction. On success, the attack is redirected at their assailant. On failure, they take damage normally.

Rank 10 - Ranged Roundabout: The martial artist is now capable of catching a single projectile and redirecting it at their attacker. The Roundabout Kata can now be used as a hand-to-hand reaction against a single projectile. It cannot be used in reaction to weapons with the scatter enhancement. Full-auto and rapidfire weapons do not convey their damage bonuses to projectiles redirected in this fashion.

KAI

"Let your plans be dark and impenetrable as night, and when you move, fall like a thunderbolt."

Rank 2 - Thunderclap (1AP): After making an attack, the Kai practitioner may clap their hands together to create a powerful sound wave that *stuns* all characters in a 3-yard cone.

Rank 6 - Sonic Blast (1AP): The Thunderclap Kata can now be used to *stun* all characters within a 2-yard radius. This still requires them to make an attack.

Rank 10 - Kiai: After making an attack, the martial artist can unleash a primal roar that emulates a fierce creature of Feneryss. This is a free Intimidate check with a +5 bonus that affects all opponents within a 5-yard radius.

DAOHD

"Thus the expert in battle moves the enemy, and is not moved by him."

Rank 2 - Counter Grapple: The martial artist may make a Grapple check as a reaction to attacks made within their reach. If successful, the two characters are now *grappling* and no damage is dealt. If the martial artist is currently *grappled*, this Kata may only be used to negate damage from the opponent they are *grappling*.

Rank 6 - Sleeper Hold: This Kata is a unique maneuver that can only be performed while grappling. A successful grapple check will initiate the Sleeper Hold, and will render the opponent unconscious after the martial artist spends AP equal to the target's Toughness. This Kata can last multiple rounds provided the martial artist does not attempt any other offensive actions and the target does not break free with a grapple or acrobatics check.

Rank 10 - Sleeper Kill: Following the same rules as Sleeper Hold, a martial artist may instead choose to kill their opponent by crushing their trachea.



TENKHEI

"Opportunities multiply as they are seized."

Rank 2 - Dragon Palm: Any basic hand-to-hand attack made against an opponent also hits anyone 1 yard behind them.

Rank 6 - Twin Hit: Once per round, the martial artist can strike two targets within range with a single hand-to-hand basic attack.

Rank 10 - Furious Fists: If the martial artist does not move this turn, all hand-to-hand basic attacks cost 1 AP, to a max of 5 attacks.

SHINKEN

"The mark of a great warrior is that they fight on their terms or not at all."

Rank 2 - Arkäne Touch: If the character has 2 ranks in an arkäna school, they may make an Arkäna check as a free action to apply a 2 SP spell to their next hand-to-hand basic attack. They cannot apply range increments, wall effects, or damage.

Rank 6 - Arkäne Fist: If the character has 4 ranks in an arkäna school, they may make an Arkäna check as a free action to apply a 4 SP spell to their next hand-to-hand basic attack. They cannot apply range increments, wall effects, or damage.

Rank 10 - Arkäne Warrior: Masters of Shinken with 6 ranks in an arkäna school may make an Arkäna check as a free action to apply a 6 SP spell to their next hand-to-hand basic attack. They cannot apply range increments, wall effects, or damage.

IMPACTS

BRUTALITY

"The greatest joy is crushing your enemies."

Rank 1: After doing damage to an enemy, gain a +1 bonus to the damage of the next offensive action. This does not stack and resets after the bonus has been applied.

Rank 3: After doing damage to an enemy the character can make a bullrush for 1 AP.

Rank 5: After taking damage from an enemy's solid projectile, the martial artist rips it out of the wound with their bare hands, granting a +3 bonus to their next Intimidate check.

Rank 7: If the martial artist succeeds on 4 consecutive attacks, the fourth attack also gives their opponent a simple fracture (page 87) in addition to the damage that would normally be dealt.

Rank 9 (5AP): Once per day, the martial artist channels all their force into a single devastating strike. On success, the target suffers the *critical health* effect equal to the damage dealt to them. This can only decapitate foes who are reduced to *critical health*.

CALM

"Those who are prudent lie in wait for an enemy who is not."

Rank 1: Once per day, the martial artist can reduce the difficulty of a Fear check by their rank in the active Calm Stance.

Rank 3: If the character is accompanied by an ally, they may ignore any Fear check less than 8 + their rank in the active Calm Stance.

Rank 5: Any time the character receives 2 or more points of *paranoia*, reduce that number by 1.

Rank 7: The martial artist can never be *confused*.

Rank 9: The martial artist reduces the category of their fear effect by 1. Thus they will never be subject to *no force in sin or sand*, and they can ignore a situation that would typically evoke the *gasp!* reaction.

ELUSIVE

"Attack him where he is unprepared, appear where you are not expected."

Rank 1: If a character is standing, they may drop prone prior to rolling a Dodge check. This must be declared prior to the attack being rolled, and cannot be combined with Elusive's other ranks.

Rank 3: On every successful Dodge check, the character can move 1 yard in any direction.

Rank 5: Any time a character's Dodge check surpasses an opponent's melee or hand-to-hand attack by 5 or more, a disarm attempt can be made as a free action. This does not apply to automatic successes. If this would move the character out of an area of effect attack, the damage is entirely negated.

Rank 7: For every successful Dodge check, gain a +1 bonus to the next dodge attempt, to a maximum of +5. This resets when a dodge is failed.

Rank 9: Once per encounter, the martial artist may automatically succeed a single Dodge check. This must be declared prior to the attack being rolled, and cannot be combined with Elusive's other ranks.

PAIN

"Those who wish to fight must first count the cost."

Rank 1: The martial artist may sacrifice up to 3 health as a free action. They gain a damage bonus on their next successful hand-to-hand attack equal to the sacrifice, to a maximum of +3.

Rank 3 (1AP): Instead of gaining a damage bonus, and at the additional cost of 1AP, a martial artist can now heal an adjacent ally equal to the amount of health that was sacrificed, up to a maximum of 3 health.

Rank 5: The character may now sacrifice up to 5 health for either their rank 1 or rank 3 abilities. Likewise the maximums of each are increased to +5 bonus damage or 5 health, respectively.

Rank 7: If the character sacrifices at least 3 health for their rank 1 ability, they may convert those 3 points into a status effect instead of damage. They may inflict *ablaze*, *acid burn*, *stuck*, or *stun 2*.

Rank 9: Every point of health sacrificed for the rank 1 or rank 3 abilities is now worth 3 points of damage or health respectively.

POISE

"Appear weak when you are strong, and strong when you are weak."

Rank 1: The martial artist can apply half their ranks in a Poise Stance to defend against a bullrush or charge.

Rank 3: Once per round if the character successfully dodges, they can move up to 2 yards for free.

Rank 5: The martial artist cannot be knocked *prone* while conscious unless they critically fail.

Rank 7: Power attack now grants 1d6+1 per increment while precision strike now grants 1d4+1 per increment.

Rank 9: The martial artist is never *overwhelmed* in combat. Additionally, the martial artist gains a +1 bonus to their attack rolls against adjacent enemies for each adjacent enemy beyond the first.

RAGE

"Outward rage is so much slag; inner rage tempers the body into a blade."

Rank 1: The character gains a +2 bonus to the next hand-to-hand attack roll made against the last opponent that damaged them.

Rank 3: After being attacked, regardless of success, the character can charge twice the usual distance in pursuit of their attacker.

Rank 5: The charge combat action now costs 2 AP.

Rank 7: Once per round, after taking damage, gain a damage bonus to the next attack equal to half the damage taken.

Rank 9: After successfully charging an opponent, the martial artist may also bullrush them for free.

UNWAVERING

"Be steady; wait until your enemy reveals their true weakness."

Rank 1: Shields with a Strength requirement of 6 or less may now be used while performing Martial Arts.

Rank 3: The martial artist is always considered standing ground.

Rank 5: A martial artist can now bullrush as a free action after a successful shield bash.

Rank 7: The character may reduce their stride by 1 yard at the start of their turn to gain a +1 bonus to their next Block check. A character's stride may be reduced in this way to a minimum of 0.

Rank 9: On a successful block, the character performs a shield bash against that opponent. Additionally, a martial artist now gains the ranks in their active Unwavering Stance to shield bash damage.

VENGEANCE

"The best revenge is to unmake he who performed the injury."

Rank 1: The martial artist is enraged when their allies are hurt. For every ally that takes damage, the martial artist gains a +1 yard bonus to their stride, to a maximum of +3 until the end of their next turn.

Rank 3: The character gains a +3 bonus to Intimidate checks when using a Vengeance Stance in combat.

Rank 5: Once per day, if the character is reduced to *critical health*, they may immediately make a free basic attack prior to their first Stabilization check. This does not suffer any critical health penalties.

Rank 7: If an ally is reduced to *critical health*, the martial artist can immediately move one stride and bullrush the opponent that dealt the damage as a free action. During the next turn, if adjacent, the martial artist may block any attacks made against their critically wounded ally.

Rank 9: When an ally is reduced to *critical health*, the martial artist's next basic attack against that foe will inflict the same *critical health* penalty in addition to dealing damage normally. The greatest effect this can inflict is Lose Leg.

RACES

HUMAN

Rank 4: Once per encounter, the martial artist may immediately attempt a disarm for free after a successful block.

Rank 8: Humans may change the impact of their Stance with 4 hours of restful meditation. To regain their original Impact requires another 4 hours of restful meditation.

ALYPSE

Rank 4: An Alypse's skin secretes a poison that adds 2 points of damage to all attacks made while *grappling* that bypass armor. Alypse are not immune to the poison of other Alypse.

Rank 8: The slick scales that cover an Alypse's body make them difficult to hold onto. They gain a cumulative +1 bonus to disengaging a grapple for every failed action taken within a grapple. Any attempt to disengage will use this bonus and reset its value.

DRONE

Rank 4: The Drone gains a bonus to Block checks equal to half their ranks in Craft (Mechaniks).

Rank 8: For every consecutive unarmed attack after the first, the Drone gains a cumulative +1 bonus. This also applies to counter attacks and resets at the beginning of the character's next turn.

FLORVANA

Rank 4: While in a grapple, Florvana send out root tendrils reach out to restrict their opponent's weapons. The opponent being *grappled* may not use any weapons in a grapple, including those with the light attribute.

Rank 8: The Florvana's tendrils begin to bind and crush their opponent. After 4 rounds in a grapple, the Florvana's unarmed attacks ignore the opponent's armor.

REKINDLED

Rank 4: For every damage die on an unarmed strike that shows its maximum value, the opponent suffers 1 point of *paranoia*, to a maximum of 5 per opponent.

Rank 8: The first successful unarmed strike on an opponent each round also inflicts 1 point of *fatigue*.

SHADE

Rank 4: For every successful hand-to-hand attack, the Shade gains a +1 bonus on their next dodge attempt.

Rank 8: Each time a Shade successfully dodges an attack, they gain a +1 bonus to their next hand-to-hand attack.

VAMPIRE

Rank 4: The Vampire fixates on a particular race for the duration of combat. Whenever engaged in one-on-one melee or hand-to-hand combat with the chosen race, they gain the bonus listed below. This lasts until the end of the encounter.

- **Human:** +1 damage.
- **Alypse:** +1 to attack rolls.
- **Drone:** +1 Block checks.
- **Florvana:** +1 to all healing effects and spells affecting the Vampire.
- **Rekindled:** Negate 1 point of *paranoia* per round.
- **Shade:** +1 yard to the Vampire's stride.
- **Wretched:** +1 to dodge reactions.

Rank 8: After feeding, the Vampire gains the victim's rank 8 martial arts racial bonus. They keep this bonus until feeding on another race.

WRETCHED

Rank 4: For every 2 unique biomods a Wretched possesses they gain a +1 bonus to Block checks while unarmed.

Rank 8: For every 2 unique biomods a Wretched possesses, they gain a +1 damage in hand-to-hand.

MARTIAL ARTS TALENTS

I 2 DRAGON'S ESSENCE

Willpower 5, Hand-to-Hand 6 | **Cost:** 141xp

The martial artist gathers their remaining might to make one final explosive strike. It is considered a hand-to-hand basic attack, but has a range equal to the character's highest martial arts Stance. Damage is equal to the difference between the character's current and maximum health. After performing this ability, regardless of success, the character's health drops to 0. If they are already suffering *critical health*, their health does not change.

II DRAGON'S BREATH

Dragon's Essence | **Cost:** 282xp

Having mastered the method of channeling their spirit, the martial artist's Dragon's Essence now bypasses armor.

I ❷ FOCUSED BODY

Martial Arts 4, Agility 4 | **Cost:** 100xp

If the martial artist has learned more than one Stance, they may, once per round, switch Stances in the any time during their turn.

II ❶ FLEXIBLE MIND

Focused Body, Martial Arts 6 | **Cost:** 215xp

The martial artist is capable of fluidly adapting to the scenario as necessary. Switching Stances now costs 1 AP.

I MARTIAL THROW

Strength 4, Hand-to-Hand 3 | **Cost:** 66xp

A martial artist may now perform a bullrush using their full Strength.

I OLE!

Agility 4, Hand-to-Hand 3 | **Cost:** 66xp

If the character successfully dodges an opponent's charge by 5 or more, the opponent continues past the character to the full length of their stride. If they collide with any objects, they suffer 2d6 + distance traveled in damage that bypasses armor.

I THUNDER STRIKE

Strength 3, Hand-to-Hand 2 | **Cost:** 37xp

The martial artist pounds the ground with incredible force. This is a Hand-to-Hand check opposed by Acrobatics by all characters adjacent to the martial artist. If they fail, they lose their balance and fall *prone*.

I ❸ UPPERCUT

Strength 4, Hand-to-Hand 2 | **Cost:** 55xp

Perform a hand-to-hand basic attack that, in addition to damage, launches an enemy into the air and moves them back half the martial artist's Strength in yards.

PSY

Psy is a unique mutation that manifests in a rare few Feneryans. These psykics have the unusual capacity to influence the world with the power of their minds, and they fall into one of two disciplines: kinesis and illusion. The former manipulates matter and assaults the psyche while the latter creates visions and distorts reality. Performing psykic manipulations or sleights is known as channeling.

» CHANNEL

When Channel is taken, the character must choose one of two disciplines: Kinesis or Illusion. Each comes with its own selection of abilities. The character may also ignore 1 point of fatigue per rank of this talent while making strain checks of the relevant discipline. This does not negate penalties to other actions or strain checks in other disciplines.

Kinesis: Kineticists manipulate the physical world and directly strike their opponents' minds with psykic energy.

Illusion: An illusionist manipulates others' perception. Creativity is the sole limit to what they can accomplish.

Psy 1

I	II	III	IV	V
5xp	15xp	30xp	50xp	75xp
VI	VII	VIII	IX	X
105xp	140xp	180xp	225xp	275xp

RANGE OF INFLUENCE

The range of a psykic's abilities is equal to **(Willpower × Range Multiplier) + 5**. At base the range multiplier is 1, but may be cumulatively increased by 1 for 2 strain. In order to channel any ability, the target must also be within the psykic's direct line of sight.

STRAIN

Every manipulation and sleight puts stress on the user's mind which can cause *fatigue*. The amount of stress, and therefore the difficulty, is determined by its strain. Every ability has a base strain, which is the minimum required to channel its simplest form. More powerful psykics who are capable of handling greater strain can enhance these sleights with additional attributes, which vary by ability. Psykics cannot perform sleights with a strain greater than 5 times their ranks in the appropriate Channel talent. At 10 ranks, this limitation is removed.

SUCCESS & FAILURE

To successfully channel a psykic manipulation, the player must roll a Psy check (**Willpower + Psy**) equal to or greater than the ability's strain. If the ability is listed as an opposed check, the target(s) will then roll Mental Resolve (**Willpower + Resolve**). If the psykic's roll is higher, all effects take place. If their roll is less than the strain or their target's Mental Resolve, the sleight fails and the psykic suffers 1 point of *fatigue*. Some abilities increase this penalty or cause *fatigue* even on success.

PSYKICS IN THE WORLD

Psy is a relatively rare and greatly misunderstood mutation. General ignorance has propagated a number of superstitious beliefs about psykics and a general distrust of anyone suspected to be among their number. Certain societies, such as Lanis or Lokoran, are much more accepting of psykics. The former has embraced it as a mysterious and exciting field of study, complete with its own guild and dynasties while the latter possesses a culture of compassion and camaraderie. The military-industrial complex of Pulse actively seeks out such individuals with its own host of psykics to train and weaponize these unique individuals. The chaotic city-states of the north are less concerned with psykics, burdened as they are with their own issues of rampant undead or an ongoing civil war.

Among the laymen of Feneryss certain erroneous ideas have sprung into their minds, and psykics (or merely suspected psykics) are usually the first to receive blame for all sorts of ill omens: crop failure, early visits from the Undead Tide, and even unruly spirits. This partially stems from the association of psy with Shades and Shade culture. Their natural telepathy and noc'shala have produced a number of rumors that are taken as fact by the ignorant and perpetuate this negative association.

In many more specialized circles, such as military units or airship crews, these skills are coveted and respected by more pragmatic minds. Illusions are invaluable tools for infiltrators and psychological warfare; Kineticists are powerful force multipliers, capable of physical feats greater than any single man and excellent interrogators.

KINESIS

BOLSTER ALLIES

Fortify the minds of allies and resist fear effects for 2 rounds.

Attribute	Strain	Description
Base	3	Give a single ally a +2 bonus to their Mental Resolve check.
Additional Ally	+2	Grant the bonus to an additional ally.
Increased Threshold	+3	Increase the bonus by +1.
Long-term	+2	Increase the number of rounds this power lasts by 1.

CONFUSION

Briefly scramble the target's senses, leaving them unsteady and *confused* for 1d4 rounds.

Attribute	Strain	Description
Base	5	Inflict *confused* on one target within range.
Additional Target	+5	Inflict *confused* on an additional target.
Increased Duration	+5	Increase the duration by 1 round.

MIND FLAY

Deluge the target with a wild frenzy of psykic energy, triggering random areas of the brain that can drive a person insane. More focused assaults can lead to irreversible side effects, such as neuroses. Only one eccentricity or neurosis may be applied per channeling of Mind Flay.

Attribute	Strain	AP	Description
Paranoia	3	-	The target suffers 1 point of *paranoia*.
Eccentricity	+10	-	Inflict 1 random eccentricity on a target.
Neurosis	+20	-	Inflict one random neurosis on a target.
Additional Target	+4	+1	Inflict a chosen mental affliction upon one more target.

PSYKIC PROBE

A psykic can project their mind to probe for signs of cognizant life. This is very strenuous, and psykics trying to probe beyond their natural reach will suffer one point of *fatigue* for each time they increase their range increment. Sentient life includes all playable races as well as any creatures that are considered sentient.

Result	Description
5	The psykic knows how many sentient lifeforms are present within their range of influence.
10	The direction of all sentient lifeforms is also known.
15	The psykic now knows the exact location of creatures within range as well as a sense of their current emotion (happy, scared, wary, calm, etc.). This is just a snapshot, however. It will not track any of the lifeforms if they move, or if their moods change.
20	Now the psykic can passively track all detected lifeforms and their emotions for the next five minutes or five rounds of combat, whichever comes first.
25	The psykic's passive tracking now lasts ten minutes or ten rounds and includes the surface thoughts of those individuals. Surface thoughts would be anything 'said' by a person's 'inner voice,' such as when thinking through a problem (*If the setting sun is on my left, then I'm facing north*) or reacting to someone in silence (*What a jerk*).
30	All detected lifeforms can now be passively tracked indefinitely so long as they remain inside the psykic's range of influence. With a moment of concentration (1 AP in combat) they can also glimpse a vague impression of a single creature's surroundings.
35	The psykic can track all the discovered targets indefinitely, so long as they remain within their range of influence, hear their basic thoughts, and glimpse vague impressions of their surroundings.
40	All detected entities are now viable targets of psykic attacks other than Telekinesis. They are unable to react to the first attack, unless they possess line of sight on the psykic.

STRESS

Overwhelm a target with so many thoughts that they become exhausted. This is an opposed check that inflicts 1 point of *fatigue* per 4 strain.

SUBLIMATE

Slip into a target's mind to extract data, such as current thoughts, emotions, memories, and more. This is an opposed check. The psykic must choose how deep they wish to dig. Success grants access to the desired level and all those before it. Failure by 5 or more let's the target know that someone attempted to invade their mind. Failure by 10 or more means the target knows who assaulted them and what they wanted.

Thought Level	Strain	Example/Description
General Emotions	4	Anger, Fear, etc.
Motives	8	Lust, Greed, etc.
Goals	14	Becoming a great arkänist, earning vast wealth, joining the elite ranks of Pulse's military, etc.
Current Thought / Dreams	18	Can listen to target's thought process, word for word or witness their dreams as they happen. The psykic cannot affect the dream or thoughts in any way.
Impactful Memories/Plans	24	Wedding day, premeditated murder; their biggest memories or plans are laid bare.
Picture Perfect	30	Gain perfect access to all of the target's memories.
Brain Bug	40	The psykic keeps a minuscule presence in the target's mind, spying on their every thought as it happens, and may peruse the target's memories and plans at their own leisure. This bug lasts so long as the target remains within the psykic's range of influence.

TELEKINESIS

Psykics can move inanimate objects with their minds and even send them hurtling at deadly speeds. The maximum weight they can lift is equal to 10 lbs. for every rank of the Channel (Kinesis) talent. Increasing the weight limit or number of objects will burden the psykic with greater strain. They retain control of all objects until they fail a Psy check for telekinesis, intentionally release them, fall *unconscious*, or perish.

If a the psykic maintains control of any objects at the start of their turn, they must make a Psy check against 2 UC per object held. This is a free action.

Attribute	Strain	AP	Description
Base	3	2	Lift and move an object that weighs up to 10 times the character's rank of Channel (Kinesis) in pounds, up to 5 yards.
Additional Object	+2	+1	Lift an additional object.
Attack	+3	2	Make a Psy check at a -4 penalty to perform a basic attack with one object. Any objects used, weapons or otherwise, are treated as one-handed for the purposes of damage bonuses. If the target is not adjacent to the object, the throwing range increment is equal to the psykic's ranks in Willpower. Firing a ballistic weapon in this manner increases the range increment penalty to a -2. If an improvised weapon is being used, determine damage using the psykic's Willpower instead of Strength.
Increase Weight	+1	N/A	Increases the maximum weight by 5 pounds per rank of Channel (Kinesis). Only applies to 1 object.

ILLUSION

Illusionists practice the art of mental deception. It could be as subtle as disguising a rifle as a canvas tube or altering one's facial appearance to impersonate a high-ranking clergyman. Illusionists can also be aggressive, summoning demonic apparitions to petrify opponents or stripping foes of their senses entirely, leaving them at the psykic's mercy.

Unless stated otherwise, any scaling bonuses are capped out to a bonus equal to the ranks in Channel (Illusion). All illusions have the same duration, which can be modified (shown below), and each type of illusion (Glamour, Nightmare, and Veil) must be channeled separately.

Duration	Strain	AP	Attributes
Base Duration	-	-	Illusion lasts a number of rounds/minutes equal to ½ the Discipline (Illusion) ranks.
Increased Duration	+3	+1	Add rounds/minutes equal to ½ Discipline (Illusion) ranks.

AURAL SHIFT

If perception is reality, illusionists twist reality to create the echo of marching armies and the pitter-patter of sneaking demons.

Attribute	Strain	AP	Description
Base	2	2	Create noise, such as a scream or the clink of a bottle. The point of origin must be within the psykic's range of influence. It can be heard by all characters in a 4-yard radius.
Louder	+2	-	The sound is louder, and its radius is increased by 2 yards.

DAMPENER

Cloaked in silence, even the bluntest pilferer can own peace of mind.

Attribute	Strain	AP	Description
Base	4	2	Dampen sound within the psykic's range of influence. All characters outside the area of effect cannot hear any noises produced within the dampener.
Mute	+2	-	Increase the radius of Dampener by 1 yard.

FALSE LIGHT

Bending light grants the illusionist supreme control of the battlespace, highlighting enemies and masking allies.

Attribute	Strain	AP	Description
Base	3	2	Increase or decrease the light level of an area by 1 step. The center of the effect must be within the psykic's range of influence and the area of effect is a 2-yard radius.
Empower	+3	-	Increases or decreases the light level by an additional step.
Increase Radius	+2	-	Increases the radius of False Light by 1 yard.

GLAMOURS

A glamour is a disguise of an object or person in appearance only.

Attribute	Strain	AP	Description
Base	4	2	Add +2 to Disguise / Deceit Checks for 1 Medium sized target.
Size	+3/step	-	Increase the size by one step: Medium / Large / Huge / Massive / Colossal.
Power	+2/per	-	Increase the bonus to Disguise / Deceit by 1.
Additional Targets	-	+1	Psykics may affect another target of the same size.

NIGHTMARES

Nightmares are the deepest fears of Humanity made manifest.

Attribute	Strain	AP	Description
Base	4	2	One target must resist a Fear check equal to the Strain check. This lasts 1 round.
Area Effect	+3	+1	The fear now reaches all targets within a 1-yard radius of the original target. This effect can be taken multiple times, each time increasing the radius by 1 yard
Crippling Fears	+10	+3	This effect lasts a number of rounds equal to the ranks in Discipline (Illusion). Any target that passes the Fear check ignores this effect. Those that failed must attempt another Fear check on their next turn.

VEILS

A veil is an illusion that hides an object or person from sight. A perfect veil will make it appear as though a person has vanished into thin air.

Attribute	Strain	AP	Description
Base	6	2	The psykic can render themselves almost completely invisible to light-based vision for 1 round. Provided that the psykic does not move, they gain a bonus equal to their rank in Channel (Illusion) to checks opposing Perception-based skills.
Movement	-	-	If a psykic moves while maintaining a veil, the bonus they gain from the veil is reduced by 1 point per yard moved. This reduction is cumulative and will become a penalty if the veil's bonus is reduced to below 0.
Duration	+1	-	A veil may be maintained for multiple rounds or minutes on end. The strain check to maintain a veil increases cumulatively by 1 for each successive minute or round.
Disruption	x2	-	In addition to other methods of dispelling illusions, smoke or clouds of small particles (such as ash) can hinder a psykic's ability to maintain a veil. If such a disruption takes place, the veil immediately falls unless the psykic can succeed in making a strain check against the veils current required strain.

PSY TALENTS

❷ ALLIED INTERVENTION

I	Channel 3, Resolve 3	**Cost:** 36xp

Once per round, a psykic can defend an ally from a single attack, before they declare a reaction, by making a Psy check with a -4 penalty to oppose the attack. On failure, the ally may still attempt reactions. Since this ability is used as a reaction, the AP cost is subtracted from the character's next turn.

II	Allied Intervention 1, Channel 4	**Cost:** 107xp

The penalty is reduced to -2 and the talent may be used twice per round.

III	Allied Intervention 2, Channel 5	**Cost:** 214xp

Allied Intervention no longer has a penalty to its Psy check.

II DANGEROUS MIND

Channel 6, Hidden Psyche, Resolve 5 — **Cost:** 117xp

The psykic has learned how to make their mind hostile to invading psykics. When enemies attempt to perform a Psykic Probe or Sublimate on this character, the enemy takes 1d6 + Channel ranks this character possesses in damage. This cannot be reacted to and it ignores all forms of DR. This can only occur once per encounter per enemy.

INNOCUOUS

The character is in a constant state of psykic vigilance. After a short period of time, this psykic is forgotten by those who meet them.

I	Channel 5	**Cost:** 37xp

Any witnesses of the psykic's presence will forget them in 72 hours.

II	Innocuous 1	**Cost:** 74xp

Any witnesses of the psykic's presence will forget them in 1 day.

III	Innocuous 2	**Cost:** 148xp

Any witnesses of the psykic's presence will forget them in 1 hour.

» MENTAL ACUITY

Choose one channelling discipline. Gain a +1 bonus per rank to strain checks for the selected discipline.

I	Casting 1, Psy 2	**Cost:** 13xp
II	Psy 3	**Cost:** 34xp
III	Psy 4	**Cost:** 69xp
IV	Psy 5	**Cost:** 121xp
V	Psy 6	**Cost:** 194xp

I DANGEROUS MIND

Channel 1 — **Cost:** 5xp

The character can speak directly into the minds of willing recipients, sharing words, pictures, or simple ideas. This is a free action in combat.

II AMPLIFIED TELEPATHY

Telepathy, Channel 4 — **Cost:** 30xp

The character may now communicate with others at twice their range of influence and read the thoughts of willing characters, effectively enabling silent two-way communication. If the character is a Shade with the Natural Telepath racial trait, they can ignore the Telepathy talent requirement.

SHIELDED MIND

The character has developed an active guard that allows them to resist *fatigue* on a failed strain check. When taken, the character can ignore a number of *fatigue* points they possess equal to the ranks in Shielded Mind for the purposes of channeling only. This stacks with the psykic's trait to ignore *fatigue* when channeling. Psykics with rank 5 of Shielded Mind and rank 10 in any Channeling talent may use psy abilities after passing out from *fatigue*. If knocked *unconscious* by a source other than *fatigue*, they cannot channel while *unconscious*.

Resolve 2, Willpower 4

I	II	III	IV	V
55xp	110xp	220xp	440xp	880xp

AIRSHIP CADRE

Airships are led by a team of officers with specialized training in their respective fields. These unique sets of knowledge and skills are represented by Special Orders, which are acquired via talents. These provide bonuses to existing cadre orders or provide new tactics. Only one Special Order may be performed per officer per turn. All Special Orders that require a roll must be declared before the roll is initiated.

CAPTAIN

Some combination of charisma and cunning has gifted the character with invaluable insights into aerial tactics and leadership.

I BRACE FOR IMPACT

Command 1 — **Cost:** 2xp

If rammed by an attacking airship, The airship can ignore the armor loss imposed by the enemy ram. Additionally, the ship's middle armor is added to reduce damage sustained while performing a ram action.

II RALLY

Brace for Impact, Command 3 — **Cost:** 17xp

If the crew's morale would be reduced to 0, the captain may make a Command roll, the result of which is added to the crew's morale for the duration of the turn. At the beginning of the next turn, morale is reduced to 0 if it is not already equal to or less than 0. This provokes a mutiny if one has not already begun.

III DEMOTIVATION

Rally, Charisma 3, Command 5 — **Cost:** 81xp

When the airship is locked with an enemy airship, an attempt to persuade the enemy crew to mutiny can be made. A Command check is rolled opposed by the enemy captain. If successful, the enemy crew suffers morale damage equal to ranks in Command. This can only be performed once per enemy ship.

IV SCUTTLE

Crew: 5

Demotivation, Charisma 5, Command 7 — **Cost:** 218xp

A captain ought to know when is best to turn tail and preserve the lives of his men, and when death remains the only option. A captain can order the ship's ark-drive output to be raised beyond safety limits. The arkänik drive's rotations will accelerate over the next 2 turns. On the third turn the ark-drive will burst, tearing the ship apart and killing anyone on or within 50 yards of the airship. This explosion also deals 5 damage per section of the scuttled ship to every section on other airships within range, and bypasses damage reduction. This process may be stopped at any point if the limiter is placed back into the arkänik drive.

V YOU AIN'T DEAD, KID

Scuttle, Charisma 7, Command 9 — **Cost:** 456xp

The captain is able to inspire great courage— or great fear— in his crew. Once per encounter the captain can revive up to his ranks in Command worth of incapacitated or killed crew. This ability revives any incapacitated crew first; if he is able to revive more, they will be pulled from the killed roster.

HELMSMAN

Time has tested the character's mettle as a spokespinner, and they have learned to push a ship to its outer limits.

I CRAZY IVAN

Operate (Airship) 1 — **Cost:** 2xp

For one round per encounter, the airship can make all turns without consuming speed.

II EMERGENCY EVASION

Crazy Ivan, Operate (Airship) 3 — **Cost:** 17xp

On a successful Dodge check, the airship can move 25 yards forward. This does not add to later Dodge checks, and can be performed only once per round.

III STRAFE

Emergency Evasion, Perception 3, Operate (Airship) 5 — **Cost:** 81xp

Speed can now be split between 2 movement actions, allowing for Attack Orders in between.

IV OVERCLOCK

Strafe, Perception 5, Operate (Airship) 7 — **Cost:** 218xp

The engines can be overclocked to double the ship's speed, but this will spark an intensity 2 fire on board. The ship's maximum bonus to Dodge from movement is still equal to its maximum base speed.

V PREDICTIVE MANEUVERING

Overclock, Perception 7, Operate (Airship) 9 — **Cost:** 456xp

An expert helmsman can reliably predict the actions of his counterparts. This is an Operate(Airship) check opposed by the helmsman of the chosen ship. If successful, the helmsman can turn the airship up to 90 degrees for free after a volley to make a second volley. This second volley must be aimed at the predicted ship and must use weapons that have not yet been fired this round. This can be attempted multiple times per encounter if previous attempts failed.

CHIEF ENGINEER

A deep insight into the inner workings of an airship's systems has made the character an excellent repairman and revealed ways of pushing airships to their limit.

I — I'M GIVIN' HER ALL SHE'S GOT

Crew: 2

Craft (Mechaniks) 1

Cost: 2xp

The airship's speed is increased by 2. This may last for as many rounds as the character has Chief Engineer talents. At the end of its duration, a number of engines equal to the duration are *disrupted*.

II — JURY-RIGGING

Crew: Min. 1

I'm Givin' Her All She's Got, Craft (Mechaniks) 3

Cost: 17xp

When a component is damaged, but there is no functioning machine shop, a jury-rigged repair can be organized. This takes the same amount of time as a systematic repair. However, if the jury-rigged component is damaged again without reparations by a machine shop or city forge, it is instead destroyed. This cannot be used for *broken* components.

III — IMPACT CALIBRATION

Crew: 4

Jury-Rigging, Craft (Mechaniks) 5

Cost: 81xp

Sometimes hitting things just works. Once per encounter, instantly repair one disrupted or *broken* engine on the ship.

IV — RAGSTOPPER

Impact Calibration, Intelligence 5, Craft (Mechaniks) 7

Cost: 218xp

When the airship's health is reduced to 0, the chief engineer may immediately attempt a Mechaniks check against ship's number of components (excluding armor and bonus health) to hold her together. If successful, all components maintain their current condition (normal, *broken*, or *damaged*). On failure, all normal effects of 0 health occur. This may not be attempted again until after the next turn.

V — DEUS EX MECHANIK

Ragstopper, Intelligence 7, Craft (Mechaniks) 9

Cost: 456xp

The character is a god among mechaniks. If the ark-drive is damaged, it can remain functioning at full capacity; if it is *broken*, it can be kept operating as if it were damaged. It still requires repair, but as long as the engineer remains near, it will function. This can be maintained for up to 3 rounds.

NEMZUL'S NOTE

Ship-to-ship combat is truly an awful sight. I once had the gruesome opportunity to witness men throw themselves at each other in the cramped quarters and hallways of the P.V. Sevarossa. Until then I can fairly say I had not properly grasped the definition of a slaughter. Serving as a raid or rebuff party requires men with steel guts and heads half full of madness. There's not another career on Feneryss that makes men quite like those.

GUNNERY MASTER

As a learned gunny, the character knows how to get the biggest knock for their Notes.

I — LAST SHOT

Ballistics 1

Cost: 3 xp

Damaged gun batteries can be fired at full damage, but they become *broken* immediately after firing.

II — IT'S ELEMENTARY

Last Shot, Ballistics 3

Cost: 24xp

Once per encounter, increase the range increment of all non-harpoon batteries on the airship by 25 yards.

III — MAKE IT COUNT

It's Elementary, Perception 3, Ballistics 5

Cost: 81xp

Once per encounter the airship's batteries may ignore damage reduction for a single volley against a single airship. This must be declared prior to the attack roll. This ability is still expended on a miss.

IV — MORE POWDER!

Make It Count, Perception 5, Ballistics 7

Cost: 268xp

Guns are reloaded with additional powder, which when ignited launches projectiles at a greater velocity, dealing more damage. Each battery gains 1 point of damage for a single volley.

V — ALPHA STRIKE

More Powder!, Perception 7, Ballistics 9

Cost: 551xp

This volley is intended for maximum damage against enemy airships. A number of crew equal to twice the number of batteries used are killed.

MASTER-AT-ARMS

A born leader forged in the crucible of war and trained in the line of fire. Unique tactics and an ironclad charisma ensure their soldiers' success.

I — VIOLENCE OF ACTION

Command 1

Cost: 2 xp

For the first round of any boarding action only, increase the enemy troop casualties by 1 per each Master-At-Arms talent the character possesses.

II FIRING SQUAD

Violence of Action, Command 3 | **Cost:** 17xp

A cowardly crewmember is executed to gain 5 morale during any boarding action. This ignores the standard crew death morale penalty. After combat ends, crew morale is reduced by 3 for each time this talent was used.

III BARRICADE | **Crew:** 4

Firing Squad, Toughness 3, Command 5 | **Cost:** 81xp

When defending the airship, troops can erect defensive structures. For this round, troops suffer no casualties and boarders can deal no damage to the ship. This can be used only once per boarding action.

IV SUICIDE SQUAD

Barricade, Toughness 5, Command 7 | **Cost:** 218xp

Once per encounter, the enemy suffers losses equal to half of losses they inflict this round.

V HOLD THE LINE

Suicide Squad, Toughness 7, Command 9 | **Cost:** 456xp

Troops will never mutiny while being boarded, and always fight to the last man when defending in troop combat.

SIGIL MASTER

The character has put their mind to unlocking the power of what is arguably the age's most difficult field of study, sigilry, and made notable success.

I SYNERGY | **Crew:** 5

Arkäna / Psy 1 | **Cost:** 3xp

Crewmen can offer their life force or mental energy to aid a sigil master simply by laying hands on the sigil. 5 crew touching the sigil reduce the SP by 1 or strain by 2. For every sigil master talent this character possesses they can borrow power from 5 crewmembers, to a maximum of 25 crewmembers.

II FEEDBACK

Synergy, Arkäna / Psy 3 | **Cost:** 24xp

A single sigil can be overcharged on an enemy airship, causing disruption for 1d4 rounds. The outpour of energy may also disrupt the attacking sigil. On a 3 or 4, the attacking sigil is disrupted for 1 round.

III DUAL CAST

Feedback, Intelligence / Willpower 3, Arkäna / Psy 5 | **Cost:** 218xp

The sigil master is able to use their arkäna or psy ability twice in one round, but suffers a -4 penalty on the second check.

IV SMOKESCREEN

Dual Cast, Intelligence / Willpower 5, Arkäna / Psy 7 | **Cost:** 218xp

For one round per day, the sigil master can focus all their effort into leaving a cloud trail behind the airship. The cloud lasts for 3 rounds and occupies all space the airship passed through this round. All airships passing through it suffer the effects.

- **Primaltheurgy:** Any of the available environmental effects.
- **Necromancy:** A cloud of desecration, which behaves the same way as targeted desecration used from a sigil.
- **Kinesis:** A ship passing through the area requires 1 additional speed to pass through. All attacks also suffer a -1 penalty per 25 yards of Smokescreen they pass through.
- **Illusion:** The cloud obscures all vision both through it and from within it.

V ARKÄNIK OVERLOAD

Smoke Screen, Intelligence / Willpower 7, Arkäna / Psy 9 | **Cost:** 218xp

The sigil can be overloaded, making it *broken*. This surge can be directed toward an opponent airship within range, causing all onboard components, other than the ark-drive, to be disrupted for 1 round.

SQUADRON ACE

Lightning reflexes, a quick wit, and a leader's mind are essential to guiding striker squadrons to victory. Through trial by fire, the character has proven a command of these traits.

I RAID

Operate (Striker) 1 | **Cost:** 2 xp

The squadron's speed can be split between 2 movement actions, allowing for an attack run in between.

II BARREL ROLL

Raid, Operate (Striker) 3 | **Cost:** 17xp

Avoid an attack once per encounter. This must be declared prior to the attack roll being made.

III KAMIKAZE

Barrel Roll, Ballistics 3, Operate (Striker) 5 | **Cost:** 75xp

If any allied strikecraft are destroyed while within 25 yards of an airship, they can crash into it for 2 damage that bypasses armor.

IV ENGINE BOOST

Kamikaze, Ballistics 5, Operate (Striker) 7 | **Cost:** 197xp

Once per encounter, a squad can double their speed for 1 round.

V ALPHA STRIKE

Engine Boost, Ballistics 7, Operate (Striker) 9 | **Cost:** 407xp

If a squadron destroys an enemy squadron or airship, they can immediately move adjacent to another squadron within their base speed range.

CHAPTER 5: EQUIPMENT & CRAFTING

EQUIPMENT

The advanced machines of the Old World, the loss of knowledge post-Reckoning, and the rapid advances in arkäne study have produced a world where there exists a great disparity in the level of technology between regions, or even neighboring towns. The surge of recent technological achievements, from the arkänik drive to steam engines, provides centers of civilization much more comfortable livelihoods. Pulse has recently introduced the concept of assembly lines to its forges, Lanis is on the forefront of municipal power distribution, and Lokoran's public septic system is decades ahead of others to preserve the purity of the Cistern. Wealthier districts within the city-states enjoy basic water and arkänik utilities, finely crafted steel and erminsul commodities, and the occasional hyper-advanced device from the Old World.

Outside the city-states, however, technology is sorely lacking. Hamlets inhabited by uneducated farmers know only stories of ark-drives, powered lights, and towering structures dedicated to academic studies. They harvest and hunt with simple iron or stone tools. Most have never seen a firearm. They live simply, admiring the rare airship that sails by before returning to their mundane livelihoods.

This means that weapons, armor, and survival implements come from all levels of technology. Stone spears are as familiar to Feneryans as steel longswords. Flintlock weapons exist alongside cartridge rifles. Discoveries in the last decade have produced devices the size of a long knife that can augment arkäne and psykic powers. Old World technologies also occasionally resurface, gifting their finder with superlative quality and performance; if they can figure out how it works.

CRAFTING EQUIPMENT

When crafting weapons it is important to remember that each weapon's aesthetic is unique unto itself and is defined by the crafter at creation. To use any of the Craft skills to produce weapons, armor, and other items a character must first have access to an appropriate workstation and tools. The availability of such places will be at the discretion of the GM, but city-states should be reliable sources.

CREATION

When creating a new item, determine the cost and relevant Craft skill in its respective section (Weapons, Armor & Shields, Alchemy, or Prosthetics). At base, it takes the crafter 4 hours of work to craft the item and an additional 2 hours for every 5 points of difficulty of the unopposed check (UC), unless otherwise stated. This work time does not have to be consecutive. The crafter may reduce the difficulty by investing additional time into crafting the item, where one additional hour reduces the difficulty by 1, however, this may not reduce the UC by more than half of the original UC. Characters may also reduce the time by 1 hour, by increasing the UC by 1, to a minimum time of 2 hours to craft.

A crafter may not produce an item with a difficulty greater than 5 times their rank(s) in the appropriate skill (e.g. A character with a Mechaniks of 6 may not produce a weapon with a difficulty higher than 30). At rank 10, there is no longer a limit. When a Craft check to create an item has failed, the character loses half the cost of the intended item and must begin anew.

UPGRADING

To upgrade preexisting items with new enhancements, the crafter must pay the enhancement's cost. The difficulty is the weapon's total UC, including the new upgrade(s). Failure results in the crafter only paying half the total cost and requires them to restart the crafting process.

ENHANCEMENTS

Enhancements are devices that enhance weapons and equipment. This can be simple improvements to their primary function, (i.e. additional DR to armor, or a scope on a ballistic weapon) or entirely new capabilities (i.e. climbing spikes on armor that aid in climbing). Characters may add enhancements to their gear using the creation and upgrade crafting rules.

EXAMPLE

Terrosh has a sword that has a UC of 20, and he wants to add an additional die of damage plus 2 bonus damage. Doing this will add 5 UC and cost ₦175.

To successfully craft this upgrade, Terrosh must beat a Craft (Armaments) check of 25. The cost for the upgrade will require a deduction of ₦175 from Terrosh's bank account.

STOREFRONT COSTS

No sane shopkeeper offers their wares at cost. Many add a service fee to account for their time spent crafting an item. Players attempting to buy weapons from shopkeepers will find that prices are greater than that of the crafting cost, without any loss of quality. As such all items sold by shops using the crafting system cost an additional 5 Notes per hour spent crafting the item.

Players wishing to craft their own weapons for sale may find that they receive only a paltry sum for their efforts. Items crafted by players may be sold to shops for the item's base cost plus 5 Notes per rank in crafting.

Items found or those purchased from vendors throughout the world can be sold or resold to shopkeepers, albeit for half the item's crafted base cost. If a player chooses to modify a weapon they found only to sell it, they will find that compensation will only be offered for the cost of their enhancement, and not the weapon as a whole.

Other factors the GM can utilize for buying and selling items include the quality craftsmanship or demand of the item, whether or not the item has been used, and the shopkeeper's demeanor towards the players.

REGIONAL COST MODIFIERS

Each of the city-states has a tax that they apply to sold goods, be it from the government itself or the shopkeeper (modifiers shown below).

Pulse: +1 Note per crafting hour

Lanis & Lokoran: +2 Notes per crafting hour

Neroth & Sylvan Hollow: +3 Notes per crafting hour

Hel: +5 Notes per crafting hour

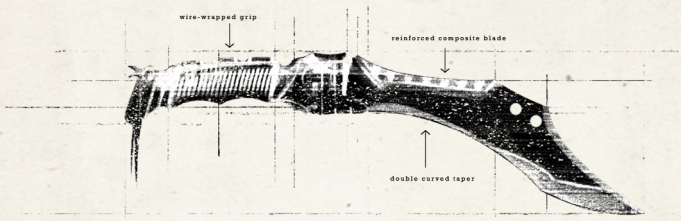
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KUKRI — ₦205

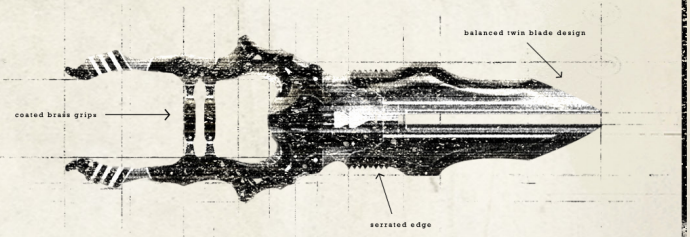


A kukri is a blade with an inward curved edge that has a different center of gravity when swinging the blade, making it easier to clear brush, cut food, and chop limbs.

One-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 6 **Hours:** 6

Enhancements: Light

KATAR — ₦235



The katar is commonly known as a punching dagger. It has a hand grip which places the blade above the knuckles making it easier to place more force behind the blade.

One-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 6 **Hours:** 6

Enhancements: Balanced

BRASS KNUCKLES — ₦120

A brass knuckle is a common weapon of intimidation used by thieves, thugs, and other less reputable characters. They fit over a person's fist, allowing them to punch with lethal force.

One-Handed **Grade:** 1 **Dmg:** 1d6 **UC:** 4 **Hours:** 4

Enhancements: Light

DAGGER — ₦175

A dagger is a double-edged knife with the blades extending fully on both sides. This is usually seen with a full guard to protect the user's hand. The design allows for much easier slashing and piercing attacks than a knife's single edge.

One-Handed **Grade:** 1 **Dmg:** 1d6+1 **UC:** 6 **Hours:** 6

Enhancements: Light, Thrown

TOMAHAWK — ₦265

A hand-held axe, tomahawks are fantastic close quarters axes that can also be thrown.

One-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 6 **Hours:** 6

Enhancements: Thrown +3

Defects: Unwieldy

THROWING KNIFE — ₦445

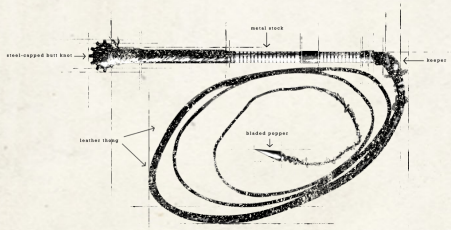
Throwing knives are small daggers, balanced for throwing at a range and piercing a target's armor.

One-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 8 **Hours:** 6

Enhancements: Thrown +5

Defects: Unwieldy

WHIP — ₦120

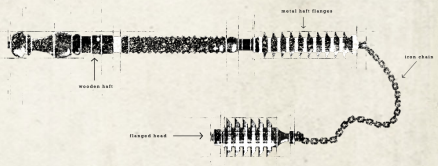


A whip is a piece of flexible cord with either flayed ends traditionally used to exert control over beasts or slaves, literally whipping them into submission. Outside of combat this can be used to make sound, or to reach a previously unreachable item.

One-Handed **Grade:** 1 **Dmg:** 1d6 **UC:** 7 **Hours:** 6

Enhancements: Reach

FLAIL — ₦305



The flail has many variations, but the most common have a wooden handle with a varying length of chain and a ball attached. The metal ball is weighted to crush through enemy armor and shields, sometimes even sporting spikes.

One-Handed **Grade:** 1 **Dmg:** 2d6+2 **UC:** 9 **Hours:** 6

Enhancements: Reach

Defects: Unwieldy

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MACE ₦135

A one-handed weapon that could be likened to a steel club. The head of the weapon is typically adorned with a number of flanges to focus the force of a swing.

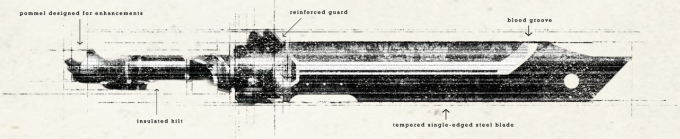
One-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 3 **Hours:** 4
Defects: Unwieldy

MORNING STAR ₦135

A popular derivative of the mace, the head of the weapon is a large, heavy ball which is equipped with numerous spikes protruding in all directions.

One-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 3 **Hours:** 4
Enhancements: None

SWORD ₦365



Possibly the most symbolic weapon in times of war, swords have long been the staple of all people across Feneryss. Single-edged or double-edged, the sword comes in a variety of styles and are the standard when it comes to fighting.

One-Handed **Grade:** 2 **Dmg:** 2d6+2 **UC:** 10 **Hours:** 8
Enhancements: Balanced

CLUB ₦210

A thick piece of wood often seen with metal spikes or similar brutal additions. Clubs are generally less useful with the advancements of technology but are still seen wielded by brutes.

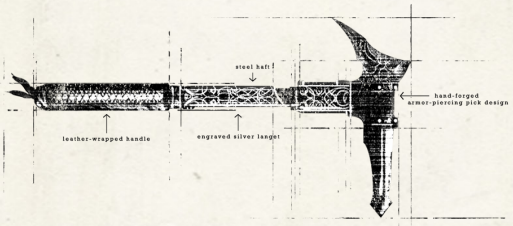
One-Handed **Grade:** 1 **Dmg:** 2d6-2 **UC:** 6 **Hours:** 6
Enhancements: Defensive

STAFF ₦305

A staff is typically a cylindrical rod,made out of wood or metal. They range from 6 to 9 feet long and are blunt objects.

Two-Handed **Grade:** 2 **Dmg:** 2d6 **UC:** 8 **Hours:** 6
Enhancements: Balanced

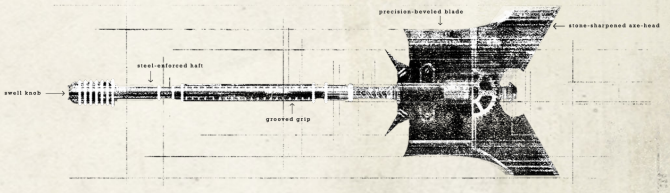
WAR HAMMER ₦340



War hammers are usually used while being mounted or for close combat action. It resembles a hammer with a much longer handle, and can be used for bludgeoning or piercing armor.

Two-Handed **Grade:** 1 **Dmg:** 2d6+2 **UC:** 7 **Hours:** 6
Enhancements: Heavy
Defects: Unwieldy

WAR AXE ₦440



War axes are large two-handed weapons, usually double sided, created for one thing: chopping through legions of enemies in the way. War axes are so large that they have the heavy and unwieldy enhancements.

Two-Handed **Grade:** 1 **Dmg:** 3d6+2 **UC:** 13 **Hours:** 8
Enhancements: Heavy
Defects: Unwieldy

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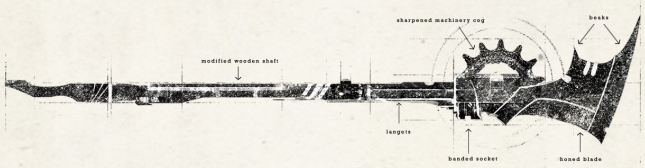
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HALBERD — ₦420

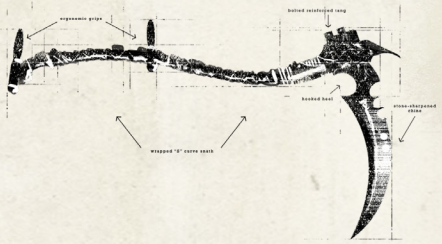


The halberd is a wooden shaft as long as a person with an axe head, a pike, and sometimes a hook or spike on the end of the shaft. This makes it easy catch an opponent off-guard by pulling their legs out from under them.

Two-Handed **Grade:** 2 **Dmg:** 2d6+2 **UC:** 14 **Hours:** 8

Enhancements: Heavy, Reach

SCYTHE — ₦340



Commonly used by farmers, the scythe bears a long curved blade mounted on a tall staff. It was quickly adopted as a signature weapon for the marshals of Death who occasionally refer to death as a "reaping" or "harvesting."

Two-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 10 **Hours:** 8

Enhancements: Heavy

SPEAR — ₦275

A spear is a pole that either has a sharpened end or a fixed metallic end piece that comes to a point. Made for piercing as well as throwing, the spear is a sturdy weapon that has been used as both a hunting tool and a weapon.

Two-Handed **Grade:** 1 **Dmg:** 2d6 **UC:** 9 **Hours:** 6

Enhancements: Reach, Thrown

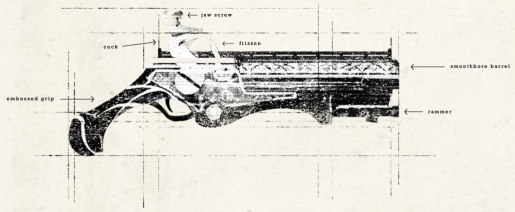
JAVELIN — ₦540

A javelin is a close relative of the spear. Its design is shorter than the average spear and lighter as it is intended to be thrown, or hurled from a device such as atlatl. Balance is also a key feature; improper balance can ruin an even throw.

Two-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 12 **Hours:** 8

Enhancements: Reach, Thrown +5

FLINTLOCK PISTOL — ₦65



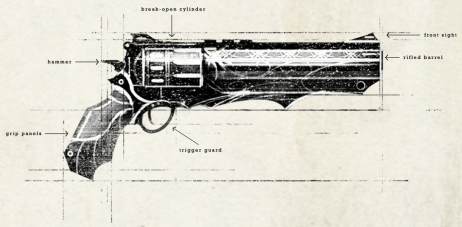
Flintlock technology was an early precursor to the new casing technology that has begun to gain popularity over the last decade. A flintlock pistol was typically a single shot weapon. Due to its ammunition capacity, the flintlock pistol has been used primarily as a last resort weapon.

One-Handed **Grade:** 1 **Dmg:** 1d6 **UC:** 2 **Hours:** 4

Range: 5 yds. **Magazine:** 1 **Reload:** 1 Action

Defects: Inaccurate

REVOLVER — ₦470



The revolver is the descendant of the flintlock pistol. It commonly is more concealable and more reliable. In addition, the revolver holds bullets instead of lead balls, typically between 5-7, in a cylinder which is rotated as the gun is fired to line up the next shot.

One-Handed **Grade:** 1 **Dmg:** 2d6+2 **UC:** 15 **Hours:** 10

Range: 10 yds. **Magazine:** 5 **Reload:** 1 Action

Enhancements: Accurate

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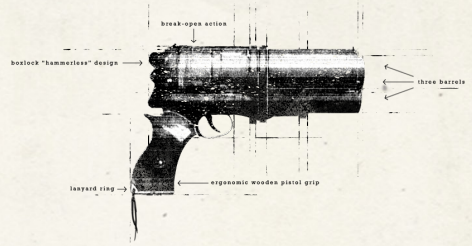
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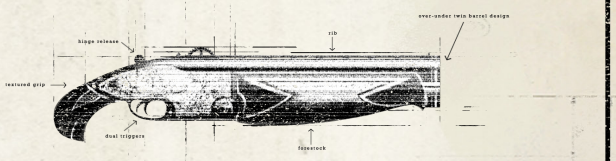
TRIGUN ₦305



The trigun was created after the revolver as a cheap alternative. Without the reliability or ammunition capacity of the revolver, this was seen as a more common weapon among the poor. These three-barreled handguns were very popular among those requiring inexpensive firepower.

One-Handed **Grade:** 1 **Dmg:** 2d6 **UC:** 10 **Hours:** 8
Range: 5 yds. **Magazine:** 3 **Reload:** 1 Action
Enhancements: Scatter

DOUBLE BARREL SHOTGUN ₦375



A hefty sawed-off shotgun with two barrels. It provides plenty of kick for the size and is commonly used by motorists and people who often work or travel in tight spaces.

One-Handed **Grade:** 1 **Dmg:** 2d6 **UC:** 12 **Hours:** 8
Range: 5 yds. **Magazine:** 2 **Reload:** 1 Action
Enhancements: Balanced, Scatter
Defects: Inaccurate

FLARE GUN ₦200

The flare gun is a small, single shot pistol that fires a tiny cartridge of flammable material. It can be used to illuminate a large area with ambient light when shot in the air. The area stays lit for 1 minute.

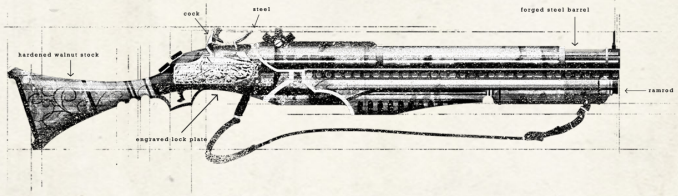
One-Handed **Grade:** 1 **Dmg:** 1d6+1 **UC:** 7 **Hours:** 6
Range: 10 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Flare

HAND CROSSBOW ₦265

A handheld version of the crossbow. This weapon can be compact enough to sneak it past guards. This is the primary reason for its continued circulation, especially among assassins and thieves.

One-Handed **Grade:** 1 **Dmg:** 2d6 **UC:** 8 **Hours:** 6
Range: 5 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Accurate

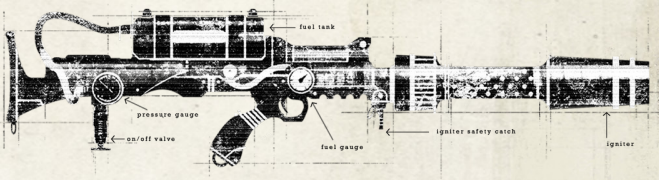
MUSKET ₦385



The musket is one of the earliest forms of firearms and works in exactly the same way as the flintlock pistol, however, its heavy frame and ability to equip a bayonet make it more useful in combat after the first shot is fired.

Two-Handed **Grade:** 1 **Dmg:** 2d6+2 **UC:** 12 **Hours:** 8
Range: 30 yds. **Magazine:** 1 **Reload:** 1 Action
Defects: Inaccurate

FLAMETHROWER ₦545



This relatively new and extraordinarily sadistic invention is designed to inflict severe pain on its victims. Liquid fuel is sprayed from its nozzle and then ignited by a Pilot flame located, creating a stream of fire that can be sprayed in large arcs.

Two-Handed **Grade:** 1 **Dmg:** 1d6+1 **UC:** 13 **Hours:** 8
Range: 6 yds. **Magazine:** 6 **Reload:** 2 Actions
Enhancements: Spray, Superheated Coil

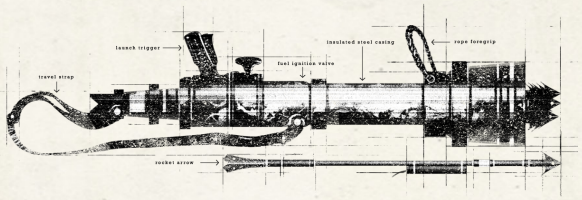
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NEST OF BEES — ₦310



When fired, the nest of bees launches 32 crude, rocket-propelled arrows in a large area. After firing a nest of bees, restocking the arrows costs half of the normal cost and takes an hour to properly position.

Two-Handed **Grade:** 1 **Dmg:** 2d6 **UC:** 10 **Hours:** 8
Range: 30 yds. **Magazine:** 1 **Reload:** 1 Action
Defects: Inaccurate

SHOTGUN — ₦580

A powerful close range weapon, the shotgun is a symbol of fear, protection, and power, all in one. Originally used for hunting, the shotgun gained use in combat as it frequently reduced its victims to a ruined, bloody mess.

Two-Handed **Grade:** 2 **Dmg:** 2d6+3 **UC:** 17 **Hours:** 10
Range: 10 yds. **Magazine:** 2 **Reload:** 1 Action
Enhancements: Balanced, Scatter

RIFLE — ₦745

The gentleman's weapon. Used for sportsmanship for nobles, and animal farming for the common folk, this weapon is wondrous in its many places of use.

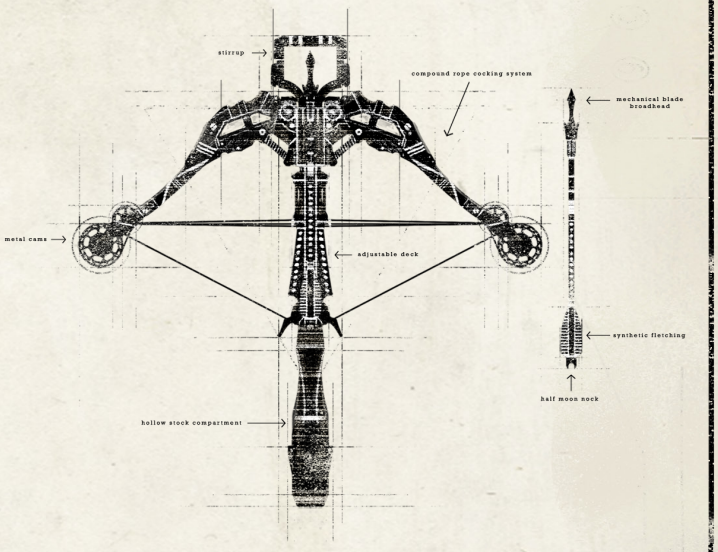
Two-Handed **Grade:** 1 **Dmg:** 2d6+2 **UC:** 19 **Hours:** 10
Range: 50 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Accurate

CORPSE GNASHER — ₦3750

The pinnacle of Human ingenuity in the weapons field, the corpse gnasher is a one stop shop for defending the homestead against the undead. Not only does it chew them up and spit them out with a nearly endless hail of bullets, it disposes of the corpses too!

Two-Handed **Grade:** 4 **Dmg:** 7d6 **UC:** 44 **Hours:** 20
Range: 10 yds. **Magazine:** 10 **Reload:** 3 Actions
Enhancements: Flare, Full-Auto, Molded Grip

CROSSBOW — ₦230



Bow styled weapons are relics in this modern age, relics that have been redesigned and reinvented to the point of unfailing perfection. The crossbow, which is a descendant of the original bow design, uses highly tensile wood or metal and a rope or wire to launch bolts moderate distances.

Two-Handed **Grade:** 1 **Dmg:** 2d6+2 **UC:** 8 **Hours:** 6
Range: 20 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: None

LONGBOW — ₦975

The long bow can be considered the grandfather of all bow styled weapons and uses a tensile piece of wood or metal and a piece of wire or string to launch and arrow at moderate to short distances.

Two-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 17 **Hours:** 10
Range: 70 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Balanced

SHORTBOW — ₦375

The sneaks' bow. Able to fire in an almost prone position in a corridor no wider than a person can squeeze into, the mobility of this weapon coupled with the silence and range it brings is almost invaluable to those who wish to take advantage of it.

Two-Handed **Grade:** 1 **Dmg:** 1d6+2 **UC:** 12 **Hours:** 8
Range: 30 yds. **Magazine:** 1 **Reload:** 1 Action
Enhancements: Balanced

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MEEKSTAVE **₦305**

This seemingly benign walking staff is at best improvised club except for those with arkäne knowledge. This staff grants a considerable increase in their potential. This grants an additional 1 spellpower and adds the wielder's Intelligence ranks as bonus damage to any damage-dealing spell which causes direct damage. As a melee weapon, follow the rules regarding a 10 lb. improvised weapon.

Two-Handed **Grade:** 1 **UC:** 9 **Hours:** 6

Enhancements: Arkäne Empowerment

EXALTED OPUS **₦180**

The pages of this tome begin unaligned. A simple one hour process will attune its contents to the wielder's Aspect. Thereafter it grants an attuned user +1 to CP recovery when resting. While on their person it also boosts their CP by +2, and enhances their range of influence by 1 yard. As a melee weapon, follow the rules regarding a 5 lb. improvised weapon.

One-Handed **Grade:** 1 **UC:** 6 **Hours:** 6

Enhancements: Invigorate

THURIBLE OF REBUKE **₦1330**

A simple trinket known in religions of old, the smoke emitted from this will negate all effects of an opposing aspect's aura for 2 rounds. After use, it takes 4 consecutive hours to recharge this ability. While equipped, it grants the marshal +2 to their CP and increases their range of influence by 1 yard. It is considered a 5 lb. improvised weapon when used in melee combat.

One-Handed **Grade:** 2 **UC:** 22 **Hours:** 12

Enhancements: Resistance 3

MIND'S MAGUFFIN **₦380**

To the unaware, this merely appears as a child's toy designed to keep them occupied, yet for those who have awakened their Psykic potential it is a tool by which they focus their power. While wielding this a psykic's range of influence is increased by 1 yard and strain for all Psy checks of the chosen discipline is decreased by 1. As a melee weapon, follow the rules regarding a 5 lb. improvised weapon.

One-Handed **Grade:** 1 **UC:** 9 **Hours:** 6

Enhancements: Boost

SCION'S ACUMEN **₦1230**

A mere twig to the untrained eye, this slim wand provides considerable benefits to an arkänist. It grants a wielder +1 SP, reduces spell UC by 2, and adds bonus damage equal to the caster's Intelligence to any damage-dealing spells. When used in melee it is treated as 5 lb. improvised weapon.

One-Handed **Grade:** 2 **UC:** 21 **Hours:** 12

Enhancements: Arkäne Empowerment, Boost 2

ASPECT'S TAPESTRY **₦180**

A simple cloth embroidered with the image of an Aspect's Omen, such as a pair of wings for air, or a crown of iron thorns for hate. It grants a marshal of the appropriate Aspect +3 CP.

One-Handed **Grade:** 1 **UC:** 7 **Hours:** 6

Enhancements: Miraculous Empowerment

GEOSOUGHT **₦2280**

A trinket that fits comfortably in the palm of a caster's hand and is shaped like the steering wheel of an airship. Symbols reminiscent of a sigil or ark-drive are carved or inlaid with metals. It grants the wielder +3 SP to a particular school of arkäna and reduces the UC to cast by 1.

One-Handed **Grade:** 3 **UC:** 32 **Hours:** 16

Enhancements: Arkäne Empowerment 3, Boost 2

PSYKISCOPE **₦1970**

A potent psykic focus that resembles a small telescope. A psykic wielder gains a 3-yard bonus to their range of influence and their strain checks are reduced by 1 in the psykiscope's attuned discipline.

One-Handed **Grade:** 3 **UC:** 26 **Hours:** 14

Enhancements: Augment 3, Boost 2

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ARM YOURSELF TODAY

If there is anything in which Humanity excels, it is finding new ways to kill each other. Armaments on Feneryss began as crude, blunt force objects and dull-edged weapons. Slowly, along with the machinations of Humanity, they began to evolve. First iron and steel, then gunpowder. The advent of firearms radically changed the face of combat around the same time the Arkanic drive revolutionized travel.

Swordsmen and close-quarter assassins gave way to musketmen and snipers. Swords and knives became last resort weapons, and while there were still a variety of folk heroes that fought with such items, many could not keep up with the advancement of guns and the destruction that only they could unleash.

That said, both melee and ballistic weapons see heavy use to this day for private firms and individuals seeking protection, or perhaps, for the thrill of adventure.

BROKEN WEAPONS & REPAIRS

Weapons can be *broken* in a number of ways, such as the sunder combat action or long exposure to acid rain. *Broken* weapons roll half their damage dice and reduce their static damage bonuses by half. In the case of a negative damage modifier, it remains unchanged. Additionally, enhancements do not grant their effects to *broken* weapons. The UC to repair a weapon is half its crafting UC, to a minimum of 5. Repairing them with a Craft (Armaments) check costs 10% percent of the weapon's sale price and 4 hours; shopkeepers charge 20% for the same amount of time.

IMPROVISED WEAPONS

Situations may arise when a character's preferred weapons are not at hand. In certain cases, they may need to utilize improvised weapons. This includes objects not intended for combat, such as whiskey bottles, loose stones, and even *unconscious* bodies, but also includes non-melee weapons used in melee combat (i.e. ballistic weapons or foci).

A character may wield an improvised weapon effectively if its weight is less than **5lbs × Strength**. Wielding weapons that exceed this limit imposes 1 point of *fatigue* at the start of every round except the first. All improvised weapons possess the unbalanced defect (treat all 6's on damage dice as 5's) and any improvised weapon weighing 1 pound or less also has the light enhancement (can be used one-handed in a grapple).

At any point a character may choose to wield these weapons with one or two hands and gain the appropriate damage bonuses from strength as if it were a one- or two-handed weapon. Psykics who use improvised weapons through telekinesis substitute their ranks in Willpower for Strength, and are considered to be wielding them one-handed for damage bonus purposes. If an improvised weapon becomes broken, it is useless and is no longer capable of damage.

Strength	Weight Limit (lbs.)	Damage
1	5	1d6-2
2	10	1d6-1
3	15	1d6
4	20	2d6-2
5	25	2d6-1
6	30	2d6
7	35	3d6-2
8	40	3d6-1
9	45	3d6
10	50	4d6-2

WEAPON CRAFTING

"Do you see master? My first!" The journeyman held his creation aloft for the master to inspect, who swept the weapon from unsuspecting hands. "Do not pause now, apprentice. Another!"

—Weaponsmith Jun Pak and his Apprentice

From the apprentice's first dagger to the legendary Jun Pak's renowned blades, weapons come in a wide array of designs and purposes. Crafting such things can go down a number of paths, but at the very least all weapons start at grade 1 with a grip and weapon type.

The difficulty to craft a weapon is based on its various parts: grade, grip, type, and enhancements all add to the UC. This process takes 4 hours, plus another 2 hours for every 5 points of the UC. This does not have to be consecutive. The crafter may take their time with the weapon. Every additional hour reduces the UC by 1, to a minimum of half the original UC. Conversely, the process can be sped up, reducing the craft time by 1 hour and increasing the UC by 1. Failure means that the crafter must pay only half the material cost, but the weapon is scrap.

Any enhancements with an infinity symbol (∞) can be applied to a weapon multiple times, provided the cost and UC can be achieved. The cost increases incrementally (i.e. the first damage die enhancement costs 100nt., the second costs 200nt., third costs 300nt., and so on). A red exclamation mark (❗) indicates prerequisites or restrictions to adding the enhancement.

EXAMPLE

Jun Pak's apprentice is attempting to craft a dagger. It will be basic: only grade 1 (0 UC, ₦10); it will be small, requiring only a one-handed grip (0 UC, ₦25); and it is a melee weapon (1 UC, ₦5). The apprentice intends to sharpen the blade, which will add 1d6 damage (3 UC, ₦100). He also wants to keep it light, for close-quarters fighting (3 UC, ₦60).

This brings the UC to 7 and the cost to ₦200. Jun Pak will pay for the materials and the apprentice's Craft (Armaments) rating is 4 (1d10). This will be difficult for him. He rolls a 5. Success! If he had rolled one less, Jun Pak would have paid ₦100 instead of the full cost, but the wasted materials would have left him angry with his apprentice.

GRADE

Grade indicates the weapon's overall quality and determines its maximum damage enhancements. Grade must be increased via crafting upgrades in order to increase a weapon's features beyond their current grade's maximum. Total dice and damage (or focus enhancements) cannot exceed twice the weapon's grade if the grade is less than 5. Grades must be crafted and purchased in sequential order. A weapon can even be upgraded multiple grades at one time, but grades cannot be skipped.

Grade	UC	Cost
1	0	₦10
2	1	₦20
3	2	₦30
4	3	₦40
5	4	₦50

WEAPON GRIPS

Grips come in two styles: one- and two-handed.

ONE-HANDED	UC: 0	Cost: ₦25

A short grip designed to be held in a single hand, allowing users to wield additional weapons or shields. A one-handed grip will provide a damage bonus equal to the weapon type's primary stat (i.e. one-handed melee weapons gain a damage bonus equal to the wielder's Strength).

TWO-HANDED	UC: 1	Cost: ₦50

A longer haft designed for larger, heavier weapons that require two hands to manipulate effectively. The damage bonus for two-handed weapons is equal to one and a half times the wielder's relevant stat.

WEAPON TYPES

There are 3 types of weapons: melee, ballistic, and focus. Non-melee weapons are considered improvised weapons when used to make a melee attack. Weapons may only gain enhancements of their respective type.

MELEE	UC: 1	Cost: ₦5

Melee weapons have a range of 1 yard and deal **1d6 + Strength damage**.

BALLISTIC	UC: 2	Cost: ₦10

Ballistic weapons start with a capacity for 1 round of ammunition, a reload AP cost of 1, and have a range increment of 5 yards for one-handed and 10 yards for two-handed. They deal **1d6 + Perception damage**.

FOCUS	UC: 3	Cost: ₦15

These weapons serve to enhance its wielder's power in one of three categories (arkäne, psy, or blessed), which must be specified at creation. Their shape and appearance vary drastically, but are often foot-long scepters held in one hand. They are adorned with intricate designs of power, and other fetishes symbolic of their following. Depending on the selection, the weapon may carry with it innate abilities that are inherited by the user. They are as follows:

- **Arkäne Focus:** When a spell would deal direct damage, the user adds their Intelligence rank as bonus damage.
- **Blessed Focus:** The user of this type of focus gains +2 CP and has their range of influence increased by 1 yard.
- **Psy Focus:** These foci increase a psykic's range of influence by 1 yard.

MELEE WEAPON ENHANCEMENTS

BALANCED	UC: 3	Cost: ₦60

The weapon's design was skillfully weighted for excellent balance. Whenever a 1 is rolled on attacks, treat that roll as a 2.

∞ DAMAGE DICE	UC: 3	Cost: ₦100

Increase a melee weapon's damage dice by 1d6. Total dice cannot exceed twice the weapon's grade if the grade is less than 5.

∞ DAMAGE POINTS	UC: 1	Cost: ₦25

Add a +1 bonus to a melee weapon's damage. Total bonuses cannot exceed twice the weapon's grade if the grade is less than 5.

DEFENSIVE	UC: 2	Cost: ₦40

No thrown.

This weapon possesses a broader design and greater heft to make it an effective blocking tool. Blocking with a defensive weapon provides DR equal to the total number of damage dice. To accomplish this, these weapons sacrifice damage potential, imposing a -1 penalty to damage per damage die.

DERRINGER	UC: 3	Cost: ₦60

A low-caliber chamber is concealed in the weapon, usually in the handle or hilt. It can never hold more than 1 round, and attacks with it are ballistic basic attacks that deal 1d6 damage per the weapon's grade (i.e. a grade 4 weapon deals 4d6 damage with a derringer). Reloading the derringer requires 3 AP.

GUARD	UC: 1	Cost: ₦20

No hidden.

The weapon has a handguard, which grants a +2 bonus to oppose disarm checks. However, the bulk of the handguard impedes concealment of the weapon, imposing a -2 penalty to Sleight of Hand checks.

HEAVY	UC: 3	Cost: ₦60

Two-handed only.

These massive weapons require two hands and 4 ranks in Strength to wield. Instead of providing a damage bonus equal to the wielder's Strength, heavy weapons provide bonus damage dice equal to half the wielder's Strength. Wielding a heavy weapon without the requisite Strength incurs 1 point of *fatigue* with each attack and block made with the weapon, and adds 4 to the UC of Athletics and Acrobatics checks while carrying it.

HIDDEN	UC: 1	Cost: ₦20

No guard.

The weapon is more compact than its average counterparts and/or possesses a design that helps it blend in (i.e. unique coloring or design). This enhancement grants a +2 bonus to Sleight of Hand checks to hide the weapon. As a result of this construction, these weapons are more easily disarmed, imposing a -2 penalty to oppose disarm checks.

LIGHT	UC: 3	Cost: ₦60

One-handed only.

These weapons are light and small enough that they may be used in a grapple. Additionally, the wielder may use these weapons in conjunction with Hand-to-Hand and Martial Arts talents.

MOLDED GRIP	UC: 2	Cost: ₦40

The grip of a weapon has been crafted to increase accuracy and stability while attacking. Grants a +1 per Grade when using *precision focus*.

POISON INJECTOR	UC: 5	Cost: ₦100

Poison veins are fashioned into the weapon to prevent poison from dripping off the weapon until it is injected into the victim. Only potions with the injection delivery method can be applied to weapons with poison injectors. Only one potion can be applied per poison injector and it takes 2 AP to load. After the potion is loaded, the first successful attack with this weapon will activate the injector. The injector contains enough poison to apply to all successful attacks in a single round. After that round, the well runs dry.

REACH

UC: 3 | **Cost:** ₦60

No light.

These weapons have a long shaft, handle, or the end of a chain. which allows the user to make melee attacks against targets that are 2 yards away.

REND

UC: 3 | **Cost:** ₦60

This weapon causes bleed for 1d4 rounds per purchase.

SUPERHEATED COIL

UC: 3 | **Cost:** ₦60

Arkäniks in the hilt of the weapon heat the blade or Ammo to high temperatures, capable of leaving heavy burns on the victim. This enhancement sets targets *ablaze* on successful attacks.

THROWN (X)

UC: 1 | **Cost:** ₦20

The maximum range to throw a melee weapon is equal to the thrower's Strength. This enhancement turns the maximum range into a range increment, and increases it by 1. Therefore, a weapon with thrown 2 has a range increment of Strength + 2. Unless otherwise specified, thrown weapons do not return to their owner.

UNWIELDY

UC: 2 | **Cost:** ₦40

No defensive.

Immense weapons are given extra weight and size to increase their destructive force, but the added weight makes them slow to block with. This enhancement grants a +3 bonus to damage and a -3 penalty to Block checks.

BALLISTIC WEAPON ENHANCEMENTS

ACCURATE

UC: 3 | **Cost:** ₦90

No full-auto, innacurate, rapidfire, scatter, or spray.

Spiral grooves have been molded into the barrel of the weapon allowing greater range and accuracy granting a +2 bonus to attack rolls and a +5 yard bonus to the weapon's range increment.

AUTOCOCKER

UC: 1 | **Cost:** ₦30

A faster loading mechanism for ballistic weapons that reduces the reload AP cost by 1, to a minimum of 1.

BALANCED

UC: 3 | **Cost:** ₦90

The weapon's design was skillfully weighted for excellent balance. Whenever a 1 is rolled on attacks, treat that roll as a 2.

BAYONET

UC: 3 | **Cost:** ₦90

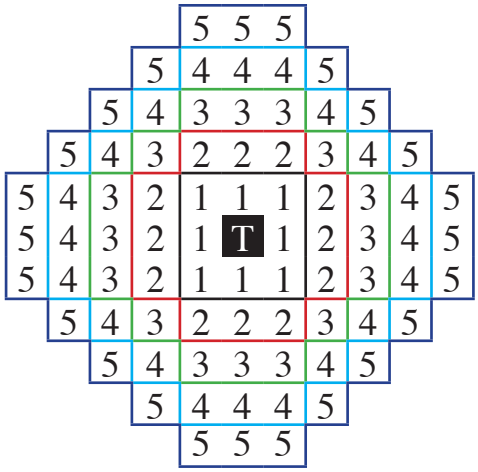
A short blade is affixed to the weapon so that it can be used in melee as a last resort. Attacking with a bayonet is a melee basic attack that deals 1d6 damage per the weapon's grade (i.e. a grade 4 weapon deals 4d6 damage with a bayonet). Blocking with this weapon still incurs the standard penalty of -4.

BURST

UC: 3 | **Cost:** ₦300

No full-auto, rapidfire, scatter, or spray.

These weapons fire projectiles under high pressure that explode on impact to deal damage to all characters in a 1-yard radius from its target. Successfully dodging a burst attack reduces the damage dice result by half instead of negating damage entirely. Taking this enhancement multiple times increases the radius by 1 yard each time. Its area of effect grows according to the graphic below.



DAMAGE DICE

UC: 3 | **Cost:** ₦100

Increase a ballistic weapon's damage dice by 1d6. Total dice cannot exceed twice the weapon's grade if the grade is less than 5.

DAMAGE POINTS

UC: 1 | **Cost:** ₦25

Add a +1 bonus to a ballistic weapon's damage. Total bonuses cannot exceed twice the weapon's grade if the grade is less than 5.

DEFENSIVE

UC: 2 | **Cost:** ₦60

This weapon possesses a broader design and greater heft to make it an effective blocking tool. Blocking with a defensive weapon provides DR equal to the total number of damage dice. To accomplish this, these weapons sacrifice damage potential, imposing a -1 penalty to damage per damage die.

FLARE

UC: 3 | **Cost:** ₦90

No burst, scatter, or spray.

Can fire rounds that illuminate a ten-yard radius with Normal light for 1 minute or 5 rounds. Striking a target with a flare round sets them *ablaze*, the area illuminated is reduced to a 6-yard radius.

FULL-AUTO

UC: 3 | **Cost:** ₦90

At least 10 projectiles loaded. No burst, rapidfire, scatter, or spray.

This weapon has a firing mechanism that allows for extremely rapid delivery of indiscriminate justice its projectiles. This weapon can expend 10 rounds of ammunition to triple its damage dice.

GUARD

UC: 1 | **Cost:** ₦30

No hidden.

The weapon has a handguard, which grants a +2 bonus to oppose disarm checks. However, the bulk of the handguard impedes concealment of the weapon, imposing a -2 penalty to Sleight of Hand checks.

HIDDEN

UC: 1 | **Cost:** ₦30

No guard.

The weapon is more compact than its average counterparts and/or possesses a design that helps it blend in (i.e. unique coloring or design). This enhancement grants a +2 bonus to Sleight of Hand checks to hide the weapon. As a result of this construction, these weapons are more easily disarmed, imposing a -2 penalty to oppose disarm checks.

INCREASE AMMO

Reload: 1 AP per 5 Total Rounds. | **UC:** 1 | **Cost:** ₦10

Increases the weapon's projectile capacity by 1.

INCREASE RANGE

UC: 1 | **Cost:** ₦10

Improved rifling and barrel design can increase the distance to which a firearm maintains its accuracy by 5 yards.

MOLDED GRIP

UC: 2 | **Cost:** ₦60

The grip of a weapon has been crafted to increase accuracy and stability while attacking. Grants a +1 per Grade when using *precision focus*.

RAPIDFIRE

UC: 2 | **Cost:** ₦60

At least 5 projectiles loaded. No burst, full-auto, scatter, or spray.

The weapon has been fitted with firing mechanisms that can rapidly cycle and fire its projectiles. Using this weapon on rapidfire expends 5 projectiles and doubles the damage dice.

SCATTER

UC: 3 | **Cost:** ₦90

No burst, full-auto, rapidfire, or spray.

This weapon uses 2 ammunition per use to roll one-and-a-half times damage dice, but loses 1 damage die for every yard between the user and their target.

SCOPE

UC: 2 | **Cost:** ₦60

This optical device has a number of magnifying lenses to allow the user greater accuracy at long ranges. Treat each range increment beyond the first, as if it were one lower. However, any attack rolls made in the weapon's first range increment suffer a -3 penalty.

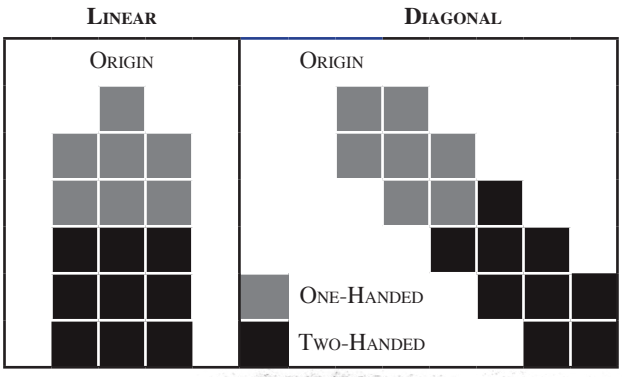
SPRAY

UC: 2 | **Cost:** ₦200

No accurate, burst, full-auto, rapidfire, or scatter.

Any actions in which these weapons are used require 2 additional AP.

- **1 Handed Weapons:** The weapon has a range of 3 yards and after the first yard, the width also expands to 3 yards.
- **2 Handed Weapons:** The weapon has a range of 6 yards and after the first yard, has a width of 3 yards.



SUPERHEATED COIL

UC: 2 | **Cost:** ₦60

Arkäniks in the hilt of the weapon heat the blade or Ammo to high temperatures, capable of leaving heavy burns on the victim. This enhancement sets targets *ablaze* on successful attacks.

SUPPRESSOR

UC: 3 | **Cost:** ₦90

Allows surprise attacks with firearms without revealing your location, but treats every range increment past the first as 1 higher.

VENOM HOLLOW

UC: 5 | **Cost:** ₦150

Poison veins are fashioned into the weapon to prevent poison from dripping off the weapon until it is injected into the victim. Only potions with the injection delivery method can be applied to weapons with poison injectors. Only one potion can be applied per venom hollow and it takes 2 AP to load. After the potion is loaded, the first successful attack with this weapon will activate the hollow. After this attack, the well runs dry.

FOCUS WEAPON ENHANCEMENTS

ARKÄNE EMPOWERMENT

UC: 5 | **Cost:** ₦200

Arkäne focus only.

Increases the wielder's spell power by 1 while wielding this weapon. A focus can only be empowered a number of times equal to its grade.

AUGMENT

UC: 3 | **Cost:** ₦150

A sacrificial ritual performed in accordance with the chosen foci increases the wielder's range of influence by 1 yard.

BOOST

UC: 6 | **Cost:** ₦300

Arkäne or psy focus only.

Reduces the UC to cast or channel by 1 when wielding this focus. A focus can only be boosted a number of times equal to its grade.

INVIGORATE

UC: 3 | **Cost:** ₦100

Blessed focus only.

Properly attuning a trinket can increase the rate at which a devotee regains their conviction points. When resting for at least 4 consecutive hours, increase CP recovery by 1 for that day.

MIRACULOUS EMPOWERMENT

UC: 4 | **Cost:** ₦100

Blessed focus only.

With the proper treatment, rites, and symbols, a crafter can call upon an aspect to imbue the trinket with even more of their power. This grants +1 CP.

RESISTANCE | **UC:** 6 | **Cost:** ₦200

Blessed focus only.

More enlightened individuals have learned how to store the power of their conviction within the trinket and later release it to counteract an opposing aspect's aura for 1 round. This negates all of the aura's effects for the duration. At least 4 consecutive hours are required to recharge this modification's effects.

WEAPON DEFECTS

When upgrading weapons, mistakes are bound to happen. Whenever an upgrade check is failed, the weapon gains a defect. These are imperfections in the design that have a noticeable effect on its performance. The weapon gains one defect for every failed enhancement. This means if the crafter were attempting to apply more than one enhancement in a single attempt then failure will earn the weapon multiple defects. To determine which defect is acquired, roll a 3d6. If the roll results with an 18, or a defect that does not apply to the weapon's type, re-roll.

The difficulty to remove defects is equal to the weapon's craft UC plus 5 per defect the crafter intends to remove. Failure will add another defect.

CLINKING | **Result:** 3

A loose element in the weapon now makes noticeable noises when moving. This imposes a -1 penalty to the user when making stealth checks.

FAULTY | **Result:** 4

Another enhancement (other than damage die/bonus) is maligned in the process and no longer provides its benefit. If the damaged enhancement has been taken multiple times, simply reduce its benefit by one step.

FLIMSY | **Result:** 5

The loose composition of the weapon adds a -1 penalty to trip attempts against opponents, or when blocking trip attempts with this weapon.

FRAGILE | **Result:** 6

Poor design or improper forgework has left the materials in a brittle state and easy to break. This weapon suffers a -1 penalty to perform and resist sundering.

INACCURATE | **Result:** 7

Imperfections in the weapon's design reduce accuracy and provide a -2 penalty to attack rolls. Inaccurate scatter weapons now strike one character adjacent to their target, if any, but split the damage evenly between them.

IRREPARABLE | **Result:** 8

If this weapon gains the *broken* condition, it is utterly destroyed and cannot be repaired.

JAMMED | **Result:** 9

The firing mechanism of the ballistic weapon is dysfunctional. The weapon can no longer fire in bursts or full-auto.

LOPSIDED | **Result:** 10

Weight distribution of the weapon is skewed, which reduces its thrown range increment by 1 (or maximum range by 1 if it does not possess the thrown enhancement).

RELINQUISHING | **Result:** 11

The grip is not ergonomic, lacking the appropriate textures and/or shape to be held comfortably and confidently. Imposes a -1 penalty to perform and resist disarms. This penalty is cumulative if this defect presents more than once on a weapon. Additionally, if this weapon is used in an attempt to disarm and the check fails, the character wielding this weapon is instead disarmed.

SHODDY | **Result:** 12

Poor workmanship has produced an ineffective weapon. All attack rolls suffer a -1 penalty.

SNAG | **Result:** 13

Burrs or chips along the weapon's length make it difficult to draw and stow. The AP required to perform either action is increased by 1.

THIN | **Result:** 14

Not enough material was used in the crafting process. Blocking attacks with this weapon suffers a -1 penalty.

UNBALANCED | **Result:** 15

This weapon's construction amplifies the imperfections in attacks. During attack rolls, anytime a die is at its maximum value, treat it as 1 less.

UNSTABLE | **Result:** 16

If this ballistic weapon is used and the attack roll fails with the lowest possible die value, the weapon becomes *broken*, and deals 1d6 damage to the user that bypasses all but natural damage reduction. This damage is cumulative if this defect presents more than once on the weapon.

UNWIELDY | **Result:** 17

Poor materials or workmanship imposes a -1 to all melee damage rolls.

ARMOR

Personal protection is available in a variety of forms, from tightly woven fibers of the izhahbe leaves and dell leather to steel plates and highly coveted dragon scales. While military and police units can be expected to have matching ensembles, Feneryan culture has placed an emphasis on form over function.

Never ones to surrender their pride, Lanisian forgehouses that deal in armor have bent to the task of finding clever ways to conceal armor and reinforcements in scholars' robes and politicians' stately garb. It means members of Skryst can keep up with coven fashion while preserving their peace of mind and that mercenaries can walk the streets of Lokoran without drawing unwanted attention. In the Arkänik Era it is safest to assume everyone you meet is armed and armored, from the dirty boys scrabbling in Pulse's alleys to the merchants on the Basin's main street.

AIRSHIP TROOPER'S REGALIA			Cost: ₦675
Toughness Requirement: 1	**UC:** 14	**Hours:** 8	**DR:** 5
Enhancements: Light Materials			

ARK SUIT			Cost: ₦240
Toughness Requirement: 2	**UC:** 8	**Hours:** 6	**DR:** 3
Enhancements: Ark Protection			

CHAMPION'S PLATE			Cost: ₦3375
Toughness Requirement: 6	**UC:** 39	**Hours:** 18	**DR:** 15
Enhancements: Ark Resistance, Field Medicine Assembly, Flame Suppressant, Pressure Band, Reinforced			

COMBAT MEDIC'S SMOCK			Cost: ₦240
Toughness Requirement: 2	**UC:** 12	**Hours:** 8	**DR:** 3
Enhancements: Field Medicine Assembly			

THICK CLOTH			Cost: ₦55
Toughness Requirement: 2	**UC:** 2	**Hours:** 4	**DR:** 1
Enhancements: None			

TOWERFALL JUMPSUIT			Cost: ₦1285
Toughness Requirement: 4	**UC:** 13	**Hours:** 8	**DR:** 9
Enhancements: Advanced Parachute			

TRAVELING LEATHERS			Cost: ₦180
Toughness Requirement: 2	**UC:** 4	**Hours:** 4	**DR:** 3
Enhancements: None			

VETERAN SOLDIER'S VESTMENTS			Cost: ₦1035
Toughness Requirement: 4	**UC:** 11	**Hours:** 8	**DR:** 8
Enhancements: Reinforced			

BROKEN ARMOR & REPAIRS

Broken armor only grants half its DR to the wearer and any enhancements are defunct. The UC to repair armor is half its crafting UC, to a minimum of 5. Repairing them with a Craft (Armaments) check costs 10% percent of the weapon's sale price and 4 hours; shopkeepers charge 20% for the same amount of time.

ARMOR CRAFTING

Keeping up with the demands of Feneryan culture can be taxing. Although armorcrafting dynasties are called forgehouses, they must learn more than metal: the greatest armorers are also tailors and tanners. Regardless of the material, however, all armor begins at grade 1.

Grade determines the armor's maximum damage reduction (DR), and Toughness required to wear it. Grade must be increased sequentially (i.e. a crafter must improve an armor set to grade 3 before 4 and 5), but a crafter may increase the grade multiple tiers during a single effort (see the chart below).

Enhancements are any significant improvements to armor. This includes damage reduction, or resistance to arkäne sources. An armor set's maximum DR is equal to 5 times its grade if the grade is less than 5. Toughness required to wear armor is equal to twice that armor's grade, unless it has the light materials enhancement.

Any enhancements shown in this section with the infinity symbol means that they can be added to a piece of armor an unlimited number of times; each time increasing in cost incrementally by the base cost shown. For Example, +1 DR costs 25 Notes and increases the UC by 1. To add a second point afterwards, would cost 50 Notes, and increase the UC by 1. The third point will cost 75 Notes and 1 more to the UC, for a total of 150 Notes and 3 UC for +3 DR.

Grade	UC	Cost	Toughness Requirement
1	1	₦10	2
2	2	₦20	4
3	3	₦30	6
4	4	₦40	8
5	5	₦50	10

EXAMPLE

Rashe is the only member of the team that has Craft (Armaments), so Lorelei enlists her help in improving her armor. She wants to increase the DR from 3 to 4. The current armor's grade is 1 with a UC of 5 (1 for grade + 3 for DR + 1 for Reinforced). Increasing DR by 1 brings the UC to 6, and will cost ₦100. Rashe's Craft (Armaments) rating is 6 (3 + 3), which gives her 1d10+1d6. Her roll is a 14: success! The materials are paid for, and the lining of Lorelei's gear is reinforced. She thanks her friend while admiring the feel of the added weight.

ARMOR ENHANCEMENTS

∞ +1 DAMAGE REDUCTION | UC: 1 | Cost: ₦25

Increases DR by 1. Can be take multiple times, but DR cannot be greater than 5 times the armor's grade if the grade is less than 5.

∞ ARK RESISTANCE | UC: 4 | Cost: ₦50

This layer of synthetic materials is the best known substance for resisting arkanik radiation (arks for short). Multiple layers may be applied to a set of armor, and each layer delays ark radiation effects by an hour. The stiff nature of these materials also impose -1 penalty to stride per layer added.

CLIMBING SPIKES | UC: 4 | Cost: ₦25

Typically applied to the soles of boots or the palms of gloves, these spikes grant a +5 bonus to climb checks. Alternatively, a user may exploit climbing spikes to double their carry capacity when dragging objects across the ground.

∞ FIELD MEDICINE ASSEMBLY | UC: 8 | Cost: ₦40

This reservoir is a clever little design that can be activated through pressure or certain movements, depending on the creator's intent. When triggered it will immediately inject the wearer with its contents, usually a potion. This requires 1 AP, but does not require a free hand to activate: an elbow or forearm is sufficient to activate the pressure release. Multiple assemblies can be added to a single set of armor, and each one holds a single potion or other liquid.

∞ FLAME SUPPRESSANT | UC: 4 | Cost: ₦50

There are many naturally occurring fire suppressants, such as erminsul sap and miltbrade fibers found in the Mortemwoods. More rarely, dragon hide and scales can be used. This enhancement is most common among airship engineers and experimenting primalists. It delays damage from being set *ablaze* by 1 round, with multiple layers increasing the effect. However, activating the suppressant will consume it: erminsul sap and miltbrade fibers cook off, and dead dragon scales and skin deteriorate under prolonged heat. Reapplying a suppressant will cost 10 Nts. per round the character was *ablaze*.

GHILLIE SUIT | UC: 4 | Cost: ₦50

By applying a variety of local vegetation to the armor's exterior, the wearer can be come incredibly difficult to detect. They wearer gains a +2 to Stealth checks if they did not move last round, and another +2 if they do not move this round (total +4). However, this enhancement makes the armor heavy and hot. The wearer becomes *dehydrated* twice as fast.

HAZARD SUIT | UC: 4 | Cost: ₦75

This enhancement comes in a variety of forms, each designed to resist a specific natural hazard (page 93). This can grant a +4 bonus against any natural hazard, except earthquakes and arkanik radiation.

∞ LIGHT MATERIALS | UC: 8 | Cost: ₦250

Craftsmen on the bleeding edge of metalleurgy and chemistry are constantly seeking new alloys and material combinations to provide stronger, lighter defenses. Each investment in lighter materials reduces the armor's Toughness requirement by 1.

PARACHUTE, BASIC | UC: 1 | Cost: ₦70

A simple cloth or fiber balloon can be deployed midfall (or jump) with 2 AP in combat. Deploying at an altitude of 20 yards or greater limits fall damage to 3d6. Deploying under 20 yards will incur fall damage normally as there is not enough time to brake.

PARACHUTE, ADVANCED | UC: 2 | Cost: ₦100

This parachute's improved design limits fall damage to 2d6. It still requires 2 AP in combat and an altitude of 20 yards or greater.

PRESSURE BAND | UC: 4 | Cost: ₦40

The lowest layer of this armor is a skin-tight weave of [insert material] that is typically used in bandages. Worn in this way, it grants the wearer a +4 bonus to natural Stabilization checks. Its restrictive nature also detracts from physical endeavors with a -2 penalty to Athletics and Acrobatics checks.

REBREATHER | UC: 1 | Cost: ₦50

Attaching this small cannister of air and breathing tube will allow the user to function normally in areas with airborne toxins for 5 rounds of combat, or 5 minutes. Using the rebreather after this limit will inflict a point of *fatigue* at the end of each round or minute from breathing the carbon dioxide that the user has exhaled into the device. Multiple purchases will increase the duration by 5 rounds/minutes.

REINFORCED | UC: 1 | Cost: ₦75

A metal mesh was inserted into the armor to help disperse the energy of a heavy impact. Sunder attacks made against this armor are less effective, and the wearer gains a +4 to block sunder attempts against this armor.

STABILIZED | UC: 4 | Cost: ₦70

Stabilized armor has a stiff middle layer that is designed to compensate for the tiny movements a person might make while lining up long-distance shots. The wearer can spend 1 AP to reduce their range increment penalties by 2 for the rest of the round.

ARMOR DEFECTS

When upgrading armor, mistakes are bound to happen. Whenever an upgrade check is failed, the armor gains a defect. These are imperfections in the design that have a noticeable effect on its performance. The armor gains one defect for every failed enhancement. This means if the crafter were attempting to apply more than one enhancement in a single attempt then failure will earn the armor multiple defects. To determine which defect is acquired, roll a 1d8. If the roll results with an 8 re-roll.

The difficulty to remove defects is equal to the armor's craft UC plus 5 per defect the crafter intends to remove. Failure will add another defect.

BULKY | Result: 1

Excess raw material has left this armor with noticeable extra weight. Increase Toughness requirement by 1.

CLINKING | Result: 2

A loose element in the armor now makes noticeable noise when the wearer moves. This imposes a -1 penalty to the character when making stealth checks.

COATTAILS — Result: 3

This armor has loose articles that make it easier to trip up the wearer. The wearer incurs a -1 penalty when reacting to trip attempts.

FAULTY — Result: 4

An enhancement on the armor (other than DR) was maligned in the process and no longer provides its benefit. If the damaged enhancement has been taken multiple times, simply reduce its benefit by one step. This also reduces the armor's craft UC.

FRAGILE — Result: 5

Poor design or improper forgework has left the materials in a brittle state and easy to break. This armor suffers a -1 penalty to resist sundering.

IRREPARABLE — Result: 6

If this armor is *broken*, it is utterly destroyed and cannot be repaired.

RUSTED — Result: 7

Time and weather have worn away some of the armor's fortitude. Decrease DR by 1.

SHIELDS

While melee combat is subsiding in modern military action, poorer areas and individuals on Feneryss are still more likely to wield a long knife than a pistol; not to mention Wretched culture, which touts physical might as the ultimate measure of a person; and melee still retains popularity as a form of entertainment, from Pulse's death pits to the Banner fights of Wretched clans. The combination arkäniks and shields has introduced a new host of possibilities for these otherwise mundane tools. For these reasons shields persist on the battlefield, and are likely to do so until firearms, gunpowder, and their ilk become more readily available to the common man.

ARKÄNE REFLECTOR			Cost: ₦5255
Strength Requirement: 10	**UC:** 47	**Hours:** 22	**DR:** 25
Enhancements: Arkäne Resonator, Reinforced, Tower			

BUCKLER			Cost: ₦180
Strength Requirement: None	**UC:** 4	**Hours:** 4	**DR:** 3
Enhancements: None			

GLIDE SHIELD			Cost: ₦2165
Strength Requirement: 6	**UC:** 23	**Hours:** 12	**DR:** 12
Enhancements: Mini-Chute, Reinforced			

HEATER			Cost: ₦575
Strength Requirement: 4	**UC:** 8	**Hours:** 6	**DR:** 6
Enhancements: None			

KITE SHIELD			Cost: ₦1365
Strength Requirement: 6	**UC:** 20	**Hours:** 12	**DR:** 9
Enhancements: Kite			

TOWER SHIELD			Cost: ₦3345
Strength Requirement: 8	**UC:** 31	**Hours:** 16	**DR:** 15
Enhancements: Superior Form, Tower			

BROKEN SHIELDS & REPAIRS

Broken shields only grant half their DR to the wielder and any attributes are defunct. The UC to repair shields is half their crafting UC, to a minimum of 5. Repairing them with a Craft (Armaments) check costs 10% percent of the weapon's sale price and 4 hours; shopkeepers charge 20% for the same amount of time.

SHIELD CRAFTING

All shields begin at grade 1, and grade determines their maximum DR, and the Strength required to wield them. A shield's grade must be increased incrementally (i.e. a grade 1 shield must be upgraded to 2 before it can be upgraded to 3), but a crafter may increase the shield's grade multiple times in a single effort. Consult chart below for difficulties and costs. Shields are allowed a maximum of 5 DR per grade if the grade is less than 5. The Strength required to wield a shield is twice its grade.

Any enhancements with the infinity symbol (∞) may be applied multiple times, so long as the cost and UC can be achieved. The cost increases incrementally (i.e. the first purchase of DR costs 25nts., the second purchase costs 50nts., the third costs 75 nts., and so on). A red exclamation mark (❗) indicates prerequisites or restrictions to adding the enhancement.

Grade	UC	Cost	Strength Requirement
1	1	₦10	-
2	2	₦20	4
3	3	₦30	6
4	4	₦40	8
5	5	₦50	10

EXAMPLE

Rashe is crafting a new Shield. She wants it to have 5 DR and the cover enhancement. Because of this DR requirement, she must craft a grade 1 shield and then upgrade it to grade 2. For her to wield the shield effectively, she must have a Strength of at least 4. Thus her starting UC is 3 and her starting cost is ₦30. Adding the kite enhancement increases the UC by 8 and the cost by ₦150. Finally, her 5 DR is 1 UC per DR point (5 UC) and the cumulative cost is ₦375 (+1 DR, ₦25; +2 DR, ₦50; +3 DR, ₦75; +4 DR, ₦100; +5 DR, ₦125). Rashe's final totals are 16 UC and ₦555.

SHIELD ENHANCEMENTS

+1 DAMAGE REDUCTION | **UC: 1** | **Cost: ₦25**

Increases DR by 1. Can be take multiple times, but DR cannot be greater than 5 times the shield's grade if the grade is less than 5

ARKÄNE RESONATOR | **UC: 5** | **Cost: ₦120**

Successfully blocking spells absorbs up to 2SP which is applied as 2d6 bonus damage to the defender's next shield bash. If unused, the absorbed spell dissipates at the end of the round.

KITE | **UC:** 8 | **Cost: ₦150**

No tower.

This shield now provides major cover to the wielder from a single direction, however this increases the Strength requirement by 1.

LIGHT MATERIALS | **UC:** 8 | **Cost: ₦100**

Craftsmen on the bleeding edge of metalleurgy and chemistry are constantly seeking new alloys and material combinations to provide stronger, lighter defenses. Each investment in lighter materials reduces the shield's Strength requirement by 1.

MINI-CHUTE | **UC:** 4 | **Cost: ₦50**

A simple cloth or fiber balloon can be deployed mid-fall (or jump) with 2 AP in combat. Deploying at an altitude of 20 yards or greater limits fall damage to 4d6. Deploying under 20 yards will incur fall damage normally as there is not enough time to brake.

REINFORCED | **UC:** 4 | **Cost: ₦75**

A hardened metal mesh has been interwoven into the shield giving it increased durability. Sunder attacks made against the shield are less effective and confer a +4 bonus to blocking against the attack.

SUPERIOR FORM | **UC:** 4 | **Cost: ₦75**

Changing the angles and planes of the shield make it easier to deflect incoming attacks. Grants a +1 bonus to block attempts with this shield.

TOWER | **UC:** 8 | **Cost: ₦150**

No kite.

Can provide full cover from attacks from a single direction. For 1 AP, this shield can also be planted in the ground so others can use as full cover. It requires 2 AP to retrieve the shield. This enhancement also increases the Strength requirement by 2.

SHIELD DEFECTS

When upgrading shield, mistakes are bound to happen. Whenever an upgrade check is failed, the shield gains a defect. These are imperfections in the design that have a noticeable effect on its performance. The shield gains one defect for every failed enhancement. This means if the crafter were attempting to apply more than one enhancement in a single attempt then failure will earn the shield multiple defects. To determine which defect is acquired, roll a 1d10.

The difficulty to remove defects is equal to the armor's craft UC plus 5 per defect the crafter intends to remove. Failure will add another defect.

BULKY | **Result:** 1

Excess raw material has left this shield with noticeable extra weight. Increase Strength requirement by 1.

CLINKING | **Result:** 2

A loose element in the shield now makes noticeable noise when the wielder moves. This imposes a -1 penalty to the character when making stealth checks.

FAULTY | **Result:** 3

An enhancement on the shield (other than DR) was maligned in the process and no longer provides its benefit. If the damaged enhancement has been taken multiple times, simply reduce its benefit by one step. This also reduces the shield's craft UC.

FLIMSY | **Result:** 4

This shield is loosely composed and suffers a -1 penalty when used to trip opponents or block a trip.

FRAGILE | **Result:** 5

Poor design or improper forgework has left the materials in a brittle state and easy to break. This shield suffers a -1 penalty to resist sundering.

IRREPARABLE | **Result:** 6

If this shield is *broken*, it is utterly destroyed and cannot be repaired.

RELINQUISHING | **Result:** 7

This shield suffers a -1 penalty when blocking disarm attempts, or when used to attempt a disarm.

RUSTED | **Result:** 8

Time and weather have worn away some of the shield's fortitude, decreasing its DR by 1.

SNAG | **Result:** 9

An inconvenient burr or similar imperfection makes drawing or stowing this shield require 1 additional AP.

THIN | **Result:** 10

Insufficient materials making the shield less effective; Blocks with this shield suffer a -1 penalty.

PROSTHETICS

It's hard to say when the first prosthetic was developed: Feneryans have been strapping peg legs to dismembered friends for as long as anyone can remember. However, most will agree that the term prosthetist sprang up around 10AE with the "mother of mechanikal man," Jolla Dirus. She applied her dynasty's mechanikal aptitude to aiding people who had been irreparably disfigured by Feneryss. Having ventured from her family's pride in architectural engineering, she was shunned, so Jolla left for Lokoran. There she quickly amassed apprentices and a satisfied customer base. When someone informed the master prosthetist of a mineral-rich location on the far side of the Snapspines, she immediately packed up shop and drove north.

Shortly after settling in with her apprentices, a host of hangels took a liking to the warmth of nearby hot springs and contested the settlement. Now known as Caelhelm, the settlement persists thanks to a healthy supply of amputee customers and mercenary monster hunters, but conflict with the hangels is frequent.

Prosthetics can be fitted to perform a great number of tasks, but they are not only for those that find themselves missing limbs. Many people willing elect to have their functioning limbs amputated (page 78) to gain the flexibility and utility afforded by prosthetics. These replacements' complexity ranges from iron hooks and peg legs to fully articulated limbs with hidden compartments and weapons. Note that characters may not have more prosthetics or biomods (page 162) than their Physical Resolve.

Prosthetics that have not been fully articulated have a tendency to be clumsy, yet functional for all but the most dexterous of tasks. As such, prosthetic arms impose a -3 penalty to Agility based skills with the exception of Stealth and Dodge. Prosthetic legs, on the other hand, remove their user's Strength bonus to Melee and Hand-to-Hand damage, while also cutting stride in half, and imposing a -3 penalty to the Athletics and Dodge skill.

PROSTHETICS & DAMAGE

Each time a character sustains damage as a result of an opponent's critical success, their prosthetic limb(s) begins to fall into disrepair and gains 1 point of wear. The amount of wear that a prosthetic can withstand is directly related to its grade. This is referred to as the **Wear Limit**.

Once the Wear Limit has been reached, the prosthetic is *broken*, and the user loses any abilities the prosthetic granted them. If it was an arm, the character may also no longer use two handed weapons until the limb is repaired or replaced. Alternatively, if it was a leg, the character's stride is reduced by half, and they may not use the *jump*, *run* or charge actions until the limb has been repaired. Rules on repairing prosthetics can be found on the next page.

Regardless of the prosthetic's condition, they may be used normally while outside of combat. To remove all wear from a prosthetic, the user may attempt a repair check as described on the next page.

REMOVING PROSTHETICS

To remove a prosthetic, a player must again visit a surgeon or perform surgery on themselves, pay half the Note cost, and roll a Physical Resolve check of half of the prosthetic's UC. Failure still the prosthetic is removed, but the character becomes infected with shadowburn (page 87).

PROSTHETIC ARMS

BLOOD BANK

Grade: 3	**Wear Limit:** 6	**UC:** 26	**Hours:** 12	**Cost:** ₦660
Enhancements: Articulated, Blood Subtractor, Meat Grinder, Reinforced				

DEBONAIR

Grade: 2	**Wear Limit:** 5	**UC:** 16	**Hours:** 8	**Cost:** ₦255
Enhancements: Articulated, Reinforced				

INFILTRATOR

Grade: 3	**Wear Limit:** 5	**UC:** 28	**Hours:** 12	**Cost:** ₦630
Enhancements: Articulated, Climbing Spikes, Grappling Hook, Potion Well				

THE POOR MAN'S LIMB

Grade: 1	**Wear Limit:** 3	**UC:** 2	**Hours:** 4	**Cost:** ₦90
Enhancements: None				

RIOT GUARD

Grade: 3	**Wear Limit:** 5	**UC:** 26	**Hours:** 14	**Cost:** ₦330
Enhancements: Arc Circuitry, Collapsible Shield, Reinforced				

PROSTHETIC LEGS

BOLT

Grade: 2	**Wear Limit:** 4	**UC:** 15	**Hours:** 8	**Cost:** ₦335
Enhancements: Articulated, Gearshift				

THE CASUAL

Grade: 1	**Wear Limit:** 4	**UC:** 7	**Hours:** 6	**Cost:** ₦110
Enhancements: Reinforced				

DESCENT

Grade: 2	**Wear Limit:** 5	**UC:** 21	**Hours:** 10	**Cost:** ₦425
Enhancements: Articulated, Reinforced, Suspension				

PROSTHETIC CRAFTING

When crafting a prosthetic limb, there are 3 elements to consider: Location, grade, and enhancements.

Location is simple: it simply identifies the prosthesis as a replacement for either an arm or leg.

The **grade** indicates the general quality of the artificial limb; higher grade prosthetics have a higher Wear Limit and determines how many enhancements it can support.

Enhancements encompass a variety of modifications one can make that include increased durability and additional functionality. These can be installed at creation or added later on.

EXAMPLE

In order to gather some important intel about a spy in Lokoran, Rashe needs to craft a prosthetic leg as payment for her source's information. She has limited funds, so she decides to craft a grade 2 leg with gearshift giving the Craft (Armaments) check of 8 (4 UC for Grade 2, 4 UC for Gearshift) and pays ₦35 for the parts.

PROSTHETIC GRADES

Grade	UC	Cost	Wear Limit	Enhancements
1	2	₦50	3	1
2	4	₦100	4	2
3	6	₦200	5	3
4	8	₦400	6	4
5	10	₦800	7	5

GENERAL ENHANCEMENTS

ARTICULATED | **UC:** 5 | **Cost:** ₦75

No prosthetic weapon.

While they cannot perfectly replicate all of the minute movements a natural limb can produce, articulated prosthetics are the closest thing to regrowing a limb. They eliminate the penalties that come from lesser prosthetics, but cannot house a prosthetic weapon.

CLIMBING SPIKES | **UC:** 3 | **Cost:** ₦40

A collection of angled spikes grants a +4 bonus to Athletics checks to climb.

POTION WELL | **UC:** 5 | **Cost:** ₦100

A combination reservoir and injector that allows a user to store one alchemical potion. The first successful hand-to-hand attack with this limb will inject and expend a single potion. Subsequent purchases of this enhancement increases the number of potions stored by 1. When expended, the potion well may be refilled for 2 AP per stored potion.

PROSTHETIC WEAPON | **UC:** 5 | **Cost:** ₦80

This enhancement installs a prosthetic with a weapon hardpoint that can support a weapon of equal or lesser grade. The enhancement itself does not pay for a weapon: that must be crafted or purchased, and then attached to this prosthesis. For arms, this replaces the hand or other manipulators. It cannot be used to hold any items. For legs, it imposes a -4 penalty to any applicable skill checks, such as stealth attempts or acrobatics. This is an upgradable weapon (page 150).

Once the wear limit is reached, the weapon also breaks and must be repaired (page 150). This weapon cannot be disarmed and successful sunder attacks against the prosthetic increase its wear by 2 instead of breaking it.

REINFORCED | **UC:** 5 | **Cost:** ₦30

Increases wear limit by 1.

ARM ENHANCEMENTS

ARC CIRCUITRY | **UC:** 4 | **Cost:** ₦40

A power cell that charges as the limb is used and allows a user to release a single large arc of electricity while *grappling* or in hand to hand. If used with a successful grapple or hand-to-hand check the opponent suffers the *stunned* condition.

COLLAPSIBLE SHIELD | **UC:** 5 | **Cost:** ₦40

A small grade 1 shield is attached to the arm prosthetic that can be deployed or retracted for 1 AP. It can be upgraded via Craft (Armaments) rules for shields to a maximum of grade 3. All enhancements are prohibited, except +1 DR.

DOUBLE-JOINTED | **UC:** 6 | **Cost:** ₦120

This enhancement extends the reach of the prosthetic for melee and hand-to-hand attacks by 1 yard.

GRAPPLING HOOK | **UC:** 3 | **Cost:** ₦30

The grappling hook includes 10 yards of rope and gives anyone using it a +2 to any Athletics check when used for climbing.

GRAVNETS | **UC:** 6 | **Cost:** ₦60

A small, but powerful arkänik "magnet" is attached to the prosthesis. The arkäne element within it imprints a small magical signature on anything it holds, which lasts for a very brief time after release. When activated, it will recall the item marked most recently. It can recall items up to 10 yards away and weighing up to 10 lbs. Marks fade quickly. In combat, the gravnet must be used on the same or following turn an item left the character's hand or the mark will be too weak to use. Using this function requires 1 AP.

MEAT GRINDER | **UC:** 7 | **Cost:** ₦120

A cacophony of blades and grinding bits that can "process" an opponent's limbs. The user suffers a -2 penalty to Grapple checks. On a critical success roll, while *grappling*, the meat grinder will rend an opponent's arm, inflicting the Lose Arm effect from *critical health*.

STABILIZER | **UC:** 4 | **Cost:** ₦80

Decreases the penalty from full-auto and rapidfire by 1.

SYRINGE | **UC:** 3 | **Cost:** ₦40

Dealing damage with this prosthetic via a hand-to-hand attack deals 1 additional point of damage and extracts 1 vial of blood from the foe. The size of the vial is sufficient to grant a Vampire the racial bonus for drinking it, but too little to grant any healing effect. Swapping vials requires 1 AP, and drinking it is the same as drinking a potion, 1 AP.

LEG ENHANCEMENTS

GEARSHIFT | **UC:** 4 | **Cost:** ₦60

Increases stride by 1 yard.

REVERSE-JOINTED | **UC:** 6 | **Cost:** ₦110

This form of limb brings with it increased mobility. Characters with this enhancement increase their stride by 1 yard and gain a +1 bonus to Athletics and Acrobatics checks. They also suffer a -1 penalty to Stealth and Disguise checks thanks to their unique structure and silhouette.

SUSPENSION | **UC:** 5 | **Cost:** ₦160

Coils within the prosthetic absorb heavy impacts. Fall damage is ignored for the first 10 yards.

TERRAMETER | **UC:** 4 | **Cost:** ₦50

The prosthetic now functions as if the character had *Tremorsense*.

BIOGENICS

Bio-modifications, or **biomods**, are the first entry into the new field of biogenics, where people willingly alter their bodies to gain added abilities. It sprang up when Wretched necromancers were first introduced to the concept of stitches. In an effort to improve their own clans, they applied their studies to living creatures. After much trial and error, and the infamous Horror of the Dunes, the end result was biogenics. Skilled surgeons attach entirely new parts, like additional arms, or modify existing characteristics, such one's skin to help them blend into the environment.

BIOMOD ACQUISITION & LIMITS

Characters may have a total number of biomods and prosthetics equal to their Physical Resolve. To add a biomod, a character must pay for a surgeon to perform the grafting procedure, and must pass the Physical Resolve check against the UC of the biomod itself. If unsuccessful, the character becomes afflicted with a deformity which is determined by rolling 1d10 on the deformity list below. A red exclamation mark (❗) indicates prerequisites or restrictions to acquiring the biomod.

REMOVING BIOMODS & DEFORMITIES

To remove a biomod, the player must again visit a surgeon or perform Surgery on themselves, pay half the Note cost, and roll a Physical Resolve check of half of the installation UC. To remove a deformity, the full Note cost must be paid and the full UC must be beaten by the Physical Resolve check. If the check is failed, the surgeon removes the biomod or deformity, but the player gains *shadowburn* (page 88).

HORROR OF THE DUNES

The creature known as the Horror of the Dunes is considered by most non-Wretched as a mere folktale: a warning against the dangers of meddling in arkäne matters without the proper knowledge. It is treated as fact among Wretched clans of the Ashlands, many of whom lost kin during that tragedy.

None know of its creator, or if the Horror and creator are one and the same, but it emerged suddenly. A thousand legs shuffled through the sands, carrying a thousand cloying hands desperate to feed a thousand ravenous mouths. There was no rhyme or reason to its assembly; none could make heads or tails of it. It was an amalgamation of parts, some incomplete, but all desperate to feed and acquire more.

According to the story, it was slain by a clan of six who intercepted it before it could arrive at Solus Refuge and terrorize its populace. They led it far from the rest of civilization, bleeding it dry over five days before it collapsed on the sixth. The countless gallons of blood spilled stained its path a rusty red. Though time and wind have long since dispersed the crimson trail, a western portion of the Ashlands is still referred to as the Red Dunes. It was granted to the clan of six, aptly dubbed the Red Dunes Clan, as a gift for their heroism.

BIOMODS

I	AESTHETIC CHANGES	UC: 3	Cost: ₦15

Hair, skin, eyes, and other aesthetic physical changes may be applied to the character. Only one element of a character's appearance may be modified on each purchase.

I	BIOREACTOR	UC: 10	Cost: ₦50

Bioreactors are a type of chemically active tumor that can further mutate into several variations. When acquired, a bioreactor begins to grow at a location of the player's choice. It provides a boost to the host's immunities, granting a +2 bonus against all diseases and banes. It also produces ambient light up to 2 yards away. Additionally, bioreactors can interface with machine by the way of special cables normally fitted to a device. Often, those with bioreactors carry around their own conversion cables.

II	3	BARRIER	UC: 20	Cost: ₦200

Bioreactor

Combining magic with the magnetic field has created a field strong enough to physically repel attacks. This barrier lasts until the beginning of the character's next turn. It manifests in a 2-yard radius around the mutant, and moves with them at its center. It deflects all attacks from both sides, and can endure damage equal to twice the character's maximum health. Any characters lacking the AP to move with the barrier are forcibly moved 1 yard and suffer **1d6 + Toughness** damage. This can be manually deactived for 1 AP. Whenever deactived or destroyed, it cannot be reactivated for 5 rounds.

II	BIOFUEL	UC: 20	Cost: ₦200

Bioreactor

The character's bioreactor is capable of powering all kinds of mechanikal equipment, even smaller vehicles. Doing this requires physical contact with the vehicle's power system and uninterrupted focus. One bioreactor is sufficient to power most land vehicles, or a Scout-class airship. Multiple bioreactors are frequently used to power larger vessels.

II	2	BIOPLASMA	UC: 20	Cost: ₦200

Bioreactor

Superheated plasma can be expelled from the bioreactor. This is a Ballistics check with the spray weapon enhancement and a range increment of 3 yards. Successful attacks set the target *ablaze* and deal 2d6 damage.

III	FIRE EATER	UC: 30	Cost: ₦450

Bioplasma

The bioreactor mutant can now consume weak sources of fire, such as torches or small fire pits, instead of rations. This biogenic enhancement also builds a resistance to fire. Whenever struck by fire, this negates 2 points of damage, and charges the next bioplasma attack, adding 1d6 to damage. Taking this multiple times increases the fire resistance bonus and bioplasma bonus damage.

IV	INFERNO	UC: 40	Cost: ₦800

Fire Eater

Every time the mutant successfully uses their Bioplasma attack on a target, it creates a *firestorm* that also affects everyone around the target in a 1-yard radius. The *firestorm* lasts 1d4 rounds, or until the target is extinguished.

II	3	BIOSPARK	UC: 20	Cost: ₦200

Bioreactor

The bioreactor can now produce bolts of electricity. This is a Ballistics check with a range increment of 6 yards that deals **2d6 + Toughness** damage.

III	CHAIN LIGHTNING	UC: 30	Cost: ₦450

Biospark

Biospark now strikes up to 3 additional targets. Targets must be within 2 yards of one another for Biospark to proceed. If multiple opponents are equidistant, roll randomly to determine which is struck first. Foes may not be struck more than once by a single Chain Lightning strike. This may be purchased multiple times to increase the maximum number of targets by 3.

II	3	MELTDOWN	UC: 20	Cost: ₦200

Bioreactor

The character's bioreactor can emit microwaves over a short distance, cooking and warping anyone within range. All creatures within a 3-yard radius of the bioreactor take 3 points of damage that bypass all forms of DR. This damage increases by 3 points for each consecutive round spent within the area of effect.

The character using this ability suffers 1 point of *fatigue* for each round it is active. If the mutant is rendered *unconscious* while meltdown is active, the bioreactor hemorrhages and explodes. Friend and foe alike within a 5-yard radius of the blast are caught in the meltdown and must roll either block or dodge against the character's Physical Resolve. Damage is equal to the character's Physical Resolve rating times two. After it explodes, the bioreactor, and the body part it was attached to, are lost and the character is now at *critical health* (page 87). If it was the character's head or torso, they are killed.

I	2	BLACK PLUME	UC: 8	Cost: ₦40

Glands develop along the character's skin that excrete a thick, black smoke. They can disperse this smoke in a 1-yard radius. Anyone without this biomod suffers 1 *fatigue* each round that ends with them standing in the cloud. The cloud also imposes a -2 penalty to any attacks taken while within the cloud, or targeting someone within the cloud. The attack penalty also affects characters with this biomod. This cloud can be cleared by a light wind in 3 rounds, or in 1 round with a strong gust. Infrared vision can detect characters in the cloud and overcome the attack penalty.

II	FLAMMABLE	UC: 16	Cost: ₦160

Black Plume

The noxious cloud is now flammable as well. If it comes into contact with a fire source, all characters within the cloud suffer 2d6 damage and are set *ablaze*. All characters within 1 yard of the cloud can reduce the damage to 1d6 and avoid being set *ablaze* by succeeding on a UC 10 Dodge check.

II	SMOKESCREEN	UC: 16	Cost: ₦160

Black Plume

Venting the particles now also releases some body heat, which masks body heat signatures within the cloud. Infrared no longer overcomes the attack penalties of Black Plume.

I	CALLUSED ARM	UC: 4	Cost: ₦20

One arm has skin so thick and tough that it can serve as a shield with 3 DR.

II	ARMGUARD	UC: 8	Cost: ₦80

Callused Arm

The skin has thickened further, increasing durability, but decreasing manual articulation. The arm provides 6 DR as a shield, but grants a -2 penalty to attack rolls with weapons held in this hand, including two-handed weapons.

III	LIVING SHIELD	UC: 12	Cost: ₦180

Armguard

A grossly enlarged radius and ulna increase the coverage of the shield-like limb and a new layer of high-density fat supplements the defensive properties at the cost of dexterity. The arm now serves as a 9 DR shield, but attacks with weapons held in this hand, including two-handed weapons, suffer a -4 on attack rolls.

I	∞ CHAMELEON SKIN	UC: 4	Cost: ₦20

The character's skin takes on the colors of its surroundings, granting a bonus to Stealth. With this ever changing skin, they earn a +1 to all Stealth checks and -1 to social encounters thanks to their unsettling, constantly shifting pigment. This biomod may be purchased multiple times to increase the bonus by +1 and the penalty by -1.

I	❷ CHEST BURSTER	UC: 15	Cost: ₦75

The character's chest bursts open, and their rib cage becomes a secondary mouth. Characters may devour any creature that has perished within the last hour and regain half their missing health. The creature must be the character's size category or smaller. Consuming a creature that has been dead longer than an hour will satisfy hunger, but will not heal the character.

II	HUNGER	UC: 25	Cost: ₦250

Chest Burster

The Chest Burster gains the ability to consume their opponents after three consecutive successful offensive Grapple checks (initiate, move, tackle, and attack. Disengage does not count) as long as the opponent is size category small or less.

II	RESTORE	UC: 30	Cost: ₦300

Chest Burster

Eating a creature of small size or larger through the character's chest cavity removes 4 *fatigue* and any banes currently ailing the character.

II	TONGUE LASH	UC: 30	Cost: ₦450

Chest Burster

A powerful whip-like tongue grows out of the mouth in the character's chest. This tongue can be used to attack and grapple opponents 2 yards away. Attacks and Grapple checks made with the tongue are Hand-to-Hand checks that deal 4d6 + Toughness damage. *Grappling* with the tongue leaves the arms free, meaning the mutant can grapple 2 opponents simultaneously.

II	VOMIT	UC: 30	Cost: ₦450

Chest Burster

Characters gain a secondary digestive system that they can vomit up a powerful acid contained within the secondary stomach. This attack has a range of 3 yards and deals damage equal to **4d6 + Toughness**.

I	CLAWS	UC: 4	Cost: ₦20

The character's hands or arms now possess a set of retractable blades. These can be in the form of nails, talons, or bone protrusions. Gain a claw attack dealing **1d6+2+Strength** for damage.

I	CROTALINE PIT	UC: 10	Cost: ₦50

The character has had specially attuned glands added near their eyes that can detect thermal radiation. Heat signatures on the other side of objects other than metal and concrete are clearly visible to the character up to 4 yards away. This allows the character to ignore penalties to attack and spot the character imposed by things such as lighting conditions.

II	PENETRATING GAZE	UC: 20	Cost: ₦200

Crotaline Pit

Adaptive crotaline pits have developed that can now be focused, much like how a pupil adjusts. They can detect heat signatures up to 4 additional yards away, even through objects (with the exception of metal and concrete).

I	DARK EYES	UC: 4	Cost: ₦20

The character's eyes have been modified to see better in darker environments. Their eyes are now possess vertical pupils that have a reflective quality. Characters that had Daysight now had Dusksight, those that had Dusksight now have Darksight, and characters that had Darksight now have Dusksight. For rules on vision see page 93.

I	❷ DEADLY SPIT	UC: 10	Cost: ₦50

The character gains the ability to spit natural toxins on an enemy. This is a ballistics check that deals **1d6 + Toughness** damage with a range increment of 2 yards.

II	∞ BREATH WEAPON	UC: 20	Cost: ₦200

Deadly Spit

The mutant's control of their toxic glands has matured, increasing the damage by 1d6.

I	DOMINANT ARM	UC: 9	Cost: ₦45

The muscles, tendons, and ligaments of one are have been hyper-developed by experimental growth hormone injections and an accele The mutant's control of their toxic glands has matured. The damage is increased by 1d6 and the range increment is increased to 4 yards. Purchasing this biomod again will increase the damage by 1d6. rated growth procedure. It grants a +1 bonus to Hand-to-Hand checks and a +2 to Athletics checks to move heavy objects. This cannot be applied to a Lesser Appendage biomod.

I	ENVIRONMENTAL ADAPTATION	UC: 9	Cost: ₦45

The character's skin takes on the colors of its surroundings, granting a bonus to Stealth. With this ever changing skin, they earn a +1 to all Stealth checks and -1 to social encounters thanks to their unsettling, constantly shifting pigment. This biomod may be purchased multiple times to increase the bonus by +1 and the penalty by -1.

I	EXTRA HEART	UC: 10	Cost: ₦50

A character now has a pair of hearts pumping blood throughout their body. It grants a +2 bonus to all unopposed Athletics checks and increases the distance multipliers for run and sprint checks to 325 and 125 yards respectively. Once per week, this biomod allows a character to automatically succeed on their first failed Stabilization check.

II	ENGORGED HEART	UC: 20	Cost: ₦200

(!) Extra Heart

If a character with this biomod would be killed, they can choose to sacrifice the heart and stabilize at 0 health. The extra heart and its engorged improvement are lost permanently.

II	REGENERATION	UC: 20	Cost: ₦200

(!) Extra Heart

An improved metabolism and genetic alterations allow the character to regenerate lost body parts. Any lost limb requires 3d4 days to regenerate. Reattached limbs require 3d4 hours to regain function. Prosthetics will prevent limb regrowth. Additionally, *bleed* effects last half as long.

I	EXTRA LUNG	UC: 3	Cost: ₦15

The body grows a third lung, allowing for an increased intake of oxygen with each breath. The character can perform athletic activities, such as running and swimming, twice as long before suffering fatigue, but suffer a -2 to resist airborne banes or toxins.

I	FLEXIBLE SKELETON	UC: 12	Cost: ₦60

The muscles, tendons, and ligaments of one are have been hyper-developed by experimental growth hormone injections and an accele The mutant's control of their toxic glands has matured. The damage is increased by 1d6 and the range increment is increased to 4 yards. Purchasing this biomod again will increase the damage by 1d6. rated growth procedure. It grants a +1 bonus to Hand-to-Hand checks and a +2 to Athletics checks to move heavy objects. This cannot be applied to a Lesser Appendage biomod.

I	GILLS	UC: 4	Cost: ₦20

The character acquires a set of gills. They cannot suffocate by being submerged in water, and can swim twice as long before suffering fatigue.

I	HORNS	UC: 4	Cost: ₦20

Calcium or keratin protrusions are attached to the character's skull. They may be used as a natural weapon with a Hand-to-Hand check that deals **1d6 + Strength** damage. Their beastial or demonic countenance also grants a +1 bonus to Intimidate checks.

II	ARRONDI	UC: 8	Cost: ₦80

(!) Horns

The character may make a bullrush as a free action after successfully attacking with their horns.

II	SHARPENED POINTS	UC: 8	Cost: ₦80

(!) Horns

Opponents struck by the character's horns also take *bleed* damage (1d6 for 1d4 rounds, bypasses all DR).

I	❸ HOWLER	UC: 9	Cost: ₦45

A second, reinforced larynx capable of producing much more powerful sound. A side effect is that the character now speaks in two voices simultaneously. These extra-strength vocal cords can be used to affect all characters in a 3-yard line with *stun* 2 for 1d4 rounds. This is a Physical Resolve check that can only be opposed by Physical Resolve or Dodge.

II	❹ AMPLIFIED LARYNX	UC: 18	Cost: ₦180

(!) Howler

Once per encounter, a mutant may perform an amplified version of their scream. It inflicts *stun* 2 on all characters in a 3-yard cone for 1d4 rounds.

III	❹ POWER WAVE	UC: 27	Cost: ₦405

(!) Amplified Larynx

Once per encounter, a mutant may perform an ear-splitting shriek. It inflicts *stun* 2 on all characters in a 6-yard cone for 1d4 rounds.

III	PRESSURE WAVE	UC: 27	Cost: ₦405

(!) Amplified Larynx

The character's scream now also acts as a bullrush on success, displacing any unsecured objects or characters that are equal to or smaller than the character's size.

III	RAVINGS OF A MADMAN	UC: 27	Cost: ₦405

(!) Amplified Larynx

The character's additional larynxes now scream in unknowable dialects, driving their victims mad and causing them to scream in tongues not known. Victims must also succeed on a Mental Resolve check against Howler attacks or suffer 2 *paranoia*.

II	❺ SUSTAINED HOWL	UC: 18	Cost: ₦180

(!) Howler

The howler can now sustain their scream. Victims also suffer 1d4 *fatigue* should they fail to react. This does not work with Amplified Larynx or its enhancements.

III	ACOUSTIC RESONANCE	UC: 27	Cost: ₦405

(!) Sustained Howl

The character's Sustained Howl can now destroy objects by resonating with their natural frequency of vibration. Medium objects require 4 consecutive rounds. The time required decreases by 1 round per size category reduction. The inverse holds true for larger size category objects.

I	LESSER APPENDAGE	UC: 3	Cost: ₦15

An extra , smaller limb is attached to the character in any location. This limb lacks the fine motor skills to manipulate a weapon, but may grasp items that weigh up to the character's Strenth x 2 pounds.

I	MUSCLE MASS	UC: 4	Cost: ₦20

Preternaturally massive muscles increase the character's lifting, carrying, and pushing limits by two times.

II	HULKING	UC: 8	Cost: ₦80

Horns

Rampant growth of muscle tissue has turned the character into an absolute brute. Their carry capacity is now three times the normal limit, and they gain 1 effective bonus rank to Strength.

I	RAPID COAGULANT	UC: 10	Cost: ₦50

The character's blood rapidly coagulates, making wounds easier to recover from. When the character would be reduced to *critical health*, reduce the damage by 2. If the character suffers 1 *critical health*, this ability keeps them at 0.

II	HYPER COAGULANT	UC: 20	Cost: ₦200

Rapid Coagulant

The character's superlative healing qualities make all wounds less severe. The bonus from Rapid Coagulant is increased to 4. If the character would suffer from 3 *critical health* or less, this ability preserves their health at 0.

II	CLOT	UC: 30	Cost: ₦450

Hyper Coagulant

The body has developed a rapid response to open wounds, building clots quicker. This reduces damage from *bleed* by 1 each round.

I	RAZORBACK	UC: 6	Cost: ₦30

Tiny barbs or quills grow along the character's body that deter foes. Every time the character succeeds in an opposed Grapple check (initiate, move, tackle, disengage) this biomod deals 1d6 damage. This occurs regardless of whether they are the offender or defender.

II	RAMPANT GROWTH	UC: 12	Cost: ₦120

Razorback

The spines grow in size and turgidity, increasing damage inflicted by Grapple checks by 1d6. This may be taken multiple times.

I	SECONDARY ARMS	UC: 3	Cost: ₦15

This secondary arm can wield one-handed weapons and even receive any biomods that apply to arms. If using two/multi-weapon attack, this arm can also be used for an additional 1 AP, and suffers the multi-weapon attack penalty.

I	SKIN CHUTES	UC: 6	Cost: ₦30

Membranes are implanted between skeletal protrusions behind the shoulder blades that can slow one's fall. For every 15 yards fallen, treat it as 5 yards less for the purposes of calculating fall damage.

II	GLIDE FLAPS	UC: 12	Cost: ₦120

Skin Chutes

For each yard of descent, the character may move up to 2 yards laterally. They take no fall damage, unless their flight is disrupted.

III	WINGS	UC: 18	Cost: ₦270

Glide Flaps

The bones have matured and the membranes have taken on a leathery strength, or sprouted feathers. The wings are now strong enough to initiate takeoff. The character may move their stride in any direction, vertically or laterally, and hover indefinitely. Every 5 consecutive rounds spend airborne will incur 1 point of *fatigue*. If the character possesses Rank 9 (Hurricane) Air Aspect in conjunction to the Wings Biomod, they can sacrifice 1 CP instead of gaining 1 point of fatigue.

I	TAIL	UC: 6	Cost: ₦30

A tail is affixed to the character. Any attacks made with the tail are considered a Hand-to-Hand check and deal 1d6+Strength for damage.

II	TAIL SPIKE	UC: 12	Cost: ₦120

Tail

The character's tail grows deadly spikes that are large enough to embed themselves in their victims. When the character successfully strikes a target with their spiked tail, they may initiate a grapple as a free action.

III	POISON SAC	UC: 18	Cost: ₦270

Tail Spike

Upon gaining this biogenic enhancement, choose an injectable bane from alchemy (page 166). Successful attacks with the tail now require opponents to succeed on a UC 12 Physical Resolve check, or suffer the effects of the bane. Duration of the bane is equal to half the character's Toughness. If this biomod is acquired a second time, the character may choose a new bane.

I	THIRD EYE	UC: 5	Cost: ₦25

Gain an extra eye. This gives a +1 to visual based Perception such as Awareness tests, but an additional -1 when afflicted by a visual penalty such as bright light.

DEFORMITIES

Deformities are often the result of botched biomod surgery, though they can be attained through environmental means such as ultraviolet lightning or ark-radiation. If a player rolls a deformity that can only be acquired once, they must re-roll.

BRITTLE BONES	Result: 1

The character's bones have become more brittle reducing their ability to shrug off damage. Their DR is treated at 1 lower.

CANCEROUS TUMOR — Result: 2

This is cancer, which spreads across the body capable of killing any victim absent serious medical attention. A tumor begins with a UC of 3 to remove with a Medicine check. The UC increases by 1 for each day it is not removed. Additionally, every week after acquiring the tumor the player must roll a Physical Resolve check against the UC of the Cancerous Tumor or die.

GRAVE SWEAT — Result: 3

Those with grave sweat glands "glow" more brightly when seen by a creature with soulsight. This glow often makes the character the primary target of attack, even forgoing easier targets.

INFUSED — Result: 4

Their bodies acquire a faint, unnatural aura, their hair usually falls out, and their eyes glow with mysterious energies. They suffer a 1 UC difficulty increase for attaching Biomods as the magical energies in their bodies are less accepting of foreign biologic material.

MONSTROSITY — Result: 5

The character's mere presence is frightening to others. All Charisma-based social checks suffer a -1 penalty.

POLYPHYRIC FLESH — Result: 6

The character's skin mimics that of a Vampire's hide and blisters in the UV. They take damage as if they had Bloodburn (page 69) taking 4 damage that bypasses DR for every minute or round exposed to UV radiation. However, they do not gain the fatigue of Bloodburn nor must they feed. Vampires take this damage in addition to their Bloodburn damage and becoming a Marquis or Draculesti Ascendant does not reduce or negate damage from this deformity.

SHAMBLER'S SKIN — Result: 7

The character's skin become brittle making it harder to move quickly, imposing a -1 penalty their Agility-based skill checks.

SENTIENT TUMOR — Result: 8

These growths have developed a mind of their own along with functioning vocal cords or telepathy. At the GM's discretion, these hitchhikers may attempt to control their host's body. The character must make a Mental Resolve check versus their Physical Resolve rank. If unsuccessful, the GM determines the outcome of the player's next action. These tumors often have mouths or are telepathic.

SURGICAL RESISTANCE — Result: 9

A botched surgery can do terrible things to the physiology of a person. When attempting to add or remove biomods or prosthetics, permanently increase the UC by 2.

UNSPEAKABLE HORROR — Result: 10

The character's lips fuse together and leave the character unable to eat or breathe through their mouth. They may make a Resolve check at the GM's discretion to determine how the character reacts to extended periods without food. Characters may eat again by either cutting their lips apart or by finding a less intrusive alternative. If the character cuts their lips apart they take 1d6 damage that ignores damage reduction and may find that their lips begin to heal back together by the end of the week. Players take an additional 1d6 damage to cut their lips apart for each time they acquired Unspeakable Horror after the first.

ALCHEMY

ALCHEMY CHECKS & BREWING TIME

Alchemy is the art of crafting potions. These are special creations, capable of imbuing a person or object with the properties of their ingredients. When cooking up a palatable potion, an alchemist needs to meet or surpass the UC. This UC is determined by the grade, delivery method, and reagents. The base time to brew a potion is 2 hours and requires an additional hour for every 5 UC. The UC can be reduced by 2 for each additional hour dedicated to the process, but it cannot be reduced to less than half the original UC.

Failing to brew a potion may still result in a completed item, albeit lacking some of the desired impact. If the **Alchemy check** fails, the final reagent in the mixture provides the opposite of its intended effect. For every 3 additional points of failure below the UC, the previous reagent is likewise reversed. For example, if a player attempts a potion and fails anywhere from 4 to 6 below the UC, the last two reagents are now the opposite of the desired effect on the potion— banes instead of boons, or vice versa. This adverse effect may be intentional, and players may take advantage of them as they like. If the Alchemy check fails completely, so that each of its reagents would have been reversed, the potion is instead rendered impotent. Potions cannot be upgraded once crafted.

EXAMPLE

Jahneftin wishes to brew a potion before the party leaves town. She decides it will be an ingestible potion (1 UC) to add in Erbala (10 parts) to restore fatigue as well as Caelesti Blood (4 parts) to restore health. Jahneftin must make an Alchemy check to beat a 15 UC and it will cost ₦29. if she has no spare alchemical parts.

APPRAISING POTIONS

Any player may attempt to identify an unknown potion. The methods vary, from wafting the potion carefully, to ingesting a small drop. Only characters with ranks in the Alchemy skill can identify potions without suffering the effects, for better or worse. When rolling Alchemy to appraise, one reagent is identified for every 5 points on the dice rolled. This may only be attempted once per potion. If the character discovers all of its reagents, they can immediately identify potions of that particular mixture in the future.

EXAMPLE

If appraising a potion comprised of Adrenaline and Antidote, a 8 would recognize the Adrenaline reagent, but not the Antidote, whereas a 10 or higher would mean the alchemist recognizes both, and will always be able to identify a potion that contains only Adrenaline and Antidote.

USE & CONSUMPTION

In combat, drinking a potion will require 1 AP. Alternatively, they can be lobbed like a grenade, which behaves like a thrown weapon. It is also important to be wary of excessive exposure to these unusual compounds. Characters can be subjected to a number of potions per day equal to their Physical Resolve. Each potion beyond this will cause the Nauseous condition. This lasts 1 round of combat, or one minute outside combat, per potion, applied beyond their Toughness.

EXAMPLE

Risk has a Physical Resolve of 5 and has consumed 5 potions today. Consuming a 6th potion will cause the Nauseous condition for 1 min while out of combat or 1 round if in combat. Nauseous will last 2 rounds of combat, or 2 minutes after a 7th potion is hurled at them by an attacker.

DURATION & REAPPLYING EFFECTS

Unless otherwise stated, all potions last a number of rounds or minutes equal to half the creator's ranks in Craft (Alchemy). Using multiple potions with the same effect does not stack the effect, but will renew the duration. Applying the same reagent to a potion multiple times will increase its effect. These more powerful potions will supersede weaker versions. Finally, some reagent effects can apply to terrain and/or inanimate objects, such as drakewurm blood.

RESISTING A POTION

Resisting a potion is a physical resolve check against the potion's creation UC. Success negates all reagents in the potion, and failure means the character suffers all effects.

PRE-MADE POTIONS

CHAMPSIDORA TEA — **Cost:** ₦41

A hearty tea best served hot. Flushes the bowels, clears the sinuses, and warms the belly. The drinker recovers from a single disease currently afflicting them.

DISTILLED RED RUM — **Cost:** ₦38

This foreign red substance is best consumed with a pinched nose and desperate need. The drinker heals 2d6 + 4 health.

DRAKE BOMB — **Cost:** ₦124

This Lokori special is a popular tool for ambushes. It explodes, dealing 1d6 + 2 damage to anyone in its blast radius as well as illuminating them and any surfaces. The light level within a 4-yard radius is increased by 1 step.

FIREBOMB — **Cost:** ₦94

A concoction that explodes into a fiery fluid and sets the unfortunate soul it touched ablaze. In addition, the sound of the explosion leaves everyone within a 1-yard radius deafened.

HERBAL REMEDY — **Cost:** ₦32

A hot brew popular among working class Feneryans, it eases 1 point of fatigue.

OBELISK'S GIFT — **Cost:** ₦166

Embued with the finest of ingredients to ensure the embiber's survival, they gain +1 to natural armor, +1 Toughness for 1 hour, +1 on attack rolls, reduces their fear check failures by 1 step for 1 hour, tand heir fatigue threshold is inreased by 1 for 1 hour

RED RUM — **Cost:** ₦28

A mild liquid with an iron tang. The drinker heals for 1d6 + 2 health.

QATT — **Cost:** ₦49

A drug designed to enhance a warrior's skills. The most common variant increases the melee skill by 2 ranks for 3 rounds of combat. Other flavors enhance other combat skills.

POTION COMPOSITION

All Potions have: a grade, **alchemical parts**, at least 1 delivery method, and reagents.

GRADE

This determines the quality of the basic binding agent that allows an alchemist to mix reagents. These binding agents can support a number of reagents equal to their grade (i.e. grade 1 can support 1, grade 3 can support 3, etc).

Grade	UC	Cost	Maximum Reagents
1	1	₦5	1
2	1	₦5	2
3	1	₦5	3
4	1	₦5	4
5	1	₦5	5

ALCHEMICAL PARTS

This is a generic term to refer to any ingredients used as reagents in alchemy. They can be purchased anywhere for 2 Notes, although availability may vary. Otherwise characters can scrounge them up on their own with a Survival check (page 78). The number of parts required per reagent is indicated by the number inside the vial next to each reagent's name. Each alchemical part used in a potion increases the UC by 1.

DELIVERY METHOD

This determines how the potion takes effect. Potions may have multiple delivery methods.

Contact (UC 7): Direct contact with a target's skin will apply the potion's effects. This can range from throwing the potion at an opponent to successfully striking them with a weapon coated in it. Applying a contact potion to an object, such as a weapon, requires a Craft (Alchemy) check equal to half the potion's creation UC.

Ingestion (UC 1): The potion must be consumed. This can be by itself, or mixed with food and drink.

Airborne (UC 5): One breath is all it takes to feel the effects. When the potion's vial is smashed open or uncorked, the potion affects everyone within a 1-yard radius.

Injection (UC 2): It will have no effect unless introduced directly to the bloodstream. This requires a special device to introduce it into a bloodstream, such as the venom hollow weapon modification.

REAGENTS

These are substances found across Feneryss that have unique properties. A certain quantity of each is required to achieve the desired effect, which is indicated by the alchemical parts cost. Each reagent can apply one of two effects whenever it is brewed in a potion: a boon or a bane. Boons are generally positive effects while banes are their opposite. The creator chooses which effect they would like before rolling the Craft: Alchemy check to create the potion.

ADRENALINE 4

Boon: Instantly Recover 1 AP that has been lost due to a condition or effect.

Bane: Lose 1 AP due to sudden onset lethargy.

AMBROSE LICHENS 6

Boon: Gain a bonus rank to a single Combat Skill. The skill must be chosen at creation.

Bane: Reduce a Combat Skill by 1 rank, which is chosen at creation.

ANTIDOTE 5

Boon: Immediately remove the effects of 1 active bane.

Bane: Immediately remove the effects of 1 active boon.

BONEHEAD MARROW 4

Boon: Gain 1 bonus rank to a Non-Combat Skill (excluding Craft skills) for 1 hour.

Bane: Reduce 1 Non-Combat Skill (excluding Craft skills) for 1 hour.

CAELESTI BLOOD 4

Boon: Instantly restores 1d6 + creator's Intelligence in health. This effect occurs once, even if the potion has an extended duration. The bonus from the creator's Intelligence is only added once, even if multiple Caelesti Blood reagents are used.

Bane: Instantly deals 1d6 damage + creator's Intelligence. This effect occurs once, even if the potion has an extended duration. The bonus from the creator's Intelligence is only added once, even if multiple Caelesti Blood reagents are used.

CHAMPSIDORA 8

Boon: Remove one disease currently afflicting the target.

Bane: If the target is suffering from a disease, the disease's (page 87) progression is increased by one step.

DRAKEWURM BLOOD 8

(!) No airborne

Boon: This blood drawn from benign cavedwelling creatures has an iridescent glow, which increases illumination by 1 step in a 1-yard radius. This effect moves with the target (i.e. if a person were doused with the potion).

Bane: Mitigates light, decreasing illumination by 1 step in a 1-yard radius. This radius moves with the target (i.e. if a person were doused with the potion).

ERBALA 6

(!) Ingested or Injected Only

Boon: Instantly remove 1 point of *fatigue*.

Bane: Instantly add 1 point of *fatigue*.

EMBERWREATH 10

(!) Contact Only

Boon: Natural weapons deal additional 1d6 fire damage.

Bane: Sets the target *ablaze*.

FROST THISTLE 8

(!) Contact Only

Boon: Increases target's stride by 1 yard.

Bane: Target is *stuck* to the ground.

HEARTWOOD EXTRACT 10

Boon: Gain a +1 bonus to natural armor.

Bane: Take a -1 penalty to natural armor.

IRISMUTH 5

Boon: Gain Darksight with a radius of 30 feet for 1 hour.

Bane: Lose Darksight and/or Dusksight for 1 hour.

LIQUID COURAGE 10

Boon: Results of failed Fear checks are reduced by 1 step for 1 hour.

Bane: Results of failed Fear checks are increased by 1 step for 1 hour.

LYLOBENTEN 8

Boon: The target can ignore 1 eccentricity or neuroses for 1 hour.

Bane: Victim gains the *confused* condition.

OXIDANT 5

(!) Contact or airborne only.

Boon: The chemicals are fueled by oxygen in the air, increasing the duration of the potion's effects by 1 round.

Bane: These additional chemicals react violently on contact with the air, dispersing the potion's effects. Increase the radius of the potion's effects by 1 yard.

PHEROMONES

3

Boon: Gain a +2 bonus to Charisma-based social interactions with other members of the character's race.

Bane: Receive a -2 penalty to Charisma-based social interactions with other members of the character's race.

SACRED OIL

10

Contact Only, Weapons Only

Boon: Gain a +1 bonus to attack rolls.

Bane: Suffer a -1 penalty to defend against sunder.

SCREECHROOT

8

Contact Only

Boon: For 1 hour, the target has tremorsense with a radius of 10 yards.

Bane: *Deafens* anyone within a 1-yard radius.

VIGORA

8

Boon: Fatigue Threshold is increased by 1 for 1 hour.

Bane: Fatigue Threshold is reduced by 1 for 1 hour.

VIM

12

Ingested or Injected Only

Boon: Gain a +1 bonus rank to a single stat, which is chosen at creation. This can reduce or nullify a curse or other stat-reducing effect.

Bane: Suffer -1 rank to the chosen stat.

VISCERA

6

Boon: Target gains a +2 bonus to Stealth checks against undead creatures.

Bane: Target suffers a -2 penalty to Stealth checks against undead creatures.

GOODS & SERVICES

Weapons and armor aren't the only things a successful adventurer needs. Travel means cooking on the go, inclement weather, and sleeping on the hard ground. Battling in the dark is difficult, and exposure to the elements often results in disease. The means of addressing these issues and more can be found here, in the adventuring gear section.

ADVENTURING GEAR

AREA MAP

Weight: 0.1 lbs.	**Cost:** ₦100

Articulates the topography and major features of a particular region or city, such as the Glass Forest or Hel. Accuracy not guaranteed.

BEDROLL

Weight: 6 lbs.	**Cost:** ₦15

A leather sack with a linen interior for a single Feneryan to sleep in. More expensive bedrolls have an additional liner stuffed with phage or heartwood sloth fur for warmth or are large enough to fit 2 Feneryans.

BLINDERS

Weight: 0.1 lbs.	**Cost:** ₦10

Thin chips of obsidian from the Glass Forest are attached to thin wire or within goggles to shield a character's eyes from penalties of normal and bright light. Wearers with daysight suffer no penalties in bright light, but suffer a -4 in dim light and are blinded in ambient light and darkness. Wearers with dusksight suffer no penalties in normal light and only a -2 in bright light, but penalties from ambient light and darkness are increased by -2. Wearers with darksight suffer a -4 from bright light, a -2 from normal light, and no penalty from dim light.

CANDLE

Weight: 0.2 lbs.	**Cost:** ₦3

A small stick of tallow with a wick that can burn for up to 12 hours. Illumination within a 3-yard radius is considered dim. A 2-yard radius beyond that is considered ambient. Beyond that, darkness.

CANTEEN

Weight: 1 lb.	**Cost:** ₦10

A small metal container that can carry up to 3 servings of water to stymie *dehydration*.

CHRONOPIECE

Weight: 0.1 lbs.	**Cost:** ₦1600

This arkänik device was inspired by the demigyres and spires used to devise a method of tracking the seasons and months. It achieves this incredible feat by tracking the sun's arkwaves, which power a slowly spinning stone or metal disc marked with the days, months, and seasons. Because it is synced with the sun, its measurements remain infallible so long as the mechanikal parts are in functioning order.

CROWBAR

Weight: 4 lbs.	**Cost:** ₦30

An irreplaceable tool for scoundrels and thieves. It makes opening locked doors and chests a breeze if they don't mind leaving evidence of wrongdoing. If the user succeeds on the Strength check to break the object, such as a door or lock, the crowbar instantly opens the target (there is no need to roll for damage).

CHALK

Weight: 0.1 lbs.	**Cost:** ₦5

Used for marking, writing or drawing.

DELL

Weight: 1200 lbs.	**Cost:** ₦400

Available in the six-legged dellsit or the eight-legged dellet, these creatures are the primary mode of transportation for shorter distances, but Feneryans who cannot afford an airship may utilize them for longer distances. Dellsits are generally smaller and reserved for riding, while their larger cousins are kept as draft animals. When pulling weight on level ground, a single dell can haul three times its own weight.

EMERGENCY KIT

Weight: 2 lbs.	**Cost:** ₦75.

Also known as an e-kit, this is a small wooden or metal box containing a collection of essential materials to treat bleeding, lacerations, and other wounds. Using an e-kit during a Medicine check to heal an ally increases healing by 5 health. When used during a stabilization or limb reattachment check, the UC is reduced by 4. Emergency kits have 10 uses.

EXOTHERM GEL

Weight: 0.5 lbs.	**Cost:** ₦10

A dollop of this gooey substance from an exotherm can refuel a lantern. Otherwise, it is the most abundant fuel available to Feneryans, and a choice material for arsonists given how hard it is to extinguish.

FIRE STARTER

Weight: 0.3 lbs.	**Cost:** ₦15

A circular or rectangular rod of metal. Grinding two together, or one against a sturdier metal will easily produce sparks to light a fire. One fire starter has up to a 100 uses.

FOUNTAIN PEN

Weight: 0.1 lbs.	**Cost:** ₦20

The writing utensil of the sophisticated Feneryan. The body is usually a hollow cadavian feather, although claws, teeth, and horns of other beasts are popular among the wealthier elite. The head is a pointed piece of steel, and more expensive variations are inscribed or uniquely shaped. A pen can fill a single page of vellum before being refilled.

GAMBLING DICE

Weight: 0.1 lbs.	**Cost:** ₦20

A pair of wooden or metal dodecagons. On each face is a symbol representing one of the 12 aspects. Black marketeers might also sell weighted dice for a surcharge.

GRAPPLING HOOK

Weight: 5 lbs.	**Cost:** ₦20

A metal fixture with four prongs tethered to 5 yards of rope. If it can be secured, the grappling hook grants a +4 bonus to Athletics checks made to scale a wall or other surface. A 2 UC Strength check is required for every 4 yards the target is above the character.

GROUND FLARE

Weight: 1 lb.	**Cost:** ₦15

A small cannister of a highly flammable mesh. When the cap is removed, a fire starter is struck to ignite the mesh and eschew a blindingly bright light. The area within a 10-yard radius is brightened up to dim light. A 10-yard radius beyond this is treated as ambient. This effect lasts 1 minute, but is half as effective when activated underwater.

HANDCUFFS

Weight: 2 lbs.	**Cost:** ₦20

Iron clasps used to bind a person's wrists or ankles. They can be picked with a 10 UC Security check. Breaking handcuffs requires one to beat a 16 UC and they have 20 health and 4 DR.

HOUR GLASS

Weight: 0.5 lbs.	**Cost:** ₦25

A device that tracks the passage of one hour by pouring sand between two halves of a glass fixture via a tightly constricted neck. Larger and more expensive hourglasses are capable of measuring up to 12 hours.

INK WELL

Weight: 0.1 lbs.	**Cost:** ₦40

Cheap ink is produced by grinding up a glass beetle's exoskeleton and mixing it with water. Cleaner and more expensive variations include the blood of a chaos eater, or the ichor of a harvester. A single well can refill a pen 20 times.

LANTERN

Weight: 2 lbs.	**Cost:** ₦30

Burns for up to 12 hours. Makes a 5-yard area visible as if normally lit. 3 yards beyond that is considered dim light and anything beyond remains unchanged.

LOCK PICK SET

Weight: 0.5 lbs.	**Cost:** ₦30

Makes it possible to pick locks.

MASK

Weight: 1 lb.	**Cost:** ₦30

Masks are popular attire during certain parties and holidays. Most common images include undead, Ragnarok, and Vampiric demons. It gives the wearer a +2 bonus to Stealth checks to avoid being spotted.

MUSICAL INSTRUMENT

Weight: 4 lbs.	**Cost:** Varies

Basic woodwind and percussion instruments, such as a panflute or tambourine, are among the cheapest at 16 Notes. More complex instruments, such as a lud or drum will run closer to 50 Notes. The instruments of the affluent, such as the full-body harp easily, reach north of 120 Notes. A finely crafted version of an instrument will run five times its base price.

NOMAD MASK

Weight: 3 lbs.	**Cost:** ₦30

Durable facegear inherited by the Wretched that protects their lungs from the elements for 10 hours of use. Even expired masks are worn as status symbols, or proffered as gifts of alliance or marriage. Giving such a gift to a non-Wretched is an extreme rarity since they are so highly prized as mementos of Wretched heritage and culture.

PLAINCLOTHES

Weight: 3 lbs.	**Cost:** ₦15

A cheap pair of pants and shirt can easily go for 15 Notes, but to be fashionable will cost at least twice that. To blend in with the nobility and wealthy Feneryans, at least four times that amount will be spent -- and that's not even including a cloak, gloves, footwear, a hat, or jewelry. The cost of making a good impression is high, but the doors opened by a sharp ensemble might be worth it.

Fashion across Feneryss also differs from city to city. Denizens of Pulse are pragmatic dressers: employees in the Forge cover up with sturdy fire-resistant leathers, while salesmen dress to impress. Lanisians insist on cloaks, robes, and other flowing garments, so Legions are often easily identified by their stricter attire. All families tend to wear their dynasty or guild colors on a daily basis. Lokori high fashion is bright and colorful: pairing red and gold is the current trend. The common garb is muted shades of the vogue palette: orange, yellow, and green pastels are most frequent. Gammetra is an immediate and palpable contrast, with its citizens preferring cloth and leather without dyes, which gives them a simpler appearance. Wealthy Gammetrans occasionally add a splash of black dye or white starch to accentuate their attire.

To the north, Nerothis are prone to earthy tones and the secondary colors found in local flora. The old colors of the Triumvirate lodges are still in style and worn by their ruling descendants: Green and red for Rydrict, Silver, black, and red for Norvet, and the blue and black of Advaeja. Hel has no governing fashion, due in large part to the scavenger culture and lack of natural resources to produce cloth and leather. The final distinct style of dress is popular within Caelhelm, Daemarrel, and Kirfalk. Colors are irrelevant here; the emphasis is on asymmetry. Sleeves and pantlegs of contrary lengths, canted belts and waistbands, and lopsided hat brims are ubiquitous. In Caelhelm especially, clothing that shows off and highlights one's prosthetics is the most desirable.

POLTO CARDS

Weight: 3 lbs.	**Cost:** ₦15

A deck of playing cards, organized into 8 Aspects and 7 Castes. The most popular game is Mender, where one tries to acquire all of one aspect or caste to create a mend.

PULLCART

Weight: 400 lbs.	**Cost:** ₦200

A simple, wooden, two-wheeled cart wide enough to be pulled by a single dell. Larger, more expensive carts are wide enough to harness a pair of dells.

ROPE

Weight: 1 lb. per 10 yds.	**Cost:** ₦5 per 10 yards

A single line can support up to 500 pounds.

SHOVEL

Weight: 2 lbs.	**Cost:** ₦15

A popular tool among Wretched nomads and a handy last-ditch weapon in a pinch.

SIGNAL WHISTLE

Weight: 0.2 lbs.	**Cost:** ₦10

A whistle that can be heard up to 200 yards away. Available in a number of animal sounds or high-pitched trills.

SPYGLASS

Weight: 1 lb.	**Cost:** ₦30

A telescoping device that in good lighting can allow a character to see up to 500 yards away as if they were less than 50 yards away.

TENT

Weight: 3 lbs.	**Cost:** ₦30

A simple canvas or leather tarp with an entrance flap, support beams, cord, and stakes. It can ward off all but the wildest precipitation and inclement weather.

VELLUM

Weight: 0.1 lbs.	**Cost:** ₦10

A thin strip of hide, typically from a dell, that has been treated to take and hold ink.

FOOD & DRINK

BARK MALT

Weight: 1 lb.	**Cost:** ₦1

Dried leaves and/or tree bark steeped in water to make a drink. Some mixtures are purported to possess medicinal properties.

LIQUOR, SHOT

Weight: 0.1 lbs.	**Cost:** ₦2

A small tumbler; a few of these can leave characters *inebriated*.

LIQUOR, BOTTLE

Weight: 1 lb.	**Cost:** ₦16

Enough alcohol to inebriate four people, significantly inebriate two or absolutely waste one.

LIQUOR, BARREL

Weight: 250 lbs.	**Cost:** ₦500

A full keg sustaining 24 gallons of a preferred courage juice.

RATION, FULL

Weight: 1 lb.	**Cost:** ₦5

Meal stuffs sufficient to alleviate the *starved* condition for a day.

WATER, UNCLEAN

Weight: 1 lb.	**Cost:** ₦1

Staves off *dehydration*. Roll 1d8; on a 1, the character now has the disease, *gut rot*.

WATER, CLEAN

Weight: 1 lbs.	**Cost:** ₦15

Prevents the onset of *dehydration* without risk of disease.

INNS & TAVERNS

The most basic lodging in Feneryss can be purchased for 20 Notes per night, and provides a (somewhat) safe place to rest. Spa resorts are available in most major settlements at twice the cost, but will remove all fatigue, and reduce paranoia by 2. For more liberal characters, brothels are also available throughout Feneryss. Grungier flesh vendors charge 30 Notes, but disease is often a hidden fee. Respectable establishments with a privately hired medicus will usually charge double, but lack the hidden fees.

CRAFTING ITEMS

ALCHEMICAL PARTS	**Cost:** ₦2

Used for crafting alchemical potions.

AMMUNITION

BURST SHELLS

Weight: 1 lb. per 2 rounds	**Cost:** ₦10 per burst rank

Ammunition that explodes on contact.

LIQUID AMMUNITION

Weight: 2 lbs. per cannister	**Cost:** ₦10

Fuel for spray firearms. One cannister is consumed every time the weapon is used.

SCATTER SHOT

Weight: 1 lb. per 5 rounds	**Cost:** ₦10

Shells for scatter shot weapons.

STANDARD AMMO

Weight: 1 lb. per 10 rounds	**Cost:** ₦10

Projectiles to be loaded into a firearm that have no special properties (burst, scatter, or spray).

TRANSPORTATION

NAVIGATING FENERYSS

In light of Feneryss's distorted magnetic fields, compasses are moot. The premier form of navigation in modern Feneryss relies upon the pairing of spires and demigyres. Spires are tall towers installed with an ark-drive and can be found in every major city, and even in some lesser settlements and landmarks. As with all ark-drives, each emits a distinct gravitational pattern called an **arkwave**. It is worth noting that recently pirates have begun to produce beacons: small spires that mimic the patterns of popular spires to mislead unsuspecting prey.

Aboard an airship's bridge resides a device called a demigyre. Although there exists similarities with a compass, the demigyre is vastly superior. It possesses a face with the customary 360-degree tick marks but houses a myriad of needles or tines where its predecessor houses only one. Each needle has been tuned to the patterns of a single spire and indicates its direction at all times. To differentiate them, tines might be color-coded, vary in shape, or possess small symbols or images of the destination they pinpoint. The sole weakness of this device is its susceptibility to **arkänik radiation**. Like ferrous materials near a compass, arks can render a demigyre completely useless, forcing a navigator to resort to a map and timer, or visual methods.

PILOTING DIFFICULTY GUIDELINES

Short Range Operations: ~150 miles (Pulse to Lanis)

This is a short, simple trip that only requires 1 rank in the Operate (Airship) skill and does not require a check to be performed.

Long Range Operations: ~1,008 miles (Pulse to Neroth)

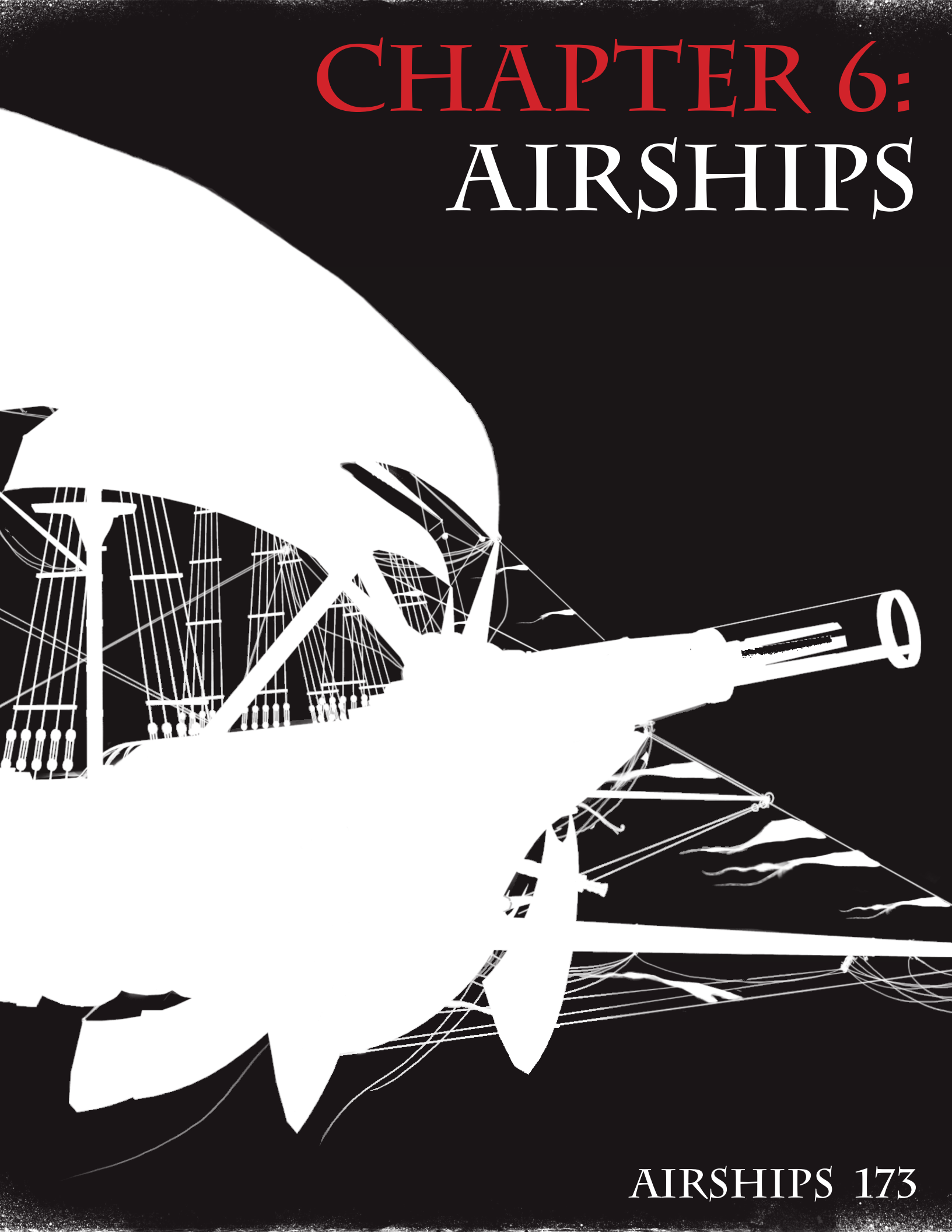
This is a longer, more dangerous trip that requires a pilot to pass a Navigation check and an Operate (Airship) check in order to make the journey successfully. It is recommended that a GM make this a low UC, but may increase difficulty to account for harsh weather.

COMMON TRAVEL ROUTES

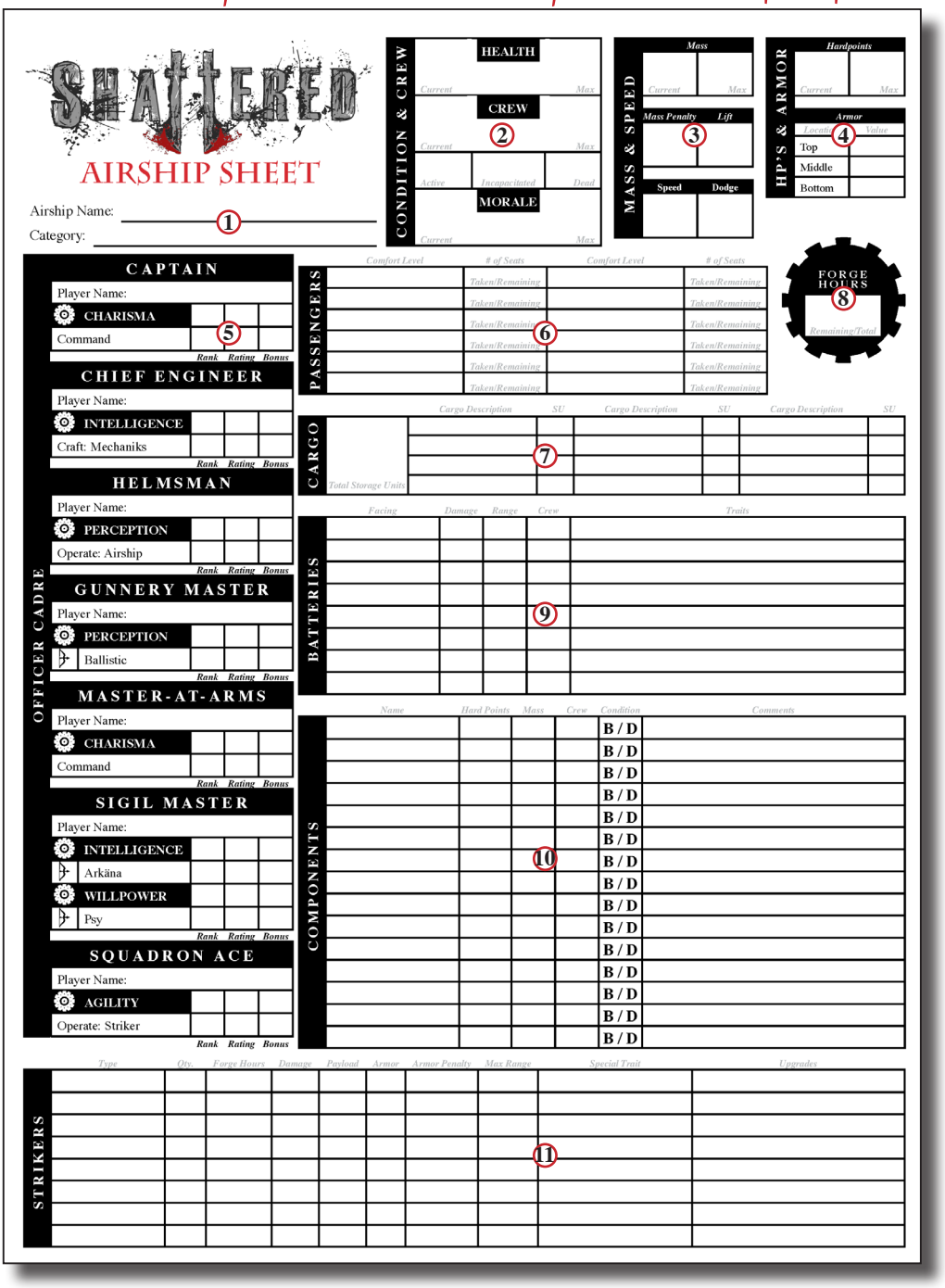
The table below shows the approximate distances (in miles) between the major cities of Feneryss. The cost to travel to these locations via airship depends on the level of comfort that is desired (1 Note per 2 miles for basic accommodations, 1 Note per mile for comfortable, and 2 Notes per mile for lavish). Traveling via ground-based locomotion is 1 note per 5 miles. While slower forms of transportation can be significantly cheaper, they impose a higher risk of deadly encounters. It is recommended that a GM considers adding encounters for non-airship travel.

Location	Lanis	Pulse	Neroth	Lokoran	Sylvan Hollow
Lanis		150 Miles	1,056 Miles	855 Miles	516 Miles
Pulse	150 Miles		1,008 Miles	815 Miles	210 Miles
Neroth	1,056 Miles	1,008 Miles		110 Miles	1,190 Miles
Lokoran	855 Miles	815 Miles	110 Miles		1,024 Miles
Sylvan Hollow	516 Miles	210 Miles	1,190 Miles	1,024 Miles	

CHAPTER 6: AIRSHIPS



GETTING TO KNOW THE AIRSHIP SHEET



On the Airship Sheet, directly beneath the logo, you will find lines to list your airship's name and category[1].

To the right of that you will find the Condition & Crew block[2], which serves a similar purpose to the Condition block on your character sheet. Going further to the right you will find blocks for Mass & Speed[3] as well as HP's & Armor[4].

Next, the majority of the left hand side of the sheet is taken up by the Airship Cadre block[5]. Each member of your party can use this area to keep track of their Stats and Skills as they apply to their particular airship role.

Continuing on you will find the Passengers[6] and Cargo[7] blocks, which allow you to keep track of each if you and your crew find yourselves transporting goods or personnel. Also note the Forge Hours block[8] all the way to the right, which allows you to keep track of how many forge hours you have remaining and how many you have gained in total.

Below these areas you will find the Batteries[9] and Components[10] blocks, which allow you to keep track of your airship's armaments and critical systems along with their respective requirements.

Last but not least is the Strikers block[11] which, similar to the blocks directly above it, allows you to track all the details of any striker squadrons you currently maintain.

AN ENGINEER'S GUIDE: FORGING AIRSHIPS

FOLTZMAN COMPREHENSIVE AIRSHIP MANUAL, ANNEX A: HISTORY

Since the advent of the **arkänik drive** in 2746AR, gravitational manipulation has fulfilled the dream of flight for thousands of Feneryans. While its presence is ubiquitous for citydwellers, only the slimmest fraction of Feneryss's denizens ever come into possession of a personal **airship**. Most airships are property of city-state militaries, merchant and trade companies, or unfortunately, lawless mercenaries and pirates. While the latter is still quite rare, the presence of marauders grows in tandem with the prevalence of airships.

The ark-drive itself is still something of a mystery. Despite fundamentally altering military tactics, trade, and travel, the creator remains unnamed. This is not to say that no one has claimed responsibility: at least a dozen different individuals of scientific and/or arkänik repute have declared the ark-drive as their creation. To date, not one individual has been able to clearly elucidate the exact method of its functioning. This has led to a general consensus that they are all liars clinging to an elusive genius's coattails.

Thankfully the unknown benefactor was kind enough to make the process of construction for his invention public knowledge, and those with the requisite industry continue to produce arkänik drives without a wit toward how the combination of arkäna and mechaniks functions. Hundreds of men and women from the realms of science, industry, and arkäna have, and continue, to devote their lives to comprehending the intricate architecture of the era's single greatest invention.

While total comprehension continues to elude their collective grasping, students of the drive have learned to replicate it on both smaller and larger scales to allow for a greater range of airships with more diverse capabilities. This development also increased availability for individuals and smaller companies to claim ownership of the world's safest, most advanced method of transportation.

YOUR FIRST AIRSHIP

Airships are few and far between, and rare is the man or woman in possession of a private vessel. While characters may attempt to scavenge the wastelands and scrap together something functional from the wreckage of less fortunate escapades, the quickest route for players to lay their hands on a shiny new airship is finding one at a junk auction. Junk auctions occur regularly in all major cities and are known to occasionally sell used airships at a fair discount. In this fashion, players may either acquire a Scout-class ship for 1,000 Notes or a Corvette for 2,500 Notes with the following schematics.

If the GM prefers, players may design a Scout-class vessel with up to 45 Forge Hours, or a Corvette-class vessel for 85 Forge Hours.

SCOUT

Health	Armor (t/m/b)
20	1 / 1 / 1

Mass	Speed	Lift
8/**30**	4	5

Hardpoints	Dodge
7/**20**	3

Components	Qty
Crew Quarters	1
Engines	4

Forge Hours: 45

Weapons

Battery	
Type:	Cannon
Damage:	2d6
Facing:	Starboard

Battery	
Type:	Cannon
Damage:	2d6
Facing:	Port

CORVETTE

Health	Armor (t/m/b)
35	2 / 2 / 2

Mass	Speed	Lift
17/**60**	3	4

Hardpoints	Dodge
16/**35**	1

Components	Qty
Cargo Bay	1
Crew Quarters	1
Engines	4

Forge Hours: 85

Weapons

Battery	
Type:	Cannon
Damage:	2d6
Facing:	Starboard

Battery	
Type:	Cannon
Damage:	2d6
Facing:	Port

FOLTZMAN CAM, VOL. I: ESSENTIALS

Airships are the most advanced piece of arkäniks to date, and there is a lot to know before running one, so let's get started. All ships possess a size rating from 1 to 5: 1 - Scout, 2 - Corvette, 3 - Frigate, 4 - Galleon, and 5 - Dreadnought. Larger ships tend to be sturdier and possess larger arkänik drives, which means they can support more equipment and personnel. Superior accoutrements come at the expense of speed, mobility, and cold, hard Notes.

Notes were initially used to compensate a city-state's forge for their efforts until the events of **Rebel's Run**. In response, Pulse instituted the **Forge Hour**, which was quickly adopted by its counterparts. This is a currency usable solely for the purpose of creating and upgrading airships and represents the number of actual hours required to produce and install the desired work. For example, 10 forge hours can produce a barebones Scout-class airframe; installing a Scout-class ark-drive takes another 6 forge hours, for a total of 16 forge hours. The only way to acquire them is to complete contracts provided by the city-state or other authorized forge hour suppliers. Ultimately though, the source of all forge hours are the city forges themselves, who offer forge hours in exchange for raw materials.

FORGE HOURS: WHY CAN'T THEY BE BOUGHT OR SOLD?

The blame lies mainly with a man named Abel Beller and the incident known as Rebel's Run. Abel Beller was a retired and highly experienced Lanisian captain. Disgruntled with the events of the War of Fools, he relocated to Pulse and spent his life's savings to produce an agile warship. He hired old crewmates and struck at the heart of Pulse: the Axis.

This revealed the need to deny potential enemies the ability to "buy" a means of producing weapons which might later be used against the very city-State that created them. Forge hours, while typically accepted between city-States, may be refused by a forge at the administration's discretion. If you are captaining a Pulse military vessel, don't expect other city-States like Lanis to accept your Forge Hour receipts.

An airship's initial health is derived from the size rating (see Chart 1.1: Airframe Specifications). It is increased by 5 for each component added to the craft, with the exception of armor. At 0 health, all components aboard the airship become *damaged* if they were not already and become *broken* if they were *damaged*. If the ark-drive cannot support its current mass, it begins to lose altitude at 25 yards per round. If the drive is *broken* it enters freefall, dropping at 50 yards per round.

Components are the many parts of the ship: crew quarters, guns, and engines all fall within this category. Each component provides some bonus or additional function (i.e. increases gun damage, adds room for passengers, etc.). All components require hardpoints and add mass. Hardpoints represent the space available within and on the airframe, and mass represents how much "stuff" the ark-drive can support.

If a component is hit during combat, it becomes *damaged*. A *damaged* component operates at half capacity (i.e. half damage, half carry capacity, etc.). If struck a second time, or with some heavier weaponry, a component will be *broken* and cease all function until it is fully repaired. Both *damaged* and *broken* components require a machine shop to be repaired. The time required to make repairs is dependent upon the forge hour cost of the component and its upgrades (if any have been made).

As components are essential to running an airship, it is best to invest in armor to protect them. Ships have 3 armor sections: upper, middle, and lower. Each armor section provides damage reduction (DR) from different angles, and are upgraded individually. The cost to add armor increases with size rating.

A ship's rate of movement in combat is its speed. Speed is increased by 1 for every engine, but is decreased by the Mass Penalty increment (see Chart 1.1). Maximum speed for all airships is 10, although it is not uncommon for airship to have extra engines to compensate for potential losses. In combat, airships may move up to 25 yards per point of speed; outside of combat, they travel at 5 miles per hour per point of speed.

FUN FOLTZ FACT!

Everyone knows the tale of "Crazy Ivan" piloting an airship in excess of these limits. While unconfirmed, these events are firmly within the realm of possibility. Most pilots, however, prefer the peace of mind that their ship will stay in one piece.

The source of power and lift is the arkänik drive. So long as the vessel's current mass does not exceed the maximum mass of the ark-drive, or drives, then the airship can reliably control ascension and descension. Exceeding the maximum mass means the airship cannot take off, or begins to plummet should it already be airborne. Every time the ship's mass meets or exceeds an increment of its Mass Penalty, lift is reduced by 1, to a minimum of 0.

With this foundational knowledge in hand, you are ready to captain an airship. For a more detailed explanation of an airship's many components, upgrading, or construction, consult the sequential Volume of our manual: Design (page 177). For further study of aerial combat, we at Foltzman recommend "A Commander's Guide" (page 186).

AIRSHIP GRID SIZES

When planning strategy or playing wargames, airspace is divided into 25 yard cubes.

Scouts and Corvettes require 1

Frigates and Galleons require 2

Dreadnoughts require 4

CHART 1.1: AIRFRAME SPECIFICATIONS

Size Rating	Max Hardpoints	Mass Penalty	Forge Hours	Base Health	Lift	Evade
Scout (1)	20	10	10	5	3	+3
Corvette (2)	35	15	20	15	3	+1
Frigate (3)	50	20	30	30	2	0
Galleon (4)	65	25	40	50	1	-1
Dreadnought (5)	80	30	50	75	1	-3



LANISIAN AIRSHIP

FOLTZMAN CAM, VOL. II: DESIGN

This Volume of the Foltzman CAM is dedicated to an in-depth explanation and analysis of airships' capabilities, limitations, and functions as well as a guide to designing a unique airship. It is a must-read for airship officers, mechaniks, and anyone else with a vested interest in the optimal performance of an airship. If you have not already completed Volume I of our serialized manual, we recommend you stop and do so before proceeding.

Now that we have covered the core concepts of how an airship's many moving parts function, we will dive into each with earnest detail. When designing an airship, never forget its primary directive: is it a transport, an escort fighter, or some hybrid? Function should shape the airship's form when allocating hardpoints and mass.

The airframe's size will determine the airship's maximum hardpoints and load, which ultimately determine just how many components it can support. Consult Chart 1.1: Airframe Specifications for a complete picture. Now we can build. First, come the Core Components: the ark-drive, engines, armor, and health.

FOLTZMAN CAM, VOL. II-A: CORE COMPONENTS

ARKÄNIK DRIVE

Nestled in the core of every airship is the **arkänik drive** (shortened to **ark-drive**). These intricate and massive devices of genius-level design ushered in an era of wonder and discovery and propagated a frenetic buildup of military and commercial armadas. Simply stated, an arkänik drive creates its own gravitational field, drastically reducing the need for mechanikal lift. The amount of stuff they can support is represented by their maximum mass. If the vessel's total mass ever exceeds the ark-drive's maximum mass, it will begin to descend at a rate of 25 yards per round. When an ark-drive is *damaged*, its max mass is reduced by half. When an ark-drive is *broken*, its maximum mass is 0. If all of its ark-drives are *broken*, it begins *freefall*, plummeting at a rate of 50 yards per 1 combat round. If all ark-drives of the airship are broken, any airborne strikers also enter freefall.

Airships require at least one ark-drive to launch, and are capable of housing any drive equal to or less than their size class. For example, a corvette can house scout- and corvette-size ark-drives, whereas a dreadnought can house drives of any size. Multiple drives can be installed to boost maximum mass, but will take up hardpoints, and require crew to man them.

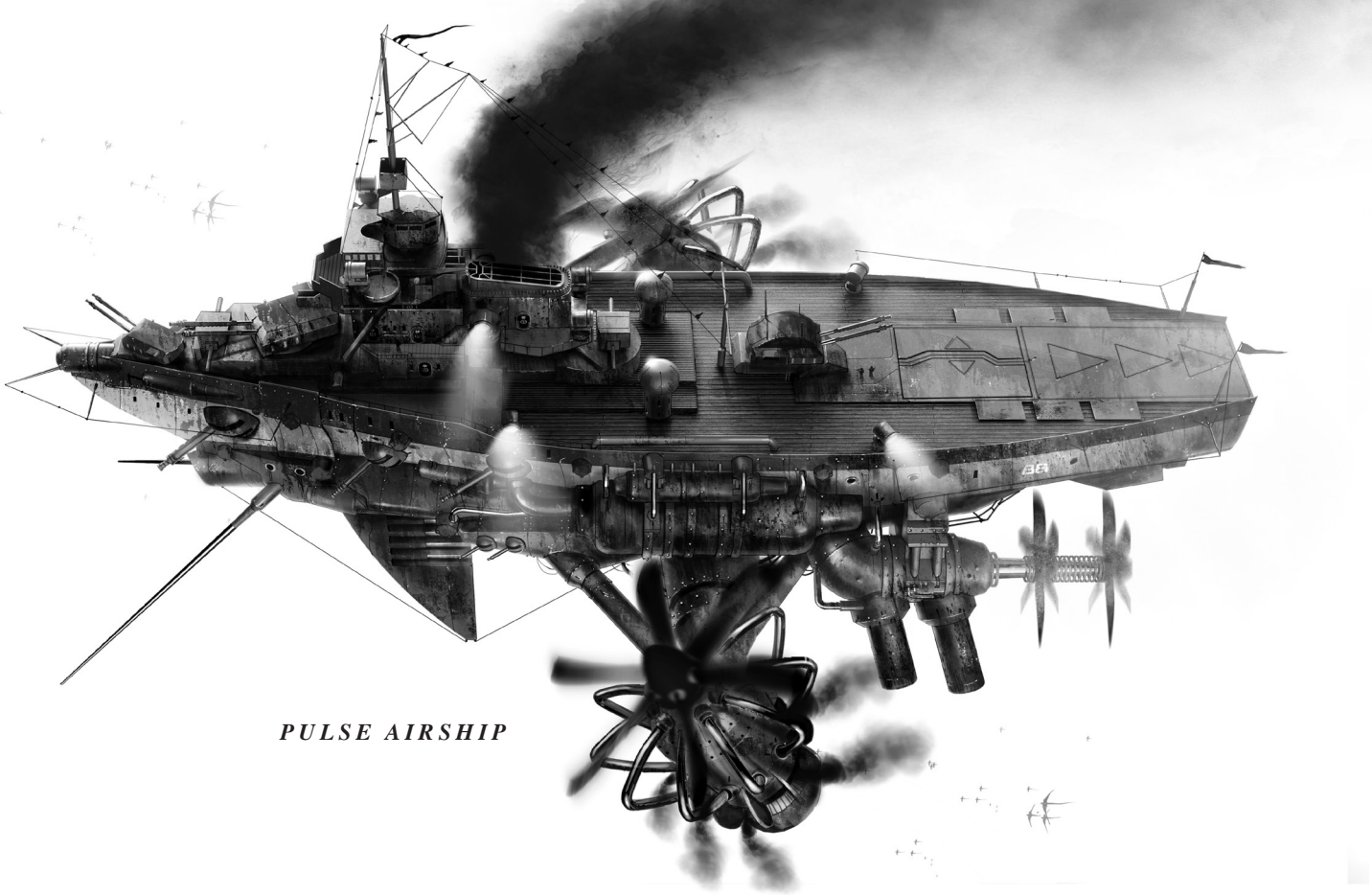
ARKÄNIK DRIVE SIZES & COSTS

Type	Forge Hours	Crew	Hard Points	Max Mass
Scout	6	2	2	+30
Corvette	12	3	3	+60
Frigate	18	4	4	+90
Galleon	24	6	5	+120
Dreadnought	30	8	6	+150

PROPULSION

Propulsion in recent years has advanced in leaps and bounds. The ability to harness bioreactors, combustion- and steam-powered engines has cut the costs and time of air travel to fractions of what they were in the prior era of dirigibles and balloons.

While each source provides thrust differently, all engines require maintenance and some form of sustenance. These needs are represented numerically by the resupply cost, which must be paid before every departure. Remember that this cost is per engine. It is also important for travelers to remember that the availability of resources may vary over



PULSE AIRSHIP

time and with locale. Sylvan Hollow, for example, is an unlikely place to find slaves or "recruit" those with bioreactors (page 161).

All engines increase the speed of a ship by 1; engines of larger airships will require greater hardpoints and more crew to man them.

CHART 2.2: ENGINE SIZES & COSTS

Type	Forge Hours	Crew:Engine	Hard Points	Resupply
Scout	4	1 : 3	1	₦15
Corvette	6	1 : 2	2	₦30
Frigate	8	1	3	₦45
Galleon	10	2 : 1	4	₦60
Dreadnought	12	3 : 1	5	₦75

PROPULSION TYPES

Bioreactor: Bioreactor mutants are typically unwilling biomod patients, cursed from the day of their operation to be used as property. Should they somehow obtain freedom, they'll live the remainder of their days constantly on alert for opportunistic bounty hunters. In nearly all cases where an airship is powered by a bioreactor, the mutant is a slave held captive in the engine rooms where they are fettered to a number of excruciating devices that pump their body's tremendous amounts of energy into the ship's engines. While keeping them alive costs little more than the average person, high demand and rarity prop up their lofty price tag in the slave market.

Combustion: Combustion engines are a new frontier for the craftsmen of this age and the fiercest competitor against the steam engine. These machines burn combustible slime harvested from creatures known as exotherms. These engines are very powerful and require less fuel than their steam counterpart, but the danger of the extraction process keeps costs approximately the same.

Man-Powered: A group of people (typically slaves) work a wheel, pumps, levers, or other mechanikal devices to power the engines. While slaves are much cheaper to care for, some more "honorable" captains hire paid crewmembers to man the rows.

Sails: Sails are the most basic form of propulsion, but rare among military-grade vessels. They require no fuel and are easy to repair or replace, but put speed in the hands of chance. Weak winds afford the ship half speed, steady winds grant normal speed, and strong winds push the airship at one and half times normal speed. This is, of course, if the wind is at its back.

Steam Propulsion: Steam engines function by boiling water and forcing the pressurized steam through a turbine. It is a simple and very stable system that produces a considerable amount of power. Some systems replace combustible materials like wood with an arkänist or two, but constantly producing flames is a tiresome process that can burn out the casters quickly.

ARMOR

Armor provides damage reduction (DR) for an airship and is split across three faces: top, middle, and bottom. Each face is upgraded independently. The first point of armor on each face requires 1 hardpoint. The forge hour and mass cost are both equal to 1 × the ship size rating (1 for Scouts, up to 5 for Dreadnoughts). Each armor upgrade after the first has no hardpoint requirement, but the mass and forge hour requirements remain.

HEALTH

It is possible to reinforce an airship and increase its health by 5. The first upgrade requires 1 hardpoint. The forge hour cost is 2 × the ship size rating (1 for Scouts, up to 5 for Dreadnoughts). Each health upgrade after the first has no hardpoint requirement, but the forge hour requirement remains.

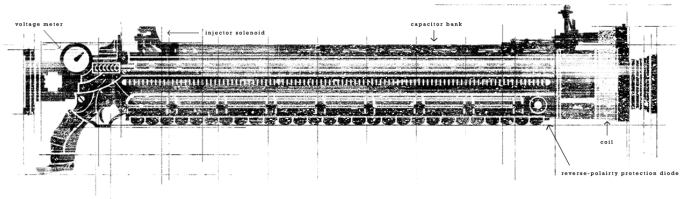
FOLTZMAN CAM, VOL. II-B: WEAPON SYSTEMS

It is easy to presume that because airships float high above the muck and drudgery of mundane life, they are free of its many dangers. This is entirely erroneous. Airships are frequently beleaguered by bandits and flying beasts. For these reasons and more, mankind has devised a variety of weaponry (both mundane and arkäne) for use in the defense (or assault) of an airship.

BATTERY & WEAPON TYPES

A gun battery is a ranged armament attached to an airship hardpoint. Below are the different types of base battery systems that can be installed on an airship. They typically deal damage, have a default range of 50 yards, and a default firing radius of ninety degrees. They are attached to one of the four faces of the airship: port, starboard, fore, or aft. There is no limit to the number of batteries per face. Firing radii are explained in greater detail within the highly recommended Commander's Guide, authored by the legendary Admiral Sorvus (page 186). Each battery attached to the Airship incurs a resupply cost of 20 Notes.

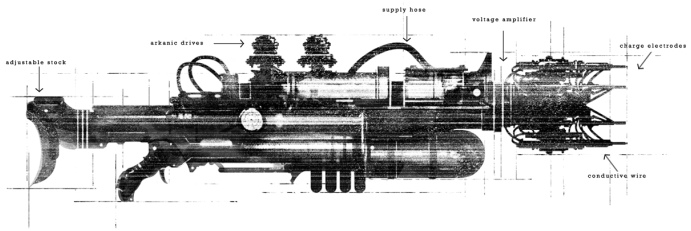
CANNON



FH: 3	Crew: 1	Hardpoints: 1	Mass: 2	Damage: 2d6

Cannons are the most common battery type. They deal damage and nothing more.

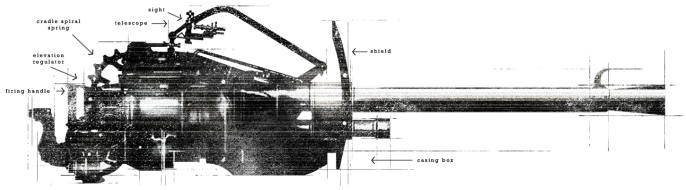
CHARGE CANNON



FH: 6	Crew: 2	Hardpoints: 2	Mass: 2	Damage: None

When successful, this disrupts 1 component for 1d4 rounds.

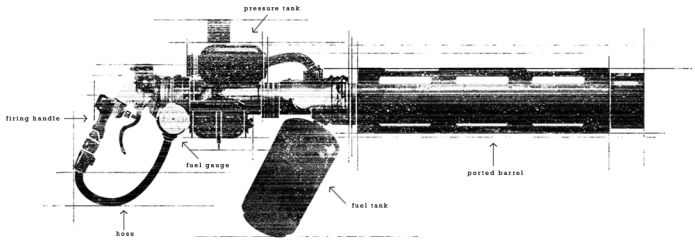
FLAK CANNON



FH: 6	Crew: 2	Hardpoints: 2	Mass: 4	Damage: None

Flak weapons fire explosive rounds that explode on contact, damaging a single component. Flak cannons cannot break components.

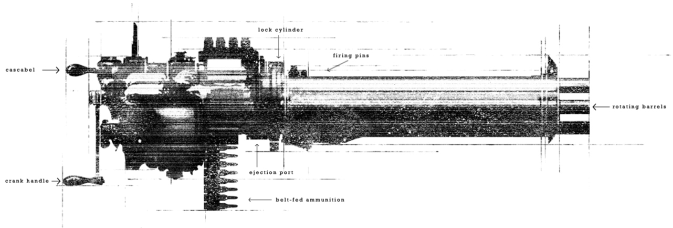
FLAMETONGUE



FH: 5	Crew: 2	Hardpoints: 2	Mass: 3	Damage: 1d6

A flammable liquid is ejected at high velocity to spew a gout of flame at opposing airships. Successful strikes starts an intensity 1 fire within a component on the target ship. Damage and range cannot be increased, but the intensity can be increased for 4 FH, 1 hardpoint, and 1 mass. Successful attacks against a striker squadron ignite a number of strikers equal to the fire's intensity.

FLECHETTE



FH: 5	Crew: 3	Hardpoints: 3	Mass: 3	Damage: None

Flechette launchers are designed to pierce only deep enough to kill sailors in the tightly enclosed spaces of an airship. Successful strikes kill 2 crewmen. The flechette can kill 1 additional crewmember for 4FH and 1 mass.

HARPOON

FH: 8	Crew: 2	Hardpoints: 2	Mass: 4	Damage: 1d6

Most commonly found on raider or interceptor-style military vessels, harpoon batteries are sued to lock down other ships so that they may be boarded. After a successful harpoon shot, the target airship can be reeled in 25 yards per round, including the round on which the attack was made. Once the two airships are alongside one another, they are locked. Boarding actions may now take place, and neither can move until they are unlocked. Harpoon batteries cannot break components, but can still damage them.

A harpoon cannot be fired a second time until the first set of harpoons are removed from the target. There are 2 methods: the attacker may make an attack order to sever the old harpoons and reload, which requires a full turn to perform; or the target of the harpoon may order 6 crewmen to dislodge the harpoons. A harpoon battery may be upgraded once for 4 FH and increasing the crew requirement to 4. With the upgrade, enemy airships may be reeled in 50 yards per turn, and an enemy ship requires 8 crewmen to remove the harpoons.

RAMS

FH: 2	Crew: 0	Hardpoints: 2	Mass: 3	Damage: N/A

Rams reinforce an airship's prow, reducing damage received by half while ramming another airship, and ignores the target's DR.

SIGILS

FH: 4	Crew: 0	Hardpoints: 1	Mass: 1	Damage: N/A

Sigils are a byproduct of rigorous study of the ark-drive. These glass spheres are framed by delicated, runed copper lattices with a small portal through which users may enter. They serve to enhance the latent powers of arkänists and psykics, but can only operate when connected to an active ark-drive.

The range within a sigil is 50 yards, plus another 25 yards for every 2 ranks in the user's Intelligence for casting, or Willpower for channeling. Their range multiplier can be increased by 1 for 1 SP. Spells and sleights cast from a sigil still require the performer to succeed on their arkäna or psy check, and only one spell or sleight may be performed per round. Failure on arkäna still applies the same penalties as standard casting, and arkänists may still overcast. Failure for psy earns 1 *fatigue* for strain checks 10 and below; failed strain checks above 10 UC earn the psykic 2 *fatigue*. Spells and sleights cast from a sigil may not be aided.

WEAPON UPGRADES

COAXIAL ROTORS

The gun battery can now fire in a 180-degree cone. The more agile battery sacrifices 2 points of damage, however. This costs 3 forge hours. Cannot be combined with Fixed Barrels.

DAMAGE

Damage can only be upgraded on weapons that deal damage by default, and can be done in 2 ways. The first is to simply increase the damage by 1 point, at a cost of 1 forge hours and 1 mass. This will increase the crew requirements by 1 for every 5 points of static damage dealt. Alternatively, for the bold captains, they may save up their forge hours to implement a more erratic yet powerful weapon upgrade to add 1d6 to the damage. This costs 3 Forge Hours and 2 mass. This will increase the crew requirements by 1 for each d6 added to the damage.

FIXED BARRELS

The gun battery is installed in a fixed frame for 3 forge hours, enhancing stability and allowing for more powerful projectiles while sacrificing maneuverability. Fixed gun batteries fire in a straight line, but deal an additional 2 points of damage. Cannot be combined with Coaxial Rotors.

RANGE INCREMENT

The range can be increased at a rate of 25 yards per 2 forge hours.

FOLTZMAN CAM, VOL. II-C: ANCILLARY COMPONENTS

This section of Volume II delineates the many supporting components currently on the production lines. This envelopes everything from the crew quarters to hangars.

The following ancillary components are listed in alphabetical order. Beside their name is a list of construction requirements. They are **Forge Hours** (**FH**), **Hardpoints**, and **Mass**. Crew requirements are listed in the description, or alongside any unique orders, a component may provide. Lastly, each component has a description of how its functionality decreases when *damaged*. When a component is *broken*, all crew inside are killed and the component no longer functions at all.

ARMORY

FH: 6	Crew: 1	Hardpoints: 1	Mass: 1	Resupply: ₦10

All troop armaments are securely stored here, and tracked by a single crewman. Each armory aboard a ship reduces the chances of a mutiny by permitting the captain to fail a Mutiny Check once before a mutiny breaks out on the ship.

Damaged: No longer provides the additional mutiny check bonus to the captain.

	Mutiny Check	2nd Check	3rd Check
No Armory	1d10	1d10+1	1d10+2
1 Armory	1d10	1d10+2	1d10+4
2+ Armories	1d10	1d10+3	1d10+6

EXAMPLE

CARGO BAY

FH: 6	Crew: 1	Hardpoints: 5	Mass: 0	Resupply: ₦0

A ubiquitous space aboard airships, cargo bays are used to store anything and everything, but the most common occupants are livestock, foodstuffs, and other tradable goods. 1 crewmember will be assigned to ensure security of a cargo bay's contents whenever it is in use. Each cargo bay has 100 Storage Units (SU). For every 20 storage units used, it adds 1 mass to the airship's current mass. Some items one might find in a cargo hold include:

1 SU: 1 week's rations (per person), a 1-handed weapon, shields, etc.

2 SU: a 2-handed weapon, armor set, small creatures (i.e. putrefact, exotherm, miltebrade), etc.

5 SU: Medium creatures (i.e. Feneryans, dellsit), etc.

10 SU: Airship weapons, large creatures (i.e. horrortank), etc.

The standard rate for transporting goods is 5 Notes per storage unit. Other deals can be made for more Notes or possibly forge hours. For cargo incapable of autonomous movement, a number of men equal to the storage space taken are required. (i.e., it takes 10 people to load/unload an airship weapon). For autonomous cargo, 1 is required (i.e. when unloading livestock).

Damaged: Cut space in half. Items in the affected half are now also broken and worth half price. Any items may be repaired to regain value, but livestock can only be culled for the meat.

ACQUIRING CARGO

The captain, or any officer, may go out on the town to advertise for their ship with a Diplomacy check. They can acquire a contract for storage units equal to twice the result of the dice, but they may not obtain more cargo than their ship has room to store. The officer may attempt this twice a day for two days. If they wait any longer, customers may take their business elsewhere for expediency's sake.

Increasing the fee for storage units is an additional Diplomacy check; the UC is 5 per note increase desired. When bartering with a customer with access to forge hours, you may ask for forge hours instead of Notes. You will earn 1 forge hour for every 10 storage units used. Bartering for a higher rate is twice as difficult.

CREW QUARTERS

FH: 4	Crew: 0	Hardpoints: 1	Mass: 2	Resupply: ₦10

Crew quarters are rarely glamorous, but they contain all the essentials for 20 crewmembers to bunk up. This includes rations for all residents for 1 week. A ship's crew total cannot exceed the number supported by Crew Quarters. No manning is required.

Damaged: Crew capacity is reduced to half. If occupied when *damaged*, half are incapacitated. If occupied when *broken*, half of the occupants are now killed.

EMERGENCY BALLOONS

FH: 2	Crew: 0	Hardpoints: 1	Mass: 1	Resupply: ₦15

In the event that an airship's drive is incapable of supporting the total mass, emergency balloons can be deployed to prevent uncontrolled descent. Once activated, the balloons increase the ship's max mass by +10.

Damaged: The balloons are compromised and losing ballast; their effect will only last 2 rounds.

ACTIONS

Activate Balloons: Emergency Balloons can be activated at any time by assigning 4 crew to deploy them.

HANGARS

FH: 8	Crew: 0	Hardpoints: 5	Mass: 5	Resupply: ₦0

Hangars house an airship's striker squadrons. A basic hangar is large enough to store a squadron of 4 strikers and may be expanded. These cannot be attached to anything smaller than a Galleon. A hangar cannot support more than 8 strikers. If all ark-drives of the airship are broken, any airborne strikers enter freefall, plummeting 50 yards each round.

Damaged: Can only deploy and dock half the total number of strikers. If any strikers are present when a hangar is damaged or broken, they suffer the same effect.

ACTIONS

Deploy/Dock Strikers: Every striker requires 1 crewmember to act as pilot. Deploying a squadron requires 1 crewmember for every 2 strikers being deployed. Any strikers that are ablaze while docking are extinguished.

UPGRADE

Hangars can support an additional striker and larger squadron deployments. This costs 2 forge hours, 1 hardpoints, 1 mass, and 1 crewmember to pilot the craft.

MACHINE SHOP

FH: 12	Crew: 1	Hardpoints: 3	Mass: 4	Resupply: ₦15

A machine shop serves to expedite structural repairs and rearm striker squadrons. In addition, a ship must have a machine shop in order to make systematic repairs without the use of a city forge. Both actions fall under the purview of the chief engineer. The machine shop is manned at all times by 1 crewmember who keeps the shop organized for others to perform repairs and resupplies efficiently.

Damaged: Can only perform systematic repairs on itself.

ACTIONS

Systematic Repair: Repairing *damaged* components takes a number of rounds equal to its forge hours. *Broken* components require an hour per forge hour of the component. Assigning more crewmen to the task will accelerate the process.

Striker Resupply: It costs 50 Notes to resupply a striker. A machine shop can resupply all strikers in a single hangar per round. This requires 1 crewman per 2 strikers being resupplied that round.

MESS HALL

FH: 8	Crew: 2	Hardpoints: 3	Mass: 2	Resupply: ₦2

Mess halls cater to the legions of hungry crewmen and provide them with a social space when they are not working. +1 morale recovery per day and 15 Notes. It provides +2 morale recovery per day. 2 Crewmen serve as cooks whenever out of combat, preparing meals and serving their colleagues. Resupplying a mess hall is equal to the base resupply cost times the number of crewmen on the ship.

Damaged: The mess hall only provides +1 morale bonus per day.

PASSENGER BILLETS

FH: 6+	Crew: 2	Hardpoints: 5	Mass: 5	Resupply: Varies

Each passenger billet may support only 1 of the 3 seating types: basic, comfortable, and lavish. If selected, comfortable seating requires 1 additional forge hour, while lavish requires 2 additional forge hours. Each seating type attracts a certain clientele, each paying different rates for the trip. Resupplying a passenger billet is equal to the comfort level times the number of filled seats times the trip's duration in hours (Comfort Level × Filled Seats × Trip Hours). See Common Travel Routes & Costs (page 172) for distances between major cities.

Comfort Level	Seats	Standard Rate Per Passenger
1 Basic	10	₦1 per 2 Miles
2 Comfortable	7	₦2 per Mile
3 Lavish	5	₦3 per Mile

Damaged: Only half the space is available. If passengers are present when damaged, they are treated like incapacitated crew. If the section is broken with passengers present, they are killed.

ACQUIRING PASSENGERS

The captain, or any officer, may go out on the town to advertise for their ship twice a day for two days with a Diplomacy check. The difficulty depends on the clientele they seek. They can acquire a contract for basic billets equal to twice the result of the Diplomacy check; for comfortable billets, they can acquire customers equal to the results; and for lavish patrons, they may acquire no more than half the results of the Diplomacy check. Furthermore, they may not obtain more passengers than their ship has room to carry, and the ship must have the appropriate billets. The UC may be increased by 5 to increase total billet rate by 10%. Likewise, the UC may be reduced by 5 to decrease of the total billet rate by 10%. If the crew does not depart at the end of the two days, customers may take their business elsewhere for expediency's sake.

Basic quarters consist of small, cheaply made chairs that are packed closely together to maximize profit potential. Filling these quarters is 2 UC per seat.

Comfortable passenger quarters provide more ergonomic seating. Filling these quarters is 3 UC per seat.

Lavish passenger quarters are ideal for long voyages. They eschew greater numbers of seats in order to offer passengers small private cabins. Filling these quarters is 4 UC per seat.

SICKBAY

FH: 12	Crew: 2	Hardpoints: 3	Mass: 2	Resupply: ₦5

After combat, wounded crewmembers are carried to the sick bay for treatment. As the sickbay has only 10 beds for the injured, it is best to prioritize the dying crewmembers, as any not being treated by the end of combat will die. After 48 hours of treatment, dying crewmembers are now considered incapacitated. After 48 hours of treatment, incapacitated crewmen can return to active duty. Resupplying a sickbay is equal to the base resupply cost times the number of crew being treated.

Damaged: If patients are present when damaged, they are incapacitated; if they are present when it is broken, they are killed.

FOLTZMAN CAM, VOL. III: STRIKERS

Micro-wells are an extremely useful and a relatively new addition to the slowly growing collection of arkänik devices. Following in the footsteps of the Mad Mechanik, the inventor of this device remains nameless despite completely altering the rules of aerial combat and exploration a meager three decades after the drive itself. These devices resonate with an ark-drive's gravitational frequency, creating miniature fields. This allows for craft even smaller than scouts, called strikers, to traverse outside the ark-drive's field a great distance while still benefiting from its magic. Micro-wells only provide their benefit once a striker has exited the ark-drive's sphere of influence, meaning that they do not increase an airship's maximum mass capacity, and they are wholly dependent upon a functioning ark-drive. If all ark-drives of the supporting airship are broken, all strikers enter freefall, plummeting 50 yards each round.

The compact design allows for strikers' superior maneuverability compared to their larger counterparts. Their range is dictated by the supporting ark-drive, with larger drives granting a greater range of mobility. This distance is 100 yards multiplied by the drive's size category. Thus, a corvette-sized drive grants strikers a range of 200 yards and a dreadnought-sized drive permits a range of 500 yards.

Strikers require a nearby hangar with a functioning machine shop to resupply them after they deliver their payload(s). Although a single striker is considerably weaker than any proper airship, an elite squadron of strikers can deal devastating blows against an unprepared opponent and flee to safety before a counterattack is mustered.

It is possible to individually command and direct every striker on the battlefield, but commanders have found it more efficient to group strikers into squadrons according to type. Strikers can be arranged into squadrons of 2 to 10, and it is highly recommended that they are designed and upgraded in unison.

STRIKER CREATION

There are 3 types of strikers: bombers, fighters, and transports. All strikers comprising a squadron must be of the same type, and it is highly recommended that each one is designed with the same values to simplify stat tracking and keep gameplay smooth. It is also recommended to upgrade all strikers in a single squadron at the same time.

All strikers and squadrons have a size rating of 1, the same as a scout-class. All strikers possess 5 health and a maximum payload of 1. Maximum range, speed, and armor vary according to a striker's class, and everything except health can be upgraded. Note that ranges for strikers are maximum: they cannot attack targets beyond this. Speed and armor have a unique relationship, which is determined by the striker's armor penalty. Whenever the striker's armor reaches an increment of the armor penalty, its speed decreases by 1.

BOMBERS

FH: 6	Speed: 2	Max Range: 25 yards	Damage: 1d6
Armor: 2	Armor Penalty: 4		

Burdened with heavy ordnance, bombers deliver significant damage to enemy airships, but cannot attack other strikers. They can only target the top armor of airships.

Special Munitions: Before bombers leave the hangar, they can choose to load one of the following special munitions: charge, flak, flame or flechette. Every time a bomber deploys a special payload, they increase their resupply cost by 10. All changes to range (to a minimum of 25 yds), damage, and effects that apply to airship batteries apply to these bombs.

FIGHTERS

FH: 5	Speed: 6	Max Range: 50 yards	Damage: 1d6
Armor: 2	Armor Penalty: 2		

Fighters are the primary platform for air superiority and escort operations. They come factory-direct with a large engine, a micro-well, and a single cannon at 3 FH per strikers.

Burst Fire: When attacking other striker squadrons, fighters may make two attacks per payload instead of one.

TRANSPORTS

FH: 4	Speed: 4	Max Range: 25 yards	Damage: 1d6
Armor: 2	Armor Penalty: 3		

Able to transport men and materials where they are needed, but has very light armaments to defend itself. Holds 25 storage units or 5 passengers. Transports are the only type of striker capable of supporting a harpoon battery. They can only field 1 harpoon battery, it cannot be upgraded, and requires 1 forge hour to install.

Elusive: Gain 2 ranks instead of 1 to evade for each square moved.

STRIKER UPGRADES

DAMAGE

2 Forge Hours per +1 Damage 6 Forge Hours per +1d6 Damage Maximum Damage: 3d6+3

The smaller frame and limit of one crewman (the pilot) manipulating the cannon makes adding weapons a poor choice.

ARMOR

4 Forge Hours per 1 Armor

Every point of armor reduces damage received by 1.

ATTACK RANGE

2 Forge Hour per 25 yards

Strikers may increase their attack range up to a maximum of twice the original maximum range. It is important to remember that a striker cannot strike targets beyond this range.

PAYLOAD

6 Forge Hours per 1 Attack Run

The size of strikers also results in limited ordinance. Each striker is manufactured to hold a single payload. Additional upgrades increase its capacity to a maximum of 5 payloads.

SPEED

2 Forge Hours per 1 Speed

Every point in speed allows the striker to move 25 yards per turn. Like airships, speed for strikers caps at 10. Note whenever the striker's armor meets or exceeds an increment of its armor penalty, speed is decreased by 1.

STORAGE CAPACITY

4 Forge Hours 25 Storage Units

For transports only. Striker storage capacity can be upgraded by 25 storage units (equivalent to 5 passengers). A striker's storage capacity is capped at 100 storage units (20 passengers).

FUN FOLTZ FACT!

The first strike craft used were single-man gliders. Stealthier or faster vessels would position themselves above and behind their target so that a team of strikers could dive right off the side or bow and swiftly subdue any resistance. Some attempts were also made to use them as makeshift bombers, though success was mixed.

COMPONENTS QUICKSHEET

ARK-DRIVE SPECIFICATIONS

Type	FH	Crew	HP	Mass	Restocking Fee
Scout	3	2	2	30	₦0
Corvette	12	3	3	60	₦0
Frigate	18	4	4	90	₦0
Galleon	24	6	5	120	₦0
Dreadnought	30	8	6	150	₦0

ENGINE SPECIFICATIONS

Type	FH	Crew	HP	Mass	Restocking Fee
Scout	2	1:3	1	N/A	₦15
Corvette	4	1:2	2	N/A	₦30
Frigate	6	1	3	N/A	₦45
Galleon	8	2:1	4	N/A	₦60
Dreadnought	10	3:1	5	N/A	₦75

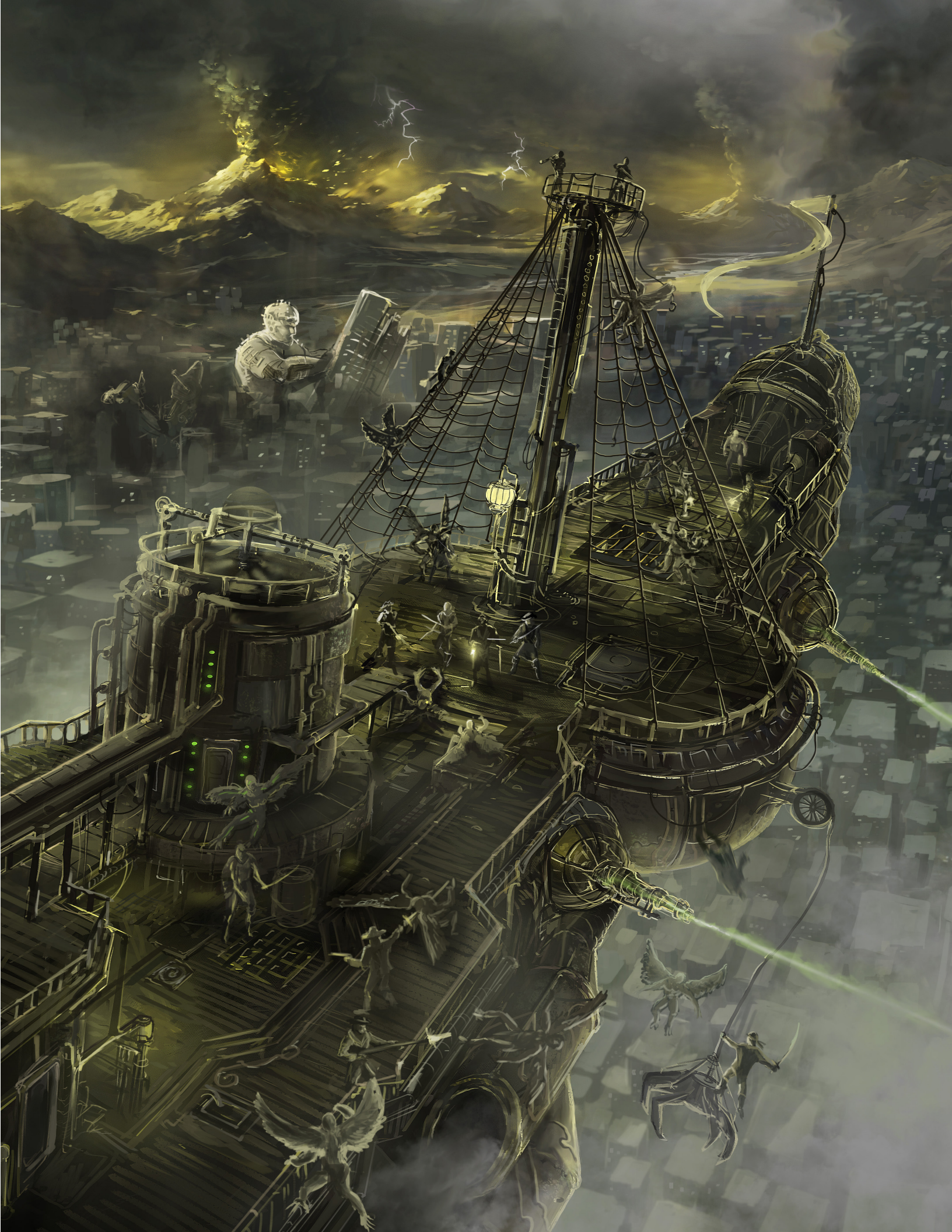
WEAPON COMPONENTS

Type	FH	Crew	HP	Mass	Restocking Fee
Battery	6	1	1	2	₦10
Static Damage	2	1:5	0	1	₦5
1d6 Damage	6	1:1	0	4	₦15
Coaxial Rotors	6	0	0	0	₦0
Fixed Barrels	6	0	0	0	₦0
Electric	4	1	0	0	₦10
Fire	8	1	0	0	₦20
Flak	8	0	1	0	₦15
Harpoon	6	1	0	0	₦10
Ram	2	0	2	3	₦30
Sigil	8	0	1	1	₦50

AIRSHIP COMPONENTS

Type	FH	Crew	HP	Mass	Restocking Fee
Armory	4	1	1	1	₦10 per Board Action
Cargo Bay	6	1	5	0	₦0
Crew Quarters	6	0	1	2	₦10
Emergency Balloons	2	2	1	1	₦15
Hangar	6	3	6	3	₦0
Machine Shop	12	3	3	5	₦20 × Number of Repairs
Mess Hall	8	2	3	2	₦30
Passenger Bay	6	2	5	5	₦0
Sickbay	12	2	3	2	₦2 × Crew Recovered





A COMMANDER'S GUIDE:
AIRSHIP CREW, COMBAT & CONDITIONS

"The author of this, the quintessential airship Commander's guide, is a renowned captain of exceptional skill. Retired Admiral Jandal Sorvus began his epic career as a shipswain, fixing sails at the dawn of the Arkänik Era on a merchant vessel, the L.V. Bond of Man. He eventually went on to captain his own airship as a self-employed merchant aboard the P.V. Sevarossa before the Iron Lord himself consigned the ship to service in the Pulse Navy. He quite literally soared through the ranks due to a quick wit and keen eye. Now he turns to you, the aspiring captain, to share his vast wealth of knowledge that you might also leave your mark in the firmament of Feneryss."

—Editor's Preamble, A Commander's Guide

OFFICERS & CREW

It is common knowledge that we sailors regularly refer to our ships as though they are living creatures, to be tended, loved, and protected. This is not by chance nor coincidence; this is because they are alive, and we are its lifeblood. At its heart stand arrayed the officer cadre. These brave men and women keep her alive and running by guiding the crew through their every trial. They course eager and determined, or timid and afraid, following the rhythm of the cadre. There are many duties each sailor must attend to, but it all ultimately boils down to perpetuating a strong and steady pulse. If you recollect naught but one lesson, it should be this.

So how do we maintain a vigorous heartbeat? First, we establish a stout **cadre** of officers. They are led by the ship captain. At his beck and call are the chief engineer, helmsman, gunnery master, master-at-arms, sigil master, and squadron ace. There is only ever one of each officer active aboard a ship at any given time. It is not necessary for every airship to possess each of these officers, but it is necessary for a commander to know well and truly the potential of each: it is as likely as not that your enemies will have them at their behest.

The **captain**'s job is to see the ship and all its sailors back to port. He does so with **Charisma** and **Command**, giving orders for movement, attack, and various other duties. But he must never let the heart stop, nor the blood cease its current. To this end, he bolsters the morale of his crew or suffers their collective malus. He can give all Standard Orders and makes any skill checks for the ship not being managed by one of his cadre.

The **chief engineer** oversees maintenance and repair of the ship's entirety. Engines, ark-drives, and even machine shops fall into their purview. A good chief engineer is **Intelligent** and well-studied in **Craft (Mechaniks)**. They are responsible for all repair and firefighting checks.

A **gunnery master** supervises the sailors manning the gun batteries and feeds them targeting data. Experienced gunnies are highly **Perceptive** creatures capable of easily gauging trajectories for long-range **Ballistics**. If the strongest defense is a superior offense, a battle-hardened gunnery master is the ultimate defense. He issues a variety of attack orders and handles all gun battery attack rolls.

The **helmsman** is oft undervalued and overlooked by a crew, but a veteran spokespinner is worth thrice their weight in water. Keen **Perception** is essential to **Piloting** these flying beasts. Great helmsmen are a rarity, and cannot be overstated. I owe my liberty of breath to more than one of their breed. It should go without saying, but the helmsman is responsible for all ship movement, and any checks related to such activity.

A **master-at-arms** is a soldier of the bravest ilk, daring combat with his troop in the tight confines of an airship. Similar to his shipborne counterpart, he needs **Charisma** to **Command** his fellow warriors and acts as a force multiplier for his men through study of tactics and techniques. He issues Troop Actions and performs any checks on the troop's behalf.

Sigil masters are a recent addition to the cadre, making their seminal appearance alongside the Lanisian sigil. While sigils are usable by any **Psykic** or **Arkänist**, detailed study and comprehension of this arkänik device further complement a sigil master's inherent potency.

The **squadron ace** completes the cadre. Like the master-at-arms, they lead from the front, joining their men in a striker squad. Manual **Agility** is essential to **Operate** these vessels and earn this prestigious position. They command and make all checks related to the ship's strikers.

HIRING OFFICERS

If a captain finds his or herself lacking bridge personnel, it is possible to recruit a cadre. Officers with the essential training (2 ranks in their primary stat and primary skill and 1 rank in the appropriate talent) can be hired for 100 Notes, and an additional 70 Notes when resupplying. More experienced officers come with a heftier price tag. 100 Notes will cover 1 additional rank in their primary stat; this also increases the resupply cost by 5 Notes will pay for an additional rank in their relevant combat or Non-Combat Skill, and increase resupply cost by 1. If a hired officer dies, morale decreases by 4. If morale drops below 0 and the crew mutinies, the hired officer is not treated as crew but remains with the rest of the cadre.

HIRING CREW

The men and women of the cadre, while vital, are about as helpful as a mug with no bottom if they lack a trustworthy crew to man the guns, make repairs, and so forth. A crew possesses 6 crew stats: **Aim, Repair, Operate (Airship), Operate (Striker), Combat, and Discipline**. Aim governs your crew's ability to fire gun batteries with accuracy; Repair is self-explanatory: it measures their skill to unbreak delicate machinery; Operate (Airship) governs a helmsman's ability to maneuver a ship through enemy fire; Operate (Striker) is their aptitude with striker weaponry; Combat represents their competence in troop actions, and increases lethality; lastly, Discipline represents their resilience to the hardships of sailing, and improves ship morale. Every point in Aim, Repair, or Operate adds a static bonus to all checks of that particular type made by the officer cadre. Points in Combat add a static bonus to damage in troop combat. Finally, Discipline increases the crew's starting morale by 1 per point purchased.

A ragtag crew with 0's in all crew stats will run a captain 10 Notes per head and an additional 30 Notes when resupplying. It is their ship, and if they want to run a crew of unskilled laborers they may. However, they will not be the first, nor the last, to learn a simple lesson: when it comes to a crew, you get what you pay for. Of course, experience comes at a cost. To upgrade any 1 stat for the entire crew, the price tag per crewmember goes up 5 Notes. A worthy investment for any commander that would rather his bicorne perch upon his head and not his headstone.

MORALE & MUTINY

An airship's success, however, is not based solely on skill— it also requires loyalty and discipline. A crew's **Morale rating** is 5 times the captain's Command skill, implying that a more capable commander can evoke greater loyalty in his men. A crew's morale at the beginning of an expedition is equal to the Morale rating, plus the Discipline crew stat, and possibly reduced by various situations: insufficient rest periods, recent combat, and supply shortages are common culprits.

Morale is as the wind and water, in constant flux. It dwindles in the face of harsh weather, loss of friends, and other random misfortunes. It surges with combat victories, successful missions, and other uplifting moments. For every 5 points above, all actions benefit from a +1 bonus. A skilled captain is constantly aware of the ship's mood because an unhappy crew is a dangerous crew.

They're dangerous because an unhappy crew is likely to **mutiny**. When morale reaches or dips below 0, the captain must roll a 1d10. If the value on the die is equal to or less than the captain's Command skill the crew yet holds together. The mutiny die gains a +1 to its result for each consecutive round morale is at or below 0. If the result exceeds the captain's Command skill then the sailors mutiny and the officer cadre must fend them off in combat, or surrender. Should they happen to mutiny in the middle of a defensive boarding action and the captain or master-at-arms is unable to keep the defenders in line, the crew surrenders to the attackers. Only the cadre then stands between the ship and total loss of control. Mutinous crewmembers are controlled by the GM.

A captain can end a mutiny by making a Command check, and rolling equal to or greater than half the total morale lost thus far. This may be performed once per round if the captain has not already surrendered or been overwhelmed by the crew's assault. After a full 24 hours have passed without any reductions in morale, a captain may attempt to restore some of what has been lost. To **bolster morale**, roll a Command check and add the results on the dice to current morale. Bolstering morale cannot increase morale beyond the sum of the captain's morale rating and crew Discipline. This may be performed once every 24 hours, though it is much easier to assuage sailors with a warm bed and city comforts. Eight continuous hours of rest at port are sufficient to reinvigorate even the most sullen sky jockeys or give a captain sufficient time to find replacements. Failing that, a captain may restore 5 points of morale for every two hours of continuous rest away or at port.

MORALE PENALTIES		MORALE BONUSES	
Ark-Drive Destroyed	-8	Victory	+8
Meager Pay (per resupply)	-5	Capture Enemy Ship	+6
Undead on Board	-4	1.5x Pay (per resupply)	+5
½ Rations (per day)	-3	Destroy Enemy Ship	+4
Friendly Ship Destroyed	-3	Double Rations (per day)	+3
4 Dead Crewmembers	-1	Destroy Enemy Ark-Drive	+2

Active crew will perform tasks as instructed by the captain and his cadre from the bridge. Certain orders, such as firing the ship's gun batteries or repairing the engines, will require a certain number of crewmembers to be executed effectively while other tasks have no minimum and are more efficient depending on the number of sailors assigned. Since each crewmember can only perform a single duty per round, a captain must become clever in the management of his shiphands.

Many jobs will be unsafe, or performed in unsafe conditions. We all murmur the prayer, "*Save our ship and safeguard our souls*," but inevitably we all are lost, and every vessel must come to rest. Every sailor will be challenged by battle and the sky itself. Many of these malignancies are not inherently lethal and will merely **incapacitate** the crew, leaving them unable to fulfill their duties. They will recover given enough time. This is typically 48 hours, but more severe causes may prolong suffering.

Death is a stowaway aboard every airship. It is a safe assumption that a career in the skies will kill you, especially a military one. Many weapons are designed to pierce armor for the sole purpose of killing a man. *Dying* men can be saved by a well-stocked medbay, but there is a limit to medicine and miracles; saving them all is nothing but a dream. A wise captain never forgets this fact, and an honorable captain never forgets the fallen.

COMBAT OVERVIEW

STEP 1: ROLL INITIATIVE

To begin, all combatant airships will roll initiative. An airship's initiative rating is the sum of the ship's speed and the captain's Perception. The formation with the highest total initiative earns the chance to strike first.

STEP 2: ISSUE ORDERS

On their turn, airship captains and any officers may give Orders, which is any action that allocates crew or officers to a particular task for a round. Some Orders can only be given once per round, while others have no limit. The only restriction to the quantity of issued Orders is having enough manpower to satisfy them.

There are Standard Orders, which are common practices aboard all airships, and familiar activities for sailors and cadre. Captains may issue a Standard Order in place of an officer only if his bridge lacks said officer. That said, he cannot operate a sigil or a striker while filling his role as captain. His rating for issuing another officer's orders is the sum of his Charisma and relevant skill (i.e. Operate (Airship) for helmsman, Mechaniks for chief engineer, etc.). This also requires 1 crewmember to physically fill the missing officer's functions.

Special Orders require officer training (Airship Talents, page 139), but provide unique tactical advantages and maneuvers. Only one Special Order may be given per officer per turn, they must be filling that particular role this round, and it must be declared prior to making the check, when one is required. Orders may be issued in any sequence, and the captain has the power to veto or alter any order given by a subordinate officer. Standard Orders begin on the following page.

STEP 3: END OF COMBAT

Combat will continue until there stands a clear victor. Victory conditions include but are not limited to, destroying all opposing airships, routing the enemy formation, or eliciting a surrender. At the end of combat, if the airship is equipped with a machine shop, the crew should start repairs on any *broken* components.

Wounded crewmembers are carried to the sick bay for treatment. A sickbay has only 10 beds for the injured, so it is best to prioritize the

dying crewmembers, as any dying crew not receiving treatment after combat will die. After 48 hours of treatment, dying crewmembers are now considered incapacitated. After 48 hours of treatment, incapacitated crewmen can return to active duty. This healing process costs 4 Nts. times the number of recovering crewmembers.

END OF COMBAT

CREW LOSSES & HEALING

If an airship has a sickbay on board, it is recommended to fill it with any *dying* crewmembers. All *dying* crewmembers that can't be moved to a sickbay will perish. Even if they make it to a sickbay, any dying crewmembers will still jump the mortal balustrade if there are not enough crew to man the sickbay, or at the very least an officer with ranks in the Medicine skill to take their place. If manned, the sickbay will save all dying crewmembers in its beds, and they will become incapacitated. Recovering from *incapacitated* takes 48 hours. Removing crew from the sickbay will delay this process, and incapacitated crewmembers cannot perform any tasks that require a roll, such as manning gun batteries or piloting strikers. They can still perform other activities, such as firefighting or manning a compartment.

REPAIRS

Repairing any components will require a machine shop. Merely *damaged* components will require 10 minutes per forge hour. This can be accelerated with additional crew, to a minimum of 10 minutes. *Broken* components and armor require an hour per forge hour to be completely restored. Assigning more crew to systematic repairs will accelerate the process. For example, repairing another machine shop that is damaged takes 6 hours for 1 man, 2 hours for 3 men, and 1 for 6.

STANDARD ORDERS

CAPTAIN

BOLSTER MORALE

To **bolster morale**, roll a Command check and add the results on the dice to current morale. Bolstering morale cannot increase morale beyond the sum of the captain's morale rating and crew Discipline. This may be performed once every 24 hours, though it is much easier to assuage sailors with a warm bed and city comforts. Eight continuous hours of rest at port are sufficient to reinvigorate even the most sullen sky jockeys or give a captain sufficient time to find replacements. Failing that, a captain may restore 5 points of morale for every two hours of continuous rest away or at port.

END MUTINY

A captain can end a mutiny by making a Command check, and rolling equal to or greater than half the total morale lost thus far. This may be performed once per round if the captain has not already surrendered or been overwhelmed by the crew's assault. After a full 24 hours have passed without any reductions in morale, a captain may attempt to restore some of what has been lost.

CHIEF ENGINEER

STRUCTURAL REPAIR

Structural repairs restore 1d4 health per crewmember assigned. The chief engineer may assign a number of crew equal to their ranks in the Chief Engineer talent per round. Captains may substitute with ranks in the Captain talent.

SYSTEMATIC REPAIR

A functioning machine shop will also allow for systematic repairs: fixing damaged or *broken* components or armor. Repairing damaged components takes a number of rounds equal to its forge hour cost. This repair can be expedited by increasing the crew tasked to the job. For example, a 6FH component takes 6 rounds to repair by one crewman; 3 crewmen could repair it in 2 rounds, and 6 crewmen could repair it in just 1 round. *Broken* components and armor require an hour per forge hour, and will likely have to wait until the end of combat to start.

FIREFIGHTING

Crew can either suppress or extinguish a fire. The former requires a number of crewmembers equal to the fire's intensity and will keep it from spreading. The latter requires a number of crewmembers equal to twice the fire's intensity and will extinguish it upon the end of the turn.

DEPLOYING & DOCKING STRIKERS

For every 2 strikers, 1 crewmember is required to guide the pilots and manipulate landing equipment. Squadron range from 2 to 8 strikers. Hangars can support 4 strikers initially, and be upgraded to hold 8. Any strikers ablaze when docking are extinguished.

REARM SQUADRON

A functioning machine shop is required to rearm strikers. A single crewmember is required for every 2 strikers being rearmed in a round. A striker may not be re-armed if it landed or is departing this turn.

HELMSMAN

OPERATE: AIRSHIP

Normal: The helmsman may fly the airship forward up to a speed of 5 miles per hour (mph), multiplied by the airship's speed. Thus an airship with a speed of 5 can travel up to 25 miles per hour. When flying in reverse, airships may move at half thrust; following our previous example, an airship of 5 speed can move up to 12mph to the rear.

Combat: The helmsman may move an airship forward in a straight line up to 25 yards multiplied by its speed (i.e. an airship with 5 speed may move up to 125 yards). Airships cannot move laterally but may turn up to 45 degrees once at no cost. Turning a second time, or greater than 45 degrees expends 1 point of speed. The airship may also fly in reverse a distance equal to half your airship's forward-moving distance (i.e. 62 yards for an airship with a speed of 5). Turn costs still apply. The helmsman may drive in only one direction- forward or reverse- each round. Increasing or decreasing elevation by 25 yards requires lift and 1 speed for each 25 yards traversed.

RAMMING

Ramming is a risky maneuver, but when properly utilized it can make the difference between victory and defeat. Ramming is an Operate (Airship) check opposed by the target's helmsman. On success, damage is determined by the attacking ship's size rating, and the distance traveled. Scouts deal 2 damage per 25 yards traveled; damage increases by one per size category, up to 6 damage per 25 yards traveled for Dreadnoughts. Both ships receive this damage, which is mitigated by their middle armor. If the attacking ship has a ram constructed, then they only take half damage and ignore the target's middle armor. Successfully ramming means that the two ships are *locked*. If *locked* in this way, the victim may not remove itself or the *locked* condition. Only the attacker may do so with a full-speed reverse move action. Failure results in the attacker losing its dodge ranks from movement for 1 round.

REACTION: EVADE

If an airship is taking fire, the helmsman may attempt to make evasive maneuvers, much like a Dodge check in man-to-man combat. The rating for an Evade check is determined by the helmsman's Operate (Airship) rating. He also receives a +1 bonus for every 50 yards traveled. A ship cannot evade if it is incapable of movement (i.e. if all engines are *broken*).

EXAMPLE

A helmsman with a 4 in both Perception and Operate (Airship) checks a 2d10. If they roll a 10 and the ship moved 150 yards, their Evade is 13.

Perception	+	Operate (Airship)	=	MDS	+	Distance	=	Evade
4	+	4	=	2d10	+	150 yds	=	Evade
				10	+	3	=	13

GUNNERY MASTER

VOLLEY

A volley order may only be issued once per round. The order should include all desired targets and which batteries are targeting each. The captain or gunnery master will determine the targets, choose the gun batteries to fire upon each of them, assign crew to operate the chosen batteries, and finally give the volley shout. All gun batteries may be fired once per round, provided there are sufficient crewmembers.

FIRING ARCS & TARGETING

Before targets can be chosen, officers need to understand the firing arcs of their weapon systems. Gun batteries are mounted to 1 of the 4 sides of a vessel: fore, port, starboard, and aft. For the sake of simplicity, it is easiest to use a square grid with each face representing one of those sides. Standard weapons have a firing arc of ninety degrees, meaning they can fire at anything within its horizontal and vertical diagonals. Fixed barrels may fire strictly upon targets directly aligned with them. Coaxial rotors with their 180-degree rotation may fire upon anything on their side of the ship. When determining line of sight also note that strikers do not impede an airship's targeting due to the size difference.

Of course, an opponent's armor is also important to be aware of. As armor is divided into 3 sections (top, bottom, and middle) it is good practice to fire multiple test shots on each to discern their weakest side. If two airships are at equal elevation, they will strike their opponent's middle armor. If one is above the other, they will strike the target's top armor and will deflect attacks with their bottom armor. It is prudent for a captain to remain mindful of their armor. If striking a target's weakest armor exposes their own, it may be wiser to strike from another angle.

Lastly, and it should go without saying, but weapons cannot strike targets on the far side of a target's airship. Batteries facing a target's port side cannot strike batteries affixed to his starboard side, and vice versa.

DETERMINING HITS & DAMAGE

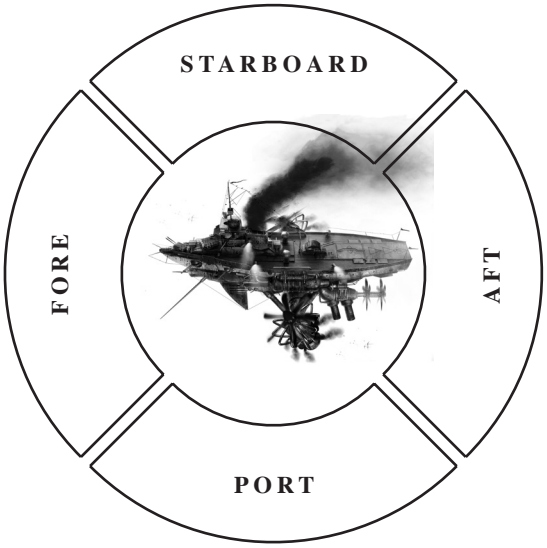
After the targets are selected the gunnery master, or captain, will roll a Ballistics check for each target, opposed by the enemy's evade. This check suffers a -1 penalty for each range increment after the first.

SUCCESS VS. AIRSHIPS

On a successful volley, all weapons focusing on the target deal their damage, which is reduced by the airship's armor at the relevant location. For every 10 points of damage dealt to a single target in a single volley, roll 2d8 on the component chart. If the component rolled

STANDARD AXES

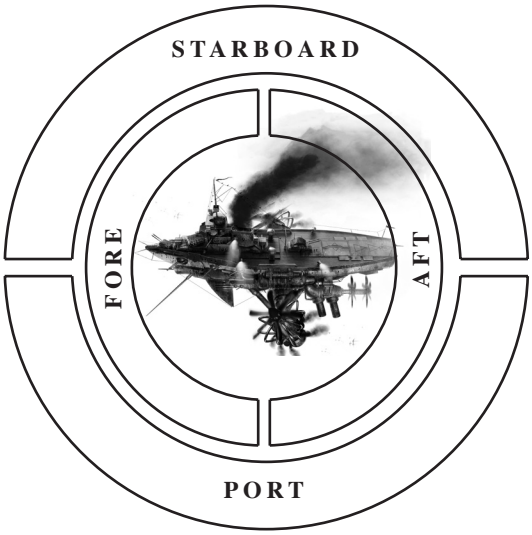
FIRING ARCS



FIXED BARRELS



COAXAL ROTORS



exists, one of its kind is damaged. If it doesn't, decrease the value on the component die until it represents a component that is present onboard the target.

For charge and flak batteries, the component dice are always rolled on success. If a battery of each type or multiples are being fired, declare which one you are rolling for before tossing the component die. If the rolled component type is not present aboard the target, decrease the value until it represents a component that is present.

If Sonic Wave was used, the officer who issued the Volley Order may choose to target any of the identified components with a Called Shot, or else continue to volley normally. Once a component has been struck, it is a viable target for Called Shots.

Result	Component	Result	Component
2	No Component Damage	10	Hangar
3	Gun Battery	11	Sigil
4	Ram	12	Sick Bay
5	Mess Hall	13	Machine Shop
6	Armory	14	Emergency Balloon
7	Armory	15	Engine
8	Passenger Billet	16	Ark-drive
9	Crew Quarters		

SUCCESS VS. STRIKERS

Roll damage normally, and subtract the DR of the striker with the least armor. If it is greater than 5, the striker is destroyed. If the firing battery is flak, split its damage between 2 strikers and their DR.

CREATURES IN AIRSHIP COMBAT

Attacking: Damage dealt to creatures that are smaller than massive or categorized as less than a Remnant is multiplied by 10. They are still given the opportunity to dodge or block.

Defending: When attacked by a creature smaller than massive or categorized as less than a Remnant, the airship's armor is multiplied 10 to calculate damage. The airship helmsman may still attempt a dodge.

CALLED SHOTS

The gunny can choose to fire at a specific component, if they so desire. Called Shots are made with a -4 penalty to the Ballistics check, but will *damage* the targeted component if successful, regardless of damage dealt. If a primalist has used their sonic wave ability to identify components, the gunnery master can make a Called Shot on all identified components without penalty.

COLLATERAL SHOTS

This can only occur when two airships are directly alongside one another. When firing point-blank in this manner, the enemy cannot Dodge, but attacker also suffers half damage, reduced by the vessel's middle armor. The only weapons that do not evoke collateral shots are harpoon batteries.

MASTER-AT-ARMS

CREATING A TROOP

In airship combat, there are occasions where a captain may wish to board the opponent's ship in order to recover valuables or the ship itself. Before boarding, the two ships are required to be *locked*, which can be achieved by ramming or successfully catching an enemy ship with a harpoon battery and drawing them in. Prior to the start of ship-to-ship combat, both attackers and defenders choose their Troop Leader. This is typically the master-at-arms, or the ship captain if a master-at-arms is not present. The Troop Leader must allot a number of crewmembers to the Troop. For every 5 crewmembers in the Troop, gain 1d6 damage for troop combat.

TROOP LEADER ROLES

At the beginning, both Troop Leaders determine if they wish to command or join the fray. If they choose to command, they can give Attack or Defense Orders. An attack Order will increase damage dealt by 1, while Defense Order will reduce the amount of damage received by 1. This number increases by 1 for every rank of the Master-at-Arms talent that the Troop Leader possesses, to a maximum of 6. If they choose to join the fray, they are counted as a member of the Troop for purposes of determining damage dice.

EXPEDITED COMBAT RULES

The GM and players could, if they so desire, play out troop combat like normal player combat. Otherwise, these rules will increase the speed of play and simplify combat management on larger scales.

In the narrow confines of airship corridors, sparse cover is available, and combat is quick and gruesome. Having determined the Troop Leaders' roles and orders, both sides will roll their damage dice, add their crew Combat stat, and make any modifications from their Troop Leader Orders. This final number determines the number of crewmembers slain on each side. Adjust morale to reflect the crew losses.

Upon defeating an enemy troop, the victorious Troop Leader may opt to execute or take hostage their opponent's troop leader.

MUTINIES DURING TROOP ACTIONS

Should a mutiny arise, mutinous troops are now controlled by the GM until the mutiny is resolved (i.e., meaning they are either calmed by the captain or quelled by force). The troop leader is also treated as their hostage.

SIGIL MASTER

Sigilry is split neatly into the 4 subdivisions of arkänik and psykic studies. Only one caster or psykic may occupy a sigil at a time, and may only cast one of these powers per turn.

ILLUSION

All warfare is based on deception, and there are no greater deceivers than illusionists backed by the strength of a sigil. They can hide airships, create false armadas, and even fake fires to lure crewmen away from their posts.

Cloak: An illusionist may use their skills to render a ship or striker squadron invisible at a rate of 4 strain multiplied by size rating of the target. Striker squadrons have a size rating of 1. Characters can cloak multiple airships and/or squadrons. Illusionists must succeed on this check each round, or the ships become revealed.

Ghost Ship: An illusionist may create decoy airships and/or strikers. This requires 4 strain multiplied by the size rating of the airship and/or the number of striker squadrons. Multiple airships or squadrons can be maintained simultaneously. The strain check must be made every round for the illusions to persist. These illusions can be broken by dealing damage equal to or greater than their size rating or number of strikers. Failing also dispels them.

Illusory Flames: Phony fires lure 1 crewmember away from their position on an enemy ship for every 3 strain. The illusion is so compelling that on a successful strain check those crewmembers cannot be assigned to any other tasks on their next turn. These only last until the beginning of the next turn.



NEROTHI AIRSHIP

KINESIS

Kineticists are powerful battlefield controllers, bullying enemy airships and imposing their will on the morale of both shipmates and opponents.

Locate: The psykic can attempt to reach out with their mind to probe the air for cloaked or illusory airframes. The strain for both is equal to **4 × the airship's size rating, or number of squadrons**. If a psykic is probing for invisible ships, determine the strain of the size rating they are anticipating. Success will reveal an airship that size, or a number of airships and/or squadrons equal to the strain check they attempted if there are any. Partial successes are possible, and they occur when the psy check surpasses one or more of the strain checks required to locate the hidden airships, but not all. When this occurs, the smallest airships/squadrons are spotted first. On failure, the psykic continues to believe there are no other airships. If there were no airships, they will believe this as well.

When probing airships to determine their reality, success reveals whether or not the target is real. Psykics can also check multiple airships and/or squadrons by adding their strain checks together. Like searching for cloaked ships, psykics may partially succeed when their psy check surpasses one or more of the strain checks, but not all. When this occurs, determine the reality of the smallest airships/squadrons first. On failure, the character believes all targets are real.

Push: The psykic can move airships, enemy or otherwise, about the airspace. They can Push an airship in any direction- horizontal, or vertical. The strain of this ability is equal to three times the size rating of the airship, multiplied by the distance increment. One increment is 25 yards. Therefore, moving a Scout 25 yards would be a strain 3 Psy check (3 x size rating 1 x distance increment 1), and moving a dreadnought 50 yards would be a strain 30 Psy check (3 x size rating 5 x distance increment 2).

Sway: The psykic may also choose to impress their will on airship crews to either build up or degrade morale. Prior to rolling, they should determine the crew they wish to target, and whether they intend to bolster or impair their morale. For every 5 points on the dice, add or subtract 1 point from the crew's morale. This always incurs 1 *fatigue* point for psykics with a Psy rating equal to or less than 10; it incurs 2 *fatigue* points for psykics with a rating greater than 10.

NECROMANCY

With the boon of a sigil, necromancers can fully awaken their terrifying potential. They may spark life in the still-warm bodies of fallen foes to wage war on living comrades or revive their own fellow crewmembers to continue manning weapons well after death. A common well-wish among sailors is, "*Keep the cook happy and the necromancer bored*."

Desecration: For a necromancer, there is no sanctity in death; the dead are mere tools to aid the living. A necromancer may spark 2 enemy corpses for every 1 SP. If successful, he now commands a stitch troop aboard the enemy's ship. He will roll their damage dice, but he cannot add any bonuses like the troop commander can.

At the beginning of every turn he must remake the arkäna check to maintain control of his small army. If the necromancer wishes to bolster his troop with more stitches, he may do so and increase this check by 1SP per 2 bodies. Whenever the corpses are destroyed or the necromancer relinquishes control of them, they may not be sparked a second time. Exiting the sigil also releases control.

Skeleton Crew: Friend or foe makes no difference to the necromancer, the dead are all alike. This may explain why they have no qualms with sparking dead shipmates and forcing them to man their stations. Like Desecration, Skeleton Crew requires 1 SP for every 2 corpses sparked. This must be rolled every round to maintain control. The necromancer is considered the captain for all sparked crewmembers under their control, determining their activities and making any checks required, such as fighting fires or firing gun batteries. If a position is manned by both stitches and living crew, default to the captain or relevant officer.

Necromancers can add more stitches to the crew each round before they have decided their actions. This increases the necromancy check by 1 SP for every 2 additional bodies. A necromancer loses control of all their stitches if they fail their necromancy check, and those bodies may not be sparked a second time. Control is also lost once the necromancer exits the sigil, typically at the end of combat.

PRIMALTHEURGY

Within a sigil, primalists can truly bring their full might to bear upon their foes. Here they can reach out across the chasmic sky and wreak havoc with debilitating elemental forces.

Corrosion (3SP): Erode targeted armor segment by 1 point until it is repaired. For every additional 3 SP, primalists may reduce targeted armor segment by 1 additional point. If Corrosion is cast multiple times against a target, only the most powerful spell remains in effect.

Frostsnap (3SP): On successful hit, 1 component of the targeted vessel is considered *disrupted* until the end of the target's next turn. For every additional 2 SP, primalists may disrupt another component. Failure means none of the components are *disrupted*.

Ignition (5SP): A successful cast of Ignition kills 1d4 crew and sparks an intensity 1 fire in one component. For every additional 4 SP, kill an additional 1d4 crew and increase the fire's intensity by 1.

Lightning Bolt (4SP): A powerful bolt courses through the target vessel, rendering 1d4 crew incapacitated. Every additional 4SP increases the number of affected crew by 1d4.

Sonic Wave (1SP): primalists can trace the vibrations of this wave and determine the location of 1 component. This information may be relayed to the gunnery master, which allows them to make Called Shots that target that component. Every 1 SP after the first allows them to detect 1 additional component.

Storm (5SP): With a sigil, primalists now have the power to evoke nature itself to do their bidding. A primalist may create acid clouds, blizzards, firestorms, and gales that occupy 25 yards cubed. Every additional 5 SP increases the affected area by 25 yards cubed. A storm may not be cast within a space already affected by Storm.

Acid Cloud: Reduces all armor values for all airships in the cloud by 1.
Ash Storm/Blizzard: Due to poor visibility in these storms, airships attacking from within suffer a -4 penalty.
Fire Storm: Every captain commanding a ship within a firestorm must roll 1d10 at the beginning of their turn. If the result is 1, an intensity 1 fire sparks in a component aboard their ship. Otherwise there is no effect. Every consecutive round spent in the firestorm increases the difficulty of this roll and the intensity of the potential fire.
Gales: While airships are built to endure the greater weather patterns of Feneryan skies, they are not immune to them. If caught in a gale, turning the airship requires twice as much speed. When using the helmsman's Crazy Ivan, turning requires its standard speed costs.

SQUADRON ACE

DEPLOYING & DOCKING

When deploying, they can launch into any square adjacent to their homeship: fore, aft, port, starboard, above, or below. If a squadron launched this round, they cannot take any other actions. Similarly, a squadron cannot attack and dock in a single round. Finally, a pilot may not be used for any other Orders on the same round he deploys or docks their striker.

MOVEMENT & ATTACK RUNS

Squadron aces can issue commands to a number of squadrons equal to **1 + their ranks in the Squadron Ace talent** (or Captain talent, if the captain is issuing these orders) without penalty as they condition themselves to micromanage larger groups of strikers. Issuing orders to squadrons beyond this limit imposes a cumulative -2 penalty to ballistics checks for that round. (i.e. 1 rank in Squadron Ace means a -2 penalty to the third squad, a -4 penalty to the 4th squad, etc.)

Targeting: Strikers attack similarly to airships but have a few special rules about firing arcs, ranges, and damage. For starters, both fighters and transports fire fixed cannons, meaning they can only target what is directly ahead of them. When attacking, the squadron ace will choose how many members of the squadron are attacking as well as targets for each. Regardless of the number of targets, a single attack roll and a single reaction are rolled for all involved. Bombers do as their name implies: drop bombs. This means they can only strike from above their targets. Regardless of striker, type they all have a maximum range beyond which they cannot attack. This is different from airships, which possess range increments that apply penalties for greater distances.

Determining Success: The attack rating for striker squadron's is either the squadron ace's **Agility + Operate (Striker)** plus bonuses from the crews' stats. When attacking an airship, it is opposed by the helmsman per usual. Attacking another striker squadron is opposed by the target squadron ace's **Agility + Operate (Striker)**.

Determining Damage: Against an airship, roll each striker's damage and subtract the airship's appropriate armor face from each. Deal the remaining damage. If attacking another squadron, roll each attacking striker's damage and subtract the target's damage reduction from each attack. If, after damage reduction, the total damage done to any target is greater than 5, the target is destroyed.

AIRSHIP CONDITIONS

ABLAZE

For components, an intensity 1 fire ignites in a component. If it has not been suppressed or extinguished by the end of the target's turn, it deals damage equal to its intensity and has a 1d10 chance of spreading to another component. If the result is 1, a new intensity 1 fire springs to life. Otherwise, nothing happens. Suppression requires a number of crew equal to the fire's intensity. This will stop the fire from potentially spreading and dealing more damage. If an officer assigns crew equal to twice the fire's intensity, they can extinguish it completely.

When a striker squadron is hit by a flame weapon, a number of strikers equal to the flame weapon's intensity are set ablaze. They have no way of extinguishing the fire by themselves, but damage from the fire is mitigated by the striker's armor. If they wish to survive, they must dock and have the fire extinguished. Hangar crew will immediately douse any fires as part of the docking action.

BROKEN

For components. The component ceases to function until it is repaired. Repair requires a functioning machine shop and a number of hours equal to the component's forge hour cost. This occurs when a *damaged* component is struck a second time. If an airship is reduced to 0 health, all *damaged* components are broken.

DAMAGED

For components. This occurs when an airship makes a successful critical hit, called shot, or deals damage with certain weapon types. It operates at half its normal capacity. Repair requires a functioning machine shop and a number of rounds equal to the component's forge hour cost. If an airship is reduced to 0 health, all functioning components become damaged.

DISRUPTED

For components and strikers. The target ceases all function for 1d4 rounds after which it resumes normally. If the target was a striker, it begins to fall at a rate of 25 yards per round. Rams, cargo bays, and passenger billets cannot be *disrupted*.

FREEFALL

If all of a vessel's ark-drives are *broken*, the airship and any deployed strikers begin freefall, descending 50 yards per round. Upon striking the ground, a vessel suffers damage equal to the ship's size rating multiplied by the distance increment. One distance increment is 25 yards. Regardless of distance, all functioning components become damaged, and all damaged components are broken. Strikers likewise are broken.

EXAMPLE

A Frigate falling 150 yards takes 18 damage.

Size Rating	×	(Descent Distance ÷ 25)	= Damage
3	×	(150 ÷ 25)	= 18
3	×	6	= 18

LOCKED

Airships may lock with one another via harpoon batteries or ramming. When an airship is *locked* it is still able to perform move actions. However, they must add the opposing ship's mass to their own for the purposes of calculating the mass penalty to speed. Movement when *locked* moves all involved airships. Airships that are *locked* do not gain the Dodge bonus from movement. Volleys made from airships outside a lock incur a -4 penalty to attack.

There are 2 methods of disengaging harpoons: first, the attacker may make an Attack Order as early as their next turn to sever the cords and reload the battery, which requires a full turn to perform; second, the target of a harpoon battery may task 6 crewmen (8 crewmen if the harpoon battery has been upgraded) to remove the harpoons.

If ships are *locked* together due to ramming, only the attacker may dislodge themselves, which requires a full move action in reverse (they still travel at half speed while in reverse).

ENVIRONMENTAL HAZARDS

ACID STORM

Airship armor is eroded by the caustic properties of the storm. Reduce the DR of all armor 1, to a minimum of 0. This effect lasts until the armor is repaired.

ARKÄNIK RADIATION

If an airship is caught in a patch of arkänik radiation, its effects can significantly impact its crew. Each turn 1 crewmember is incapacitated.

BLIZZARD

Due to poor visibility in these storms, attack rolls suffer a -2 penalty.

FIRESTORM

At the beginning of every round spent in a firestorm, roll a 1d10. If the roll is equal to or less than the number of consecutive rounds spent in the firestorm, a fire breaks out in a single component. The intensity of the fire is determined by the number of consecutive rounds spent in the firestorm. (i.e. First round, rolling a 1 starts an intensity 1 fire; second round, a 1 or 2 will start an intensity 2 fire).

GALE

While airships are built to endure the greater weather patterns of Feneryan skies, they are not immune to them. If caught in a gale, turning the airship 90° requires twice as much speed. When using the helmsman's Crazy Ivan, 90° turns instead cost 1 speed.

REALITY TEAR

Just as their smaller brethren but even more rare, these behemoth tears in reality are triggered in locations where reality has been stretched too thin. Any airship unfortunate enough to be caught within the event horizon of the tear will experience time, space, and possibility reality itself warping around them. This can inflict those exposed and the environment around them with lasting effects that defy known understanding.

During combat, a reality tear immediately renders up to 10 crew members unconcious. Additionally, for every 3 rounds the airship remains within 100 yds. of the tear 2 additional crew members are knocked unconcious. While reality tears can be permanent they are almost always temporary, remaining for as long as 3d10 minutes. Take note that while outside of a reality tear, it is impossible to fire weapons or throw objects to the opposite side of the tear.

UV LIGHTNING

When the airship is struck by ultraviolet lightning, the ark-drive is *disrupted* for 1d4 rounds. Roll 2d6 and incapacitate that many crewmen.

CHAPTER 7:
GAME MASTERY



This section is intended for those that are interested in being the Game Master. If that's you, read on. The role of GM is very different from being a standard player, and so is very challenging and rewarding in its own ways. Your job is actually a few rolled into one: narrator, supporting actor, judge, and host. This section is designed to provide GMs an explanation of their various tasks and some basic guidelines to fulfilling their duties. Ultimately, it can be boiled down to three elements.

THE GAME MASTER'S ROLE

PREPARATION

There are two elements that a GM must prepare: the campaign, and the adventure. A campaign is a series of adventures that are connected by an overarching plot. An adventure is a series of challenges to overcome within the campaign, typically concluding with a climactic encounter. A good analogy is that the campaign is much like a book, and each adventure is a chapter within it. A GM can devise their own campaign, use a pre-generated one, or develop some combination of the two. In any case, it is important to provide a campaign that offers a variety of challenges that highlight the strengths of each of the player characters (PCs) as well as force them to face their weaknesses.

RUNNING

Running a session is much like directing a film or play. You have to present the scenery, coordinate the characters, and even narrate the events as they unfold. Furthermore, you need to familiarize yourself with the actors: your players. Knowing which elements of play interest them, and their preferred styles of play is crucial to keeping the experience enjoyable for everyone.

RESOLVING DISPUTES

Like the other two tasks, this one is made up of two elements: resolving skill checks and settling rules disputes. In some situations, it may be appropriate to bend or break the rules to alter the outcome of a skill check to keep the game fun. Given the nature of the game, your players are bound to create an unexpected situation that the rules did not take into account. In these situations, it is your job to find a ruling that is fair and reasonable for the group. For skill checks and rule discrepancies, the most important thing is that you are consistent. If you bend a rule for one player, it is only right to do the same for everyone.

PREPARING CAMPAIGNS & ADVENTURES

Before you even begin to think about the first session, you need to consult your players. What kind of campaign do they want? Would the group prefer a more traditional dungeon crawl, battling legendary beasts to recover lost treasures? Or would they prefer a more balanced campaign, mixing political intrigue, stealth, combat, and mystical elements? Finding a happy medium that fits everyone's wants should be your goal in picking out a pre-generated campaign or designing your own.

Campaigns are the long haul. The ultimate goal. An unprepared GM simply isn't capable of providing an immersive and engaging experience when compared to GMs that take the time to familiarize themselves with the setting, characters, and potential encounters. This holds true for pre-generated campaigns as well. You may not be building the story from the ground up, but the players still depend on you to keep things moving at a steady pace. The better you know the campaign, the smoother play will go, which means the more fun everyone will have.

Now be warned: constructing your own campaign can be a lot of work. This isn't meant to dissuade GM hopefuls, but merely warn you that a lot of time will be spent between sessions on your own, tweaking story elements, crafting characters, and building locations. Creating your own unique settings, cultures, characters, and so on is called "world building," and is a lot of fun to some GMs. If that's you, take a shot at making your own campaign. If you prefer to focus on the actual roleplaying, or don't find worldbuilding enjoyable, we recommend using a pre-generated campaign.

Between sessions, spend time charting the events and characters that will arise next, so you can familiarize yourself with each of them beforehand. Try to stay five steps ahead of the game's current events, and don't sweat it if the players do something you hadn't planned for because it **will** happen. Get comfortable with improvising on the spot when the players subvert your carefully laid plans. The only thing left is to get everyone together and play.

RUNNING A SESSION

Being GM is kind of like being a game show host in certain respects. Your goal is to keep the players interested while managing the pace of events. Within the game, your role is similar to that of a film or theater director, as you narrate events and interact with the players. There is no simple step-by-step guide to this part of game mastery, but there are many tips we can share to help things run smoothly.

KNOW YOUR PLAYERS

Before playing, get to know the players and how they like to play. This is not a comprehensive list, but merely a compilation of player personalities that can rustle some jimmies if they get out of hand. Learning to recognize and address things before they get out of hand is all part of the process.

THE DERAILER

Derailers are prone to sidetracking the team with current world events, dank memes, and inside jokes. It is not that this player doesn't enjoy the game, they just take the social element a little too far. If it gets to be too much, be sure to speak to the player about the behavior. So long as they can abide by basic rules such as, "No speaking when the GM is speaking," there shouldn't be any major problems.

THE FOLLOWER

By themselves, they aren't a problem. They'll usually tag along with the "leader" of the group without a fuss and are content to play with minimal input. The problem with this type of player is when there are too many Followers in a party, and no one wants to take action. It is best to add more guidance to the game or convince one of the Followers to take up the mantle of group leader.

THE GO-GETTER

This player is a mover and a shaker. They hate for play to slow or, heaven forbid, stop. When things start to drag, or other players get distracted by external matters, they can become irritated and pushy. This kind of player can be helpful to keep things rolling and keep up the energy of the group, but excessive pushiness can make for a sour mood at the table. A great way to assuage Go-Getters is to give them additional responsibilities in the game, such as tracking initiative, action points, or having them manage the team's loot.

THE MARY SUE / MARTY STU

This player tries to live out their own fantasies in game and portrays themself as their character. These characters are generally perfect, most beautiful, the strongest, and the like. Character usually has some sort of tragic backstory that will draw in other players, has to be the center of attention, and will often find themselves involved in some sort of tragic relationship(s). While they may appear to be similar to the Protagonist, they don't always wish to come out on top, but instead want their fantasy

to play out regardless of story, becoming a thorn in the GM's side if not kept in check. This is most evident when their story ruins the fun of the other players. While these type of players aren't always a problem, the GM may wish to talk to the player privately about their goals and either attempt to accommodate the player more or get the player to understand how they are ruining the game for everyone else.

THE PLUS-ONE

This player is only here to spend time with someone else and has little interest in the game itself. They may frequently ask others to tell them what to do with their character or distract themselves with a phone or book between actions. This can be a delicate situation to handle. It is best to approach the player in private, present your concerns, and ask for their view on the matter. The goal is to find some element of that game that will encourage proactive participation. This way you still have an engaged group, and the player still gets to spend time with their friends.

THE PROTAGONIST

This player wants to be the center of attention. They want to do everything, lead every quest, and achieve every victory, often at the cost of their fellow players' interest and excitement. If you encounter a Protagonist, it is important to be mindful that you give each of your player characters a chance to stand out from the team. It is also good to speak to the players. The others may be perfectly happy with letting the Protagonist take the lead. If it becomes a real issue, the only option is to confront the player in question and discuss the matter plainly.

THE RULES LAWYER

It is a double-edged sword when playing with someone else who has an intimate familiarity with the rules. On the one hand, they can be very helpful when you're uncertain on how to resolve certain situations. On the other hand, Rules Lawyers are prone to challenging a GM's decisions based on their personal interpretation of a rule's phrasing, or when a GM makes a decision that strays from the book. Be firm in your rulings. A good way to turn this personality to the group's benefit is to assign them as a mentor to a brand new player if you have one.

THE VIKING

These players want nothing more than to fight everything, and we mean everything. They view the game through a blood-soaked lens. They look at every NPC you present as a potential foe and every encounter as a battle waiting to happen. If they're not rolling the dice of battle, Vikings quickly grow bored of things. This isn't typically an issue unless the lull between fights grows long. Good pacing will usually keep this type of personality from complaining, but if they're growing restless, try to spice up interactions between fight sequences. Arguments with shop owners, the occasional bar brawl, or a chance to defend helpless Feneryans might appease them for the time being.

FOCUS ON THE PLAYERS

As a GM, it is important to remember that Shattered is a game and the point of the game is to have fun with your friends. To that end, ensuring your players feel like their characters are contributing the the story is paramount. Do your best as a GM to avoid getting too wrapped up in telling a great narrative that the players are neglected. Try to get to know your players intentions going into the game so that everyone has a chance to shine or take the lead. If the stealthy illusionist never has the chance to complete an objective covertly, they may feel useless or slighted, and lose interest in your game. This all ties back to Knowing Your Players; if a GM understands what the players enjoy, they can tailor the experience to fit the players' expectations or even exceed them.

PAINT A PICTURE

Making a heartfelt effort to immerse the players within the narrative is an important task of the GM. While it takes time to balance exactly how much story and action your group likes in their game, it's important to remember your players' inclinations. If the players are almost entirely Vikings, brief descriptions about the surroundings and short blurbs regarding plot points should suffice. However, with most groups, a little enhancement goes a long way. Use colorful language to help the players envision the scenery and their characters. Often, visual aids are a powerful tool. If you have artistic inclinations, drawing important symbols such as flags or insignias or even going as far as a custom miniatures map may help immerse the players. A popular enhancement among GMs is to make handwritten letters or notes that the players can find in game. Physical tokens are a great way to connect the player to the setting even without much artistic ability. Don't let all the responsibility fall on you: encourage your players to draw or vividly describe their characters.

BE FLEXIBLE

Players will inevitably obliterate even the best laid plans. As a GM, learn to improvise quickly or prepare multiple campaign paths. For example, the players have found a way to bypass a fight with the villain's second-in-command, but fear not, as they've created the perfect opportunity for you. In the wake of his boss's defeat, he could start his own organization or perhaps he appears during the boss battle to help the villain turn the tide of the battle. This sort of dynamic storytelling is part of what makes RPG's such thrilling games, and GMs are encouraged to embrace it.

PRESENT A CHALLENGE

A GM can easily fall into the trap of offering a campaign that lacks any challenge. This might be appealing. After all, the players will enjoy the sense of power from facing weaker opponents and overcoming every obstacle placed in their path. Our tip to you is: make them earn it. Things should not be easy. At least, not everything. If you're starting from scratch, the characters are intended to be only slightly above average, and only in a few areas.

It should take them time to truly feel powerful, and that progression is far more rewarding than a series of easy encounters. The losses make the wins feel that much greater. A fight that comes down to the last few hit points is exhilarating! Don't rob your players of the chance to have truly epic moments and feel deeply accomplished by overcoming monumental adversity. Challenge them, and everyone will feel more rewarded for it.

That said, there are many GMs that push toward the opposite end of the spectrum. They constantly challenge the upper limits of the players and create encounters that are simply impossible to overcome. Introducing characters beyond the player's capacity is perfectly normal, but regularly pitting them against such antagonists can be cruel.

Simply put, do not make it your goal to kill the players, but do not hesitate to enforce the rules if they make a bad call that ends in their character's demise. Of course, that decision is ultimately up to you, which is called…

GM FIAT

GM Fiat is a term common to tabletop RPG's that means the GM is the final authority on what is and is not. Simply put, things are the way they are because the Game Master says so, and that is their right as Game Master. To quote everyone's favorite uncle, "With great power comes great responsibility," and this is the GM's ultimate power. They should approach its use with caution. Fiat ranges from implementing a house rule, such as changing the starting experience points, to altering the outcome of a die roll, perhaps to save a character's life. If used properly, the players will either already be familiar and comfortable with the ruling when it comes up, or never notice it was implemented in the first place.

Of course, no situation is perfect. Players are bound to discover when the GM changes something, and some may argue. Politely remind them that you are the GM and that you are standing by your decision. The definition of GM Fiat suggests you do not need to explain yourself, or

even have a reason for making the call you did, but it may be wise to do so. If it is a drastic change, make sure that it serves to improve the story and campaign, or enhance the players' enjoyment of the game. Never forget to focus on the players.

THE MAN BEHIND THE CURTAIN

One of the easiest things a GM can do to keep players on the edge of their seats is to hide all their dice rolls. You can do this by using a GM screen, or propping up folders or other objects to block your dice from view. Listening to the players make conjectures about that dice roll you made can be some of the most entertaining moments in Game Mastery.

Imagine your players are stealthily infiltrating a cult sanctuary. You roll dice in the middle of the mission while your players are plotting their course. You just want to save yourself the trouble of choosing how many cultists are in the final room by rolling a die or two. Suddenly, the players get nervous. They think they may have been discovered, and begin to panic. They try to form a plan B. You could ease their anxiety… or you could see just how far it goes.

Concealing your rolls also makes it easier to enforce GM Fiats. If the players can't see that you rolled a perfect 16 to kill their sharpshooter, then they'll have no issues believing you when you say it was only a 15, and describe him collapsing to the ground as his leg is shorn off.

It is also wise to conceal the difficulty of UCs. When you inform players of the difficulty to pick a lock or get a better bargain from the shopkeeper, you alter their perception of the game. You take away some of the edge from their decision making by making it mathematical. To quote everyone's favorite rogue, "Never tell me the odds." Simply telling them the facts should suffice. "It appears to be a sturdy lock of an unfamiliar design," is much better than telling them, "It's a lock of UC 14." Don't reduce the game to mere numbers and probability. That element should serve as a vehicle to further the more interesting elements: the story, characters, and their development.

INFORMATION MANAGEMENT

PEN & PAPER

If you want to run things old school, or simply prefer writing over typing, buy a 1-subject notebook for your campaign. You can write down everything you need, and organize it in any order you desire. The downside of this method, obviously, is that it can get messy if things aren't in a functional order, or you need to frequently erase and rewrite certain details.

PC DOCUMENT / SPREADSHEET

These are incredibly useful tools. A word processor comes with the obvious benefits over its analog counterpart. Namely, it is easier to edit and reorganize. Spreadsheet wizards can also find great benefit from devising some basic calculations to track numbers for them, such as effect durations and initiatives.

PLAY MAT

These have gained increasing popularity in recent years. They're gridded mats that are wet-erase friendly so the GM can reuse them for every location the players visit. These make a great visual aid, especially if you have…

MINIATURES

More common among tabletop wargames, miniatures have gained popularity in RPG's as well. Coupled with a playmat, it helps players visualize the setting you've created for them. Many players enjoy the game much more with this tactile addition.

WHITE BOARDS

These are excellent means of handling temporary information, such as NPC health, or quickly illustrating something for the players. Naturally, it lacks the permanence of previous options but can be a useful tool when combined with others.

DIGITAL MEDIUMS

There are several pieces of software designed to facilitate tabletop gaming over the internet, such as roll20 or Tabletop Simulator. Some of these come with a price tag, and there is a learning curve to using them, but if you're willing to invest the time they can be excellent GM tools. Most have integrated GM utilities to simulate various aspects, such as secret dice rolls, maps, and miniatures.

RECRUITING

So, what do you do if you don't know enough people that are interested in playing? You could convince the players' significant others, but you run the risk of enlisting Plus-Ones. Instead, we encourage you to check out your local gaming stores or online websites, such as Giant in the Playground. You can also try recruiting on the INDE forums (**http://nvrdrk.link/recruit**) and Discord chat (**http://nvrdrk.link/discord**). If you're done with GM-ing and want to be a player, these are also good resources to find games run by other GMs.

http://nvrdrk.link/recruit

INDE FORUMS

http://nvrdrk.link/discord

INDE DISCORD

VAMPIRES & COVEN AID

Each Vampire coven in Shattered comes with certain benefits and drawbacks that apply to its members (page 70). If your players are members of covens, it is important to remember that Vampires offer aid to one another for the purpose of survival. To them, helping others is an investment, one that will pay dividends down the road. If a player or NPC fails to honor a debt, they may be subjected to a fine, exile, execution, or another form of penance.

For example, if a player was discovered dying of thirst in the Ashlands by an Aldinnian Vampire and nursed back to health, the player owes the other Vampire, and by extension their coven, a debt. This debt is often agreed upon prior to the exchange, but in certain cases, it can be made as a demand after the fact. In the case of a life debt, defending the coven from attack, entering indentured servitude, or repaying the favor would be acceptable repayments. In the traditional Vampire culture, the only thing worse than denying one's debt is demanding an exorbitant repayment, and it is an easy way to sever ties with potential allies.

LOST FENERYAN LORE

With civilization's destruction millennia ago, swathes of knowledge were lost to fire and earth and silence. You, however, are not a Feneryan, and therefore not bound by their constraints of time and space. This section details a number of interesting facts about Feneryss that is either completely unknown by the inhabitants or known by an incredibly scarce few. Those in possession of this knowledge might wage secret wars to keep it that way or strive to reveal it to the world. It is offered here to help Game Masters create and develop their campaigns.

DRAGONS

These creatures from Ragnarok's realm are as powerful as they are elusive. This is especially true in recent decades after a startling number were killed by the clever Shades. Their greatest weakness is their hubris, something the hunters of the Glass Forest learned to manipulate. Now, they mostly keep to themselves, tucked safely behind the walls of Dragonskeep and its mad Vampire residents. They are aloof and asocial creatures, content to reign over the ruins of the keep and leave the world to its absurd devices. To break this secret treaty would be to risk the wrath of all dragonkind.

Dragon whelps (page 260) occasionally roam beyond the confines of the nest, like ultra-violent explorers. Even in their youth, they are perched comfortably at the top of the food chain. Other powerful creatures, such as Absolox or dross whales, tread carefully in their presence. Adults are arguably deities, given their power and intellect. Many are capable arkänists and psykics, but their staggering egos deny them the opportunity of marshals.

DRAGONSKEEP

The rumors of feral Vampires haunting the hollow spaces beneath Dragonskeep are entirely true. They were some of the first Vampires to ascend to the surface and depart the caverns. Driven mad by the sun and westward by the undead, they arrived in Dragonskeep and have remained there since. Civility is long lost to the **Aldranni** Coven. Food is scarce in this portion of Feneryss, and cannibalism of the truest sort is common among them when in dire straits. The dragons manipulate them like unwitting guard dogs. The Vampires deter the more stubborn explorers, and the Dragons feed on the coven when suffering a food shortage. Otherwise, the dragons leave them to their aimless efforts.

DRONES

The rumors about Drones kidnapping or purchasing other Feneryans for use in experiments is founded in some truth. Patients are typically suffering mortal wounds or severely mutilated when they are rescued. Utilizing the latest tools and techniques, the Drone will attempt to graft a number of high-caliber prosthetics to the subject. Both success and failure help them hone future procedures. Drones performing these "upgrades" are members of the Uplift faction. They believe their superior synthetic bodies should be gifted to all the races, and hope to illuminate the benefits of being a Drone with these uplift operations. A rare few take this to the logical extreme, purchasing slaves or kidnapping healthy patients for their work. Opposing the Uplifts are the Augments, who believe it a waste to expend resources on the other races. They argue that their efforts should focus solely on advancing themselves; the other races are doomed to suffer fate dealt by the fickle hand of biological evolution.

If there are any players that choose a Drone character, consider discussing this information with them privately. They may want to incorporate this into their character's personality. If for some reason their Drone was born or created outside of Dronus, they may be entirely unaware of this split, and it is acceptable not to share this information. Finally, be certain to clarify that they do not need to side with one faction or the other; ignoring or refusing to debate the matter is also an option.

FROM THE OTHER SIDE

Ragnarok was not the only one waiting on the other side of the divide. Several of the creatures now occupying Feneryss first stepped foot on the continent in the wake of the Reckoning. The chirshun were sentient beings until the Reckoning ruined their minds and dumped them on Feneryss at the height of their golden age. It was a classless society inhabiting vast caverns which they had meticulously sculpted and adorned with all manner of precious metals and gems. Dragons likewise were inhabitants of another world, and are covered in more detail in their own section.

Molten shivas and Scorn of All are pieces of Ragnarok, intent on sowing destruction upon the descendants of his incompetent worshipers and their compatriots. Both are physical manifestations of his psykic presence. The shivas represent his anger and destructive nature that was spurred by the sudden severance of the ritual. Scorn of All embodies his lust for power, and continues to siphon it discretely from communities across Feneryss while trying to avoid detection.

GIANTS

The Giants were lumbering war machines of the Old World. They fell with the rest of civilization during the Reckoning. Now they lie scattered and dissembled across Feneryss. There are 4 giants that continue to stand vigil. Shilmegga kneels atop the central structure of Sylvan Hollow, robed in leechvine and shrouded in pale dust. While it is nearly whole, too many systems have faulted and it shall never move again. It is a popular tourist stop.

The other three Giants continue to function in a reduced capacity. One-armed Karheles towers over the southwestern shore, the heat of the Maw peeling away the remaining flecks of identifying color. In the age of the Old World, those emblematic lines could rouse a chorus of cheers at first sight. Nelmir is posted opposite, wandering the empty northeastern corner of Feneryss. It searches for enemies that only exist in the sense that the chemicals of their making persist somewhere in the world. It wears a cloak of rime and hoarfrost that thickens with each passing year. The last, Wuk Sunong, faces its final days in stillness, trapped as it is on an island just broad enough to accommodate his equally broad stance. Though the ocean of lava occasionally licks at his metallic greaves, there is little evidence of melting or wear.

KAARTU'GHAL & THE KALLOGORYN EMPIRE

While the concept of worshiping nature and its aspects was still in its infancy, Kaartu'ghal could have been considered a primeval god of death. Much like Ragnarok, it had great aspirations for one day subjugating the entirety of Feneryss. It drew strength from the souls of its worshipers. It was just a small bite, but enough that as its constituency grew, Kaartu'ghal became the greatest power on Feneryss.

When its growth stagnated, the god called on its high priests to begin an age of crusades. They would convert others by word or sword. Those that still refused were executed in rituals designed to feed Kaartu'ghal their strength as they perished, but it was imperfect, and much of it was wasted and slipped away to the Lost Abyss.

Unfortunately for this god of death, it underestimated the strength of the south and sorely misjudged Tae'k and his army. By the time the threat was noticed, its worshipers were spread too thin and Tae'k's forces easily trampled even his empowered warriors, the Order of Shattered Steel.

With its empire crushed, Kaartu'ghal's power was diminished to the point that its presence was no longer felt by most believers. But it survived, and clung to its handful of remaining parishioners. Unique among them was Valkaerus, who had been locked away in a dark realm since the age of crusades. In an effort to reestablish itself, Kaartu'ghal set him free, and continues to manipulate his broken mind to inflate the Tide and feed the weakened god. Destroying Valkaerus prior to reestablishing a following would be enough to end Kaartu'ghal forever.

LOST ABYSS

A seemingly endless chasm lies in the Maw northwest of the continent. Many rumors surround its existence, and some of them bear merit. It is a powerful, arkäne site that draws the souls of the dead. The innate forces of the Abyss then reanimate them as undead of varying kinds. These souls are the fuel behind the Undead Tide. They are drawn from these caverns by ancient forces instated by Kaartu'ghal all those years ago. This urge eventually leads them into the labyrinthine undercity of Hel before breaching the surface. The god of Nath'Kaartu used these undead to reinforce his might.

When shamblers and their ilk are destroyed, souls that are too weak are obliterated. The rest find their way back to the Lost Abyss to repeat the cycle and perpetuate the Tide.

It is possible to enter here naturally, though incredibly difficult. No one has successfully visited the Abyss and survived. Taking players into this region should not occur until they have gained great strength, or as a last ditch effort to resurrect allies. Resurrection is covered in greater detail in its own segment below.

PULSE

Pulse's wall is not the only piece of architecture that is permanently growing. The Axis, the five towers that dominate Pulse's skyline, are also expanding. The walls will grow taller, and the peaks of the towers will reach down like furtive fingertips. After six or seven hundred years, they will unite with the wall to form a protective hemisphere around the city, like an opaque snow globe. This is its purpose. The architects had intended for the process to occur much faster, but it is no longer being fed the raw resources it needs to progress. Instead, the Axis structure slowly scours the earth beneath the city for the necessary minerals and collects "unattended matter" from Pulse's lower districts, such as the deathpits. It functions off technology similar to that of Sylvan Hollow's Feeder.

THE RECKONING

Many of the event's consequences are known: arkäna came to Feneryss; the world was destroyed; many creatures crossed over from Ragnarok's realm; but the real reason behind the failure was lost to time.

The truth of the matter is that not everyone had committed to the pact. Many Alypse who had boasted their courage in the weeks leading up to the ritual backed out just hours or minutes prior. Some didn't get cold feet until they were already holding the knife over their hearts. Many never had the inner will to take their own lives, and many others were distraught by how Ragnarok's presence distorted their physical appearances.

In the end, there were not enough souls committed to the ritual to complete Ragnarok's transition. He lashed out psykically in those final moments to curse the minds of the weak among his worshipers before the collapsing ritual shunted him back into his world. The severance of the connection also trapped the souls of many faithful Alypse between two worlds. They now plague Feneryss as phantoms referred to as phased (page 252).

Even if Ragnarok wished to return, there will not be enough Feneryans, let alone believers, to perform the ritual for several thousand years at the current rate of growth, but thousand years is mere moments to an entity that operates on the scale of gods and natural forces. He bides his time with preparations for a second coming.

RESURRECTION

When a character dies, their soul leaves their body and enters the Lost Abyss. If characters wish to reclaim this lost soul, they may venture into the Abyss. There they will be forced to fight through hordes of undead to reunite the cold corpse of their friend with its soul.

Finding it will be difficult, but noc'shala, necromancers, and marshals of death can ease this process with their connections to the dead (or undead), guiding their allies toward the soul. Once found, the soul must be defeated in combat to subdue it. Once subdued, a necromancer or marshal of death may reunite the soul with its corpse. If neither are present, it will have to be captured and taken to such an individual willing to perform the operation. Recovery takes up to a week, depending on how long the two were separated.

VORTEM

The Vortem were scrubbed from the history books, but many of Pulse's oldest families remember them vividly. Many also harbor grudges several generations old. This is because the political elite of Pulse created the Vortem.

The decade beginning with Devus Brecht's coup was a turbulent time, rife with political and military espionage. Many were vying for greater power and influence as the paradigm shifted from the old Iron Ring to Brecht's usurpers. To accomplish this, they employed spies, assassins, and thieves. It was a chance encounter between two such women, Human Lorallis Pell and Alypse Garrhorra Lessht, that would ultimately lead to the formation of this infamous society. Together, they began to draw in fellow shadow operatives to create an expansive network of information and skilled rogues. When the dust settled, and the upper echelons attempted to cast off their servants, the Vortem retaliated violently. The Vortem melded silently into the common folk as Brecht's new Iron Ring flailed helplessly in the chaos their betrayal had wrought.

In the years since, the group has frayed into loose threads haphazardly bound together. Very few know who truly controls the Vortem. Most are little more than contractors at this point, hired by deeply embedded members to perform tasks with little to no knowledge of the true goals of their employers. The scuffles in Pulse's Quarterlock district between Vortem and Pathfinders are a measured distraction utilizing members of the lowest rung and least importance to maintain the illusion that they are all that remains of the Vortem.

TRAPS

Traps are an integral part to any GM's repertoire to combat adventuring players. In Shattered, GMs build the traps they want using a UC point buy system to choose from an array of triggering mechanisms and effects. We at INDE recommend keeping the UC less than four times the current Session number at early sessions.

SPOTTING & DISARMING

If a trap is spotted using an Awareness Check versus the Trap's UC (plus Concealment if applicable), players may attempt to disarm the trap with a Security Check against the same UC. Once disabled, the trap is considered disarmed. However, it can be reset by the characters for the same UC as the Security check to disarm it.

TRIGGERING TRAPS

If a character enters a trap's trigger range, it activates. They still have a chance to dodge or block. The UC to avoid damage and other effects is equal to the trap's creation UC.

TRAP EXAMPLES

THE ASSASSIN'S FRIEND	UC: 7
Trigger: Manual Release	**Effects:** Potion Dispenser, Quickset

THE CHOMPER	UC: 11
Trigger: Snare	**Effects:** Alarm, Concealed

MAJOR INCONVENIENCE	UC: 8
Trigger: Tripwire	**Effects:** Concealed, Earthshaker

SILENT ALARM	UC: 5
Trigger: Pressure Plate	**Effects:** Alarm, Concealed

TARGET AREA

A trap's target area is the space where its effects will be applied. Characters standing here will have to dodge or block the trap if it is sprung. Target area is measured in square yards. Each square yard increases UC by 1.

TRIGGERS

A trap's trigger determines what will activate the trap. Every type of trigger, except manual, must be placed inside the target area. A trap may have 1 trigger per square yard of target area.

MANUAL RELEASE — UC: 1

This requires a creature or player to actively press a button, pull a lever, or some other action for the trap to trigger.

PRESSURE PLATE — UC: 2

Applying any weight to this trigger will activate the trap. This trap can be integrated with the natural design to gain the concealment effect without increasing UC.

SNARE — UC: 1

The simplest trigger, as it is also the trap. It ensnares one of the victim's legs. They or someone else can attempt to free them with either a Security or Strength check with a UC of 5. In combat, freeing someone from a snare costs 3AP. Can only have a target area of 1sq.yd and the snare and suspended effects.

TRIPWIRE — UC: 2

When an unwitting victim stumbles over a tripwire, the trap is activated immediately.

TRAP EFFECTS

Effects define what happens after a trap is activated. This ranges from noise alarms and snares to spike pits and moving walls. Without an effect a trap does nothing. Most effects may be taken multiple times.

ALARM — UC: 1

A set of bones, a bell, or other noisesome arrangement is set off when the trap is tripped, alerting everyone within 20 yards.

CONCEALMENT — UC: 2

Increases the difficulty of Awareness checks to find the trap by 2.

DAMAGE — UC: 3

The design includes stakes, broken glass, or other dangerous material that inflicts 1d6 damage to anyone in the target area.

DELAY — UC: 1

Every time this effect is applied to a trap, it delays the other effects by 1 round.

EARTHSHAKER — UC: 4

A wall of earth / rocks either raises / drops down, blocking movement in the target square. This does not cause damage on its own. This can be destroyed if it is directly attacked, making the square difficult terrain.

PIT — UC: 1

The trap has been built with a 5 yard deep pit intended to maim or kill any who fall in. Each consecutive purchase increases the pit's depth by 5 yards.

POTION DISPENSER — UC: 4

A potion is deployed in 1sq.yd. of the target area. Additional potions can be applied to the same or other portions of the target area. Each potion must be purchased or crafted separately.

PROJECTILE — UC: 3

Fires into 1sq.yd. If it misses, it continues until striking something. Maximum range of 10 yards.

PROTECTED — UC: 2

This trap has been built with redundancies and false circuits, increasing the difficulty of disarming the trap by 2.

SERRATED — UC: 3

Victims injured by the trap suffer from *bleed* for 1d4 rounds.

SUSPENSION — UC: 5

Upon triggering, this trap suspends all creatures and items in a 1 sq. yard in a snare or a net high enough to cause minor fall damage when released. In order to get free, they must cut the part of the trap attached to them or remove the limb to which the trap has attached. If this occurs, the trap is considered disabled but also destroyed. As such, no parts may be recovered.

WIDGET — UC: 5

A series of pulleys, gears, and other systems are arranged to open trap floors, reveal hidden doors, and similar functions. Typically used in combination with the pit effect, or as a way to hide secret entrances. Each application can move 1 square yard of material.

WIRED — UC: 2

When this trap is activated, it triggers all other traps within a 10-yard radius that are also wired.

XP PROGRESSION

In Shattered, experience (XP), is the lifeblood of the game and allows the players to advance their characters. While the XP is handled on a session basis, you may wish to award bonus XP for amazing feats or witty dialogue. There are three recommended XP progression tracks for varying play styles.

Slow: Base 150xp + 20xp × session number.

Normal: Base 150xp + 25xp × session number.

Fast: Base 150xp + 30xp × session number.

While we recommend following the XP progression charts, XP can be gained in other ways per GM discretion. For example, a GM could award players bonus XP for performing daring feats or even killing a difficult monster.

BANK NOTES

Bank Notes (shortened to Notes, Nts., or ₦) are the primary monetary system in used on Feneryss. With it, players can purchase equipment, goods, and services. We recommend GMs provide a certain scaling quantity of Notes for each player per session. GMs should feel free to adjust these values if their campaign needs it, but understand this may affect balance. Weapon and armor progression, especially, has been calculated with these numbers in mind.

Slow: Starts at 20 Notes times the session number.

Normal: Starts at 25 Notes times the session number.

Fast: Starts at 30 Notes times the session number.

MASTERMINDS

Some GM's are content to allow their campaign's narrative and adversaries to unfold on the fly. Others may prefer to have their players' nemesis in mind well before characters even encounter them. In that regard, we have established rules to assist GMs in creating their "Big Bad Evil Guy." We call them Masterminds.

Before the first session begins, the GM creates a character similarly to a normal player character gaining 200 XP to start; however, there are some differences. The Mastermind's stats start at 1 instead of 2 and earns XP at an increased rate. Additionally, their health, armor, and damage grow in relation to the current session.

EXPERIENCE

Traditionally, Masterminds gain XP at a slightly higher rate than players; gaining a base of 200xp plus a modifier based on the chosen progression (slow, normal, or fast). Of course, while we do not recommend it, the GM may modify these rates as they see fit.

For a balanced game, it is recommended to use half of the Mastermind's XP for stats up to session 10, then 1/3 of the Mastermind's XP on stats after session 10. For ease of use, we have broken down XP into three categories, slow, normal, and fast.

Slow: Base 200xp + 25xp × session number.

Normal: Base 200xp + 30xp × session number.

Fast: Base 200xp + 35xp × session number.

Additionally, Masterminds may increase their stats (but not skills) beyond rank 10. The rank costs of stats beyond 10 are:

STATS PAST RANK 10

Rank 11: 594xp	**Rank 12: 702xp**	**Rank 13: 819xp**	**Rank 14: 9450xp**	**Rank 15: 1080xp**
Rank 16: 1224xp	**Rank 17: 1377xp**	**Rank 18: 1539xp**	**Rank 19: 1710xp**	**Rank 20: 1890xp**

HEALTH, DAMAGE & ARMOR

Each Mastermind begins with a base armor of 3, and a base damage of 2d6. Their health is determined using the same method that is used for players: Strength, Toughness, and Agility add 2 health per rank; Intelligence, Willpower, Perception, and Charisma add 1 health per rank.

SLOW PROGRESSION

	PLAYERS				MASTERMIND	
	400	◀	Starting XP	▶	200	
Session	XP	Total XP	Nts.	Total Nts.	XP	Total XP
1	170	570	20	520	225	425
2	190	760	40	560	250	675
3	210	980	60	620	275	950
4	230	1,210	80	700	300	1,250
5	250	1,560	100	800	325	1,525
6	270	1,830	120	920	350	1,875
7	290	2,120	140	1,060	375	2,250
8	310	2,430	160	1,220	400	2,650
9	330	2,760	180	1,400	425	3,075
10	350	3,110	200	1,600	450	3,525

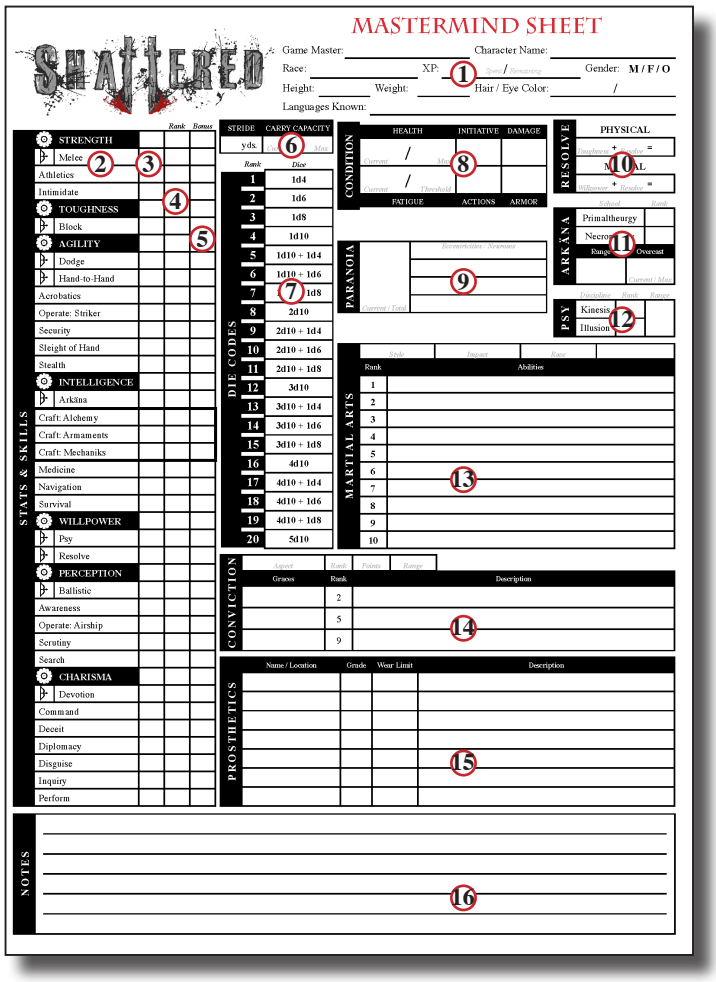
NORMAL PROGRESSION

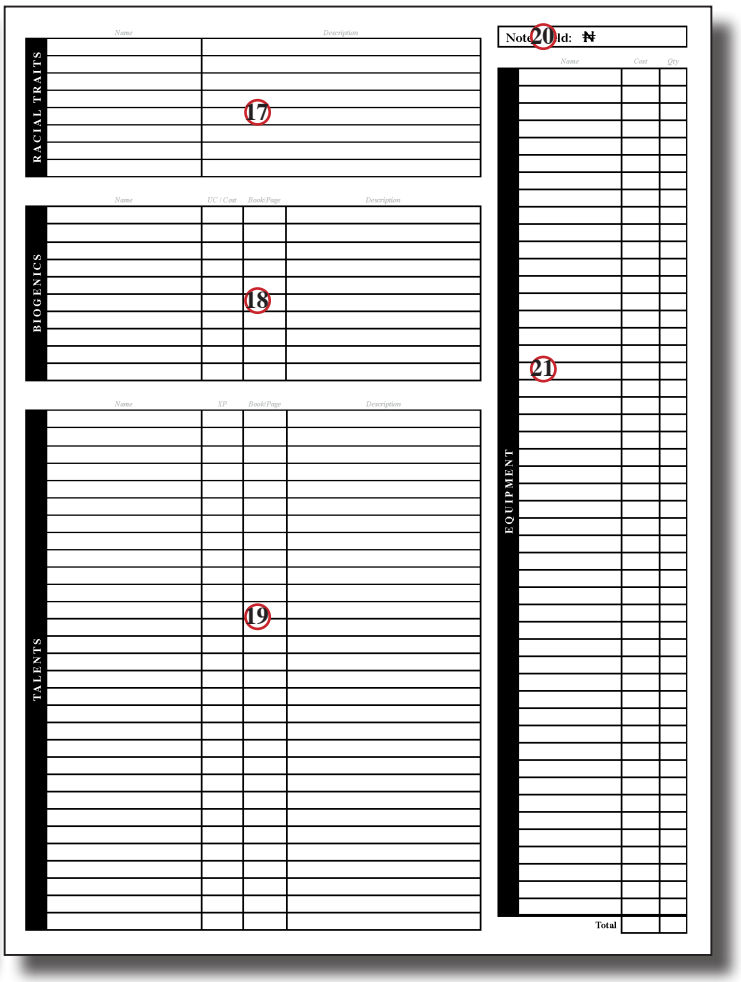
	PLAYERS				MASTERMIND	
	400	◀	Starting XP	▶	200	
Session	XP	Total XP	Nts.	Total Nts.	XP	Total XP
1	175	575	25	525	230	430
2	200	775	50	575	260	690
3	225	1,000	75	650	290	980
4	250	1,250	100	750	320	1,300
5	275	1,525	125	875	350	1,650
6	300	1,825	150	1,025	380	2,030
7	325	2,150	175	1,200	410	2,440
8	350	2,500	200	1,400	440	2,880
9	375	2,875	225	1,625	470	3,350
10	400	3,275	250	1,875	500	3,850

FAST PROGRESSION

	PLAYERS				MASTERMIND	
	400	◀	Starting XP	▶	200	
Session	XP	Total XP	Nts.	Total Nts.	XP	Total XP
1	180	580	30	530	235	435
2	210	790	60	590	270	705
3	240	1,030	90	680	305	1,010
4	270	1,300	120	800	340	1,350
5	300	1,600	150	950	375	1,725
6	330	1,930	180	1,130	410	2,135
7	360	2,290	210	1,340	445	2,580
8	390	2,680	240	1,580	480	3,060
9	420	3,100	270	1,850	515	3,575
10	450	3,550	300	2,150	550	4,125

GETTING TO KNOW THE
MASTERMIND SHEET





PAGE 1

You will notice that the mastermind sheet is very similar to character sheets. It starts with the GM block[1], which holds the GM's name, the Mastermind's name, and additional personal details.

Next is the Stat & Skill block[2]. The rank column[3] is where the Mastermind's current ranks are entered. The rating column[4] next to it is the sum of the skill's rank and the governing stat's rank (for stats it is the same as the rank). The final column[5] is for any bonuses the Mastermind has to the particular stat or skill (usually a static modifier). If the Mastermind possesses ranks in Lore, be sure to specify which Lore they have studied.

Adjacent to this is a small block for stride and carry capacity[6]. Beneath this is the cheat block, which lists the die codes for all ratings 1 - 20[7].

Moving to the right, you will see the Condition[8] and Paranoia[9] blocks. Condition tracks current and max health, fatigue, the Mastermind's default damage dice, and armor. Paranoia includes not only the Mastermind's current paranoia points, but also any eccentricities.

On the far right are the Resolve[10], Arkäna[11], and Psy[12] blocks. Resolve tracks ratings for both Physical and Mental Resolve, while the other two track ranks, ranges, and overcast points (in the case of Arkäna). Note that the Mastermind's spellpower is equal to their ranks in a chosen school.

The large block below this is for Martial Arts[13], which can be used to monitor what benefits are gained at each rank of the chosen style with abbreviated notes. Conviction[14], directly below Martial Arts, provides space for the Mastermind's aspect, Conviction rank, conviction points, range of influence, and the three graces they will acquire.

Prosthetics[15] is next. It offers space for the name, location, grade, wear limit, and a brief description of any prostheses. The final item on the first page is a small Notes[16] section, for any crucial pieces of information a GM may need to be mindful of.

PAGE 2

The second page of the Mastermind is much simpler and provides larger blocks for itesm that require more detail: Racial Traits[17], Biomods[18], Talents[19], and Notes[20] and Equipment[21]. Each provides space for a name, cost (if any), its location in the source book, and a brief description of its function.

SHENTORR : MAD NECROMANCER
A PREBUILT MASTERMIND

Shentorr was once a proficient and powerful Gravekeeper, but she eventually succumbed to madness after being beleaguered by years of battle and loss. It is her true belief that the act of sparking her stitches is actually resurrecting her old friends and colleagues. The greatest success of all is the colossal stitch, constructed from a core made from the remains of her deceased wife. During Shentorr's downward spiral, a heated argument with her wife was ended abruptly when Shentorr slew her in order for them to live together forever.

The once great leader of the **Gravekeepers** now opposes them at every turn. She rarely engages them directly, instead reinforcing the Undead Tide with unique creations of her own, each branded with her personal insignia on their forehead. Shentorr fiercely fights for her "friends," who have been caught up in the Tide, and seeks to crush anyone who would stand between them and their homes. Whether that's the walls of Pulse, or the armadas of Lanis, Shentorr fears no enemy and will stop at nothing to accomplish the goals in her twisted heart of gold.

Race: **Alypse** XP: **395 Spent / 5 Remaining** Gender: **Female**

Languages Known: **Common, Synthri**

HEALTH	INITIATIVE	DAMAGE
20 / 20 (Current / Max)	1d4	2d6
0 / 1 (Current / Max)	5	3
FATIGUE	ACTIONS	ARMOR

RESOLVE	
PHYSICAL	2 + 0 = 2
MENTAL	1 + 0 = 1

PARANOIA	STRIDE
0/1 (Current / Max)	4

ARKÄNA

Primaltheurgy	1
Range	Overcast
8 yds.	0/4

CONVICTION

DEATH

Conviction Points: 11

Opposition: Life

STATS & SKILLS

	Rank	Rating
STRENGTH	1	1
Melee	0	1
Athletics	0	1
Intimidate	0	1
TOUGHNESS	1	1
Block	0	1
AGILITY	2	2
Dodge	0	2
Hand-to-Hand	0	2
Acrobatics	0	2
INTELLIGENCE	5	5
Arkäna	5	10
Lore: History(Reckoning)	2	7
Medicine	0	5
WILLPOWER	1	1
Resolve	0	1
PERCEPTION	1	1
Ballistic	0	1
Awareness	0	1
Scrutiny	0	1
Search	0	1
CHARISMA	3	3
Devotion	3	6
Diplomacy	2	5
Inquiry	0	0

TALENTS

CASTING (NECROMANCY) (RANK 2)

CONVICTION (DEATH) (RANK 1)

SCRY

The marshal can force the dead to do their bidding. 1 AP grants the marshal the ability to control a single dead creature within their range of influence and access to all its senses. This connection is too tenuous to engage in combat, and cannot be used on stitches or the undead. Control is lost if the subject is harmed in any way.

OPPOSITION AURA

As their connection with death fades, they grow soft, plump, and healthy. Intimidate checks suffer a -4 penalty and their Nosferatu grace is nullified.

TRAITS

FLESH MASK

Gain a +2 to Mental Resolve checks.

SNAKETONGUE

If an Alypse succeeds on a Diplomacy, Deceit, or Inquiry skill check, they gain a +1 bonus the next time one of these skills is used against the same target.

HERITAGE

All Alypse gain 2 ranks in Lore: History (Reckoning)

PERSONA NON GRATA

Alypse gain a +1 bonus to Intimidate checks against non-Alypse when their Flesh Mask is not in use.

TIRELESS RETRIBUTION

Alypse take 1 point of *paranoia* per 2 points of *fatigue*, and immediately fall *unconscious* if their *fatigue* exceeds their Physical Resolve.

KISS OF RAGNAROK

On a successful grapple, spend 1 AP to bite target and transfer *paranoia* equal to half the target's Willpower.

ZEALOTRY

Alypse gain 1 bonus conviction point for every rank in Conviction.

VALKAERUS : DREADLORD OF HEL
A PREBUILT MASTERMIND

Race: **Human** XP: **398 Spent / 2 Remaining** Gender: **Male**
Languages Known: **Common**

STATS & SKILLS

	Rank	Rating
STRENGTH	3	3
Melee	3	6
Athletics	0	3
Intimidate	3	6
TOUGHNESS	2	2
Block	2	4
AGILITY	3	3
Dodge	0	3
Hand-to-Hand	0	3
Acrobatics	0	3
INTELLIGENCE	1	1
Medicine	0	1
WILLPOWER	1	1
Resolve	0	1
PERCEPTION	1	1
Ballistic	0	1
Awareness	0	1
Scrutiny	0	1
Search	0	1
CHARISMA	2	2
Deceit	0	2
Diplomacy	0	2
Inquiry	0	2

RESOLVE

PHYSICAL				
2	+	0	=	2
MENTAL				
1	+	0	=	1

PARANOIA 0/1 (Current / Max) **STRIDE** 4

HEALTH	INITIATIVE	DAMAGE
20 / 20 (Current / Max)	1d4	2d6
0 / 1 (Current / Max)	5	3
FATIGUE	ACTIONS	ARMOR

Valkaerus was born in the year 2386 PR to the prominent nobles of Clan Arrenkath, situated in Nath'Kaartu, capital of the Kallogorryn Empire. Even in his youth, the only child was a towering youth with shoulder length raven black hair, a trimmed goatee, and deep sapphire eyes. For as long as he could remember, he wanted to join the Order of Shattered Steel, the military caste of the Empire. On his seventeenth birthday, Valkaerus swore the oath.

All enlistees were required to perform the Binding, which would form a permanent connection between them and their god, Kaartu'ghal. It would grant him access to an arkäne well of power, increased longevity, enhanced strength, and resistance to disease. He was understandably anxious but submitted himself for the sake of the Order and his family's honor.

Valkaerus was frequently at odds with the tasks he was assigned. Policing the lower castes, subjugating foreigners, and exterminating other religions all made the young bladesman uneasy. It felt wrong, even if he couldn't properly explain why. Yet, he believed the Empire must have good reasons for the command. In the name of family and god, he complied.

Then came the turning point in Valkaerus's life. He was tasked to execute a family of rebels, a seemingly happily married couple with six children. The youngest girl begged and pleaded that they were innocent. That they should not be killed for wanting to be free. Still, he complied.

But that atrocity never left him. It haunted his days for weeks and his sleep for all the rest of his years. So the bladesman sought redemption, liberating 'enemies' of the Empire from prisons, purchasing freedom for debt-slaves, and smuggling slaves beyond its reach. He never knew if the people would make it out in the wasteland, but hoped they fared better beyond the iron fist of his fearsome god. For ten years Valkaerus continued on this way until he could no longer dodge the task of public execution. He refused the duty, instead slaughtering his superiors when faced with violence. He anticipated his own execution, but the High Prophets of Kaartu'ghal had other plans.

It was in the company of the Prophets that he learned many truths. The "benevolent" god bound the souls of all his followers upon joining, typically at birth. He drew his power directly from their souls; the larger his Empire, the greater his power. He shared some of this with the High Prophets and the bladesmen of the Order of the Shattered Steel to propagate Kallogorryn's expansion. When presented with this new knowledge, Valkaerus lashed out impotently at the Prophets. They seized him and flung him to a realm where he knew only utter darkness and the company of a mad god. Every moment in this purgatory felt like centuries. True time was immeasurable there.

During his absence, the Empire fell. Tae'k's Crusade, culminating in the Battle at Death's Door, threw the Empire into chaos as its most powerful necromancers were slain. Slaves, debt-slaves, and prisoners pitched an uprising. Turmoil was the new law of the land, and the Empire was helpless to suppress it. Nath'Kaartu was decimated.

Centuries later, Valkaerus was flung from his world of darkness into the gritty gutters of Hel. Kaartu'ghal set out to rebuild his Empire with his last living servant. Though he reigns over the Grave City, dubbed, the Dreadlord, the sole survivor of Clan Arrenkath does so against his will. Bound to his god directly, he can only watch as his hands commit the dark deeds the dying god desires. In moments of control, he still seeks to free the slaves. But time in that other realm has twisted his mind, and his efforts only strengthen the Undead Tide.

TALENTS

I AMBIDEXTERITY

Through rigorous life training, the character has adapted to using multiple weapons simultaneously. Reduce penalties for multi-attacks by 2.

I TAUNT

Successful Intimidate checks in combat force the target to attack the taunting character until one of them is dead or *unconscious*.

TRAITS

BIGOTRY

Humans gain a +1 bonus to Scrutiny against Deceit and Diplomacy checks made by members of the other races. They also suffer a -1 penalty to all other social interactions with all other races.

DETERMINATION

Once per day, Humans add half their Willpower as ranks to any skill check.

FATED

Once per day, a Human may choose to take one die at its maximum, assuring they put their best foot forward.

HUMAN INGENUITY

Alypse gain a +1 bonus to Intimidate checks against non-Alypse when their Flesh Mask is not in use.

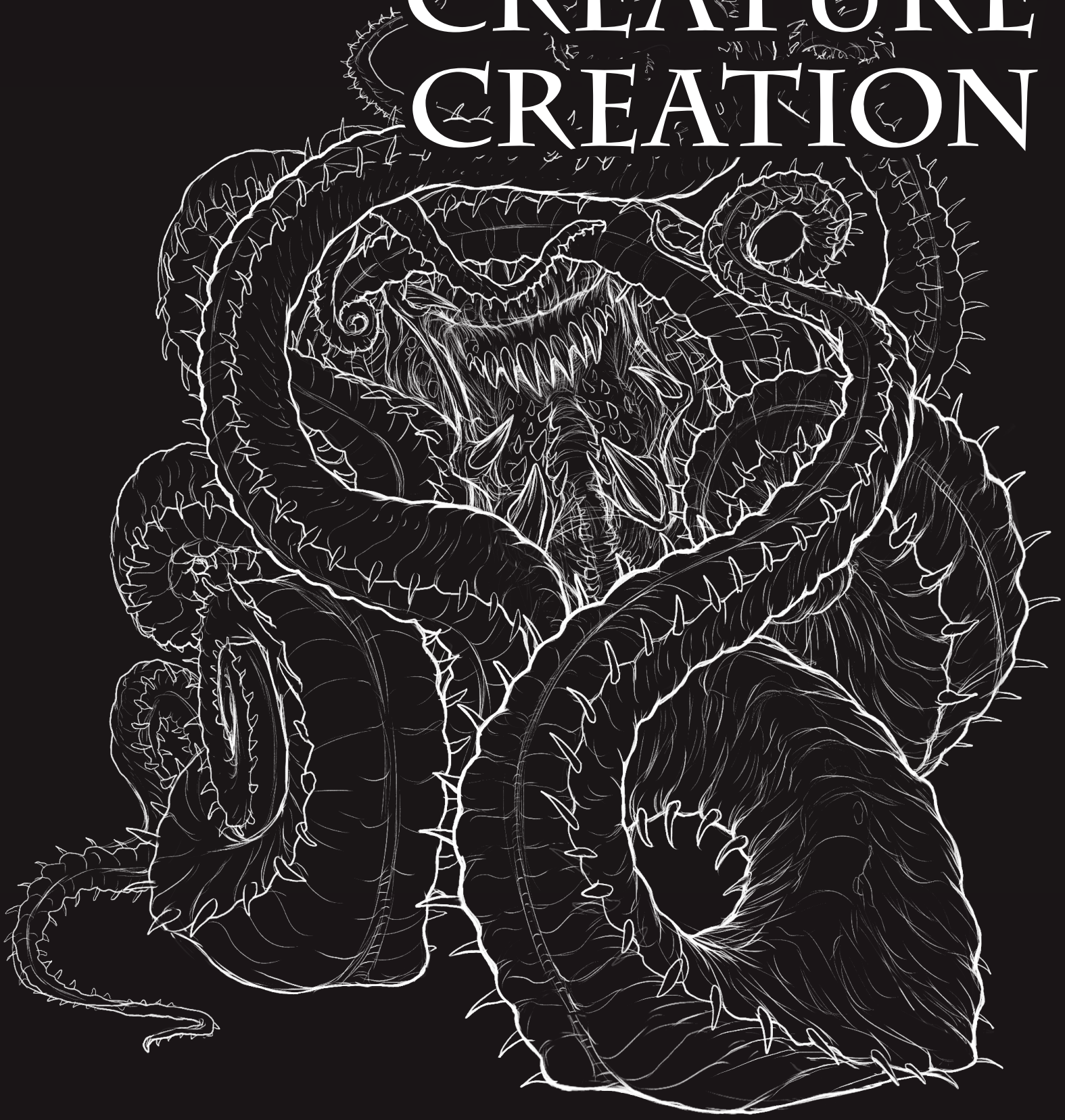
SKILLED

At character creation, Humans may acquire the first rank of any Non-Combat Skill they desire.

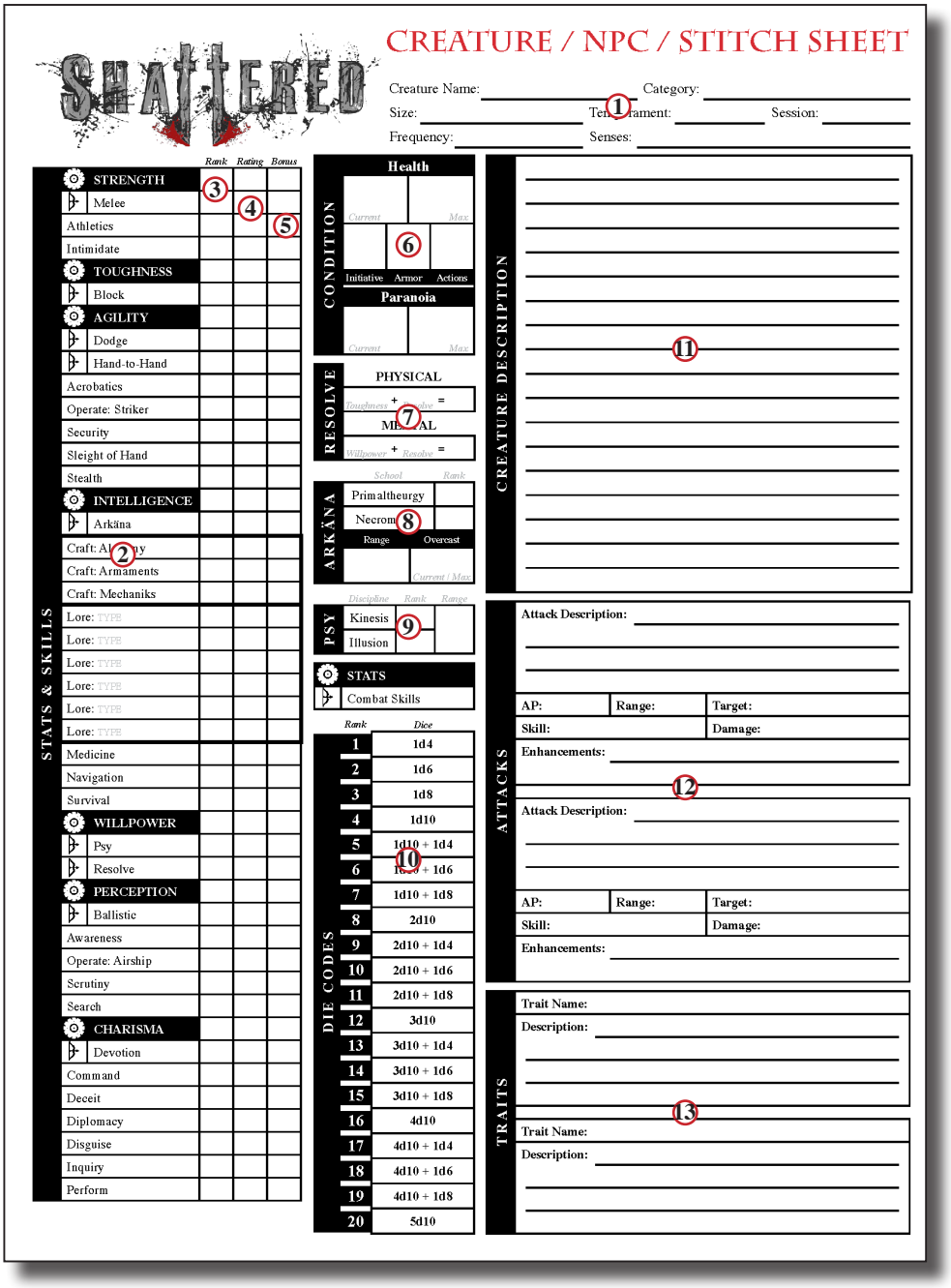
STUBBORN

Once per day after a Human successfully self-stabilizes, they roll a 1d6 and gain that much health.

CHAPTER 8: CREATURE CREATION



GETTING TO KNOW THE CREATURE SHEET



First and foremost, you can feel free to use the above sheet Creatures and NPC's while also letting your players use it to keep track of their stitches, should they have any.

On our Creature sheet, you will notice that certain elements look similar to our character and Mastermind sheets. The first of these familiar elements is the Creature block[1]. Here you fill out the creature's name as well as its size, creature type, temperament, and other bits of descriptive information.

After the Creature block, you will find the Stat & Skill block[2] on the left side of the sheet. In the rank column[3], you fill in your creature's current rank, followed by the rating column[4], then by any permanent bonuses in the bonus column[5]. Most creatures will not have any training in lore, but we have included it on this sheet for NPC's and stitches.

From there you will find the Condition[6] block, which unlike other sheets, includes *paranoia*. Next, you have the Resolve[7], Arkäna[8], and Psy blocks[9]. These blocks include areas to keep track of ranks, ranges, etc. that may come in handy.

Below that, you will find the Cheat block. Here we have included a list of die codes for ratings 1-20[10].

In the third column of the sheet there is a Creature Description block[11] followed by the Attack[12] and Traits[13] blocks.

Creating unique enemies for a campaign can be challenging. Determining the right amount of health, armor, and damage output can be a daunting task. To reduce the challenge, this creature creation section will guide a GM through the process using toolsets we've developed to do just that.

Once you have a concept, start with the creature's genus, which adjusts its base health and grants it a free trait. Next is size, which modifies the creature's strength stat and block and dodge skills. Larger creatures are stronger and more capable blockers, but poor at dodging since they're larger targets. The opposite is true for smaller creatures. A creature's type will determine how many points it has in stats and skills, its health calculation, armor, base damage, and the number of possible traits. The 4 types from weakest to strongest are: grunt, veteran, lord, and remnant. Grunts are a dime a dozen and common enemies with little skill. Veterans are elevated above the average rank and file and may lead small groups. Lords are very strong foes, typically stronger than any player character during the session for which it is rated. Remnants are absurdly powerful beings, and should be avoided whenever possible.

Once the creature has a clear set of abilities, it still needs attacks and traits to make encounters with the creature unique. Attacks have a base damage determined by the creature's type, and they can be modified with effects like knock back or increased damage. Doing so uses enhancement points, which are also determined by the creature's type. Traits are also limited by creature type, and alter the way an enemy behaves, such as giving it the ability to fly, or see all living things within a certain distance.

Note that stats, skills, and armor cannot be less than 0 and damage cannot be less than 1d6. Health bonuses are added after base health is determined.

GENUS

When creating a new creature, the genus is selected first. Feneryss bears a plethora of diverse potential enemies, each of which will fall into one of eight genera (shown below). The genus grants a general classification of the creature by grouping it with similar creatures. It also determines its base health and provides a free trait.

AVIAN — Base Health: 3

These creatures call the wicked, turbulent skies of Feneryss their home, and gain the Flight trait for free.

BEAST — Base Health: 5

Predators and prey. Each attuned to their own survival in a way that Humanity has never known. These creatures gain the Keen Senses trait for free.

DRAGON — Base Health: 8

They continue to elude scientific study, and their greatest hunters — the Shade — are reticent on the matter of these great beasts.

ELEMENTAL — Base Health: 3

These creatures are attuned to an element. Most are affixed to one of the physical elements and often display physical changes to reflect this, such as flaming locks of fur or an earthen hide. They gain the Elemental trait for free.

FRAGMENT — Base Health: 6

The official Lanisian term for creatures born of Ragnarok, they may possess other monikers in other cultures such as demons, tormentors, or djinn. All such creatures gain the Extract of Ragnarok trait for free.

HUMANOID — Base Health: 4

While this genus generally denotes Humanity and its descendants, it has also been used to describe creatures with observably sophisticated social structures. If the creature is a member of one of the races they may gain access to their respective racial traits.

INVERTEBRATE — Base Health: 2

This category is generally reserved for creatures whose bodies are not situated around a central spinal column, though the spinewretch has prompted some scholars to seek a better definition. This can present in many different ways, ranging from formless oozes, to beetles shielded within exoskeletons. Regardless of their form, these creatures gain the Indeterminate Physiology trait for free.

MECHANIKAL — Base Health: 6

Mechanikal parts serve a critical function in the physiology of the creatures, but some also possess biological components. Most have unclear origins, and much of Feneryss blames the Drones out of hand. Mechanikal enemies gain the Armor trait for free.

UNDEAD — Base Health: 2

It is believed by some that these creatures are the shadows that living souls cast as they walk the boundary between life and death. They are full given to their baser desire. Regardless of their origins or motivations, their connection to both life and death gives these creatures the Soulsight trait.

VERDURA — Base Health: 4

Previously a subset of invertebrates, this categorization has been separated on account of the Florvana. These plant- or fungus-based creatures are the heartiest of the flora that Feneryss has to offer and each one gains the Taproot trait for free.

CREATURE TYPE

Creatures fall into one of four types: **Grunt, Veteran, Lord, or Remnant**. These types primarily dictate the creature's Stats, Skills, Health, and Armor. This is also intended to establish the challenge that they should pose to a party. Grunts are the weakest and will be encountered more frequently than the others. Remnants are considerably more powerful, the greatest of which possess godlike powers, and are best met with an army at the ready.

GRUNT CREATURES

This is the weakest category of enemies and includes mangy beasts, random guttersnipes, and common foot soldiers. They are the most prevalent and frequently serve as meat shields for more powerful and important foes.

Stats: Grunts start with 1 rank in each stat. At creation they gain 1 bonus rank that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

Skills: All grunts start with 0 ranks in each skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

Health: Grunts start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

Armor: A grunt starts with a base armor of 0, which increases by 1 every 5 sessions.

Damage: Each of a grunt's attacks start with a base damage of 1d6.

Traits: Grunts gain 1 trait of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

Enhancement Points: Each creature gains enhancement points (EP) equal to their total stat ranks.

VETERAN CREATURES

Veteran creatures have been elevated beyond the teeming ranks of Grunts either by superior experience, stature, or raw ability. Veterans might include sergeants, alphas, or predatory beasts higher on the food chain.

Stats: Veterans start with 1 rank in each stat. At creation they gain 4 bonus ranks that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

Skills: All veterans start with 1 rank in each skill. At creation they gain 1 bonus rank to any skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

Health: Veterans start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

Armor: A veteran starts with a base armor of 1, which increases by 1 every 4 sessions.

Damage: Each of a veteran's attacks start with a base damage of 2d6.

Traits: Veterans gain 2 traits of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

Enhancement Points: Each creature gains enhancement points (EP) equal to their total stat ranks.

GM NOTE

Remnants and lords should not be introduced into a campaign without careful consideration as they will pose a great risk to your players and may wipe the party.

LORD CREATURES

Lords are the pinnacle adversarial forces. They are skilled in combat and blessed with superior mental or physical prowess. Potential lords include highly skilled warriors, apex predators, and powerful eldritch monsters.

Stats: Lords start with 1 rank in each stat. At creation they gain 9 bonus ranks that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

Skills: All lords start with 2 ranks in each skill. At creation they gain 2 bonus ranks to any skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

Health: Lords start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

Armor: A lord starts with a base armor of 2, which increases by 1 every 3 sessions.

Damage: Each of a lord's attacks start with a base damage of 3d6.

Traits: Lords gain 3 traits of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

Enhancement Points: Each creature gains enhancement points (EP) equal to their total stat ranks.

REMNANTS

These are unique persons and creatures that have exceptional strengths and unique abilities. Among them are godlike creatures, including physical manifestations of Ragnarok's psyche, a colossus swimming beneath the dunes of the Ashlands, and even the Historian of All Time. Avoid them at all costs, but if you're mad enough to engage them, an armada of airships is recommended.

Stats: Remnants start with 1 rank in each stat. At creation they gain 16 bonus ranks that can be assigned to any stat. Each session, they increase a single stat by 1 rank.

Skills: All lords start with 3 ranks in each skill. At creation they gain 3 bonus ranks to any skill. Each session, they increase a single skill by 1 rank. Excluding Stealth and Intimidate, all non-combat skills have effective ranks equal to their respective stats.

Health: Remnants start with their base health, plus 2 health for every rank of Strength, Toughness, and Agility, plus 1 health per rank of Intelligence, Willpower, Perception, and Charisma.

Armor: A remnant starts with a base armor of 3, which increases by 1 every 2 sessions.

Damage: Each of a remnant's attacks start with a base damage of 4d6.

Traits: Remnants gain 4 traits of any kind and 1 vision trait at creation. They can gain 1 additional trait per 5 ranks in their highest stat.

Enhancement Points: Each creature gains enhancement points (EP) equal to their total stat ranks.

SIZE

Size has a significant impact on a creature's abilities and mobility. For starters, larger creatures have significantly greater strength and improved ability to block in combat, but their superior size curtails their ability to dodge. The opposite is true for smaller creatures: they are weaker and less capable at deflecting damage, but much more difficult to strike. It also affects how much space they take up. Large-sized creatures and smaller occupy 1 square yard. Huge creatures take up 2 square yards. Massive creatures take up 4 square yards. Colossal take up 9 square yards.

Size	Block Mod	Dodge Mod	Strength Mod
Fine	-5	+5	No Strength to damage
Tiny	-3	+3	1/2 Strength to damage
Small	-1	+1	1 × Strength to damage
Medium	0	0	1 × Strength to damage
Large	+1	-1	1 × Strength to damage
Huge*	+3	-3	1.5 × Strength to damage
Massive**	+5	-5	2 × Strength to damage
Colossal**	+7	-7	4 × Strength to damage

* Huge creatures gain their full Toughness to their DR.

** Massive and Colossal creatures are treated as airships for the purpose of DR calculation when in combat with opponents smaller than themselves.

CREATURE ATTACKS

Creature attacks are comprised of a name, enhancements, AP cost, and a primary skill. Every good creature attack starts with a good name.

Enhancements do as the name suggests: they improve the attack by adding effects or modifying its performance. Examples include adding the knock prone effect, or giving it an area of effect. They serve to make each attack unique and to give the creature abilities that will challenge the players they are pitted against. Each enhancement requires **enhancement points** (**EP**) to be spent. The total EP available to a creature is equal to the sum total of its stat ranks. If the GM wants to add a custom enhancement not listed here, they may do so at the cost of 7 EP.

At base, a creature's attack costs 2 AP. This increases for each unique enhancement added to the attack past the third. As an example, adding additional damage dice along with the grapple and life leach enhancements would count as having 3 unique enhancements and the attack's AP would remain at 2. Adding additional damage dice would not change this because it has already been used, but adding the knock prone enhancement would increase the number of unique enhancements to 4 and would consequently increase the attack's AP to 3.

Finally, specify the combat skill that the creature uses for the attack. The skill used also dictates the attack's base range, if any. Melee and Hand-to-Hand attacks have a range of 1 yard and cost 0 EP, where as Ballistic, Arkäna, Psy, and Devotion start with a base range of 3 yards and cost 2 EP.

GM NOTE

As a rule of thumb, we do not put a limit on the amount of EP that can be used for a single attack. With that in mind, we recommend that Lords and Remnants use no more than half of their available EP on a single attack.

AREA — EP: 6

This attack targets an area with a 1-yard radius, centered on the desired target. Each additional purchase increases the attack's radius by 1 yard.

CONDITIONS — EP: 4

Choose 1 Condition. The effect lasts for 1d4 rounds per purchase of the same condition (page 85).

CONE — EP: 4

The attack affects all creatures in a 3-yard cone in front of the attacker. Spend 4 additional EP to increase this to 6 yards.

DAMAGE DIE — EP: 3

Add +1d6 damage to the creature's attack.

DAMAGE BONUS — EP: 1

Add a +1 bonus damage to the creature's attack. Cannot exceed the number of damage dice in the attack.

DEFENSIVE STANCE — EP: 6

The attack deals no damage, but the creature gains Toughness to armor for 1 round. This stacks with the Armor trait.

DISEASE TRANSMISSION — EP: 4

Choose 1 Disease. On successful hit, the target is afflicted with the disease (page 87).

ELEMENTAL — EP: 2

Change the attack type to one of the following elements: Air, Earth, Fire, Water.

FATIGUE — EP: 4

Causes 1 point of *fatigue* per purchase.

GRAPPLE — EP: 2

Success locks the attacker and target in a grapple (page 85). Must have Hand-to-Hand as the primary skill.

INFLICT PARANOIA — EP: 3

The creature increases the target's *paranoia* by 1.

KNOCK BACK — EP: 4

The creature is able to push back opponents 1 yard. Like bullrush, this can be blocked.

KNOCK PRONE — EP: 4

On successful hit, the target is knocked *prone*.

LIFE LEECH — EP: 5

After performing a successful melee or hand-to-hand attack, the creature gains health equal to half the damage dealt.

LINE — EP: 3

The attack strikes all creatures in a 3-yard line in front of the attacker. Additional purchases increase the distance by 1 yard.

LOSE ACTIONS — EP: 8

Target loses 1 AP per purchase for 1d4 rounds.

MULTI-STRIKE — EP: 8

The attack is so quick it lands multiple times. Roll the Attack and Damage check twice and apply the results of each. Increases AP cost by 1.

RANGE INCREASE — EP: 2

Doubles the range of the attack; multiple purchases increase the multiplier by 1. (e.g. 4 points for 3x, 6 points for 4x, etc.)

RECKONING BLAST — EP: 14

Regardless of success or failure, this ability permanently changes the ground beneath the target to Dangerous Terrain and the ground in a 3-yard radius around them to Difficult Terrain. The attacker ignores the terrain penalties.

REDUCE COMBAT SKILL — EP: 5

Choose a Combat Skill. This attack now reduces the indicated skill by 1 rank per purchase for 1d4 rounds.

REDUCE NON-COMBAT SKILL

EP: 2

Choose a Non-Combat Skill. This attack now reduces the indicated skill by by 1 rank per purchase for 1d4 rounds.

REDUCE STAT

EP: 6

Choose a stat. This attack now reduces the indicated stat by 1 rank per purchase for 1d4 rounds.

TRAITS

Every living and unliving thing on Feneryss has acclimated to the post-Reckoning world. This has led to a great variety of unique survival traits.

Each of the following traits are acquired at a 1:1 ratio, however if a GM wishes to create a custom trait they are welcome to do so, but we suggest that it require 2 traits. A GM may also elect to add fewer traits than allowed or none at all.

A creature's senses are prime among these traits, and every creature has gains one vision-based trait at creation: **Darksight, Daysight, Dusksight, Thermal Vision, Sonar, Soulsight,** or **Tremorsense**. If the GM wishes, they may sacrifice the creature's senses to gain an additional trait to be used elsewhere.

ARKÄNA

The creature has tapped into one of the schools of arkäna. The first time this trait is taken, the creature has an effective rank of 1 in the chosen school. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10.

ARKÄNE RESISTANCE

The creature gains a bonus to their DR against arkäne-based damage equal to half their Toughness. This may only be taken once.

ARMOR

The creature gains armor equal to half its Toughness.

BIOMOD

The creature possesses the desired biomod (page 162). They must follow the rules of biomods when purchasing upgrades.

CALL CREATURE

The creature calls 1 specified creature to its aid, which appears at a location specified by the GM after 2 rounds. This may be taken multiple times to call different creatures, or to call more than one of the same creature.

CONVICTION

The creature was chosen or is aligned with an aspect. The creature gains access to miracles and auras in accordance with its effective rank in conviction. The first time this trait is taken, the creature has an effective rank of 1. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10.

CORPSE FEAST

The creature can spend 1 AP to consume a corpse within 1 yard and regain 1d6 health.

COUNTERATTACK

If the creature is successfully attacked, they may immediately retaliate with a free basic attack. This may only occur once per round and only if the attacker is within the creature's reach.

DARKSIGHT

This vision enhancement typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light. (Vision rules on page 93)

DAYSIGHT

Creatures with Daysight are the most dependent on light sources to function, but suffer the least in bright conditions. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness. (Vision rules on page 93)

DUSKSIGHT

This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness. (Vision rules on page 93)

ELEMENTAL

The creature gains an affinity towards one of the following elements: air, earth, fire, or water. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment (for example, a creature with an affinity for electricity would gain a +2 bonus against a spell with the volt attribute).

ENHANCED COMBAT SKILL

The creature has 1 bonus rank in the specified combat skill.

ENHANCED MOVEMENT

Increases the creature's Stride to Agility + 4.

ENHANCED NON-COMBAT SKILL

The creature has 1 bonus rank in the specified non-combat skill.

ENHANCED STAT

The creature has 1 bonus rank in the specified stat.

EXPLOSIVE DEATH

Everything within 1 yard of the creature takes 1d6 damage on creature's death, which bypasses armor. This can be taken multiple times to increase range and damage one step each.

EXTRACT OF RAGNAROK

These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

FLIGHT

The creature may move their stride in any direction, vertically or laterally, and hover indefinitely.

FLURRY

The creature incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

HASTE

The creature has 6 AP per turn.

IGNORE TERRAIN

The creature may move over difficult terrain without hindrance.

IMMUNITY

The creature ignores the effects of one of the following conditions: *stunned*, *paralyzed*, *blinded*, *ablaze*, or *bleeding*.

INDETERMINATE PHYSIOLOGY

Critical successes do not occur as a result of checks made against this creature.

KEEN SENSES

The creature gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

MANY FROM ONE

Upon reaching 0 health, the creature splits into 1d6 other creatures, which must be specified at creation. This number increases by 1d6 for every size category greater than large.

MARTIAL ARTS

Available for Humanoid creatures only. Choose one impact and style from Martial Arts. The first time this trait is taken, the creature's effective rank in the Martial Arts is 1. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10, gaining all chosen abilities and bonuses.

MULTI-GRAPPLE

The creature may grapple one additional target.

PSY

The creature has tapped into one of the psykic disciplines. The first time this trait is taken, the creature has an effective rank of 1 in the chosen discipline. Each additional time this trait is taken, the creature's effective rank increases by 3, up to a maximum of 10.

REGENERATION

The creature heals 1d6 health every round. This can be taken multiple times to increase the number of dice per round.

SONAR

More an aural enhancement than a visual one, this allows for observation using reverberating sound waves which build a three-dimensional map of the surrounding area.

SOULSIGHT

This type of perception allows the creature to determine if creatures within 100 yards are living, dead, or undead.

SWARM

This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkäna and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

TAPROOT

If the creature is killed, and 3 rounds pass before the encounter ends, the creature resurrects once, returning with half its maximum health.

THERMAL VISION

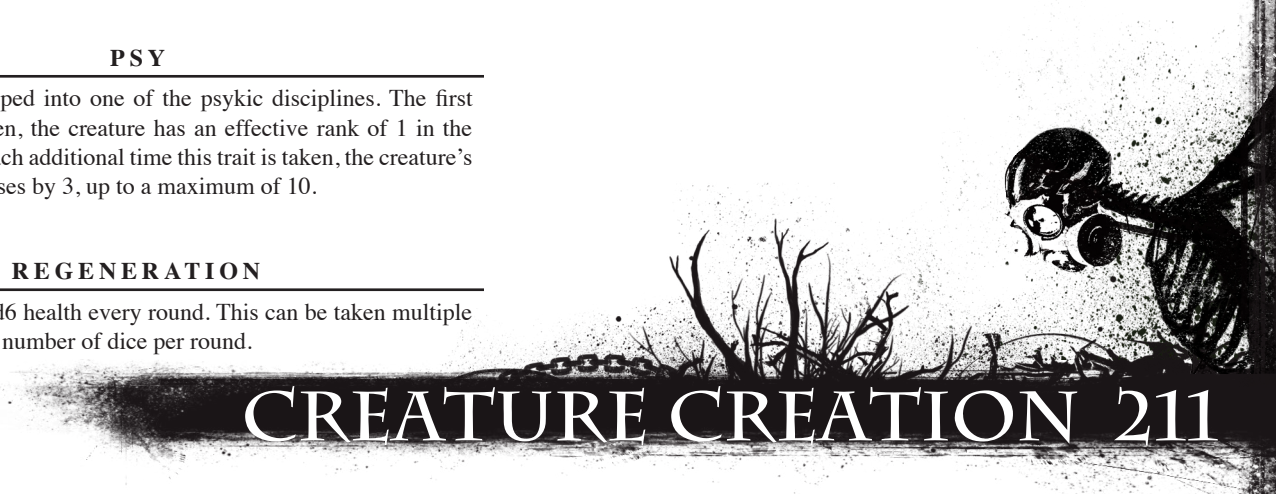
This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

TREMORSENSE

The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

UNASSAILABLE

The creature can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.



CREATURE LIST

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GRUNTS

ANKLEBITERS

HEALTH	ARMOR
16	0

SIZE: Small **GENUS:** Undead
SENSES: Dusksight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	1	3	1	1	1	1
1d4	1d4	1d8	1d4	1d4	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	0	1	N/A	N/A	0	N/A
1d4	1d4-1	1d10+1	n/a	n/a	1d4	n/a

Resolve	H2H	Resolve
0	1	0
1d4	1d10	1d4

Intimidate	Stealth	Initiative
0	0	1d4
1d4	1d8	

These diminutive undead are the reanimated remains of stillbirths, young children, and abortions. These often disfigured creatures crawl into dark spaces and ambush the living in order to feed. Some, however, can look humanoid enough on a passing inspection to lure in the unaware for feasts of opportunity.

Anklebiters can also occur more commonly from those that are pregnant and die, bursting their way out of their mothers and joining the ranks of the undead. It should be noted that just like most undead, these are unintelligent, their ambush tactics are a result of their diminutive size and being difficult to detect. Fortunately, the anklebiter is exceptionally frail; they are easily dispatched once discovered.

GRASP & GNAW 2 **SKILL:** H2H **DAMAGE:** 1d6+2

If the target is *unaware* of the anklebiter, it is immediately *grappled* as if the target did not resist. If it is aware, roll Grapple check as normal.

DUSKSIGHT: This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

LEECH: Whenever the anklebiter successfully grapples a target, it siphons 1d6 health from the target that bypass damage reduction, and heals itself for the same amount.

SOULSIGHT: This type of perception allows the anklebiter to determine if creatures within 100 yards are living, dead, or undead.

AIRSHIP PIRATE

HEALTH	ARMOR
21	0

SIZE: Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	3	2	1	1	3	1
1d4	1d8	1d6	1d4	1d4	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	0	2	N/A	N/A	3	N/A
1d4	1d8	1d10	n/a	n/a	1d10+1d6	n/a

Resolve	H2H	Resolve
0	0	0
1d8	1d6	1d4

Intimidate	Stealth	Initiative
0	0	1d8
1d4	1d6	

A normally drunken sailor of the sky who likes their grog and swearing profusely. Nothing is entirely terrifying about them besides their breath. One of these bullies isn't likely to be a problem for a seasoned fighter, but a full crew could spell trouble. Simple tunics and trousers are common, with overcoats and headgear to safeguard their bodies from the chill of high altitudes.

The modern pirate is an opportunist, rarely attacking any target of equal strength or readiness. Privately owned, or even stolen arkänik drives are extraordinarily precious and even pirates will hesitate to endanger theirs without ample reward.

The largest pirate threat comes from city-state sponsored piracy. While these corsairs are rare, their predilection for merciless violence is unrivaled. This is in large part thanks to the hefty bounty usually offered to them per ship sunk, based on its class.

SALT & BATTERY 2 **SKILL:** Ballistic **DAMAGE:** 2d6+3

The pirate loads a specialized firearm with rock salt to slow the target. It has a maximum range of 3 yards, inflicts 1 point of fatigue.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED COMBAT SKILL (BALLISTIC): The airship pirate has 1 bonus rank in the Ballistic skill (accounted for).

BOGMOUTH

HEALTH	ARMOR
24	0

4 **SIZE:** Medium **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	3	2	1	1	2	1
1d6	1d8	1d6	1d4	1d4	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	1	0	N/A	N/A	0	N/A
1d6	1d10	1d6	n/a	n/a	1d6	n/a

Resolve	H2H	Resolve
1	1	1
1d10	1d8	1d6

Intimidate	Stealth	Initiative
1	0	1d6
	1d6	

These warted amphibians are found solely in the acidic bogs of Gnawtow Mire, lying in wait for smaller creatures to wander by. They catch their prey using a sticky prehensile tongue then devour their victims whole. Bogmouths rarely leave their homes for any reason as they require the acidic waters to aid with digestion. Small gills seep water through their ribs directly to the stomach; because of this, it is not uncommon to witness a bogmouth "exhaling" the blood and other bodily fluids of their victims during consumption.

ADHESIVE TONGUE 2 **SKILL:** H2H **DAMAGE:** 2d6+2

The bogmouth lashes out with its adhesive tongue, *grappling* its target in an attempt to drag them into its gullet. This attack has a reach of 3 yards.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

DEVOUR: Any creature that was hit and successfully *grappled* by an adhesive tongue attack will be dragged inside the bogmouth after a failing to break free from 3 consecutive Grapple checks. Creatures dragged inside the bogmouth take 2d6 damage each round and must make a UC 10 Athletics or Acrobatics check to escape. They may not take any other actions while devoured.

KEEN SENSES: The bogmouth gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

NEMZUL'S NOTE

Bogmouths are surprisingly formidable creatures thanks to the incredulous length of their glossa, or tongue. Spotting a bogmouth before being spotted is key to foiling their dinner plans. Use bright lights and flares to illuminate their highly reflective eyes. Though caution is best advised: fire in a bog is likely to attract attention one would much rather elude.

BONEHEAD

HEALTH	ARMOR
50	3

18 **SIZE:** Medium **GENUS:** Beast
SENSES: Blind, Deaf, Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
7	5	4	2	3	3	2
1d10+1d8	1d10+1d4	1d10	1d6	1d8	1d8	1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
6	4	4	N/A	N/A	0	N/A
3d10+1d4	2d10+1d4	2d10	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
2	0	2
1d10+1d8	1d10	1d10+1d4

Intimidate	Stealth	Initiative
2	0	1d8
1d10+1d8	1d10	

Commonly found in the wastelands to the northeast of the continent, boneheads were previously Human. Unfortunately for them, their mutations were neither beneficial nor benign. Boneheads have gained highly accurate tremorsense to make up for their complete loss of vision and hearing. While previously humanoid, their skin has become a pale tan color. In addition, the majority of the creature's head including their ears and eyes have become entirely engulfed by their massive horns. These creatures hunt in packs with highly coordinated attack patterns. The boneheads received their name from how they attack their prey, lowering their heads and charging their victim. This allows the bonehead's spine to lock into a single column. They use this strength to batter their victim until dead.



PULVERIZING RUSH 3 **SKILL:** Melee **DAMAGE:** 3d6+1

The bonehead lowers its neck and barrels at full speed, towards a target. If the attack is successful, the target is knocked *prone* 1 yard away.

JACK HAMMER 4 **SKILL:** Melee **DAMAGE:** 2d6

The bonehead attempts to grapple its target. If successful it pounds its skull into its prey repeatedly until all that remains is a pile of bloody paste. Roll the Attack and Damage check twice and apply the results of each.

ARKÄNE RESISTANCE: Boneheads gain a bonus to their DR against arkäne-based damage equal to half their Toughness.

IGNORE TERRAIN: Boneheads may move over difficult terrain without hindrance.

KEEN SENSES: The bonehead gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

TREMORSENSE: The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

CADAVIAN

HEALTH	ARMOR
21	0

SIZE: Medium **GENUS:** Avian
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 1d4	2 1d6	3 1d8	1 1d4	1 1d4	3 1d8	1 1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 1d4	0 1d6	1 1d10	N/A n/a	N/A n/a	1 1d10	N/A n/a

Resolve	H2H
0 1d6	1 1d10

Resolve
0 1d4

Intimidate	Stealth	Initiative
1 1d6	0 1d8	1d8

These ravenous creatures roam the Alecian Plains, scavenging corpses of settlers, slavers, and adventurers alike. The cadavian is a medium sized bird whose head appears to have been fossilized, bearing only a thin veneer of skin to cover its gaunt features. They find carcases by following essences of death that pervade the world like rivers and capillaries.

Weak when singled out, it is common to find the cadavian in flocks and are occasionally led by a larger alpha, called an Apex, which gains a +2d6 bonus to its attack damage, twice its health and armor, and +1 bonuses to stat and skill ranks. When attacked, they will regurgitate partially digested and fossilized feces, launching them at dangerous speeds from their gullets.

BILE SPOUT 2 **SKILL:** Ballistic **DAMAGE:** 2d6+2

Like a biological blunderbuss, cadavians use chemical reactions in their digestive tracts to expel compacted, fossilized food particles at their victims. This attack has a range of 3 yards.

PECK 2 **SKILL:** Ballistic **DAMAGE:** 2d6+2

The cadavian pecks at its target with its beak.

CORPSE FEAST: A cadavian can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FLIGHT: The cadavian may move their stride in any direction, vertically or laterally, and hover indefinitely.

NEMZUL'S NOTE

My first witness of these fowl scavengers (pardoning the play, if you please) was in the midst of a greater misfortune whereupon I found myself enveloped by the unholy throes of the Tide. I was traversing Alecia bound for Lokoran with a scathing dossier on the now aptly named War of Fools brewing in my skull. That vile, ivory beak plucking at the flesh of my friends stole away whatever righteous indignation still fluttered in my breast and filled that space with revulsion. I have avoided the eastern flatlands of the Plains ever since.

CARRION

HEALTH	ARMOR
17	0

SIZE: Medium **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 1d6	1 1d4	2 1d6	1 1d4	1 1d4	1 1d4	1 1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1 1d8	0 1d4	0 1d6	N/A n/a	N/A n/a	0 1d4	N/A n/a

Resolve	H2H
0 1d4	0 1d6

Resolve
0 1d4

Intimidate	Stealth	Initiative
0 1d6	0 1d6	1d4

Generally docile, these flightless, avian scavengers have powerful talons to shred through dead flesh. They can survive long stretches of time without a meal and it is considered a bad omen to see them gathering nearby. They become enraged when feasting on the flesh of the undead and will attack anything alive in the area. Undead being eaten by a carrion ignore the birds unless they interfere with their movement.

A plush layer of feathers give them a significantly thicker sillhouette than their cadavian cousins, but their size is mostly for intimidation. They are marginally stronger as well, but in the end they are still just scavengers.

ROTFIEND 2 **SKILL:** Melee **DAMAGE:** 2d6+2

Anytime a carrion deals damage to a target, they suffer *acid burn* for 1d4 rounds.

CORPSE FEAST: A carrion can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

KEEN SENSES: The carrion gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

NEMZUL'S NOTE

Almost as repugnant as their cadavian cousins, these creatures actually prefer rotting flesh over the living. A little sack of raw meat goes a long way when traveling their scavenging territory. Despite the repulsiveness of this bird, their eggs are quite large and make for a delicious meal. Just avoid breathing while near their nest, they have a habit of marking them with fetid vomit.

CHAOS EATER

HEALTH	ARMOR
20	0

3 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 1d4	1 1d4	3 1d8	3 1d8	1 1d4	1 1d4	1 1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 1d4	0 1d4	1 1d10	1 1d10	N/A n/a	0 1d4	N/A n/a

Resolve	H2H	Resolve
0 1d4	0 1d8	0 1d4

Intimidate	Stealth	Initiative
1 1d4	0 1d8	1d4

The bane of wounded soldiers and dying adventurers, the chaos eaters are grotesque, nearly Human scavengers with disproportionate, asymmetric limbs and seemingly fractured facial expressions. Thanks to their heavy exposure to raw magic and the mutations it bore upon them, they are as varied in appearance as any sentient race. They pursue the pulse of raw arkäna and the howls of the dying. While stalking prey, they crawl slow and low to the ground but be not fooled. Chaos eaters are capable of supernatural bursts of speed and wield raw arkäna to finish their prey before feeding. Most of the flesh on a chaos eater is broken and torn, constantly oozing out streams of a black, eerie essence which acts as their blood. They leave trails of black evaporating discharge they go.

Chaos eaters were all once Human, or at least a sentient race, corrupted and driven mad. The most common areas to find chaos eaters are reality tears, the Tower Lies (within the Wastes of Galaam), and any populated area that may suffer significant loss of sanity. Although they feast on the weak and injured, those close to a mental break, or those that have already felt their minds slip away will suffer a fate worse than death or even undeath. Those poor souls will be turned by the black blood of a chaos eater, doomed to wander the planet as crazed lunatic slowly shattering to the arkäne forces.

Although a chaos eater lives, undead completely ignore them. The warped chaos magic fueling them completely masks them from the Soul Sight of undead. It is also worth noting that chaos eaters are physically poor, though it is said older phenotypes will experience a near complete "fracture" that endows them with an awful power.

CHAOTIC VOLLEY 2 **SKILL:** Arkäna **DAMAGE:** 2d6

The chaos eater vomits pure chaotic energy in a 4-yard line.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED MOVEMENT: The chaos eater has an increased Stride of Agility + 4

CUTPURSE

HEALTH	ARMOR
16	0

1 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 1d4	1 1d4	2 1d6	1 1d4	1 1d4	1 1d4	1 1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 1d4	0 1d4	0 1d6	N/A n/a	N/A n/a	0 1d4	N/A n/a

Resolve	H2H	Resolve
0 1d4	0 1d6	0 1d4

Intimidate	Stealth	Initiative
0 1d4	1 1d8	1d4

These individuals use varying tactics such as surrounding the target with children or bumping into the target to slit the purse and steal their Notes or other small valuables. They are clad in ratty, inconspicuous clothing and are visually bland; they easily blend into the crowd.

Chasing a cutpurse on their home turf is about as productive as searching for fresh water in the Maw. Better to cut your losses and let the poor souls be. If you happen to catch one, however, don't expect much of a fight. Don't expect much satisfaction from pulping the impoverished fool, either.

SHOVE 2 **SKILL:** H2H **DAMAGE:** 1d6+2

If caught, the cutpurse pushes their assailant with all their might, knocking them *prone* before slipping into the crowd, reducing their target's Awareness by 1 rank for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED MOVEMENT: The cutpurse has an increased Stride of Agility + 4

EXOTHERM

HEALTH	ARMOR
28	1

8 **SIZE:** Small **GENUS:** Elemental
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	2	3	1	2	3	1
1d10	1d6	1d8	1d4	1d6	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	1	2	N/A	N/A	0	N/A
1d10+1d8	1d8-1	1d10+1d4+1	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
1	0	1
1d8	1d8	1d8

Intimidate	Stealth	Initiative
1	0	1d8
1d10+1d4	1d8	

Exotherms are elusive and dangerous creatures, known for spontaneously combusting as their emotive states travel between extremes. Their explosive nature is caused by the noxious, gelatinous fuel produced in their digestive tract. Any excitement is likely to ignite them, but exotherms are not violent creatures. Quite to the contrary, these reptiles are rather docile and are often harvested to power combustion-based machinery. They are small, scaled creatures about two feet long and six inches tall. They have long snouts, a stubby tail, and short legs with tiny claws. Exotherms are found near highly acidic water sources and eat the plants and small rodents which live around the body of water.

An exotherm with the right temperment, one that is not too excitable, could make for an excellent pet. As long as it is well fed, a single one can fuel a lantern with its flammable gelatin for several hours each day. It should be noted that even a well trained exotherm still runs the risk of ignition, which can lead to serious collateral damage.

COMBUSTABLE EXPULSION **2** **SKILL:** Melee **DAMAGE:** 3d6

The exotherm vents its digestive tract, lighting any victims in a 1-yard area *ablaze*.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ELEMENTAL (FIRE): The exotherm has an affinity towards the fire element. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment.

EXPLOSIVE DEATH: The exotherm explodes upon death, dealing 1d6 damage that bypasses armor.

NEMZUL'S NOTE

My bald brows can attest at this time to the adorable and disarming visage of these reptiles. On first sight, I immediately approached, sensing no hostility. They seemed equally as eager to make my acquaintance. So, the gentleman I am, proffered a bite of breakfast from earlier that morn. The nearest declared his excitement with such vehemence that the flames licked my nose and, as previously reported, cooked off my eyebrows.

GARGOYLE

HEALTH	ARMOR
31	1

9 **SIZE:** Large **GENUS:** Verdura
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	5	2	1	1	3	1
1d10	1d10+1d4	1d6	1d4	1d4	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	3	1	N/A	N/A	0	N/A
1d10+1d8	2d10+1	1d8-1	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
1	0	1
1d10+1d6	1d6	1d6

Intimidate	Stealth	Initiative
1	0	1d8
1d10+1d4	1d6	

At first glance, gargoyles can easily be mistaken for armored Florvana. More often they are dismissed as piles of mossy rocks. Gargoyles are flexible moss manipulating a stone skeleton. Over time they gather more sediment in greater quantity and size, theoretically growing ceaselessly until they are slain.

Gargoyles prefer to be left alone while they seek out open areas under thin clouds to sunbathe. Their presence to knowing travelers is considered good luck and often represents fair weather. While most consider them little more than dumb monsters, rumors exist that an enclave of marshals of Light have trained some as guardians or beasts of burden.

PULVERIZE **2** **SKILL:** Melee **DAMAGE:** 3d6+1

While gargoyles are slow to anger, they do on occasion attack by slamming both of their arms to the ground, creating a small crater with a 1-yard radius and knocking anyone caught inside back 1 yard.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ELEMENTAL (EARTH): The gargoyle has an affinity towards the earth element. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment.

SOLAR REGENERATION: Gargoyles heal themselves for 1d6 health per round that they are exposed to sunlight or when in the presence of a marshal of light.

TAPROOT: If the gargoyle is killed, and 3 rounds pass before the encounter ends, the creature resurrects once, returning with half its maximum health.

NEMZUL'S NOTE

After enduring the horrors of the Tide firsthand, I was in quite the daze. I blame this state of mind for my failure to recognize the gargoyle upon which I sat. Needless to say, the creature wasn't the least enamored with the proximity of my rump and flung me ass over chops a dizzying distance. I earned two broken legs and a shattered wrist for my rudeness. I don't perch on rocks anymore.

GLASS BEETLE

HEALTH	ARMOR
25	1

9 **SIZE:** Medium **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 (1d6)	1 (1d4)	4 (1d10)	1 (1d4)	1 (1d4)	7 (1d10+1d8)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 (1d6)	0 (1d4)	2 (1d10+1d6)	N/A (n/a)	N/A (n/a)	4 (2d10+1d8)	N/A (n/a)

Resolve	H2H	Resolve
1 (1d6)	0 (1d10)	1 (1d6)

Intimidate	Stealth	Initiative
2 (1d10)	0 (1d10)	1d10+1d8

These small swarming insects are considered to be pests by the Shade. They collect in colonies that can range from a few hundred to several thousand and have a tendency to build large labyrinthine nests by burrowing into the caps of the obsidian spikes found in the Glass Forest. The process these beetles use to break down stone is also used to defend the nest, each one capable of hurling fiery projectiles that burn at temperatures greater than the Maw itself.

MAGMATIC BURST **2** **SKILL:** Ballistic **DAMAGE:** 3d6+3

When threatened, the glass beetle mixes its saliva with other digestive juices, spraying the mixture in a cone up to 6 yards at the threat.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FLIGHT: Glass beetles may move their stride in any direction, vertically or laterally, and hover indefinitely.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against glass beetles.

SWARM: This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkäna and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

NEMZUL'S NOTE

The ingenuity of the Shades has ever impressed me. A prime example is their method for combating glass beetles. Rather than burn them, as most would with an insect infestation, they have turned to primaltheurgists who freeze the pests in those thick shells. This nullifies them as a threat, compared to fire, which has a tendency to amplify their danger before they die.

GOREFACE

HEALTH	ARMOR
46	3

19 **SIZE:** Medium **GENUS:** Undead
SENSES: Daysight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5 (1d10+1d4)	3 (1d8)	9 (2d10+1d4)	2 (1d6)	4 (1d10)	3 (1d8)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 (1d10+1d4)	1 (1d10)	6 (3d10+1d8)	N/A (n/a)	N/A (n/a)	0 (1d8)	N/A (n/a)

Resolve	H2H	Resolve
2 (1d10+1d4)	6 (3d10+1d8)	2 (1d10+1d4)

Intimidate	Stealth	Initiative
5 (2d10+1d6)	0 (2d10+1d4)	1d8

True to their name, gorefaces have the sickening compulsion to cut faces off living victims before turning their bodies inside out. Perhaps more gut-wrenching is their peculiar sense of art: every goreface wears their collection like a robe of hollow emotions. Smiling, frowning, laughing, crying—each fleshy trophy is a twisted impostor of human expression.

DISEMBOWEL **2** **SKILL:** H2H **DAMAGE:** 3d6+1

The goreface attempts to grapple its next potential victim. If successful, the goreface tears at their prey's body cavity hoping to feed its compulsion to revel in the viscera of another.

FACERIPPER **2** **SKILL:** H2H **DAMAGE:** 3d6

The goreface tackles its victim, knocking them *prone*, and violently rips at their eyes and ears, looking for enough purchase to pull the flesh from their skull. Roll the Attack and Damage check twice and apply the results of each.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FACE OF FEAR: The goreface has 1 bonus rank in the Intimidate skill. The goreface also gains an additional +2 bonus to intimidate checks if they are currently wearing the face that the characters recognize.

SOULSIGHT: This type of perception allows the goreface to determine if creatures within 100 yards are living, dead, or undead.

NEMZUL'S NOTE

One week prior (it has been that long since I could lay hand on my quill without shaking violently) I endured a waking nightmare. I was dragged from the beauty of dreamless sleep beside my second wife, my blessed Diyana, to the crashing of glass and her shrills of gut-expelling terror. This abomination— the word so poorly expresses the depth of emotion imbued in these harsh scratches— had ripped the face from my life's treasure and wore it like a cheap necklace! A peppering from my pistol slew the monster, but my finger abused the trigger long enough to empty the chambers six times over. I will never love again.



HEARTWOOD SLOTH

HEALTH	ARMOR
36	2

10 **SIZE:** Medium **GENUS:** Beast
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	5	2	1	2	1	1
1d10+1d6	1d10+1d4	1d6	1d4	1d6	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	3	0	N/A	N/A	0	N/A
2d10+1d4	2d10	1d6	n/a	n/a	1d4	n/a

Resolve	H2H
2	0
1d10+1d8	1d6

Resolve
2
1d10

Intimidate	Stealth
2	0
2d10	1d6

Initiative
1d4

The Heartwood sloths, also known as fisher sloths to the locals, can be found in the colloquially named Fishers' Arbor, more widely known as Heartwood Forest. Heartwood sloths are six-limbed beasts, with the adults reaching approximately 10 feet in their preferred sitting position. Each of their six appendages possesses a rough padding and two sharply clawed toes which serve to grasp the branches of their Heartwood homes while they hunt or hang out for an afternoon nap. Their mottled fur roughly matches the roiling brown-green bark of the heartwood which they call home. They eat by dangling from, or lying upon, the trees and hooking passing birds or fish, if their branch is near a body of water. In this position, it is difficult to differentiate their hides from the branches, especially in the weak light of dawn or dusk.

The sloths are stewards of the trees in which they live, cultivating them carefully to attract potential mates. Heartwood trees do not grow branches naturally. Every branch sprouted from a Heartwood seed that was glued to the trunk with chewn bark and mucus. Mated sloths will then shape their branch and guide its growth toward the other until the branches conjoin or one of the mates dies. This is where the name for both the trees and sloths originates.

HOOKED 2 **SKILL:** Melee **DAMAGE:** 3d6+3

The Heartwood sloth reaches its long limbs 2 yards towards their prey, impales them and drags them closer to itself so it can feast. If caught by this attack, the victim is pulled 1 yard towards the heartwood sloth.

KEEN SENSES: The Heartwood sloth gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

PERFECT CLIMBER: Heartwood sloths can climb anything and never have to make a check to sustain itself. Even sheer vertical surfaces or climbing completely upside down is no challenge to a heartwood sloth.

THERMAL VISION: This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

NEMZUL'S NOTE

Watching the heartwood sloth's mating ritual takes your breath away. The tender care these seemingly ferocious creatures put into cultivating their tree and their mate's tree is simply heartwarming. I can tell why they're called heartwood sloths more so than fisher sloths. The trees in the Heartwood Forest are littered with their work, both new and ancient. I'm sure their efforts here have gone on since at least the Reckoning. This old wood forest is too well kept to have been left alone for centuries.

KEELMENDERS

HEALTH	ARMOR
44	3

15 **SIZE:** Medium **GENUS:** Mechanical
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	5	7	1	2	4	1
1d8	1d10+1d4	1d10+1d8	1d4	1d6	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	2	5	N/A	N/A	0	N/A
1d8	1d10+1d8	3d10	n/a	n/a	1d10	n/a

Resolve	H2H
1	5
1d10+1d6	3d10

Resolve
1
1d8

Intimidate	Stealth	Initiative
2	0	1d10
1d8+1d4	1d10+1d8	

These hunched humanoids live within the mechanikal guts of dross whales on wire umbilicals like ambulatory organs. Several thin, bony limbs stick out in all directions, working vigorously on all manner maintenance projects. They serve as the creature's hands for more precise manipulations. Their many hands and fingers house an array of tools, some of which are utterly unidentifiable to Feneryans. When one passes, the dross whale can produce a replacement in a few weeks' time.

DISASSEMBLY 3 **SKILL:** H2H **DAMAGE:** 2d6+1

The keelmender grapples its target and begins to wrench it apart, piece by bloody piece, into its base parts. Victims suffer 1 point of *bleed* and lose 1 rank of Toughness, each for 1d4 rounds.

ELECTROCUTION 2 **SKILL:** H2H **DAMAGE:** 2d6

The keelmender attacks, discharging a great deal of electricity into its target, *paralyzing* it for 1d4 rounds.

ARMOR: Keelmenders gain armor equal to half their Toughness.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

UNSCHEDULED MAINTENANCE: For 5 AP, a keelmender can repair an adjacent keelmender for 2d6 health.

NEMZUL'S NOTE

I have been swallowed by a whale. Let me clarify: I have been consumed by a dross whale. Both my wife and I, we had set sail aboard the S.V. Cavern Above for Neroth to visit her family there in the Spindle, when our minnow of a vessel was devoured prow to stern by a dross whale. Well, not entirely. Shindi, my lucky star— for luck comes in threes, does it not?— and those at the stern were either crushed in the jaws of this abhorrent contraption or sent hurtling to their deaths. I hope it was the latter so that she had time to revel in the world's beauty one last time.

KU VASH

HEALTH	ARMOR
30	1

9 **SIZE:** Tiny **GENUS:** Invertebrate
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	2	5	1	2	2	1
1d10	1d6	1d10+1d4	1d4	1d6	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	0	3	N/A	N/A	0	N/A
2d10	1d6-3	2d10+3	n/a	n/a	1d6	n/a

Resolve	H2H
1	0
1d8	1d10+1d4

Resolve
1
1d8

Intimidate	Stealth	Initiative
1	0	1d6
1d10+1d4	1d10+1d4	

The ku vash are an elusive insect-like creature that few have ever come close to. The exact dimensions of ku vash are unknown as they appear to vary with the size of the hive, but they are longer than they are wide with a rough and scaly exoskeleton, giving it the appearance of tree bark. With this camouflage they surround and strip a tree of its bark and interlock with one another when danger is near, making it difficult to distinguish a regular tree from that of a ku vash hive. They have a long and deadly stinger which pumps acid into its victims, allowing for quick and easy digestion. They also have unnaturally strong mandibles, the bite of which is said to be one of the most painful experiences to endure. The ku vash are controlled by a queen who resides within the tree proper, and if she or the hive are damaged in any way, the ku vash swarm the target with a deafening buzz. When they swarm, the rough carapace opens and splits apart, revealing two pairs of bright emerald wings. A large ku vash hive can control an area of up to five square miles.

BITE 3 **SKILL:** Melee **DAMAGE:** 3d6+4

The ku vash tears bits of flesh off its target with its mandibles.

STING 2 **SKILL:** Melee **DAMAGE:** 2d6+2

The ku vash stings its target and injects them with a corrosive venom that causes *acid burn* for 1d4 rounds.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

ENHANCED MOVEMENT: The ku vash have an increased Stride of Agility + 4

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against this ku vash.

SWARM: This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkäna and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

MECHANIDIVER

HEALTH	ARMOR
30	2

7 **SIZE:** Small **GENUS:** Mechanikal
SENSES: Daysight

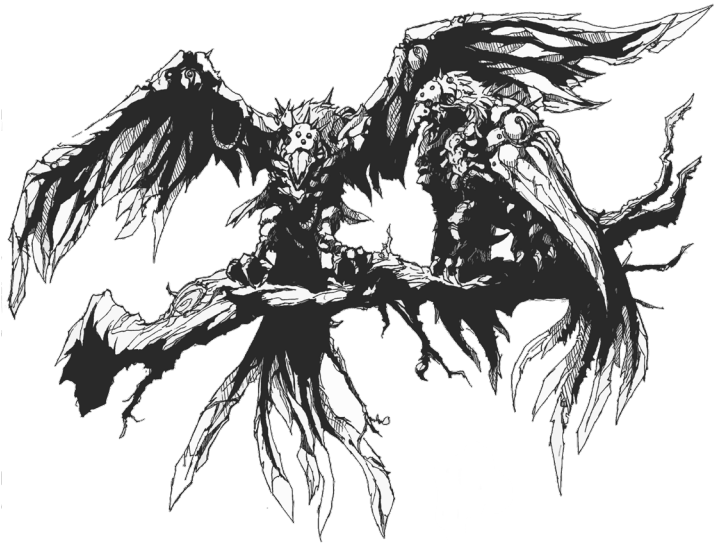
Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	1	5	1	1	3	1
1d8	1d4	1d10+1d4	1d4	1d4	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	0	3	N/A	N/A	0	N/A
1d8	1d4-1	2d10+1	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
1	3	1
1d6	2d10	1d6

Intimidate	Stealth	Initiative
0	0	1d8
1d8	1d10+1d4	

Somewhere in the wastes, there is a madman that abducts birds by the thousands then enhances each of them with prosthetics. No two mechanidivers appear with the same enhancements, and this diversity has forcibly evolved a pack-like hunting behavior. Each of these animals is extremely territorial and will not rest until an intruder has fled or has been killed. It is not uncommon to encounter corpses that have been quite literally torn apart by these violent cybernetic organisms.



RAZOR'S EDGE **2** **SKILL:** H2H **DAMAGE:** 2d6+2

Each mechanidiver is built using mechanikal parts that have razor honed edges. These twisted avians rarely peck at their foes and instead deal damage through incredibly close flybys that leave deep wounds that *bleed* for 1d4 rounds.

ARMOR: Mechanidivers gain armor equal to half their Toughness.

CALL CREATURE: The mechanidiver calls 1 additional mechanidiver to its aid, which appears at a location specified by the GM after 2 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FLIGHT: Mechanidivers may move their stride in any direction, vertically or laterally, and hover indefinitely.

NECRITE

HEALTH	ARMOR
25	1

9 **SIZE:** Small **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	5	2	1	2	5	1
1d4	1d10+1d4	1d6	1d4	1d6	1d10+1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	3	0	N/A	N/A	4	N/A
1d4	2d10-1	1d6+1	n/a	n/a	2d10+1d4	n/a

Resolve	H2H	Resolve
1	0	1
1d10+1d6	1d6	1d8

Intimidate	Stealth	Initiative
1	0	1d10 + 1d4
1d6	1d6	

In times long since passed, a forgotten cabal of bloodthirsty and vicious necromancers created a horrific new material: necrite. Necrite is a thin, mutable metal, not altogether different in appearance from tin. The metal has a horrific corrupting effect on organic tissue, absorbing the flesh and converting it into more necrite. The flesh begins to warp and decay into grotesque forms during the process. The ancient group utilized the necrite to turn their own flesh into horrific, living weapons. However, their most powerful tool was known as the necrite hulk.

The mutable metal crawled on small, spider-like limbs, and possessed the intelligence of beasts. These creatures seek out fallen Feneryans. They crawl into the corpse and spread through the flesh like a grotesque parody of a nervous system. The dead flesh mutates horrifically as the necrite begins to subsume sections of the corpse. Finally, the newly created necrite hulk awakens, seeking to slay the living and convert the corpses into more of their own. While the cult has long since disappeared, some necrite still remains, the small spider-like creatures still hoping to fulfill their dark purpose. The spiders themselves are weak to UV light and will fizzle into black mist if left in it for more than 6 hours.

NECROTIZING AMPUTATION **2** **SKILL:** Ballistic **DAMAGE:** 3d6

Flinging part of itself at opponents, the necrite suffers 3 points of damage that bypasses DR. If this attack makes contact with its opponent, the opponent must make a Physical Resolve check against the necrite's Physical Resolve to resist being taken over by the necrite. If the target passes their physical Resolve check, they successfully stop the necrite from overtaking their body but lose 1 AP for 1d4 rounds in the process.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FRUITFUL AND MULTIPLY: The necrite can spend 5 AP to enter any adjacent corpse and turn it into a necrite hulk. The necrite is consumed in the process and the necrite hulk can start taking actions on the next round.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against this creature.

OOZING CULTIST

HEALTH	ARMOR
18	0

1 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 (1d4)	1 (1d4)	3 (1d8)	1 (1d4)	1 (1d4)	1 (1d4)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 (1d4)	0 (1d4)	1 (1d10)	N/A (n/a)	N/A (n/a)	0 (1d4)	N/A (n/a)

Resolve	H2H
0 (1d4)	1 (1d10)

Resolve
0 (2d5)

Intimidate	Stealth
0 (1d4)	0 (1d8)

Initiative 1d4

These pitiful Humans began worshiping a malevolent deity of "transformation" whose sole requirement for their worship is to slowly turn their blood to acid. Either by ingesting or injecting the acid, oozing cultists become covered in boils, pustules, and seeping wounds. This process horribly disfigures their body and face as they lose hair, nails, teeth, and sometimes patches of skin. These tormented souls slowly succumb to the methods of their adoration, losing their minds and ultimately becoming bloodthirsty apostles of an unknown god. They lash out at anything with their body, popping their acid filled cysts on those around them.

Even neophytes among the cultists will be resolutely brainwashed, completely unwilling to listen to any reasoning. Their existence is strange in a world where supernatural favor is evident elsewhere, such as that bestowed upon marshals; these cultists lack any such gifts, and yet ardently cling to their self-destructive rites and ghastly rituals.

BLOOD SWAP 2 **SKILL:** H2H **DAMAGE:** 1d6

When the oozing cultist attacks an enemy, they inflict *acid burn* condition for 1d4 rounds on the target.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED COMBAT SKILL (DODGE): The oozing cultist has 1 bonus rank in the Dodge skill (accounted for).

PHAGE

HEALTH	ARMOR
29	1

8 **SIZE:** Medium **GENUS:** Elemental
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6 (1d10+1d6)	1 (1d4)	4 (1d10)	1 (1d4)	1 (1d4)	2 (1d6)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3 (2d10+1d4)	0 (1d4)	3 (1d10+1d8)	N/A (n/a)	N/A (n/a)	0 (1d6)	N/A (n/a)

Resolve	H2H
1 (1d6)	0 (1d10)

Resolve
1 (1d6)

Intimidate	Stealth
1 (1d10+1d8)	0 (1d10)

Initiative 1d6

Phages are four-legged pack hunters built for endurance. Few creatures can outlast their meticulous and patient hunting style. Typically in groups of 6 to 10, they track prey sometimes for miles until it is cornered or exhausted, then coordinate strikes from multiple flanks. A symbol of the phage's adaptability is evident in the number of subspecies inhabiting Feneryss. Near Hel, phages are short-haired and their skin has a melted or diseased appearance even when healthy. Around the Duel Lakes they are hairless and capable swimmers. Up in the heights of the Snapspine Mountains, especially near Whitepillar, they are shaggy beasts with pure white fur. Several other variants exist, and it is speculated there are more yet to be found.

Phage whelps begin hunting around 1 year of age, but prior to this they are delegated to den defense. They possess the same abilities as their adult counterparts, but stats and skills are reduced by 1, damage is reduced by 1d6, and their damage bonuses are reduced to +2.

IN FOR THE KILL 2 **SKILL:** Melee **DAMAGE:** 4d6

A phage's powerful jaws are capable of breaking bones like twigs. They will typically grab their prey's neck and attempt to sever their spinal cord. In their last moments, their victims will see their killer tear open their entrails and begin to feast. When a phage successfully performs this attack, they may attempt a Grapple check for 1 AP.

ELEMENTAL: Depending on where they are found, the phage gains an affinity towards one of the following elements: air, cold, earth, electricity, fire, or water. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment (for example, a creature with an affinity for electricity would gain a +2 bonus against a spell with the volt attribute).

STRENGTH IN NUMBERS: As long as the number of phages outnumbers that of their targets, they are immune to all fear affects.

THERMAL VISION: This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

PORCELEEN

HEALTH	ARMOR
33	3

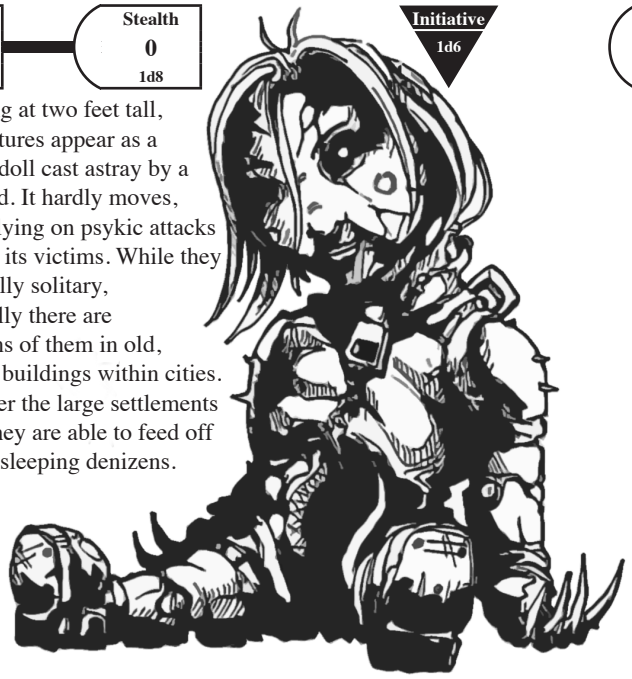
11 **SIZE:** Small **GENUS:** Mechanikal
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 1d6	3 1d8	3 1d8	3 1d8	5 1d10+1d4	2 1d6	1 1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 1d6	0 1d8-1	1 1d8+1	N/A n/a	3 2d10	0 1d6	N/A n/a

Resolve	H2H	Resolve
3 1d10+1d6	2 1d10+1d4	3 2d10

Intimidate	Stealth	Initiative
2 1d10	0 1d8	1d6



Standing at two feet tall, these creatures appear as a porcelain doll cast astray by a small child. It hardly moves, instead relying on psykic attacks to feed on its victims. While they are normally solitary, occasionally there are infestations of them in old, run-down buildings within cities. They prefer the large settlements because they are able to feed off of nearby sleeping denizens.

DISCIPLINE (ILLUSION) 2+ **SKILL:** Psy **DAMAGE:** Varies

All porceleen have an effective rank of 4 in the illusion discipline and may perform any of its sleights.

DRAINING BITE 2 **SKILL:** H2H **DAMAGE:** 1d6+2

The porceleen latches onto its victim, draining it of its will to live. The victim loses 1 AP for 1d4 rounds and the porceleen gains health equal to half the damage dealt.

PSYKIC INTERFERENCE 2 **SKILL:** Psy **DAMAGE:** 2d6

The porceleen hums a soft, deranged tune that drains 1 Willpower from a target within 3 yards for 1d4 rounds.

ARMOR: The porceleen gains armor equal to half its Toughness.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

PSY (ILLUSION): The porceleen has an effective rank of 4 in the illusion discipline.

PUSFLY

HEALTH	ARMOR
21	1

5 **SIZE:** Tiny **GENUS:** Invertebrate
SENSES: Daysight

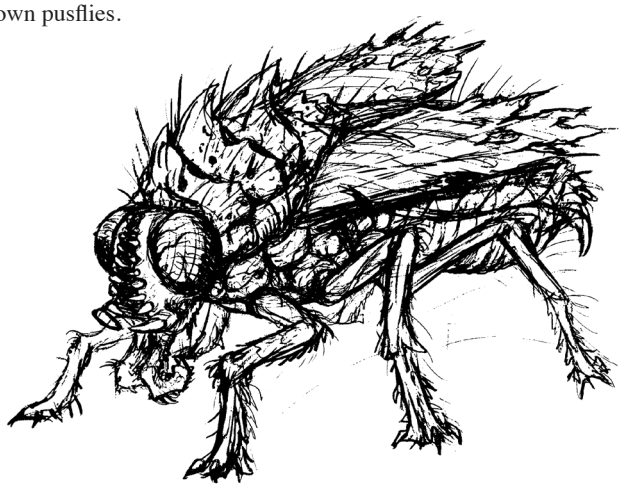
Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 1d4	1 1d4	4 1d10	2 1d6	1 1d4	3 1d8	1 1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 1d4	0 1d4-3	2 1d10+1d6+3	N/A n/a	N/A n/a	3 1d10+1d6	N/A n/a

Resolve	H2H	Resolve
0 1d4	3 1d10+1d8	0 1d4

Intimidate	Stealth	Initiative
0 1d4	0 1d10	1d8

The pusfly is a tiny flying insect that is hardly considered a threat but also should be avoided at all costs. Their head is completely split open by a maw of teeth. If it attaches to a living thing with its mouth-head, it implants its larva into the wound and causes a boil to form. The boil soon fills with pus for the larva to eat until they start to mature. If left untreated, the larva will eventually force their way out of the boil as fully grown pusflies.



PATHOGEN LATCH 2 **SKILL:** H2H **DAMAGE:** 2d6

The pusfly attempts to attach to its target and lay eggs imposing 1 point of *fatigue* and spreading *pox* (page 87).

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the pusfly.

SWARM: This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkäna and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

PUTRIFACT

HEALTH	ARMOR
28	1

SIZE: Small **GENUS:** Invertebrate
SENSES: Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	3	3	1	2	4	1
1d8	1d8	1d8	1d4	1d6	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	0	4	N/A	N/A	4	N/A
1d8	1d8-1	1d10+1d4+1	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
2	0	2
1d10+1d4	1d8	1d10

Intimidate	Stealth	Initiative
0	0	1d10
1d8	1d8	

These slow-moving, featureless creatures are considered pests by many as they consume whatever lies before them and leave a trail of decaying matter and their digestive enzymes. This also makes them a great source of fertilizer which Lanis has turned to good use. Corpses of criminals and deceased livestock become food for the fields. Some criminal elements turn this to their advantage, making their enemies 'disappear' by tossing them into the fields as they're being fertilized. Otherwise, these creatures are hardly noteworthy. Putrifacts are not aggressive, content to drag themselves along aimlessly until they die. When combined with the obnoxious, rancid odor they exude, most would rather leave them to their disgusting devices.



NOXIOUS PLUME 2 **SKILL:** Ballistic **DAMAGE:** 2d6

While putrifacts have little in the way of defense, they give off an absolutely horrid stench that can make even the most resolute adventurer double over in disgust. This cloud covers a 1-yard radius around the putrefact and inflicts any in the area with 2 points of *fatigue*.

DUSKSIGHT: This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against a putrifact.

REGENERATION: Putrifacts heal 1d6 health each round.

QATIL(LARVAE)

HEALTH	ARMOR
18	0

SIZE: Tiny **GENUS:** Invertebrate
SENSES: Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	1	2	1	1	1	1
1d8	1d4	1d6	1d4	1d4	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	0	0	N/A	N/A	0	N/A
1d10	1d4-3	1d6+3	n/a	n/a	1d4	n/a

Resolve	H2H	Resolve
0	0	0
1d4	1d6	1d4

Intimidate	Stealth	Initiative
1	0	1d4
1d10	1d6	

The qatil, or "*The Killer*," is a insect which begins as a microbial parasite in fetid waters. When ingested, it embeds itself in the intestines and feeds off its host. It uses the oxygen and glucose from the bloodstream that it extracts from the walls of the intestines to begin the rapid growth cycle. Between one and eight qatil are normally ingested when drinking water inhabited by them. Once they grow to around three inches, the larvae search for an exit, normally burrowing through the intestines and tearing through the abdominal muscles. When they emerge, these larvae are weak and often die upon reaching the outside of the host and as such are easily dealt with by stepping on the larvae. If they survive, they gorge themselves on the flesh of their host and carcasses until they reach three feet tall. Then they begin searching for a hiding place to begin metamorphosis such as a cave or tree. They then form a hard, yellow-brown cocoon which protects their bodies until maturity. At this point, they grow sexual organs. If alone, the qatil will always be female then searches for another pod to join to reproduce. If there are more than one larvae maturing, there will only be one male and the others will be female. Once pregnant, the females will spawn in ponds, lakes, and even puddles with fertilized eggs to begin the cycle again.

Adventurers normally run into the larvae which are non-aggressive and easily squashed with a boot or a quick slice of a sword. Occasionally, the pupae are found and are easily hacked to bits in their caves. However, when threatened, the pupae will emit a screech that will attract adult qatils.

BITE 2 **SKILL:** Melee **DAMAGE:** 2d6+3

The qatil larvae bites its prey, imposing *bleed* for 1d4 rounds.

DUSKSIGHT: This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against a qatil larvae.

REGENERATION: Qatil larvae heal 1d6 health each round.

REPRESSED

HEALTH	ARMOR
25	1

8 **SIZE:** Small **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1 (1d4)	1 (1d4)	3 (1d8)	4 (1d10)	5 (1d10+1d4)	1 (1d4)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0 (1d4)	0 (1d4-1)	3 (1d10+1d6+1)	N/A (n/a)	4 (2d10+1d4)	0 (1d4)	N/A (n/a)

Resolve	H2H
1 (1d6)	0 (1d8)

Resolve
1 (1d10+1d6)

Intimidate	Stealth
0 (1d4)	0 (1d8)

Initiative 1d4

These small beings are believed to be nightmares that have manifested physical form, typically materializing as lost and frightened children. Would-be saviors rarely survive an evening looking after these sadistic creatures. Rescuers are frequently found the following morning twisted into a statue of bone and sinew.

Once revealed, repressed will revert to their true form. That being a twisted almagamation of string-like darkness and a substance that can only be described as "bones", hollow, mishapen solid matter with a red hue akin to dried blood. They have no discernable body or anatomy of any kind to speak of. Although physically weak due to their inhuman structure, they are quite agile and exceptional psykics; they should not be taken lightly in combat as they can twist and warp the minds of the weak with overwhelming psykic illusions.

DISCIPLINE (ILLUSION) **2+** **SKILL:** Psy **DAMAGE:** Varies

All repressed have an effective rank of 4 in the illusion discipline and may perform any of its sleights.

PSYKIC INTERFERENCE **2** **SKILL:** Psy **DAMAGE:** 2d6+2

Repressed can assault any enemies within a 1-yard radius with a series of subtle manipulations that imposes 1 *paranoia* to anyone caught within.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

PSY (ILLUSION): The repressed have an effective rank of 4 in the illusion discipline.

SHAMBLER

HEALTH	ARMOR
16	0

1 **SIZE:** Medium **GENUS:** Undead
SENSES: Daysight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 (1d8)	1 (1d4)	1 (1d4)	1 (1d4)	1 (1d4)	1 (1d4)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1 (1d10)	0 (1d4)	0 (1d4)	N/A (n/a)	N/A (n/a)	0 (1d4)	N/A (n/a)

Resolve	H2H
0 (1d4)	0 (1d4)

Resolve
0 (1d4)

Intimidate	Stealth
1 (1d10)	1 (1d6)

Initiative 1d4

With every death in Feneryss comes the possibility of undeath. Sometimes immediately and other times long after the body has begun to fester. Every undead is equipped with the insatiable hunger for the living, to jealously rend those who possess what they once also possessed.

WRENCHING GNAW **2** **SKILL:** Melee **DAMAGE:** 2d6+2

The undead bites their victims, wrenching flesh free from limb, inflicting bleed for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

CORPSE FEAST: The shambler can spend 1 AP to consume a corpse within 1 yard and regain 1d6 health.

SOULSIGHT: This type of perception allows the shambler to determine if creatures within 100 yards are living, dead, or undead.

NEMZUL'S NOTE

These are your typical denizens of Feneryss. No, I do not mean the mindless fools surrounding you. I mean the zombies, the mass of the Undead Tide. Having witnessed them firsthand more times than one with any sense ought to, it seems more than probable there are far more of them than there are living souls. Which leads me to posit an interesting hypothesis: The Tide is the necessity that births our collective inventive genius. Reflect for a moment, our calendar revolves around their movements; our weapons are designed to strike them down; our architects build to withstand them; the laborer earns his wages to rectify the Tide's misdeeds. They are what drives us, and we owe them our gratitude for the modern amenities we enjoy. Or so this old man believes.

SKOURGE

HEALTH	ARMOR
23	3

15 **SIZE:** Tiny **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	4	6	2	3	2	1
1d10	1d10	1d10+1d6	1d6	1d8	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	0	6	N/A	N/A	0	N/A
2d10	1d10-3	3d10+3	n/a	n/a	1d6	n/a

Resolve	H2H
3	0
1d10+1d8	1d10+1d6

Resolve
3
1d10+1d6

Intimidate	Stealth
2	0
1d10+1d6	1d10+1d6

Initiative 1d6

Skourge are flying arachnids that travel in vast swarms and have been known to encase their prey in a sticky resin. Once trapped, victims are injected with toxins and bile to start predigestion. Depending on the size of the swarm, this process can take between 3 and 6 hours. After softening up the prey, their biological soup is slurped up greedily. Only a hollow, resinous effigy is left behind.

IN THE CLOUD (2) **SKILL:** Melee **DAMAGE:** 2d6+2
Anyone caught in the swarm of skourge suffers an unfathomable number of bites and stings.

TERROR SPEW (3) **SKILL:** Melee **DAMAGE:** 2d6+2
The skourge swarm encases its victims in embalming resin, reducing the Agility of their target by 1 and reducing their actions by 1, each for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the skourge.

SWARM: This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkäna and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

SOLDIER

HEALTH	ARMOR
26	1

6 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	1	1	3	1	1
1d10	1d8	1d4	1d4	1d8	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	2	0	N/A	N/A	0	N/A
1d10+1d8	1d10+1d4	1d4	n/a	n/a	1d4	n/a

Resolve	H2H
1	0
1d10	1d4

Resolve
1
1d10

Intimidate	Stealth
0	0
1d10	1d4

Initiative 1d4

This footsoldier is paid one way or another for their services to a leader or a city. Being the lowest of the ranks, soldiers are clad in rudimentary armor and second-hand weapons. They are more dangerous in groups, especially when given direction from a sergeant or an admiral.

PHALANX (3) **SKILL:** Melee **DAMAGE:** 3d6
Soldiers ram their targets with their shield, knocking them back 2 yards.

COUNTERATTACK: If a soldier suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

THE LONG GARB OF THE LAW

Soldiers are readily identified wherever one goes. Warriors of Pulse proudly display their rank, unit emblem, awards, and years served on their vestments of leather. Higher ranking officers are also granted pompous headgear for ceremonial occasions. Lanis is a wild contrast with its flurry of colors. Every legion possesses its own traditions. Tabards and flowing capes or cloaks are the norm, with the legion's symbol or pattern emblazoned in bold colors. Guildless mercenaries wear their earthen brown code or risk vicious harrassment by proper legionnaires. Lokori Soldiers are marked and ranked solely by their contributions: years, battles, and campaigns. Otherwise, the only real distinguishing features are the deep azure sashes of the city guard and soft sky sashes of airship crew. Nerothi soldiers bear the medallion of the house they serve around their neck; no other uniformity exists. Lastly, Hel marks its combatants with blood painted on their faces in wild, often terrifying patterns that most often imitate skulls or beasts. Surprisingly, Sylvan Hollow soldiers are some of the most dazzling. As leather tends to be rather expensive, they lean on their natural supply of ores to armor their ranks. Iron and steel plates or chain over a padded doublet are nearly as iconic as their etched spears.

NEMZUL'S NOTE

Yesterday I was awarded the unique opportunity to experience a skourge swarm secondhand. The following is the true accounting of one young man's experience:

"I saw our caravan swallowed whole by these tiny insects. One by one they covered us in resin, they flew faster than we could run. I watched in horror from my hiding spot inside a partially drained keg, using the alcohol to mask my scent, as my friends and colleagues were liquefied and eaten. I dream of it every night and awaken to screams. I see them in the hallways, the skies, they're after me to finish the job!"

Having finished his tale, the boy abruptly fled my company. I have not seen him since.

THRASK

HEALTH	ARMOR
35	2

10 **SIZE:** Large **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	2	2	1	2	1
1d10	1d10+1d6	1d6	1d6	1d4	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	3	0	N/A	N/A	0	N/A
1d10+1d6	2d10+1d4+1	1d6-1	n/a	n/a	1d6	n/a

Resolve	H2H	Resolve
0	0	0
1d10+1d6	1d6	1d4

Intimidate	Stealth	Initiative
2	0	1d6
1d10+1d6	1d6	

These massive, bow-backed reptilian creatures can be found in great numbers throughout the eastern Wastes of Galaam. The thrask are one of the few creatures on Feneryss that can survive the molten rock of the Maw and have been observed wading into the shallows in order to complement their own natural armor with cooled lava. Every year, the thrask migrate into the Maw, well beyond eyesight of even airship scouts. Where they go remains a mystery for men of science and sky to wonder. Thrask are generally calm unless you happen upon their buried nest. When provoked they use their considerable size and weight to crush anything foolish enough to tread near their offspring.

OBSIDIAN GNAW 2 **SKILL:** Psy **DAMAGE:** 2d6+1

Thrask use molten rock to form obsidian "teeth" in their mouths since they have no true teeth of their own. These razor sharp implements can strip flesh from bone in seconds and inflict victims with bleed for 1d4 rounds.

ROLLING BOULDER 2 **SKILL:** Psy **DAMAGE:** 2d6

A thrask barrels towards an enemy, knocking anyone in a 3-yard line *prone*.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED STAT (TOUGHNESS): Each thrask has 1 bonus rank in Toughness (accounted for).

IGNORE TERRAIN: The thrask may move over difficult terrain without hindrance.

KEEN SENSES: The thrask gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

NEMZUL'S NOTE

Having come to terms with my fate as the world's eminent academic on the matters of Feneryan flora and fauna, I have taken up the task to find these so-named thrasks out in the Wastes of Galaam. It has been three days and already I am bereft of supplies and direction. Should this be found upon my corpse, mark my grave with but one word: Idiot.

THUG

HEALTH	ARMOR
16	0

1 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	1	1	1	1	1	1
1d6	1d4	1d4	1d4	1d4	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	0	0	N/A	N/A	0	N/A
1d10	1d4	1d4	n/a	n/a	1d4	n/a

Resolve	H2H	Resolve
0	0	0
1d4	1d4	1d4

Intimidate	Stealth	Initiative
0	0	1d4
1d4	1d4	

This brutish individual is a potential employee for anyone with a few Notes and flimsy morals. They flex their exposed muscles or brandish crude weapons to carry out simple orders. They dress roughly and poorly.

Thugs are among the weakest and most common members of gangs and cults, but they can vary from pathetically malnourished to brutish muggers. Their loyalty also can vary greatly from cowardly to fanatical. Most thugs fall in line based on their fear of their boss more than anything.

WALLOP 2 **SKILL:** Melee **DAMAGE:** 2d6+1

Thugs are known to beat people senseless, knocking their victims unconscious for 1d4 rounds, when provoked.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED COMBAT SKILL (MELEE): Thugs have 1 bonus rank in the Melee combat skill (accounted for).



VERMIN

HEALTH	ARMOR
19	0

1 **SIZE:** Small **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 (1d6)	1 (1d4)	2 (1d6)	1 (1d4)	1 (1d4)	1 (1d4)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1 (1d8)	0 (1d4-1)	0 (1d6-1)	N/A (n/a)	N/A (n/a)	0 (1d4)	N/A (n/a)

Resolve	H2H	Resolve
0 (1d4)	0 (1d6)	0 (1d4)

Intimidate	Stealth	Initiative
0 (1d6)	0 (1d6)	1d4

These small to medium-sized rodents have done well in the years since the Reckoning, infiltrating every city, town, and village from Lanis to Neroth. They commonly carry a multitude of diseases, spreading them through open sores and leaking abscesses. Although the greatest threat the vermin bring is the blights they carry, they can still be a deadly threat if outnumbered.

GNAW 2 **SKILL:** Melee **DAMAGE:** 2d6+2

Vermin ravenously bite their target, tearing off portions of flesh to feast upon, while also inflicting the victim with *gnaw*.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

KEEN SENSES: The creature gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

SWARM: This indicates that this particular creature, being size small or below, is one of possibly hundreds or thousands. A swarm can occupy the same space as other creatures. They can only be struck by arkäna and abilities or weapons with burst or spray effects. Swarms also gain a +2 bonus to the Melee skill but reduces attack damage by 1d6 (to a minimum of 1d6). For every 5 points of health that the creature loses, they take a cumulative -1 penalty to their damage. It can deal damage to anything that it is sharing a space as a free action at the beginning of the opponent's turn.

WITHER

HEALTH	ARMOR
27	2

12 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5 (1d10+1d4)	5 (1d10+1d4)	3 (1d8)	1 (1d4)	2 (1d6)	3 (1d8)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4 (2d10+1d4)	2 (1d10+1d8)	1 (1d10)	N/A (n/a)	N/A (n/a)	0 (1d8)	N/A (n/a)

Resolve	H2H	Resolve
2 (1d10+1d8)	2 (1d10+1d4)	2 (1d10)

Intimidate	Stealth	Initiative
1 (1d10+1d6)	0 (1d8)	1d8

Withers were once men and women with hopes and dreams and lives of their own, but they have been sapped of all willpower by a skathe. Now they are mindless beasts that serve the skathe's every demand through its direct control. When not being managed, they stand idle. They do not eat, they do not sleep, they merely continue to wither away until they die or they are freed from the skathe's control. Attacking will awaken them, and cause them to call out for other nearby withers.

MASTER'S DEFENCE 2 **SKILL:** H2H **DAMAGE:** 2d6

The wither flails its limbs in all directions, dealing damage to anyone in a 1-yard radius.

SLAMDANCE 2 **SKILL:** Melee **DAMAGE:** 2d6

In order to defend their master, the wither rushes its target, knocking them back 1 yard and leaving them stunned for 1d4 rounds.

CORPSE FEAST: A cadavian can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

MASTER'S PRESENCE: When within 20 yards of a skathe, providing they have line of sight, the wither gains +2 bonuses to all checks and has twice the armor.

GNAW

This disease infects the victim's central nervous system, eventually taking up residence in their brain. Symptoms present with headaches, fever, and moderate to severe lethargy separated by incredibly violent outbursts. At the onset, characters suffering from this malady must make a mental resolve check against the UC of this disease in order to perform any offensive combat actions. If any of the dice rolled result in a 1, the character gains 1 point of fatigue, but acts as if their Strength was twice what it is for the duration of their turn.

VETERANS

AIRSHIP BRIGAND

HEALTH	ARMOR
30	2

5 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	1	2	1	3	2
1d10	1d8	1d4	1d6	1d4	1d8	1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	1	1	N/A	N/A	2	N/A
1d10+1d8	1d10	1d6	n/a	n/a	1d10+1d4	n/a

Resolve	H2H	Resolve
2	1	2
1d10+1d4	1d6	1d8

Intimidate	Stealth	Initiative
2	1	1d8
1d10+1d6	1d6	

Normally a pompous braggart who weasels their way into looting and pillaging other's hard work, airship brigands are skilled sailors with a penchant for dirty fighting. They bring slightly more sophisticated weaponry and finesse to an otherwise slugfest of a situation. They are clothed in higher class attire, normally with a funny hat adorned on their head.

BLEEDING SLASH 2 **SKILL:** Melee **DAMAGE:** 2d6
The airship brigand swings their serrated blade at their target, inflicting *bleed* for 1d4 rounds.

FIREBOMB 3 **SKILL:** Ballistic **DAMAGE:** 2d6
The airship brigand throws a molotov cocktail 3 yards towards its foes. The cocktail bursts and lights anything in a 1-yard radius *ablaze* for 1d4 rounds.

CALL CREATURE: The airship brigand calls 1 airship pirate to their aid, which appears at a location specified by the GM after 2 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

IMMUNITY (STUN): The airship brigand ignores the effects of stun.

ARMORED BRUTE

HEALTH	ARMOR
45	6

13 **SIZE:** Large **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	6	4	1	2	2	1
2d10	1d10+1d6	1d10	1d4	1d6	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
7	5	2	N/A	N/A	1	N/A
3d10+1d8	2d10+1d8+1	1d10+1d6-1	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
1	1	1
1d10+1d8	1d10+1d4	1d8

Intimidate	Stealth	Initiative
4	1	1d6
3d10	1d10+1d4	

During the War of Duel Lakes, Pulse experimented with what was then referred to as mutagenics: the science of selective biogenesis in living hosts. It is known to modern Feneryans as biomodification. At the time of the war, the study was in its infancy; efforts were trial and error founded entirely on theory. The first successful product of this mad experiment was the armored brute. Serial criminals and traitors are transformed into bestial hulks with superhuman power and resiliency. Once the biomods have fully matured, cheap metal plates are bolted into bones. Armored brutes are used as living battering rams, charging enemies to sow discord in the ranks. An unfortunate side effect of the procedure is the wildness it instills. They are difficult to control and several have escaped captivity to terrorize the countryside.

HAYMAKER 3 **SKILL:** Melee **DAMAGE:** 3d6
The brute slams its armored limbs down on a single enemy, dealing massive damage and knocking its victim *prone*. Anyone within a 1-yard radius is knocked back 1 yard away from the armored brute's target.

TURKEY 2 **SKILL:** Melee **DAMAGE:** 2d6
The armored brute barrels indiscriminately towards a single target up to 6 yards away. Anyone in the caught in the path of this raging behemoth is knocked *prone*.

BIOMOD (CALLUSED ARM): One of the armored brute's arms has skin so thick and tough that it can serve as a shield with 3 DR.

BIOMOD (MUSCLE MASS): Preternaturally massive muscles increase the armored brute's lifting, carrying, and pushing limits by two times.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

IGNORE TERRAIN: The armored brute may move over difficult terrain without hindrance.

KEEN SENSES: The armored brute gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

ASSASSIN

HEALTH	ARMOR
29	3

9 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight, Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 (1d6)	2 (1d6)	3 (1d8)	1 (1d4)	1 (1d4)	5 (1d10+1d4)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4 (1d10+1d6)	1 (1d8)	1 (1d10)	N/A (n/a)	N/A (n/a)	3 (2d10)	N/A (n/a)

Resolve	H2H	Resolve
1 (1d8)	1 (1d10)	1 (1d6)

Intimidate	Stealth	Initiative
1 (1d8)	4 (1d10+1d8)	1d10 + 1d4

They are rarely seen, but the effects of their work are felt throughout civilization. They strike quickly, quietly, and violently. There is a certain level of professionalism that can be expected from assassins compared to thugs and other seedy types that work violence for pay; their gear is appropriately dark and of sturdy quality. Versatility is also a common trait: a good assassin can strike from any distance effectively.

SICK SUPRISE 2 **SKILL:** Melee **DAMAGE:** 3d6

The assassin uses a blade coated with a poison that leaves its victims nauseated for 1d4 rounds.

THROWING KNIVES 3 **SKILL:** Ballistic **DAMAGE:** 2d6+1

The assassin throws a number of weighted blades at their foes. Roll the Attack and Damage check twice and apply the results of each.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

DUSKSIGHT: This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

ENHANCED NON-COMBAT SKILL (STEALTH): Assassins have 1 bonus rank in the Stealth non-combat skill (accounted for).

HASTE: Assassins have 6 AP per turn.

BROODHIVE

HEALTH	ARMOR
27	2

4 **SIZE:** Large **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 (1d6)	3 (1d8)	2 (1d6)	1 (1d4)	1 (1d4)	5 (1d10+1d4)	1 (1d41d6)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1 (1d8)	2 (1d10+1d4+1)	1 (1d8-1)	N/A (n/a)	N/A (n/a)	3 (2d10)	N/A (n/a)

Resolve	H2H	Resolve
2 (1d10+1d4)	1 (1d8)	2 (1d8)

Intimidate	Stealth	Initiative
2 (1d10)	1 (1d8)	1d10 + 1d4

Each of these lumbering creatures is both the queen and host to several parasitic colonies of smaller insects. They roam the landscape devouring corpses, refuse, and other rotting debris in order to break the materials down into their base, nutrient-rich components. They are not territorial, but will viciously attack anything that interferes with its next meal. When provoked, the broodhive will vomit streams of ravenous insects that can dissolve even the most resilient of foe in minutes.

SPAWN 2 **SKILL:** Ballistic **DAMAGE:** 2d6

The broodhive spews swarms at the target damaging them and inflicting the *bleed* condition for 1d4 rounds.

SWARM 2 **SKILL:** Ballistic **DAMAGE:** 2d6

Hurls a swarm and deals damage to all creatures within a 1-yard radius of the target. The swarm lingers in that area for 3 rounds and damaging all creatures that enter this space.

CALL CREATURE: The broodhive calls 1 additional broodhive to its aid, which appears at a location specified by the GM after 2 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

KEEN SENSES: The broodhive gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

MANY FROM ONE: Upon reaching 0 health, the broodhive splits into 1d6 pusfly swarms (page 223). This number increases by 1d6 for every size category greater than large.

CHIRSHUN

HEALTH	ARMOR
38	3

SIZE: Large **GENUS:** Humanoid
SENSES: Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	4	5	3	2	2	1
1d10	1d10	1d10+1d4	1d8	1d6	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	4	2	N/A	N/A	3	N/A
1d10+1d8	2d10+1	1d10+1d8-1	n/a	n/a	1d10+1d4	n/a

Resolve	H2H	Resolve
1	3	1
1d10+1d4	2d10	1d8

Intimidate	Stealth	Initiative
2	1	1d6
1d10+1d6	1d10+1d6	

Formerly a sapient race, these cave dwellers were driven into a feral state of mind with the sundering of the world. They tend to amble on all fours, but are capable of bipedal movement and possess a humanoid silhouette. They are omnivores with a predilection toward carnivorous behavior. The species is solitary and docile so long as their home is without threat. Threatening one, however, will attract an entire burrow or more, depending on proximity. One burrow is typically 20-40 strong.

They are strange creatures in that they display both daytime and nocturnal behaviors depending on their lineage. Certain families within a burrow will hunt and forage within their massive cave systems. As they settle in for the night, others arise to seek sustenance on the darkened surface. This dualism also ensures a constant alertness for threats regardless of the hour. Perhaps a hint of their former intelligence can be witnessed in their occasional use of tools.

ACID SPIT (2) **SKILL:** Ballistic **DAMAGE:** 4d6+1

Chirshun are able to shoot a stream of powerful acid, generally used to dissolve any rocky material they can not claw through, but have been known to use it as a defensive weapon when cornered. If hit, the target suffers from the *acid burn* condition for 1d4 rounds.

AMBUSH (2) **SKILL:** H2H **DAMAGE:** 2d6

While burrowed, chirshun lash out from beneath the ground in an attempt to trip up their foes. If successful, their target is knocked *prone*.

CHITIN SCRATCH (2) **SKILL:** Melee **DAMAGE:** 2d6+2

A chirshun's chitinous armored exoskeleton can shred light armor with ease and will inflict *bleed* for 1d4 rounds on any victims of this attack.

TREMORSENSE: The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

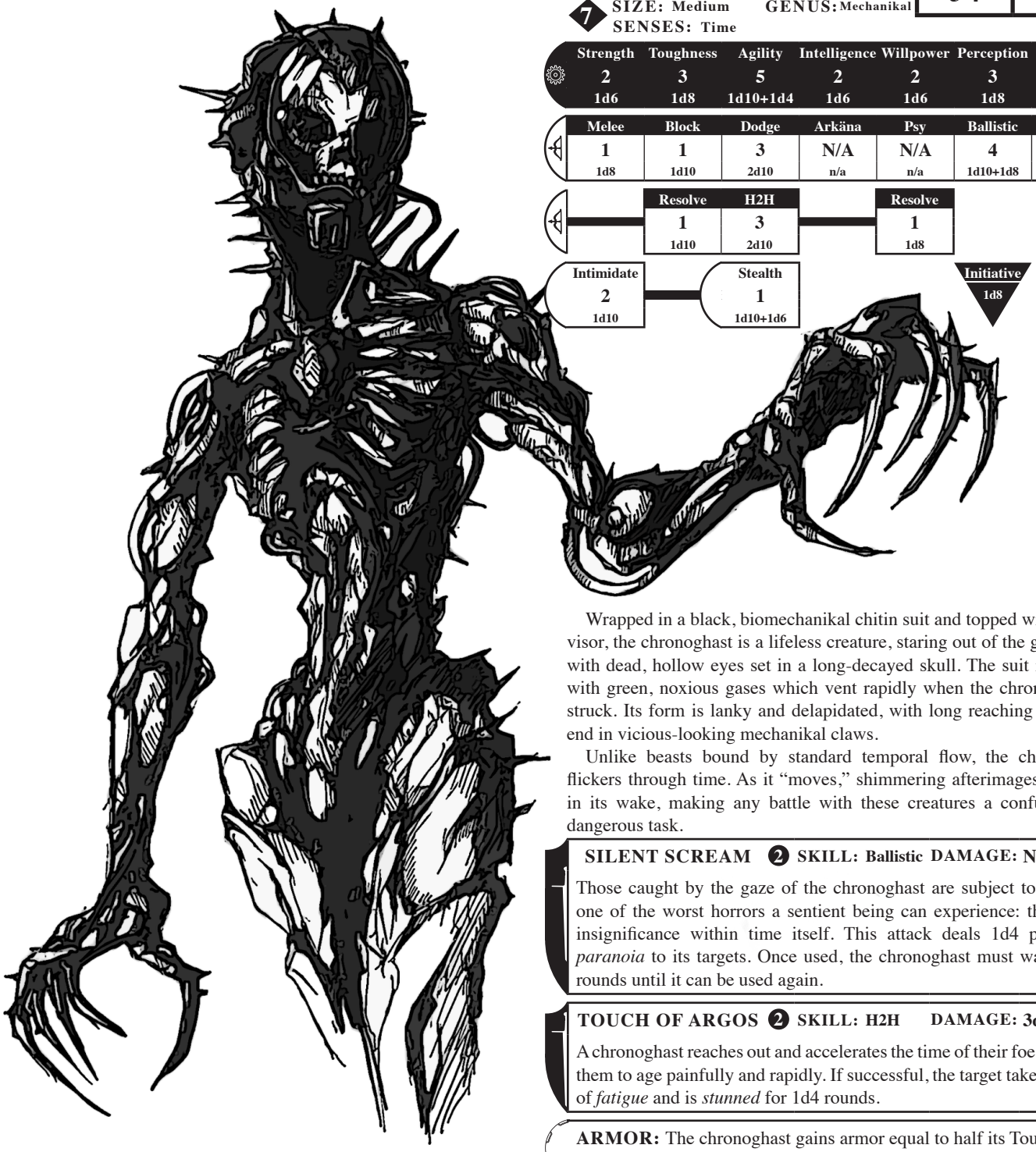
CALL CREATURE: The chirshun calls 1 additional chirshun to its aid, which appears at a location specified by the GM after 2 rounds.

BURROW: The chirshun can hide underground to ambush foes. Spotting them while burrowed requires an Awareness check with a UC of 14 or tremorsense.



NEMZUL'S NOTE

While we humanoids were cowering in our caves and ancient structures, the magic of the land gave birth to the chirshun. These now feral humanoids built grand caverns and passageways with articulate patterns and symbols carved into the walls. Their domiciles, while fairly crude, give rise to the idea that they were a fledgling race at some point. A few speculate that the chirshun were sent by Ragnarok to colonize the world in his name, others believe they were slaves escaping from the horror of Ragnarok's dimension. Either way, I believe we will never know their true origin. Sometime in their past, before we humanoids reemerged, their sentience was ripped from them, either through magic or through societal collapse. These now dumb beasts are our best source of knowledge of what happened directly after the Reckoning and before we ventured out of hiding. Yet, I fear we are too late, whatever damage was done to them seems to be irreversible and we truly never know what happened to them, to the world, or to ourselves during the long gap in written history.



CHRONOGHAST

HEALTH	ARMOR
34	3

SIZE: Medium **GENUS:** Mechanikal
SENSES: Time

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 (1d6)	3 (1d8)	5 (1d10+1d4)	2 (1d6)	2 (1d6)	3 (1d8)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1 (1d8)	1 (1d10)	3 (2d10)	N/A (n/a)	N/A (n/a)	4 (1d10+1d8)	N/A (n/a)

Resolve	H2H	Resolve
1 (1d10)	3 (2d10)	1 (1d8)

Intimidate	Stealth	Initiative
2 (1d10)	1 (1d10+1d6)	1d8

Wrapped in a black, biomechanikal chitin suit and topped with a glass visor, the chronoghast is a lifeless creature, staring out of the glass visor with dead, hollow eyes set in a long-decayed skull. The suit is flooded with green, noxious gases which vent rapidly when the chronoghast is struck. Its form is lanky and delapidated, with long reaching arms that end in vicious-looking mechanikal claws.

Unlike beasts bound by standard temporal flow, the chronoghast flickers through time. As it "moves," shimmering afterimages manifest in its wake, making any battle with these creatures a confusing and dangerous task.

SILENT SCREAM (2) **SKILL:** Ballistic **DAMAGE:** N/A

Those caught by the gaze of the chronoghast are subject to perhaps one of the worst horrors a sentient being can experience: their own insignificance within time itself. This attack deals 1d4 points of *paranoia* to its targets. Once used, the chronoghast must wait 2 full rounds until it can be used again.

TOUCH OF ARGOS (2) **SKILL:** H2H **DAMAGE:** 3d6+3

A chronoghast reaches out and accelerates the time of their foe, causing them to age painfully and rapidly. If successful, the target takes 1 point of *fatigue* and is *stunned* for 1d4 rounds.

ARMOR: The chronoghast gains armor equal to half its Toughness.

REGENERATION: At the start of its turn, the chronoghast regenerates 1d6 health.

RESET: At the start of the turn, a chronoghast may choose to expend all 5 Action Points to blink backward in time by 1 round. All changes to location, health, conditions, etc. are reset to that point. It as if the last round never occurred.

GATLING BEETLE

HEALTH	ARMOR
32	3

6 **SIZE:** Medium **GENUS:** Mechanikal
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
1	3	5	1	2	4	1
1d4	1d8	1d10+1d4	1d4	1d6	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	2	3	N/A	N/A	3	N/A
1d6	1d10+1d4	2d10	n/a	n/a	1d10+1d8	n/a

Resolve	H2H
2	3
1d10+1d4	2d10

Resolve
2
1d10

Intimidate	Stealth
1	1
1d6	1d10+1d6

Initiative 1d10

These constructs, which are rumored to be created by the same source that produced the mechani-divers, are found predominantly in the northern Glass Forest. They are fiercely territorial and defensive, but do not hunt. When the perimeter of their home is breached, they charge recklessly at their foes while firing large caliber bullets from their gunhorn. In typical clockwork fashion, they are susceptible to wear and debris. It is not uncommon to find one stuck in place, its cogs and gears jammed up with obsidian fragments. Expect no gratitude for freeing one, however, unless you appreciate point blank gutshots.

BARRAGE 3 **SKILL:** Ballistic **DAMAGE:** 3d6

The gatling beetle fires its mounted gun at its target, the force of which knocks the target back 1 yard.

SHELLING 2 **SKILL:** H2H **DAMAGE:** 4d6

As a last line of defense, the gatling beetle extends its protective wing covers and flails about, attempting to knock their foes *prone*.

ARMOR: The gatling beetle gains armor equal to half its Toughness.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED COMBAT SKILL (DODGE): The glass beetle has 1 bonus rank in the Dodge skill (accounted for).

ENHANCED MOVEMENT: The glass beetle's Stride is equal to Agility + 4

IMMUNITY (ABLAZE): The gatling beetle is immune to the effects of being lit *ablaze*.

HAMOUR

HEALTH	ARMOR
29	2

5 **SIZE:** Large **GENUS:** Beast
SENSES: Sonar

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	2	3	1	2	4	1
1d8	1d6	1d8	1d4	1d6	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	2	3	N/A	N/A	1	N/A
1d10	1d10+1	1d10+1d6-1	n/a	n/a	1d10+1d4	n/a

Resolve	H2H
1	5
1d8	2d10

Resolve
1
1d8

Intimidate	Stealth
1	1
1d10	1d10

Initiative 1d10

The hamour is one of the rare partially aquatic creatures that lives on Feneryss. It can be found within the One Path Lakes near Neroth. It is sleek, agile, and exceptionally aggressive. This creature has no eyes and instead tracks movement in the water. Its fins are large and muscular enough to support its weight out of water, and even allow it to leap at landborne enemies to bite with its three rows of pointed teeth.

BITE 2 **SKILL:** H2H **DAMAGE:** 4d6

Hamours' mouths are full of hundreds of needle-like teeth. When a hamour bites its target, it begins to thrash wildly; ripping any bits of muscle and sinew.

FISH SLAP 2 **SKILL:** H2H **DAMAGE:** 2d6+2

The hamour uses its powerful tailfin to knock enemies *prone*.

COUNTERATTACK: If the hamour suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

ENHANCED COMBAT SKILL (HAND-TO-HAND): The hamour has 1 bonus rank in the Hand-to-Hand combat skill (accounted for).

KEEN SENSES: The hamour gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

SONAR: More an aural than visual, this allows for observation using reverberating sound waves which build a three-dimensional map of the surrounding area.

NEMZUL'S NOTE

In the wake of the loss of the fourth great passion of my heart, darling Karrlerras, I discovered that she was not only Alypse, but that her family were fierce missionaries of the flagellant One Path loons. Ever the gentleman, I respected her wishes to be given back to the waters. It ate at her skin faster than any concoction I have ever witnessed, but the hamour were still faster yet. It was awful to watch as they tore her apart. When an arm was flung ashore, I had the distinct displeasure of watching one greedily waddle ashore to claim its meal before slithering back into its acid bath.



HARVESTER

11 **SIZE:** Large **GENUS:** Undead
SENSES: Soulsight

HEALTH	ARMOR
37	3

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	3	4	3	3	2	1
1d10+1d6	1d8	1d10	1d8	1d8	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	2	4	N/A	N/A	4	N/A
2d10+1d4	1d10+1d4+1	2d10-1	n/a	n/a	2d10+1d6	n/a

Resolve	H2H	Resolve
1	1	1
1d10	1d10+1d4	1d10

Intimidate	Stealth
4	1
2d10+1d6	1d10+1d4

Initiative 1d6

Harvesters are the reapers of the damned and blessed alike. Their imposing, corpse-like figure stands 10 feet tall and bears 4 lanky, handless, arms; each of which has a scythe strapped to the underside of its forearm. They have no eyes, although they do have eye sockets. The rest of their face, from the nose down, is covered by a metal, featureless mask that has been drilled and bolted into the bone. From this mask, gurgles black ichor. Chained to their collar bones hangs a stone tablet that reads a different epitaph for each of those it has come to kill. They wear deep blue or purple robes from their waist down, usually tattered and grimy.

WIND RAKE **2** **SKILL:** Melee **DAMAGE:** 3d6+2

The harvester whips its scythed arms, sending sharp blades of wind up to 2 yards, towards a target.

GURGLING PERDITION **2** **SKILL:** Ballistic **DAMAGE:** 3d6+1

The black ichor gurgling from the harvester's mask becomes a black cloud of toxic gas with a 1-yard radius, *suffocating* its victims for 1d4 rounds while slowly dissolving them.

COUNTERATTACK: If the harvester suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FLURRY: The harvester incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

IMMUNITY (NAUSEATED): The harvester ignores the effects of *nausea*.

SOULSIGHT: This type of perception allows the harvester to determine if creatures within 100 yards are living, dead, or undead.

HEL KNIGHT

HEALTH	ARMOR
51	7

15 **SIZE:** Large **GENUS:** Mechanikal
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	7	4	1	2	3	1
2d10	1d10+1d8	1d10	1d4	1d6	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
5	5	1	N/A	N/A	1	N/A
3d10+1d4	3d10+1	1d10+1d4-1	n/a	n/a	1d10	n/a

Resolve	H2H	Resolve
3	1	3
2d10+1d6	1d10+d14	1d10+1d4

Intimidate	Stealth	Initiative
7	1	1d8
3d10+1d8	1d10+d14	

SHIELD WALL 2 **SKILL:** Melee **DAMAGE:** 2d6

The hel knight slams its shield into the ground, creating difficult terrain around itself with a radius of 1 yard. Anyone who passes through this area gains 2 *fatigue*.

SKEWER 2 **SKILL:** Melee **DAMAGE:** 3d6+2

The hel knight lunges forward in a 3-yard line, attempting to impale their targets on its sword. Anybody caught in the line of the attack suffers *bleed* for 1d4 rounds.

Often referred to as Keepers of the Dead, hel knights are massive biomechanikal war machines of a bygone era. The rumble of their heavy footsteps can be felt throughout the city of their namesake as they march in uncanny sync. Each roams the desolate home of the undead alone, but they always fight in unison. The purpose of their patrol was lost with the rest of pre-Reckoning history three millennia ago.

Typically passive, these lumbering behemoths have been known to attack unsuspecting bypassers seemingly without reason. It is wise to give them a wide berth as it is quite common for unwary undead to be trampled underfoot without pause in a hel knight's perfectly measured route.

While seeming to guard nothing, the term knight aptly details their appearance. Each is burdened with thick plates of armor, a tower shield strapped to their left arm, and a greatsword in their right. These accoutrements have been stained black by eons of unwashed ash and soot but were once a brilliant ivory.

Perhaps a day will come when rain falls on Hel to reveal the truth buried beneath all that grime; or perhaps their ancient origin will remain a forgotten mystery.



ARKÄNE RESISTANCE: The creature gains a bonus to their DR against arkäne-based damage equal to half their Toughness.

ARMOR: Hel knights gain armor equal to half their Toughness.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

NEVER ALONE: Hel knights attack in groups and often use sophisticated attack patterns to effectively dispatch a target. Because of this, hel knights gain a +1 Bonus to Attack and Damage checks equal to the number of hel knights in combat.

HORRORTANK

HEALTH	ARMOR
52	9

22 **SIZE:** Large **GENUS:** Undead
SENSES: Soulsight, Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	7	2	5	8	1
1d10	1d10+1d6	1d10+1d8	1d6	1d10+1d4	2d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	4	3	N/A	N/A	6	N/A
1d10+d14	2d10+1d6+1	2d10+1d6-1	n/a	n/a	3d10+1d6	n/a

Resolve	H2H
3	6
2d10+1d4	3d10+1d4

Resolve
3
2d10

Intimidate	Stealth
7	1
2d10+1d8	2d10

Initiative 2d10

Goliaths of splintered bone, mangled flesh, and sinew, horrortanks are failed mutagenic projects of all kinds. These freaks exist in a state of perpetual agony and are avid to share their pain with everything in sight. As such, there is no unified description of a horrortank; however, one can spot a horror tank by the grisly and seemingly random grafts of flesh and machine all rolled into one as it barrels toward you with inhuman speed. They dismember anything they can grab hold of, and think only of breaking every last body until the end of their pain.

BONE TRAP 2 **SKILL:** H2H **DAMAGE:** 4d6

The horrortank charges forward in a 3-yard line, attempting to impale its opponents on the grasping limbs and sharpened bones that line its body. If successful, its opponents are *grappled*.

SHELLING 3 **SKILL:** Ballistic **DAMAGE:** 3d6+2

The horrortank bombards an area with a 1-yard radius with cannonfire of coagulated blood and gore, and exposing anyone caught in the area to *hydropathy*.

SQUEALING FLESH 2 **SKILL:** Ballistic **DAMAGE:** 2d6

The horrortank unleashes a barrage of fleshy rockets that emit high pitched sounds that *deafen* their target for 1d4 rounds before impact. Targets hit with this attack suffer a -1 penalty to their rank in Resolve for 1d4 rounds.

EXPLOSIVE DEATH: Everything within 1 yard of the horrortank takes 1d6 damage upon its death, which bypasses armor.

IGNORE TERRAIN: The horrortank moves over terrain without hindrance.

SOULSIGHT: This type of perception allows the anklebiter to determine if creatures within 100 yards are living, dead, or undead.

UNASSAILABLE: The horrortank can grapple all adjacent enemies thanks to multiple limbs. Initiating a grapple still requires 2 AP per enemy.

TREMORSENSE: The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

KU VASH QUEEN

HEALTH	ARMOR
32	3

10 **SIZE:** Small **GENUS:** Invertebrate
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	3	5	3	2	1
1d10	1d8	1d8	1d10+1d4	1d8	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	1	4	N/A	N/A	5	N/A
1d10+1d8	1d10-1	1d10+1d8+1	n/a	n/a	1d10+1d8	n/a

Resolve	H2H
1	1
1d10	1d10

Resolve
1
1d10

Intimidate	Stealth
4	1
2d10	1d10

Initiative 1d6

The ku vash queen is a substantially larger version of the ku vash, with an enlarged abdomen, a smoother exoskeleton, no stinger, an even more dangerous pair of mandibles, and two pairs of dull gray wings. The Queen is able to command the ku vash from within the tree. If the queen comes come under immediate danger, she releases a pheromone to all creatures around her, bolstering her drones and inducing a psychotic rage to other creatures. When this happens, she commands a portion of the remaining ku vash to collect the leaf-like eggs which hang from the branches and move to a new location. The best way to notice if a tree is infected with the ku vash is by looking at the leaves, if they do not sway in the breeze it may be an active hive. The larger the tree, the larger the swarm.

MANGLE 2 **SKILL:** Melee **DAMAGE:** 5d6

The ku vash queen bites its target with its mandibles, wrenching away armor and flesh.

PARALYTIC SECRETION 2 **SKILL:** Ballistic **DAMAGE:** 3d6

The ku vash queen sprays a potent concoction of chemicals that *paralyzes* its victims for 1d4 rounds. When the paralytic agent wears off victims suffer the loss of 1 rank of Agility for 1d4 rounds.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

ENHANCED COMBAT SKILL (DODGE): The ku vash queen has 1 bonus rank in the Dodge skill (accounted for).

ENRAGE THE SWARM: Any time the Queen is damaged, she will release pheromones that induce a state of berserk in any around her. All creatures within 4 yards around the queen become *confused* for 2 rounds. If the creature affected is a ku vash, they gain a +2 bonus to attack, +1d6 bonus to damage, and are immune to the *confused* condition from this attack. this state for ku vash last 4 rounds, but if the ku vash queen dies while this effect is on them, they lose all their bonuses and become *confused* for 4 rounds.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against this creature.

MANTICORE

HEALTH	ARMOR
27	1

SIZE: Medium **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	4	1	1	1	1	1
1d10	1d10	1d4	1d4	1d4	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	2	1	N/A	N/A	1	N/A
1d10+1d6	1d10+1d6	1d8	n/a	n/a	1d6	n/a

Resolve	H2H	Resolve
1	1	1
1d10+1d4	1d6	1d6

Intimidate	Stealth	Initiative
2	1	1d4
1d10+1d6	1d6	

The manticore was once a humanoid in nature until it was infected with a highly mutagenic fungus. Now the manticore look nothing like their original species. The fungus has taken over most aspects of the host's mind, and has instilled a need to search for other creatures to copy any favorable mutations and traits of that creature.

Manticore possess a pair of proboscis bone structures that extend out from the bottom of their arms. When injected into a living specimen they inject acids that break down the blood, marrow, and sinew before greedily slurping up the primordial juices. This process can take a few minutes or several hours, depending upon the size of the victim. Once it completes the transfer, the subject is left dead, drained of all vital fluids. The manticore will then "digest" the fluids and mutate itself with any features of the original subject that the manticore finds useful.

PIERCE 3 **SKILL:** Melee **DAMAGE:** 3d6+2

The manticore are able to extend their a bony proboscis from under their arms at an incredible speed, piercing flesh, bone, and armor with ease. Roll the Attack and Damage check twice and apply the results of each.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FLIGHT: Manticore may move their stride in any direction, vertically or laterally, and hover indefinitely.

HASTE: Manticore have 6 AP per turn.

KEEN SENSES: Manticore gains their rank in Perception as a flat bonus when opposing Stealth checks in combat.

NECRITE HULK

HEALTH	ARMOR
36	3

SIZE: Large **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	5	5	3	2	4	1
1d6	1d10+1d4	1d10+1d4	1d8	1d6	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	4	2	N/A	N/A	4	N/A
1d8	2d10+1d4+1	1d10+1d8-1	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
2	4	2
1d10+1d8	2d10+1d4	1d10

Intimidate	Stealth	Initiative
2	1	1d10
1d10	1d10+1d6	

Once a necrite inhabits a body, it mutates and warps the body into an abomination against nature itself. The body grows to a substantial size. Its flesh begins to decay and rot as cancerous growths cover the flesh. Many of these horrific growths have the same, metal necrite ore sprouting out of them. As the body changes, some parts may become misshapen or twisted. For example, one necrite hulk might possess a massive oversized arm, with the necrite ore jutting out of it to form a crude blade. Another might possess a grotesque hump on its back where the ore juts out in cruel barbs. Yet another might have long, gangly limbs that it swings like clubs. The necrite metal inside the creature forms a crude armor, while the flesh itself becomes unnaturally tough. Each necrite hulk may appear different, but all are incredibly aggressive and dangerous.

The necrite hulk's corruptive process destroys the carcass it inhabits quickly. They can only stay in a single body for about a month, before the growths change, making it collapse into a pile of gore and metal. This oftentimes forms more necrite spiders. The spiders themselves are weak to UV light and will fizzle into black mist if left in it for more than 6 hours. The spiders are also fairly easy to manipulate. A piece of dead flesh can it keep it occupied for much time, and they can be tricked into jars or cages. Some particularly cruel (and foolish) creatures trap the spiders and unleash them.

NECRITE TOSS 3 **SKILL:** Ballistic **DAMAGE:** 3d6

The necrite hulk throws a chunk of its body as a projectile, dealing damage to an area with a 1-yard radius. The necrite hulk takes 4 damage that bypasses its damage reduction from this attack. 1d4 necrites are spawned around where the chunk landed.

REND 2 **SKILL:** H2H **DAMAGE:** 3d6+1

The necrite hulk slams the limbs of its rotting host against a target.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

IGNORE TERRAIN: The necrite hulk may move over difficult terrain without hindrance.

IMMUNITY (STUNNED): The necrite hulk ignores the effects of being *stunned*.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the necrite hulk.

MANY FROM ONE: Upon reaching 0 health, the necrite hulk splits into 1d6 necrites (page 221).

PALE RAIDERS

HEALTH	ARMOR
54	6

22 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	6	8	5	2	8	1
1d8	1d10+1d6	2d10	1d10+1d4	1d6	2d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	4	6	N/A	N/A	4	N/A
1d10	2d10+1d6	2d10+1d6	n/a	n/a	3d10	n/a

Resolve	H2H
6	3
3d10	2d10+1d8

Resolve
6
2d10

Intimidate	Stealth
7	1
2d10+1d6	2d10+1d4

Initiative 2d10

These large, sallow humanoids, often also called duskmen, are a precipitous breed of nigh indomitable warriors that have no fear of dying. The moors spanning the open spaces northeast of the Alecian Plains and Lokoran are where they spend their days raiding and dueling and warring with one another.

These pale raiders are a violent, impulsive race and are thought to be a failed offshoot of either Humans or Wretched. Their lexicon is small, their sentences curt. Words serve only to inform, emotions expressed entirely through gesticulation. Where the majority of Feneryans speak to discuss and debate ideas, they settle any and all disputes through physical, often violent contact. As combat is, for pale raiders at least, a form of communication, there are many forms and a variety of rulesets contingent upon the source of the issue. Simpler arguments, such as those of ownership, might be settled by first blood or a superior display of force. On the other hand, two pale raiders clashing over leadership will typically fight bare-handed and to the death to clearly determine indisputable dominance.

This leads to obvious issues when the duskmen come into contact with races attempting civilization and law. Raids are common on smaller settlements beyond the protective veils of the greater city-states, but they have learned a grudging respect for the strength of numbers, technology, and arkäna possessed by Pulse and its counterparts.

PALE DRIVE 2 **SKILL:** H2H **DAMAGE:** 5d6

The pale raider slams into its opponent knocking them back 1 yard and *stunning* them for 1d4 rounds.

VIOLENT BARRAGE 3 **SKILL:** Ballistic **DAMAGE:** 4d6

The pale raider throws whatever it finds within arms reach at the target. Roll the attack and damage check twice and apply the results of each.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED COMBAT SKILL (RESOLVE): The pale raiders have 1 bonus rank in the Resolve skill (accounted for).

SHOUT OF STRENGTH: When in groups of at least 3, pale raiders will all spend 1 AP to give a fierce warcry, which bestows +2 to movement, +1 to Strength, and +1 to natural DR. This shout affects each duskman that participates, is not cumulative, does not stack with itself, and lasts for the duration of the combat encounter.

PARIAH

HEALTH	ARMOR
34	3

9 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	2	5	3	4	2	1
1d8	1d6	1d10+1d4	1d8	1d10	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	1	3	N/A	4	1	N/A
1d10	1d8	2d10	n/a	2d10	1d8	n/a

Resolve	H2H
1	5
1d8	2d10+1d6

Resolve
1
1d10+1d4

Intimidate	Stealth
2	1
1d10+1d4	1d10+1d6

Initiative 1d6

Rekindling is a difficult and torturous process. The loss of memory, the haunt of what few remain, and many other factors may torment them for all their days. A fractured mind is a dangerous thing, and often drives many Rekindled to madness. These are known as pariahs, souls that are lost to a place of horror rivaling the Lost Abyss. They seek some portion of their past, often members of their former race, and work to become them. This may be something as simple as stalking them, learning their routine, and attempting to replace them. More frequently this results in absurd and extreme behaviors like skinning victims and wearing them to 'become them.'

DISCIPLINE (KINESIS) 2+ **SKILL:** Psy **DAMAGE:** Varies

Pariahs have an effective rank of 4 in the kinesis discipline and may perform any of its sleights.

SKIN DREAD 2 **SKILL:** Ballistic **DAMAGE:** 3d6+4

A pariah stalks its potential victim before attempting a grapple with them to peel off their skin. If successful, the target suffers from *bleed* for 1d4 rounds.

MARK OF THE COVENANT 2 **SKILL:** Psy **DAMAGE:** 2d6

The pariah may select one enemy as the target of its obsession. This forceful connection carries with it a psykic burden that weighs the target down, forcing them to lose 1 rank of Agility for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

IMMUNE (BLEED): The pariah takes no damage from *bleed*.

PSY (KINESIS): Pariah have an effective rank of 4 in the kinesis discipline.

NEMZUL'S NOTE

In my travels north I happened upon a small curio shop in White Pillar and the sight was far worse than any description I might muster. The Pariah wore the rotting flesh of the owner, held to her body by nails, stitches, and other unsettling implements. Curiosity— the damnable curse of mine— led me to an excruciating flurry of inquiries, which I have documented in a separate script, "Interviews with a Pariah: Stirken Undst."

QATIL (PUPAE)

HEALTH	ARMOR
24	2

SIZE: Small **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	1	1	1	1	1
1d10	1d10+1d6	1d4	1d4	1d4	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	2	1	N/A	N/A	1	N/A
2d10	2d10-1	1d6+1	n/a	n/a	1d6	n/a

Resolve	H2H
2	1
2d10	1d6

Resolve
2
1d8

Intimidate	Stealth
1	1
1d10+1d4	1d6

Initiative
1d4

After bursting from their host, they search for a hiding place to start their metamorphosis. They then form a hard, yellow-brown cocoon which protects their bodies until maturity. At this point, they grow sexual organs. If alone, the qatil will always be female than then searches for another pod to join to become pregnant and reproduce. If there are more than one larvae maturing, there will only be one male and the others will be female. Once pregnant, the females will spawn in ponds, lakes, and even puddles with fertilized eggs to begin the cycle again.

RAPID SPIN 3 **SKILL:** Melee **DAMAGE:** 1d6

Given its limited mobility it has little in the way of offensive potential. That said, when endangered, the Pupae will spin rapidly anyone adjacent to it, knocking them back 1 yard and reducing their actions by 1 for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

CALL CREATURE: The qatil pupae calls 1 qatil larvae (page 224) to its aid, which appears at a location specified by the GM after 2 rounds.

IMMUNITY (PARALYZED): The qatil pupae ignores the effects of one of the *paralyzed* condition.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the qatil pupae.

REGENERATION: Qatil pupae heal 1d6 health each round.

RAIDWOLFE

HEALTH	ARMOR
38	2

SIZE: Medium **GENUS:** Beast
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	3	5	2	3	3	1
1d10	1d6	1d10+1d4	1d6	1d8	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	2	4	N/A	N/A	1	N/A
1d10+d14	1d10+1d4	2d10+1d4	n/a	n/a	1d10	n/a

Resolve	H2H
2	4
1d10+1d4	2d10+1d4

Resolve
2
1d10+1d4

Intimidate	Stealth
3	1
1d10+1d8	1d10+1d6

Initiative
1d8

The raidwolfe begot its name from how it frequently raids unsuspecting camps scavenging for any food it can get ahold of. These creatures are found to be solitary at times but will band together if its food source is scarce. Alone they are dangerous, but as a pack, they are truly lethal. They possess uncanny cunning for a "simple animal" as has been observed with the ability to coordinate their attacks. In lean times they graze off of the local flora and occasionally resort to eating the weakest member of the pack.

It is difficult to gauge the raidwolfe population as packs often fracture and merge. They have a type of speech of eerie vocalizations, but all who have studied these creatures have been unable to decipher it. On rare occasions, a raidwolfe can be born with two heads which think independently of each other. These are always the leader of a pack and are normally a bit more aggressive than normal. Legend has it that when these heads argue, the result is fatal. These creatures possess jaws capable of crushing skulls and claws sharp enough to slice through flesh.

AMBUSH 4 **SKILL:** H2H **DAMAGE:** 3d6+2

The raidwolfe jumps out of the shadows and attempts to grapple and drag its target to the ground. Victims are knocked *prone* and lose 1 rank of agility for 1d4 rounds.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

COUNTERATTACK: If the raidwolfe suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

ENHANCED MOVEMENT: The raidwolfe's Stride is Agility + 4

KEEN SENSES: The raidwolfe gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

IGNORE TERRAIN: The raidwolfe is able to move over terrain without hindrance.



RED EYE

HEALTH	ARMOR
39	4

15 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	3	5	3	5	4	1
1d10+1d4	1d8	1d10+1d4	1d8	1d10+1d4	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	2	4	N/A	4	1	N/A
2d10+1d4	1d10+1d4	2d10+1d4	n/a	2d10+1d4	1d10+1d4	n/a

Resolve	H2H	Resolve
2	1	2
1d10+1d4	1d10+1d6	1d10+1d8

Intimidate	Stealth	Initiative
3	4	1d10
2d10	2d10+1d4	

A creature of nightmare, the Red Eye stalks the homesteads of the Alecian Plains. Roughly Human-sized, it has a long, slender form with claws and teeth to match. This creature, however, has no bones anywhere in its body, allowing it to slip and contort itself into otherwise unreachable places. This bonelessness also lends to the Red Eye's odd, lurch of a walk. It blends in almost perfectly with any form of darkness, but if it allows itself to be seen, its cycloptic gaze is known to paralyze its prey.

DISCIPLINE (KINESIS) **2+** **SKILL:** Psy **DAMAGE:** Varies

The red eye has an effective rank of 1 in the kinesis discipline and may perform any of its sleights.

GORE **2** **SKILL:** Melee **DAMAGE:** 6d6+2

Red Eye attempts to spear its prey with its claws or teeth, inflicting them with *bleed* for 1d4 rounds.

STARE **2** **SKILL:** Psy **DAMAGE:** 2d6

Red Eye stares into and through a potential victim up to 3 yards away. If successful, the target gains 2 *paranoia*.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

BIOMOD (CHAMELEON SKIN): The red eye's skin takes on the colors of its surroundings, granting a bonus to Stealth. With this ever changing skin, they earn a +1 to all Stealth checks.

BIOMOD (MUSCLE MASS): Preternaturally massive muscles increase the red eye's lifting, carrying, and pushing limits by two times.

PSY (KINESIS): The red eye have an effective rank of 1 in the kinesis discipline.

NEMZUL'S NOTE

In my travels I am grateful to have missed the opportunity to witness a red eye. However, I did meet a man who claims to have seen one:

"I was sitting on my porch around dusk like I do. Sun almost gone, but not quite. Figured it was just a trick of the light or some such, but I saw a spot of red dancing through the dark. I watched until it meandered out of sight, behind my neighbor's house. Not long after, their lights went out, and I headed to bed, not thinking a thing of it. Next morning, we found 'em both. Well, not really them. Mostly just the blood, all over the house."

SCOUNDREL

HEALTH	ARMOR
23	1

SIZE: Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 (1d8)	2 (1d6)	1 (1d4)	3 (1d8)	2 (1d6)	1 (1d4)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2 (1d10+1d4)	1 (1d8)	2 (1d8)	N/A (n/a)	N/A (n/a)	1 (1d6)	N/A (n/a)

Resolve	H2H
2 (1d10)	1 (1d6)

Resolve
2 (1d10)

Intimidate	Stealth
1 (1d10)	1 (1d6)

Initiative 1d4

Scoundrels can be found across all strata of society, but gravitate toward areas of corruption and poverty, like the Downtrod or Lanisian guild politics. They come in all shapes and sizes and from all races, dressing rags, rich silks, and everything in between. Many self-made Feneryans will have a custom-made coin or token emblazoned with their personal motif. It often symbolizes their values, goals, and affiliations. It was a tradition that began with Downtrod gangs, and has since made it all the way to Neroth. Thugs and the like in such an individual's employ are usually given one of these tokens as a symbol of their allegiance after enduring an initial test or hazing. These might grant access to otherwise unavailable attractions, shops, and services. These can also get a person killed if they flash it to the wrong people. Pulse Pathfinders in particular have their own tradition of collecting and displaying the coins of criminals they've arrested or "subdued." When drinking, pathfinders will often issue each other a "coin challenge," and whoever has the most valuable coin to display is owed a drink. If someone does not have a coin, the next round is on them.

KNEECAPPER 2 **SKILL:** Melee **DAMAGE:** 3d6

The scoundrel strikes their target's knee with a hammer, reducing their agility by 1 for 1d4 rounds

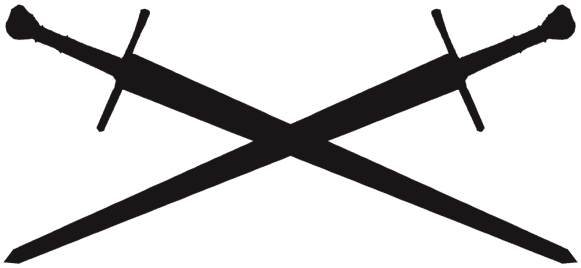
WHIPPED 2 **SKILL:** Melee **DAMAGE:** 2d6

The scoundrel flails their whip and trips a single opponent within 2 yards, knocking them *prone*.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

CALL CREATURE: The scoundrel calls 1 thug (page 227) to their aid, which appears at a location specified by the GM after 2 rounds.

KEEN SENSES: The scoundrel gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.



SEPSIS

HEALTH	ARMOR
35	3

SIZE: Small **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6 (1d10+1d6)	3 (1d8)	4 (1d10)	3 (1d8)	3 (1d8)	2 (1d6)	1 (1d4)

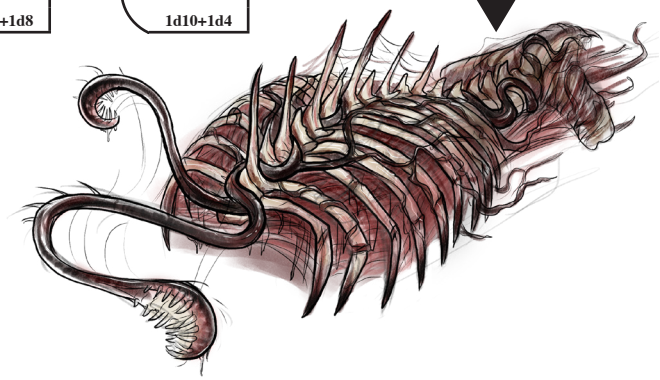
Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1 (1d10+1d8)	1 (1d10-1)	5 (2d10+1d4+1)	N/A (n/a)	N/A (n/a)	1 (1d8)	N/A (n/a)

Resolve	H2H
3 (1d10+1d6)	3 (1d10+1d8)

Resolve
3 (1d10+1d6)

Intimidate	Stealth
4 (2d10+1d8)	1 (1d10+1d4)

Initiative 1d6



Although these hideous beasts appear undead to the untrained eye, they are actually flesh-eating shapeshifters. They inhabit a host's chest cavity until ready to reproduce. After killing the host, a sepsis will break open the rib cage and use the broken ribs as makeshift legs. It controls the remainder of the host with slim yet sturdy tendrils. It is common to see the host's pelvis and entrails dragging behind it with the head and neck hanging limply in front. Out of the mouth hangs a long, bulbous tongue, which is actually its larvae waiting for the opportunity to penetrate a potential host's skin or armor with incredible force. Once inside a new victim, the larvae begins to feed on the host and repeat the deadly cycle.

BONESLICE 2 **SKILL:** H2H **DAMAGE:** 4d6+3

If the target is *unaware* of the anklebiter, it is immediately *grappled* as if the target did not resist. If it is aware, roll Grapple check as normal.

TONGUE LASH 2 **SKILL:** H2H **DAMAGE:** 2d6+4

A sepsis has an exceptionally long, barbed tongue that it uses to bludgeon foes and then implant them with its larvae. Victims of this attack are *stunned* for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED MOVEMENT: The sepsis' Stride is Agility + 4

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the sepsis.

REGENERATION: Sepsis feed off of its hosts corpse to heal itself 1d6 health

TAPROOT: If the sepsis is killed, and 3 rounds pass before the encounter ends, the sepsis resurrects once, returning with half its maximum health.

SERGEANT

HEALTH	ARMOR
27	2

7 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	4	1	1	3	1	3
1d10+1d4	1d10	1d4	1d4	1d8	1d4	1d8

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	3	1	N/A	N/A	1	N/A
2d10+1d4	1d10+1d8	1d6	n/a	n/a	1d6	n/a

Resolve	H2H
1	1
1d10+1d4	1d6

Resolve
1
1d10

Intimidate	Stealth
1	1
1d10+1d6	1d6

Initiative	Command
1d4	4
	1d10+1d8

A Sergeant possesses more combat experience and better equipment than his subordinates. They improve the performance of a squad through coordination and tactical wit born of time in conflict. Their experience also makes them more formidable and much less prone to errors.

STAB HAPPY 3 **SKILL:** Melee **DAMAGE:** 2d6

Using a combat knife, the sergeant stabs its victim repeatedly. Roll the attack and damage check twice and apply the results of each.

INTO THE FRAY 2 **SKILL:** Melee **DAMAGE:** 3d6

The sergeant charges forward in a 3-yard line, slashing any opponents it comes in contact with, causing *bleed* for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

CALL CREATURE: The sergeant calls 1 soldier (page 226) to their aid, which appears at a location specified by the GM after 2 rounds.

FLURRY: The sergeant incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

SHADOWFIEND

HEALTH	ARMOR
31	3

9 **SIZE:** Medium **GENUS:** Invertebrate
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	2	5	2	3	4	1
1d8	1d6	1d10+1d4	1d6	1d8	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	3	4	N/A	N/A	3	N/A
1d10	1d10+1d4	2d10+1d4	n/a	n/a	1d10+1d8	n/a

Resolve	H2H
1	3
1d8	2d10

Resolve
1
1d10

Intimidate	Stealth
2	3
1d10+1d4	2d10

Initiative
1d10

Often called the dark marshals' familiar, they are literal shadows given life, and possess the ability to bind themselves to other pools of darkness. While bound to a shadow of a living being, horrible, unshakable nightmares become commonplace; sleep becomes a fearful thing, and rest is forever out of reach. When the time is right, the shadowfiend will rise and reform to its true self: a looming, jet-black beast with elongated features and a patient bloodlust. If a shadowfiend sates its bloodlust, another shadowfiend will spawn and join its progenitor on the hunt.

CONSUMING SHADOW 2 **SKILL:** H2H **DAMAGE:** 3d6

A dark bladed claw slashes from the shadows, inflicting its victim with 1 point of *paranoia*.

SHARDS OF DARKNESS 2 **SKILL:** Ballistic **DAMAGE:** 2d6+1

A shadowfiend can launch sharp, solidified dark matter that can pierce some of the strongest armor. They dissipate shortly after impact, leaving a wound that bleeds for 1d4 rounds.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

ENHANCED COMBAT SKILL (HAND-TO-HAND): The shadowfiend has 1 bonus rank in the Hand-to-Hand skill (accounted for).

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the shadowfiend.

SHADOW FORM (4 AP): A shadowfiend can hide inside a shadow of small creature or larger. While bound to this shadow, it gains a +6 to stealth checks, but can only attack with Consuming Shadow.

THE RANK & FILE

Sergeants of Pulse are marked by their unit's insignia on their right shoulder. Another widely permitted tradition is to keep a tally of confirmed kills on their chestplate. The infamous Sergeant Fin Laelius's chestplate ran out of room, so he affixed a standard to his back embroidered with his squad's symbol and the rest of his tallies. Most Lanisian Dynasties are led by those with greatest experience, and two Dynasties are rarely organized alike. Lokoran does not adhere to ranks, but instead identifies individuals by years of service. As examples, a Nilkrato has served less than a year and a Decrato has served ten years. Thanks to the force's small size, Sylvan Hollow's military has five ranks: cadet, regular, sergeant, captain, and a lone general who answers directly to the city's administration. Neroth likewise has no uniform system for the rank & file fighters thanks to the three-way split and abundant mercenary groups. Finally, Hel's soldiers acquire their prestige and placement from their place within the coven. It is rare to hold station within the soldiery that exceeds one's place among fellow Vampires.

SILICOR

HEALTH	ARMOR
28	4

SIZE: Large **GENUS:** Elemental
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	5	1	1	1	2	1
1d10	1d10+1d4	1d4	1d4	1d4	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	2	1	N/A	N/A	1	N/A
1d10+1d8	1d10+1d8+1	1d6-1	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
1	1	1
1d10+1d6	1d6	1d6

Intimidate	Stealth	Initiative
3	1	1d6
1d10+1d8	1d6	

The silicor are silicon-based and carbonate-based creatures which masquerade as large rock outcroppings. Using this camouflage, they provide ample natural shade from the ambient ultraviolet radiation and physical protection to those foolhardy enough to camp beneath them. silicor aren't bright creatures, merely instinctual. They have no defined strategy for catching prey. Once they believe the victim has relaxed their guard, the silicor pivots their body rapidly in an attempt to crush or maim enough to cripple. If successful, they secrete digestive enzymes which liquefies their victims and absorbs the slush through their porous outer shell. While silicor are normally solitary, they have been known to work with other silicor to form canyons and makeshift caverns.

ROLLING GOLEM (2) **SKILL:** Melee **DAMAGE:** 2d6+1

The silicor attempts to smother any opponents in a 1-yard radius centered on a single target, anyone caught underneath is knocked *prone* and is *stunned* for 1d4 rounds.

ARMOR: The silicor gains armor equal to half its Toughness.

CORPSE FEAST: The silicor can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ELEMENTAL (EARTH): The silicor has an affinity towards the earth element. They gain a +2 bonus to Dodge, Block, or resist attacks made against them with the same elemental alignment.

IGNORE TERRAIN: The silicor is able to move over terrain without hindrance.

SKLO'MEC

HEALTH	ARMOR
35	4

SIZE: Medium **GENUS:** Humanoid
SENSES: Blind, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	5	4	2	3	1	1
1d8	1d10+1d4	1d10	1d6	1d8	1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	1	4	N/A	N/A	1	N/A
1d10	1d10+1d6	2d10	n/a	n/a	1d6	n/a

Resolve	H2H	Resolve
2	6	2
1d10+1d8	2d10+1d6	1d10+1d4

Intimidate	Stealth	Initiative
2	1	1d4
1d10+1d4	1d10+d16	

The sklo'meč were born as the rare and revered noc'shala but gave into madness brought on from interacting with the spirits of the dead and the corruption that follows. Their constant interaction with spirits has morphed this once great person into something no longer recognizable. In order to "stop" the incessant chatter of the spirits, the sklo'meč resort to pain and self-mutilation. They insert shards of obsidian into the webbing between their fingers and toes which help them concentrate as well as make them deadly combatants. They also scar their skin as they attempt to slide obsidian spikes into places all over their body. In addition, the sklo'meč gouge out their eyes in a feeble attempt to no longer "see" the spirits, but the images persist in their mind's eye.

It is assumed that the sklo'meč kill so that in some twisted way they are satiating the spirits that haunt them. They are nimble beings which lack the subtlety of stealth due to the clacking of their embedded obsidian "claws." While their connection to spirits has robbed them of their vision, it has granted them Soulsight. They are capable of bipedalism but prefer to be on all fours for better crawling and climbing as well as a lower profile. These beings often group together and kill as small packs by hanging above with their legs' obsidian spikes embedded in a ceiling and attacking with their arms and spikes.

AMBUSH FROM ABOVE (2) **SKILL:** H2H **DAMAGE:** 3d6

The sklo'meč grapples its target, increasing the target's *fatigue* by 1.

SLASH (2) **SKILL:** H2H **DAMAGE:** 3d6

The sklo'meč slices at its target with obsidian spikes causing them to *bleed* and lose 1 rank of Dodge for 1d4 rounds each.

ARKÄNE RESISTANCE: The sklo'meč gains a bonus to their DR against arkäne-based damage equal to half their Toughness.

BIOMOD (RAZORBACK): Tiny barbs or quills grow along the sklo'meč's body that deter foes. Every time the mutant succeeds in an opposed Grapple check (initiate, move, tackle, disengage) this biomod deals 1d6 damage. This occurs regardless of whether they are the offender or defender.

ENHANCED COMBAT SKILL (HAND-TO-HAND): The sklo'meč has an additional rank in Hand-to-Hand (accounted for).

SOULSIGHT: This type of perception allows the sklo'meč to determine if creatures within 100 yards are living, dead, or undead.

SKULKER

HEALTH	ARMOR
28	2

5 **SIZE:** Medium **GENUS:** Beast
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	2	3	4	2	2	1
1d6	1d6	1d8	1d10	1d6	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	1	3	N/A	N/A	1	N/A
1d8	1d8	1d10+1d6	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
1	3	1
1d8	1d10+1d6	1d8

Intimidate	Stealth	Initiative
3	5	1d6
1d10+1d4	2d10	

When things go missing, but no one is around, it is a sure sign that a skulker may be stalking its prey. Those native to Hel know these tell-tale signs. The skulker has been described as having abnormally large ears and eyes, long limbs with sharp claws, and a long snout with rows of sharp teeth.

Completely solitary, this is a creature known for harassing small groups, trying to cause conflict within. As its prey starts to slowly give into strife, the skulker takes full advantage of any opportunity to pick off a solitary member. If cornered, it uses both stealth and illusions combined to elude or take down a target.

Skulkers are consumed by their own greed. They must have everything. They wil stop at nothing to eventually wipe out entire bands of travelers just to get the goods they carry. Even when discovered, the skulker will still pursue its prizes to the very end. Skulkers maintain their own hidden cache of goods they have stolen, always extremely well hidden, generally underground and far away from any person that might accidentally stumble upon them.

SIDESWIPE **3** **SKILL:** H2H **DAMAGE:** 2d6+1

The skulker knocks a target *prone*, swiping at them with their claws and inflicting bleed for 1d4 rounds. The Skulker also steals an item from the target (at the GM's discretion). The pilfered items may be retrieved from the skulker's corpse.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

NATURAL STEALTH: Generations of evolution have molded skulkers to be the masters of stealth, and automatically start with a rank 5 in Stealth. Additionally, they incur no movement penalties when attempting surprise attacks.

SLAG

HEALTH	ARMOR
32	2

6 **SIZE:** Medium **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	2	5	1	2	3	1
1d8	1d6	1d10+1d4	1d4	1d6	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	1	3	N/A	N/A	1	N/A
1d10	1d8	2d10	n/a	n/a	1d10	n/a

Resolve	H2H	Resolve
1	2	1
1d8	1d10+1d6	1d8

Intimidate	Stealth	Initiative
3	4	1d8
1d10+1d6	2d10+1d4	

Slags are stealthy, six-legged predators that are capable of shifting their skin's pigment and texture to blend in with their surroundings. They stand between 5 and 8 feet tall and are devoid of any discernable features, save for a disproportionately large, razor-lined maw and two barbed mandibles on either side.

Slags actively maintain a low metabolism and have been known to lie in a near-dormant state for weeks on end while waiting for unsuspecting prey to wander too closely. When they strike, their mandibles inject a specialized venom into their victim. This toxin reacts to lactate, commonly found in muscle tissue, and immediately hardening in a crystalline structure. In low doses, this can behave similarly to a clot in the bloodstream, though these cases are rare. Commonly, because of the physical exertion required to escape a slag, the toxin instead crystalizes entire muscle groups, bringing the victim down through paralysis, suffocation, or cardiac arrest.

While slags are resistant to their own venom, they are not wholly immune. After eating, they must allow time for their digestive systems to break down the poison before they can hunt again. If they move or are otherwise forced to move, they risk suffering the same fate of their victims.

BITE **2** **SKILL:** H2H **DAMAGE:** 3d6+4

The slag bites down on anything it has in its grasp or any unlucky enough to get too close. If successful, victims gain 1 point of *fatigue*.

SNAP GRAB **2** **SKILL:** H2H **DAMAGE:** 3d6+1

The slag tries to grapple its victim in its long clamping pincers.

BIOMOD (CHAMELEON SKIN): The slag's skin takes on the colors of its surroundings, granting a bonus to Stealth. With this ever changing skin, they earn a +1 to all Stealth checks.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

KEEN SENSES: The scoundrel gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

WALL CRAWLER: A slag can climb on walls and ceiling with ease and stay there nearly indefinitely. They gain a +10 to all Athletics tests used for climbing.



SPINEWRETCH

HEALTH	ARMOR
48	6

20 **SIZE:** Medium **GENUS:** Invertebrate
SENSES: Daysight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	7	4	4	5	6	1
1d10	1d10+1d8	1d10	1d10	1d10+1d4	1d10+1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
1	3	5	N/A	N/A	5	N/A
1d10+1d4	1d10+1d6	1d10+1d4	n/a	n/a	2d10+1d8	n/a

Resolve	H2H	Resolve
4	5	4
2d10+1d8	2d10+1d4	2d10+1d4

Intimidate	Stealth
5	1
2d10+1d4	1d10+1d4

Initiative 1d10 + 1d6

These horrendous creatures start small, but once they latch onto a victim, their ascent is swift and brutal. Starting as small slug-like creatures, once they attach, they feed off of electricity in the nervous system and begin to literally engulf the victim, taking bones and muscle and incorporating them into their own body. The victim never truly dies, they are kept alive inside the "mouth" of the creature. The victim will usually go insane, and it is typical to hear them scream gibberish as the creature moves and stalks more victims.

DEVOURING EMBRACE 2 **SKILL:** H2H **DAMAGE:** 2d6

The spinewretch grapples with its victim, spraying them with digestive juices in an attempt to envelop and incorporate them into their body, inflicting 1 point of *fatigue*.

SCREAMS OF THE ENTOMBED 3 **SKILL:** Ballistic **DAMAGE:** 2d6+2

The spinewretch takes advantage of its prior victims, amplifying their wailing gibberish, inflicting everyone within a 2-yard radius with 3 *paranoia*. This ability may not be used while the spinewretch is engaged in a grapple.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the spinewretch.

MULTI-GRAPPLE: The spinewretch may grapple one additional target.

REGENERATION: The spinewretch heals 1d6 health every round.

SOULSIGHT: This type of perception allows the spinewretch to determine if creatures within 100 yards are living, dead, or undead.

WENDIGO

HEALTH	ARMOR
38	5

15 **SIZE:** Medium **GENUS:** Beast
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	6	5	2	4	3	2
1d10+1d6	1d10+1d6	1d10+1d4	1d6	1d10	1d8	1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
5	4	3	N/A	N/A	5	N/A
2d10+1d8	2d10+1d6	2d10	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
2	1	3
2d10	1d10+1d6	1d10+1d8

Intimidate	Stealth	Initiative
3	1	1d8
2d10+1d4	1d10+1d6	

Wendigo are large, wolf-like creatures that hunt in the snow-laden regions around Neroth. Unlike normal wolves, they stand on two legs unless pursuing prey. Their charcoal gray coat blends into the night while their eyes gleam like twinkling gemstones. They have four mandibles lined with razor sharp teeth and strong, clawed front legs. Wendigo roam in packs of eight or less, led by an alpha. The Wendigo are exceptionally territorial; when two packs cross paths it always leads to one pack fleeing with their tails between their legs or complete annihilation.

GNASHING OF TEETH 2 **SKILL:** Melee **DAMAGE:** 4d6+2

The wendigo ravages its prey with each of its jaws, tearing flesh like paper and inflicting 2 points of *bleed* for 1d4 rounds.

WAILING TANTRUM 2 **SKILL:** Ballistic **DAMAGE:** 3d6+3

The wendigo unleashes a cacophony of screams that are loud and discordant enough to *deafen* anyone in a 1-yard radius.

CORPSE FEAST: The wendigo can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

ENHANCED COMBAT SKILL (BALLISTIC): The wendigo has gained 2 bonus ranks to its Ballistic skill (accounted for).

KEEN SENSES: The scoundrel gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

NEMZUL'S NOTE

While my encounters with these beasts have been few and at a distance, a group of trappers did relay their encounter:

"It was just a normal day out cultivating our trees when we heard an earsplitting howl. Wendigos. We panicked. Normally these things don't come this far south, they keep to the woods. But something had spooked them, they were scattered and disorganized in their attacks and we slew them easily.

As the last lay dying with its belly full of shot, it gave the most mortifying call and in moments there were four more. We weren't ready for that, and we lost Jaymis and Lasshorr in the scrap. And they... they ate their own dead. Just kept coming, it seemed like there was no stopping 'em.'"

THE WRAPPED ONES

HEALTH	ARMOR
37	3

10 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	2	5	4	2	2	1
1d10+1d4	1d6	1d10+1d4	1d10	1d6	1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
5	1	4	N/A	N/A	1	N/A
2d10+1d6	1d8	2d10+1d4	n/a	n/a	1d8	n/a

Resolve	H2H	Resolve
2	1	2
1d10	1d10+1d6	1d10

Intimidate	Stealth	Initiative
4	1	1d6
2d10+1d4	1d10+1d6	

The victims of an ancient execution ritual, they bear very little resemblance to the Humans that they once were. After being enveloped in gauze, their arms and legs were broken in eight places then attached to a pole, and their skin melded to a gallow pole through the use of caustic chemicals. Echoes of their agonizing death continue to reverberate throughout the wooded areas of Feneryss as faint sobs followed by jarring and surprisingly violent shrieks. Their limbs have since torn from the gallow-poles, tearing away wooden shrapnel that grafted to their skin. Each one of these tortured souls walks in a strange backward hunch, on all four limbs, wildly swinging each skewered limb in hopes that it can impale would-be victims and spread its eternal anguish.

SPLINTERING PENDULUM 4 **SKILL:** Melee **DAMAGE:** 3d6+2

Wrapped ones charge their victims, gyrating their shattered limbs intent on impaling their target with the bloody, festering stakes of wood embedded in their flesh. Roll the attack and damage check twice and apply the results of each. If either is successful the victim is afflicted with *deadtide*.

BIOMOD (FLEXIBLE SKELETON): Wrapped ones gain the ability to adjust the rigidity of their skeleton from the hardness of steel to the consistency of molten glass in moments. This reduces the difficulty of moving through small spaces with Acrobatics (Contortion) by treating the space as one size larger. When falling, they can treat the distance as 5 yards fewer when determining damage taken.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

HASTE: Wrapped Ones have 6 AP per turn.

IMMUNITY (BLEED): Wrapped ones ignore the effects of *bleed*.

NEMZUL'S NOTE

The thought at first sight was that the wrapped ones were undead, given that they were most definitely living people at an earlier time. To the contrary, my necromantic studies suggested that the souls were trapped within these corpses by some arkane means in the aftermath of whatever hideous ritual sacrifice was performed. To date, the cult and their deity remain unidentified.

LORDS

ADMIRAL

HEALTH	ARMOR
41	4

8 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	6	2	3	1	3	4
1d10+1d4	1d10+1d6	1d6	1d8	1d4	1d8	1d10

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	5	2	N/A	N/A	4	N/A
2d10+1d4	2d10+1d8	1d10	n/a	n/a	1d10+1d8	n/a

Resolve	H2H	Resolve
2	2	2
2d10	1d10	1d8

Intimidate	Stealth	Initiative	Command
2	2	1d8	6
1d10+1d8	1d10		2d10+1d6

A naval commander typically found aboard a frigate or galleon. Their uniform is tidy and their armor is resplendent. Obtaining such a prestigious position requires impressive combat skills and disarming charisma. Expect a grueling fight.

CLEAVING STRIKE 2 **SKILL:** Melee **DAMAGE:** 5d6

If the target is *unaware* of the anklebiter, it is immediately *grappled* as if the target did not resist. If it is aware, roll Grapple check as normal.

STUNNING SHOT 3 **SKILL:** Ballistic **DAMAGE:** 4d6+1

If caught, the cutpurse pushes their assailant with all their might, knocking them *prone* before slipping into the crowd, reducing their target's Awareness by 1 rank for 1d4 rounds.

COUNTERATTACK: If the admiral suffers damage and the attacking foe is adjacent to them, they may immediately retaliate with a free basic attack once per round.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED NON-COMBAT SKILL (COMMAND): The admiral has 1 bonus rank in the Command skill (accounted for).

IMMUNITY (BLEED): The admiral ignores the effects of *bleed*.

KEEN SENSES: The admiral gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

ASPER

HEALTH	ARMOR
40	5

10 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	3	4	3	3	3	7
1d8	1d8	1d10	1d8	1d8	1d8	1d10+1d8

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	2	4	N/A	N/A	2	6
1d10+1d8	1d10+1d4	2d10	n/a	n/a	1d10+1d4	3d10+1d4

Resolve	H2H	Resolve
5	2	5
2d10	1d10+1d6	2d10

Intimidate	Stealth	Initiative	Command
2	2	1d8	6
1d10+1d4	1d10+1d6		3d10+1d4

These marshals are normally classified as extremists who tire of the "play nice" mentality that society attempts to enforce upon them. Instead they rally their followers to commit holy acts in their Aspect's name while simultaneously offering sanctuary if you believe. Many of these Marshals idolize Tae'k for his commitment to his calling, even if they resent him for his actions.

REBUKE 3 **SKILL:** Melee **DAMAGE:** 5d6

The asper rushes an adjacent target with their shield, knocking them back 2 yards.

REPENT 2 **SKILL:** Melee **DAMAGE:** 4d6

The asper lashes the legs of any enemies in a 3-yard line, then pulls the whip back, knocking them *prone*.

CONVICTION: The asper has an alignment with or has otherwise been chosen by an aspect (of the GM's choosing). The asper has an effective conviction rank of 7 and gains access to miracles and auras in accordance with that rank.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED COMBAT SKILL (RESOLVE): The asper has 1 bonus rank in the Resolve skill (accounted for).

ASSASSIN SAVANT

HEALTH	ARMOR
41	5

9 SIZE: Medium GENUS: Humanoid
SENSES: Daysight, Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	2	7	4	3	3	1
1d10	1d6	1d10+1d8	1d10	1d8	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	2	5	N/A	N/A	4	N/A
2d10	1d10	3d10	n/a	n/a	1d10+1d8	n/a

Resolve	H2H
2	2
1d10	2d10+1d4

Resolve
2
1d10+1d4

Intimidate	Stealth
3	5
1d10+1d8	3d10

Initiative 1d8

The best in the business. Assassin Savants enhance their already lethal repertoire with illusions to make sealing the deal an easy matter. Of course, these skills come with a high price tag. If a contract bears your name, you've made a powerful enemy.

SAPPER **3** **SKILL: Melee** **DAMAGE: 3d6+3**

Assassins are known for weaponing normally mundane items, but the favorite by far is the tree tap. The assassin savant applies the use of this tool masterfully, leaving their victims suffering from multiple gaping wounds that *bleeds* for 1d4 rounds. Roll the Attack and Damage check twice and apply the results of each.

DUST EGG **3** **SKILL: Ballistic** **DAMAGE: 3d6**

The assasin savant throws a hollow egg filled with fine powder, up to 6 yards, at their enemy. If successful, the target is *blind* and reduces their rank in Awareness by 1, each for 1d4 rounds.

COUNTERATTACK: If the assassin savant suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

DUSKSIGHT: This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

FLURRY: The assassin savant incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

HASTE: The assassin savant has 6 AP per turn.

CAELESTI

HEALTH	ARMOR
53	7

17 SIZE: Medium GENUS: Humanoid
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	4	6	5	5	8	1
1d10+1d4	1d10	1d10+1d6	1d10+1d4	1d10+1d4	2d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	2	4	N/A	7	5	N/A
1d10+1d8	1d10+1d6	2d10+1d6	n/a	3d10	3d10+1d4	n/a

Resolve	H2H
6	5
2d10+1d6	2d10+1d8

Resolve
6
2d10+1d8

Intimidate	Stealth
4	2
2d10+1d4	2d10

Initiative 2d10

Native to the barren spaces between the Glass Forest and Hel, especially the Bonefields of Agorra, caelesti are patient stalkers. They maintain a great distance from their prey, usually nothing more than a small figure on the horizon, still and unmoving.

They follow calmly, instilling their prey with pure, psykic fear. Detecting them requires a UC 25 Awareness check. Once discovered or its prey properly weakened, they reveal themselves. From a distance they bear the visage of the strawmen used to deter cadavians and carrion from raiding fledgling crops. Up close, however, the truth is unsettling. Their round bodies glow with the heat of a bioreactor. Gangly arms and legs end in two curved digits with dangerous claws. Their faces, if it could even be called such a thing, is Human-shaped, but lacks all sensory organs and openings: no eyes, ears, mouth, or nose. They track their quary only through heat and psykic energy.

Once engaged, foes are kept at a distance while they are barraged with wave after wave of psykic will. Should opponents get too close they will attempt to knock them away, or cover its retreat with fire and noxious smoke from its bioreactor.

DISCIPLINE (KINESIS) **2+** **SKILL: Psy** **DAMAGE: Varies**

Caelesti have an effective rank of 7 in the kinesis discipline and may perform any of its sleights.

CORPSE COMBUSTION **2** **SKILL: Ballistic** **DAMAGE: 5d6**

The caelesti's reactor billows out cloud of corpse ashes and flammable gas in a 2-yard radius, then explodes in the same area dealing fire damage.

DEBILITATING KICK **3** **SKILL: H2H** **DAMAGE: 4d6**

With a savage kick, the caelesti's claws dig into its target's chest, taking hold of whatever flesh it can grasp before launching the unfortunate victim 1 yard away from the caelesti. If successful, the victim also suffers 1 *fatigue*.

BIOMOD (BIOREACTOR): This chemically active tumor provides a +2 bonus against all diseases and banes. It also produces ambient light up to 2 yards away.

PSY (KINESIS): Caelesti have an effective rank of 7 in the kinesis discipline.

THERMAL VISION: This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

COEURFIN

HEALTH	ARMOR
43	6

10 **SIZE:** Small **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3 (1d8)	4 (1d10)	5 (1d10+1d4)	3 (1d8)	10 (2d10+1d6)	3 (1d8)	1 (1d4)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2 (1d10+1d4)	2 (1d10+1d6)	5 (2d10+1d6)	N/A (n/a)	7 (4d10+1d4)	2 (1d10+1d4)	N/A (n/a)

Resolve	H2H	Resolve
4 (2d10)	4 (2d10)	4 (3d10+1d6)

Intimidate	Stealth	Initiative
5 (2d10)	2 (1d10+1d8)	1d8

The Coeurfin is a creature akin to nightmare. It finds a target with the lowest mental fortitude and latches on pykically from a distance. Slowly over days and weeks it drains the will to live from its victim. If the Coeurfin is allowed to finish its meal, the victim is left as nothing more than an immobile husk slowly withering away. Through its influence, the target shuts itself away from the world thus isolating the victim from its safety-net and social network. In order to defeat the Coeurfin, one has to first realize the possible influence, find the creature, and finally kill it. Due to the influences of the parasite and the fact that the Withers will attack those unaffected by the Coeurfin, the target only ever faces the Coeurfin alone. It's best for victims to confront the creature before crippling weakness overcomes their body. Physically, the Coeurfin is a small, pinkish mass without a mouth or a nose. Its beady black eyes are sunk into its flesh exterior almost drawing the victim into its soothing depths. The creature is seemingly amorphous but its agility and size make it hard to hit.

DISCIPLINE (KINESIS) 2+ **SKILL:** Psy **DAMAGE:** Varies

Coeurfin have an effective rank of 4 in the kinesis discipline and may perform any of its sleights.

PSYKIC SINGULARITY 2 **SKILL:** Psy **DAMAGE:** 3d6

The coeurfin absorbs all psykic energy in an area with a 2-yard radius. Anyone caught in the area is *stunned* for 1d4 rounds. Additionally, any psykics in the area suffer the loss of 2 Psy ranks for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

CORPSE FEAST: The coeurfin can spend 1 AP to consume a corpse within 1 yard and regain 1d6 health.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against this coeurfin.

PSY (KINESIS): The coeurfin has an effective rank of 10 in the kinesis discipline.

CORRUPTED MAGE

HEALTH	ARMOR
38	5

10 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 (1d6)	1 (1d4)	5 (1d10+1d4)	8 (2d10)	5 (1d10+1d4)	3 (1d8)	2 (1d6)

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2 (1d10)	2 (1d8)	4 (2d10+1d4)	7 (3d10+1d8)	N/A (n/a)	2 (1d10+1d4)	N/A (n/a)

Resolve	H2H	Resolve
4 (1d10+1d4)	2 (1d10+1d8)	4 (2d10+1d4)

Intimidate	Stealth	Initiative
2 (1d10)	2 (1d10+1d8)	1d8

"Rogue" arkänists have become a staple beyond the safety of city-state boundaries. They construct their own little "kingdoms" in poor hamlets and rule through their unrivaled power. Often they are failed students of the Logerra, or Lanisians cast out from their dynasty or guild for dishonorable behavior or malpractice. Even so, they are powerful mages and should be engaged thoughtfully.

CASTING (PRIMALTHEURGY) 2 **SKILL:** Arkäna **DAMAGE:** Varies

Corrupted mages have an effective rank of 7 in the school of Primaltheurgy and may use any of its abilities.

SHOCKING CONCLUSION 2 **SKILL:** Arkäna **DAMAGE:** 4d6+1

The corrupted mage, inspired the tyrannical casters and emperors of old, summons lightning through its hand and out in a 3-yard cone in front of them. Enemies caught in this area are *stunned* for 1d4 rounds.

ICE SQUALL 3 **SKILL:** Arkäna **DAMAGE:** 4d6

The corrupted mage hurls swirling ball of sharpened ice, up to 3 yards at an enemy. When the ice reaches its target it explodes in a 1-yard radius, inflicting *bleed* on anyone caught in the blast for 1d4 rounds.

ARKÄNA (PRIMALTHEURGY): The corrupted mage has tapped into the school of primaltheurgy and has an effective rank of 7.

ARKÄNE RESISTANCE: The corrupted mage gains a bonus to their DR against arkäne-based damage equal to half their Toughness.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.



NEMZUL'S NOTE

During my time in Caelhelm as an aspiring prosthetist, I witnessed firsthand the terrifying power of these creatures. They are swift, and brutal, and elegant. I dare not call them beasts. There is a keenness hidden behind those placid faces that shame most men and women I know. I surrendered my aspirations after a week of living under threat of their desires.

HANGEL

HEALTH	ARMOR
31	7

15 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight, Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	4	6	5	5	4	1
1d10+1d6	1d10	1d10+1d6	1d10+1d4	1d10+1d4	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	4	6	N/A	N/A	2	N/A
2d10	2d10	3d10	n/a	n/a	1d10+1d6	n/a

Resolve	H2H
4	6
2d10	3d10

Resolve
4
2d10+1d4

Intimidate	Stealth
5	2
2d10+1d8	2d10

Initiative 1d10

There is no creature more infamous across Feneryss than the hangel. Stories of entire hamlets and towns slaughtered are well known, and an ongoing clash between the residents of Caelhelm and a fist of hangels keeps them from fading into legend and myth. These fearsome Reckoning-born horrors are easily recognized by the pair of wings sprouting from their back comprised entirely of hands.

To extend their wingspan they hunt Feneryans mercilessly. After indiscriminately murdering their victims, they take delicate care in excising the hands from the dead. Hangels take only hands that are in perfect condition. Once they've returned to their nest or den, the hands are treated in a highly sensual ritual with fragrant oils and preservatives before being sewn into the hangel's wings with tendon threads. There are also rumored stories of hangels having their own hands removed and added to their wings, or killing each other out of jealousy about the beauty or size of another hangel's wings.

HUNDRED HANDS OF DEATH 2 **SKILL:** H2H **DAMAGE:** 5d6+1

The hangel uses the many hands of its wings to overpower its enemies, knocking anyone in a 1-yard radius *prone* while also imposing 1 point of *fatigue*.

BROKEN NAILS 3 **SKILL:** Ballistic **DAMAGE:** 4d6+1

The hangel flicks the fingertips of its wings, launching a hail of dagger-like fingernails up to 3 yards away, inflicting *bleed* for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED MOVEMENT: The hangel's Stride is equal to Agility + 4

FLIGHT: A hangel may move their Stride in any direction, vertically or laterally, and hover indefinitely.

FLURRY: The hangel incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

SOULSIGHT: This type of perception allows the anklebiter to determine if creatures within 100 yards are living, dead, or undead.

KING CADAVER

HEALTH	ARMOR
34	3

3 **SIZE:** Large **GENUS:** Undead
SENSES: Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	4	5	1	3	3	1
1d6	1d10	1d10+1d4	1d4	1d8	1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	3	2	N/A	N/A	2	N/A
1d10	1d10+1d8+1	1d10+1d8-1	n/a	n/a	1d10+1d4	n/a

Resolve	H2H
3	4
1d10+1d8	2d10+1d4

Resolve
3
1d10+1d6

Intimidate	Stealth
4	2
1d10+1d6	1d10+1d8

Initiative 1d8

A king cadaver is a roiling, tumbling morass of corpses caught up in one another. They are rare, but places that see lots of death or undead, such as Pulse's death pits, Hel, or the Undead Tide, are more likely to witness their formation. Hands, legs, and other limbs flail wildly in search of the living, that they might drag them in, consume their share, and add another body to the madness.

Their multitudinous nature makes them hard to kill, and every corpse they come across only serves to make them larger. Even once they're broken up, the still functioning undead are free to rise up and pursue the living individually. Uncontained, king cadavers and their multitudes can sow chaos and discord in even the most resolute troops.

CACOPHONY OF LIMBS 3 **SKILL:** H2H **DAMAGE:** 5d6+2

The king cadaver flails about, hitting anything and anyone in a 1-yard radius, knocking them back 1 yard.

FLESH GORGE: King cadavers can spend 1 AP to consume a corpse and regain 1d6 health. Every 6 corpses consumed increases king cadaver's size category by one.

MANY FROM ONE: Upon reaching 0 health, the king cadaver splits into 1d6 shamblers (page 225). This number increases by 1d6 for every size category greater than large.

SOULSIGHT: This type of perception allows the anklebiter to determine if creatures within 100 yards are living, dead, or undead.

UNASSAILABLE: King cadavers can grapple all adjacent enemies thanks to its many limbs. Initiating a grapple still requires 2 AP per enemy.

MOLTEN SHIVA

HEALTH	ARMOR
53	8

16 **SIZE:** Large **GENUS:** Fragment
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	5	5	4	4	4	2
2d10	1d10+1d4	1d10+1d4	1d10	1d10	1d10	1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
6	5	2	N/A	N/A	6	N/A
3d10+1d6	2d10+1d6	1d10+1d8	n/a	n/a	2d10+1d6	n/a

Resolve	H2H
5	2
2d10+1d6	1d10+1d8

Resolve
5
2d10+1d4

Intimidate	Stealth
6	2
3d10+1d6	1d10+1d8

Initiative: 1D10

When the Alypse sacrificed themselves to Ragnarok and the door between dimensions briefly opened, horrifying beings gushed through like blood from a wound. Some were shards of Ragnarok himself, which obtained physical form in the crossing. Among those shards were the molten shivas: shapeshifters forged from the god's febrile frustrations. They were burdened with the singular purpose of filling the lakes and rivers with blood and fire. Although they most frequently appear with six weaponized limbs and feminine features, they may shift their form dozens of times over the course of an encounter.

BREATH OF RAGE 2 **SKILL:** Ballistic **DAMAGE:** 5d6+1
The molten shiva utters a howl of anger and breathes fire at its enemies in a 6-yard cone.

RAGING INFERNO 3 **SKILL:** Melee **DAMAGE:** 4d6+2
The molten shiva swings each of its weapons, flinging the physical manifestation of hatred at each of its opponents. These charges explode in a 1-yard radius, centered on each target.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

EXTRACT OF RAGNAROK: These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

IMMUNITY (ABLAZE): The molten shiva cannot be set *ablaze*.

MULTI-ATTACK: The molten shiva incurs no penalty for secondary attacks, and may make up to 4 attacks in a round (2 AP + 1 per additional strike).

RAGE INCARNATE: The molten shiva eschews pure rage from every pore, dealing 1d6 damage to all adjacent creatures each round which bypasses armor.

NEMZUL'S NOTE

I have been tasked to chart the northeastern perimeter of the continent and to detail explicitly the civil dimensions of Hel. Today, while delineating the Maw's encroachment, I saw one out in the lake of fire. Six arms swirling in an entrancing dance, igneous streamers streaking from her glistening weapons. At once she ceased, and for all the world I would have sworn she was staring at me. The wiser half of my mind convinced me to flee at full haste. This shall be my last day as a cartographer.

PHASED

HEALTH	ARMOR
48	6

8 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	5	3	4	6	5	1
1d10+1d6	1d10+1d4	1d8	1d10	1d10+1d6	1d10+1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
4	5	4	N/A	N/A	2	N/A
2d10+1d6	2d10+1d6	1d10+1d8	n/a	n/a	1d10+1d8	n/a

Resolve	H2H
4	4
2d10+1d4	1d10+1d8

Resolve
4
2d10+1d6

Intimidate	Stealth
4	2
2d10+1d6	1d10+1d4

Initiative: 1d10+1d4

Phased are phantom Alypse with great gaps in their form that are filled with a chaotic, fizzling magic. They move instantaneously from one position to the next, and their arrival is premonished by a translucent silhouette and strange noises, like voices murmuring near a crashing waterfall. When they depart a space, it leaves behind arcs of arkäne lightning that do no harm, but touching or being touched by a phased or this arkäne force leaves the character with the taste of copper, the smell of funerary incense, and mild dizziness for several hours. It also allows the phased to pursue the character by tracing its arkäne marking.

CORRUPT TOUCH 2 **SKILL:** Melee **DAMAGE:** 4d6+4
The touch of the phased leaves behind a trace of their chaotic energy and lasts up to 8 hours. Targets of this attack suffer damage and are *nauseated* until the trace dissipates or the *nausea* is healed.

MATERIALIZE 2 **SKILL:** H2H **DAMAGE:** 4d6+3
A phased can shift to any location up to their maximum Stride instantaneously, past obstacles and even through walls. Being semi-incorporeal, they may share the same 1 yard space as another creature. Materializing into another creature's space allows the phased to initiate a grapple as a free action. This can also be used during a grapple to immediately free themselves.

PHASE BEAM 2 **SKILL:** Ballistic **DAMAGE:** 4d6+4
These arkäne creatures can gather the energy that binds them to expel it in a powerful blast that deals damage and *nauseates* all characters in a line up to 3 yards away.

ARMOR: The phased gains armor equal to half its Toughness.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED MOVEMENT: Increases the creature's Stride to Agility + 4.

INSTANTANEOUS TRAVEL: For every 15 yards fallen, reduce it by 5 for the purpose of determining fall damage.

PONDERFLEISCH

HEALTH	ARMOR
45	6

14 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	3	7	8	3	4	2
1d6	1d8	1d10+1d8	2d10	1d8	1d10	1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	3	5	7	N/A	2	N/A
1d10	1d10+1d6	3d10	3d10+1d8	n/a	1d10+1d6	n/a

Resolve	H2H
5	2
2d10	2d10+1d4

Resolve
5
2d10

Intimidate	Stealth
4	2
1d10+1d6	2d10+1d4

Initiative 1d10

These long-limbed terrors can be found meditating on balanced boulders in the Snap Spine Mountains. They are not typically prone to violence but have been known to lash out at passers-by if the mood suits them. Each of their eight vestigial limbs split off into more limbs that are persistently shifting to represent geometric shapes. Their meditation brings with it incredible potential for arkäne ability; which they use to great effect.

CASTING (PRIMALTHEURGY) 2 **SKILL: Arkäna DAMAGE: Varies**

All ponderfleisch have an effective rank of 7 in the school of primaltheurgy and may use any of its abilities.

SOUND OF SILENCE 3 **SKILL: Arkäna DAMAGE: 4d6**

The ponderfleisch summons its power and claps each of its hands together, surrounding itself with arcs of electricity in a 1-yard radius. Any caught within are *deafened* and *paralyzed* for 1d4 rounds.

PURITY OF ARKÄNA 3 **SKILL: Arkäna DAMAGE: 3d6**

The ponderfleisch throws a torrent of arkäne orbs at their target. Roll the Attack and Damage check twice and apply the results of each.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ARKÄNA (PRIMALTHEURGY): The ponderfleisch has tapped into the school of primaltheurgy and has an effective rank of 7.

ARKÄNE RESISTANCE: Ponderfleisch gain a bonus to their DR against arkäne-based damage equal to half their Toughness.

QATIL (FEMALE)

HEALTH	ARMOR
37	4

6 **SIZE:** Medium **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	4	2	1	5	2	2
1d10+1d4	1d10	1d6	1d4	1d10+1d4	1d6	1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
5	5	2	N/A	N/A	2	N/A
2d10+1d6	2d10+1d4	1d10	n/a	n/a	1d10	n/a

Resolve	H2H
3	2
1d10+1d8	1d10

Resolve
3
2d10

Intimidate	Stealth
3	2
2d10	1d10

Initiative 1d6

After maturing and hatching from its pupae, most qatil emerge as females measuring three feet from stinger to head. They are oversized, wingless insects distinguished from the males by their yellow stripes, which are smaller and greater in number.

They immediately seek out the nearest male qatil to fertilize their eggs. Once fertile, they seek out a body of water in which to deposit their brood. During this time, they are hypersensitive to potential threats and will strike preemptively to ensure a chance for their unborn by injecting them into the victim.

DEADLY STING 2 **SKILL: Melee DAMAGE: 5d6**

The female qatil strikes with its stinger, which *paralyzes* the target for 1d4 rounds.

VICIOUS SLASH 2 **SKILL: Melee DAMAGE: 4d6+1**

The qatil lashes out at its target with its clawed forelegs, causing 1 point of *bleed* for 1d4 rounds and knocks the target *prone*.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

KEEN SENSES: The female qatil gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

MANY FROM ONE: When a female qatil dies with fertilized eggs still inside, 1d6 qatil larvae burst out.

PARASITIC IMPLANT: If the qatil's eggs are fertile, it's deadly sting attack injects 1d4 eggs into the target. If the eggs are not removed with a Medicine check made against a UC of 5 per egg, they hatch in one week, immediately reducing the character to 0 health.

RHACHIS

HEALTH	ARMOR
44	5

10 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4 1d10	4 1d10	6 1d10+1d6	2 1d6	3 1d8	5 1d10+1d4	2 1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2 1d10+1d6	2 1d10+1d6	5 2d10+1d8	N/A n/a	N/A n/a	5 2d10+1d6	N/A n/a

Resolve	H2H
3 1d10+1d8	6 3d10

Resolve
3 1d10+1d6

Intimidate	Stealth
3 1d10+1d8	2 2d10

Initiative 1d10+1d4

Rhachis are freakishly agile humanoids with a single arm projecting from the center of their chest with a hollow fang on the end designed to pierce bone and suck out marrow and spinal fluids. They have strong legs, each as long as the rest of their body that maintain a squatting posture when the creature is not chasing after a target. Their head is little more than a sloping, featureless lump marked by a pair of slits that mark its nostrils. There are no eyes and no mouth, but its sense of smell allows them to track prey up to half a mile away. They communicate with each other via a rattling or clicking sound they generate while breathing. When attacking they are undisciplined, stabbing wildly and slurping up whatever fluids they encounter. Blood and viscera they spit back at their prey in a powerful and disorienting stream. Rhachis do not relent until their prey ceases to move.

BONESPEW 2 **SKILL:** Ballistic **DAMAGE:** 4d6

The rhachis pressurizes residual blood in its digestive system, spraying bits of bone at high speeds at an enemy. Anyone adjacent to this creature when this attack is used is *deafened* for 1 round.

SPINEFEAST 4 **SKILL:** H2H **DAMAGE:** 5d6+1

The rhachis stabs its single hollow-boned arm at its target multiple times, causing massive hemorrhaging. Roll the Attack and Damage check twice and apply the results of each. Additionally, each successful attack inflicts the victim with one point of *fatigue*.

TREMORSENSE: The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

ENHANCED MOVEMENT: Increases Stride to Agility + 4

HASTE: Rhachis have 6 AP.

IGNORE TERRAIN: The rhachis may move over difficult terrain without hindrance.

SANDMAN

HEALTH	ARMOR
39	5

9 **SIZE:** Medium **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2 1d6	4 1d10	4 1d10	4 1d10	6 1d10+1d6	4 1d10	1 1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2 1d10	2 1d10+1d6	4 2d10	N/A n/a	6 3d10	2 1d10+1d6	N/A n/a

Resolve	H2H
2 1d10+1d6	2 1d10+1d6

Resolve
2 2d10

Intimidate	Stealth
4 1d10+1d6	2 1d10+1d6

Initiative 1d10

The sandman is a favorite "scary story" for Wretched mothers who are desperate to wrangle some obedience from their children. These mothers threaten to leave their mischievous youths alone in the Wastes to fall prey to the sandman. "Don't you dare shut your eyes," they warn, "lest he eat you in your dreams, and suck out your soul!" More often than not, it works, but more importantly, this anecdote is frighteningly close to the truth.

The sandman is 'Human' only by the loosest definitions of the word. He looks much like a sunburnt, starved corpse at first glance with leather-dry skin stretched taut over bulbous joints, a malnourished belly, and a sharply protruding rack of ribs. His eyes are either so deeply sunken that light cannot find them or are missing entirely, and the skin around their sockets is charred black in radial streaks. His jaw dangles loosely, unfettered by tendons, and sways side to side with every lurching stride.

Physically, the sandman poses little threat, and has no desire for a tangible meal; no, he much prefers to feast upon his victims' dreams, nourishing his weak frame with their psykic energies.

DISCIPLINE (KINESIS/ILLUSION) 2+ **SKILL:** Psy **DAMAGE:** Varies

Sandman has an effective rank of 4 in both the kinesis and illusion disciplines and may perform any of their sleights.

HOLLOW STARE 2 **SKILL:** Psy **DAMAGE:** 4d6+1

The sandman looses a torrent of psykic energy that, in addition to damage, renders the target *unconscious* for 2d4 rounds.

THOUGHT FOR FOOD 2 **SKILL:** Psy **DAMAGE:** 4d6

Looming over those it has knocked *unconscious*, the sandman wrenches apart its victim's mental defenses in order to feed on their thoughts. This assault leaves the target *confused* for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

PSY (KINESIS & ILLUSION): A sandman has an effective rank of 4 in both the kinesis and illusion disciplines.

SANGUINE KNIGHT

HEALTH	ARMOR
63	9

23 **SIZE:** Large **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	8	6	5	5	5	4
1d10+1d6	2d10	1d10+1d6	1d10+1d4	1d10+1d4	1d10+1d4	1d10

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
5	7	3	N/A	N/A	5	N/A
2d10+1d8	3d10+1d8+1	2d10+1d4-1	n/a	n/a	2d10+1d8	n/a

Resolve	H2H
5	7
3d10+1d4	3d10+1d4

Resolve
5
2d10+1d6

Intimidate	Stealth
5	2
2d10+1d8	2d10

Initiative 1d10+1d4

Only the gods know the number of lives lost to war. The sanguine knights are the incarnations of those souls discarded on the battlefield. They are veterans of a thousand battles and of a single battle waged a thousand times over. They possess two dire instincts: a soldier's grit, and intent to kill everyone.

Also known as warborn, they are unmistakable, giant warlords comprised entirely of blood. In one or both hands they wield their weapon of choice, their blades and hilts blood-forged in the fires of loss. Blood oozes down them in viscous sheets, dripping from contours of armor and boots, or spattering in wide arcs with every swing of the arms. Every drop that falls away to the ground audibly sizzles, boiling with the anguish of the dead as it struggles to reunite with its brethren. Inevitably, every last bead makes its way back to the sanguine knight.

HOLLOW STARE 2 **SKILL:** Psy **DAMAGE:** 4d6+1

The sandman looses a torrent of psykic energy that, in addition to damage, renders the target *unconscious* for 2d4 rounds.

BONESPEW 2 **SKILL:** Ballistic **DAMAGE:** 4d6

The rhachis pressurizes residual blood in its digestive system, spraying bits of bone at high speeds at an enemy. Anyone adjacent to this creature when this attack is used is *deafened* for 1 round.

ENGULF 3 **SKILL:** Melee **DAMAGE:** 3d6+3

A unique grapple maneuver. The knight draws the opponent into their body and begins *suffocating* them. When this succeeds, the knight is free to engage additional targets. Victims may still attempt Disengage checks on their turn to free themselves.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

BLOODBORNE: When any of the sanguine knight's opponents drop to half health it's health is restored by 5. This lasts for the remainder of the encounter, and can be gained once per enemy present in the encounter.

MULTI-GRAPPLE: The sanguine knight may grapple one additional target.

IMMUNITY (BLEED): The sanguine knight ignores the effects of *bleed*.

SKATHE

HEALTH	ARMOR
43	6

13 **SIZE:** Small **GENUS:** Invertebrate
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
3	4	6	2	9	3	3
1d8	1d10	1d10+1d6	1d6	2d10+1d4	1d8	1d8

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	2	5	N/A	7	2	N/A
1d10+1d4	1d10+1d6-1	2d10+1d8+1	n/a	4d10	1d10+1d4	n/a

Resolve	H2H
5	5
2d10+1d4	2d10+1d8

Resolve
5
3d10+1d6

Intimidate	Stealth
3	2
1d10+1d6	2d10

Initiative 1d8

Skathe are psykic parasites that feed on the negative emotions of Feneryans. They are drawn to places that attract suicidal and emotionally drained individuals, such as cliffs overlooking the Maw or Bogdoran slave camps. They take control of a host by luring them to a secluded area and slipping past their eyes to take up residence in their brains.

Once they've established themselves in a host, they begin to spread their influence, taking control of other weak-minded Feneryans, or weakening minds until they are ready to be subjugated. Once subjugated, the victims, known as withers (page 228), can be freed only by slaying the skathe. Withers obey the commands of their skathe unerringly, but have no volition. They can't do anything without the instruction of their master. Their sole purpose is to defend the skathe while it reproduces. The skathe is dormant during this process, which leaves it and its host vulnerable. Once the skathe has grown large enough, typically after three to six weeks, the replicant splits off, removes itself from the host, and sets off to establish its own kingdom of withers.

DISCIPLINE (KINESIS) 2+ **SKILL:** Psy **DAMAGE:** Varies

Skathe have an effective rank of 4 in the kinesis discipline and may perform any of its sleights.

KISS OF DEATH 3 **SKILL:** H2H **DAMAGE:** 6d6

When the skathe finds itself in dire straits, it will attempt to grapple the nearest opponent, wrapping its tendrils around the opponent to siphon life from them. If successful, it gains health equal to half the damage dealt. If this kills the target, they become a wither (page 228).

WAIL OF THE DEAD 2 **SKILL:** Ballistic **DAMAGE:** 4d6

The parasite's host grabs hold of the target and channels its psykic force with enough strength to cause physical and mental harm. The target's Toughness is reduced by 1 for 1d4 rounds.

CALL CREATURE: The skathe calls 1 wither (page 228) to its aid, which appears at a location specified by the GM after 2 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED STAT (WILLPOWER): The skathe has gained a bonus rank to Willpower.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against a skathe.

PSY (KINESIS): The skathe has an effective rank of 4 in the kinesis discipline.

SKYWHALE

SIZE: Massive **GENUS:** Beast
SENSES: Daysight

HEALTH	ARMOR
71	11

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	11	6	3	5	10	3
1d10+1d6	2d10+1d8	1d10+1d6	1d8	1d10+1d4	2d10+1d6	1d8

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	10	5	N/A	N/A	7	N/A
2d10	5d10+1d4+5	2d10+1d8-5	n/a	n/a	4d10+1d4	n/a

Resolve	H2H
5	9
4d10	3d10+1d8

Resolve
5
2d10+1d6

Intimidate	Stealth
6	2
3d10	2d10

Initiative 2d10+1d6

These great beasts are a rare sight to spot in the skies of Feneryss. Found in groups called pods, these skywhales feed off of tall trees and flying animals that stray too close to their mouths. They lackadaisically float through the air via a ballast system in their chest cavity. These beasts are able to breathe air into both their lungs and a secondary air bladder. Using this bladder, the whales "exhale" air in large gusts to keep themselves afloat and navigate the skies. Couple that with hollow bones, they are light enough to seemingly "float" in the skies. Normally, skywhales sleep in the skies by keeping a rhythmic breathing pattern to keep itself in place. As babies, they do not possess this ability and are often found hidden on top of mesas and mountains until old enough. Young skywhales are precious commodities, protected at all costs and rarely spotted in the wild.

Their leathery stark gray hide does well to disguise themselves as fast moving clouds when alone, but as a pod, the sight is astounding. The skywhales have four leathery fins attached to tiny limbs keeping these massive creatures balanced in flight as well as help them turn in the skies. Their eyes are as large as dinner plates, and their mouth is riddled with enough teeth to even harm a dragon with a bite.

All that said, skywhales are peaceful creatures who attempt to flee from their few aerial predators. Prior to airships becoming as popular as they are, the denizens of Feneryss could fly up next to a pod and pet them or toss them food. Nowadays, skywhales flee from airships and on rare occasions, attack and cripple airships before flying away. On the rare occasion, skywhales have been seen taking down a dragon as a pod and feasting upon its remains. It has been speculated that pods of skywhales are a Dragon's only true adversary of the skies, aside from the talented Shades.

BODY SLAM 2 **SKILL:** H2H **DAMAGE:** 6d6

If the target is a vehicle, the gunners and other offensive crew lose their balance and are unable to shoot for 1 round.

PIERCING CRY 2 **SKILL:** Ballistic **DAMAGE:** 6d6

Skywhales sing in beautiful harmonies to communicate. When threatened, their mighty sounds can be weaponized, injuring and *deafening* everyone within 50 yards.

SWALLOW 2 **SKILL:** H2H **DAMAGE:** 5d6+1

If the target is at least 2 sizes smaller, the skywhale can enclose them in their mighty jaws, chew them up, and spit them out. They can spit victims up to 4 * Strength in yards.

COUNTERATTACK: After damage is dealt to the skywhale, if in range, it can retaliate with a basic attack once per round.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FLEE: After a surprise action, roll a d6. If the roll is even, the skywhale may move 6 times its stride as a free action to attempt to flee combat.

HASTE: The skywhale has 6 AP per turn.

IGNORE TERRAIN: Skywhales move over difficult terrain without hindrance.

KEEN SENSES: The creature gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

I stood at the starboard rail, the growing wind of the approaching storm tugged at my leathers and sent the ship's tension lines and lightning rods to thrumming. On the horizon, a storm head approached. My intense gaze was focused on the approaching storm, not with the apprehension most captains would feel at such a storm but anticipation. The raging lightning storms of the glass forest were feeding grounds for sky whales, and I intended to drive this ship into the teeth of the storm at the first flashing blue glints of a skywhale's bio-luminescent storm glands. An image flashed into my mind, a pod breaching the cloud cover, a young bull on the edges with fresh talon-like scars down its flank. The image was the look-out's call. I turned to the wheel deck, where Remmie stood with her hair whipping in the wind.

Her eyes gleamed a vibrant green and energy seemed to emanate from her as the ship lunged and rose to her Command. The gentle growl of the ark-drive became a snarl as she laid on power and angled the ship into the storm. If anyone owned the heart of this ship, it was her. Her magic's and tinkering weaved through every facet of the Shade Wolf, and it leapt to obey her like no other. I arrowed the image to the crew and issued my orders. I could not compete with the roar of the wind or the roar of the ship but spoke to the hearts and the minds of my men. For, if the ship belonged to my sister, the crew belonged to me. "Signal the ground crews, affix lanterns to anchor chains and drag lines. Ready the harpoons and grapples. You've seen our prize... Now let's bring it down!" In unison men, Shade and Wretched raised their minds and voice into the approaching storm. The deep throated baying of wolves by the Wretched and men were joined by the telepathic howl of the Shade. The hunt had begun.

—EXCERPT FROM REMUS CASSIAN'S JOURNAL

SMOKE REAVERS

HEALTH	ARMOR
31	2

SIZE: Large **GENUS:** Beast
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
2	4	2	2	2	5	1
1d6	1d10	1d6	1d6	1d6	1d10+1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	4	2	N/A	N/A	3	N/A
1d10+1d4	2d10+1	1d10-1	n/a	n/a	2d10	n/a

Resolve	H2H	Resolve
2	2	2
1d10+1d4	1d10	1d10

Intimidate	Stealth	Initiative
5	2	1d10 + 1d4
1d10+1d8	1d10	

These heavily shrouded beasts are the embodiment of dread itself; each tripedal creature is perpetually surrounded by an inky, smoke-like film that obscures their true form and location. Should an attacker become entangled in the film, they fall victim to illusions of dead or dying loved ones attacking and accusing them of unthinkable transgressions.

ENVELOP 2 **SKILL:** Ballistic **DAMAGE:** 4d6+1

The reaver vents a huge plume of their iconic shroud in a 1-yard radius. In addition to the effects of Reaver's Shroud, any caught within suffer damage from the toxic fumes.

VISCERA TWIST 2 **SKILL:** Melee **DAMAGE:** 5d6+2

If desperate, a smoke reaver will grab at its prey with the twisted entrails of its body and squeeze at them with significant force, crushing most anything in an instant.

EXTRACT OF RAGNAROK: These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

IGNORE TERRAIN: Smoke reavers may move over difficult terrain without hindrance.

KEEN SENSES: The creature gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

REAVER'S SHROUD: The smoke after which these creatures are named *blinds* and *suffocates* anything caught within. Smoke Reavers are immune to the effects of their own shrouds, or that of other reavers.

THERMAL VISION: This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

SNARLER

HEALTH	ARMOR
60	8

SIZE: Large **GENUS:** Beast
SENSES: Dusksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	7	8	3	4	5	3
1d10+1d4	1d10+1d8	2d10	1d8	1d10	1d10+1d4	1d8

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
2	7	6	N/A	N/A	2	N/A
1d10+1d8	3d10+1d6	3d10+1d6	n/a	n/a	1d10+1d8	n/a

Resolve	H2H	Resolve
4	9	4
2d10+1d8	2d10+1d4	1d10

Intimidate	Stealth	Initiative
5	2	1d10 + 1d4
2d10+1d6	2d10+1d6	

The snarler is a rare and solitary feline hunter. It is feared and respected by the Shades who share its home in the Glass Forest and hunt it only when necessary. It is six-legged with a furless gray hide that blends well with the mirror shine of its surroundings. Thickly padded and thumbed paws make it an excellent climber, even among the jagged spires and a fearsome combatant when its prey refuses to accept their fate. Its prehensile tail it wields like a whip to trip up larger foes and ensnare smaller ones. After capturing its prey, the snarler often eats them whole by separating the two mandibles of its lower jaw.

Its sight is lacking, but a superb sense of smell more than compensates for this shortcoming. However, this strength comes with a glaring weakness: overpowering aromas can stun or drive away the beast, making it easy to kill or capture.

CONTRICT 2 **SKILL:** H2H **DAMAGE:** 6d6+2

The snarler whips its tail to attempt to grapple an opponent 2 yards away.

ENGULF 2 **SKILL:** H2H **DAMAGE:** 6d6

The snarler's jaw unhinges as it attempts to eat a medium or smaller target. If the attack is successful, both the snarler and opponent roll a Physical Resolve check. If the opponent fails, they are engulfed by the snarler and lose half their actions.

DIGESTIVE CALAMITY: If an opponent has been engulfed by the snarler, they may make a Physical Resolve check once per round against the snarler's Physical Resolve to escape. If they fail, they take 4d6 damage and remain engulfed. Others may, for 2 AP, attempt to make an Athletics check against the snarler to attempt to free the engulfed victim.

DUSKSIGHT: This variation of eyesight is better adapted to poorly lit areas, but falters in extremes of light and darkness. Creatures with Dusksight suffer -2 penalties to vision-based checks in normal and ambient light while also suffering -4 penalties in bright light and darkness.

ENHANCED MOVEMENT: The snarler's Stride is equal to its Agility + 4.

KEEN SENSES: The creature gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

MULTI-GRAPPLE: The snarler is able to grapple one additional target.

ABSOLOX

HEALTH	ARMOR
68	15

19 **SIZE:** Large **GENUS:** Humanoid
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
10	6	6	6	6	7	1
2d10+1d6	1d10+1d6	1d10+1d6	1d10+1d6	1d10+1d6	1d10+1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
10	3	8	N/A	N/A	3	N/A
5d10	2d10+1d4+1	3d10+1d6-1	n/a	n/a	2d10+1d6	n/a

Resolve	H2H
6	7
3d10	3d10+1d4

Resolve
6

Intimidate	Stealth
6	3
4d10	2d10+1d4

Initiative 1d10+1d8

While Ragnarok is little more than a false god to the Vampires, they acknowledge the existence demons. Deep in the subterranean caverns of Feneryss, one of these demons, Absolox, was born of the collective souls of the Vampires' cannibalized victims. It is said to be a lanky, shadowy creature black as rage with eyes that beam with the vibrant colors of revenge and soulfire. Its gaunt features perpetually shift between expressions of terror and anguish which are accompanied by a chorus of dissonant screams and wails.

It prefers isolated targets, and appears by leaking from their victim's eyes, then flays them; skin from nerve; nerve from muscle; and muscle from bone. It is said that if someone witnesses one of its kills, Absolox curses the observer with a desire to imitate his ghastly murders.

BUTCHER'S BLOCK 3 **SKILL:** H2H **DAMAGE:** 7d6+4

Absolox knows full and well that it will wipe eternity clean of the Vampires, it is the only possible outcome. So, with that in mind, it chooses its targets methodically, dismembering each one in a new way to inflict pain and terror so that it is a unique experience for each victim.

The first time a victim is touched by Absolox, they immediately begin to *suffocate*. Additionally, each time a victim is struck by this attack, they gain 3 points of *paranoia*.

LIQUID ESSENCE 3 **SKILL:** Melee **DAMAGE:** 6d6+3

Absolox marks its victim and begins draining their blood from every orifice. This process also begins to slowly liquefy their bones and muscle tissue, eventually turning the victim into nothing but a bag of skin and sinew.

After being marked, each round a move action is taken, their Agility is reduced by 1. Maintaining this mark requires 3AP per turn and Absolox may only mark one target at a time. If a target is released of the mark they regain all of their Agility in the following round.



ARMOR: Absolox gains armor equal to half its Toughness.

COUNTERATTACK: If Absolox suffers damage and the attacking foe is adjacent to them, they may, once per round, immediately retaliate with a free basic attack.

DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

HASTE: Absolox has 6 AP per turn.

INCORPOREAL FLIGHT: Absolox travels from victim to victim in the form of a nigh invisible spectre and can travel through the air, as well as solid objects at will. However, this is not an unlimited ability. Noc'shala can repel Absolox with a UC 8 Mental Resolve check. On success, he is banished and flees haphazardly in the opposite direction.

REGENERATION: Absolox heals 1d6 health every round.

ANNALIS MISELLUS

HEALTH	ARMOR
62	15

24 **SIZE:** Medium **GENUS:** Fragment
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	5	6	10	10	6	3
1d10	1d10+1d4	1d10+1d6	2d10+1d6	2d10+1d6	1d10+1d6	1d8

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
0	5	5	10	10	3	N/A
1d10	2d10+1d6	2d10+1d8	5d10	5d10	2d10+1d4	n/a

Resolve	H2H
7	3
3d10	2d10+1d4

Resolve
7
4d10+1d4

Intimidate	Stealth
5	3
2d10+1d6	2d10+1d4

Initiative 1d10+1d6

In every version of the legend of Annalis Misellus, it is also known as the Historian of All Time, and a psykic emissary of Ragnarok. Annalis Misellus is a bulbous multi-limbed creature that hordes a vast wealth of knowledge. It plucks out and consumes the eyes of every creature it finds, to see everything they have seen, and know all they have known. It does not desire to kill but will go to any length to collect on its obsession. The most popular tales claim that one is able to strike a bargain with Annalis Misellus and trade information for knowledge of the past, but be warned that meager offerings will be repaid with a swift death.

CASTING (ALL) 2 **SKILL:** Arkäna **DAMAGE:** Varies

Annalis Misellus has an effective rank of 10 in all schools of arkäna may use abilities of each.

DISCIPLINE (ALL) 2+ **SKILL:** Psy **DAMAGE:** Varies

Annalis Misellus has an effective rank of 10 in all psykic disciplines and may perform any of their sleights.

OCULAR EXTRACTION 3 **SKILL:** Psy **DAMAGE:** 7d6

Singular in its purpose as Historian, Annalis seeks to extract the eyes of every sentient creature it encounters, especially those of power and importance. Upon finding a target of interest, Annalus psykically tears a single eye from their socket from a range as far as 6 yards. The victim immediately suffers 1 point of *fatigue* but also gains a talent called *Sight of Omens* (shown below).

THE PAIN OF SENTIENCE 2 **SKILL:** Psy **DAMAGE:** 6d6

Annalis Misellus subdues all characters within a 1-yard radius, *blinding* them for 1d4 rounds and bestowing 5 *paranoia* to each of them.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

EXTRACT OF RAGNAROK: These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

FORGED OF ARKÄNA: Annalis Misellus expelled from Ragnarok in the Leyline Heart, where the streams of pure and viscous arkäne essence gather. It is innately entwined with the development of all arkäne knowledge and thus is considered to have 10 ranks in each casting school.



LEARN FROM HISTORY: Annalis Misellus can reflect upon its knowledge of history to anticipate the actions of its enemies. Regardless of the situation, for the purposes of initiative Annalis Misellus acts as an entity separate from any other creatures, and always wins initiative.

PSYKIC PLASTICITY: The mind of Annalis Misellus is ever changing. Warping and stretching to accommodate newly acquired knowledge. This has brought with it a boundless propensity for the psykic arts, which Annalis Misellus employs frequently to its benefit. It is considered at all times to have 10 ranks in each psykic discipline.

SIGHT OF OMENS: The victims of Annalis Misellus gain a unique sight in their missing eyes, which shows them horrors beyond imagining. They are frequently exposed to the dark opposite of whatever good may appear before them. To look upon another living thing may show its death in agonizing detail. Every session this sight persists inflicts its victims with 1 point of *paranoia*.
Currently, the only method of depriving these tortured souls of this vision is through pain, most typically bloodletting or ritual scarring. If a victim of this talent damages themselves for 1d6 damage that bypasses armor at the start of each session, they may bypass the *paranoia* gain until the beginning of the next session.

NEMZUL'S NOTE

During my final trip to Neroth as the Lokori ambassador there, my airship was struck from the skies by a most rapacious firestorm. It consumed ship and sailors alike, with only a handful of us spared its total wrath. For my luck, I was left half a leg less, severed raggedly just below the left knee. My fate accepted, I was surprised to encounter what I know now to be Annalis Misellus. In exchange for my intimate knowledge of Lokoran, I was granted a way to stymie my wound and preserve my life. It was then I committed myself to the study and report of Feneryss's beasts, both mundane and mythical.

DRAGON WHELP

HEALTH	ARMOR
81	18

21 **SIZE:** Large **GENUS:** Dragon
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
11	10	8	5	4	7	1
2d10+1d8	2d10+1d6	2d10	1d10+1d4	1d10	1d10+1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
10	7	5	N/A	N/A	7	N/A
5d10+1d4	4d10+1d4+1	3d10+1d4-1	n/a	n/a	3d10+1d6	n/a

Resolve	H2H
5	3
3d10+1d8	2d10+1d8

Resolve
5
3d10+1d8

Intimidate	Stealth
8	3
4d10+1d8	2d10+1d8

Initiative 1d10+1d8

As fearsome as their adult counterparts, dragon whelps are rarely seen throughout most of the world, although they may occasionally be spotted wandering outside Dragonskeep, or south near the Glass Forest. These youngsters are clumsy, scampering on two winged forelimbs while using their two muscular hind legs for the majority of their momentum. Due to their underdeveloped senses, they are very aggressive, often lashing out at friend or foe alike. Their primary defense is a long, counterweighted tail that can be used to bludgeon would be attackers. Although they are rarely seen, dragon whelps are highly sought after not only for their hides but for study as the whelps are the only version of dragons that is the same across all sightings.

EMBER 2 **SKILL:** Ballistic **DAMAGE:** 8d6+1

Even young dragons can unleash incredibly powerful flames from their mouths which can obliterate almost anything in a 3-yard line.

LASH OUT 3 **SKILL:** Melee **DAMAGE:** 4d6

When cornered, the dragon whelp will thrash about at all opponents in a 1-yard radius, knocking them back 1 yard and also knocking them *prone*.

TERROR SCREECH 2 **SKILL:** Ballistic **DAMAGE:** 4d6

The dragon whelp unleashes an ear shattering screech that inflicts 2 paranoia to anyone in a 1-yard radius.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ARMOR: Dragon whelps gain armor equal to their Toughness.

HASTE: Dragon whelps have 6 AP per turn

IMMUNITY (VARIOUS): The dragon whelp cannot suffer from the following conditions: *stunned*, *blinded*, *ablaze*, and *bleed*.

DROSS WHALE

HEALTH	ARMOR
63	9

15 **SIZE:** Colossal **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	8	6	6	5	6	1
1d10+1d6	2d10	1d10+1d6	1d10+1d6	1d10+1d4	1d10+1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
8	8	4	N/A	N/A	3	N/A
3d10+1d6	4d10+7	2d10+1d6-7	n/a	n/a	2d10+1d4	n/a

Resolve	H2H
5	3
3d10+1d4	2d10+1d4

Resolve
5
2d10+1d6

Intimidate	Stealth
8	3
3d10+1d6	2d10+1d4

Initiative 1d10+1d6

The dross whale is a hulking biomechanikal leviathan whose massive girth is propelled across the land with uncanny quickness on a multitude of sharp-tipped mechanikal legs that are grafted onto the bottom of its body. While its main body in general shape resembles a massive crustacean, it is clearly some manner of aberrant construct. Its skin is a patchwork amalgamation of assorted colors and textures of flesh, stitched together along various winding lines. It is interspersed with occasional holes that show a twisting interior composed of organs intermixed with machinery and tunnel-like capillaries. The smell of raw meat and oils emanate in a cloying mix. Dross whales prowl ruins and fields of junk that lie between bastions of civilization, devouring piles old machinery and living beings that come too close to their foraging grounds with equal gusto.

Within the cavernous frames of dross whales lurk numerous servants, called keelmenders (page 220), who maintain its inner systems. While they lack grand designs or the ability to enact complex plans or goals, dross whales possess an innate cunning. They are canny enough to restrict their territory to regions far enough from major cities to avoid massed attempts to eliminate their presence.

IMPALE 2 **SKILL:** Melee **DAMAGE:** 8d6

The dross whale tramples its target, attempting to crush them.

SWIPE 2 **SKILL:** Melee **DAMAGE:** 6d6

The dross whale swipes at its victims with its legs, knocking anything in front of it back 5 yards.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ARMOR: The dross whale gains armor equal to half its Toughness.

BIOMOD (ENVIRONMENTAL ADAPTATION): The dross whale's The character's body has developed a subdermal thermal mesh that helps them resist the harsh environment. As such, they treat any environmental hazard as being one UC category lower than it is to a minimum of the weakest category. This does not lower the UC of the environmental hazard but rather lessen the effect on the dross whale.

IMMUNITY (PARALYSIS & STUNNED): The dross whale cannot be *paralyzed* or *stunned*.

INDETERMINATE PHYSIOLOGY: Critical successes do not occur as a result of checks made against the dross whale.

KEEN SENSES: The dross whale gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

IMPEDANCE

HEALTH	ARMOR
59	11

16 **SIZE:** Medium **GENUS:** Undead
SENSES: Soulsight, Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
4	6	5	8	10	5	1
1d10	1d10+1d6	1d10+1d4	2d10	2d10+1d6	1d10+1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	5	5	7	8	3	N/A
1d10+1d8	2d10+1d8	2d10+1d6	3d10+1d8	4d10+1d6	2d10	n/a

Resolve	H2H	Resolve
5	3	5
2d10+1d8	2d10	3d10+1d8

Intimidate	Stealth	Initiative
5	3	1d10+1d4
2d10+1d4	2d10	

Impedance is the name given to the stalker of the Rekindled. Most who have encountered an Impedance claim that it appears as a blinding ball of white light with misty, milky tendrils seeping out from the light. However, the Rekindled witness an entirely different appearance, seeing a corporeal ball of broken dreams and nightmares.

In truth, the Impedance were Rekindled whose death and rebirth tapped them into the deep well of despair and hatred that oozes from the Lost Abyss. Driven mad by such emotions, they seek out the ones who suffered a much kinder fate.

When it attacks, the Impedance appears to grapple its target, boring into its mind, and attempting to fill its target with the same tortured emotions that pervade its existence. If left unchecked, it will convert a Rekindled into another Impedance. The results of the attack on a non-Rekindled will leave the target as a mere husk of its former self, a being devoid of all emotion and will.

What little is known about the Impedance is that their own numbers reflect that of the Rekindled. They are incorporeal and invulnerable to normal weapons, fearing only the powers of the arkäne until they attach to a target. Once attached, they are capable of sustaining physical damage but no longer take damage from magical sources.

CASTING (PRIMALTHEURGY) **2** **SKILL:** Arkäna **DAMAGE:** Varies

The Impedance has an effective rank of 4 in the school of primaltheurgy and may use any of its abilities.

DISCIPLINE (KINESIS) **2+** **SKILL:** Psy **DAMAGE:** Varies

The Impedance has an effective rank of 4 the kinesis discipline and may perform any of its sleights.

MIND NUMB **3** **SKILL:** Psy **DAMAGE:** 7d6

As the Impedance searches through its target's mind, their memories become inverted so that your good memories feel like nightmares and nightmares seem comforting. On a successful hit, the target gains 2 *paranoia* then makes a Mental Resolve check against the Impendance's roll. On failure, the target turns against its friends for 2 rounds and attacks them instead.

ARKÄNA (PRIMALTHEURGY): Impedance has an effective rank of 4 in the school of primaltheurgy.

INVERSE REACTION: While not attached to a body, the Impedance only takes damage from magical sources and is immune to physical. Once the Impedance has claimed a body for its own, it no longer fears arkäne attacks and only takes damage from physical sources and is immune to magic.

PSY (KINESIS): The Impedance has an effective rank of 4 in the kinesis discipline.

SOULSIGHT: This type of perception allows the to determine if creatures within 100 yards are living, dead, or undead.

TREMORSENSE: The creature can detect the movement of objects, creatures, or characters that are medium-sized or greater within 15 yards, providing that both they and the creature are making contact with the ground. This ability does not provide directional information, but only the size and number of objects, creatures, or characters within range.

NEMZUL'S NOTE

It could be successfully argued that what Absolox is to Vampires, the Impedance are to Rekindled. These former Rekindled hunt down and seemingly consumes the emotions of all around it, dealing massive trauma to the mind, body, and soul. Non-Rekindled become a pale shadow of their former selves while Rekindled inevitably give into the despair and join the Impedance in their crusade against life itself. It is fair to say that even the followers of Death disown this beast, except for perhaps the most crazed followers.

KRAVAA

HEALTH	ARMOR
57	10

15 **SIZE:** Large **GENUS:** Beast
SENSES: Thermal Vision

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
5	6	8	5	7	6	1
1d10+1d4	1d10+1d6	2d10	1d10+1d4	1d10+1d8	1d10+1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	7	5	N/A	N/A	3	N/A
2d10	3d10+1d4+1	3d10+1d4-1	n/a	n/a	2d10+1d4	n/a

Resolve	H2H
5	9
2d10+1d8	4d10+1d4

Resolve
5
3d10

Intimidate	Stealth
7	3
3d10	2d10+1d8

Initiative: 1d10+1d6

Kravaa are elongated, multi-pedal creatures that possibly originated in the Demon's Walk. On their lower section of their body, they have a dozen long, slender legs that place it roughly four to five feet off the ground. The rest of the body makes it stand in total about 20-25 feet tall and the body, overall, about three feet wide. The kravaa is covered in bone-like exoskeleton and thick, scaley hide underneath the bones. Along the front upper body are rows of semi-vestigial arms, that act as chelicerae and contain a paralytic agent. The arms are still used if it has to crawl or to hold its dead victims while it eats. The head of the kravaa is armored and lacking any visual sensory organs but can sense thermal signatures with its multiple pit organs along its head. Its mouth is overflowing with long pointed teeth, stretching back unnaturally far into its head and giving the kravaa an unnerving smile. While it does not actually use its mouth for digestion, but just to injure or kill resisting prey, it does have an open digestion system. At its center straight down the body is a highly absorbent organ that seeps with digestive acids, slowly sliding its prey down the track until there is nothing of use left.

DEATH GRIP 3 **SKILL:** H2H **DAMAGE:** 8d6+1

The kravaa grapples its prey and crushes them for easier digestion. Victims gain 2 *fatigue* and lose 1 action for 1d4 rounds.

PARALYZING STING 2 **SKILL:** H2H **DAMAGE:** 5d6

The kravaa relies in-part on applying a powerful sedative to *paralyze* its prey for 1d4 rounds.

HASTE: The kravaa has 6 AP per turn.

KEEN SENSES: The kravaa gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

REACTIVE FLESH: For every 2 times the kravaa takes damage, it gains 1 point of armor until the start of its next turn.

REGENERATION: The kravaa heals 1d6 health every round. This can be taken multiple times to increase the number of dice per round.

THERMAL VISION: This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

UNASSAILABLE: The kravaa can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.

LAND KRAKEN

HEALTH	ARMOR
80	17

28 **SIZE:** Massive **GENUS:** Beast
SENSES: Darksight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	8	10	9	10	7	1
1d10+1d6	2d10	2d10+1d6	2d10+1d4	2d10+1d6	1d10+1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	8	7	N/A	N/A	3	N/A
2d10+1d4	4d10+5	4d10+1d4-5	n/a	n/a	2d10+1d6	n/a

Resolve	H2H
8	7
4d10	4d10+1d4

Resolve
8
4d10+1d6

Intimidate	Stealth
10	3
4d10	3d10+1d4

Initiative: 1d10+1d8

This psykic creature haunts the interconnected caves around Neroth. With its plethora of slimy tentacles, The land kraken, as it is called, preys on anything that ventures too close to its domain; pulling the unsuspecting prey into the darkness. Other than a mass of tentacles, it is hard to pinpoint this creature's appearance. At first, the Neroth city watch thought the travelers and explorers to be insane as the creature appeared differently to each of the few survivors. However, enough people have gone missing that the city watch has taken upon itself to warn travelers and explorers to avoid sleeping in caves as this beast is a creature of opportunity. All those who have born witness to this creature remember terrible dreams the night of the attack and are permanently scarred thereafter from this horrific encounter.

BEYOND THE DARKNESS 2 **SKILL:** Psy **DAMAGE:** 6d6

The land kraken expels pure gelatinous psykic essence at its prey, damaging all within a 1-yard radius.

DISCIPLINE (KINESIS) 2+ **SKILL:** Psy **DAMAGE:** Varies

The land kraken has an effective rank of 4 in the kinesis discipline and may perform any of its sleights.

SPIN CYCLE 2 **SKILL:** H2H **DAMAGE:** 7d6+1

The land kraken spins its body, striking everything in a 1 yard radius, knocking anyone in the area back 1 yard and *prone*.

TENTACLE GRASP 4 **SKILL:** H2H **DAMAGE:** 6d6+1

The land kraken grapples a target up to 3 yards away.

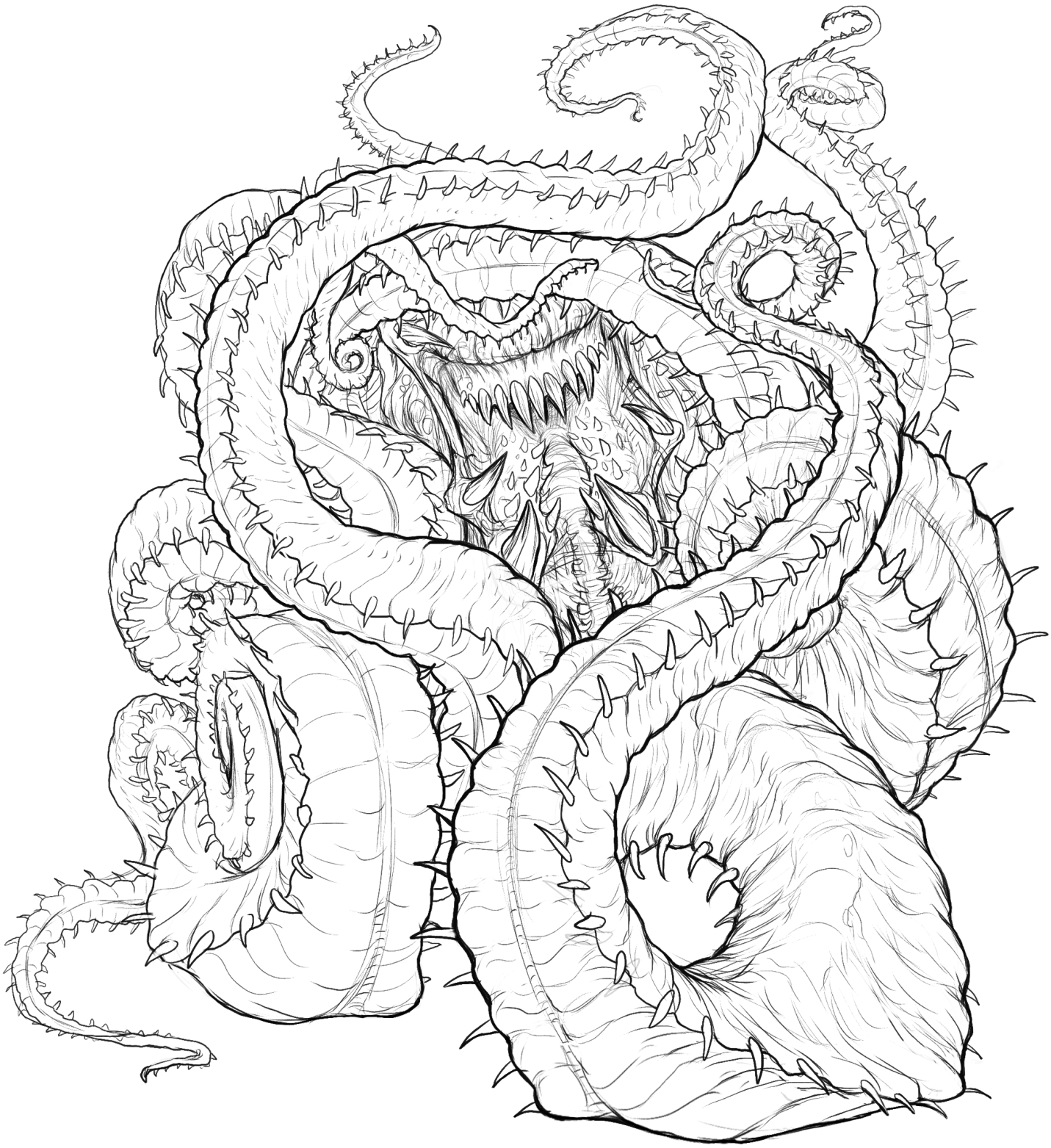
DARKSIGHT: Typically presents as high contrast black and white that conveys great detail in the caverns of Feneryss but fares poorly above ground. Creatures with Darksight suffer a -2 penalty to vision-based checks in dim light, a -4 penalty in normal light, and are *blinded* in bright light.

IGNORE TERRAIN: The land kraken is able to move over terrain without hindrance.

KEEN SENSES: The land kraken gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

PSY (KINESIS): The land kraken has an effective rank of 10 in both the kinesis and illusion disciplines.

UNASSAILABLE: The kravaa can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.



NEMZUL'S NOTE

While surveying Rydrict lodge's lands today, my team and I happened upon a cavern not mentioned in prior records. I detailed its exterior while a pair of men went to determine its dimensions. There was a sound that no words currently exist to describe, so I shall create one now: there came a screlching sound as of a lumbering and meaty substance dragging metal across stone. There came also the shouts of one of the scouts, but it was quite brief-- brief enough that I remain uncertain that I ever heard it. The cave is explicitly marked in our charts to avoid at all costs. I personally advise providing a wide berth to all cave mouths in the north.

THE LAST

HEALTH	ARMOR
81	18

31 **SIZE:** Large **GENUS:** Humanoid
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	8	7	13	10	7	1
2d10	2d10	1d10+1d8	3d10+1d4	2d10+1d6	1d10+1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
8	7	8	12	N/A	3	N/A
4d10	3d10+1d8+1	3d10+1d8-1	6d10+1d4	n/a	2d10+1d6	n/a

Resolve	H2H
7	3
3d10+1d8	2d10+1d6

Resolve
7
4d10+1d4

Intimidate	Stealth
10	3
4d10+1d6	2d10+1d6

Initiative: 1d10+1d8

Formerly a necromancer of unparalleled skill and esteem, the Last is a result of his swift and terrifying descent into madness. It began with his discovery that samples from the dead contained chemicals not present in living samples. He hypothesized that it carried the life force of the deceased and that sufficient quantities could properly revive the dead, even a stitch. After repeated failures with the dead, he wanted to see its effect on the living. He injected himself and was given a vision: in it, a great stitch of impossible size and wearing his face lie upon a monolith awaiting the return of the sun.

He awoke beside his operating table and immediately set to the task of preparing himself for what was assuredly the future. He grafted a new stitch to his body and began kidnapping and killing the homeless of Pulse to extract these chemicals and witness more visions of the future. He was driven out shortly thereafter. In the decades since, the Last has become a towering hybrid of man and stitch. Their systems are almost perfectly interwoven, with redundant organs extending his lifespan indefinitely and enhanced muscle structures increasing his strength to inhuman levels.

CASTING (NECROMANCY) 2 **SKILL:** Arkäna **DAMAGE:** Varies

The Last has an effective rank of 10 in the school of necromancy and may use any of its abilities.

SEISMIC SMASH 2 **SKILL:** Melee **DAMAGE:** 7d6+6

The Last smashes everything in a 3-yard radius, making the area difficult terrain.

DEBILITATING TOUCH 2 **SKILL:** Melee **DAMAGE:** 12d6+1

The Last can release built-up necromantic energies when he hits something. Living things have been known to visibly age and die after contacting this brute.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

SOULSIGHT: This type of perception allows the anklebiter to determine if creatures within 100 yards are living, dead, or undead.

ARKÄNA (NECROMANCY): The Last has an effective rank of 10 in the school of necromancy.

REGENERATION: The Last has fully mastered its own anatomy and heals 1d6 health every round.

LAZARUS

HEALTH	ARMOR
69	19

23 **SIZE:** Massive **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	6	7	8	7	8	4
1d10+1d6	1d10+1d6	1d10+1d8	2d10	1d10+1d8	2d10	1d10

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
8	9	5	N/A	N/A	8	N/A
3d10+1d6	3d10+1d8+5	3d10	n/a	n/a	4d10	n/a

Resolve	H2H
7	3
3d10+1d4	2d10+1d4

Resolve
7
3d10+1d6

Intimidate	Stealth
7	3
3d10+1d4	2d10+1d4

Initiative: 2d10

Wretched legend lists the Lazarus as one of the three beasts that shake the world. The legend goes on to say that it is immortal and bears the thousand scars of a thousand deaths. It lives in the Ashlands, swimming through the sands like a hamour in water, and this is what causes the earthquakes of the Ashlands. It surfaces every few hundred years to test the strength of the Wretched. Should their chosen warrior fail they will forfeit their right to occupy the surface and Lazarus will bury them all under miles of sand, deep in his realm. Defeating Lazarus shall banish him to the depths of the dunes once more to bide his time until their next battle.

It is described as reptilian with bleak gray scales, a toothless jaw strong enough to devour mountains, and clawed feet as large as a man and sharper than the best steel. Once it wore a great shell that was supposedly impenetrable, but was shattered by one of its challengers.

There are other mythos that center around Lazarus outside the Wretched culture that say it is a unique type of Old World giant, a servant of the Lost Abyss sent to consume the upper world, or even the vanguard for Ragnarok's second coming.

BELLOW 3 **SKILL:** Ballistic **DAMAGE:** 6d6+6

The Lazarus lets out a massive roar which unleashes a torrent of ash, knocking any targets back 1 yard and also knocking them *prone*.

EARTHLY BLOW 3 **SKILL:** Melee **DAMAGE:** 6d6+6

The Lazarus pounds on the ground, creating difficult terrain in a 3-yard radius around itself. Anyone caught in this area is knocked *prone*.

ARMOR: Lazarus gains armor equal to half its Toughness.

COUNTERATTACK: If Lazarus suffers damage and the attacking foe is adjacent to them, it may, once per round, immediately retaliate with a free basic attack.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

KEEN SENSES: Lazarus gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

SANDSWIMMER: Lazarus is capable of submerging beneath the dunes of the Ashlands, swimming as if through water. In combat he can move in and out of the sands as part of his move actions.

TAPROOT: If Lazarus is killed, and 3 rounds pass before the encounter ends, Lazarus resurrects once, returning with half its maximum health.

NEMESIS

HEALTH	ARMOR
65	14

14 **SIZE:** Huge **GENUS:** Mechanikal
SENSES: Thermal

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
7	8	7	4	5	5	1
1d10+1d8	2d10	1d10+1d8	1d10	1d10+1d4	1d10+1d4	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
3	7	5	N/A	N/A	7	N/A
2d10+1d6	3d10+1d8+3	3d10-5	n/a	n/a	3d10	n/a

Resolve	H2H
3	7
2d10+1d8	3d10+1d6

Resolve
3
2d10

Intimidate	Stealth
6	3
3d10+1d4	2d10+1d6

Initiative 1d10+1d4

These abominations assemble themselves from corpses and emanate a persistent black plume of decay and pestilence. They embody death's malice, seeking out and destroying any living beings that they can, purely for spite. Nemesis persistently charge across the landscape closing the gap between itself and its victims with ease, bellowing in tones low enough to shatter bone and rock alike. It is often said that the last thing their victims see are a pair of spiteful red eyes, glaring out of the black smoke.

BELLOW OF THE WASTE 3 **SKILL:** Ballistic **DAMAGE:** 4d6

With intense fury and rage the nemesis lets out a deafening bellow at those in front of it. Those 6 yards in front of the nemesis are *deafened* for 1d4 rounds.

GRASP OF AGONY 5 **SKILL:** H2H **DAMAGE:** 9d6

The nemesis reaches out and strikes a foe at a range of up to 2 yards away causing the *paralyzed* condition for 1d4 rounds. On a critical hit, the nemesis automatically grapples the target of large or lower and throws them a distance up to its Strength in yards. If thrown at opponents, they have the opportunity to make a Dodge check or be knocked *prone* and suffer 1d6 × Strength in damage. The enemy that was thrown cannot react and lands *prone*.

ARMOR: Lazarus gains armor equal to half its Toughness.

THERMAL VISION: This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

THERMAL VISION: This sense allows for identification of heat sources, regardless of nearby lighting. Areas with saturated temperatures such as a source of lava or a snowy mountaintop hinder this kind of vision enhancement. Any creature that finds itself in such areas suffers a -1 to their rank in Awareness.

COUNTERATTACK: If Lazarus suffers damage and the attacking foe is adjacent to them, it may, once per round, immediately retaliate with a free basic attack.

PAINBEARER

HEALTH	ARMOR
59	11

16 **SIZE:** Huge **GENUS:** Humanoid
SENSES: Tremorsense

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
7	5	6	5	8	7	1
1d10+1d8	1d10+1d4	1d10+1d6	1d10+1d4	2d10	1d10+1d8	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
7	7	6	N/A	N/A	3	N/A
3d10+1d6	3d10+3	3d10-3	n/a	n/a	2d10+1d6	n/a

Resolve	H2H
7	3
3d10	2d10+1d4

Resolve
7
3d10+1d8

Intimidate	Stealth
7	3
3d10+1d6	2d10+1d4

Initiative 1d10+1d8

This behemoth is the guardian of the Realm of Pain and the High Priest of the Flagellant. While roughly Humanoid, this creature bears a crown of blades and spikes embedded into its skull. The Painbearer's body cavity and internal organs are exposed; each rib is broken, pinned, and attached to one of its six weaponized arms. Each arm is a twisted spire of serrated brands embedded through each elbow and protruding through the base of each wrist. The Painbearer covers ground in no time, moving on feet that fold over onto themselves and calves that have been broken to form a reverse joint.

BLOODSTAINED HURRICANE 2 **SKILL:** Melee **DAMAGE:** 8d6

The Painbearer spins around attacking all enemies adjacent to itself, knocking them back 1 yard.

LIMB WHIP 3 **SKILL:** Melee **DAMAGE:** 7d6+2

The Painbearer strains its tendons, and snaps its limbs at its target, inflicting them with *beggar's gift* and 2 points of *fatigue*.

SOULSIGHT: This type of perception allows the Painbearer to determine if creatures within 100 yards are living, dead, or undead.

BEAR WITNESS: Any round the Painbearer takes damage, it may use 1 AP during its next turn to distribute *paranoia*, equal to the damage taken, among anyone it designates.

CORPSE FEAST: The Painbearer can spend 1 action to consume a corpse within 1 yard and regain 1d6 health.

PAIN REINVIGORATE: Once per encounter, the Painbearer absorbs all the *paranoia* that may be afflicting its enemies and gains health equal to that amount.

PAIN LEGION

The Pain Legion is a secretive society comprised of the victims of Annalis Misellus, the Historian of All Time. To avoid the curse afforded to them through the Sight of Omens, they regularly partake in rituals of self-mutilation. It can be argued that they worship the mythological horror known as the Painbearer. Through their masochism, they regain a semblance of vision in their missing eyes. Every cut and abrasion, displays a flash of reality though a bloodstained lens. The holiest of the Legion inflict pain to the point of near death simply to retain their vision for minutes at a time. The one who can withstand pain the longest takes the title of Ocularist. In spite of these singular goals, it is common practice to sabotage rivals into withstanding less pain in order to become Ocularist.

QATIL (MALE)

HEALTH	ARMOR
60	11

12 **SIZE:** Medium **GENUS:** Beast
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
8	5	7	6	4	4	1
2d10	1d10+1d4	1d10+1d8	1d10+1d6	1d10	1d10	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
9	5	8	N/A	N/A	3	N/A
4d10+1d4	2d10+1d6	3d10+1d8	n/a	n/a	1d10+1d8	n/a

Resolve	H2H
3	3
2d10	2d10+1d6

Resolve
3
1d10+1d8

Intimidate	Stealth
6	3
3d10+1d6	2d10+1d6

Initiative
1d10

If two or more qatils in a cluster of eggs mature, one will be male and the rest are female. The male is required to fertilize the eggs of the females before they lay them. Otherwise, his primary duty is to establish territory near water for them to continue to breed safely.

The male is typically four to five feet in length and is the only phenotype that possesses wings; there are six to keep its great mass aloft. Four of its six legs are clawed for combat compared to the female's two, and it also possesses the stinger. Its body is black with large and uneven yellow stripes.

POISONOUS STING 3 **SKILL:** Melee **DAMAGE:** 4d6

The male qatil stings its opponent, which causes the victim to lose 1 action for 1d4 rounds. Victims are also infected with *Drunkard's Blight*.

VICIOUS SLASH 3 **SKILL:** Melee **DAMAGE:** 5d6+2

The male qatil slashes with its stinger, inflicting *bleed* and paralysis for 1d4 rounds.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

FLURRY: The qatil incurs no penalty for secondary attacks. Additionally, the AP of secondary attacks are reduced by 1, to a minimum of 1.

ARMOR: The qatil gains armor equal to half its Toughness.

ENHANCED COMBAT SKILL (DODGE): The qatil has 1 bonus rank in the Dodge skill.

KEEN SENSES: The qatil gains its rank in Perception as a flat bonus when opposing Stealth checks in combat.

REGENERATION: The qatil heals 1d6 health every round.

RAVIGINIS

HEALTH	ARMOR
89	21

36 **SIZE:** Massive **GENUS:** Fragment
SENSES: Soulsight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
6	12	7	4	12	7	10
1d10+1d6	3d10	1d10+1d8	1d10	3d10	1d10+1d8	2d10+1d6

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
10	9	3	N/A	N/A	10	12
4d10	5d10+1d4+5	2d10+1d6-5	n/a	n/a	4d10+1d4	5d10+1d6

Resolve	H2H
8	3
5d10	2d10+1d6

Resolve
8
5d10

Intimidate	Stealth
7	3
3d10+1d4	2d10+1d6

Initiative
1d10 1d8

A behemoth of a creature, when it holds itself up it can reach 10 stories tall. Ravignis is thought to be a sort of divine proxy of Ragnarok, foretelling of his coming, that was either unable to fully form in this world or otherwise was severed during its traverse across dimensions. Even in its monstrously large state, it is still only half its stature. Its lower half is splayed open, gushing fire and fury with every beat of its demonic heart. It has 2 armored arms from its shoulders and an additional 4 double-jointed lower limbs made of solidified magma that will occasionally liquify and reform, leaving behind molten magma. Jets of fire shoot out in rhythmic patterns from multiple points along its body. Its head is somewhere between goat-like and equine but with distinctive features. No eyes, large protruding horns where its eyes should be. Underneath its toothed jaw lies another extendable jaw that opens horizontally, similar to mandibles, that it uses to latch onto its prey while eating them.

BREATH OF THE NETHER 2 **SKILL:** Ballistic **DAMAGE:** 6d6+6

Ravignis releases a torrent of billowing, unnatural fire from his mouths, hitting all in a 9 yard line.

MOLTEN SHED 2 **SKILL:** Ballistic **DAMAGE:** 4d6+2

Ravignis sheds one of his legs to leave behind a 3-yard radius pool of lava.

TRUE SMITE 2 **SKILL:** Melee **DAMAGE:** 9d6

Far beyond the boundaries of mortal marshals, true smite punishes all believers and non-believers alike. Inflicts 2 points of paranoia.

CONVICTION: The Raviginis has an alignment the aspect of fire. It has an effective conviction rank of 10 and gains access to miracles and auras in accordance with that rank.

EXTRACT OF RAGNAROK: These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

IGNORE TERRAIN: The Raviginis is able to move over terrain without hindrance.

SOULSIGHT: This type of perception allows the Raviginis to determine if creatures within 100 yards are living, dead, or undead.

SCORN OF ALL

HEALTH	ARMOR
79	15

25 **SIZE:** Colossal **GENUS:** Fragment
SENSES: Daysight

Strength	Toughness	Agility	Intelligence	Willpower	Perception	Charisma
7	10	6	6	10	10	1
1d10+1d8	2d10+1d6	1d10+1d6	1d10+1d6	2d10+1d6	2d10+1d6	1d4

Melee	Block	Dodge	Arkäna	Psy	Ballistic	Devotion
7	8	3	N/A	N/A	8	N/A
3d10+1d6	4d10+1d6=7	2d10+1d4-7	n/a	n/a	4d10+1d6	n/a

Resolve	H2H	Resolve
8	6	8
4d10+1d6	3d10	4d10+1d6

Intimidate	Stealth	Initiative
9	3	2d10+1d6
4d10	2d10+1d4	

As the Reckoning unfolded and the doorway began to open, shards of Ragnarok began to spill through. Part of Ragnarok's own spirit started to seep into our world before the ritual failed, amputating a minor aspect of the dark god. The Scorn of All, as it has been called, is a spectre that feeds off light and the very essence of life itself. As the Scorn of All passes over a settlement, it extends a multitude of tendrils to seek out and invade the hearts and minds of any people it touches; slowly feeding on their hopes, dreams, and personalities, leaving them as little more than emotionless husks.

It is said that only a marshal of Light can pierce the veil of such a darkness, although not without consequence. Should the Scorn of All begin to lose its grip on its victims, it unleashes torrents of an abomination called Darkfire, which can destroy the strongest of armors and overwhelm the most resolute and guarded of minds.

In the time spent feeding on its victims, light sources begin to dim. Twisted, writhing spectres coalesce, haunting each victim until the Scorn of All departs. Once it has had its fill, it imparts terror and madness to each of its victims, for no other reason than to bask in their torment.

ACIDIC CONSTRICTION 3 **SKILL: H2H** **DAMAGE: 7d6+3**

When an unlucky soul is within the Scorn of All's reach, they are *grappled* by numerous tendrils. Acid seeps through the Scorn of All's tendrils and into the target. If successful, the victim suffers *acid burn* for 1d4 rounds.

CHURNING BITE 3 **SKILL: Melee** **DAMAGE: 8d6**

When the Scorn of All latches onto its victim, they become *paralyzed*. This is due to the sheer strength of the Scorn of All's mighty jaws.

DARKFIRE 3 **SKILL: Ballistic** **DAMAGE: 6d6+6**

When a target is out of reach, the Scorn of All spews sticky acid from its tendrils. If the target was flying, it falls to the ground taking fall damage. Flying or not, the target is trapped until it spends 2AP to break free.

DAYSIGHT: Creatures with Daysight are the most dependent on light sources to function. They suffer -2 penalties to vision-based checks in bright and dim light, a -4 penalty in ambient light, and are *blinded* in darkness.

ENHANCED STAT (TOUGHNESS): The Scorn of All's Toughness has been increased by 1 (accounted for).

EXTRACT OF RAGNAROK: These creatures were once part of Ragnarok himself, special connection to all Alypse. As such, any Alypse within 20 yards cannot perform surprise attacks against the creature.

REGENERATION: The Scorn of All heals 2d6 health every round.

SENSE OF ALL: Due to the Scorn of All's closeness to Ragnarok, it has an innate ability to sense everything around it despite a lack of eyes and ears. This ability lets the Scorn of All perceive everything around itself, be it underground or in the air in a radius of 100 yards.

UNASSAILABLE: The Scorn of All can grapple all adjacent enemies thanks to multiple limbs, incredible speed, or some other factor. Initiating a grapple still requires 2 AP per enemy.

NEMZUL'S NOTE

The Scorn of All is aptly named for it is arguably the greatest abomination of the known world. I laid eyes on the effects of its touch just once, and that is more than enough for ten lifetimes. A town bereft of life, yet nary a sign of struggle. It cannot be fought. Flee from your loves and your friends. Sprint to the heart of civilization. When you get there spew madness in the hopes that someone might take pity on your dismal town and obliterate it with the full might of a dreadnought barrage or three. Otherwise, you may as well close your eyes and open your arms for Tae'k's embrace.

CHAPTER 9:
LEXICON



# #

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CHAPTER 10: SHEETS



CHARACTER SHEET

SHATTERED

Player Name: _____ Character Name: _____

Race: _____ XP: _____ *Spent* / *Remaining* Gender: **M / F / O**

Height: _____ Weight: _____ Hair / Eye Color: _____ / _____

Age: _____ Languages Known: _____

KEY: STATS | Combat Skills

STATS & SKILLS

	Rank	Rating	Bonus
STRENGTH			
Melee			
Athletics			
Intimidate			
TOUGHNESS			
Block			
AGILITY			
Dodge			
Hand-to-Hand			
Acrobatics			
Operate: Striker			
Security			
Sleight of Hand			
Stealth			
INTELLIGENCE			
Arkäna			
Craft: Alchemy			
Craft: Armaments			
Craft: Mechaniks			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Medicine			
Navigation			
Survival			
WILLPOWER			
Psy			
Resolve			
PERCEPTION			
Ballistic			
Awareness			
Operate: Airship			
Scrutiny			
Search			
CHARISMA			
Devotion			
Command			
Deceit			
Diplomacy			
Disguise			
Inquiry			
Perform			

STRIDE	CARRY CAPACITY
yds.	*Current* / *Max*

DIE CODES

Rank	Dice
1	1d4
2	1d6
3	1d8
4	1d10
5	1d10 + 1d4
6	1d10 + 1d6
7	1d10 + 1d8
8	2d10
9	2d10 + 1d4
10	2d10 + 1d6
11	2d10 + 1d8
12	3d10
13	3d10 + 1d4
14	3d10 + 1d6
15	3d10 + 1d8
16	4d10
17	4d10 + 1d4
18	4d10 + 1d6
19	4d10 + 1d8
20	5d10

ARMOR

DR	Grade
Tough. Req.	**Mods**
	Current/Max
Mods	

SHIELD

DR	Grade
Str. Req.	**Mods**
	Current/Max
Mods	

CONDITION

HEALTH

Current *Max*

INITIATIVE

ACTIONS

FATIGUE

Current *Threshold*

PARANOIA

Eccentricities / Neuroses

Current / Total

CONVICTION

Aspect *Rank* *Points* *Range*

Graces	Rank	Description
	2	
	5	
	9	

RESOLVE

PHYSICAL

Toughness + *Resolve* =

MENTAL

Willpower + *Resolve* =

ARKÄNA

School	Rank
Primaltheurgy	
Necromancy	

Range	Overcast
	Current / Max

PSY

Discipline	Rank	Range
Kinesis		
Illusion		

MARTIAL ARTS

Style *Impact* *Race*

Rank	Abilities
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

WEAPONS

Name

Damage | Grade | UC | Hours | Range | Clip | Reload

Mods

Name

Damage | Grade | UC | Hours | Range | Clip | Reload

Mods

Name

Damage | Grade | UC | Hours | Range | Clip | Reload

Mods

PROSTHETICS

Name / Location	Grade	Wear Limit	Description

RACIAL TRAITS

Name	Description

BIOGENICS

Name	UC / Cost	Book/Page	Description

TALENTS

Name	XP	Book/Page	Description

SHATTERED

AIRSHIP SHEET

Airship Name: _____

Category: _____

CONDITION & CREW

HEALTH		
Current		Max
CREW		
Current		Max
Active	Incapacitated	Dead
MORALE		
Current		Max

MASS & SPEED

Mass	
Current	Max
Mass Penalty	Lift
Speed	Dodge

HP'S & ARMOR

Hardpoints	
Current	Max

Armor	
Location	Value
Top	
Middle	
Bottom	

FORGE HOURS

Remaining/Total

OFFICER CADRE

CAPTAIN

Player Name:

	Rank	Rating	Bonus
CHARISMA			
Command			

CHIEF ENGINEER

Player Name:

	Rank	Rating	Bonus
INTELLIGENCE			
Craft: Mechaniks			

HELMSMAN

Player Name:

	Rank	Rating	Bonus
PERCEPTION			
Operate: Airship			

GUNNERY MASTER

Player Name:

	Rank	Rating	Bonus
PERCEPTION			
Ballistic			

MASTER-AT-ARMS

Player Name:

	Rank	Rating	Bonus
CHARISMA			
Command			

SIGIL MASTER

Player Name:

	Rank	Rating	Bonus
INTELLIGENCE			
Arkäna			
WILLPOWER			
Psy			

SQUADRON ACE

Player Name:

	Rank	Rating	Bonus
AGILITY			
Operate: Striker			

PASSENGERS

Comfort Level	# of Seats	Comfort Level	# of Seats
	Taken/Remaining		Taken/Remaining
	Taken/Remaining		Taken/Remaining
	Taken/Remaining		Taken/Remaining
	Taken/Remaining		Taken/Remaining
	Taken/Remaining		Taken/Remaining
	Taken/Remaining		Taken/Remaining

CARGO

Total Storage Units

Cargo Description	SU	Cargo Description	SU	Cargo Description	SU

BATTERIES

Facing	Damage	Range	Crew	Traits

COMPONENTS

Name	Hard Points	Mass	Crew	Condition	Comments
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	
				B / D	

STRIKERS

Type	Qty.	Forge Hours	Damage	Payload	Armor	Armor Penalty	Max Range	Special Trait	Upgrades

MASTERMIND SHEET

Game Master: _____ Character Name: _____

Race: _____ XP: _____ *Spent* / *Remaining* Gender: **M / F / O**

Height: _____ Weight: _____ Hair / Eye Color: _____ / _____

Languages Known: _____

STATS & SKILLS

	Rank	Bonus
STRENGTH		
Melee		
Athletics		
Intimidate		
TOUGHNESS		
Block		
AGILITY		
Dodge		
Hand-to-Hand		
Acrobatics		
Operate: Striker		
Security		
Sleight of Hand		
Stealth		
INTELLIGENCE		
Arkäna		
Craft: Alchemy		
Craft: Armaments		
Craft: Mechaniks		
Medicine		
Navigation		
Survival		
WILLPOWER		
Psy		
Resolve		
PERCEPTION		
Ballistic		
Awareness		
Operate: Airship		
Scrutiny		
Search		
CHARISMA		
Devotion		
Command		
Deceit		
Diplomacy		
Disguise		
Inquiry		
Perform		

STRIDE	CARRY CAPACITY
yds.	*Current* / *Max*

DIE CODES

Rank	Dice
1	1d4
2	1d6
3	1d8
4	1d10
5	1d10 + 1d4
6	1d10 + 1d6
7	1d10 + 1d8
8	2d10
9	2d10 + 1d4
10	2d10 + 1d6
11	2d10 + 1d8
12	3d10
13	3d10 + 1d4
14	3d10 + 1d6
15	3d10 + 1d8
16	4d10
17	4d10 + 1d4
18	4d10 + 1d6
19	4d10 + 1d8
20	5d10

CONDITION

HEALTH	INITIATIVE	DAMAGE
Current / *Max*		
Current / *Threshold*		
FATIGUE	**ACTIONS**	**ARMOR**

RESOLVE

PHYSICAL

Toughness + *Resolve* =

MENTAL

Willpower + *Resolve* =

ARKÄNA

School	*Rank*
Primaltheurgy	
Necromancy	

Range	Overcast
	Current / Max

PSY

Discipline	*Rank*	*Range*
Kinesis		
Illusion		

PARANOIA

Current / Total

Eccentricities / Neuroses

MARTIAL ARTS

Style	*Impact*	*Race*	

Rank	Abilities
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

CONVICTION

Aspect	*Rank*	*Points*	*Range*

Graces	Rank	Description
	2	
	5	
	9	

PROSTHETICS

Name / Location	Grade	Wear Limit	Description

NOTES

RACIAL TRAITS

Name	Description

BIOGENICS

Name	UC / Cost	Book/Page	Description

TALENTS

Name	XP	Book/Page	Description

CREATURE / NPC / STITCH SHEET

Creature Name: _____ Category: _____

Size: _____ Temperament: _____ Session: _____

Frequency: _____ Senses: _____

STATS & SKILLS

	Rank	Rating	Bonus
STRENGTH			
Melee			
Athletics			
Intimidate			
TOUGHNESS			
Block			
AGILITY			
Dodge			
Hand-to-Hand			
Acrobatics			
Operate: Striker			
Security			
Sleight of Hand			
Stealth			
INTELLIGENCE			
Arkäna			
Craft: Alchemy			
Craft: Armaments			
Craft: Mechaniks			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Lore: TYPE			
Medicine			
Navigation			
Survival			
WILLPOWER			
Psy			
Resolve			
PERCEPTION			
Ballistic			
Awareness			
Operate: Airship			
Scrutiny			
Search			
CHARISMA			
Devotion			
Command			
Deceit			
Diplomacy			
Disguise			
Inquiry			
Perform			

CONDITION

Health

Current	Max

Initiative	Armor	Actions

Paranoia

Current	Max

RESOLVE

PHYSICAL

Toughness + Resolve =

MENTAL

Willpower + Resolve =

ARKÄNA

School	Rank
Primaltheurgy	
Necromancy	

Range	Overcast
	Current / Max

PSY

Discipline	Rank	Range
Kinesis		
Illusion		

STATS

Combat Skills

DIE CODES

Rank	Dice
1	1d4
2	1d6
3	1d8
4	1d10
5	1d10 + 1d4
6	1d10 + 1d6
7	1d10 + 1d8
8	2d10
9	2d10 + 1d4
10	2d10 + 1d6
11	2d10 + 1d8
12	3d10
13	3d10 + 1d4
14	3d10 + 1d6
15	3d10 + 1d8
16	4d10
17	4d10 + 1d4
18	4d10 + 1d6
19	4d10 + 1d8
20	5d10

CREATURE DESCRIPTION

ATTACKS

Attack Description: _____

AP:	Range:	Target:
Skill:		Damage:

Enhancements: _____

Attack Description: _____

AP:	Range:	Target:
Skill:		Damage:

Enhancements: _____

TRAITS

Trait Name: _____

Description: _____

Trait Name: _____

Description: _____

NOTES

DELVE INTO A WORLD OF PERILOUS EXPLOITS AND HORROR

Millennia ago, the world of Feneryss was shattered. The Alypse gathered in the millions to sacrifice themselves in a ritual to their god, Ragnarok. They failed, and in so doing destroyed the world. The ritual bled magic into the world, known as arkäna, and allowed unimaginable eldritch horrors to cross the divide. The oceans boiled away, tectonic plates clashed, and catastrophic storm systems ravaged civilization.

Mankind was reduced to scrounging in the ash and rubble. Subjected to the elements and the warped power of arkäna, humanity was transformed. When the dust settled, not one, but eight distinct races arose to face the challenge.

What will you do? Will you defend budding civilization from the monsters and undead roaming the world? Will you captain a motley crew aboard your very own airship? Will you harness the power of the elements and Aspects for good or evil? Will you be the one to unravel the world's arkäne mysteries and ascend to godhood? There are many paths for an ambitious adventurer.

WHAT IS YOURS?

Shattered is a self-contained pen-and-paper roleplaying game. Gather a handful of your friends around the table and realize your favorite imagined heroes in the adventures you've always dreamed of!

Contained within this book are:

- **Full rulesets for players and a guide for Game Masters.**
- **A detailed description of the world of Feneryss, its important places, and interesting people, complete with gorgeous full color landscapes.**
- **A helpful guide to the 8 playable races, their cultures, and their origins.**
- **An experience-based character development system: create the adventurer you've always wanted by purchasing stats, talents, and skills.**
- **Unique archetypes, including Arkäna, Conviction, and Psy. Manipulate the elements, raise the dead, wield the power of supernatural forces, and pierce the minds of your foes.**
- **A complete tutorial for constructing and operating your own unique airship. Take to the skies as a sailor, mercenary, merchant, or pirate!**
- **Craft the ultimate enemy and surround it with an army of underlings using our monster creation system.**
- **A visually detailed Bestiary filled with more than 75 monsters, and a guide to creating your own!**

Shattered contains themes and descriptions that are intended for mature audiences.
PLAYER DISCRETION IS ADVISED





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