
DEGENESIS
ARTIFACTS





DEGENESIS

ARTIFACTS

I HAVE FALLEN INTO AN ABYSS.
I LIVE IN A WORLD SO CURIOUS, SO STRANGE.
OF THE DREAM THAT WAS MY LIFE,
THIS IS MY NIGHTMARE.

[CAMILLE CLAUDEL]

LIAM FOLEY, RENART DE MAUPERTUIS & KYLE WILLEY

EDITORIAL

PUBLISHER
SIXMOREVODKA

CONCEPT & IP DEVELOPMENT
Marko Djurdjevic

PRODUCTION
Marko Djurdjevic
Erwan Roudaut

AUTHORS
Liam Foley
Renart de Maupertuis
Kyle Willley
Marko Djurdjevic

ART DIRECTION
Marko Djurdjevic & Chris Kintner

ARTWORK
Chris Kintner
Gerald Parel
Michal Ivan
Claudiu Magherusan
Monika Palosz
Valentin Gloaguen
Alessandro Poli
Will Gist
William Bao
Hugo Lam

QUALITY ASSURANCE
Erwan Roudaut
Pablo Ruiz Valls
Vincent Grigné
Marcel Kommer

EDITORS
Liam Foley
Marko Djurdjevic

FRONTLEAF ILLUSTRATIONS
Marko Djurdjevic

LAYOUT, TYPESETTING & DESIGN
Marko Djurdjevic
Jerzy Ferdyn

COVER DESIGN
Marko Djurdjevic

COVER PHOTO
Nils Wilbert

DEGENESIS BY
Christian Günther & Marko Djurdjevic

SPECIAL THANKS
Jelena & Adrian Djurdjevic, Volker Steinmetz, Russell Binder, Adrian Fekete, Spatzek Studio, Greg Faillace, Steve Snow, Jean-Philippe Adabra, Rebekka Llanos-Farfan, Dilim Onyia, Andy Abzah, Greg Kotler, Carmel Spivak Divon, Sarah Vignon, Magnus Lenz, Andreas Holzner, Thomas & Margaret Kintner, Hervé & Cathy Roudaut, John & Angela Foley, Kazimierz & Teresa Ferdyn, Karolina Wecka, Rebecca Lowy, Célia Teisseire, Neville Lamarche, Julian Dureau, Duncan, Lucien Maine, Yoann Cardot, Thomas Choyer, Steffen Brand, UnpossibleErik, qptain nemo, PinkUnicornVonDoom, Cromo, gunsmile, Fleshdisk, Jens Kürten, Lion Burger, Pizza Meyman & Absolut Vodka

ISBN: 978-3-9819851-3-9

Degenesis® is ™ SIXMOREVODKA Studio GmbH. All rights reserved. The mentioning of or reference to companies and products on the following pages constitutes no copyright violation. All names, titles, characters, texts and illustrations in this book are © SIXMOREVODKA Studio GmbH. All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording or otherwise without the prior express permission of the publishers. Character sheets may be copied for personal use only. Printed in the EU.

CONTENTS

DEGENESIS ARTIFACTS

INTRO	04 - 09
CHAPTER 1: LEGACY	10 - 21
CHAPTER 2: SCARS	22 - 41
CHAPTER 3: SURVIVAL	42 - 51
CHAPTER 4: HEALTH	52 - 67
CHAPTER 5: COMBAT	68 - 75
CHAPTER 6: ENERGY	76 - 85
CHAPTER 7: ECONOMY	86 - 95
CHAPTER 8: ARSENAL	96 - 105
CHAPTER 9: PRIMAL INGENUITY	106 - 127
CHAPTER 10: POTENTIALS	128 - 191
CHAPTER 11: ARTIFACTS	192 - 209
CHAPTER 12: MEMETICS	210 - 225
CHARTS	226 - 235
INDEX	236 - 240



INTRO

BYGONE

The ox pulled the plow through the dirt as it had hundreds of times before. Hana watched idly, kicking her feet from atop a small hill as her father guided the snorting beast across the fields and tilled the earth. The dirt stung in her nostrils, and the sun caused her to squint as the early summer heat warmed the air. She looked up at the clouds, tracing out shapes, a broken cross here, a mouse there, keeping herself occupied as she waited for her father to finish his work. Then she spotted it, a glint of light flashing from something in the soil.

"Papa! Metal!"

Her father pulled his attention from the ox, fixing his weary eyes on his daughter. She guided him with her finger, but she had already hopped off the dirt mound to let her little legs carry her closer to her find.

"Girl, be careful-"

Hana was already crouched down next to her discovery, a small strip of metal peeking out from a coating of earth. Her gaze excitedly darted between the object and her father.

"What is it?"

The old Anabaptist just shrugged. He had seen enough of the Demiurge's ilk to have his fill for another lifetime. He didn't trust anyone or anything out here in the desolate Western Apennines. Cautiously he walked up to take a look, prodding it with the toe of his boot, before grabbing the spade from the ox cart and starting to excavate the object. Even after he had moved enough dirt for his daughter to pull the damn thing out of the earth, he couldn't say what it was exactly, but it resembled a helmet - although not the kind he had ever seen before. There was a strange bulge on the back, and the visor was tinted so black it would render anyone blind, but it seemed sturdy enough. He knocked on it. Thonk-thonk. Scrap metal, if nothing else.

"Take it to your stupid mother, she might be able to sell it for some money next time she leaves for the town. Good eyes, girl!"

He watched as Hana raced off, wishing in his heart that his nasty wife had any of the redeeming and joyful qualities of his daughter. Maybe it would make his life less miserable. Maybe it would be enough to rejuvenate him in the closing days of his life, trudging aimlessly back and forth on this parcel, barely growing enough to feed

his small family let alone indulge in scrap hunts. When he woke from his daydream, his daughter was gone.

Meanwhile, Hana ran. She passed by the trickling brook marking her father's land. A gnarled root caught her foot and she tripped, stumbling forward and scratching her knees. The helmet slipped from her little hands, and rattled away into the bushes. She bit her lip, ignoring the sharp sting, and scrambled after her find, getting a hold of it just before it tumbled into the water. Hana looked around for a safe way to carry it to the other side, a long stick or a rag she could drop it into. Nothing. A trickle of blood ran down her knee as she stood there trying to figure out how to cross the brook. She shrugged, like she'd seen her father do at every other occasion, and placed the helmet on her head to free up her hands.

Suddenly she was drifting into an endless void. She saw a man in a crowd, making a speech in front of a towering monolith of shimmering glass. She looked up to the heavens, and saw lights blazing in the sky above her head, even in the light of day. The world went black before her eyes. She witnessed a man's heaving chest before her, drawing shuddering breaths as his hand reached up to her face. Hana felt his chilling touch on her cheek. One instant later the sky opened up, a crimson flash staining the heavens as screams and panic filled her ears. A bang as loud as the clap of God crashed into her head, a sound wave setting the world on fire. Black again. She looked out across a ruined wasteland, colossal skeletons of shiny metal jutting from the dust, as the cold began to seep into her very soul. The man who had just touched her was hanging from red cables by his neck, his face turning purple, the rattle of his Pneuma escaping from his lungs the only sound. Clearing a strange helmet of dust, looking into its blacked out visor. Her face staring back. Not her face. Another face.

Grasping, clawing, screaming, Hana tried to tear the helmet off. Bloodied streaks of red-hot pain traced her neck as she finally pulled herself free. The metal artifact fell into the stream with a quiet thunk. Hot tears ran from her eyes as she dropped to her knees. She didn't care to retrieve the helmet, even as the concerned shouts of her father drifted over to dimly register in her mind. She had just watched the world die.

HOW TO USE THIS BOOK

A Clanner cowering behind a concrete block while the Judge's hail of bullets slowly reduces his cover to dust, an Apocalyptic taking a deep breath of Burn from his goat skin pouch to overcome the exhaustion of a long march, a Scrapper in the wastelands of Borca unearthing technology from another time, and the Spitalians in their hidden research bases making strides towards self-improvement beyond what is considered humanly possible...

All this and more is easier to handle with this dedicated expansion to the KatharSys rules system. Designed to be a simple and modular tool in the hands of the Game Master, this sourcebook allows for more possibilities and ideas to adapt the system to their immediate requirements at the table, along with providing completely new rules for aspects of the game previously untouched. Furthermore, DEGENESIS ARTIFACTS contains an extensive section dedicated to new items, equipment, and weapons, ranging from primitive and brutal creations torn from the bodies of Psychonauts to cutting edge Bygone technology salvaged from the depths of history.

THE TWELVE CHAPTERS

LEGACY

Everyone has a past, whether they run from it in fear, revel in its glory, or try and cover it up. Legacy presents a new system for characters to cement their place in the world from the very beginning of their adventures, whether they were a lowlife carrying out dirty deeds for cheap at the whims of Apocalyptic Flocks or the Cartel, or were mesmerised by the haunting memetics of a Sleeper they only barely escaped from.

SCARS

Even the most steadfast and heroic of champions will falter and stumble beneath the weight of an army: if someone wants to make a true mark on the world, they cannot do it alone. In Scars a new set of mechanics and systems designed to enhance group cooperation and formation are presented, along with details explaining and showcasing how groups can interact with the world and the Cults they belong to.

SURVIVAL

The world of Degenesis is a harsh and brutal place, and surviving in this landscape requires a keen insight into conserving food and water, recovering through sleep, mitigating the effects of the weather and climate, and the ability to plan out the length of an arduous journey. This chapter provides effective and easy to understand systems to determine the factors that will affect survival in any part of this hostile world.

HEALTH

Bleeding from multiple wounds, his vision blurred and body off balance, a character has no choice but to push forward if he wants to make it to another day. Health introduces a simple system to handle injuries beyond plain Damage tracks, covering effects such as stabbing wounds and fracturing blows to the head alongside major disfigurements and infections.

COMBAT

Gunshots bellow across the battlefield, mixing with the screams of the dying to form a cacophony of horrifying sounds. War is hell, and combat will always result in serious harm befalling at least one of the participants. With this chapter many more options are provided to increase the number of options in combat such as feinting, disarming enemies, or aiming at the destruction of an enemy's cover, thereby forcing him out into the open.

ENERGY

In this section the intricate methods of generating, storing, and finally using energy are covered in extensive detail. Simple water mills turning crude coils of wire spin alongside advanced solar panels baking in the sun to power semiconductors: the act of harvesting electricity comes in many forms and powers ranging from the primitive steam engine to wonderland technology indistinguishable from magic.



ECONOMY

This chapter provides the framework for how Neolibyan concessions are created and managed, from the initial assessment of a new concession to the bidding war in the Great Auction, and beyond to developing and exploiting the land. Using a system which mirrors the 6 Background traits, it can easily be expanded beyond the concessions and serve as a guideline to develop settlements across Europe and Africa.

ARSENAL

Anyone can pick up a rock and bash his fellow man's head in, but true power comes from the ability to construct and use equipment to one's advantage. This section presents an almanac of new equipment and weaponry dedicated to characters who are ready to contest the dangers looming ahead. From flimsy airguns only held together with clamps and tape to polished microwave blasters unearthed from the dust of the past, a vast arsenal awaits to be put to use.

PRIMAL INGENUITY

Mankind has always been able to turn its environment to its advantage. Finding new and innovative ways to make use of the remains of a slain beast or the surrounding plant life has turned humans into the most ingenious survivors to ever walk the Earth. In the 26th century, this still holds true. This section details what Psychonaut corpses can be used for after their death, along with a slew of new and gruesome methods to take the war back to the Aberrants.

POTENTIALS

While the basic mix of Attributes and Skills may be enough to describe physical and mental capabilities, it is the Potentials that grant a character their individual edge and set them apart from the competition. This chapter compiles all previously published Potentials in a single place for easy reference, along with presenting a host of new ones, allowing for truly unique paths of character customization.

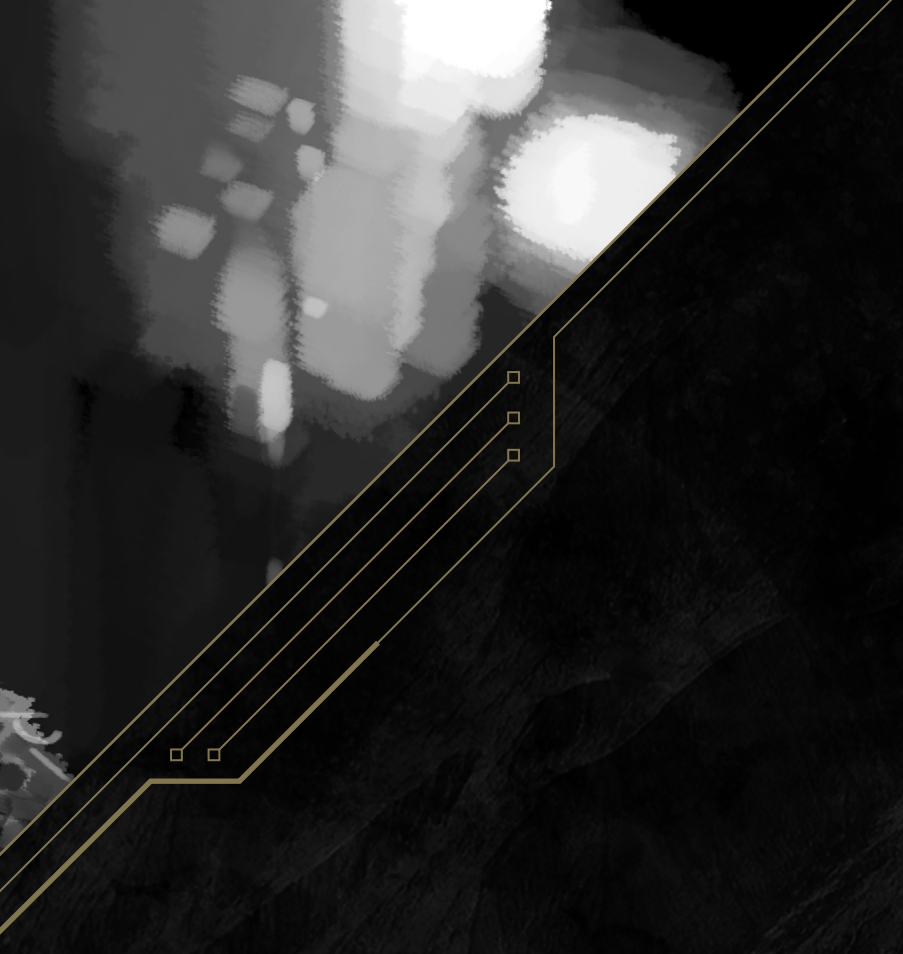
ARTIFACTS

Long ago, humanity lived in a world that the people of today would consider heaven, where advanced machinery and science were simply a part of every day life. The Eshaton destroyed most of civilization, but the remnants of the ancient times still remain and are used by the people of the world to this day - even if most of them don't know the full extent of the powers embedded within the technology of the Bygone age.

MEMETICS

With the right knowledge and skills, the mind is like a book splayed out to reveal all of its secrets - and with the correct techniques, this book can be edited. This final chapter covers an in depth view into the arts of memetics, delving into the mind controlling powers of the agents of Project Tannhäuser for the first time and giving Game Masters - or cunning Players - the tools they need to weave a memetic net across the land, creating an army of devoted followers or zealous maniacs.





CHAPTER 1
LEGACY

EXPANDED CHARACTER CREATION

Everyone has a story, a place they hail from, a family they left behind, people they crossed in life, and enemies they made along the way. A Legacy allows a Player to expand their character's history during character creation, giving them bonuses such as extra points to spend on Skills or Attributes. However, everyone's history leaves a mark on them, and all Legacies have a corresponding drawback. This downside might be as simple as a penalty to certain actions, or as life-threatening as having a Sleeper gunning for the character's head.

Before acquiring a Legacy a character must meet the prerequisites: a combination of either a proper distribution of Background Points, an appropriate Concept, or a value in their Skills or Attributes.

CHOOSING A LEGACY

At the beginning of a campaign, while the Players create their characters, choosing their Legacy takes place at the same stage as choosing their Potentials. Any bonuses or penalties that are caused by the Legacy are factored back into their character, for example by spending more Skill Points or choosing an additional Potential. Unless stated otherwise, Skills cannot exceed the normal character creation maximums in this fashion. A character can have up to three Legacies, so long as he satisfies the prerequisites for all of them.

New characters choose up to 3 Legacies

CHAINS OF THE PAST

The Legacies that Players choose at character creation inform both themselves and the Game Master of the history of the character, what they have done, where they've been, and what has happened to them. These Legacies should lay the brickwork for the character's development over the course of a campaign, and the advantages and penalties incurred by the character's history should influence their future beyond simple numerical advantages. Each Legacy is a tool for the Player and Game Master to anchor a character in the world.

TYING LEGACIES INTO A STORY

Liam has created his first character, the young City Judge Severin, for an upcoming campaign. His Game Master is planning an extensive plot in Purgare, close to Territorial Region III, so they need to come up with a motivation for Severin to leave the Protectorate. During character creation, Liam picked the Repugnant Legacy. Together with the GM he decides that Severin was deployed on a fatal sortie during the Clan Wars where his squad was destroyed by a Phosphorite cohort. Severin was the only survivor, but his face was horribly deformed from the detonation of a phosphor bomb nearby.

Liam also chose the Outcast Legacy. Developing the back story for his character further, they decide that Severin was demoted by his superior, the Executioner Ogmund, after the disastrous mission. He was cast out from service on the front line at Siege and was told to look for work at the fringes of the Protectorate.

As the campaign progresses over many sessions, Severin will come to find out that Ogmund purposefully sent the squad into the wrong perimeter. The Executioner's plan was to rid himself of a rival on Severin's team by supplying the squad with wrong intelligence, costing the lives of five Judges and forever scarring Severin's features in return.

Over the course of the campaign Ogmund will be revealed as the nemesis of Severin's story arc. But before the young City Judge can return to the Protectorate, avenge his comrades, and expose Ogmund's machinations, he must gain allies and experience, travel the world, and collect evidence. All of this will fuel the downtime of the ongoing campaign and provide strong character motivation and agency for Severin: to strike back at the man who cast such misery over his life. This is the perfect set up to bring Severin to Purgare. Here he might find people unaligned with his past, who must be turned into allies and supporters to help him claw his way back into the Cult he was cast out from and get his revenge.

LEGACIES

ENTREPRENEUR

PREREQUISITE: The Creator, The Conqueror, The Visionary, Resources 3
BONUS: Resources can be applied to any Cult, at a -2 penalty.
LEGACY: You have a knack for understanding the way that Drafts and Dinars flow from person to person, and you can almost intuitively spot where there are concentrations of opportunity for a profit. You managed to find a business niche in the past, and were able to exploit it to the fullest extent, raking in the profits from every Cult that needed your services. This has led you to have favorable relations with other Cults, whether through legal means or more secretive connections.
DRAWBACK: With such a prosperous career there will always be those who are envious of your success, especially when you deal with Cults that are rivals to their own. Whenever you use your Resources to acquire something from one Cult, all social interactions with other Cults related to acquiring goods will be at -1D for a week. Players should discuss what their past business endeavor was with their Game Master.

HERITAGE

PREREQUISITE: The Traditionalist, The Abomination, The Chosen
BONUS: +1 Potential level (Unique, Clan related Potential)
LEGACY: You hail from a fallen Clan, such as the Taunar or the Benesato. You are among the last of the surviving members. Whether you got lucky and were somewhere else when your Clan was annihilated or managed to struggle your way out of their situation, you have emerged with a vengeance. You're the last remaining knot tying your bloodline to reality, and you will stop at nothing to uphold their memory.
DRAWBACK: You gain a Potential specific to your fallen Clan. Players should work with Game Masters to create a history of the dying Clan they hailed from, along with developing a Potential appropriate to its traits. As you hail from a destroyed Clan, you have no one to turn to for help in dire circumstances. You are alone. None of your Backgrounds can rise above (4), unless you manage to find yourself in the good graces of another Cult or Clan.

MARKED

PREREQUISITE: The Adventurer, The Seeker, The Heretic, The Abomination; Secrets 2
BONUS: +1 Skill Point to any INS Skill, +5 maximum temporary spore infestation
LEGACY: You couldn't help yourself. You had to keep trying the drug, inhaling the white spores and tumbling into the clutches of the Earth Chakra. You were a Burner, and you got in too deep, taking too much. Only tremendous effort allowed you to drag yourself back. The Sepsis clawed at your body and tore at your mind, spores tickling your lungs, but you were able to resist. The taint of the Sepsis has mostly been purged, and your tolerance to its effects has increased.
DRAWBACK: Even though you managed to purge yourself of your addiction and your body has been mostly cleaned, the infestation still remains, deep down. Tiny flakes of Sepsis pool in your lungs, and your skin is faintly branded with your stigma. Your old suppliers still consider you a Burner and try to sell to you whenever they get fresh supplies. Your penalty at resisting relapse is -3D.

SOLO

PREREQUISITE: None
BONUS: +1 Skill Point to all INS Skills, can exceed normal maximum
LEGACY: You work best on your own. Other people are unnecessary, they just clutter the situation with additional variables and their own mistakes, mistakes that you'd never have made. For years now you've known that you can only rely on yourself to get something done - and you do it best on your own anyway.
DRAWBACK: You're nigh-on incapable of functioning well in a group. You might have friends and people that you travel with, but when you need to get a job settled you just can't stand working with others. Whenever you have to act in close cooperation with another character you must spend (2) Ego to get over your qualms, otherwise you will take a -1D penalty on all Actions.

TECH-TUNED

PREREQUISITE: Renown 2, INT+Artifact Lore 6
BONUS: +2 Renown, +2D to all attempts to gather a group to hunt for scrap
LEGACY: You managed to hit it big: digging around in a ruin you were able to find an amazing artifact catapulting you to fame within your Cult or Culture as others decided that you must have lucky hands. People greet you on the street asking you to look over their finds or examine something they're working on, and if you ever suggest that you're looking to go out exploring for more scrap you'll be hounded with requests from those dying to join you in expectation of striking a motherload along the way.
DRAWBACK: Your reputation is based on a precarious lie: you're nothing special, you simply got lucky. However, that won't satisfy those who based their estimation of a find, or the locations they have explored, on your word. Every time you incorrectly estimate an object's value or send someone to a location that has already been picked clean, you lose (1) Renown and your bonus to gather scrap groups is reduced by 1D to a limit of -2D.

HENCHMAN

PREREQUISITE: Renown 1, Secrets 1
BONUS: +6 Skill Points
LEGACY: Whenever the higher ups in your Cult need something shady or illicit done, you're the one they come to. They are confident in your unshakable and unquestionable loyalty, and you have reaped the rewards of their trust throughout your life. Whether you know it or not, they simply consider you an expendable minion to be tasked with the dirty work that won't endanger them in the long run.
DRAWBACK: Your usefulness to your Cult extends only as far as your absolute loyalty. If you ever act against your Cult, or your loyalty is called into question, your backers will disavow you and stop at nothing to keep you quiet. Your Allies, Authority, and Resources Backgrounds are reduced by (2), and if you continue to defy them you may find a more violent intervention coming your way.

PATRON

PREREQUISITE: Allies 2
BONUS: +4 Skill Points
LEGACY: A high ranking member of your Cult has taken a special interest in your development. He shields and protects you from the worst of the upper level bureaucracy, ensuring that you're well placed to reach any goals that you might have and ensuring that you receive the best training in anything you desire. Your patron's backing may be caused by familial affection, pure infatuation, or simply the unshakable trust that you must be destined for greater things.
DRAWBACK: Your mentor can be overbearing, demanding that you show the results of his faith in you and sending you away on tasks. If you disappoint your patron, the relationship will fracture. He'll begin to distrust you and eventually completely abandon you. In particularly dire situations, he may even try to turn other members of the Cult against you as a form of late revenge.

DEBITOR

PREREQUISITE: Renown 2
BONUS: +5 Skill Points, Resources +1
LEGACY: You made some really ugly enemies in the past. People entrusted you with Drafts and equipment and you eroded their goodwill by spending their money and trading away their belongings. This has made you famous among black marketeers, some considering you a hero for scamming so many people while others see you as a blight on their trade.
DRAWBACK: Many of those you have crossed in the past still remember what you did, and most of them still hold a grudge. You have a permanent penalty of -2D to all social rolls when interacting with merchants who know your reputation, and -4D with those who you have scammed in the past. Wherever you go, there's a risk of a particularly disgruntled trader hiring someone to teach you a lesson you'll never forget.

EXPERIENCED

PREREQUISITE: Age over 40
BONUS: +6 Skill Points, +1 in any Background, +2 Potential levels
LEGACY: You have led a long, but uninspired existence. You've toiled away to survive, but you've never really lived. That changes today. You've been struck by the sudden realisation that your time on Earth hasn't really meant anything, but the day has come for you to make your mark on the world.
DRAWBACK: Time is running out and your body isn't quite the same as it used to be. Your movements have started becoming sluggish and weak, and your mind slowly walks through problems it once raced to complete. You lose (1) point from two Attributes of your choice, and cannot gain them back - those Attributes can never go above (5).

ABDUCTED

PREREQUISITE: The Abomination; Secrets 3
BONUS: +1 Attribute Point
LEGACY: You were ripped from your family's clutches as a child, and taken to a dark underground facility. You never saw your captors, they kept you blinded at all times so you couldn't identify them, but you remember what they did to you. The experiments they conducted on your body and mind left you changed - and not entirely for the better. However, it was not totally unsuccessful, and some part of you has been improved at a fundamental level.
DRAWBACK: Your body is tainted, and you have already endured (3) points of permanent spore infestation. Whoever captured you will always keep an eye on you, to ensure that their cruel experiment has no unforeseen side effects. If you should ever show a hint of falling to the Sepsis, or they deem the experiment concluded, they will come to eliminate you without warning.

VIGILANTE

PREREQUISITE: The Conqueror, The Chosen, The Protector, The Righteous
BONUS: +2 Skill Points to Faith/Willpower, +1 Potential level
LEGACY: You looked upon the world, and you saw that it was not good. You watched as criminals escaped unpunished, leaving nothing but broken and grieving people in their wake. You watched as the sorry excuse for law enforcement failed to take action, simply standing by and proclaiming that they were unable to help. Your heart and mind have darkened, and you've learned the true law of the world: if you want something done right, you have to do it yourself.
DRAWBACK: You are known in the world. The criminals and undesirables view you as a threat to their power and will try and hunt you down to eliminate you, while the enforcers of the law view you as a threat to their authority and will try to do the same. You have a -2D penalty to all social interactions with any law enforcement or criminal entities.



MESMERIZED

PREREQUISITE: Secrets 3
BONUS:+8 Skill Points
LEGACY: Years ago you fell under the sway of a Sleeper's mind-altering memetics, following his divine orders as you marched along to the whims of his plan. You managed to wrestle yourself free of this nightmare, but now you've seen the other side. The plans of Project Tannhäuser are strewn across the recesses of your mind, and every aspect of your existence is tainted by the events unfolding in the dark.
DRAWBACK: The Sleeper who once held dominion over you is out there, hunting for you, beckoning you to return under his spell. If he finds you, he'll drag you to hell, and everyone you hold dear along with you. Your mind has been softened to memetic influence, and you have a -1D penalty to all Mental Defense rolls to resist memetics.

OUTCAST

PREREQUISITE: Allies, Authority, Network no higher than 1
BONUS: +6 Skill Points
LEGACY: You have been exiled from your Cult, Clan, or tribe due to an event in your past, whether justified or not. This has forced you to learn the way of the world on your own, becoming more capable than you ever could have been when you were still chained to the old doctrine that influenced your youth.
DRAWBACK: You have been cast out, and you are no longer accepted in your own homeland. While in a city or area where your Cult is dominant, you have a -2D penalty to all social interaction.

FAMOUS

PREREQUISITE: Renown 3
BONUS: +2D to all social interaction
LEGACY: Your name is spoken of in awe across the countryside, whether because of your deeds, your creations, or your talents. Wherever you go in your region, people have at least heard your name if they don't recognise your face. Your fame alone makes it easy for you to work with others: people are so blinded by your presence that at first, they'll ignore anything you do that doesn't live up to their idealised standards in exchange for a few scraps of your attention.
DRAWBACK: Over time, the glamor of your presence fades away to reveal the truth. Reality can never live up to the stories that have been told about you, and the people who once idolised you will be left bitter at your inability to meet their expectations. Your social interaction bonus with others begins to deteriorate at a rate of -1D penalty per week once they get to know you, until it reaches a total of -1D.

SIDEWINDER

PREREQUISITE: The Heretic, The Defiler, The Abomination, Network 1, Secrets 3
BONUS: +6 Skill Points, Skill cap from previous Cult still available at character creation
LEGACY: You switched sides. Before you entered the Cult you belong to today, you were a member of a different one. Maybe you were a Paler who was recruited by the Chroniclers, maybe you were a Judge who found his faith in the Neognosis, or a Spitalian who fell from grace and joined the Apocalyptics. This is an incredibly rare scenario and requires you to have something that your new Cult deems worthy enough to not question your loyalty.
DRAWBACK: Players are advised to work with the Game Master in developing an appropriate and plausible backstory for their character. While it is possible for a deserted Hellvetic to pick up sword and shield to fight next to his Anabaptist brothers and sisters in arms, a Jehammedan joining a Paler community is a rather outlandish concept. Whatever the story may be, your new Cult eyes you with scrutiny, while your former Cult hates you, considering you to be the epitome of a traitor. They'd do anything to ruin and silence you. All social interactions with your former Cult are at -5D once your cover is blown.

VETERAN

PREREQUISITE: Authority 2, Renown 2
BONUS: Renown +2, Allies +2, +2 Skill Points to one Combat Skill, can exceed normal maximum at character generation
LEGACY: Pushed into combat far too young, you were able to make a name for yourself early on by surviving and fighting well in many battles. Whether leading the charge of the Swords of Jehammed or delivering the killing blow to a raging Biokinetic, you've had people take notice.
DRAWBACK: With such a history, you have a lot to live up to. Whenever you enter a saloon, you'll be the first to be picked on, as every backwater goon will want to test his own strength by beating you in a brawl. If you ever lose a battle, or fail to complete an objective given to you, all of your Backgrounds are reduced by (2).

CANNON FODDER

PREREQUISITE: The Martyr, The Conqueror, The Destroyer; Renown 2
BONUS: +1 Skill Point to all Combat Skills, can exceed normal maximum at character generation
LEGACY: Whether due to the way the stars aligned over your birthplace, the heritage of your ancestors, or simply because you have been chosen by your Cult or Clan, you were brought up as a fearsome warrior tasked with leading the charge into battle. From birth you were taught that your life was meaningless, and it will be your deeds in battle that give you value, shape, and form.
DRAWBACK: Your mind is rooted in the doctrines that your teachers instilled in you: your life has no value, your deeds are what matters, the only solution is conflict. You have a -2D penalty to all peaceful social interaction rolls.

PROGRAMMED

PREREQUISITE: Secrets 2
BONUS: +1 Potential level
LEGACY: You fell under the sway of a charismatic leader or a compelling concept, believing in it with all of your heart while you were manipulated to conform to its ideals. You were completely absorbed in religious devotion, until you were able to pull yourself out of the stupor. However, now that you've emerged back into the real world, things aren't quite the same. Your mind works in slightly different ways, and things which you once thought were intolerable now seem reasonable.
DRAWBACK: While you may have escaped from the pit of ideology that you once inhabited, the concepts that it instilled in you still lurk beneath the surface. If you are put in a situation where you can carry out or further one of the fundamental ideas of your programming, even if it comes at the cost of relationships, alliances, or your own safety, you must succeed a Mental Defense with Difficulty (2) to avoid doing so.

Players should work with their Game Master to define the ideology that their character was influenced by, and how it will affect them in play.

OPTIMIZED

PREREQUISITE: The Seeker, The Healer, The Chosen, The Disciple
BONUS: +6 Skill Points
LEGACY: You're driven by the endless and incessant desire to improve yourself. You can always be stronger, faster, more intelligent, or more charming, and you'll never stop trying to learn.
DRAWBACK: You've become so focused on your own improvement that you've lost sight of anything but yourself, completely neglecting any of your connections with others. At character generation, you can only spend (1) point on Backgrounds, and you have a -1D penalty to INS+Empathy.

ASSASSIN

PREREQUISITE: None
BONUS: +2 Secrets, +1 Skill Point to AGI+Stealth and AGI+Dexterity
LEGACY: You did it because you were told to - or at least, that's the excuse you mutter to yourself when your conscience rears its ugly head. On the orders of your Cult, you murdered a high ranking member of another Cult. Whether you were simply blindly following orders or were tempted by a reward matters little to those who are out to get revenge, but the training you received has made you more than capable of avoiding them, so you hope.
DRAWBACK: You receive a penalty to social interaction with the Cult of whoever you killed equal to the rank of the target in dice: an Ascetic will incur a -2D, while a Sublime will put you at -4D. You'll always be at risk of someone investigating the crime and tracking you down, whether for revenge or to blackmail you into committing another murder.

RENEGADE

PREREQUISITE: Network 3
BONUS: May apply Backgrounds to two different Cults
LEGACY: You act as a mercenary for several different Cults, who rely on your services. You're known to be at least competent in your chosen area of expertise, and it is also known that you aren't particularly discerning about where the money comes from. People entrust you with work that requires your particular set of skills, even if they might not share your ideology or are not allied with your Cult. At least for the most part, you try to avoid killing any agents of the Cults you work for.
DRAWBACK: If you ever act against one of the two Cults your Backgrounds apply to they will withdraw their support: you may no longer apply your Backgrounds to them and all social interactions with them will be done at -2D. If the infraction is particularly severe, they may send an agent to administer punishment.

JOURNEYMAN

PREREQUISITE: The Adventurer, The Traveler, Network 2, Resources 1
BONUS: +1 Network, +1D to all INS+Orienteering rolls
LEGACY: You've been everywhere! You spent years forging a path across the known world, from Europe into Africa. No matter where you are, you have at least some idea of your position and what's nearby. And if you don't, you probably know someone in the area that does and can be of use.
DRAWBACK: Traveling through such a wide variety of Cultures and regions has left you without proper roots. You've never settled anywhere for long enough for true relationships to develop. Your points in Allies and Authority cannot exceed (3), since your Cult deems you as flaky and too irresponsible to be assigned with bigger tasks.

SEER

PREREQUISITE: The Healer, The Mediator, The Chosen, The Righteous; Authority 3
BONUS: +2 Skill Points to INS+Empathy and INS+Perception, can exceed normal maximum at character generation
LEGACY: It was clear to you, from the shape of the clouds in the sky, the order of the Tarot cards, the lines on your palm, or any other prediction. You knew it would happen, even if those around you scoffed in disbelief. You proved them wrong: you made a prediction and it came true, down to the last detail. Since then you've turned all of your attention to the future, becoming a master of calculating the outcomes of your actions and the actions of others.
DRAWBACK: You've lost perspective of the world around you, your eyes focused only on the path ahead of you. You have a flimsy relationship to the present, and your muddle-headedness takes a toll on you. Every time you must deal with people or situations happening in the now, you take a penalty of -1D to all rolls requiring the examination of the world around you.

PRIMORDIAL

PREREQUISITE: INS+Primal
BONUS: The experience factor for your preferred Attributes is reduced by an additional -2, and Skills by an additional -1
LEGACY: Your mind is entirely subservient to your heart: the only thing that you consider when taking action is how it makes you and those around you feel. You form rock-solid relationships that will weather any storm.
DRAWBACK: Your mind is incapable of understanding the logical consequences of your actions. Everything is done in the moment, and there is little consideration of what might happen in the future. This leads to you being easy to take advantage of, joyfully going along with whatever makes you feel good in the moment. The experience factor for your non-preferred Attributes is increased by +2, and Skills by +1

FIREBRAND

PREREQUISITE: The Conqueror, The Zealot, The Righteous; Renown 3
BONUS: +2S to CHA+Leadership when leading a group of your old followers
LEGACY: Your words once cut into the heart of the people, tearing away at their normality and stirring the fire of their anger, but those days are long gone. Whether you cried out against the oppression of the people, or lead a splinter faction of a religion, you were forced to lay low after coming too close to being burned yourself. However, your followers are still out there ready to listen to your words and rise up once again.
DRAWBACK: If you begin to move back into public, the most influential organization or Cult will attempt what they should have done before you went into hiding. Once your Renown reaches (5), they will begin to move against you, sending assassins or leading public smear campaigns, and if your Renown climbs to (6) they will begin deploying their troops against you and your followers.

RAWHIDE

PREREQUISITE: The Abomination, The Destroyer, The Defiler, The Visionary
BONUS: +1D to Mental Defense rolls, +1 PSY, can exceed normal maximum at character generation
LEGACY: The world twists around you as you step into the Rift, but you forge ahead, stoic. Your comrades are bleeding and screaming in the clutches of a Biokinetic, but you've seen worse. Your own reality is threatening to tear itself apart in the depths of the Warpage, but you've already lost everything of value. You've seen things that would bring others to their knees and pushed through, leaving your mind hardened and resolute.
DRAWBACK: It will all come tumbling down at one point. Your mind will finally reach the boiling point, and you will break from the burden of having witnessed too much. Every time you fail a Mental Defense roll, you also lose the Difficulty of the roll in Ego Points.



VINDICATED

PREREQUISITE: Renown 1
BONUS: +3 Renown, +1D social interaction with criminals
LEGACY: You were framed. Set up. Made to take the fall for someone else's crime. Eventually you were able to clear your name, at least officially, but the damage was already done: you are known far around as a criminal. However, this has had a strangely positive effect; all around the world undesirables, scoundrels, and lowlifes all welcome you with open arms, and offer to help you out.
DRAWBACK: Even though you have no official crimes, most people still hear your name and instinctively react with suspicion or repulsion. You have a permanent penalty of -2D to social interaction with people who are familiar with your past, unless you can somehow get the word of your innocence out there.

SUPERSTITIOUS

PREREQUISITE: The Healer, the Traditionalist, The Zealot, The Disciple
BONUS: +2 Skill Points in any one INS Skill, can exceed normal character generation maximum
LEGACY: Long ago, you saw a miracle. Whether it was someone being pulled from the brink of death with the power of nothing but prayer, objects hovering above you in the sky, or eerie lights shining in the night, you have seen something that - to your mind - cannot possibly be explained by science. You have instead dedicated yourself to following the ancient traditions.
DRAWBACK: Your mind has been closed off to anything but the ritualistic traditions you have been taught in. Your Science and Engineering Skills cannot be higher than (0), and you treat anything scientific with suspicion.

REPUGNANT

PREREQUISITE: None
BONUS: +2S to PSY+Domination when used to intimidate others
LEGACY: Your features were defiled some time in the past, whether from being caught in a burning Petro explosion or from a brutal bar brawl that left your face disfigured. Your visage strikes fear in those who witness it, and you've come to use it to your advantage. Just a sharp look from your ruined face is enough for most people to lose their bearings, and that's before you even open your mouth.
DRAWBACK: With a face as messed up as yours, there's no hope for pleasant interaction except from the most kind and considerate of people. You take a penalty of -1S on all CHA skills other than CHA+Arts.

IDOLATRIST

PREREQUISITE: The Ruler, The Conqueror, The Chosen, The Visionary; Renown 3

BONUS: +2D to all CHA Skills while your Renown is above (2)

LEGACY: It was your greatest work, your manifesto, a call to action that reverberated through your society and shook it to its core. People know your name, know your words, ideals, and inventions. Many of them are willing to listen to your advice. By echoing the words of your greatest work, you can inspire people, push them forward, or wrap their minds around your finger.

DRAWBACK: You've tried, but no matter how much of your heart and soul you've poured into your speeches and sermons, nothing has managed to attain the same world-shaking impact as your original work. The worry that you'll never reach the same peaks haunts your dreams: whenever you attempt to create something new, you must spend (1) Ego to overcome your insecurity and avoid a -2D penalty.

LANDLORD

PREREQUISITE: Authority 1, Resources 3

BONUS: 1,000 CD monthly revenue, +1 Renown

LEGACY: You own property, a patch of land, something you acquired next to your duties within the Cult you belong to. The property generates monthly profits and grants you the status of a landlord. At the same time it requires your attention and draws you away from more important matters.

DRAWBACK: Everything you own ends up owning you. You need to pay workers for upkeep and you need to look after your land or it will plummet in value, be raided by bandits, or be left deserted until some vagabond claims it for himself. If your Resources ever falls below (2) you lose your property and status: losing (3) points of Authority and Renown, and no longer receiving revenue as people will deem your land cursed.

OUTLAW

PREREQUISITE: Authority 2, Renown 2

BONUS: +1 Skill Point to AGI+Stealth, PSY+Cunning; +1D to social interaction with criminals

LEGACY: Your hands have been stained. Whether for petty theft or murder, you have broken the law and been branded as an enemy of justice by those in your Culture of origin. You've learned to live a life on the run, avoiding what passes for law enforcement and keeping your head down. However, you aren't alone in all of this: fellow outlaws group together to gain more influence, and you can benefit from this arrangement.

DRAWBACK: Your name is known to the dominant Cult or Clan of the region you came from, and they have a bounty out on your head. Anyone who kills you and brings proof of it to your home town will receive a bounty equal to 250 CD x the sum of your two highest Backgrounds. Many have killed for far less, and they won't hesitate to do the same to you.

UNFORGIVEN

PREREQUISITE: None

BONUS: +6 Ego Point maximum, +1 Skill Point Faith/Willpower, +1 Skill Point Focus/Primal

LEGACY: Your loved ones were murdered. Be it your child, spouse, parents, siblings, or friends, it doesn't matter. What matters: they died at the hands of an unknown criminal. You don't know his name, but you're hunting for his trail. You won't rest until you find him and bring him to justice.

DRAWBACK: Your true purpose will always be to find whoever wronged you, and it is almost impossible for you to divert from your task. Side jobs that you take on are only to finance your true search, or to secure the loyalty of those who will help you take revenge. In any week that you don't actively work on hunting down your target, you cannot replenish Ego Points via playing out your Concept.

FAMILY BOND

PREREQUISITE: Allies 1, Network 1

BONUS: +2 Resources and Allies when in your Culture of origin

LEGACY: You're loved by your family, be it father, mother, brother, or uncle. They shelter you in times of need and share what they can afford with you. Your success gives them comfort, and they'll do anything in their power to help you out.

DRAWBACK: Blood is thicker than water. When the family demands it, you must act on their behalf. If you ever spurn your family's generosity and love, there is nothing that will allow you to find your way back into their graces: your Backgrounds all drop by (2). A family also makes you vulnerable. If your enemies are able to trace your identity back, your loved ones will be the first to be targeted when they take their revenge. Players should work with their Game Master to lay out some details of their family; who they are, where they live, what influence your name has, etc.

TAKEN

PREREQUISITE: None

BONUS: +1 Skill Point to INS+Survival and PSY+Faith/Willpower, can exceed normal maximum at character generation

LEGACY: You were forcefully recruited into your Cult as a child, whether you were sold off to an Apocalyptic Stork, given over to a Chronicler after passing his logic tests, or kidnapped by an impatient Scrapper to help him search the ruins. Ripped from your family, you've been forced to learn how to go at it alone, using and abusing any help you can get.

DRAWBACK: You're obsessed with uncovering the true nature of your past. Your life has lost its fundamental anchor, and the only things you remember are a few flashes of locations and faces. If you are presented with the chance to learn more about your heritage, where you were born, or who your parents are, you must spend (2) Ego to avoid doing so or endure a -2D penalty to all rolls not related to discovering your past for the rest of the day.

INHERITOR

PREREQUISITE: Allies 2, Authority 1
BONUS: Resources +2, Allies +1
LEGACY: One of your family members is higher up in your Cult or Clan, and subtly funnels favors your way to ensure that your life isn't as hard as it could be. You are assigned the best equipment, the most comfortable quarters, and the safest jobs: it's good to have someone looking out for you.
DRAWBACK: The rest of your Cult or Clan will slowly come to resent you for your easy path through life, and will relentlessly try to bring you down. If your Allies Background score is ever reduced below (2), your Resources in the Cult are reduced to (0). You'll have to work on your own merits to make it back to the top.

OFFSPRING

PREREQUISITE: CHA 2 , INT 2
BONUS: +1 BOD, INS Attributes
LEGACY: You descend from Leperos or Drones. Somehow you survived a Spitalian purge, and climbed your way back into the light. Years have passed and your primordial childhood is a distant memory. However, your heritage and the Sepsis that ran through your body as a child has enhanced your development, making your body slightly stronger and your mind more agile than those of others.
DRAWBACK: While the Sepsis has increased your body's abilities, along with augmenting your base instincts, it left you with a strange and disjointed thought process and an inability to properly understand other humans. Your CHA and INT Attributes are reduced by (1) point.

CREATURE OF HABIT

PREREQUISITE: INT+Focus
BONUS: The experience factor for your preferred Attributes is reduced by an additional -2, and Skills by an additional -1
LEGACY: Something hasn't quite clicked in your head. Your mind works in strictly logical patterns, following clear paths towards a cold-hearted conclusion that has no regard for anyone's feelings.
DRAWBACK: You find it almost impossible to empathise with anyone, and your relationships extend only as far as your mutual usefulness. You latch onto things, focusing on them at the expense of anything else, although you excel at anything you focus on in this manner. Some define your behavior as autistic, others call it robotic, and some just name you for what you are: an emotionless asshole. The experience factor for your non-preferred Attributes is increased by +2, and Skills by +1.

LURKER

PREREQUISITE: Network 2
BONUS: +3 Skill Points
LEGACY: You're known as the middle man, the person to talk to if things are rough. You provide the people who rely on you with the essentials, making you a trustworthy confidant and valued asset. People share their secrets with you, sometimes without even realising it, and you happily collect both their knowledge and Drafts in return for some of your help.
DRAWBACK: Eventually, you'll accumulate a critical mass of knowledge. Should your Secrets Background ever reach (4) points, the people who once trusted you will quickly turn against you, as they consider you the weakest link when it comes to their safety.

GIFTED

PREREQUISITE: The Creator, The Seeker, The Visionary
BONUS: +6 Skill Points in CHA or INT Skills, can exceed normal maximum at character generation
LEGACY: From a young age, you were recognised as an artistic, scientific, or technological genius. Your works amazed crowds who came from far afield just to watch you work, encouraging you and recognising you as a master beyond your years.
DRAWBACK: While the adoration heaped upon you was justified by your skills, it has left you naive and blind to the reality of the world. It is easy for people to sway you to their cause, and the horrors of reality will cause you to quake with childlike fear. You receive a -2D penalty to all Mental Defense rolls.

LOWLIFE

PREREQUISITE: Renown 2, Network 1
BONUS: +2D to social interactions with criminals
LEGACY: Others call you scum, but you know they rely on you when seedy shit needs to get done. You've fed from the very bottom of the barrel, mixing in with the lowest of the low in society and learning their ways. You know how to speak to other degenerates when you're called upon to find the best dealers in town, from weapons to Burn, and you know how to fit yourself into criminal hierarchies with ease. Rats love the smell of other rats.
DRAWBACK: Even if you tried to get back into the good graces of society, they wouldn't want you back. You're always regarded with suspicion due to the people you associate with, and whatever semblance of militia or law enforcement you find on your travels will keep a close watch on you. You have a -2D penalty to all social interactions with law enforcers.



IMPOSTOR

PREREQUISITE: Secrets 2, Allies 2, PSY+Deception 7
BONUS: Can apply all Backgrounds to another Cult
LEGACY: It's been so long since you assumed this identity that it almost doesn't feel like the lie it is. However, it'll always be there in the back of your mind: you aren't really you. Whether because you had to take on a new identity to escape identification or a hunt, or to infiltrate an organization in an elaborate plot, your new life is as much a part of you as your old - and it's getting hard to work out where the real you ends and the false one begins.
DRAWBACK: Whenever you take an action to uphold your new identity, it's a struggle to ensure that you keep your true life separate. It's so easy for names to be mixed up, places to swap titles, timelines to become muddled together. Every time you make a roll to deceive anyone about your history, you must spend (1) Ego to ensure that the story is consistent. If you do not, then whoever you are lying to will have a +2D bonus to seeing through your deception.

DARK SECRET

PREREQUISITE: Secrets 3, Allies 1
BONUS: Secrets +3
LEGACY: You know something that should never be spoken loudly. You've accidentally seen something that wasn't meant for your eyes and which cannot be unseen. Your knowledge has the power to bring down the highest ranking members of your Cult or an opposing faction, but you know that if you dare to bring this knowledge to the light of day, the world will turn against you. There won't be a place under the sun for you to hide from the wrath of those you've exposed.
DRAWBACK: If you ever reveal your secret publicly, the Cult connected to the Dark Secret will immediately send a high ranking agent to execute you. This agent will stop at nothing to put you in the ground, and if even if you are able to stop them the Cult will send another. You will never be free of these assassins unless you can eradicate those at the top.





CHAPTER 2
SCARS

SHARED IDENTITY

People who share time together, fight alongside one another, and follow each other through hell and back will grow closer over time. They begin to share common beliefs, and their outlook on life changes based on their collective experience. Those who walk alone die alone, but those who seek the proximity of others pool their strength, in body and soul. As the years go by relationships harden or fall apart, but so long as a group follows a purpose that is greater than the goal of each single individual, their bond will prevail. This is the power of group identity.

COLLECTIVE LEGACY

The Players, working with their Game Master, can combine the individual Legacies of their characters and transform them into an overarching story that fuses everyone within the group together and gives them a common purpose. By tying the characters to a unified backstory, whether by shared events, mutual friends or enemies, or closer relations such as familial bonds, the group will have a reason to stick together through thick and thin and both the Players and characters will be heavily invested in the story being told from the very first session.

Legacies inform character backstory

Combined Legacies form group backstory

TOGETHER

On his journey through Purgare, the City Judge Severin will be joined by other characters who are entangled with his own backstory. For this campaign Erwan has decided to play Dido, an Apocalyptic Owl on a quest for revenge. During character creation Erwan chose the Unforgiven Legacy for his character. Together with the Game Master they establish Dido's origins: his Flock was brutally slaughtered during a Judge raid that spun out of control. Dido remembers the horrors to this day, but what he doesn't know is that the person who orchestrated the raid is none other than the Executioner Ogmund, Severin's future nemesis. While Dido has every reason to mistrust Severin, who still bears his Cult insignia, he's also the only chance for the young Apocalyptic to find out more about the inner workings of the Judges, what makes them tick, and what - or who - their weak points are. If he can get on Severin's good side during the ongoing campaign, he hopes to find a trail that will lead him to the one who tore apart his Flock.

As the story progresses, the Game Master plans to lay out hints for Erwan's character that will tie into Severin's Legacy and vice versa. Both characters will eventually grow closer through their shared backstory and be equally motivated to take their revenge on Ogmund.

A few sessions into the game, Chris joins in with a new character. He is playing Ramiel, a boisterous Sword of Jehammed, who saw something never meant to be seen. During character creation, Chris picked up the Dark Secret Legacy for Ramiel. While traveling the Protectorate, the stormy Jehammedan witnessed a murderous crime committed by a high ranking Judge. Ramiel tried to confide with his Shepherd but was advised to not speak about what he saw, and leave the area, before he attracts attention with his knowledge.

Ramiel is confused, and his conscience is eating away at him. The Jehammedan is carrying an explosive secret, but not even he knows how important it is: the Judge he saw committing the murder was none other than Ogmund himself, and the Executioner's victim was the Raven of a Purgan Flock - Dido's mother.



ALIGNMENT

Defining a group's Alignment is the cornerstone of a lasting relationship through the campaign ahead. Cults and Clans dominate the world, and their rival mentalities often nurture prejudice and scorn towards opposite subjects. A shared Alignment can bring the most hostile characters together and merge conflicting ideologies into a common goal.

Of course, Anabaptists and Jehammedans don't get along. Their grudge is founded in ancient tradition. But if an Orgiastic and an Isaaki become trapped in a situation where they depend on one another, religious perspectives will suddenly matter very little when their survival is at stake. Not every Alignment needs to be held together by a dramatic threat: some groups band together simply because the situation will be mutually beneficial for everyone involved. Building a dam to keep a small river valley from flooding may turn Scourgers and Scrappers into partners, establishing a communication outpost at the foothills of the Alps will bring Hellvetics and Chroniclers closer together, and even a Judge and an Apocalyptic may find themselves working in unison to hunt down a common enemy.

Groups may choose an Alignment based on any of the six examples listed below, which define a goal or ideal that all of the characters will work towards collectively. All groups that follow an Alignment have an additional opportunity to regain Ego, in a similar fashion to a character following their Concept: after the group reaches a major milestone in its path to achieving the goal of its Alignment all characters in the group will regain (3) Ego Points.

Groups follow a single Alignment

Group achieving milestone in Alignment
regains (3) Ego

THE SIX ALIGNMENTS



AMBITION

Groups driven by ambition share an aim, a burning desire to leave something behind to be remembered by or to change the outcome of the world in a fundamental way. The Alignment drives the dynamics of the individuals involved, pushing them onward inexorably to reach the goal that they have all made a core part of themselves. Whether it's building a towering monument to be a testament to their endeavor, or tearing down an old regime to replace it with their own, ambitious groups who complete their efforts will always leave a mark - for better or for worse. After they accomplish their task, they will be forced to defend their new achievements, or proceed onwards to bigger and better things. Ambitious groups will not rest until they succeed, or reach their physical limitations.

- The Neolibyan Great Hunter has his heart set on his goal. He will take his rifle to Europe and he will bring down a Biokinetic. Now, he's gathered a retinue: an Anubian to ensure the kill is final, and a Garganti to serve as a guide. They venture out from civilization, into the unknown.

- How arrogant they are, staring down from their man-made mountain in the heart of Justitian, dictating the lives of everyone below as if they were gods ruling over their slaves. For the Apocalyptic, the Scrapper, and the Stukov, this is too much. Their anger is brewing, and they won't find peace until Archot is hanging from the Uptown wall by his neck and a new leader stands at the helm.

- This town just beyond the edge of the Protectorate has slowly degenerated into a lawless waste. While the Jehammedan, the Judge, and the Spitalian might not agree on everything, they can at least come together to restore some sort of justice to this place.



LOYALTY

Those who come together under the banner of loyalty all share a core affinity for one another. Perhaps they're part of a family uniting to defend their historical birthright, or they hold a firm belief in certain moral principles they see threatened. Loyalty requires that everyone relies and trusts one another, and such a relationship is hard to erode. Loyal groups will find their purpose and motivation in all aspects relating to safety and defense: ensuring the survival of family, tribe, ideals, culture, or friendship.

It takes a lot to dissolve a truly loyal bond, and as such groups driven by loyalty are amongst the most solid and steadfast. This can make them vulnerable, though - if the object of their devotion is identified by those who wish to harm them, then it becomes a glowing target forcing the group to come to its defense.

- They split off from each other during their childhood, one finding faith with the Anabaptists, another joining the fight for humanity as a Spitalian, and the last slipping into crime as an Apocalyptic. Despite that, when their common home comes under threat they'll set aside their differences to protect it with all they've got.

- While all of the Clanners may be from different tribes that have clashed in the past, they all live in the same basin - and they will all suffer if the spore field growing here is allowed to bloom. Arming themselves they take the fight to the Sepsis: their only hope is to burn it down before it sets in.

- This forward base deep within the swamps of Franka has seen so many leaders come and go that none of the Resistance fighters stationed there even try to learn the names of their new commander. Instead, they have all learned the true key to survival in the depths of hell. Only your comrades deserve your trust. That's what keeps them going.



CHANCE

They never planned for this, but they have no choice if they want to make it out in one piece. A group forced together by chance is in a situation where they must cooperate, and through their struggle they might just find that they're not so different after all. Chance has the potential to be both the weakest and the strongest Alignment: while it can arise from pure coincidence, it can also force people from starkly opposed ideologies to watch each other's backs in life or death situations.

After such a group has managed to escape the dangers or crises that brought them together, many of them will disband and choose to go their separate ways, perhaps having become less hostile to their companions of circum-

stance but not enough to overcome their prejudices. Some of these groups will form a bond, recognising their common foes or shared goals in life, and continue on together on a different path.

- A pair of Scrappers, one African and one European, have found themselves trapped inside an ancient bunker they were both competing to claim when suddenly its huge, bomb-proof door reactivated and sealed them both inside. Now, they have no choice but to cooperate to either disable the locks on the entrance, or find another way to reach the surface.

- The lights of the bar were doused, a scream cut through the darkness, and when a single lamp flickered back to life the Anabaptist's body was slumped to the ground with blood spilling from his neck. Suspicions quickly turn towards the Jehammedan and the Scourger who had just arrived a few hours before. They are both sure of their innocence, but now they'll have to work together to clear their names.

- All of them watched the light blaze into the sky from Britain as Aquitaine erupted into a hellish firestorm, and they all know they have to do something about it - even if the Anabaptist, the Britoni, and the Scrapper all disagree on what the light was, they all know that they have no choice but to band together when delving into the Vulture's territory.



DESTINY

Fate chooses those bound together by destiny. Whether they have been called upon by a king quietly requesting the assassination of his archenemy or a by sign from the stars that shows them the way, the group aligns for a purpose far greater than mere individual worldly achievements - they have a task they must fulfill, regardless of their personal desires.

The flame of a group united by destiny burns bright, but the fire leaves little behind: after their divine fury fades they may find little reason to carry on together. Other groups will bond over common beliefs or allegiances, recognising similarities in each other and discovering other reasons to stay united.

- The signal came to them through the Stream. It seemed meaningless at first, a flickering message hidden in a garbled transmission. However, it didn't completely escape detection. The signal has led them both here. The Chronicler, Influx, and the Paler, Vos, are an unlikely pair, but they'll put aside their differences in order to find the source of the signal - and carry out its instructions.

- The political landscape of the cantons is fractured and fragile; any intervention must be so subtle that not even the closest observer could notice it. A full P-26 squad would be detected immediately, so the Corps Commanders have ordered a single Infiltrator to assemble a team that no one will suspect - the Scrapper and the Apocalyptic don't even know who they're really working for.

- All three of them had watched the seer cast her knuckle bones, listened to her forecast of doom and destruction, and scoffed at her proclamation that an Anabaptist, an Apocalyptic, and a Scourger would all find themselves delving into the swamps of Franka to bring light back into the world - and then...



DOGMA

The base rules and traditions of the world are under attack, besieged on all sides by foul savages who stop at nothing to tear them down, or mad revolutionaries who try to twist them into something new and corrupt. Those who follow the Alignment of dogma are acting to protect their way of life from threat while imposing their conservative beliefs on others, whether in the form of religious matters or the laws of society itself.

Dogmatic groups represent those being pushed around for their beliefs and fighting back, or those defending their own ideology from subversive elements. As a result, they tend to display a more defensive attitude, aggressively protecting what they hold dear, and will call for a crusade to pre-emptively uphold and preserve their beliefs.

- The world is changing. Storms thunder across the sky and the Biokinetics stray closer and closer to the town. There is only one explanation: the African who just ar-

GROUP DEFENSE

Beset on all sides by horrors that bend the laws of physics themselves, the only defense is to have an anchor to hold onto. For a group, this anchor is the companions that they travel alongside. Standing together against their collective enemy they each defend the other, subtly guiding attacks away from their companions when they are in need of aid.

During combat, a character can choose to give some of their Passive Defense to another character within (2)m of them, as long as the other character is on a lower Initiative. To do this, the character must reduce their own Passive Defense by a value up to the number of Triggers on a PSY+Reaction roll as they try to draw attention away from their ally. Their chosen character then gains the same Passive Defense as a bonus for the rest of the Round. This does not consume an Action.

rived in the village. The Clanner and the Apocalyptic both agree with each other, they are the ones who will save the village, even if it means permanently ridding themselves of the filth that has come to haunt them - along with anyone else who tries to stop them.

- Degeneracy, excess, these Apocalyptics bring nothing good to this town in a quiet corner of the Balkhan - and it's almost certain that they're using this place to move Burn. The Clanners bristle, they won't stand for these invaders degrading their home in such a blatant fashion.

- These bushwhackers are out of their minds. First, they refused to understand the simple fact that consuming the flesh of their dead spreads infections and bacteria through the population, and now they refuse to cooperate on a simple search for Sepsis? Hygiene is essential, and any lapse in the regulations is a threat to humanity itself! The Spital will hear of this insult, and the response will be far more than just a "mere Village Doctor." We'll see how they like a squad of Famulancers burning the infection out.

REVENGE

Hatred is an engine that refuels itself overnight. Something or someone has crossed the group's path and destroyed their dreams, their endeavors, or their reputation. Getting back at them is the sole purpose driving groups of revenge. They're intrinsically motivated to settle the score. The danger lies in their passion. Once the subject of their revenge is annihilated, the common fire dies off rather quickly. Issues amongst the group that were blindly overlooked before become glaringly obvious, and a group that has reached its goal falls apart at the foundations.

Groups of revenge are useful for short and emotionally fueled campaigns, but if a group doesn't develop a new Alignment after bringing their nemesis to justice it will quickly dissolve. However, revenge always leads to more injustice, and blood will be repaid with blood.

- A cunning and greedy Neolibyan has taken over the concession of a small town in the southern reaches of Hybrispania, callously expelling all of the Scourgers from the city on a flimsy excuse so he can blatantly indulge himself and exploit the town as much as he pleases. One of them has taken particular offense at this and reaches out to a Guerrero contact. Perhaps their goals are in alignment, just this one time.

- The Razorwings, an incredibly aggressive Apocalyptic Flock, swept through the Voivodate Beograd, leaving a trail of destruction in their wake, escaping just before the Voivode's troops were able to clip their wings. Now, the people they've wronged unite to deal with the threat.

- The Psychokinetic destroyed everything. He tore apart the village with a flick of his wrist, and left only ruins infested with leeches, sucking the corpses dry. The Anabaptist Pack survived because they had left on a pilgrimage the week before, and returned to nothing but desolation. Their hearts have turned to ice, and only by tearing out the Psychokinetic's own will they find solace.

CONSTELLATION

Some people are meant to come together. They fuel and inspire one another, and elevate the spirit of a group to such heights that individual accomplishments pale in comparison. Such synchronicity is extremely rare and may only happen once in a lifetime, but if the dice fall into place and the right personalities align under the right circumstances, impossible things will be achieved. Alignments have the potential to unite congruent individuals and provide the framework for a bond that is stronger than just mission-driven cooperation. Such group compositions are called Constellations - when a specific compound of Concepts connect along ideological lines and all members of the group share a natural Affinity towards one another.

Constellations, while immeasurably powerful in some ways, are fragile in others: they can be threatened by Aversion - Concepts that are misaligned, and cause discord to the unity of the group.

AFFINITY AND AVERSION

Whenever a character with a Concept in Affinity to an Alignment joins a group, all characters in the group receive a corresponding bonus according to the path they are following. However, some Concepts are so antithetical to an Alignment that they threaten the very fabric of the established synergy: a character joining with a Concept in Aversion will cause all characters to experience a penalty. Any characters in the group with a Concept that is in neither Affinity or Aversion receive the bonuses and penalties like any other, but they do not contribute any effect of their own.

When all of the characters in a group are in Affinity to their Alignment, a Constellation is formed. In such an extraordinary combination, almost anything is possible - Constellations gain an additional bonus, in addition to that granted by their Affinity. The bonuses and penalties that are granted for Affinity, Aversion, and Constellations are specific to each Alignment.

Concepts have ideological synergy to Alignments

Concepts in Affinity grant bonuses

Concepts in Aversion cause penalties

All Concepts in Affinity: Constellation bonus

THE RIGHT ALIGNMENT

Constellations never work across all Alignments. While a group may have been a terrifying force to be reckoned with on their path of revenge, they will find it difficult to achieve similar momentum when turning their heads toward a goal. When a Constellation completes its Alignment and has to choose another, it is faced with a difficult decision. If they reorient themselves towards another target, they will lose their Affinity and Constellation bonuses, replacing them with a new set of Affinities and Aversions.

As a result, Constellations struggle to break away from their most unifying Alignment and choose a different course, instead pushing on to more and more extreme representations of the one that reflects the spirit of the group to them most.

EROSION

The greatest Marvels built by the Scrappers in Justitian function with thousands of tiny components, each working in unison to create an incredible machine, but if a single critical gear or lever warps out of shape the entire structure is liable to blow up.

If a Constellation is joined by a new member while in pursuit of its goal, they retain the Constellation bonus the members all receive until their current Alignment is complete, at which point the bonuses are recalibrated in accordance with the group's new choice of direction. If the new member has a Concept in Aversion to the Constellation's Alignment, the negative effects of the newcomer are amplified: the new perspective brought to the group acts as a corrosive force eating away at their formerly ironclad convictions, and small disagreements spiral out into schisms that threaten to split the Constellation apart forever.

Whenever a character that joins a Constellation has a Concept in Aversion to the Alignment they are following, the Aversion penalty is tripled for every character in the group, including the newcomer.

Constellation bonus is recalculated when Alignment is changed

Penalties are tripled for Constellations with new members in Aversion

AMBITION

AFFINITY: Increase any Background by (1) point
AVERSION: A Background is reduced by (1) point
CONSTELLATION: All multipliers for XP Cost are reduced by 1

LOYALTY

AFFINITY: Gain (1) extra max Ego Point
AVERSION: Lose (1) max Ego Point
CONSTELLATION: Use (3) Ego points to add (1) Success to any roll

CHANCE

AFFINITY: Add +1D to all assisting rolls
AVERSION: Penalty of -1D to all assisting rolls
CONSTELLATION: Halve the XP cost cost of any Skill another character in the group has at a higher rating

DESTINY

AFFINITY: Gain (1) extra max Flesh Wound
AVERSION: Lose (1) max Flesh Wound
CONSTELLATION: All characters gain (1) extra max Trauma

DOGMA

AFFINITY: Add +1D to Mental Defence
AVERSION: Penalty of -1D to Mental Defence
CONSTELLATION: Reroll any failed Mental Defences

REVENGE

AFFINITY: Add +1D to rolls that harm the target of revenge
AVERSION: Penalty of -1D to rolls that harm the target of revenge
CONSTELLATION: Reroll failed attempts to harm the target of revenge

THE CONSTELLATIONS

Alignment	Affinity	Aversion
Ambition 	The Creator The Conqueror The Visionary The Ruler	The Defiler The Traditionalist
Loyalty 	The Mentor The Protector The Martyr The Healer	The Abomination The Ruler
Chance 	The Adventurer The Traveler The Disciple The Mediator	The Hermit The Destroyer
Destiny 	The Seeker The Chosen The Zealot The Martyr	The Traveler The Adventurer
Dogma 	The Traditionalist The Zealot The Righteous The Protector	The Heretic The Visionary
Revenge 	The Defiler The Abomination The Heretic The Destroyer	The Healer The Mediator

ONWARD

The group is an unlikely one: Severin, the City Judge, Dido, the Owl, and Ramiel, the Sword of Jehammed. Members of these Cults would otherwise be at each other's throats within moments, or at least be apprehensive of working together. However, they are united by their Alignment, overriding any of their petty Cult differences: all three of them want Ogmund's head on a spit. They've fought side by side through Purgare, each of them saving the others from death several times, forming a trust within the group stronger than steel. Over many nights spent around a dim campfire out in the wilderness, they've shared their histories and beliefs with their new comrades, finding that they are not as different as their disparate backgrounds would indicate. Ramiel, emboldened by the solidarity of his two traveling companions, finally spells out his secret in hushed whispers, revealing their common enemy at last.

As a group they have found a singular goal driving them forward: revenge against the man who caused all of their troubles. The Game Master now has all the impetus to wrap up his sessions in Purgare and allow the group's attention to swing back towards the Protectorate, a vengeful fire in their souls.

SCARS

COLLECTING SCARS



Every group will leave its marks, both on the world surrounding them and on the people they cross in life. They will have to fight for their triumphs, persevering through harsh conditions and standing steadfast against the most difficult of obstacles together. Scars are a way to illustrate what a group has been through on their tough journey, and reward them for all that they have accomplished along the way.

A group that is following an Alignment will begin to collect Scars, which are added to a common pool shared between them, every time they reach an objective that advances their goal, such as finding an informant, killing a key foe, accessing a restricted area, or acquiring a relevant item. Scars cannot be gathered by groups that are not following an Alignment.

When following an Alignment: Each completed milestone gives (1) Scar

When a character is acting towards the completion of the group's Alignment, they may spend points from the Scars pool to assist them in their task, the memory of the deeds they have attained up to this point boosting the commitment they need to keep going, or the confidence to act more daringly in battle. Points from the Scars pool can be used to replenish Ego Points, spending (1) Scar for (1) Ego, or they may be used to add Triggers to successful rolls, spending (3) Scars for (1) Trigger. Scars can only be spent in pursuit of the group's Alignment - if a character veers into a personal story and takes a break from the main Alignment, he cannot use points from the group's Scars pool.

Acting towards an Alignment:

Spend (1) Scar to replenish (1) Ego Point

Spend (3) Scars for (1) Trigger on successful roll



MOMENTUM

Severin and his cohort are fused by their Alignment, and their gaze turns back to their home - the Protectorate. To achieve their goal and get back at Ogmund, their first task is to gather information: who he conspired with, what the weak links in his web of secrecy are, and how they can smoke him out to punish him. After negotiating a passage through the Alpine Fortress the group travels to the war-torn frontline city of Siege, where Severin maneuvers his companions through the heavily defended gates with his Judge's insignia so they can begin their hunt for important clues.

Ramiel gathers hints and gossip in one of the local taprooms, chatting with off-duty Judges and Hellvetics, making sure that their cups are always filled to the brim with distillate. He learns that one of the Advocates stationed in Siege was promoted to Assessor by Ogmund, right after Severin's squad was annihilated - a strong lead.

That night, Dido breaks into the Assessors' living quarters to squeeze out information about Ogmund and his plans. The Judge has been trained well, and the secrets hidden in his mind are locked behind mental bars that even the most skilled interrogator would struggle to break through - Dido will need to succeed a PSY+Domination (4) test with at least (3) Triggers to get him talking. He rolls and succeeds, but with only (2) Triggers. Luckily the group has managed to acquire (5) Scars on their journey so far, allowing Dido to use (3) to add an extra Trigger to his roll.

Faced with a sharp knife to the throat the Assessor doesn't last long, blurting out everything he knows - the Executioner's current location, a safe house near Justitian, and that Ogmund is about to be promoted to High Judge at the end of the month!

The group now has vital intelligence, and they have a deadline. If Ogmund is allowed to rise in rank, his high authority in the Judiciary will make it almost impossible for Severin to bring his testimony to bear against him. The Game Master rewards the group with (1) Scar each, one for Ramiel tracking down the person of interest and one for Dido interrogating the Assessor. They set out to reach the safe house, onwards in the direction of Justitian. Closer to their target.

INFAMY

Every action causes a reaction, and just as characters' deeds imprint themselves on their lives, fulfilling their group's Alignments will similarly leave traces on the community around them. The Infamy rating represents how far the group's influence has reached, and how well known they are. Infamy ranges from (0) to (6), with the rating increasing based on the Scars that the group spends.

Every time a character uses a Scar from the group's pool, it contributes towards the group's next Infamy rating. Each Infamy rating has a threshold in Scars equal to 10 x its rating: the group automatically advances to the next rating after the number of Scars used exceeds its threshold. After each rating increase, the contributions are reset to (0) and must be built up again by using Scars.

For example, a group has been adventuring for some time and has reached its first Infamy rating. They are now nearing the conclusion of their next scenario, and have used (16) Scars since their last rating increase. After the climactic final battle, it increases to (21) - and their Infamy rises to (2), resetting the contributions to (0). They will need to use (30) more Scars to reach the next level.

Group's Infamy rating (0) to (6)

Infamy increases after 10 x next rating Scars used

Contributions reset after each rating increase

As Infamy grows the group's identity becomes more clearly defined and people begin to recognise them for what they've done in the past, whether such associations are for good or evil. If the group has chosen a name for themselves, their title is whispered in back alleys or toasted in taprooms, and if they haven't then the people will choose one for them. The group's influence begins to open doors, their words and actions carrying more weight. When acting towards their Alignment, anyone in the group may spend (2) Scars to add their Infamy rating to one of their Backgrounds, representing them using the tales of their past actions to their benefit.

The only way for a group's Infamy to decrease after it has been built up is a disastrous and public failure, such as being completely vanquished by an enemy or making a fool of themselves in the pursuit of a goal, or by laying low for months to years depending how high the group's rating is.

Spend (2) Scars to add Infamy to Background

REPERCUSSIONS

The higher the Infamy of a group the more their actions resonate through the world, and the more powerful the figures that turn their attention on them - for better or for worse.

I. BACKWATER HEROES: The group has touched the souls of a few scattered individuals, but their fame hasn't extended much further than a handful of hamlets dotted around their area of operation. A barkeep might let them know of an opportunity to make some money, and a few of their admirers will let them sleep in a barn for the night. They have irritated some minor players in the game of politics, and if they continue they will face the consequences.

II. LOCAL CELEBRITIES: People all around the area have heard rumors of the group. The mayor calls them in for business, or when he needs some dirty work done for cheap. Guesthouses offer them free rooms, and someone will always offer to buy them a drink. At least one low ranking (Rank < 3) enemy is looking to hunt them down.

III. COMMON KNOWLEDGE: The group has made a name for itself around an entire region, with people in several large villages discussing their exploits and sharing opinions about them. At least one Cult has taken notice of them, and a mid-ranking member of it has decided to take direct action, whether positive or negative. The group struggles to stay incognito unless they make a small effort to disguise themselves and cover their tracks.

IV. PUBLIC ENTITY: There's no escape from it now; the group has made such a name for themselves that the major cities in a single Culture are ablaze with discussion over their actions. Brawls erupt in bars over disagreements on whether the group are heroes acting for the good of the people, or villains who deserve to be put to death. Several Cults have their eyes on the group, watching them closely to determine whether they will act for or against them. The group has been in touch with operatives working on behalf of the Cults, trying to sway them one way or the other.

V. STRATEGICALLY SIGNIFICANT: The group has grown so influential that the Cults are forced to consider their actions in their plans, no matter how far reaching. The groups' name is spoken in pubs from Hybrispania to the Balkhan, and it is almost impossible for them to travel without being recognised by one of their admirers - or one of the people targeting them. They have already had to fight off assassins sent from Cults hostile to them, and there will surely be more on the way.

VI. LEGENDARY: The name of the group has become synonymous with good or evil. Children listen to stories about the group, whether it's heroic tales to lull them to sleep or terrifying ones to scare them back to bed. Cult leaders directly ask for favors, and make humble requests that the group carry out certain tasks. An entire task force has been assembled from a Cult that they have wronged with one goal - bring the group down.



REALIGNMENT

Once a group reaches the climax at the end of their campaign and fulfills the purpose of their Alignment, they will need to redefine their common values if they wish to remain together. A group dead set on establishing a new ideology (Ambition) can eventually become a group that is driven by defending their own faith (Dogma). A group who brings the main villain of the story to justice and achieves redemption (Revenge) can bond through their shared struggles and become a tight-knit team bound by friendship and trust (Loyalty).

When a group reaches the conclusion of its Alignment the Scars pool is emptied. Any Scars remaining in the pool are counted towards the group's next Infamy rating and must be refilled by choosing and following another Alignment. The group's new Alignment can remain the same, but the Scars pool will still be reset.

After an Alignment is completed, Scars pool is emptied

All Scars contribute towards next Infamy rating

Can be refilled by working towards another Alignment

If the group cannot come to an agreement then they will naturally begin to drift apart as their individual needs take priority over those of the group. Some of the members may find that they naturally gravitate towards a new direction, while other characters find themselves moving out of Alignment. In this case, it is best to allow new characters to join the group. However, as members leave the party its integrity will be called into question and its reputation falters. Whenever a character leaves a group or dies, its Infamy score decreases by (1) point.

Infamy decreases by (1) when a character leaves or dies



RESOLUTION

High noon. The trio composed of Judge, Apocalyptic, and Jehammedan are approaching the grand finale of the story. Throughout their adventures across the Protectorate they have been able to secure a document containing evidence that Severin's old squad was lured into a trap. The paper outlines Ogmund's ambitions to kill Severin's long time mentor Alhaus and take his position in line for promotion to High Judge. The disastrous mission that left the grotesque scar on Severin's face was nothing but a ruse, an act of greed, orchestrated by the ambitions of a corrupt Executioner.

Alongside this they have secured a recorded radio transmission from Ogmund to one of his operatives which holds an admission that he is behind the destruction of Dido's Flock. It was an act of vengeance against Dido's mother, who refused to participate in a deal she struck with Ogmund to assassinate Alhaus on a different occasion. Now, time is running short. The group reaches Justitian on the day of Ogmund's appointment to High Judge.

Throwing their last savings together they seek the help of Wortmann the Heathen, a razor sharp Arbiter working in Downtown, to stop the ceremony before it's too late. With Wortmann as a guide they receive access to Uptown, bursting into Judgement Hall just as the appointment is taking place. Together they dash past the assembly and boldly present their evidence to the Senates, Wortmann's keen intellect catching the Judiciary's attention even as Ogmund bristles with rage before them. Examining the evidence, the Senates call for the Executioner to be stripped of his rank and placed under arrest in the Cleft until trial. Effective immediately.

But Ogmund doesn't come quietly. He wrestles himself free, prompting a chase through Judgement Alley and across Calendar Square that reaches its showdown at the very edge of the Uptown plateau, looming over the teeming Forecourt sixty meters below. Ogmund is a powerful fighter and he will not be stopped easily. He is able to kill a man with a single swing of his Judgement hammer alone, and Uptown is his turf. He knows every way in and out -



this will be the hour of the reckoning for the group.

The wayward Executioner makes it through the security barrier and boards an empty elevator platform, shaking off the pursuers and leaving only the characters to stop him. The group is exhausted from their mad dash through the city, and their Ego pools are depleted. Throughout the campaign the trio has collected a large pool of Scars from completing their milestones. Each of them draws points from the pool, replenishing their Ego and giving them an edge in the conflict. The group can only hope that they are prepared to finally take revenge, as they charge towards the object of their hatred.

Ogmund is a formidable foe and Severin, Dido, and Ramiel are faced with the full brunt of his fury. The Executioner deals murderous blows, beating them down and crushing their spirits. Severin and Ogmund's hammers smash against one another, locked together. The Executioner stands with his back to the edge of the elevator - there is only one chance. Severin lunges forward, adding (2) Triggers to his roll from the Scars pool, and pushes Ogmund over the edge of the platform, sending him tumbling down to the ground. A moment passes in silence. Victory. They have succeeded, they each have avenged their fallen comrades, family, or home, and the last battle is won.

As the dust settles and the aftermath plays out, the group has reached the goal of their Alignment. The remaining Scars pool is emptied and counted towards Infamy, bringing their total used Scars up to (17) - enough to acquire their first Infamy point. While they are not known far and wide for their actions, their intrusion into the Senates has been noted, and the Judiciary will be keeping a close eye on them in the weeks and months to come.

As the common enemy that once united them is dealt with, their longing for justice has been fulfilled and the burning in their souls has been doused. However, throughout their journey they developed mutual respect and admiration for each other that is far stronger than previous Cult differences. Now is the time to find a new direction to stay allied, or continue on separate paths.

UNITED AS ONE

Spitalians cross into the Balkhan assembled into Famulancer Corps, burning down Dushani spore fields and shattering their elegantly crafted sound fields. Packs of Orgiastics march into the Frankan swamp, bidenhanders at the ready and scalps coated in Elysian oils, pushing back at the scourge of the Demiurge. Hellvetic Divisions operate in secrecy to thwart the communications network of the Marauder Triglaw, and his unit of collaborators.

Desperate times call for desperate measures. While all Cult members will inevitably have to cooperate with those outside of their own organizations, Cult collectives are assembled purely from a single Cult, united in pursuit of a unified goal, sharing the same ideology and principles. Groups composed of a single Cult are built up in the same way as any other: tying together Legacies, creating a common history, and defining an Alignment to follow. Similarly, they collect Scars and Infamy just like any mixed group. In addition, they gain advantages that are inaccessible by those who are not united by one symbol.

COOPERATION

When a group is made up of individuals from a single Cult, they all share the same training, belief system, prejudices, and worldview, as well as the same basic impulses that were drilled into their heads as recruits or children. When such a group is assembled to accomplish a task, they are able to easily assist and shore up any weaknesses in their comrades' techniques.

When aiding a fellow Cult member on an Action roll, each success by the assistant adds +2D to their comrade's roll, instead of the normal +1D.

CULT COLLECTIVES:

+2D per Trigger on assisted Action rolls

REPUTATION

With the backing of a single Cult, a homogenous group finds that their Infamy both brings them more benefits and begins to grow faster, their reputation spreading through the inner circles of the organization they belong to. Whenever a member of such a uniform group uses his Resources to acquire an item, his Background score is increased by the group's Infamy score to a limit of (6). Furthermore, each new point of Infamy has a threshold of only 8 x its rating in Scars.

CULT COLLECTIVE INFAMY:

Resource Background increased by Infamy (Max (6))

Infamy increases after 8 x next rating Scars used



CULT COLLECTIVES

All Cults utilize special units to get stuff done. Whether such teams are assembled by higher ups or they come together through a shared Alignment, a collective composed of a single Cult is always a force to be reckoned with. Once such a group generates enough momentum through amassing Infamy, their size and membership can quickly spin out of control. One of the best examples for a vast and infamous organization that started from a tiny nucleus is the Cartel, the largest conglomerate of criminal Scrappers in the Protectorate. Not every collective needs to amass size to become legendary, though: the Bear Brothers, notorious Scrapper outlaws who've terrorized the wastelands of Northern Borca, were only ever composed of three individuals.

In most cases collectives are highly skilled forces, with members joining in to complement the group's particular set of skills. Anything is possible, from a Squad of Protectors looking to cement their name in the Clan Wars raging on the brink of the Protectorate to a group composed entirely of tribal Champions on a quest for revenge. A Cult collective will often have an easier time finding the right Alignment and sticking together long after their goals are accomplished.

CORPS

A Spitalian Corps is often formed for research tasks and usually consists of mostly Famulancers, venturing into contested areas to give an Epigeneticist or Pharmacist the protection they need while they harvest gene sequences or herbs. The term is equally used to describe a unit of mo-

bilized Preservists. Such collectives follow Alignments of loyalty, ambition, or dogma, venturing into untamed lands to bring medicine to humanity - by force.

- A platoon would draw too much attention from the Scourgers. What's needed: four combat trained Famulancers led by a Preservist. The Corps must make a stealth run through the swamps north of Montpellier and avoid Anubians, Pheromancers, and drones alike so they can bring their top secret cargo back to Cremant. They are held together with hardened chains of destiny, knowing full well what Charcutier, their backer, expects from them.

- Three Famulancers were left stranded in Pollen when their platoon was ambushed by a horde of raging Pandorians. Chance has thrust the trio of Spitalians into a frozen hell together, but they can at least rely on each other. They know the drill. Now all they have to do is make it through this damn tundra and reach Danzig in two weeks time with the last of their reserves.



CELL

Cells of Chroniclers operate independently from the Cluster after receiving their initial operational parameters. Consisting of at least one "Interaction unit", the most socially able member, and several "Technical units" dedicated to overcoming challenges or leading hacks into enemy systems, Chronicler Cells are typically motivated by their ambition to restart the Stream, or destined to follow the path of those Agents who came before them.

- Ambition drives the Cell composed of several Agents venturing with a Mediator to an abandoned Dispenser in the Balkhan. Intel says the Paler guardians have left it - mostly - abandoned. They plan to extract a bubble of Static Stream from its databanks and return triumphant to the Central Cluster.

- Dirty work. No traces. Nothing may lead back to the Chroniclers after the assassination of the high ranking target. The Shutters have been cut off from the Cluster's communication systems in case the mission backfires. They must operate alone and under the cloak of the night, but their loyalty glues them together into a single unit. They won't stop until they've reached their objective.



DIVISION

Only assembled in dire circumstances, a Division of Hellvetics presents a truly terrifying level of firepower to anyone who opposes them - at the cost of a severe drain on ammunition. Divisions often rely on the sheer intimidation inspired by the sight of several Harnesses charging a position. Hellvetics have loyalty beaten into their heads from the day they join the Cult, and as such this is a common Alignment, but destiny and dogma often call on them in the form of orders from their superior officers and a near religious devotion to the Doctrine.

- The rocky cliff hanging over the town might have once protected it from the weather, but as the rain chips away at the surface and weakens the face it turns into a disaster waiting to happen. The Genie must work quickly with his Division of Sentinels to construct a bridge big enough to evacuate the villagers over the ravine surrounding their home, before they're crushed by the coming avalanche.

- Eyes on the horizon. Scan for targets. Trailblazer at the ready. Maintain separation. Protect the Division. There are nine of them out in the wastes beyond Siege, hunting Cockroaches; six Protectors, three Grenadiers. At first glance, they seem to be one unit. However, to the Grenadiers it may as well just be the three of them - no one but another Hellvetic can be trusted.



SQUAD

Squads come in varying sizes, from three patrolling Protectors deployed in Justitian's Downtown accompanied by Advocates ensuring the Codex is upheld, to cavalry brigades manned in chapters of dozens, striking down against encroaching Clans from the South. When Squads are formed, they establish justice and create law and order. The Advocates contribute their keen intellect and legal knowledge to provide direction and justification, while the Protectors give the Squad its endurance and strength, striking down anyone who would stand in their way.

- Assault. Robbery. Vandalism. Murder. There is nothing these Protectors haven't seen, stuck down in the hell that goes by the name of "Downtown." Each of them has been faced with death countless times, and the only thing that has kept them all alive this long is the comrades standing by their side. Not even the most fearsome criminal could tear this Squad apart - their loyalty to each other will never falter.

- The fools never stood a chance. The Advocate had wrapped the new law so tight in obscure language and legal loopholes that it would take years to unravel its true nature, and the Protector standing at his side, holding his hammer at the ready, wasn't going to give the citizens of this enclave the time to pick it apart. Their mayor signed his acceptance of the new Codex Addenda, thereby signing away the ownership of his own people - even if he didn't know it yet.

COTERIE

By far the most variable of the collectives, Coteries are assembled from single Clans for an endless variety of reasons. A group of Pneumancers load their Pneumo Hammers with burning coal to take revenge on the Mechans who themselves spread out to convert more and more primitive tribes to their dogmatic worship. Meanwhile, Phosphorites rise to read omens in the burning glare of their prophetic phosphorus burners and set out to destroy their enemies. Coteries can have any Alignment, but lower Tech Level Clans are likely to be motivated by dogma or destiny, and the ambition to increase their Clan's influence.

- The Pheromancers have taken everything, tearing apart the heart of Franka - and the Resistance won't stand idly by and take it any longer. They dive deep into the swamps, burning down termite hives and detonating bombs in spore fields. There are only two options: they finally get their revenge, or they fight until there are none of them left.

- The White Eagle soars high above them all. The Coterie of Voivodules can all trace their lineage back through generations to the early founders of their people, and they each take comfort in such noble heritage. Kinship is the most important thing of all to a Voivodule. As such, when their grandfather called them all to undertake one final task before he passed on to the great beyond, all of their petty differences and squabbles were forgotten in an instant. They will fulfill his request, and soar above the mountains.

MOB

European Scrappers are solitary by nature, but if angered will assemble into a vicious Mob in no time. Rarely do they come together to make a change in the world, but if they face a threat, chance and revenge become common Alignments. African Scrappers, by comparison, are a far more social lot, rarely ever leaving settlements except in large groups. Despite their differences, all Scrappers are galvanized by the dream of that one big find, the ambition to hit a motherload and become legendary—or tear down those who stole such an opportunity from them.

- "A rusty pistol, with a snapped firing pin? 5 Drafts, to the Crows, 15 if accompanied by some tale of heroism by a Guerrero in the face of death. An engraved scimitar, from some Jehammedan runt? That'll get 50 Dinars off a Neolibyan looking for some false glory. What's that? A Scourger's mask? Wipe off the bloodstains and we'll get a few hundred, easy! It's not as if his corpse can wear it anyway!" War has made the pockets of these Dirt Diggers overflow with riches.

- The Neolibyan is loud, his voice rising like a whining motor over the thunderous sound of scrap being torn apart and repurposed. The Mob keeps their head down, meekly playing along to their employer's commands, working their fingers to the bone to process the hundreds of tons of metal and technology that pass through the scrapyard every week. However, they always take their toll—not all of the artifacts they handle reach the Neolibyan.

LEAGUE

A Neolibyan on his own is a magnificent figure, able to change the course of entire Cultures with the flow of nothing more than his wealth—but a League of Neolibyans can shake the entire world to its core. Neolibyans assemble when they have found an incredible and untapped well of potential, too large for one man's ambition alone, or when the true guiding force in the world - the Foundation spoken of by the Libyan - needs to be introduced to dangerous and uncharted lands.

- Concessions in Hybrispania are always a risky investment, the possibility of a local uprising or an attack by Guerreros leaves many of the available areas languishing in the pool of undesirable concessions. As such, this League has taken a different approach; a foursome of Merchants pooling their knowledge, and resources, to forcibly drag this patch of dirt back in line.

- Their engraved rifles drew gasps as each one of them strode into that Romano bar, back on the coast of Purgare. The three Great Hunters were wary of the competition at first, but as they bragged about their previous kills over glasses of the finest distillate in Roma, they realized that this chance meeting was an opportunity. Each of them alone was skilled enough to bring down a Psychokinetic - what glory would the three of them together accomplish?

PRIDE

The Lion roars. His breath is fire, and his growl is thunder. Where he walks, terror reigns. Scourgers are the embodiment of the Lion, forming into a Pride from the moment

they step foot in the land of the Crow. Whether it's at the request of a Neolibyan sponsor, or simply on their own impulse to gather honor and deliver retribution upon the northern invaders, the Pride is strong together. In Africa the Pride takes on a different role. They are all part of maintaining the spiritual masculinity of the continent, acting as iconic symbols for the people and mediating with the spirit realm. As such, they often follow dogmatic Alignments in Africa, and more ambitious or revenge-focused ones in Europe.

- To the Hellvetics in Genoa, the Neolibyans clamouring for favorable trade arrangements and concessions seem to be nothing more than arrogant and opulent fools desperate to line their pockets with even more wealth. They're not wrong, but the Pride must swallow their opinions and assist their African comrades—the Hellvetics will only respect those who can back up their words with strength, and will only negotiate with the Scourgers. The Neolibyans might hate it, but they'll hold their tongue if it turns a profit.

- The spirits near the small settlement in Africa are in distress, and a Pride has been assembled to discover and eliminate the disturbance. They find heavy tracks in a forest nearby, so massive that the source could only be an elephant—or a Machine Man. Preparing themselves for a difficult and deadly confrontation, the Pride sets out to bring the AMSUMO down and restore the balance of nature.



CIRCLE

Anubian Circles form in a similar structure to those around their navels: the higher the rank, the closer to the center. Circles tend to act like tiered organizations, with a hierarchy based on how many marks are left on each members' body, although smaller groups tend to consist of the same rank. Circles of low ranking Anubians often travel through Africa bringing at least one Healer to catalyze the Duat fruit, delivering healing to entire villages in a day and then leaving, while high ranking Anubians devote themselves to unravelling the mysteries of the Primer - or carrying out plans only they comprehend.

- They each felt their hearts start to burn three days ago, signaling the approach of another Psychokinetic. The Sickles prepared themselves, sharpening their Khopeshes and honing their skills, before venturing out into the slag deserts of Purgare. Three more days passed, and they returned to toss the lifeless head of the Hylikoi at the feet of the mayor. "Your town is saved," one of them says, "where is our payment?"

- They drift among the people of Qabis like wraiths, whispering rumors into the ears of the people. The Spitalians take children from their parents. The Spitalians are conducting dangerous experiments that could kill you all. The Spitalians are trying to enrage the ancestors. The Spitalians... There is never a concrete description of the strange figures sowing the seeds of distrust and anger in the people of the city, but there is one consistent feature - the three pale circles emblazoned on their stomachs.



HOST

The nucleus of the Jehammedan Cult is the Host—family members breaking off from the tribe to spread the words of the Last Prophet and carry his ideas into the lands of the heathen. Hosts can be composed of any type of followers, both those born into the Cult as well as fresh converts. Such groups act as missionaries, settlers, scouts, and war parties - vanguards heralding the arrival of Jehammed in unclaimed territories. Hosts are held together by loyalty and dogma, while some are chosen by an Iconide to carry out tasks in the name of the Last Prophet and fulfill their destiny.

- The pastures are green and the fields ripe with good soil. The people of this land need guidance and a strict hand watching over them. The Shepherd and his Host will settle here and spread the word of Jehammed, inviting the sheep into their tents and offering them a path toward redemption. Soon, the banners of the Ram will mark this territory.

- The Iconide called out the names of the Swords of Jehammed who will cross the waters of the Adriatic Basin and claim the heads of the fishermen that have sullied the peace treaty. They're sent on a crusade of vengeance and fury, and the Last Prophet will guide them to their targets—for blood can only be repaid with blood.



FLOCK

When Apocalyptics gather chaos follows in their wake. A Flock cares little for anything beyond immediate gain, whether it comes from Burn, gambling, violence, or darker pursuits. However, Flocks are fiendishly loyal towards

their own, knowing full well that their brothers and sisters are the only ones they can turn to in times of need. Sometimes, members will break off from the main collective to form Flocks of their own, especially when the nest is becoming too small, or business opportunities arise. Flocks are motivated by their own twisted dogma, driven by ambition to acquire power, or compelled to act upon the destiny laid out by the Apocalyptic Tarot.

- The Raven gave the instructions. The Chroniclers wanted a high ranking Hellvetic in Bergamo assassinated for conspiring with the Africans. In and out. In return the Flock would receive a restock of equipment from a Fuse's sanctioned weapons cache nearby. Easy work that would give the Flock an edge over their rivals close by and allow them to put an end to internal Cult squabbles. Owning the bigger gun always pays off.

- The affiliate branch of the Bank of Commerce in Montpellier has fallen far from where it once stood, but it still remains one of the biggest outposts on the southern coast of Franka - and the Flock, made up of Battle Crows and Owls, are going to break in, tear the place up, and get out with as many Dinars as they can carry!



PACK

Anabaptist Packs take two forms, depending on whether they are primarily composed of Orgiastics or Ascetics. Ascetic Packs act as missionaries, spreading the teachings of the Neognosis and healing the tortured lands they claim, making them ready for harvest.

Meanwhile, the Orgiastic groups take the fight to the Demiurge, their faith burning brightly as they tear down the enemies ahead. Brotherhood, common goals, and dogma motivate the Packs into action, but when a Sublime says the word or a Baptist gives an order, then the Pack has been chosen by the Pneuma itself.

- Three Orgiastics, one Furor, a single goal: cross the Apennines, purge a Psychokinetic with fire and steel, and bring back its lightning charged heart to prove themselves worthy. Even as they push through an increasingly twisted and Rift-coated landscape in the slag deserts, their faith will keep them strong.

- So much of the world refuses to be brought into the fold of the Neognosis, but hope has not been lost for these wandering children yet. The Emissary, along with his bodyguard of Orgiastics, ventures out into the heart of Purgare, spreading the bliss of Elysium wherever he strides. Eden is near.



HORDE

Hordes of Palers set out from their bunkers, spreading out across the Balkhan and the other Cultures in the hunt for their sleeping gods, or defending their homes from assaults by the Clans they once harvested food from. Every action of the Horde is motivated by their devotion to the Sleepers and the memetic indoctrination they have been subjected to for centuries—or, if they've broken free and now follow a Sleeper Prophet, loyalty to the one who liberated them.

- The locked vaults in the bunkers opened with a hiss, flickering figures instructing the Palers to take the canisters within and begin to place them in preset locations on the surface above. They obeyed without question, and across the wasteland faces begin to appear on walls each night, along with reports of groups of shadowy figures as pale as a ghost moving silently in the dark.

- The Horde ventured out into the painful light of the surface world for the first time, leaving the safe darkness of their bunker behind. But they were met with nothing but the flashing swords and gunfire of the Balkhani. Many of the Horde were killed, too many, but they've spent long enough licking their wounds - tonight, they take their revenge.

THROW ME TO THE WOLVES
AND I WILL RETURN LEADING
THE PACK.

[SENECA]

WALK THE LINE

To make the most out of the Alignment system the Game Master should try to plan ahead. When developing the campaign, it's important to consider the possible milestones that will allow the characters to collect Scars and rise in Infamy and consider the consequences such a stir would cause. Every time the group fulfills their Alignment the Game Master should talk to the Players about their next steps, and try to understand where they might decide to go from here. If a group decides to alter the course of the campaign and pursue a different goal this will allow the Game Master to start allocating new milestones to seed into their upcoming adventures, and begin to work towards creating a final conflict that the characters will have to face.

Alignments can develop in any direction, and this should be encouraged. As an example: a group of characters might start out as accidental prisoners (Chance), break free from their tormentors and hunt them down (Revenge), develop trust along the way (Loyalty), and finally set out to establish a home base for themselves (Ambition). Each change of Alignment should be marked as the end point of a campaign and the beginning of the next. Using this system the Game Master can jump forward in time between campaigns and set characters up for the next adventure with new Alignments, and adjust how their rise in Infamy has changed how the world around them responds to the group.

FLUIDITY

Alignments aren't static, inflexible categories that must be abided by at all times. A group doesn't have to follow the same path until the end of days, and dramatic events in the story might lead to a sudden shift in Alignment. An unexpected enemy emerging from the shadows and decimating the characters' forces might cause them to abandon their original plans and pursue revenge, while a sudden shift of fate will result in a similarly dramatic change of direction.

STASIS

Not every group will be able to reach their goals. An unstoppable obstacle blocks their path, or an overwhelming opponent stands in their way. If a group is met with a significant failure, the situation is perilous - the characters are left with a simple choice. They can either muster up the rest of their willpower and take the situation head on, or they can take the route most people do; skulk off into irrelevance, forced to remember their failure for the rest of their lives.

MAKE IT COUNT

An Alignment being completed should be a climactic event, and challenge the characters - whether through a dramatic and tense conflict, or a political negotiation fraught with dangerous implications and loopholes. The Players will have their Scars pool emptied after they complete their goal, so they should be encouraged to use them all up in a last blaze of glory.

SHACKLES OF HISTORY

Once they were feared or revered, Cults bent to their whim, opposition crumbled away beneath their ferocious might - and then they gave it up. They left it all behind, and tried to live a peaceful life. But the past never forgets. They'll always be looking over their shoulder. When a character leaves a group, the group's Infamy decreases, but the character is still associated with them in the collective memory of the people: they still experience the effects of the group's Infamy, but they'll have to face it alone.

AIMLESS

Groups don't need to have an Alignment driving them towards a goal all the time. After a campaign ends, or at the very beginning of a new group's journey, they might not have a spark that ignites their curiosity or vengeance yet. The group will find its Alignment soon enough, whether due to the actions of the Game Master putting obstacles and enemies in their way or through the Players' own actions naturally leading to a conclusion. However, a story with no goal is one that will quickly become stale. If the Players show no indication of settling on an Alignment, the Game Master must guide them in the right direction by giving them something to fight for.

PECKING ORDER

Over time, groups will form their own hierarchies. There will be leaders, and there will be followers, and not all of them will agree on the path they're following. Minor disagreements can erupt into fights over the future of the group itself - especially as the Infamy rating ticks higher, and the newfound power and influence feeds into the egos of the characters. Depending on the Players' stance this can be an opportunity to retire characters and bring in new ones that are more in line with the group's Alignment, or it can be a chance to let the Players explore the deep divisions between former allies and play out the aftermath of such a fallout.

TORN APART

As groups begin to rise in Infamy the forces arrayed against them begin to grow both more powerful and more desperate to put a stop to their opposition. The group will start being struck from all sides - and perhaps, even from within. Higher ranking members of the Cults the characters belong to will try and pull the group apart by giving contradictory orders, or demanding near impossible tasks. Cult collectives are even more at risk of this, with groups being officially disbanded and characters sent out on entirely different orders - to stay together the group must struggle against the direction of their very own Cult, setting the stage for internal drama.





CHAPTER 3
SURVIVAL

LIFE LINES

Travel across the shattered remains of Europe and Africa is a dangerous undertaking. Outside of the civilized regions lie vast and malevolent territories. Those who venture off the beaten path are exposed to a hostile environment, unforgiving climes, and meteorological conditions that push individuals to the last of their physical and mental reserves. Resources and supplies are scarce, and if one isn't knowledgeable about the landscape they will end up walking straight into a deathtrap.

Roads that connect the hospitable regions with one another have become the life lines of the modern world, carrying resonant names that make them memorable to wanderers and traders alike. The Hard Path, the Eden Route, the Trade Route to Osman, the Scorched Path, and many others share similar attributes: they are considered to be fortified and safe for travel. Those who dare to go cross country through uncharted areas, however, will enter a world that is no longer under mankind's control. While cities and settlements pool the power of Cults and Clans, out here adventurers are on their own against a grim mother nature that belches forth unimaginable obstacles to grind the brave down to a halt.

As such a traveler must be prepared, if for one reason alone: to survive.

JOURNEY

Movement is a vital part of human existence. Vast territories must be crossed in order to connect the world, to conduct trade, to explore, and ultimately to conquer. In Pollen's frozen north chieftain steers his mammoth westwards, slowly making his way through the endless snow drifts ahead to lead his tribe to their next destination. On the Southern Coast of Franka Koms roar along the Scorched Path, leaving only dead tracks and the blood of their captured enemies behind. Atop a hill a horse neighs impatiently, waiting for the Judge to spur it on towards the murderer they have been tracking for weeks.

TRAVEL SPEED

Whether on foot, mounted on a riding animal, or in a vehicle, a character will travel a maximum number of kilometers per hour. This is his travel speed: an average speed that takes into account the pauses and detours needed for a relatively safe journey.

HUMAN: 5km/h
MOUNT: 5 + Max Speed in km/h
VEHICLE: 10 x Max Speed level in km/h

TRAVEL DISTANCE

A mount will travel 8 times its travel speed per day, and a vehicle will cross a distance determined only by its speed and Petro reserves. However, a human is limited by his endurance, along with the gear he is carrying. A character can travel 5 x (BOD+Stamina - encumbrance penalty) km per day: this is their travel distance.

MOUNT: Travel speed x 8km per day
HUMAN: (BOD+Stamina - encumbrance penalty) x 5km per day

PUSHING THE LIMITS

A Borcan dust storm looms on the horizon, challenging a pack of Orgiastics to reach the safety of faraway Liqua before the choking red haze catches up to them. A Scourger pushes his body to its absolute limit as he runs across the plains of Africa to deliver a message requesting reinforcements for his pack. Whenever a character has to move faster or travel further than their travel speed or distance in a single day, they must push their limits.

- When on foot, a character may increase the distance they travel in a day by spending Ego Points at a rate of (3) Points per additional (5) km, and may increase their travel speed by spending (5) Ego Points to increase their speed for the rest of the day by (1) km/h. If the Ego of the traveler drops to (0), he may keep walking, but he will lose (1) Flesh Wound for every kilometer.

- On a mount, the animal spends (2) Ego for (10) km distance, or (4) Ego to increase its speed level by one increment. If the Ego of the animal drops to (0), every additional kilometer it is forced to walk will cause (1) Trauma Damage, until it reaches its limit and keels over from overheating - lacking, human ability to sweat it out.

- Vehicles cannot have their travel distance increased, but every machine can be forced to operate above its safe margin: by spending (3) Body Points per hour traveled, they can increase their speed level by one increment. If they run out of Body Points their internal components begin to break down, bolts shaking from their holes, pistons falling out of alignment from vibrations, or engine oil boiling away - every kilometer traveled past this point causes (1) Point of Structure Damage.



ON FOOT: (3) Ego for (5) km distance, (5) Ego for (1) km/h speed, (1) Flesh Wound per km over limit

MOUNTED: (2) Ego for (10) km distance, (4) Ego for one speed level, (1) Trauma per km over limit

VEHICLE: (3) Body Points for one speed level, (1) Structure Damage per km over limit

EXAMPLE: Piotr the Famulancer has been ordered by his superiors to spend the day evaluating the health of a small Provider village in the Rubble, about 25 km to the south of Justitian. He finishes his checks in the mid afternoon and decides to return to the city - he needs to report back to the Office of Hygienics the same day. His BOD+Stamina is (6), but he has an encumbrance penalty of -2D from hauling his analysis gear around. His travel distance is (6 - 2) x 5 = 20km. If he wants to make it back, he'll have to hurry. In order to add 5 km to his travel distance, he will have to spend (3) Ego, increasing his distance to 25 km. He also spends (5) Ego to increase his travel speed to 6 km/h, ensuring that he'll get back in a little over 4 hours - hopefully enough time to report to his superiors.

DIFFICULT TERRAIN

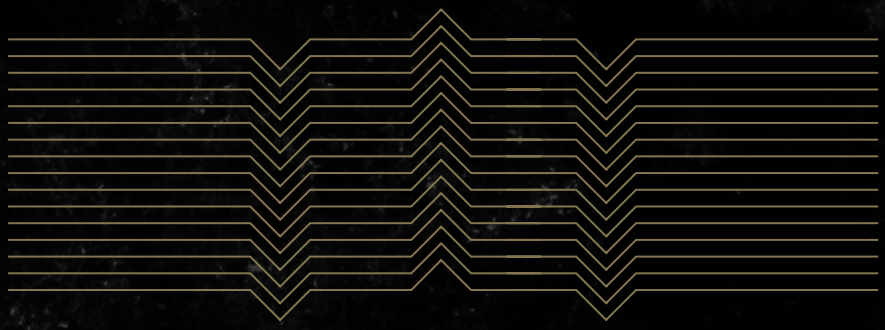
Trudging through snow drifts without proper equipment or atop a towering mammoth will turn even the shortest trip into an arduous hike. When the terrain is hard to cross, be it a mountain pass or dense jungle, all travel speeds are halved and the distance crossed is considered double for the purposes of determining travel distance.

- Some of these problems can be overcome by using appropriate equipment: a successful roll of INS+Survival (2) will provide hints on how to handle most environments.
- In other situations it is impossible to avoid the lowered speed: even with climbing gear it is impossible to scale a vertical face as fast as walking across a flat plain. Examples of difficult terrains include sand, snow, jungle, marshes, swamps, and mountains.

Movement in difficult terrain counts twice toward travel distance

Travel speed is halved through difficult terrain

INS+Survival (2) in order to know how to deal with it (if possible)



REST AND RECUPERATION

Walking through the desert day and night, standing watch on an alpine pass, shivering in fear of encountering a Demagogue in the dark, all of these conditions take their toll on the human mind. It is little wonder then that preventing someone from sleep has been a torture method for millenia. The consequences of sleep deprivation range from simple irritability to heart disease and hallucinations, or even death in a few rare cases. More often, the body will take matters into its own hands and plunge its owner unwillingly into the depths of sleep, a consequence which can be deadly in its own way.

NATURAL LIMITS

Not everyone has the same needs when it comes to sleep. Some characters can keep functioning at their normal capacity long after others have succumbed to slumber. Every character can stay awake for at least 24 + (BOD+Stamina or PSY+Faith/Willpower, whichever is lower) hours without needing sleep and without any penalties. Any sleep that the character does achieve will refill their time awake by a quarter of their natural limit per hour.

A character can stay awake without penalty for 24 + (lower of BOD+Stamina or PSY+Faith/Willpower) hours

Sleep taken during this time will refill their time awake by a quarter of their limit per hour

PRESERVERANCE

After the character exceeds his natural limit, his body begins to feel the strain from his continued activity. His eyelids start to grow heavy, his careful watch is interrupted by a yawn, and his thoughts start to drift out of focus. He can still continue and, with a bit of focus, still act as normal, but he takes a -1D penalty to all Actions and must spend (1) Ego per hour to remain awake, or else he will immediately fall asleep.

ABOVE THE NATURAL LIMIT:
Spend (1) Ego per hour,
-1D penalty

EXHAUSTION

As soon as the character reaches (6) hours above their natural limit, their body starts to succumb to sleep. It becomes harder to accomplish any tasks, be they intellectual or physical, as deep slumber claws at their mind. After reaching this point every hour spent awake costs an additional point of Ego to remain conscious, starting from the 7th hour above the natural limit, and the penalty to all Actions rises to -2D.

When the Ego pool drops to (0), or there are no longer enough Ego Points in the pool to pay the cost to stay awake, the character inevitably falls unconscious. As long as the character is not woken up by an outside source for two hours, they will recover (1) Ego Point during their slumber.

After (6) hours past the natural limit, each hour costs (1) additional Ego Point, -2D penalty

When Ego pool reaches (0) or the cost cannot be paid, character falls unconscious

Regenerates (1) Ego during sleep

MALUS POOLS

Penalties in KatharSys are added together when several conditions act in tandem to worsen a situation even more, such as a lack of available light within a thick mist. However, there is a maximum level of penalty for any given type of environmental conditions. Some of these types can be united under a common term with common rules. Two examples of this are introduced here: the Vision Malus pool and the Discomfort Malus pool.

Vision type malus cannot exceed -4D

DISCOMFORT MALUS

Discomfort is a blanket term for conditions that can be overcome using willpower alone. Discomforts can be many things, but the most common causes are hunger, thirst, and the environment. The Game Master may define additional Discomforts which will also contribute to the Discomfort pool, but like the Vision pool there is a limit of -4D overall.

A character suffering from a Discomfort may roll a Mental Defense (PSY+Faith/Willpower) once per day to determine how well he can handle the situation. Each Success will negate 1D of Discomfort penalty for the day, Triggers counting twice. The result of this roll applies to all Discomforts that are accumulated later on in the day. Finally, when focusing before an important Action, the character may spend up to (3) Ego Points to negate 1D of Discomfort per Point for one roll.

Discomfort type malus cannot exceed -4D

Once per day, the character is allowed a Mental Defense roll

Every Success negates 1D of Discomfort for the day (Triggers count twice)

A character may spend up to (3) Ego Points before a roll to negate 1D of Discomfort per Point

FOOD AND WATER

Without proper supplies of food and water any creature will eventually die, but the process will be extensively slow and painful. The first symptoms appear in a state of catabolysis: the body begins to consume its own fat reserves and breaks down muscle tissue. Ironically, this metabolic disintegration also leads to sensations of hunger and thirst disappearing. Starvation can take weeks before ultimately resulting in death. Dehydration, on the other hand, will kill within days.

HUNGER AND THIRST

Anyone skipping food for a day will begin to feel cramps and hunger. Without water, thirst will set in within a matter of hours, and headaches will occur after a day. These are just warning signs: the body isn't damaged yet. Every day without food or without water inflicts a Discomfort penalty of -1D on the character.

-1D Discomfort per day without food, -1D Discomfort per day without water

EXAMPLE: After weeks of aimless wandering through the Stukov Desert, Malware has gone through all of the food reserves the Cluster provided. On the first day she doesn't eat. On the second day she must roll a Mental Defense to fight her Discomfort, achieving (1) Success: enough to ignore the -1D penalty she would suffer otherwise. She takes her last sip of water to wet her parched throat.

On the third day she rolls to resist Discomfort again, managing to collect (2) Successes. She'll suffer -1D on all Actions during this day: -2D from two days without food, -1D from one day without water, and two Discomfort dice negated by her Mental Defense roll. On the fourth day, she rolls once more, gaining a meager (1) Success. She now suffers a penalty of -3D, due to the -3D from the three days without food and the -2D without water reaching the maximum Discomfort penalty of -4D, and 1D negated by her Mental Defense.

STARVATION AND DEHYDRATION

The real threat of a lack of food and water lies beyond simple sensations. Once a body is cast into starvation the stomach ceases to send signals to the brain: the cravings for food and water will suddenly stop, leading many to ignore the impending severity of their situation. Dehy-

dration is a far more painful experience, as the sensations remain until the throat closes up and the heart stops. Every two days without water, and every two weeks without food, the character loses (1) point of the BOD Attribute. In the event that his BOD score reaches (0), he will die. As soon as the first point is lost from starvation, penalties from hunger and thirst disappear, but dehydration penalties remain until death.

Every 2 weeks without food (-1) BOD

Discomfort penalties from hunger and thirst stop

Every 2 days without water (-1) BOD

(0) BOD leads to death

EXAMPLE: Malware drops to her knees before the Stukov Nomad watering hole, cupping the water with her hands as she shovels it into her mouth, caring little for the risk of infection from the dirty well. With few other options, and a flask cut open by the guard who stood in her way, she decides to hold out until someone else comes by. It has been a full two weeks since she ate her last ration, and her body is starting to catabolize itself: she loses (1) point of her BOD Attribute. She only had (2) points to begin with, meaning that if she can't find any food in the next two weeks she will lose her last point of BOD and face a pathetic death in the depths of the salt desert. However, she no longer feels the hunger or thirst, and is no longer affected by the Discomfort penalties. Her eyes drift over to the body of the guard whose throat she slit. Desperate times call for desperate measures...

REINVIGORATION

While a day of catching up on food and water will eliminate the penalties from hunger and thirst, starvation and dehydration cannot be so easily recovered from. After the first point of BOD is lost from either a lack of food or water, the days become cumulative - if a character starves for 9 days, and then eats on the 10th, he has simply delayed his next point of BOD being lost by one day. The damage caused by starvation and dehydration is massive and systemic: the organism needs time to adjust to regular food and water intake in order to heal properly. After a month with access to regular food and water, a character who has undergone these vast deprivations may begin to buy the lost points of BOD back at half of their original Experience cost.

A month of rest with normal food and water

BOD points lost can be bought with half the normal XP cost

POTENTIAL: ASCETICISM

Some characters have learned to control their own bodily functions in unimaginable ways. Using the expanded rules for Food and Water, the Asceticism Potential cancels (1) level of Discomfort caused by hunger or thirst penalties. Furthermore, the time of starvation required to lose a point of BOD is increased by 1 week per Potential level.

ASCETICISM: Cancel (1) level of Discomfort caused by hunger or thirst

Time until BOD point loss from starvation increased by 1 week per Potential level

WEATHER AND CLIMATE

The world survived the cataclysmic Eshaton, but its climate has been irreparably altered. What is left is a landscape battered by the elements: Borca is covered by dust storms sweeping from the impact craters, while the Ice Barrier slowly devours Pollen from the north. The Balkhan suffers from its tormenting seasonal shifts between unbearably hot summers to the crushing chill of the winter months. Franka has become a vast, nearly impenetrable marsh that drowns the surrounding countryside in a damp mist. Those who could not adapt to this warped world died long ago, but mother nature remains prepared to catch any reckless or foolish adventurer and crush them beneath the unstoppable force of her weather.

COLD AND POLAR

The Pollner's spade clangs as it hits the ground. The soil is as hard as basalt and his body aches from all the scars he has accumulated in his long life. There is no other choice but to keep on going: without a good harvest his Clan won't last for another month. His breath rises like white fumes in the bitter cold. Old habits kick in and without a second thought he reaches for the goatskin tied to his belt. Only Bion will fuel his heart and warm his limbs to keep trudging in this frozen hellscape.

In cold conditions, a character with regular clothes suffers -1D of Discomfort. Additionally, due to the difficult conditions and the bodily effort required to stay warm, he will not naturally regenerate Ego Points in the freezing en-



vironment. In polar conditions, such as those experienced in proximity to the Ice Barrier, he loses (1) Ego Point every day, and the Discomfort penalty rises to -2D.

COLD: Discomfort -1D, No natural Ego Point regeneration
POLAR: Discomfort -2D, Lose (1) Ego per day

HEAT

Aresnios' clothes are soaking wet. Peering through the moist jungle from his vantage point, the young Guerrero tries to ignore the heat and damp, but the sweat droplets keep stinging his eyes and blur his vision. Rivulets of liquid slowly trickle down his back, gluing his skin to his clothes. His only hope left is that his rifle won't jam when the Scourger patrols appear.

While not a danger in itself, hot weather is a source of Discomfort. Depending on the temperature, it will cause a -1D penalty in environments such as Hybrispania's dense jungles or Africa's outback, or -2D in searing hot places such as Corpse or the slag deserts of Western Purgare.

HOT: Discomfort penalty of -1D to -2D

FOG

The ancestors whisper insistently in his ear: Bakalu's hunt is almost over. He will either kill his prey, or the prey will kill him. This is the true law of nature. The fog is a thick blanket covering the land. Even though it is midday Bakalu can't see further than an arm's length. Hugging the ridgeline of a crater, the Great Hunter keeps his visor focused on the edge of the forest, but his view doesn't yield anything but a greyish blur ahead. If this godforsaken Biokinetic he's been tracking for days were to finally emerge from the haze, he would have nothing but a heartbeat to aim at his target and fire.

While fog is just an inconvenience to sight, it can make the difference between life and death. Depending on the thickness of the mist, the character suffers from a Vision penalty ranging from -1D to -2D.

FOG: Vision -1D to -2D

RAIN

Scrap crunches under Caristo's heavy boots as he steps through the junk he managed to retrieve from his past run into the ruins. As he adjusts his thick red goggles, a few drops of water splash over his bald head. His blood

runs cold as he looks towards the cloudy sky and sees the roiling clouds opening up. In a mad rush, he gathers the haul lying around and stuffs everything he can lift into his carrying rig. His lair is a long way from here, and rain is the mortal enemy of everything metal.

Water dripping into the eyes forces them to squint to peer through the falling rain, and damp clothes begin to weigh heavily on their wearers. A character in a rainfall suffers from a -1D Discomfort penalty, along with a -1D Vision penalty.

RAIN: Discomfort -1D, Vision -1D

WIND

The ocean heaves beneath the speedboats as the Scourgers race towards their target, an unrecognised ganjah passing through the waters of the Mediterranean near the coast, the wind howling around them as they cling to the deck of their boats. Ahead of them, the ship's sails are billowing outwards, the wind carrying it almost as fast as the Petro-guzzling engines of the Scourgers' boats, but with a sound that can be heard even over the distant thunder of the storm the ganjah's sails rip themselves apart. The speedboats close in, circling around the now drifting ship. No more running.

Wind is one of the worst possible conditions: the gusts of air make focusing difficult and actions are obstructed as clothes flap around haphazardly. There are three levels of winds that cause penalties: strong winds, tempests, and storms. Each one makes a character suffer from a -1D to -3D penalty, respectively. Furthermore, while at sea, tempests and storms are both considered difficult terrain.

WIND: -1D to -3D strong winds, tempests, and storms

AT SEA: Tempests and storms turn the water into difficult terrain

SNOW

Young Bowl rubs his hands together, desperately trying to generate some heat. His frustration grows with each step, every movement now an act of torture. The snow clings to his legs like white powder. While his furs protect him from the cold, they also slow his progress in the seemingly endless field of snow before him down to a trudging halt. Moving but ten meters in this blizzard feels like running a mile.

Under a snowfall, a character suffers a Discomfort and Vision penalty of -1D. Additionally, snow or sand covered ground is considered difficult terrain.

SNOWFALL: Discomfort -1D, Vision -1D
SNOW: Difficult terrain

SURVIVAL GEAR

TAGALMAST

Tagalmasts are garments made from thin, flowing, and dark fabrics, although the term is often used to refer to any outfit that helps when crossing the desert. Covering the body with dark fabric is the best way to avoid heat strokes and losing too much water.

Such loose clothes are commonly worn by those passing through West Purgare, acting as a way to both combat the oppressive heat and stave off the worst of the blood-sucking Psychokinetic insect swarms.

◈ Survival Gear

RAINCOAT

Taken separately, rain and wind are already serious hindrances. Together, they are any seafarer's curse. Acquiring a set of windbreaking clothing is a very minor sacrifice for some major comfort.

A Neolibyan Seafarer would never be caught dead in a garment as plain and practical as a raincoat. They struggle to navigate regardless of their discomfort, squinting through the stormy weather while their Scrapper crews look on in amusement, protected by their clothes.

◈ Survival Gear

WINTER FURS

Adventuring into the frozen expanses of Pollen or Borca's northern reaches is tantamount to suicide without the proper protection. Bare fingers become stiff and rigid, lips turn blue and start to crack, and when heat returns to the limbs they are suddenly filled with pain as the blood rushes back in.

The Britoni use seal-skin, while the Garganti make their insulation from mammoth fur, but it's all the same in the end - wrap up warm, or die cold.

◈ Survival Gear



POLARIZED GLASSES

The glass used in these goggles is strange, tinted a dark color and only allowing direct light to pass through. This eliminates the effect of glare and bright lights; a good enough set will even let you stare at the sun without blinking.

While the glasses are no doubt useful for their intended purpose, the Guerreros have found a different niche for the polarized lenses. The twisted light of the Warpage appears as a shimmering haze through the glass, giving them a last-minute warning of the distorted realities inside.

◈ Survival Gear

SNOWSHOES

Lifting snow with every step is like walking with weights hanging off of each foot. Snowshoes increase the surface area of one's footprint, compressing the snow underneath into a solid terrain.

◈ Survival Gear

VEHICLE MODIFICATION: TRACKS

Adapting a vehicle to a specific landscape is an invasive process. When having to travel through very soft ground such as sand or snow, wheels can be a liability as they get stuck in the earth. Both the wheels and their axles have to be replaced with tracks, requiring a large supply of parts for the long customization.

The process takes 5 weeks, every Trigger on the AGI+Crafting or INT+Engineering roll reducing the duration by 1 week to a minimum of 1. Since tracks take more room on the vehicle than wheels, it takes 1 slot to install them. This slot can be retrieved by reinstalling the wheels, done using the same process.

The Scourgers may be irritated by the extensive modifications the Scrappers force them to make to their Koms, but they suffer in silence. Far too many slave hunts in Purgare have abruptly ended in shame due to a vehicle's wheels being trapped in the sand, spinning uselessly as the prey escapes in the distance.

TRACKS:

Snow and sand acts as normal terrain

Takes up 1 slot

Takes 10 x vehicle's Structure kg of same Tech Level scrap





CHAPTER 4
HEALTH

INJURIES AND HEALING

The Cockroach warrior's club slams into Arvek's companion with a meaty thunk, the body slamming into the ground. Shouting with rage, the Anabaptist raises his sword to avenge his fallen friend, the blade swinging around to slip between the rolls of fat covering the Cockroach's muscular chest, but it simply lodges itself against a rib before it can reach the heart. A roar splits the air as the club arcs into flesh once more. Arvek falls as stars fill his eyes before everything fades to black...

When he comes back to his senses, the Cockroach is nowhere to be seen. The Anabaptist wonders for a moment if he has rejoined the Pneuma, but the sudden mind-splitting headache brings him back to reality. Blood covers the ground. He follows the splattered trail, staggering onwards with his heavy blade trailing behind him.

If he cannot find glory in victory, he will at least find it in death.

COMPLICATIONS

When an attacker deals Damage on an Attack roll, they may choose to apply one of a variety of Complications by spending an appropriate number of Triggers. Triggers spent on Complications cannot be used to apply other effects such as special weapon abilities or Damage boosts.

Complications are divided into two distinct categories: Flesh Wound Complications and Trauma Complications. An attack which deals either type of Damage can also cause any Complications of the same type, provided an appropriate number of Triggers are spent.

A character can suffer from multiple instances of the same Complication, however only the one with the highest rating has its effect considered. When the highest rated Complication is removed, the next instance applies.

Complications dealt using Triggers on attacks that deal Damage

Flesh Wounds deal Flesh Wound Complications

Trauma Damage deals Trauma Complication

Multiple instances of the same Complication possible

REMOVING COMPLICATIONS

Complications can be removed from a character in a number of ways. Some Complications, such as Infection or Disorientation, have a set timeframe for their effects or only affect a character once before being removed. Others, like Slow or Rapid Bleed, have special rules for their treatment.

The effects of most Complications end when the character's Flesh Wounds or Trauma have been fully healed, depending on the category suffered, although there are some exceptions specific to certain types.

Complications end when Flesh Wounds or Trauma are healed

Some Complications have special effects

FLESH WOUNDS

DISORIENTATION (1T/RATING)

A character suffering from Disorientation receives a penalty equal to the rating of the Complication afflicting them to their next Action, no matter what it may be. This penalty is removed after the character's next Action. The penalty does not apply to the PSY+Reaction roll to determine Initiative.

INFECTION (1T/RATING)

The wound begins to seep a green pus, black scabs form over pink flesh, pain throbs underneath pale blisters: infection is a devastating consequence of many wounds if left untreated. The Infection Complication represents a lingering risk of infection after being wounded, with the rules for resolving this risk and healing from the infliction represented in their own section.

SLOW BLEED (1T/RATING)

Slow Bleed causes a character to lose (1) point from their BOD Attribute at certain time increments. The rating reflects how often this takes effect: by default one point is lost per hour, and the interval is halved per point of rating to a maximum rate of (1) point of BOD per seven and a half minutes at rating (4). The rating also serves as the Difficulty to treat the wound with a Complex Action of INT+Medicine requiring bandages, makeshift or otherwise, and an interval of (1) Round.

A character doing nothing except trying to staunch the blood loss by applying pressure to the wound will double the time interval between losing a point of BOD. A character who has their BOD Attribute reduced to (0) will die. Recovering BOD points lost to a Slow Bleed requires two weeks of natural healing (but not necessarily rest) per point, or transfusions.

BREATHLESS (1T/RATING)

The sword digs in, the blow resonating through the entire body. A gasp escapes as air evacuates the lungs, leaving the warrior winded and choking for air. He can continue to fight, but he'll have to force himself to overcome the sensations until his next breath.

When someone is affected by the Breathless complication, they are knocked out of their focus for a few seconds to regain their breath, which can prove deadly in the heat of battle. They take a penalty of -2D per rating to the Initiative roll at the start of the next Combat Round unless they spend (2) Ego to overcome the effects. The penalty is removed after the character's next Action.

TRAUMA

UNCONSCIOUSNESS (5T)

The blow crashes down on the back of the skull, and the body slumps to the ground. Breath still flows from their lungs: they aren't quite dead yet. A character who suffers an Unconsciousness Complication has received an injury to their brain which briefly impedes function. They are incapacitated and can take no Actions for 3D minutes. If they fall in water or dangerous terrain they will suffer additional injuries, potentially drowning or burning alive.

DISFIGUREMENT (3T SKILL, 5T ATTRIBUTE)

A character suffering from the Disfigurement Complication endures a permanent reduction by one point to one Attribute or Skill depending on the number of Triggers spent on the Complication. When choosing to affect a Skill, the Attribute is chosen and the Skill rolled for randomly. When choosing to affect an Attribute, it is chosen directly.

The character affected by the Disfigurement Complication will not recover the point after all of their Trauma has naturally healed. Instead, the only way to regain their full level of points is to purchase an increase to the Attribute or Skill's score using XP as normal. A character who has one of their Attributes fall to (0) in this way will die.

RAPID BLEED (1T/RATING)

The victim suffers from (1) point of Damage every (4) Combat Rounds, with each additional point of rating reducing the interval by (1) Round to a minimum of (1) Damage per Round. The rating also serves as the Difficulty to treat the wound with a Complex Action of INT+Medicine requiring bandages, makeshift or otherwise, and an interval of (1) Round. A character doing nothing except trying to staunch the blood loss by applying pressure to the wound can double the time intervals between taking Damage.

SHELLSHOCK (3T)

The character's body locks up, completely unable to move even if they wanted to, their system flooded with pure terror. Whether they have been struck by the possibility of their impending doom, had the pain of their injuries overload their senses for a brief moment, or are simply lost and unable to decide on a path of action, it makes no difference - they are all in the same situation.

A Shellshocked character cannot act in the Combat Round after the Complication has been inflicted.

CONCUSSION (1T/RATING)

Concussions cause one to partially lose control over their central nervous system. It is possible to recover quickly with the right treatment, but without it unconsciousness beckons. A Concussion causes a temporary loss in points of Psyche and Intellect equal to the rating of the Complication. These recover at a rate of (1) per hour, but if the character's Psyche or Intellect drop to (0), the character goes into cardiac arrest and dies.

Intravenous fluids and proper treatment, such as elevating the affected person's legs and keeping them warm, will allow the character to recover points at twice the standard rate.

REOPENING (2T/RATING)

Wounds made with the Reopening Complication have the potential to come back to bite the afflicted character when they undertake tasks involving high degrees of physical exertion before their Trauma points have fully healed. They must make a BOD+Stamina test with a Difficulty equal to the rating of the Complication. If they fail the test, any Damage that has been healed since the wound was inflicted returns.

UNTREATABLE (2T)

The character cannot be treated directly via surgery to regain Trauma points. Treatment can still remove Complications such as Infection, but any Trauma Damage the character has suffered can only be healed naturally. This condition lasts until all Trauma Damage has been naturally healed.

TREATING INJURIES

INFECTION

In a perfectly sterile environment wounds would rarely, if ever, become infected. Very few such environments exist in the world today, and even these rare islands of safety are swiftly contaminated by patients stumbling into them coated in filth. In many places, they don't even remember medicinal theory enough to make a clean environment count. Still, most makeshift hospitals and healer's tents have the facilities to keep maggots from growing in wounds and preventing gangrene from spreading too far, should the caretaker be at least marginally competent.

A day after an injury with the Infection Complication is suffered, the character must make a number of Infection tests equal to the number of Infection Complications applied to them.The Infection test is a BOD+Stamina test with a Difficulty determined by the rating of the Complication, with each Trigger counting as an extra Success. If the roll should fail, then the character loses (1) point of their BOD Attribute. They continue to attempt this roll daily until they are successful, at which point the infection subsides and they can begin to heal their loss through spending XP as normal

INFECTION RESISTANCE:
Once per day per Infection Complication
BOD+Stamina (Complication rating)
Triggers count as extra Successes
FAIL: Lose (1) BOD, recover with XP

EXAMPLE: Despite the best efforts of the Ascetics, the Orgiastic Arvek is bedridden from the injuries he suffered in battle. The Cockroaches who ambushed his convoy inflicted the Infection Complication on his wounds, and he must fight the sickness before it consumes him.

He rolls his BOD+Stamina of (6) against a Difficulty equal to the Complication's rating of (3). The Demiurge has tainted his luck: he only rolls a single Success. He is now infected, and suffers a loss of (1) point of his BOD Attribute. The next day he will test his fate once again, and so on until he dies or begins to recover.

INFECTIONS AND TRAUMA

Whenever a character suffers Trauma, infection sets in a day after the Damage is taken. The Difficulty to resist such an infection is equal to half of the Trauma Damage suffered, rounded down, and untreated infection will cause points of the BOD Attribute to be lost as per the normal rules for infections.

Trauma Damage causes infections

INFECTION RESISTANCE: BOD+Stamina
(Trauma Damage/2)

EXAMPLE: Salvem suffered (4) points of Trauma Damage from a fall into a pit of jagged rubble, although his companions were able to haul him out and treat his immediate injuries. Even though there was no poison on the rebar, he begins to feel feverish that night. He rolls a BOD+Stamina (2) test to try and avoid the sickness, rolling (2) Successes and a Trigger. He has been spared from infection, this time.



TREATING INFECTIONS

The treatment of an infected wound is a difficult and messy task. The smell of rot fills the air. The skin must be cleaned, pus drained, and maggots added or removed as circumstance requires.

- Every day, before the character makes their BOD+Stamina test to avoid infection, a caretaker can choose to spend an hour tending to the character. They roll INT+Medicine and add their Triggers as Successes to the afflicted one's roll.
- In desperate cases a whole extremity can be hacked off, removing any possible hope for a good recovery in exchange for a quick fix. Amputation will remove the Infection Complication, while immediately causing (1) point of the BOD Attribute to be permanently lost.

HOUR OF MEDICAL CARE: INT+Medicine

Triggers added to infection resistance as Successes

AMPUTATION: Remove Complication, lose (1) BOD

REMEDIES

A wound's ability to be treated is heavily dependent on what resources are available. Outside the halls of the Spital, folk remedies and half forgotten concoctions are more prevalent than anything that would resemble scientific medicine. For the most part, characters in a suitable environment can gain a modifier from using various medical substances on all INT+Medicine tests to treat wounds or BOD+Stamina tests to avoid Infection.

Treatment outdoors is risky. On a clear, sunny day there is usually little harm, but in any weather or climate that imparts a Discomfort penalty there is a further -1D penalty to all attempts to perform medical acts or recover from infection. Snow causes the hands to tremble as the cold places strain on the patient, rain splatters open wounds with bacteria-infested water, and the burning heat causes flies to swarm around the blood seeping from a wide slash.

Substances can be found in the wild to give bonuses to healing

IN WEATHER THAT CAUSES DISCOMFORT: -1D to medical rolls

CLEANING AND DISINFECTANT

Without special supplies it is almost impossible to treat infection once it has set in. The Spital has antibiotics, and the Duat Blood is said to work miracles in the sick and dying. Outside of these, there is little that can be used to treat infections - the body must fight its own battle.

- Distillate is the most common disinfectant. It stings the wounds it is poured over, but it keeps them from necrotizing. It can also be used to wash surgical equipment to sterilise them, although this is usually not enough to completely clean tools. Autoclaves are preferred where available, or heating the tools in an oven or furnace in a pinch. Clean water – ideally water that has been cleared of any pathogens by boiling or chemical treatment – can be used to at least clear the most infectious debris from an injury, although untreated water runs the risk of making a bad situation worse.

- When not even distillate or clean water is available to clean a wound, the patient's BOD+Stamina rolls to resist Infection suffer a -1D penalty following any treatment. A lack of disinfectant has no effect on INT+Medicine tests, unless the doctor needs some alcohol to still their shaking hands.

Nothing available to clean a wound:
-1D Infection resistance, no effect on INT+Medicine

FOLK MEDICINE

People get hurt, that's just a fact of life, and the various treatments different societies have developed are just as much a reflection of who they are as people as it is a medical practice.

As with most traditions, beneath the layers of superstition and ritual there is a spark of truth. It is possible for a character to gather healing herbs with a Combination roll of INT+Medicine and INS+Survival, with the Difficulty determined by the environment and the Game Master's discretion - a lush forest will provide ample opportunity for finding useful substances, with a Difficulty of (1) or (2), while the slag deserts of Western Purgare are almost lifeless with a Difficulty of (5). These provide a +1D bonus to INT+Medicine tests.

While other drugs may be used in an environment where folk medicine is most commonly available, they will struggle to achieve the same level of success as when properly used in a sterile area. Antibiotics used alongside folk medicine only provide half as many Successes, rounding down, and narcotics provide only +1D bonus every other level, as it is hard to properly administer an anesthetic in a thatched hut.

Combo INT+Medicine and INS+Survival to find herbs
Grants +1D to INT+Medicine

Makes pharmaceutics less effective

THE HIPPOCRATIC METHOD

When a character receives treatment in the Spital, they have free access to a wide array of antibiotics, painkillers, and general drugs. They may not help much with the initial treatment of wounds, but they will at least aid the rate of recovery. When a character has access to a professionally made medical facility with equipment Tech Level IV or above, they will recover Flesh Wounds and Trauma at twice the rate they normally would.

- If a new patient is brought into such a facility after suffering Trauma Complications in the field, each Trigger on the Surgery roll to remove Trauma (see "Patched Up", Katharsys Chapter 7) will also remove (1) rating from any Complication except Untreatable.

In a medical facility, surgery removes (1)
Complication rating per Trigger

TRANSFUSION

A character may receive a transfusion of blood from another character. In a standard transfusion a donor gives enough blood to reduce the healing time per point of BOD lost to a Slow or Rapid Bleed by one week, but in extreme cases a donor may give more at risk to themselves. Blood transfusions at this dangerous level function at a 1 to 1 rate: the donor loses (1) point of BOD to give (1) to the recipient. The donor follows the rules outlined for BOD point recovery in the Slow or Rapid Bleed Complications.

Transfusions reduce healing time for BOD by (1) week

DANGEROUS LEVEL: Can trade BOD points

AMPUTATION

When a limb becomes heavily damaged through the use of a tourniquet or from a severe infection, it may need to be removed. The character suffers from a -6D penalty to any BOD or AGI tests that would normally require the use of both hands or legs, and they receive a penalty of (-1) to their BOD+Stamina score when calculating encumbrance until the amputation is performed.

A character who has had an arm amputated may only use weapons with an encumbrance of 1 without suffering the -6D penalty, while a character who has had a leg amputated has a maximum movement speed of (1) meter per Combat Round.

Amputation reduces the character's BOD by (1), but the penalties can be overcome with prosthetics.

AMPUTATED CHARACTER:
-6D to all BOD or AGI tests requiring lost limb
-1 total encumbrance, BOD reduced by (1)

ARM LOST: May only use enc 1 weapons without penalty
LEG LOST: May only move (1) m per Combat Round

CULTURAL CURES

BORCA

The people of Borca struggle to find natural ingredients for their medicines, digging around for hardy lichens and the occasional plant to chew or apply to their wounds. Instead, they rely on small quantities of long lasting plants or compounds grown by the Providers, chewing on ginger roots for hours at a time to improve the blood flow to their limbs and reduce the cramps gained from trudging through the rusty wasteland. Many will drink tea that is made with the root of the milkweed plant to strengthen their lungs in an attempt to stave off the inevitable dust-induced ailments familiar to anyone who spends time in the Black Lung, the most common of which is known simply as "dust lung", although the Spitalians refuse to refer to it as anything other than bronchitis.

Those suffering from severe conditions are inevitably directed towards the Spital, the single hub of so-called Bygone medicine in the world. There, many of these medical refugees clog up in the Appendix, trapped in a swarm of people with similar diseases, waiting for the few Orderlies rushing haphazardly through the sea of infections to reach them. This has led a small subset of people in the Appendix to find an opportunity for profit. By observing the Orderlies, noting every one of their actions, and stealing small quantities of the drugs and remedies the Spitalians use, these impostor-doctors sell their services to those stuck in the long waiting times, delivering at least something close to the actual treatment.

FRANKA

For the Scrappers and Resistance fighters delving deep into the swamps of Franka, it is crucial to be properly dressed. Moisture building up in shoes or boots can lead to a fungal rot, known as swamp foot by the Frankans, that if left untreated will lead to the amputation of the afflicted limb. To counteract this, rags or bandages soaked in whale oil imported from Briton are stuffed into the boots, ensuring that the moisture can't seep inside.

To avoid the ever present threat of the insect swarms blanketing the land, Marduk oil is the most common and by far the most effective solution. For those who either cannot find a supplier or cannot afford to buy the substance from the Anubians, though, one solution is to wear long, loose clothing that helps to keep the insects away from the skin - although this can never be as effective as the African remedy, as insects will find their way between the folds and the wearer is completely at the mercy of lingering pheromone markers placed by the Lords of the Legions.

Many a Clan that lives in and around the swamps uses the bark of the white willow tree as a natural painkiller, grinding it up into pastes to smear onto wounds or mixing it with distillate. The Anubian healers in the coastal cities often use the bark in their cures, and the Spitalians that remain in Franka regularly harvest the trees to use for their own purposes.

POLLEN

Wanderers crossing the nearly desolate expanse of Pollen cannot treat an illness as a reason to slow down. If you can walk, you must walk. If you can't, then you'd best hope your traveling companions are considerate. Otherwise, you'll find yourself left in a Fractal Forest, along with a tiny bit of firewood and a piece of flint. Best make the most of it...

Settlements are scattered and scarce, often days apart from one another, and without proper maps, one will end up running in circles before finding any treatment. The only hope is to sit down and wait for a passing nomad caravan that has a guru in tow, who can tend to one's wounds and offer a few medical herbs in exchange for something valuable.

However, one should always stay away from the Apocalyptics out there in the wastes. Lately, some Flocks have found a new way of turning a profit by luring unexpecting adventurers into their camps with a promise of medicine. The next day, the traveler finds himself chained in a cage behind iron bars, stripped naked, and trapped among other captured creatures of Pollen's blasted realm – such as Spore Beasts, Pandorians, and grotesquely deformed Leperos. At the break of dawn the track of carts pulled by heavy oxen sets forth toward Wroclaw, into the domain of the Piast, where the Flock will present its circus of deformities to the Neolibyan trophy hunters and their Shabath entourage. Rare specimens, such as travelers with wicked infections, tumorous growths, or other rancid skin conditions are sold for premium prices during the following auction. The Shabath sedate their acquisitions and order them to be shipped to their bases in the Mediterrenean via the next caravan heading south on the Trade Route to Osman. And so it happens that some poor Scrapper from Borca spends his final days as a malformed exhibit on display in Tripol's Central Square.



BALKHAN

Good luck with finding proper treatment in the Balkhan. The locals respond to outsiders with superstitious suspicion, and one can call themselves lucky if they're being served a handful of garlic cloves and a slice of white bread as the most basic antibiotic.

Infections, common flus, and rheums are taken care off in an extremely primitive fashion: a pair of old socks is cooked up in plum brandy and worn during sleeptime. The alcohol supposedly sucks the fever from the body. Supposedly… If that doesn't yield any results, blood-letting always remains as a favored last option.

It's rarely the common sicknesses that will strike down a traveler in the Balkans, much rather the unnatural ones. Paranoia, recurring nightmares, and lucid dreaming befall wanderers of the hinterlands, symptoms frequently induced by lingering waves of fading Dushani songs. To find rest and means of recovery one must search for help from the Sokoli, the elder caste of the Voivodules. These wise shamans operate soundproof chambers in which a struck individual can come to rest. After a handful of days in isolation, only being served bread and water by the resident Sokol, most people return back to normal. The sensory deprivation numbs the voices in their minds and blocks out sounds that might trigger a relapse. As one can imagine, the Sokoli don't offer their help for free. Following their time in a silent chamber many a Scrapper has found himself in debt and had to spend the next couple of weeks on a Voivodules' farmstead, paying off the service with hard labor, digging a new well, tilling the fields, or repairing a broken generator.

HYBRISPANIA

The Cácarru stares at his Blood Timer, watching as the droplets slow their speed, indicating that the minutes are running backwards. He nods to the Corredores trailing behind him, carrying their mortally wounded Coronel over their shoulders. "It's time!" the Cácarru yells in their direction and together they sprint into the underbrush of the Warpage pocket ahead. They place the bleeding Coronel next to a tree, and hastily cover him with leaves. The Cácarru checks the Blood Timer once more and orders a swift retreat, before the next time shift occurs. If his forecast is correct, the Coronel will be here, at the same place, and at the same time tomorrow, fully healed.



Among the Guerreros the Cácarru are praised for their innate understanding of the Warpage. They study its phenomena, track time pockets, measure inaccuracies, and are able to predict a time shift ahead. Such knowledge is essential in the depths of the Hybrispanian jungle as there is no other medical treatment available. The Guerreros depend on the Cácarrus' knowledge to heal their forces during a retreat from the Scourgers. Countless stories are told of Corredores being brought back from the brink of death, healed from terrible gangrene, infections, or bullet wounds by following a Cácarru into the Warpage, and emerging the next day completely renewed. Guerreros who are restored in such a fashion are believed to be brought back as avengers, who can redeem their glory on the battlefield once more.

The Cácarrus don't engage in these conflicts. They serve themselves, and offer their skills to anyone who fights on the side of the Hybrispanian Reconquest. As such, they hunt for Pregnoctics, harvesting and trading Psychonautic remains as a means of income, bolstering the lines of the Guerreros in the process.

Not long ago, the Anubians of Cordoba placed all members of the Cácarru on a most wanted list, ordering Scourger packs along the frontlines to bring them down, no matter the cost – an order that has deeply unnerved the Spitalian research station in Salamanca, who are the Cácarrus' best customers.

PURGARE

"Drown it in oil, it's good for anything!" say the Anabaptists, and most Purgans follow their lead. Oils are used for absolutely everything: minor ailments such as flu or fever are healed by spreading some on the forehead, injuries like bruises or blisters are given an oily coating, and some even claim that inhaling the oil can cure problems in the throat or lungs. Whether these claims are true matters little to the people, what matters is that they keep faith.

The Anabaptist religion is not the only one that has influenced the denizens of this region. The teachings of the Flayers are practiced all across Purgare, even by a populace who doesn't follow the Clan's worldview. Blood is sacred, and in layman's terms this equates to keeping the blood clean under all circumstances. Infections, parasites, and illnesses such as anemia are considered bad omens,

and surefire signals that the Demiurge is at work within a person's body and soul. Flayer blood, collected and sold in vials to devout followers, is commonly consumed in hopes that the liquid will have purifying effects on oneself. The results are rather questionable, and the Spitalians watch this practice with utmost caution.

Purgans harbor a natural disgust of leeches, fleas, ticks, and all other insects that could announce a Psychokinetic's presence, but in Western Purgare this distrust grows to a justified paranoia. Foreigners and travelers are ordered to show their armpits and elbows to prove they have not been feasted on by parasites, and oil-soaked lanterns glow outside windows in an attempt to attract the vermin, burning them in the flame.



AFRICA

In Africa, healing and medicine are inextricably linked to the ancestor spirits, and every aspect of life feels their influence. A sore throat is due to the spirits being upset over something that was said, a blistering wound is related to anger at a scar an ancestor suffered in their own life, and a headache indicates that the spiritual world is out of balance nearby. Often, the Scourgers are the first port of call for healing, as their Chagas claim to have the knowledge required to soothe the ancestors: leaves of the inkomfe plant are said to reduce inflammation of the body and calm the spirits, while the unwele seed assists in dealing with cancerous growths caused by the furious anger of the ancestors.

In more severe situations, where not even the Scourgers are able to help, the Africans turn to the Anubians, hidden out in their Boneyards or in decorated huts in cities. The mysterious Cultists often dress up their cures with ritualistic symbolism, but their medicine is rooted in scientific processes, and is extremely effective.

Only in the most desperate of situations will the Anubian resort to catalysis of the Duat fruit, instead preferring to use more natural ingredients, but if the need is great enough they will undergo the process and create the most powerful panacea available.

FEATS OF STRENGTH

ENCUMBRANCE WEIGHT

In KatharSys, small objects are often not given an encumbrance value to spare Players from the tedious act of record keeping every tiny object on their person in order to calculate encumbrance penalties. However, in some circumstances a character may have to carry numerous small items which individually have (0) encumbrance. For example, a duffle bag full of 9mm ammo is heavy and cumbersome despite being composed of nothing but ammo with encumbrance (0).

The encumbrance value of an item represents a mixture of its weight and ergonomics. A massive ball filled with air is not heavy, but it is cumbersome. A jacket made of lead is not cumbersome, but it is heavy. Both of these items will have high encumbrance values. If for any reason a character is loaded with many tiny items, 5kg of gear equates to encumbrance (1). The approximate weight of the individual objects will have to be estimated by the Game Master and Players.

This rule may also be used to estimate the encumbrance values of any unusual objects a character may have to carry. If the item can be carried in a simpler fashion, such as slung over the shoulders or dragged along the floor, the encumbrance may be lowered accordingly.

A group of individual items
without encumbrance values weighing 5kg
has an encumbrance value of (1)

More ergonomic items may have lower encumbrance

BODY LIFT

If the encumbrance of a lifted object would not raise the character's total encumbrance higher than twice his BOD+Force score, the character is able to lift the object and move around with no significant difficulty, although the usual encumbrance penalties will apply.

Above this limit it becomes a struggle to force the body to keep moving over long periods of time. Stress builds up in the muscles, aches set in on tendons, sweat pools on the skin, and the character has to endure it all to keep moving. If the character has an encumbrance of more than double their BOD+Force score, they will have to begin to commit Ego Points to keep themselves on the move, instead of collapsing from exhaustion. Every hour the character continues moving or acting with his new encumbrance, he must spend a number of Ego Points equal to the difference between the encumbrance and twice his BOD+Force score.

In order to lift a total encumbrance higher than twice one's BOD+Force score for one hour, a number of Ego Points equal to the difference must be spent

EXAMPLE: Aljosha has a BOD+Force score of (3) and attempts to shoulder a heavy duffle bag with encumbrance (6). He is wearing a padded leather jacket with encumbrance (2). His total encumbrance is (8), (2) points higher than twice his BOD+Force. He has to return to his Flock's nest, at least a few hours of walking away, but for every hour he continues moving he'll have to spend (2) Ego

WE HAVE LOST ALL SENSE
OF OTHER CONSIDERATIONS
BECAUSE THEY ARE ARTIFICIAL.
ONLY THE FACTS ARE REAL
AND IMPORTANT TO US.
AND GOOD BOOTS ARE HARD TO COME BY.
[REMARQUE]

Points, equal to the difference between his encumbrance and twice his BOD+Force score. He takes a deep breath, squares his shoulders, and sets off. Hopefully he'll make it before he collapses from exhaustion.

ENHANCED PERFORMANCE

PRESERVIST BLOOD DOPING

In the fight against the Primer any and all advantages must be exploited to their fullest extent. The Old School Preservists took this principle to its extreme, and developed a technique to allow them to continue fighting long after others have succumbed to exhaustion. By extracting their own blood and keeping it stored while their body regenerates the lost supply, they can inject their own plasma and increase the amount of oxygen they can transport through their system, extending their endurance.

The Preservist can extract blood by exchanging (3) Flesh Wounds per level of the blood, up to level 3. When it is re-injected, the Preservist adds a number of Ego Points equal to the level of the blood to every Initiative roll for free for (4) Rounds. Unless refrigerated, the blood can only be kept stored for (6) hours.

ANABOLIC STEROIDS

The backyards of Brennen in Justitian are a melting pot for old preserved traditions, a community of apothecaries and wise women experimenting with plants and chemicals cultivated away from the ever-watching eyes of the Spital. There are rumors of concoctions brewed here capable of making a man into a muscle-clad beast, but these recipes are a tightly kept secret revealed to only a handful of people - the lucky few capable of finding their way to these drugs have since become the strongest people in the Protectorate.

Anabolic Steroids are taken by injections in the crook of the elbow, and quickly go into effect as the body's muscles go into overdrive. The user's BOD+Force Skill gains a bonus of +4D, which applies to weapon Damage calculations along with encumbrance limits. The bonus lasts for (6) hours, but the intense muscle growth can cause complications for the heart if it is forced to overexert itself. After the 4th Round of a combat, the user must roll a BOD+Stamina (4) test every Round. If he fails, he loses (5) Ego Points, his heart straining but still pumping. If he Botches, his heart seizes up - he will die in (4) Rounds unless defibrillated.

◈ Pharmaceutic

CATARACT

The African Apocalyptics were the first to discover the effects of the white flowers of the trees that spread into Africa from the east before the Psychovore belt closed off all access. When chewed, the petals would induce euphoria into the user, giving them a seemingly unlimited supply of energy - at least until they collapse from exhaustion that they can't feel. Since its first discovery the drug has become known as cataract due to the glazed expression of its users, and Flocks across the known world indulge in its effects.

When chewed, the limit of (3) Ego spent on Initiative is increased to (6), however the user loses (1) Ego for every Round of combat.

◈ Pharmaceutic

LYCANOL

The Dispensers were never meant to properly function for centuries. Their lights would inevitably go dark, but this was all part of the plan. In order for the Guardians to properly devolve into the fanatically religious Palers, they must become more than simply comfortable with darkness - they had to worship it. After the first Demagogues were able to properly tune their voices, they were rewarded by

THE RED PURGE

The Red Purge is an ancient ritual once performed by the shamans of the Stukov Nomads, which found its way into the practices of the peoples of the Black Lung. Legends tell of the Stukov Nomads using the ritual as a test of endurance and strength for their tribal leaders, but among the Brenni of Justitian it is instead used to cleanse their patients of anything from poisons and parasites to spore infestation.

First, the patient is invited to drink a bowl of water, in order to hydrate himself. The practitioner doesn't reveal that the liquid is infected with Dust Worm larvae. The larvae themselves are tasteless, and would be harmless under normal circumstances - simply growing into full Dust Worms inside the body, causing the host to feel the urge to gorge themselves on food and water. The ritual continues three days later. In the interval, the patient is prescribed an herbal concoction that must be drank three times each day. The blue colored and lilac scented liquid is no cure: it is a chemical mixture designed to enhance the larvae's growth, while hindering its reproductive cycle. This allows the Dust Worm to filter the blood of toxins, while giving the host a chance to survive the next stage. On the third day, the patient reunites with the healer. The patient is strapped down, for his own safety, before being stung in the belly with a needle coated in the venom of the Stukov Scorpion.

Terrifying stories of the life cycles of the creatures inhabiting the Stukov Desert are often told as warnings to avoid the salty expanse. Anyone stung by a Stukov Scorpion after being infested by a Dust Worm will endure a painful and gruesome death as the rapidly growing worm ruptures their organs while larvae burst from every orifice. Only the medicine the host has been drinking, along with a robust constitution, stand between his life and death. If the procedure was carried out properly, the worm will be unable to produce larvae and only swell a small amount as it is flushed from the body, along with the toxins it has absorbed.

In Brennen, one of the founding districts of Justitian's Downtown, the healer dynasties have managed to retain the knowledge of the recipes and dosage required for the Red Purge to be successful.

The old ways of barter and trade die hard: only a favor can be used to bargain for the Red Purge, anyone offering Drafts will be met with nothing more than a blank look.

◈ Pharmaceutics

their sleeping gods with Lycanol, which was quickly distributed amongst their followers. When injected, a Paler's pain receptors are numbed, granting him (+2) Armor rating for the next (8) hours, in addition to any armor he is already wearing. The drug detects the darkness by reacting with the melanin in the eyes, and as such when bathed in bright light the Paler goes completely blind due to the reaction, suffering a -4D Vision penalty.

◈ Pharmaceutic

STIMULANTS

Stimulants are designed to keep the user on edge and increase their reaction time, but they also have the side effect of allowing them to stay in operation for longer. In addition to the standard bonus of +1D to PSY+Reaction per level for twice the level of the stimulant in hours, the user ignores the penalties from exceeding his natural sleeping limit, including Ego Point spending, for four times the stimulant's level. When the body comes down from its drug induced state of activity, it has been damaged. Once the effect of the stimulant fades, the user will suffer a number of Flesh Wounds equal to the hours over the natural limit he has gone.

◈ Pharmaceutic

ALCOHOL

Alcohol lowers body temperature and will make anyone who can't handle the effects look like a fool, but the real value comes from it smoothing the edges of a rough life. Consuming a meaningful amount of alcohol, such as a cup of distillate or a mug of beer, will allow the character to ignore up to the Potency of the alcohol in Discomfort penalties, for up to its Potency in hours. Alcohol causes the veins throughout the body to dilate and allows more blood to flow, lowering the body's temperature despite the apparent feelings of warmth: a character who has drank Alcohol will lose an additional number of Ego Points equal to the Potency every day in Cold or Polar conditions.

◈ Pharmaceutic



BURN

RELIEF

When deprived of sleep, food, or water, one can always resort to abusing the Sepsis as a means of recovery. Burn expands the mind, helps to keep the eyes peeled and alert, and shuts off the pains resulting from extended periods without food. During the Intoxication and Stimulus phases a Burner will not suffer any penalties from exhaustion or any Discomfort penalties such as hunger or thirst, while also replenishing Ego Points as normal. Furthermore, if the Burn consumed is Bion or Glory, the Intoxication phase will restore one quarter of the natural sleeping limit per hour: the brain heals itself while it communicates with the collective.

During Intoxication and Stimulus phase, no penalty from Discomfort or Exhaustion

Intoxication phase from Bion and Glory restores one quarter of natural sleep limit per hour

CRAVING

Burn is addictive on two levels. The sublime memory of the first abuse is often all it takes to transform a one-time exposure into a habit. However, it also influences on a deeper, far more sinister level. A character who has never taken Burn but is infested with Sepsis is also susceptible to its appeal. Like a magnet, the Sepsis calls for the Burn, and the Burn accelerates the growth of even more Sepsis. A character enduring spore infestations and who is given the chance to take Burn will experience cravings: he must roll his Mental Defense against half of his current level of infestation, rounded up. If he succeeds, he is able to repel the temptation. For every Trigger rolled he will be liberated from the urge for an extra day. Yielding to the desires allows a respite equal to twice the Potency of the Burn consumed in days.

Spore Infestation above (0): Mental Defense (Spore infestation/2, rounded up) to resist an opportunity to use Burn

Every Trigger immunises the character from Burn cravings for (1) day

USING BURN: Immune from Burn cravings for twice its Potency in days

WITHDRAWAL

White fluff blossoms on the Burner's chest. The hairs vibrate as they attempt to reach out for the Earth Chakra. Once the stigma has flourished on the body, the Sepsis has already colonized the lungs and the bloodstream. Like a malicious parasite influencing its host, it interferes with the victim's health, urging him toward a continuous consumption of Burn, and hence a greater infestation of Sepsis. Fighting the drug's potent call is a nightmarish endeavor: fever, nausea, and pain rack the host. After a few days, the process abruptly ends. The Sepsis within the body changes its strategy - it lies in wait. A character who has previously used Burn and who has a spore infestation higher than half of their maximum spore infestation will experience withdrawal. He's able to defy the call of Burn for an amount of days equal to his BOD+Toughness score. After this period he accumulates -1D to all Actions every BOD+Toughness days he spends without using Burn. Once the penalty surpasses -4D, the craving wears off. The character will not suffer from withdrawal unless he succumbs to Burn's temptation once again.

ONCE THE STIGMA BLOSSOMS: for every BOD+Toughness days the character hasn't been using Burn, -1D to all Actions

Once the penalty is -4D the character is cured from the effects of withdrawal until he uses Burn again

When a Burner undergoes an episode of withdrawal, the appetite for more Burn becomes the focus of their very existence. All other feelings lie dormant. Morals, relationships, and faith are distant and unimportant memories. A Burner enduring withdrawal penalties has to roll to resist his cravings to avoid carrying out any action they can think of that could result in Burn consumption, from lying to stealing, or even killing.

MEDICAL EQUIPMENT

PLASMA CENTRIFUGE

Through the use of an advanced machine, a donor may give blood plasma that staves off the effects of a Slow Bleed without risk to themselves. Every unit of plasma donated in this way can negate the loss of (1) point of the BOD Attribute, and a donor can safely give plasma twice a week.

Plasma only lasts for a short while, and must be transfused directly to a patient or stored in sterile bottles or bags.

◈ Medical Equipment

INTRAVENOUS FLUIDS

When an intravenous drip is available, transfusions are improved to allow a patient to recover one full point of BOD from a single transfusion, as the extra fluid can be given to a patient separately and helps to increase the volume of their bloodstream. IV fluids can only help a character once per injury; actual blood is needed to fully recover.

◈ Medical Equipment

TOURNIQUET

A tourniquet can be applied to temporarily stop the bleeding from the Slow Bleed Complication and the Rapid Bleed Complication. It does not itself fix the problem, but will prevent blood loss temporarily until the injury can be treated. A tourniquet can be applied with a single Action, and be made from any long strip of material.

Tourniquets are only useful for an hour, even if used properly: after this point the extremity has had too little access to blood for too long and will have to be amputated.

◈ Medical Equipment

SPLINT

Splints or casts protect injuries from external forces and extreme exertions. They provide a +2D bonus to the BOD+Stamina roll to prevent an injury with the Reopening Complication from splitting open again.

◈ Medical Equipment

SIMPLE PROSTHETIC

Peg legs, hooks, and simple contraptions can be worn by someone who has had a limb amputated, allowing them to return to some level of functionality. They suffer a -2D penalty to the use of the afflicted limb for fine manipulation, and -1D for general functionality, but it allows them to engage in activities that would otherwise be impossible with a missing limb.

◈ Medical Equipment

ADVANCED PROSTHETIC

More advanced prosthetic devices are capable of restoring injured warriors to their full capacity, making these rare devices highly sought after. Powered by E-Cubes, internal battery cells, or other strange methods of generating power from the user's own momentum, they will allow them to regain their limb's full functionality. There is an adjustment period of two weeks, during which all AGI based Actions suffer a -2D penalty.

◈ Medical Equipment

INTENSIVE CARE EQUIPMENT

In the medical centers of the Spital and the Alpine Fortress, there are wonders of medicine unthinkable elsewhere. With advanced computers, ventilators, bio-monitors, shock pads, fully stocked pharmacies, and a whole host of miscellaneous tools and supplies, a set of intensive care equipment allows one to induce medical comas and treat those who are on the very brink of death.

A properly trained character makes an INT+Medicine test with the Difficulty equal to the Trauma the target has suffered. If they are successful, the patient is stabilized and any Attributes that have had their scores lowered return to their original value at the rate of (1) point per day spent in a coma or undisturbed rest, and a +3D bonus is granted to stave off potential infection. However, treatments such as surgery and general first aid are not modified by this equipment.

◈ Medical Equipment

GETRELL'S GIFT

In the darkness, deep below the earth, three voices rise in harmony. Trained to the limits of human ability through a never-ending regimen of memetic indoctrination, the Palers call out to their gods, imploring them to send aid. With the sound of ancient mechanisms shuddering to life, a portal slowly slides open, revealing a room filled with pristine equipment, lit by flickering fluorescent tubes. The Palers fall to their knees, the gods have taken notice of their pleas.

Using the medical supplies recovered from deep inside the Paler bunkers, a small box containing a massive supply of bandages, anesthetics, antibiotics, and surgical equipment that has been reverently termed "Getrell's gift" by the bunker dwellers, even the most incompetent of physicians is capable of suturing a wound or properly setting a broken bone. On every successful INT+Medicine roll using Getrell's gift to heal someone, the wounded character heals an additional (3) Flesh Wounds.

◈ Medical Equipment



AMMIT'S CRAVING

The Hogons soar above humanity, their mortal shells in a near-permanently elevated condition. Ammit's Craving is created by blending Duat Blood, jackal ichor, and Psychovore seeds together into a venomous liquid darker than night. In times of great need the Hogon performs the ritual and swallows the concoction, throwing himself into the clutches of the devourer of souls. Unnatural torment and spasms befall him, as the poison crawls along his brainstem and seeps through his organs. If he falters for but one single heartbeat he will be dragged straight into Anubis' realm of death. If he can resist, though, he will be bestowed with otherworldly powers.

After drinking Ammit's Craving, the Hogon must succeed in a Mental Defense of Difficulty (8). If he fails he immediately loses all Ego Points, and loses (1) Point of his PSY Attribute as Ammit takes her toll. However, if he is able to resist the contamination coursing through his veins, his body undergoes a supernatural metamorphosis: a single Attribute of his choice is raised by (2), even beyond the normal limit, and he gains the ability to catalyze any drug of his choice by spending a number of Ego Points equal to twice its level, bypassing the coma other Anubians must endure. This transhuman state lasts for one day, but when it wears off the Hogon collapses into deep slumber for a full day while his mind recovers from Ammit's fiendish influence.

◇ Medical Equipment

IMIUT SKIN

The Imiut skin represents a Hecatean's last resort to rescue the dying as their final breath rattles through collapsed lungs. The moribund patient is sewn into the skins of animals related to a jackal while the inside is coated with Duat Blood. The Anubian conducting the ceremony then seals the bag, and begins to pray. Only Anubis himself can decide over life and death now.

To an observer, the Imiut ritual is uneventful. The patient is perfectly still, barely even breathing, and from the outside the sack looks like nothing more than a bundle of decomposing skin. This is an illusion: inside the wrappings the comatose subject is cast into a nightmarish realm beyond reality. The Duat Blood soaking into their skin kickstarts the body's rejuvenation process at an accelerated rate far beyond that of a normal human. All excess fat and muscle is eaten away to fuel their healing, and anyone laying their hand on the surface of the Imiut skin will feel unnatural heat radiating from it.

Three days later, the patient violently awakes from their slumber, finding themselves trapped in a dark abyss. They tear themselves out with newly recovered strength, and stagger to their feet. Their wounds have closed and a swift recovery awaits, but their experience has changed them—they have been granted a glimpse of the Afterlife, and they'll never forget it.





CHAPTER 5
COMBAT

COMBAT MANEUVERS

A bar erupts into a brawl, fists flying as chairs and stools shatter. The quiet of a desolate plain is broken by the sharp crack of gunfire, two shooters taking snapshots across the wasteland at each other. A thunderous roar splits the air of the Adriatic Lowlands as two opposing regiments charge forward to meet, colliding in a cacophony of pain and death. Combat is brutal and deadly, a chaotic whirlwind moving faster than anyone's mind can keep up. In such a relentless nightmare any advantage that can be taken, must be taken, for in a fight there is only one who will emerge victorious, standing atop the broken body of their enemy. Dirty tricks, cunning ploys, or tactical decisions: everything is fair game.

AIMED SHOT

There are two situations in which a shooter may take an aimed shot. One: he is shooting something smaller than a human, or two: he is shooting something hidden behind cover. There are three degrees for an aimed shot which correspond to the visible size of the target. Hitting something half as large as a human increases the Difficulty by (1): the target may be in partial cover behind a low wall, or its size is that of a dwarf or child; hitting something a quarter the size of a human increases it by (2): a Hellvetic cowering behind his Tunnel Shield, the outstretched arm of an enemy shooter, or the briefcase carried by a fleeing Judge; and a target an eighth of the size of a human will raise it by (4): aiming for a headshot, hitting an explosive device under a bridge, or shooting through a crack in a wall to hit the opponent behind it. More ambitious or complicated shots follow the same progression.

AIMED SHOT DIFFICULTIES:

Half size target visible: (+1)

Quarter size target visible: (+2)

Eighth size target visible: (+4)

If shot misses but would have succeeded without cover, the cover is hit

STRUCTURAL INTEGRITY

Structural Integrity allows a Game Master to keep track of the Damage that an inanimate object may endure before being destroyed. This rule works on simple surfaces and cannot be used to determine if a full vehicle or building is at risk of being destroyed, but it can allow for a determination of the resistance of a wall or weapon when hit directly. Every material has an Armor rating that is subtracted from any Damage that it receives. For every 1ocm of thickness, it also has a number of Structure Points. Every point of Damage that exceeds the Armor rating also reduces a Structure Point. Once there are no Structure Points remaining the object is destroyed. The extent of destruction is left to the Game Master's discretion. When hitting an object, if the Damage exceeds the necessary amount to destroy it then the weapon or projectile is considered to pass straight through the material in question. In this case, the remaining Damage may be dealt to a target cowering behind the structure.

EXAMPLE: Clutch, a Lone Wolf who has roamed the outskirts of Dog's End for the last few years, racks the bolt on his rifle with a curse. The Picton he found sneaking through the rubble fields has ducked behind an old pile of bricks, only his head peeking out. Clutch raises his rifle, he'll try to make the shot. Since only the head is peeking out, the shot is at Difficulty (+4) due to it being under cover, making the total Difficulty (5) with the Picton's Passive Defense of (1). The Lone Wolf rolls 1oD as he attempts to shoot the small target. He rolls (4) Successes, (2) of which are Triggers, but that's not enough to hit the Picton's scalp. However, without the cover Clutch's shot would have hit (see Aimed Shot). If the bullet passed through the wall, it would hit the Clanner. The Game Master decides that the



brick wall has eroded over time. There are 10cm of bricks in total, 5cm of brick on either side of 20cm of hollow space. The Lone Wolf rolled (2) Triggers, and so the hunting rifle inflicts 6 + 2 = (8) points of Damage. The wall has an Armor rating of (1), reducing the Damage to (7), and (5) Structure points, meaning that the cover is destroyed and (2) points of Damage go through. The Picton stumbles off from the wall as it crumbles away, pressing his hands against the bleeding wound on his neck. Clutch racks the bolt once more. No cover to duck behind this time.

STRUCTURAL INTEGRITY: Subtract the material's Armor from any Damage

Structure Points apply per slice of 10cm thickness

Once the Damage exceeds Structure Point total, the object is destroyed or pierced

Remaining Damage may hit a target hiding behind the object

DURABILITY

Material	Armor	Structure / 10cm thickness
Titanium / Carbon Fiber	7	20
Steel	6	15
Metal / Glass Fiber	5	15
Concrete / Hardwood	4	10
Plastic	3	10
Soft wood	2	5
Bricks	1	5

ENVIRONMENTAL ADVANTAGE

A balcony hanging out over the road in Justitian is held up by a rusted bracket and a pair of fragile bolts, the roof of an ancient warehouse deep in the swamps of Franka is supported by only a rotting wooden beam, a pile of rocks on the mountainside of the Appenines in Western Purgare is stopped from rolling down to smash anything below by a flimsy barrier: with a keen eye and a good understanding of at least basic physical principles, a fighter can swing the odds in his favor with clever use of his environment.

To identify a weak point in the terrain, or some other way to manipulate his surroundings to his advantage, a character takes an Action to examine his environment and rolls a Combination of INS+Perception and INT+Engineering. The Difficulties for the Combination are set by the Game Master, spotting the central supporting beam in the middle of a room is only a Difficulty (1) or (2) task, while knowing to shoot a power conduit that will cause a short circuit and electrocute a renegade AMSUMO will be Difficulty (4) or more. The Triggers on this roll are saved and applied when the weakness is exploited, for example increasing the Damage dealt to those affected, or increasing the number of targets hit.

When exploiting a weakness, the character uses the Structural Integrity rules to determine whether he can bring the structure down on his foes, or the Game Master will set an appropriate Difficulty for an Action roll to activate a panel or hack into a system.

IDENTIFY WEAK POINT:
INS+Perception and INT+Engineering

Triggers increase effect of exploiting weakness

EXAMPLE: The savages round the corner into the warehouse, baring serrated knives coated in dried blood, screaming and hollering like madmen. Salver curses his luck, quickly raising his Trailblazer and preparing for combat. This was supposed to be a routine patrol in Territorial Region IV, not some hellbent Usudi hunt! His thoughts race, he doesn't have the ammo to spare to deal with all of the attackers, even if every shot secured a kill. He doesn't have any time to spare, they'll be on him in seconds, but with his training and quick reflexes he secures an additional Action for himself.

He looks around the warehouse, rolling the Combination INS+Perception and INT+Engineering (2) to notice that the patchwork roof of the abandoned warehouse is held up by a single steel strut, only about three fingers thick. He succeeds with (3) Triggers, which are kept in reserve. On his next Action, he aims his Trailblazer and fires at the strut, easily hitting the beam and tearing through it. With only (3) Structure points and (6) Armor his shot rips the strut apart, and with an ear-wrenching groan the roof caves in, crashing down on the Usudi and burying four of them beneath a hail of debris - the Triggers used to increase the number of targets caught in its effect. Two others were able to escape the collapsing structure, and now look around bewildered and dazed. Salver raises his Trailblazer once more. Easy targets.

DEADLY SILENCE

When creeping up behind a guard on a dark night with a knife at the ready, or taking aim from a distance at a nobleman debauching himself at an extravagant party, the target is given no chance to turn aside a blow or mitigate his injuries - instead, the knife will dig into a vital artery, or the bullet will slam into his ribcage and shatter inside his body.

When attempting a sneak attack or assassination, the attacker enters a Conflict of AGI+Stealth against the target's INS+Perception. If the target is not actively watching his surroundings he receives a penalty of -2D to his roll. Any Triggers the attacker achieves are carried over to his next roll: a Combat Skill of his choice against the target's Passive Defense. If he succeeds, then the total Triggers on his Attack roll are dealt to the target as direct Trauma Damage, bypassing any armor they are wearing.

SNEAK ATTACK: AGI+Stealth vs INS+Perception

NOT WATCHING SURROUNDINGS: -2D to INS+Perception

Triggers carried over to Combat Skill

Triggers on Attack roll deal Trauma

ABANDON THE FIGHT

While a brawl in a taproom or between two people on the street carries little risk of death, when weapons are drawn or gunshots ring out the possibility of leaving behind a grieving family will cause almost anyone to pause. Most people don't have any desire to fight to the death unless they are completely confident of their victory, desperate enough to forgo self-preservation, or simply crazy enough to not care or even consider the possibility of their own life ending.

In KatharSys, this is represented by the Flight roll, a PSY+Faith/Willpower roll against a Difficulty influenced by various factors. Primal characters are more likely to forgo the logical thought processes leading to a retreat: they use the higher value of PSY+Faith/Willpower and INS+Primal. If a fighter fails the roll, they will break ranks and surrender or flee from the battle, only a Conflict of CHA+Leadership against PSY+Faith/Willpower can bring them back into line. There are numerous possible situations that will force a Flight roll:



- The first time a weapon that can inflict lethal Damage is drawn, every fighter rolls a Flight test - do they really want to start this fight if there's a risk of death?
- The first time a fighter's ally takes Trauma Damage, the blood spraying out of a wound or a limb hanging limp will cause many to question their choices.
- The first death in combat will force every fighter to roll a Flight test - the deceased's allies face a stark realisation that they might not make it out alive, and his enemies suddenly understand the finality of what they're doing.
- The death of one side's leader will shake his comrades' conviction, as they no longer have a driving figure pushing them on.
- A character can take an Action to enter a Conflict of PSY+Domination against a target's Mental Defense, with a bonus of +1D for every Flight test they have already rolled in the combat. If they succeed, they force another test with a -2D penalty.

FLIGHT FACTORS

Event	Difficulty
Base Difficulty	1
Outnumbered	+1
Outnumbered over 2:1	+2
Hurt	+1
Lethal Weapons in use	+1
Comrades dead	+1 per death
Flanked by enemies	+2
Surrounded	-1
Facing hated enemy	-1
Protection instinct (Family)	-3
Protection instinct (Home)	-1
Nowhere to run	-2
Fighting for a cause	-2

WEAKSPOT

Seemingly undefeatable enemies often have hidden weak points that can render them defenseless if properly spotted and utilised: a gap on the fuel tank of a Furor's Spitfire slowly leaks Petro ready to ignite, or a Biokinetic exhibits a single patch of unarmored flesh underneath his arm that could be pierced to reach his heart. With a successful roll on INS+Perception or another applicable skill, such as INT+Engineering to spot a mechanical defect, or INS+Empathy to recognise a persistent tick or character flaw, a character will gain a benefit to attacks relevant to the weakness. If the character is confronted by an enemy that he has never faced before, or only ever heard tales of, he must first succeed on an INT+Legends roll, adding his Secrets Background as extra dice. The Game Master should decide the Difficulty of both tests and the relevant bonus, but some examples are presented below.

- A Chronicler's Source module is unstable, a strong hit will electrocute the user. INT+Engineering (3), successful attack on the Source Module (Difficulty (+2)) will deal (3) Trauma and (6) Ego to the Chronicler.
- The segmented armor worn by the Cave Bear has many open points between the plates that a blade could slip through. INS+Perception (2), attacks gain the Piercing (4) Quality.
- A raging Simba favors his left leg, and all of his attacks on that side are much stronger. INS+Primal or INS+Empathy (3), Active Defenses gain (2) additional Triggers.
- A savage Clan from the Balkhan is terrified of the sound of a certain creature, a Vocoder tuned to a similar frequency will trigger primal instincts. INT+Legends (4), Vocoder attacks cause double the Ego Point Damage.

THE CHASE

Legs pumping, heart pounding, breath rattling through the lungs, when a chase begins each side has only two ways to achieve their goal: outlast the other, or out pace them. During a chase on foot, whether it's through the crowded streets of Osman or through a dense Fractal Forest in Pollen, the participants enter a Conflict with each other. They each roll BOD+Athletics, counting up the number of Successes they each gain and adding it to a total. Triggers count as (2) Successes. Every third roll, each runner rolls BOD+Stamina (4), if they fail then they receive a penalty to their BOD+Athletics of -2D. They can each spend up to (2) Ego Points on the roll, adding +1D per Point spent. As soon as the difference between the total Successes of each grows to (5) or more, the character with more Successes achieves their goal - losing their chaser in the crowd, or catching up close enough to lunge for their target's legs and bring them down.

CHASING: Conflict BOD+Athletics, counting Successes

Every 3rd roll, BOD+Stamina (4), can spend up to (2) Ego for +D

FAILURE: BOD+Athletics -2D

When difference in Successes reaches (5), one party wins

DELAYING

Even with a high Initiative, it is not always advantageous to act immediately. If a character is able to act quickly, that means that he can alternatively choose to act slowly. Perhaps the character isn't sure of the identity of the silhouette that his gun is pointed towards, and wants to wait for a better look. Maybe he is threatening someone, his finger on the detonator of a pile of dynamite and ready to push it if he doesn't get what he wants. These situations are possible by delaying an Action: choosing voluntarily to not act at one's actual Initiative and storing an Action for later. If a character has multiple Actions, only one of them may be delayed, the others are carried out as usual or kept for Active Defense. While a delayed Action may be done later in the Round, the intended Action is declared on the character's Initiative and cannot be changed. The delayed Action may be carried out as soon as any other character announces their own Action that the delaying character can witness, and is done before any dice are rolled: the delayed Action happens first and interrupts the other.

When an Action is delayed it is considered to be almost complete on the original Initiative level and then completed at the time of the interruption: a Scrapper has finished his sabotage except for one last wire, a Judge gives a hostage taker one last chance to surrender as his finger tightens on the musket's trigger, a Neolibyan patiently waits for his Biokinetic target to emerge from a treeline. An Action can be delayed in this way until the character's next turn, at which point the Action is lost.

DELAYING AN ACTION: One Action is declared and may be done later

The delayed Action may be played later before the character's next turn

It may interrupt any Action immediately after it is announced

OUTNUMBERED

People who work together to eliminate a common threat become more effective, each of their blows lands just as the target was initiating a counterattack, never giving a moment of rest until they stand victorious - cooperation has won the day. For every additional comrade targeting the same opponent in a battle a character can add +1D to his Attack rolls, to a maximum limit of +3D - there is only so much space around an enemy to fill with warriors.

For every ally targeting same opponent,
+1D to Attack rolls, limit +3D

KNOCKING OUT

Many weapons inflict Ego Damage: Sonic weapons, anesthetics, bare-knuckle brawls, environmental hazards, and more. Fists and anesthetics attack the Ego Points directly: a character losing Ego Points due to an external condition or effect will fall unconscious. However, a character who spends his last Ego Point to gain an extra bonus or effect is simply tired, demoralized, or too exhausted to do anything, and the Absolute Zero rule is applied.

Absolute Zero rule applies only when reaching
(0) Ego due to spending Ego Points

When reaching (0) Ego due to Ego Damage the
character is rendered unconscious

DISARM

Disarming an opponent is a maneuver that can be used both in melee and with firearms. When attempting a disarm, the attacker makes an Aimed Attack against his opponent's weapon. If he hits, the Triggers rolled determines the number of meters the weapon is tossed away from the target's grip. The disarm can be resisted with BOD+Force, requiring an equal or greater number of Triggers to successfully maintain hold of the weapon.

In order for Sensitive or Fragile weapons, or other delicate items, to not be damaged by the attacker attempting the disarm, (2) Triggers must be rolled in melee or (4) with a firearm.

Disarming can be Defended against Passively or Actively.

DISARMING: Aimed Attack against weapon,
Triggers determines distance thrown

BOD+Force to resist, requires
equal or more Triggers

To not break Sensitive or Fragile weapons,
(2) Triggers melee, (4) Triggers ranged

FEINT

Feinting allows one character to mislead another. When attempting a feint, a character must take an Action to roll PSY+Cunning against an opponent's Mental Defense. The number of Triggers on a successful roll become a penalty on the target's next Active Defense: (1) Trigger leads to -1D of penalty.

If the one attempting the feint Botches his roll, the target has seen through the deception and can take advantage of that: the character who tried to feint cannot Actively Defend against the next attack from the target, and Triggers count double when used to boost Damage.

FEINTING: PSY+Cunning against opponent's
Mental Defense

ON SUCCESS: Triggers become penalty to
target's Active Defense

IF BOTCHED: cannot Actively Defend,
Triggers grant (+2) Damage

TAUNT

Some characters just have a knack for being annoying. Whether they do it to distract someone during an important Action, or to focus the wrath of an enemy on them and away from their companions, they roll a Combination of PSY+Cunning and CHA+Arts against the target's Mental Defense. Focus characters are more likely to be able to suppress the emotional responses, and use the higher of their Mental Defense and INT+Focus. If the taunt is successful, the target is unable to do anything other than attempt to attack the target.

The number of Triggers rolled on the taunt Combination determines the number of Rounds until the affected character can act normally. Every Round the target must roll a Mental Defense with the Difficulty equal to the Rounds of taunt remaining, if they succeed they may snap out of it early.

COMBO: PSY+Cunning and CHA+Arts against
Mental Defense

SUCCESS: Target can only attack the one
taunting them for (Triggers) Rounds

EVERY ROUND: Mental Defense against
remaining Rounds to regain control





CHAPTER 6
ENERGY



ENERGY

Energy exists in many forms throughout the universe, but the one constant is that it can never be destroyed, only altered. Humans have always used energy as a weapon, from the kinetic energy of a bone-shattering blow on a savage's skull, to black powder hurling a cannonball across the ocean into the hull of an enemy ship, to the magnetic forces propelling slugs of metal at hundreds of meters per second through the depths of space to obliterate targets millions of kilometers away. The tools may hurt, but it is the energy that is causing the real damage.

Weapons often separate their propellant and projectile, for example the Pneumo Hammer uses steam to launch its bolts, the Judges' muskets use black powder to accelerate a lead bullet, and a Scourge uses an E-Cube to fire out electrified whips. Some weapons even use energy alone to affect their target: the Spitfire hisses flaming Petro, the Shocker delivers electricity. The most advanced gear may even convert energy into another form, such as the sonic weapons used by the Chroniclers to intimidate and devastate their foes.

Energy containers are usually considered to be ammunition. A Scourge requires an E-Cube to be activated. This is a simplification: an E-Cube is a standardised magazine storing a certain amount of electricity, the real ammo. If the Scourge was somehow connected to a different energy source, whether a generator or the Source module of a Chronicler's suit, it could be fired in the same manner. The important questions in that case would be: how much energy is stored in the container, and how much energy the device consumes per use.

THE QUANTUM (QT)

The early Chroniclers were the first to develop a unit to measure electricity, as they were among the earliest to recover and resuscitate the devices leftover from the Eshaton and needed a unit better suited to their purposes than the old Watt-hour. This requirement led to the development of the Quantum of electricity.

It is no coincidence that the omnipresent E-Cube contains exactly 120 Quanta, as defined centuries ago by the Chroniclers. The original definition of the Quanta has been lost, replaced with the E-Cube's capacity, but urban legends told among Bits suggest that the Quantum was defined using the first, poorly constructed Vocoder. One Quantum was able to power the speaker for exactly one minute.

The cost of a Quantum of electricity is determined by its biggest seller: the Chroniclers usually ask for a price of 120 Drafts for an E-Cube to be fully charged.

Electrical energy is measured in Quanta (Qt)

1 Qt costs 1CD

ENERGY CELLS

The Borcan sun shines down on Wender's back, the short and stocky Scrapper on his way back to Justitian after a lackluster expedition out to a relatively unexplored part of the region. His carrying rig makes a sad rattling as the pathetic haul moves with his steps, swinging back and forth. He thinks for a moment, shoving a greasy hand into a tight pocket and estimating how many Drafts he has. It should be enough for a few days, at least, as long as he can avoid being tempted by those Magpies hanging around his favorite bar…

An odd flash catches his eye, a bluish flare in the corner of his vision. His head whips around, looking for where it came from, only to spot a section of a ruined wall crumbling away under its own weight. An eerie glow drifts out from inside, and acting on instinct he cowers behind the nearest chunk of rubble. When no further surprises present themselves, Wender staggers back to his feet and inches closer to the strange chamber revealed by the broken wall. Peering inside, his eyes go wide. Blue cubes, a few inches on each side, are scattered across the ground, each giving off a gentle light. His mouth waters, as he realizes what he's found: E-Cubes!

LASHING OUT THE ACTION,
RETURNING THE REACTION
WEAK ARE RIPPED
AND TORN AWAY
HYPNOTIZING POWER,
CRUSHING ALL THAT COWER
BATTERY IS HERE TO STAY

[METALLICA]



E-CUBE

The E-Cube was revolutionary in its time, and quickly became ubiquitous. After the Eshaton, countless stores of these devices survived intact, strewn across the wasteland: small, palm sized boxes of electricity, ready to be put to use. A crystalline sodium core contained within a graphite polymer casing gives it both an excellent lifespan, along with the ability to withstand millions of discharge cycles. As they lack the technology to recreate these incredible feats of engineering, the Chroniclers are desperate to get their hands on as many of them as possible: most of their equipment is powered using E-Cubes, and they would only ever sell one for 1,000 Drafts.

◈ Energy Management



SOURCE MODULE

Chroniclers use a string of interlinked E-Cubes to power the numerous functions of their custom-designed suits, called a Source module. While E-Cubes themselves are light, the apparatus itself is cumbersome: every module attached to the suit must be connected to the Source, so a network of power cables run along the body to locations where a module can be installed. The higher the level of the Source module, the higher the energy capacity and the harder they are to acquire.

◈ Energy Management



INTERNAL CELL

Many items have specific internal geometry which makes them impossible to conveniently power by E-Cube, instead using custom sized and shaped replacement cells that fit into their very structure, but these replacements are extremely hard to come by in the 26th century.

No lithium-ion cell has survived to today, their chemical reactions losing power many years ago. If the battery still works it must be a sodium based cell. Unfortunately, the internal cells often do not have proper E-Cube connectors, and as such there must be a specific way to charge each one.

◈ Energy Management



KAPPA RELAY

The old Recombination Group Dispensers used solar panels to harness the energy needed to power the subterranean equipment. However, in order to gain some independence from the whims of the weather, a battery was needed as a way to store the generated energy. To an untrained eye a Kappa Relay may look like a strange metallic wardrobe, but many a reckless Scrapper has been killed by the residual energy located in the old capacitors after ignoring the dull buzzing sound the station emits. The relay was used to charge the equipment in the Dispensers by induction, and as such offers no connectors of any kind.

◈ Energy Management



ELECTRICAL MANIPULATION

The Chroniclers are more than just the masters of the information and artifact trade - across most of Europe, they are the guardians of electricity, and they use their position as a tool of power over all of the settlements they have influence over. When a Chronicler strides into a town in the wasteland to set up an Alcove, it brings with it a dramatic improvement to the daily life of its citizens. Suddenly they have light to do their work day or night, messages can be relayed across entire Cultures, and the denizens can recharge E-Cubes without a week-long journey to the next town over.

The Neolibyans stand in stark contrast to the techtoads in their dark, loud, and dirty Alcoves. The Africans freely distribute their black gold, Petro, recognising it as a source of wealth and power for the entire Culture, and they are proud of their position as the distributors of that wealth. A Neolibyan thinks little of installing an oil-guzzling generator in a town, the tiny drain of his funds is nothing compared to the extravagant demonstrations of his generosity - the grand opening of the generator, the roar of the engine filling the air over the cheers of the crowd, turning on the lights on the main road for the first time, all accompanied with boisterous music and celebration. What fools those Chroniclers are, staying cooped up in their Alcoves!

TRANSFERRING QUANTA

Two electrical storages that share a common connector may transfer quanta to one another, but the process is nowhere near instantaneous. The lowest Tech Level between the two limits the speed of the transfer process. Electrical generators of all kinds are subject to these limitations: the lowest grades produce more than they can transfer and the highest grades cannot produce as much as they can transfer.

Transfering quanta to or from Tech IV / V / VI
1Qt per hour / minute / second

EXTRACTING OR INSTALLING AN ENERGY CELL

Often the raw energy contained in an energy cell is just as valuable, if not more so, than the scrap it is stored within. Any Scrapper or skilled individual with some basic tools can salvage an energy cell from a device if the energy source is an internal cell and not an external connection. The Difficulty of extracting the cell rises quickly with the Tech Level of the equipment.

Extracting or Installing a Tech IV / V / VI Energy Cell
INT+Engineering (2 / 4 / 8)
1 minute / hour / day (halved per Trigger)



ELECTROCUTION

When tampering with an electrical device, there is always the risk of an uninsulated connection creating a spark to jump across to the unfortunate tinkerer's hand. There might not always a killswitch available, and even dusty and cracked capacitors can hold a charge long after the device they are in goes dead.

Without properly insulated protection, a Botch when modifying or salvaging a piece of equipment will lead to an electrical injury. Depending on the charge remaining in the electrical storage, the danger will vary from superficial to lethal.

Botch on INT+Engineering with Electrical Devices

Dazed(Qt/10), rounded up

For every (12) Ego Damage taken, (1) Trauma Damage is also taken

ELECTRICAL ITEM MODIFICATION: QUICK CHARGE

It can take many days to charge a low tech electrical device. The Chroniclers are sitting on a pile of money, as they simply take empty E-Cubes and pass over a fully charged one, while the other slowly charges behind the desk of the Alcove. They are not selling electricity so much as they are selling time. However, the cunning engineer doesn't have to wait: by replacing old conductors and capacitors, a device may be able to charge as fast as one of a higher Tech Level. This modification links the storage to the device it is attached to in a unique way: removing the storage would destroy the modification.

Takes 1 Slot
Transfers Qt as Tech Level +1

ELECTRICAL ITEM MODIFICATION: NEW CONNECTOR

Paler equipment often has no way to insert a charging cable whatsoever. The only way to recharge such a device would be to venture into a Paler's bunker and ask nicely, or take matters into your own hands and grab a toolbox. Most electrical items depend on some kind of connector, but unfortunately not all are compliant with each other. In these cases, a new connector can be added or an existing connector completely changed.

1 SLOT: Add a new way of connecting the device

NO SLOTS: Change the way of connecting the device

PETRO

THE LITER (L)

Shortly after the Libyan established the Bank of Commerce in the early 2100s, his clerks came across a significant problem. There was no consistent standard among the sigils remaining from before the Eshaton, and early estimates suggested that without quickly coming to a universal agreement on Petro measurements the industry would suffer massive losses. The accountant Abu Ibn Bashir quickly made his decision: only the Liter had value to both the end consumer and the massive trading ship without cumbersome divisions or fractionations. In time, the Liter outgrew its original usefulness as a means of measuring only Petro, and became the standard way to measure all liquids across the world.

Petro is measured in Liters (L)
1L of Petro costs 15CD

In Africa, 4L of Petro costs 1 Dinar
5L of any liquid, Enc. 1

VEHICLE: CISTERN TRUCK

There is only so much that can be done with large vessels hauling Petro. When there is no more water to sail on, a ramp is lowered and Cistern Trucks emerge onto the land. Escorted by Scourgers mounted on Koms, these heavy vehicles transport the black gold to customers far inland.

◈ Vehicles

PLAYING WITH FIRE

PRESSURE TANK EXPLOSION

A pressure tank is resistant by nature, but they can only take so much abuse before a catastrophic failure takes place. When properly breached and in the presence of a spark, for example when shot, a backfire is inevitable. Once the flame has finished crawling along the leak and reaches the container, it will explode. When the tank is breached, the Game Master rolls 1D6 to determine the Rounds until it detonates, but does not tell the Players. After determining the Damage penalties due to range, any Damage above (25) is reduced to (25).

(4+) Damage to a pressure tank: Explodes after 1D Rounds

Damage = Quantity of Petro in Liters, Explosive, Fire Hazardous, Thunder Strike

After determining the range, Damage over (25) is reduced to (25)

TANK EXPLOSION

Despite being more stable than a pressurized tank, even the unpressurized ones are still dangerous when filled to the brim with Petro. While the risk of being exposed to a detonation is reduced, a victim still has a chance of catching fire as flammable material is thrown across the area. Luckily, this is a rare hazard:, in most cases the damage only results in a leak.

(4+) Damage to a tank: Breached, roll 1D

On a 6, it explodes after 1D Rounds

Once breached any fire will ignite the Petro, it explodes after 1D Rounds

Damage = half the quantity of Petro stored in Liters, Explosive, Fire Hazardous

After determining the range, Damage over (20) is reduced to (20)

PETRO ITEM MODIFICATION: PLATED TANK

Battlefields are deadly environments, and anyone walking through them with an unguarded Petro tank strapped to their back is asking for trouble. Any weapon or vehicle tank or pressure tank can be modified to withstand more punishment. The added weight will cost some speed, but it is a small price to pay to avoid being turned into a fireball.

This modification links the tank to the device it is attached to in a unique way, removing the tank would destroy the modification.

1 SLOT: Armor rating (2) for the Tank only, Enc. +1

WILLST DU
DICH VON ETWAS TRENNEN
DANN MUSST DU ES VERBRENNEN
WILLST DU ES NIE WIEDER SEHEN
LASS ES SCHWIMMEN IN
BENZIN

[RAMMSTEIN]



COAL

THE KILOGRAM (KG)

Coal is one of the earliest and simplest forms of producing mass energy. Extracted from mines, it is then processed in a steam powered engine or in a power plant to produce continuous trickles of Quanta, or used to fuel the foundries of the Steel Monolith in order to forge high quality steel. Justitian's entire power grid is supplied by the coal generators of Mobilis.

Coal is measured by the standard metric kilogram (Kg) and its subdivisions, the simple unit allowing even the largest of engines to be easily supplied and provisioned.

Coal is measured in kilograms (Kg) or in grams (g)

4Kg of Coal costs 1CD

STEAM ENGINES

A steam engine has three components: a furnace where coal is burned, a boiler where water is heated to steam, and a piston pushed by the steam producing the workload of the device. A steam engine's furnace has a maximum capacity, measured in Kg, which in turn determines the power the engine is able to output. The bigger the furnace, the longer it takes to heat up and produce the required pressure. Once heated, it may be kept alive by adding coal when necessary.

Steam Engine (Capacity)

Requires 5 x Capacity minutes to be operational

Coal has to be added every 10 x Capacity minutes after operational

Tech III

BLOCKING THE VENTS

Every steam engine can be turned into a time bomb. By closing all of the engine's vents in the right combination, the pressure will keep building until the whole device explodes into a boiling nightmare.

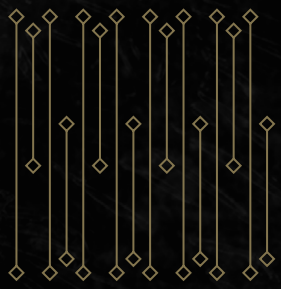
This complex procedure is not an easy feat, though: if the pressure is given any outlet to escape or the valves are closed too quickly and fail, the engine will simply sputter and die.

Turning a steam engine into a Bomb,
Complex Action, needs (Capacity) Successes

(Capacity) Rounds later, the engine explodes

Damage (2 x capacity), Explosive,
Thunder Strike

After determining the range, Damage over (15) is reduced to (15)



APPLICATION

SOLAR PANEL

Solar panels are one of the least cumbersome ways to produce electrical energy. Only about the size of a table, they can be moved by a small team without much difficulty. There are whispers of portable units, but almost no one can verify the stories of such high grade equipment. However, without access to the scarce silicates needed to harness the power of the sun, it is nigh impossible to construct them anymore. The Recombination Group's bunkers were powered by these devices, harvesting energy during the day and storing it in Kappa Relays for further use. Tech IV and V panels must be placed on a flat surface and are far too large to carry, while the few Tech VI panels that have been recorded were light enough to be carried on a man's back.

- Energy Management

WATERMILL

Rivers don't cease flowing, and a watermill will generate a consistent output, day and night. The investment required is immense due to the size of the watermill, requiring a small building to hold the large bearings and generator. One daring example of a watermill is the Morlaix Viaduct in Briton, built by the Salt Wolves and capable of powering both Brest and St Brieuc.

- Energy Management

PETRO GENERATOR

A Petro generator is nothing more than a normal combustion engine with its driveshaft attached to a dynamo. A common generator is easily moved, but everything can be built bigger. An example of this is the Module, a Petro generator guzzling oil like a thirsty man in a desert and lighting up most of Toulon.

- Energy Management

COAL GENERATOR

Coal is cheap in Borca, and the most readily available source of energy. Despite this, energy extraction remains a logistical nightmare: the minimum size of a coal generator is the size of a small building, and as such it cannot be moved. The amount of coal necessary to fire up even the smallest of coal generators is at minimum 100kg. When this limitation is overcome, though, the rewards are great: it is Mobilis, the huge generator squatting on a massive network of coal mines, that supplies Justitian's monstrous hunger for raw electricity.

- Energy Management

CONNECTED GENERATORS

So far, every electric generator presented has been represented as a single unit. The outputs of Mobilis, Morlaix, or the Module are on a completely different scale. To determine the statistics for an extremely large electric generator, simply consider it as a series of smaller generators strung together. For example, a solar panel farm could be made from 50 Tech V solar panels. It will produce 1200Qt per hour of daylight (50 x 24Qt), be able to transfer 50Qt per minute (50 x 1Qt/min), and cost 380,000CD (50 x 7,600CD). In order to improve the farm it will require 50x the time and components, but the advantage won't be split between all 50 panels, it will simply apply to the whole farm.

WINDMILL

In temperate weather, a windmill is active approximately (12) hours per day. Windmills are risky investments, as they jut out from the ground into the sky and highly susceptible to be damaged, ironically, by the strongest winds.

- Energy Management

ENERGY ITEM MODIFICATION: EFFICIENCY

Superconductors replace old circuits in electrical devices, valves are tweaked for maximized flow rate in Petro and



steam fueled machinery. The electrical, Petro or coal powered device consumes less energy with no change in effectiveness. When applied multiple times, the percentage reductions are added together.

1 SLOT: Electrical, Petro or coal consumption -20% rounded down

ENERGY ITEM MODIFICATION: GROUPING

Adding more storage into an already existing piece of technology is not an impossible challenge for a dedicated Scrapper, but the modification makes for a very bulky item. In addition to the usual scrap, the new storage must be bought separately (Internal cells for electricity, tanks for Petro etc).

2 SLOTS: Electrical, Petro, or coal storage +100%, Enc. +50% rounded up

ENERGY WEAPON MODIFICATION: ENHANCED OUTPUT

Removing the failsafes, bypassing the security firewalls, opening up valves, and exchanging pipes: the tinkerer will gain a far deadlier weapon at the cost of the energy consumption being raised much higher. When applied multiple times, the percentages are added together.

1 SLOT: Damage +10%, Consumption +10% rounded up

NULLPELLIA'S TOLL

Nullpellia's Toll is a colossal siege engine carefully maintained by the Pneumancers from the days of the Mechanist himself. Built around a massive furnace hungrily devouring coal, a steam engine drives a piston over half a meter in diameter. The weapon is so massive that it requires a team of Pneumancers to move it on its wheeled mount when it is ready to fire.The heavy furnace needs (5) hours to reach the adequate pressure, after which the machine will fire on its own. This is why the Pneumancers have to precisely time the moment they move it against the surface they need to destroy. Once the pressure valves are opened, the reinforced steel end is set free and pushed by all of the energy accumulated in a devastating and focused blow. Due to the engine's history, and the planning required to effectively utilise it, it is often left lifeless in Nullpellia's grand halls, a monument to the heritage of the great city.

◈ Heavy Weapons





CHAPTER 7
ECONOMY



THE INITIATION

The massive mahogany doors at the entrance to the Bank of Commerce swing open, pushed apart by a host of Balkhani slaves. Ali stares at the imposing passage widening before him, his nerves bubbling to the surface. Has he accomplished enough to be accepted into the Cult?

His mentor eyes him from head to toe, "Ali, stop giving me that doltish look! You better not embarrass me here after all the Dinars I've wasted on your education!" Before Ali can even process his mentor's sermon a radiant figure slowly emerges from inside the magnificent architecture: the Auctioneer Thabul, clad in garments of silk and pearl, a wide smile drawn across his face. He strides towards his two guests, welcoming them to the Bank of Commerce. Ali's mentor grows tense from one instant to the next.

Thabul snaps his fingers and directs Ali and his mentor to follow him through the venerable halls of this ancient building. The young boy barely has time to gaze at the tapestries hanging from the walls, depicting the eight ancestors and the history of the great Neolibyan Cult. The two men in front just drag him along, loudly discussing Ali's set of achievements with exaggerated gestures and snide remarks. As they finally reach the grand hall, the great map of the known world unfolds before the trio as a mosaic spanning the entire room. Small threads, one for each concession and trade route currently auctioned, cross the map's expanse like a spider's web spreading out from the center of it all: Tripol. Ali's mentor bows toward Thabul and whispers into his ear exposing a smirk in the corner of his mouth. Suddenly he smacks Ali on the back of his head. "He's a competent boy. You better turn him into someone useful so he can repay his debt." he says as he departs. Ali is alone.

The Auctioneer bursts into laughter and takes the young boy by the hand, circling the map room and climbing the staircase to the top of the surrounding gallery. Step by step he repeats the three principles of the Neolibyan Cult to the boy, as if it was the first day of his apprenticeship. "Exploration, Diplomacy, and Trade are the foundation of success. They are the elements to which your heart must abide at all times. It was by following these principles that the Libyan forged his destiny, and that is how you will find yours."

Thabul turns to Ali, mustering the boy, as they stand at the pinnacle of the map room, towering over the world map below. "You must always respect the concessions, and you must never disregard your benefactors. They are the ones allowing you to stand here, and you must return their investments in you: a Neolibyan always supports his patrons, you understand?"

Ali nods, his mouth dry, the hands stuffed deep into the pockets of his robes to hide the agitation brewing inside of him. This is what he prepared for, all these years. Thabul stands silent, his eyes gliding over the boy before him. The moment stretches out to eternity.

Thabul breaks the silence: "If your mentor thinks he'll turn you into a fortune to comfort his old days, he's not calculated his investments well. You'll owe the Bank first, before paying off your debt to anyone else." He cracks a big grin and pulls Ali into a tight embrace. "You've entered these hallowed grounds as a fledgling Scribe hoping to be accepted, but you will walk out a proud Neolibyan Merchant, ready to bend the world to your whim."



CONCESSIONS

A Neolibyans desires are driven by the concession trade. It is the unifying principle that defines the inner workings of the Cult. To understand the value of a concession, one must first learn how their value is calculated. Each concession has a set of 6 ratings, which mirror the Backgrounds that characters possess. However, unlike a character's Backgrounds which all have a maximum rating of (6), a concession's ratings may have lower maximum ratings, depending on the concession and its quality. These maximum ratings are held secret and represent the full potential of the concession. Sometimes a region has been bled dry and has nothing left to explore, and other times there are hidden gems waiting to be discovered.

The overall value and the potential value of a concession are the sum of its current and maximum ratings, respectively, ranging from (0) to (36). Neolibyans fight tooth and nail for concessions with high overall values, as the rewards they can reap will surely be just as high as the price. The true heir to the Libyan's legacy will try to discover a low overall value concession with a high potential value and develop it until their war chest overflows with Dinars.

EXAMPLE: La Cullar is a small settlement located in a shallow valley roughly a hundred kilometers to the west of Cartagena, near the edge of the Warpage. At this point in time only a single lumber mill exists, but there is room for at least half a dozen additional businesses (Allies 1, maximum 4).

- The nearby presence of the Warpage, along with the impending threat of Guerreros, makes the place hostile to any settlers, but a handful of measures can be taken to mitigate the risks (Authority 0, maximum 2).
- The lumber mill is already well equipped, but apart from the road to the east leading back to Cartagena there is a lack of room for additional construction within the valley's perimeter (Resources 2, maximum 3).
- The local business is short on manpower, but several dozen slaves and some families can be accommodated in the caves on the eastern wall of the valley (Network 1, maximum 3).
- This unfavorable countryside will likely never become influential, but at least it can be marked as uncontested Neolibyan territory (Renown 0, maximum 2).
- Although at first glance there is nothing special about this location, geological survey will reveal that the caves on the eastern wall lead to an entrance into an abandoned copper mine that is far from depleted (Secrets 0, maximum 1).
- La Cullar is a concession with an overall value of (4), and it has a potential value of (15).

CONCESSION VALUE CHART

ALLIES / BUSINESS

The Allies score represents the presence of other African business ventures that have established themselves on the concession's territory or nearby.

0 Absolutely no African presence.
1 A small African business tests the waters with minimum risk involved.
2 The concession has been deemed as profitable by a medium sized African venture.
3 Synergies kick in, several African businesses interact with one another forming trade alliances.
4 A partner dares to risk a huge investment within the concession's zone of influence that will profit everyone.
5 Powerful Neolybian Raiders and Magnates establish trading posts on the concession.
6 The concession is a perpetual gold mine with Africans rushing in trying to get a foothold.

AUTHORITY / SECURITY

Authority defines how secure the concession is, and how dangerous its neighboring areas are.

0 The region is infested with an Apocalyptic Nest or Psychonauts and their spore fields.
1 The majority of all available business in the area is under control of a local crime lord.
2 The concession has to actively defend against occasional raiding parties.
3 Legitimate businesses and Leopard black marketeers are on an equal footing.
4 Local security is in the hand of Scourgers, crime is no longer a major factor.
5 A nearby harbor displays a battlecruiser to dissuade intruders and criminals.
6 The place is fortified with a Surge Tank, while multiple Scourger Prides roam the streets.

NETWORK / POPULATION

Network measures the potential workforce of the concession, and how eager the local population is to work on it.

0 There is not a single soul left in this no-man's land.
1 Settlers move in, following rumors of some tiny income to supply their meager existence.
2 The settlements organize themselves in makeshift towns.
3 The growing population demands additional urban infrastructure.
4 Waves of immigrants arrive, ready to work on the concession.
5 The workforce accepts even the smallest wages in fear of unemployment.
6 The concession is bursting at the seams from overpopulation. Unwanted trespassers can easily be sold off as slaves.

RENOWN / INFLUENCE

Renown mirrors the cultural and political impact of the concession radiating outward.

0 Nobody cares about this backwater place in the middle of nowhere.
1 The concession appears on a few maps and in the Cluster's database.
2 The zone is flagged as a Neolybian territory, and the mayors of nearby towns are aware of it.
3 Harboring one of the larger cities in this area, the concession attracts a handful of influential Africans.
4 Europeans in the region start adopting African values and traditions as their own.
5 Trade routes are rerouted in order to pass through the concession's territory.
6 The Bank of Commerce has opened a branch on this trade hotspot.

RESOURCES / INFRASTRUCTURE

Resources reflect the infrastructure present within the concession's area of influence.

0 Mother nature's grip is tight on the region and travel is a difficult undertaking.
1 A single port or trading post is the only other Civilized place for miles.
2 Sawmills, mining outposts, and other basic endeavors are scattered around the landscape.
3 Fortified roads have replaced the beaten paths assuring safe travel over land.
4 Specialized workshops and artisan guilds refine goods before they are exported.
5 The roads resemble a trading network, the port can hold a Neolibyan tanker.
6 The streets are brightly lit at night, and local craftsmanship is equal to Tripol's exports.

SECRETS / BENEFITS

Secrets resemble the unique benefits of a concession, which must be discovered to be fully exploited.

0 Every rock in this land has been lifted, but it's barren and deserted.
1 The soil is healthy and can supply the population.
2 If we built a dam in this valley, the whole city could be powered.
3 According to this ancient map, a UAO weapon cache was buried somewhere nearby.
4 The water carries minerals from the currents of the Reaper's Blow and will turn this little port into a profitable trading hub.
5 A newly founded mine yields rare earth elements of incredible value.
6 A hidden and undefended RG bunker is giving off pings in an uncharted valley close by.

CREATING CONCESSIONS

RANDOM GENERATION

Thousands of concessions are put up for bidding each year during the Great Auction at the Bank of Commerce in Tripol. Concessions of all profiles exist, and as such they can be randomly determined. To generate each of a concession's values, first roll 1D to define its maximum rating. The current rating is established with a roll of 1D-1, however no value can exceed the maximum rating and if such a result is rolled then the rating should be rerolled until it is equal to or lower than the maximum. These numbers can then be translated by the Game Master into an actual description of the concession.

DEFINED GENERATION

Concessions can also be created by the Game Master directly, with each current and maximum rating assigned based on a concessions features and qualities. For example, a tiny Mediterranean island is decided to have a current Network of (1), with a population composed of small local fishermen and their families, yielding a maximum Network of (3) due to the lack of available surface area. The current Resources is set to (0), due to no port even being established, while the maximum Resources would be capped at (3) because it would devour an unreasonable amount of construction material to level the rugged landscape and allow for proper urbanization.

ASSESSING A CONCESSION

Assessing a concession properly is a vital part of being an effective and successful Merchant. The Neolibyan has to see beyond what has already been conducted and envision what can be done to further exploit the area. Like a sculptor, he must forecast the proportions of a statue hidden within a raw block of marble. The current ratings of any concession can be easily deduced from the registers of the Bank of Commerce with no roll required. Making an educated guess of the maximum ratings of a specific concession is a process requiring a minimum of a week's worth of studies. Geological records must be exhumed from the archives, ownership history must be examined, field guides must be consulted, contacts must be questioned about undocumented downsides of a concession…

The Neolibyan rolls PSY+Cunning, and adds their Allies Background as bonus dice. For every (2) Successes, one possible point of rating increase for the concession is revealed, for example that the Network rating could be increased from (2) to (3).

Traveling to a concession and completing a field study is far more effective. If the character examines the territory directly, meeting with the current holder of the concession, discussing trade with the locals, instructing his Scrappers to map the area, he then rolls CHA+Negotiation and adds his Network Background as bonus dice. When conducting a field study, one possible upgrade point is revealed for every Success instead of every (2) Successes. When evaluating a concession, whether from a distance or on site, Triggers count as (2) Successes. New possible rating upgrades can only be revealed by a roll which exceeds the results of the previous survey.

Assessing a concession from the Bank of Commerce:
PSY+Cunning, +Allies

Assessing a concession on site:
CHA+Negotiation, +Network

One possible point of rating upgrade per (2)
One point per Success on site
Triggers count as (2) additional Successes

EXAMPLE: Ali Tarik, a young Merchant, is assessing La Cullar, seeking to make a bid for his first concession since rising to the rank of a fully fledged member of the Neolibyan Cult. He has 8 dice available, 7 for his PSY+ Cunning score and 1 for his Allies score, as he is analysing the concession records at the Bank of Commerce. He rolls (4) Successes, revealing (2) points of rating upgrades, one of which was a Trigger which gives two additional Successes and exposes a third point. After a week of studying the registers and the cartographers' maps he discovers that Resources can be upgraded from its current score of (2) to (3), and its Network can be raised from (1) to (3). He can't tell if these are the concessions' maximum ratings. Either Ali's roll wasn't good enough to acquire additional valuable intelligence, or the concession just isn't very profitable. Ali is adamant to not give up on it yet, though, and decides to embark on a journey to Hybrispania to investigate further - making sure to hire some Scourgers as bodyguards before he leaves Africa.

THE THREAD OF LIFE

Before a Neolibyan is allowed to participate in the Great Auction and bid on concessions for the upcoming year, they are required to have their Thread of Life read and evaluated by an Anubian. Only those who have strong lifethreads clear of disturbances, poor fortunes, or untimely deaths will be marked as suitable trading partners. Every Anubian conducts this ritual in their own way, some will pray to the ancestors in an hour-long ritual until an answer reveals itself to them, some have a discussion with the Neolibyan about the achievements of their youth and family until they construct a conclusion from the answers, and others will go as far as to draw blood from the Neolibyan and drink it, the taste telling them what they need to know.

The one constant of this process is the rush in the days prior to the Great Auction, when desperate fledgling Neolibyans flood Tripol, hunting down every available Anubian in the city and besieging them with requests to have their lifethread examined. Many a brawl has started outside an Anubian's shrine between two unruly Merchants eager to make their first bid - and such an altercation will surely result in both being judged as unsatisfactory.

THE GREAT AUCTION

On the first day of the first month of the new year, the Great Auction takes place in Tripol. The Bank of Commerce teems with Neolibyans loudly bidding for every concession the Bank has on record. Officially the bids are counted in Dinars, but truth be told everything is on the line to secure a profitable concession.

Neolibyans bid Background points in order to secure a one year's lease to the concession they want. At the end of the auction all concessions will be gone: there are far more Neolibyans than there are concessions, and every one of them is hungry to make his mark on the world.

- Bidding Allies means that business partners and specialists will be part of a Neolibyan's endeavor, making the bid more appealing to the Bank of Commerce.
- Bidding Authority involves browbeating other Neolibyans by force of charisma and rank alone during the auction. However, this weapon may become dull with time.
- Bidding Resources is the official way to bid on concessions, representing the Dinars given to the Bank of Commerce. The Bank is often flooded with requests for loans after the Great Auction concludes as the assembled Neolibyans borrow the same amount they used to bid on a concession.
- Bidding Network backs the bid with additional support from non-Neolibyans. A Buzzard may spare the concession from attack, or a Pride of Scourgers may lend their firepower for security.
- Bidding Renown involves putting one's own reputation at stake for the venture and boasting about its profitability long before any real work has been done: a double-edged sword.
- Bidding Secrets is done by harming competitors via blackmail and dragging dirty intelligence into light. Any conflict can be resolved with the right bit of embarrassing information.

The points bid in the Great Auction are not lost, but won't be available for anything else but the concession for the entire year's lease. For example, if a character with Resources (5) invests (2) points into the bidding and wins the lease, he is considered to have Resources (5) within his concession's territory but only Resources (3) everywhere else.

The Bank of Commerce is the king of aggressive capitalism, but even the Sheikhs know the benefits of stability. As such, the previous owner of a concession is considered to have bid one additional point on top of the sum of their actual Background points for every year they have held the lease.

During the Great Auction itself, only Dinars are mentioned. Neolibyans are merchants, and all they care about is the cold, hard cash they can extract from their work. Instead of calling out the number of Background points the character is bidding, he yells the corresponding sum.

Leases are bid on with Background points, they are frozen for a year and can only be used on or for the concession.

Previous owner gets (+1) point for each consecutive year he has held the lease.

BACKGROUND - DINAR EQUIVALENCE

BP	Dinars	BP	Dinars	BP	Dinars	BP	Dinars
0	1	-	-	-	-	-	-
1	1,500	10	50,000	19	1,500,000	28	50,000,000
2	2,500	11	70,000	20	2,500,000	29	70,000,000
3	3,500	12	100,000	21	3,500,000	30	100,000,000
4	5,000	13	150,000	22	5,000,000	31	150,000,000
5	7,000	14	250,000	23	7,000,000	32	250,000,000
6	10,000	15	350,000	24	10,000,000	33	350,000,000
7	15,000	16	500,000	25	15,000,000	34	500,000,000
8	25,000	17	700,000	26	25,000,000	35	700,000,000
9	35,000	18	1,000,000	27	35,000,000	36	1,000,000,000

BIDDING WAR

There are often three or four Neolibyans bidding for every concession up for grabs, and as such the Great Auction is always a place of intense competition for the available leases. Once the Neolibyan has determined the lease he plans to secure, whether by deciding on a specific location or finding a vague notion of the concession's rating, the Game Master must determine how much the competition will bid. Add 1D to the concession's overall value: this is the number of Background points the highest opposing bidder will invest. A concession with overall value (23) will be sold for between (24) and (29) Background points. The bids will progressively move towards this point: the character must decide whether to stay in the competition or let it go.

A failed auction has consequences. Concessions are optioned simultaneously, and focusing on one means losing out on other opportunities. The concessions with the highest values disappear first: after each failed auction the character may only bid for other concessions which have an overall value equal to or lower than the previous attempt's overall value minus 1D.

Highest bid for a lease = Concession overall value +1D

Failing to win the auction means bidding
next for a lesser concession:
Previous overall value -1D

EXAMPLE: After conducting some surveys on site, Ali has discovered that La Cullar has more to offer than meets the eye. He will try to seize the concession's lease during the Great Auction. To determine how fierce the competition will be, the Game Master secretly rolls 1D: a 3. The concession's overall value is (4), which means that the Neolibyans will bid a maximum of (7) Background points on the concession. Ali plans to invest (5) of his points: a raw investment of Resources (4) and the aid of his brother-in-law who will operate caravans to and from the region, Allies (1). He doesn't want to risk his name by bidding any Renown yet, considering his upstart reputation as a fledgling Merchant to be sacred to later endeavors.

The previous owner of the lease doesn't want to give up his land, and bids (4) Background points. He has held the lease for 2 years now, which adds to his bid, making the total (6). He yells out, "10,000 Dinars!" Ali is eager to not let go of this lease, and decides to go all-in by spending (2) of his Renown on his bid, bringing his total up to (7). With that score, he shouts "This rock will be my legacy! 15,000 Dinars!"

He wins the auction, no one else is prepared to bid higher. His name will be listed in the Bank of Commerce's records, and he is the only one who shall be permitted to exploit this land until the lease expires.

FINANCING SUCCESS

Although the auction may have been won, the Neolibyan struggling to acquire his new concession has one final hurdle to overcome: funding. The Background points bid on a territory are considered to be used exclusively for the benefit of the concession, whether by financing Scourgers, paying for a workforce's living and travel expenses, stockpiling on Petro, or establishing a suitable resplendent headquarters. As such, the Neolibyan must seek the help of another source to obtain the equivalent Dinars required to pay the Bank of Commerce for permission to exploit his chosen land. Ironically, the most common source of this help is the Bank itself.

The aspiring concession owner must take out a loan from the Bank of Commerce, equal to the amount of money he just bid on his concession. This is only permitted if the Neolibyan has had his Thread of Life evaluated by an Anubian who is willing to vouch for him. If he is properly spoken for, then the loan is granted and the Neolibyan owes the Bank of Commerce the concession's bidding value in Background points, excluding the bonus from previous ownership, with an extra 10% interest, rounded up.

From the moment he leaves the Bank of Commerce, he has one full year to recoup on his investment, exploit his concession to its fullest extent, pay the loan back with interest, and finally, hopefully, make a profit. Should he fail to pay off his debt before the next Great Auction, he will be stripped of the concession - but not his debt. That will remain with him until it is fully paid off. In addition, the concession will be deemed unprofitable and accumulate a penalty to its effective overall rating of (-1) per failed year.

CUTTING OUT THE MIDDLEMAN

Every year at the Great Auction, there are a few Neolibyans who buck the trend and make their own path: instead of grovelling at the Bank of Commerce's feet, begging for a loan to finance the concession they just purchased, these Neolibyans provide all of the funds for their acquisition from their own pockets. Whether they are simply using the vast wealth they have accumulated on past concessions, or clutching a huge chest of Dinars gathered together by all of the people in their home village, these Neolibyans spit in the Bank's face as they proudly take their new property under their own terms. While they may have a steep initial investment, the rewards can be even steeper: they receive the entire overall value of the concession as Income without having to pay anything to the Bank of Commerce.

Whenever one of these upstarts flaunts their wealth by purchasing a concession outright, the Bank seethes with rage. How dare they overturn the natural order? How dare they cut the Bank out of the profits! The Bank does everything it can to discourage these Neolibyans, from creating false accusations that their Thread of Life was improperly

read or by giving subtle advantages to their competitors at the next Great Auction. Anyone who buys the lease to a concession without taking out a loan with the Bank of Commerce does not receive the (+1) bonus to their bid at the next Auction.

DEALING WITH THE DEVIL

The Bank of Commerce is always prepared to expand, opening up branches far from their home in Tripol to allow for its business to continue even outside of the rush around the Great Auction: stamping Dinars, dispensing loans, and providing a safe place for Neolibyans to store their hard earned - or plundered - assets. It is this very safety that the Bank relies on, as it pushes itself into an almost mutually beneficial agreement with the owner of a concession. In return for the protection of the branch, financed entirely by the Neolibyan in command of the concession, the Bank of Commerce grants the owner additional benefits when it comes to the Great Auction.

If a Neolibyan wishes to allow the Bank of Commerce to set up a branch on his territory, he must invest an additional (2) Background points into it, to represent the cost of providing security and accommodating the branch. However, the owner of the concession is given a (+1) Background point bonus when bidding on any concession, in addition to the standard (+1) bonus granted when bidding for a concession already held. This bonus applies as long as the Neolibyan controls the concession containing the branch, and is cumulative with each concession with a branch that he owns.

EXPLOITING CONCESSIONS

TILLING THE LAND

By simply sitting on their hands, a lease owner will lose money very fast. Their investment must be changed into profit, and that has to be done through hard work. Being the owner of a concession means facing hard decisions, dealing with threats to one's rule, and optimising the exploitation of the land.

Six times throughout the year's lease, the Merchant will have the opportunity to raise one of the ratings of his concession. If the Player didn't plan ahead, the Game Master will provide each of these opportunities as an adventure in its own right. If the adventure ends on a success, the associated rating may be improved by (1). If it ends poorly, or the Neolibyan simply ignores the opportunity, one rating associated with the nature of the failure will be lowered by (1).

Six times a year, one of the 6 ratings of the concession may be improved
An adventure takes place for the occasion

If the adventure is a success, a rating appropriate to the success is increased by (1) up to its maximum rating

If the adventure is a failure an appropriate rating is lowered by (1)

EXAMPLE: Ali has a vision for his new concession. Over the next year, he will turn this battered patch of land into a mountain of gold! During his first adventure, he decides to heavily reinforce the caves on the eastern wall of the valley, as there are rumors of Guerreros traveling through the abandoned tunnel network. If he succeeds, he will be able to exploit the copper mines within and his concession will gain (+1) Secrets. However, a failure will scare away the few people living in the small settlement, resulting in a loss of (-1) Network.

Ali fails, as the Guerreros manage to push back his meager force of Scourgers, and La Cullar is left deserted. During the second adventure Ali must rectify the mistakes of his first failure, returning with a more heavily armed force...

INCOME

At the end of every year-long lease, the concession will generate income for its owner. Each concession generates as many Income points as its new overall value, each of which may be used to pay back a loan from the Bank of Commerce equal to one Background point or raise one of the Neolibyan's Backgrounds by (1). Income points may also be converted directly to Dinars in the same way as Background points.

EXAMPLE: Through Ali's ongoing efforts, at the end of the first year La Cullar has increased its overall value from (4) to (7). Since Ali borrowed (7) Background points from the Bank of Commerce to secure the lease, he will have to pay back (8) points - (7) coming from his Income points and an additional (1) from one of his Backgrounds. He's made an overall loss on his concession, a poor omen for the first year of ownership but not damning. If he decides



to attempt to bid on the same concession again his year owning the concession will work in his favor and will give him an extra Background point. If Ali succeeded in all 6 adventures across the whole year, the new overall value of the concession would be (10), allowing him to pay back his loan to the Bank along with an overall profit of (2) points - 2,500 Dinars!

At the end of the year long lease: concession overall value = Income points

(1) Income point will pay back (1) point of debt to the Bank of Commerce

(1) Income point may raise a Background rating by (1)

Remaining Income points earn Dinars using the "Background - Dinar equivalence" table

BORROWING FROM THE BANK OF COMMERCE

Countless major Neolibyan's started their illustrious careers borrowing from the Bank of Commerce. Most people forget the hundreds of overenthusiastic Merchants losing everything to the institution and ending up begging on the streets, disgraces to their families' pride. If a Neolibyan is able to repay their debt to the Bank of Commerce, but is unable to turn a profit, he has the option to take out Bonds during the next Great Auction. A Neolibyan may possess up to twice his rank as Bonds from the Bank of Commerce, which may be used in place of a Background point during the Great Auction, or may be converted into Dinars in the same way that Income points are exchanged. However, the Bank of Commerce keeps track of such debts. After a Bond has been taken out, the borrower has up to his rank in years to repay the Bond with (2) Income or Background points, or he'll find a grinning squad of Scourgers at his door, ready to beat him within an inch of his life and remind him to pay up.

A Neolibyan may borrow up to twice their rank in Bank of Commerce Bonds

Bonds replace a Background point during the Great Auction

Bonds may be changed into cash using the "Background - Dinar equivalence" table

Bonds have to be repaid twice (In Income or Background Points) before rank in years





CHAPTER 8

ARSENAL

RARE

In the closing years of the 26th century, claiming ownership over firearms and the corresponding ammunition equates to wielding enormous power. As weapons technology has regressed to sword and shield, being able to strike down a foe from afar is a considerable advantage over one's enemies. But this power comes with a price. Those who possess such arsenals must rely on the fear they induce, or count their bullets and make every single shot count, for replacements are hard to come by. It is no wonder that the most commonly used firearms are still using the simplest and most available form of propellant: black powder, the source of the Judge' dominance across northern Borca.

While firearms or other advanced weapons may have become more uncommon, this has only made them all the more influential. The roar of a chainsaw causes a charging force of savages to shrink back in fear, a rotary gun's rapid-fire assault litters the ground with torn up bodies, and even the most deadly Biokinetic is laid low with the impact of an anti-matériel rifle.

WEAPON QUALITIES AND MODIFICATIONS

EXTENDED RELOAD (TIME)

Many weapons have extensive loading processes that cannot be typically completed during combat. The time required to reload the weapon is listed next to the Quality.

GRUESOME (RATING)

Bristling with jagged edges or menacing spikes, this weapon is designed to continue hurting long after it impacts the target. A weapon with this Quality adds (1) bonus Trigger per rating when causing Complications, if at least one Trigger has been spent on a Complication.

STUN (RATING)

Lightning arcs across the tip of the Shocker as it presses against a target's side, a Judgement hammer crashes into the skull of a savage Clanner, a thunderclap roars as the shrapnel of an armor piercing bullet knocks a Neolibyan, who thought himself safe inside his Surge Tank, off his feet. Weapons with the Stun Quality shake the targets and make their thoughts rattle around inside their head, delaying any of their reactions. The target is inflicted with the Disorientation Complication, at a rating equal to that of the Quality.

PANIC (RATING)

The weapon is more than simply terrifying, it shakes all who witness its effects and power to the core. Even a glimpse of it in operation is enough to bring all but the most steadfast and resolute of warriors back to the state of a whimpering savage gazing up in awe at the power of the Gods. Anyone who sees a weapon with this Quality wreaking havoc must roll a Mental Defense with a Difficulty equal to the rating of the Quality. If they fail, they are affected by the Shellshock Complication.

Quality	Slots	Augmentation
Gruesome (1)	1	One slot for +1
Stunning (1)	1	One slot for +1
Panic (3)	2	Two slots for +3

SINGLE LOADER (NUMBER OF ROUNDS)

This weapon is not reloaded via a detachable magazine, stripper clip, or speed loader, instead it may have a loading gate or use a magazine tube and requires loading one round at a time.

The number of shots that can be loaded in a single Action is specified by the rating of the Single Loader Quality.

WEAPON MODIFICATION: LANYARD

This simple strap allows the user to more easily keep hold of an object or weapon, whether they are being disarmed or simply losing their grip.

LANYARD: Prevents losing the device when disarmed

Difficulty (+2) for disarm attempt or +4D to keep an object in hand, 1 slot, Tech I, 10CD



AMMUNITION

7.62 - "FIST"

The 7.62 is a heavy cartridge filled with gunpowder, able to launch a far heavier projectile than many other calibers and cause significantly more damage. This leads to it being far more expensive due to both its relative rarity in the 26th century and the amount of gunpowder used in its construction. As such, it is rarely used, most shooters favoring cheaper ammunition that often does the job just as well.

◈ Ammunition

14MM - "DANGER"

Massive cartridges designed to punch through the steel armor of vehicles or tear away at the walls of buildings, this ammunition is uncommon in the wasteland due to its impracticality: there is very little in this day and age that requires such a powerful bullet to kill. There is a market for this caliber, though, mainly finding its way into the hands of those who want to be sure that their shot will penetrate a Psychonaut's defenses, no matter how strong.

◈ Ammunition

410 - "TINY"

The .410 caliber emerged from the Scrappers and their tinkering with the ubiquitous Caliber 12 casing. Able to be loaded into revolvers due to their small size, they are far less powerful than a full-sized shotgun cartridge but are cheap due to easy manufacture. They require far less powder and shot, which makes them very sustainable despite their lack of power.

◈ Ammunition

FRAGGER ROUNDS

Advanced, self-propelled ammunition designed for use in a specialised weapon platform, each bullet contains sensors measuring thermal properties, distance to target, and magnetic forces that allow them to independently decide to detonate before hitting a soft target, spraying the vulnerable flesh with shrapnel and causing lacerating wounds, or remain solid when entering something armored, penetrating through to whatever is hidden beneath.

◈ Ammunition

FREON CARTRIDGES

Nearly impossible to manufacture, the Freon cartridge contains a gas that causes a sudden and painful chilling effect when exposed to pressure changes. Freon based weapons often contain coolers that drop the temperature even further than its common storage level, leading to brutal frost burns affecting anyone coated in the icy blue vapor.

◈ Ammunition

BLACK POWDER

Black powder, or gunpowder, can represent many things. To a savage Clanner its fiery noise brings death. For the Judges of the Protectorate, it is a tradition, along with a smell washing over battlefields after the hostile hordes have been scattered in all directions. The correct mix of charcoal, sulfur, and saltpeter creates the iconic explosive powder, and the Steel Masters of Justitian are the most renowned experts at grinding the most effective combination possible.

Black powder can be used for demolition, but for any serious destructive purposes explosives bought or stolen from the Hellvetics would be far more appropriate. However, its low decomposition speed is compensated for by the high amount of gas generated from its combustion, making it an excellent propellant for a firearm.

THE GRAIN (GR)

The Grain was a unit designed to measure black powder, 15 Grains weighing approximately 1 gram. Only the name has survived the centuries, and over time the Grain became equal to the gram, as the Steel Masters began to stockpile massive black powder supplies within the Steel Monolith.

Black Powder is measured in Grains (Gr)
1 Grain weighs 1 gram

1 Grain costs 2CD
1 Lead bullet costs 2CD

CONTAINERS

POWDER FLASK

Anything that can hold powder and protect it from a flame or excessive dampness can be used as a black powder container, but the powder flask is designed specifically for muzzleloading rifles. It has a spout allowing for precise pouring, a valve dispensing the exact amount of black powder, and a well reinforced container.

- Energy Management

PAPER CARTRIDGE

The paper cartridge is a small cylinder with a standard volume of black powder pre-measured inside, all that is needed is to tear it open and pour it into the barrel. While this saves time, the amount of black powder stored in the cartridge is fixed and cannot be adjusted, as the finest shots like to do. For these marksmen, custom loaded cartridges can be made at additional cost.

- Energy Management

CUSTOM POWDER LOAD

OVERLOADING AND UNDERLOADING

The amount of Damage a firearm can deal is not related to the firearm itself, instead it is a function of the caliber used. This is true for muzzleloaders as well, except the volume of black powder is the main parameter. Years of experience and field reports from Protectors has lead the Steel Masters to declare the standard load of a musket as 4Gr, and as such they guarantee the safe use of their rifles with this load, but in many circumstances it may be necessary to under- or overload the gun. In the heat of battle, a way to measure powder such as the telescopic valve of a powder flask or a customized paper cartridge is necessary.

Underloading reduces the Damage of the weapon with no other consequences, while overloading increases the Damage but puts the user at risk: for every Gr added above the safe limit the marksman adds a result of 1 to his AGI+Projectiles roll, and the increased recoil and bullet velocity leads to a penalty of -1D to Handling.

Damage = Gr x 2 (max. 16)

For each Gr above 4, the user adds a result of 1 to his dice pool and -1D Handling when firing

A Botch means the barrel explodes

BARREL EXPLOSION

A gun loaded above its safe limit risks breaking apart under the pressure generated in the combustion of the black powder. When this happens, the barrel acts as shrapnel flying in the face of the shooter.

Botch on an overloaded gun
Damage = Gr, Thunder Strike

WEAPON MODIFICATION: REINFORCED BARREL

It is tempting to always overload a black powder weapon in order to do maximum Damage. This is a dangerous endeavor for the unprepared. The least that can be done is to change the barrels of a weapon for reinforced ones: if the gun explodes, at least it won't take the shooter's face with it.

1 Slot / Barrel

When exploding due to overloading
Damage = Dazed (Gr)

BRAWL

PUSH

A push is a melee attack which deals no Damage, but instead allows a combatant to move his opponent a number of meters equal to the Triggers acquired on his Attack roll in any direction.

SPECIAL: If the attacker takes a run-up before his push, he adds a number of Triggers equal to half the Distance traveled in meters to his Attack roll. He cannot move more than his normal movement limit in a Round.

GRAPPLING

When attempting a grapple, the attacker rolls a normal attack with Handling -4D. If he succeeds, the Triggers on roll determine the number of Rounds his target is unable to act, trapped in a chokehold. If the attacker is able to surprise the target with a successful AGI+Stealth roll or a successful feint, the Handling penalty is reduced to -2D. After these Rounds are up, the target begins a Conflict of BOD+Force or BOD+Brawl against the attacker's BOD+Brawl. The target loses F/3 Ego per Round of the grapple, until he either escapes or falls unconscious.

RAZOR GLOVES

The crowd cheers as the fighters enter the dug out pit, the upcoming fight generating more excitement than this small hamlet on the edge of the Protectorate has seen in ages. The opponents pace around each other briefly, before rushing in to meet at the center of the ring. The wet thud of sweat covered bodies slamming into one another fills the air: one of them recoils back with a scream, collapsing to the ground with a brutal gash exposing his flayed cheekbone. Shards of glass and razor wire stick from the gaping wound and the victor's gloves glisten with blood.

◈ Brawl

GAROTTE

Any sufficiently long and supple material may be used as a garotte: a leather strap, the chain between two manacles, shoe laces, sinews, or cables ripped from a Chronicler's suit. The weapon is used to strangle someone quietly, cutting off their air supply and blood circulation. The weapon is used as if making a grappling attack, however the target takes F/3 Damage per Round along with the Ego Damage from the chokehold.

SCINDO

The Scindo is a full sleeve of metal plates, which are secured to the arm with straps. The end of this sleeve has a semicircular blade molded to it, allowing the user to deliver deadly, slashing blows with their punches. It is primarily used as a dueling weapon among the Romanos, who view the weapon with some sort of crude historical reverence.

Due to the way the scindo is attached to the arm, it cannot be easily removed. It takes two full Actions to undo the straps and allow the weapon to fall to the ground. When the character uses BOD+Brawl to defend themselves against an incoming melee attack, they gain a bonus of +2D while wearing the weapon, and in addition it is impossible for a fighter using a Scindo to be disarmed.

◈ Brawl

ARMED MELEE

CHAINSAW

What it lacks in subtlety, the chainsaw makes up for in raw power. This Petro-guzzling saw is used in Africa for cutting through chunks of wood in the forests, but it will function just as well tearing through flesh and bone. It is unwieldy and poorly balanced for combat, but the terrifying sound of its engine revving up to speed and the brutal wounds it leaves in its targets makes it a Scourger's delight, who will often use the chainsaw's roar to instill fear in their opponents.

SPECIAL: The chainsaw's tank holds 5 Liters of Petro, allowing it to run for 50 attacks. Without fuel, the weapon's Damage decreases to 2+F/2, and it loses the Terrifying and Out of Control Qualities.

◈ Armed Melee

MACHETE

The machete is a brutal weapon designed to use the heavy mass of the blade alongside its wickedly sharp cutting edge to deliver some serious damage. The machete's weight allows it to chop through dense underbrush or thick wooden trunks, making it a common sight in the jungles of Hybrispania or the swampy marshes of Franka.

◈ Armed Melee

PIKE

The pike emerged as the Anabaptists' response to the devastating horse charges utilized to great effect by their Jehammedan opponents in the Adriatic Lowlands. The long polearm is the height of two or three men, and requires both hands to wield, but this length allows it to



CHAINSAW

reach riders mounted on tall horses. However, should an enemy be able to slip past the spearhead the length of the weapon becomes its biggest flaw unless the pike is dropped and the intruder dealt with by other means.

SPECIAL: The pike does additional Damage equal to the relative speed of a vehicle or horse to any passenger on the incoming mount hit by the pike, or to the mount itself. A further -3D Handling penalty applies to Combat rolls against targets within (3) meters.

◈ Armed Melee

SWORDBREAKER

At first glance, this weapon appears to be nothing but an ornate dagger with intricate patterns along the blade. When activated, these elaborate designs are revealed to be two smaller blades pushed out by springs from the main blade, forming a fan of knives used to parry an opponent's weapon. The swordbreaker is often used by duelists with a flair for the dramatic, or Apocalyptics attempting to disarm their enemies prior to capture and interrogation. The additional blades allow an assassin to cause extra harm, but the added weight and price of the weapon makes it an undesirable killing tool.

SPECIAL: The character gains +1D to BOD+Melee when parrying or disarming attackers. If succeeding in a BOD+Melee Active Defense against an opponent using a bladed weapon, the character can attempt to disarm his foe with the swordbreaker as an additional free Action.

◈ Armed Melee

RAPIER

Rapiers are long bladed weapons designed to be only useful for stabbing and thrusting. Adopted primarily for decorative purposes as they hang from the hips of Neolibyan Great Hunters, Generals of the Resistance, or high-ranking nobility of Justitian's Advocate houses, these weapons are more likely to have their blades chip than cause harm if used for slashing or cutting. In well trained hands their needle-sharp tips can still deliver deadly piercing jabs that find their way into the tiniest gaps in armor, and many a reckless warrior has met their deaths after underestimating one of these delicate weapons.

◈ Armed Melee

LANCE

Lances are rarely used as infantry weapons on the battlefield, but these long wooden spears make excellent weapons from horseback. Meant to be replaced relatively frequently on account of being easily shattered if used in full charge, the front lines of an Isaaki cavalry assault often bristle with lance-tips as they rush towards the enemy's ranks.

SPECIAL: The lance's Damage increases to (4) plus twice the relative speed level between the user and the target when used from a vehicle or horseback, but the user no longer applies their BOD+Force bonus. If the lance does (10) or more Damage in a single hit, it breaks.

◈ Armed Melee

HANDGUNS

DERRINGER

A hidden weapon with a simple mechanism, a derringer can fit in a space as small as a pocket or even a piece of jewelry or another inconspicuous object, hidden in plain sight. When assembled, it offers a quick shot with two barrels: what it lacks in power it makes up for in stealth.

◈ Handguns

RESISTANCE REVOLVER

The Resistance revolver hails from the depths of the Frankan swamp, where the freedom fighters of Franka use it as a last-ditch defense against the Pheromancers and their drones. The 5 cylinders of .410 shells allows them to pack an impressive amount of lethality into a relatively small package, especially when loaded with the shot that it is optimised for - even a drone under the sway of his Pheromancer lord can't ignore his body being blasted apart with lead pellets at high speed.

◈ Handguns

RAVEN'S SAWNOFF

This shotgun has had its barrel sawn in half, or was designed with a short barrel in the first place, giving it a reduced range but also the ability to be carried and used more like a handgun than a traditional shotgun.

They are traditionally kept by the Ravens of Apocalyptic Flocks, who engrave or decorate the weapons with symbols of their personal Tarot, often giving them names like Finchkiller, Birdshit, or Judgestopper. When two warring Flocks come to a truce, or one is forced to surrender, it is customary for the Raven of the weaker Flock to offer his sawnoff to the Raven of the stronger one as a tribute and mark of respect.

SPECIAL: When engraved with a Raven's markings, gains the Quality Talisman (+2D), using up 1 slot.

◈ Handguns

PEPPERBOX

This simplistic firearm was designed by Scrappers unable to create a proper revolver mechanism, resembling a gun with four barrels stacked in a square. Instead of using a cylinder to bring a new bullet into alignment with the barrel, this weapon simply has four chambers with independent triggers. Easily reloaded by opening up the breech, the four triggers are close enough together that all barrels can be fired in quick succession. The pepperbox has found its way into the hands of many Apocalyptics and Clanners, who are able to recreate the weapon due to the simplicity of its design.

◈ Handguns

SMARTGUN

Smartguns are the result of decades of Bygone weapons programs. Linked with a powerful recoil-compensation and targeting computer in the handle, they are able to lay down incredible volumes of accurate firepower in a very short time. Due to the computers being relatively prone to corrosion and damage, the only working models have to be salvaged from most secure and well preserved of the UAO caches hidden in the Psychovore belt.

◈ Handguns

RIFLES AND HEAVY WEAPONS

REPEATING AIR RIFLE

The repeating air rifle is made of salvaged components put together in a delicate balance, but it is still used by Scrappers and Clanners throughout the Protectorate and beyond due to its simple manufacture and the lack of gunpowder or other propellant necessary, instead firing its bullets with compressed air. As such, it is almost completely silent when shot.

These rifles feature an internal air reservoir and a magazine capable of holding several bullets. Reloads are an issue however, as it takes a full hour to pressurize the reservoir and refill the magazine.

◈ Rifles

FRAGGER

A general term for a family of pre-Eshaton rifles firing a small-caliber detonating munition, the Fragger is an early generation smartgun. Fraggers are often found completely by accident, as despite the advanced interface systems contained within the weapon, from the outside they appear completely indistinguishable from any other rifle. Instead, the projectiles themselves are the element that differs. They have infrared and range-finding sensors capable of microsecond-scale updates, scanning for body heat.

If the temperature of the target is above or below that of the human body, the projectile remains solid to punch through the armor or surface. On the other hand, if the temperature is within a few degrees of a person's average body temperature, then the Fragger round breaks apart with a crack, and the resulting shrapnel enters the body. The damage dealt in this way is devastating, as the projectile is designed to shatter into about a dozen tiny, razor sharp shards.

◈ Rifles



PIPE RIFLE

A bizarre looking firearm relying entirely on pump action, this gun appears to have no external trigger mechanism at all, instead having a long slide along its barrel and a revolver-style cylinder in its receiver. When the slide is pulled back, the empty casing in the bottom of the cylinder is ejected, and the firing pin is dropped to fire the round in the top chamber. The forward motion rotates the cylinder, moving from the spent round to a new cartridge.

◈ Rifles

MILITARY CARBINE

Carbines are more compact than full assault rifles, losing much of their long-range effectiveness in favor of being easier to wield and operate in small spaces. Most of these carbines were left hidden in the armories of the Recombination Group's bunkers, sealed away behind locking systems that kept the weapons stored in pristine condition until the bunker's occupants were able to achieve a high enough state of devotion to their sleeping gods, or otherwise crack the codes of their prisons.

◈ Rifles

BATTLE RIFLE

The battle rifle is a weapon based on a frame similar to that of the Sagur 11 rifles used by the Swiss army, which became the Hellvetic Trailblazers, but it is far easier to operate by virtue of firing the much more common - although still exceedingly rare - 7.62 round. The powerful cartridge allows the rifle to dig into heavily armored targets, but it lacks the ability of the Hellvetic rifles to lay down a devastating carpet of bullets.

◈ Rifles

RIOT SHOTGUN

A merciless weapon associated with the most brutal factions of the world, especially the Scourgers and more vicious Clanners of Europe, riot shotguns merge power and fire rate into a lethal combination. They may be expensive and unwieldy, but they make murderous weapons when loaded with their cheap ammunition.

Riot shotguns are semi automatic, but perform poorly with the handcrafted shells available in most places and often misfire or jam.

◈ Rifles

ANTI-MATÉRIEL RIFLE

A gargantuan rifle that often takes a team of two to carry, anti-matériel rifles are a rare sight in modern times: passed down from the City Wars, their original purpose has been obscured by history.

Few living beings would survive a hit from a rifle of such magnitude, with the Surge Tanks being perhaps the only man-made reason such a weapon would ever be useful. Nowadays only a handful of these weapons are known to exist, traded by Exalters on the Black Markets of Liqua. Neolibyans consider them prized tools for the hunt of the most dangerous game out in the wastelands: Biokinetics.

◈ Heavy Weapons

STEAM CANNON

The two massive boilers mounted on his back hiss, heat and steam building up inside them. A heavy metal pipe runs down from each, on the verge of burning an imprint into the Pneumancer's skin, leading to the pressure tank resting in the crook of his back. The warrior lifts the barrel of the cannon, steam from leaking through the seams



and singing its gunner, but he ignores the pain as he aims his steam cannon at his enemies. He opens the valve attached to the cannon's handle, and the burning gas surges forwards, mixing with screams as the hot steam breaches even the tiniest openings in armor to scorch the skin beneath.

SPECIAL: After every discharge, the weapon requires (1) Round to build up steam pressure, while charging it cannot be fired. Only armor with the Fire Resistant Quality can reduce the Damage of a steam cannon.

◈ Heavy Weapons

DENIER

This strange looking weapon appears to be a boxy, rifle-like frame wrapped with wiring. The large button on its grip causes a microwave pulse to fire out in a wide arc, emanating from the resonant cavity at the tip of its barrel. Those who stand in the path of its impulse feel their bodies heating up from the inside. While the effect is non-lethal it still causes the afflicted to feel an incredibly overwhelming sensation. Palers have taken to using Deniers targeting their biggest competition, the Chroniclers, as not even the most advanced armors the techno-freaks can muster the will to resist the weapon's microwave pulses.

◈ Heavy Weapons

ROTARY GUN

This prototype field gun designed by the Steel Masters is a rare act of creativity. As a crank operated heavy weapon it fires at a high rate without requiring the complex machinery and actions of other, more advanced machine guns. However, this comes at the cost of its weight: the many barrels of the weapon make it impossible to use unless deployed.

Rotary guns are an unusual sight, the Steel Masters being unable to mass-produce a weapon so far from the standard muskets of the Judiciary. But the weapon has found success on the borderline of the Protectorate in the contested city of Siege. Firing on the attacking Clanners, the unrelenting hail of bullets and the carpet of bodies left in the aftermath have proven its effectiveness many times over.

SPECIAL: The rotary gun has long barrels, and cannot fire .410 shot. It cannot be fired until an Action is spent to deploy it, and it cannot be moved after being deployed until an Action is spent to prepare it to move.

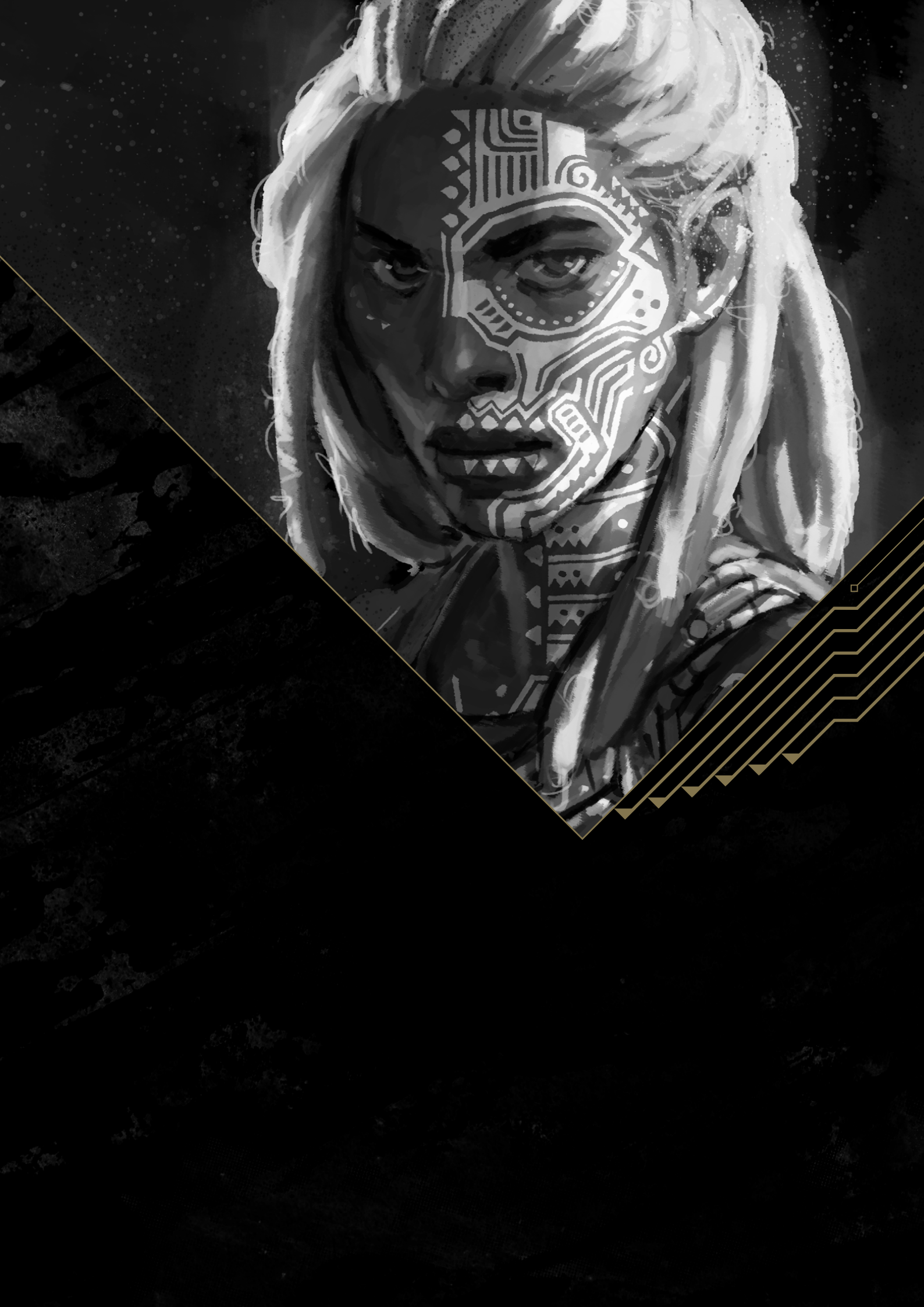
◈ Heavy Weapons

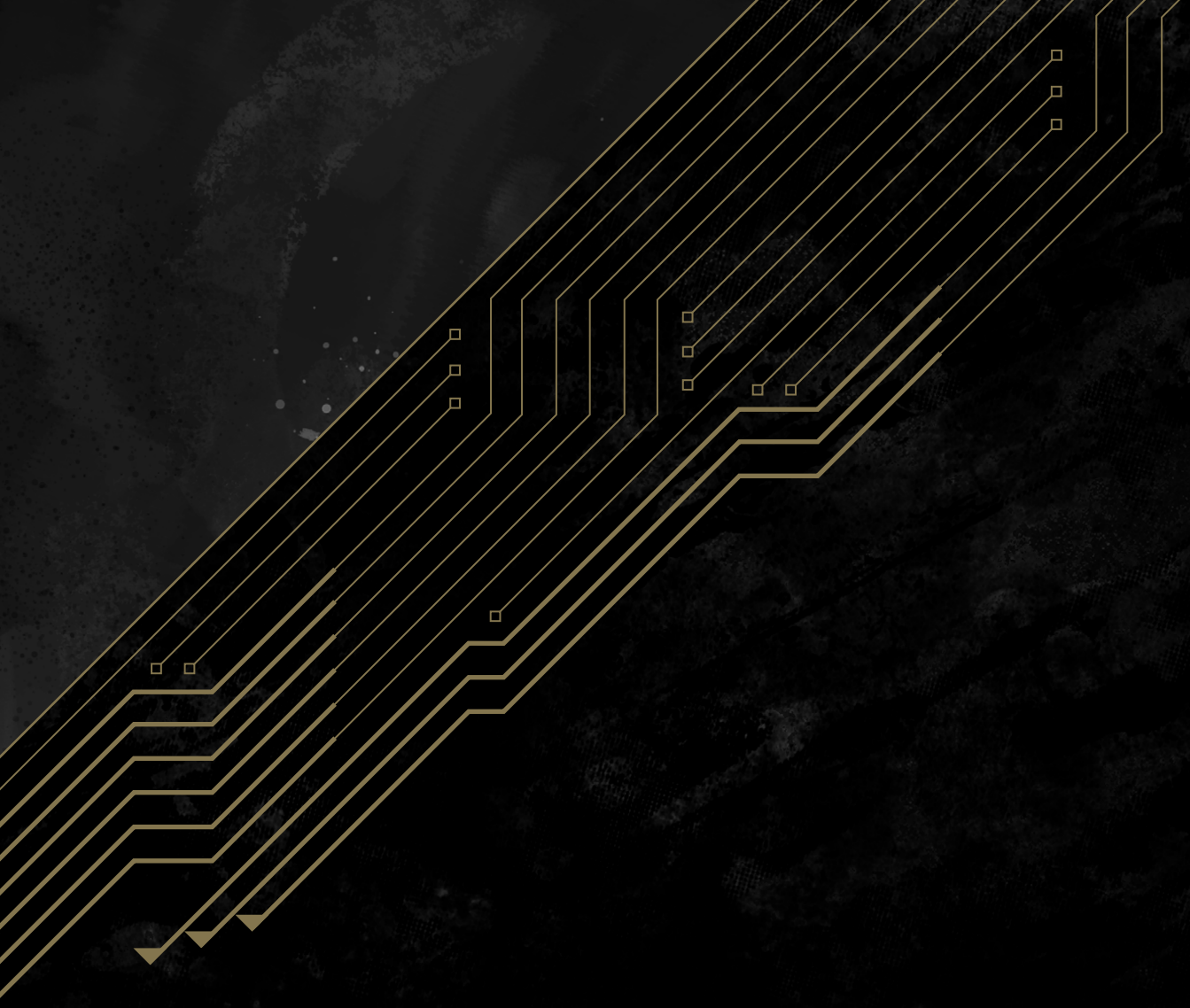
MARKER LAUNCHER

The Spitalians venturing deep into the swamps of Franka needed a way to distract the drones swarming the region, but adding additional and bulky equipment to their equipment would impede their progress through these boglands. Instead, the Spital developed a Splayer tip which allows Famulancers to launch a Pheromone marker cartridge much farther than they would be able to throw it.

The Marker Launcher is a Splayer tip that launches a single cartridge at the press of a button near its handle. The launcher is typically used in conjunction with Pheromone marker cartridges, but any other agent can be deployed in this fashion. After each shot, a new cartridge must be fed into the barrel of the launcherr: a cumbersome process given the length of the Splayer.

◈ Heavy Weapons





CHAPTER 9
PRIMAL INGENUITY



PSYCHONAUTIC REMAINS

Since the dawn of the species, humans have fashioned their environment into tools of destruction assisting them in overcoming all but the most deadly of obstacles. From rocks used to crack open vertebrae, to blades forged from steel to fend off enemies, everything can be turned into a weapon and the mortal remains of Homo Degenesis are no exception. The corpse of a Psychonaut is the ultimate resource, and over the years many of the inborn primordial features have become commonly used—at least by those who can survive an encounter with one of these terrifying abominations. Astonishing rewards await hunters who can collect the stored energies from the bodies of their prey, as they contain a fraction of the reality shaping powers the Primer exhibits. Even in the face of great evil encroaching from the stars, nothing can match mankind's primal ingenuity.

THE HARVEST

Harvesting Psychonautic remains is a race against time. As the life energies of a fallen Aberrant wane, so too do the Sepsis induced phenomena disappear. Only the most experienced hunters have the necessary skill to seize the moment correctly, and trace the inborn energies of a Psychonaut's Chakra pooling within its dead organs, before they finally disperse.

Anubians have mastered this harvesting technique, along with Preservists, Anabaptists, and other Cults and Clans, like the Vigilantes, who frequently clash with Homo Degenesis. Knowledge is passed on through word of mouth, as no Cult would openly endorse such vile practices. After all, the Primer is considered to be mankind's doom, and dealing with its remains is akin to inviting the Demiurge into your heart.

But restrictions can hardly be enforced when one's survival is at stake. As such, a hunter must know his game, and he must act when an opportunity presents itself.

To effectively harvest a Psychonaut's remains, a roll of INT+Legends with the Difficulty set by the Legends rating of the item must be passed. The harvest itself is a Complex Action of INT+Medicine (10), with an interval of (1) Round. The time to complete this Action is limited, and must be accomplished within the limit set by each item's Deterioration value which starts at the moment of the Psychonaut's death. For every (2) Triggers rolled as part of the Complex Action, the Deterioration time is extended by (1) Round.

LEGENDS ROLL: INT+Legends to understand how to correctly utilise the body

HARVEST: Complex INT+Medicine (10)
INTERVAL: (1) Round
EVERY (2) TRIGGERS:
Deterioration time extended by (1) Round

BIOKINETICS

FIREFLY

During the winter months in the cold northern expanse of Pollen, night blankets the land for almost two thirds of the day. In this barren and blasted terrain, some Biokinetics adapt to their surroundings by creating phosphorescent particles that are distributed through their bloodstream. The glowing liquid collects along the surface of the skin and in the folds of their body armor, casting a bright, red-tinted light to enhance the Biokinetic's vision and line of sight, while also attracting his plague to the colorful display. When one of these beasts is brought down their blood retains its bright luminescence even as it is spattered across the ground. Pollen's nomadic Clans harvest it by filling it into small glass vials or thin leather pouches that can be used as crude, but long lasting, lanterns. They must act quickly, however, as after the blood deteriorates it turns into bubbling acid that exhibits an overbearing smell as it evaporates and fades.

LEGENDS: Difficulty (2)

DETERIORATION: (10) Rounds

HARVEST: Harvesting the blood of the Biokinetic involves drawing it and placing it into a jar or jug, leaving the fluorescent particles floating in the crimson fluid. To distill enough of the activated blood and produce a vial of Firefly, all available blood must be strained through a thin membrane. This is not a difficult process, but it is time consuming, taking a total of (3) Rounds per vial. Sealed Firefly retains its radiance and emits a constant source of light that reduces Vision penalties caused by darkness by -2D within 20 meters. Firefly will never dim its glow after it is harvested, although it can be hidden for purposes of stealth by covering the vial in a leather pouch or other opaque container.

◈ Psychonautic Remains

ABERRANT WEAPONRY

Biokinetics shapeshift body parts into any variety of deadly weapons, from clubs, blades, and stingers, to venomous teeth, all coated with deadly poison or bearing a razor-sharp edge. Those who manage to kill a Biokinetic will cut away the limbs or poisonous protrusions to fashion them into weapons. Such Aberrant weaponry is extremely diverse and there is no outcome which guarantees consistent potency.

LEGENDS: Difficulty (3)

DETERIORATION: (2) Rounds

HARVEST: All Biokinetic weapons are based on an initial set of statistics, and then modified. Upon successfully harvesting a weapon, roll an additional 1D. On a 1-3, the weapon is exceedingly sharp, heavy, or otherwise deadly, and receives (+2) Damage. On a 4-5, the weapon is almost supernaturally balanced, gaining a Handling bonus of +2D. On a 6, the weapon is covered in highly potent venom, dealing (1) point of Trauma Damage per hit. The potency of a Biokinetic's weapon begins deteriorating after its death unless broken out of the corpse. Blades lose their edge, poison evaporates into nothing, clubs become hollow and brittle. After the Deterioration begins, the roll for the effectiveness of the weapon receives a cumulative penalty of (-1) per Round. If the penalty reaches (-6), the weapon is completely degraded and rendered useless.

◈ Psychonautic Remains

SOULBURST

Buried deep underneath layers of flesh, muscle, and bone lies the source of a Biokinetic's relentless endurance and resilience: an adrenal gland, bloated beyond all recognition, pumping enough hormones and adrenaline into the

BIOMASS AUGMENTATION

In the halls of Cremant, a hidden Old School research facility of the Preservists, cruel experiments are conducted in pursuit of creating the perfect soldiers to face the relentless threat of the Sepsis. One of the darkest acts is performed on a select few Preservists, due to the lack of available materials. The operation requires a preserved chunk of Biokinetic muscle cut from a recently killed Psychonaut, smuggled from Pollen to Franka. The Old School Preservists pay Anabaptists and Clanners to take down the Aberrants, before buying off their remains and extracting the valuable muscle tissue. Placed in a nutrient solution, and disguised as Mollusks, the goods are hidden amidst otherwise innocuous shipments passing through Hellvetica's Territorial Regions. The Hellvetics are thorough guards, but enough Drafts can always convince the occasional trooper to cast a blind eye on a strange box at the bottom of a cart.

When the load reaches Cremant, the tissue is extracted from its nutrient containers and implanted into a chosen human guinea pig by an apt Surgeon under the guidance of Commando Prime Charcutier. The writhing, spore infested biomass latches on to any organic matter it can find, replacing the previously extracted muscles in an agonising process that leaves the subjects howling in torment from the excruciating pain. Anesthetics cannot be applied during surgery, for the Preservist must maintain both his consciousness and a strong will to resist the Sepsis flooding through his body. If the operation succeeds, he will possess superhuman strength. If it fails, the Old School Preservists will be forced to discard their test subject.

PROCEDURE: The surgery lasts approximately (1) hour, after which the recovery process begins. The patient must engage in a battle of endurance with the Biokinetic tissue ravaging his body. The recovery process is a Complex Action of BOD+Toughness, requiring (40) Successes in total and with an interval of (1) hour between rolls. For every roll, the patient receives (2) Trauma Damage and (1) permanent spore infestation. (1) point of Trauma Damage or permanent spore infestation taken from this process can be negated per (1) Trigger from the BOD+Toughness roll, or the expenditure of (4) Ego Points. If the patient reaches (0) Trauma, the violent procedure causes their body to shut down and results in cardiac arrest. If the permanent spore infestation reaches half of the patient's maximum, they will turn into a Leperos as the Biokinetic influence takes over the host body. If they are able to withstand the violent recovery phase their BOD Attribute is permanently increased by (2). The BOD Attribute can be raised above the human maximum of (6) in this unholy fashion.

body to kill any normal human. By cutting this gland out the liquid adrenaline, called Soulburst, can be harvested and drank in dire situations, at the cost of losing a part of one's humanity.

LEGENDS: Difficulty (4)

DETERIORATION: (4) Rounds

HARVEST: Fresh Soulburst initially starts out at level 3, but after Deterioration kicks in the gland loses 1 level per Round until it drops to level 0 and becomes useless. If the gland's fluid is taken during combat, it grants a bonus pool of Ego Points equal to its level x 3 which can be freely spent in the Initiative phase of combat, and doesn't count against the normal limit of (3) Ego Points available per Round. As such, a fighter drinking a level 2 Soulburst can spend up to (9) points of Ego on his first Round of combat. Each dose of the Soulburst will also poison the user with its level x 3 in spore infestation, so a level 3 Soulburst inflicts (9) points of spore infestation.

- Psychonautic Remains

BLOOD ARMOR

Many of the savage tribes in Pollen fear and worship powerful Biokinetics, viewing them as hellspawn or evil gods sent forth to punish mankind. Some Champions venture out in an attempt to strip these demons of their power and claim it as their own. To do so, they must bathe their body with the blood of a fallen beast in ritual patterns, and take possession of its inherent potency. As the vital fluid of a Biokinetic dries up, it leaves behind a tightly knitted cellular mesh that repels blades and arrows, covering the skin of the Champion in a solidified Blood Armor.

LEGENDS: Difficulty (2)

DETERIORATION: (8) Rounds

HARVEST: To apply the blood, one must strip naked and smear themselves with the viscous substance from head to toe. The blood must now dry as fast as possible, before it turns acidic (3) Rounds after the application and causes severe burns, dealing (3) Flesh Wounds per Round until it dries.

To complete the drying process, a successful hunter must powder himself with dust that immediately merges with the cellular meshing of the blood, creating a skin tight armor coating across the entire body. This is done by rolling a Complex Action of AGI+Dexterity (4), with an interval of (1) Round.

The Blood Armor grants the user an Armor rating of (3) and a Terrifying Quality of (2). If worn underneath



other armor, the Armor rating is added directly but the Terrifying Quality is lost. Blood Armor lasts for one year before it begins to flake off and eventually loses all of its properties.

◈ Psychonautic Remains

RAVEE

Some of the more savage Clans of Pollen have searched for ways to steal the strength of the Psychonautic beasts roaming their land ever since the first specimen appeared. Through experimentation and consumption of dead bodies the shamans of these Clans were able to discover the hotspot of the iconic abilities of the Biokinetics: the source of the superhumanly potent hormones surging through their body to allow them to twist and change their form at will. Upon slaying one of these creatures and opening up the perineal region with a sharp blade, a skilled hunter can locate the Ravee.

The size of a thumb, this gland is buried about one finger deep, beneath a cover of dense muscle tissue. Upon proper preparation, a desperate warrior daring to swallow the foul smelling gland will forever gain the power of his foe, and continue to hear the voice of the Earth Chakra throbbing in his ear until the day he perishes.

LEGENDS: Difficulty (3)

DETERIORATION: (5) Rounds

HARVEST: After a Biokinetic is slain, the clock starts ticking. When the Ravee deteriorates, it disintegrates inside the body with a spray of potent acid dealing (5) Flesh Wounds. The Ravee stays fresh outside the body for three days before it desiccates. A fresh gland grants a permanent increase of (+1) BOD, at the cost of (3) points of permanent spore infestation, while a dried gland will grant (+1) BOD for a day, along with 1D spore infestation.

Whether fresh or dry the gland must be properly wrapped into a goat bladder or some other thin membrane before consumption: if the toxins contained inside the Ravee touch any part of the subjects pharynx, tongue, or saliva while swallowing, it causes a deadly reaction. The affected flesh swells up, riddled with unnatural muscle cramps immediately clogging the windpipe, while Sepsis mushrooms into the throat, asphyxiating the brave warrior in less than a few heartbeats. Only if a wrapped Ravee reaches the stomach can the toxins be slowly dissolved by the gastric acids to release the gland's unnatural benefits into the host body.

◈ Psychonautic Remains

DUSHANI

LARMA

A Larma is a small wooden or tin cylinder of incredible use to the people of the Balkhan. Inside, the ear-bone of a dead Dushani still resonates with the song of the Psychonauts long after his death. Such bones are often harvested and sold by hellbent Clanners of the area: hunters keep one for their own use and sell the other.

When entering an area of strong resonance from Dushani songs, the ear bone will jump and twitch within the small cylinder, creating the rattling sound which gives these primitive but effective devices its iconic status. Many a tribesman has been saved from wandering into a sonic wall of death by the timely clacking noise of their Larma.

LEGENDS: Difficulty (3)

DETERIORATION: 1 day

HARVEST: A Larma can detect the presence of any Dushani Phenomena within (100) meters, or a living Dushani itself within (50). The bone is very delicate and requires steady hands upon removal: if any of the rolls while harvesting have more 1's than Successes, the ear-bone snaps and is rendered unusable. Ear-bones can be extracted from both of a Dushani's ears.

◈ Psychonautic Remains

MUK

A Dushani's tongue is capable of producing deep, subvocal tones that can tear away the very fabric of the mind. If the tongue is removed, it vibrates chaotically when placed into a Dushani sound field, disrupting the song around it. Some of the more daring Clans of the Balkhan have managed to exploit this fact by placing a tongue at the base of a large, resonating drum that is carried on the back. The drum amplifies the twitching of the tongue, and creates a dead zone of complete silence against other Dushani's songs, as the two sound waves annihilate each other.

This is an extremely risky endeavor, for the bubble of silence attracts every single Dushani within hearing distance of the user: they all come forward to eliminate the source of the annihilation. Even so, the tribes still use these Muks to great effect as their runners and messengers can cross the most dangerous Dushani infested areas in a rush. Once they reach the other side they disable the Muk by removing the skin on the top of the drum, thus shaking off any Dushani in pursuit.

LEGENDS: Difficulty (2)

DETERIORATION: (6) Rounds

HARVEST: Harvesting a Muk requires extraordinary will-



power. As the hunter proceeds, severing the tongue from a Dushani's throat, he is haunted by familiar voices of his loved ones, parents or children, begging him to stop this sacrilege. The hunter must succeed in a Mental Defense against Difficulty (3) for every Round of his Complex INT+Medicine roll, otherwise he freezes up and loses (1) Round. A harvested Muk, placed in a drum or similar amplifier, negates all Dushani Phenomena directed at the user, however it also draws the attention of all Dushani within (1) km. It lasts for a month after extraction before the tongue decomposes and is rendered useless.

◈ Psychonautic Remains

JABUKA

The Jabuka is only harvestable from the larynx of a male Dushani. Bound to the top end of a staff the extracted thyroid ligament acts like a divining rod, able to spot underground sources of running water, magnetic fields, arteries of earthly minerals such as silver or gold, as well as areas of amplified resonance. On rare occasions it can even locate a hidden Paler bunker or tunnel system right beneath one's feet. If the Jabuka is placed on a dusty surface, such as sand or dirt, it will respond by leaving tiny Chakra symbols behind, giving clues to the user whether he is moving in the right direction.

LEGENDS: Difficulty (3)

DETERIORATION: (4) Rounds

HARVEST: The Jabuka's inherent properties deteriorate quickly after a Dushani's death, but the harvest is not a complicated one. Once the ligament is cleaned and strapped to a rod, it enhances all of the users INT+Survival rolls with a bonus of +3D.

The user will not be able to attune the Jabuka to a specific location, instead the bone will respond to whatever it locates first, be it magnetic anomalies or running water, or anything else for that matter. If the Jabuka doesn't respond with the creation of a Chakra symbol on a powdery surface, the user will know that he's nowhere close to anything useful. The Jabuka has a range of (100) meters when detecting any unusual geological properties. After about three months, the ligament becomes so brittle that it loses its potency and must be replaced.

◈ Psychonautic Remains

PHEROMANCERS

BLAZING ICHOR

Made by pouring Pheromancer gland ichor into a glass or pewter bottle and plugging it with a rag doused in alcohol that is then set alight, these creations are simple, deadly, and have been a mainstay of the Resistance for years. The liquid contents burn extremely well, and anyone who is hit by a bottle of Blazing Ichor is at risk of being set alight. But this is not the main effect of these devices. Instead, an exploding container is used to divert the Pheromancer's drones, who fly into a protective frenzy as they smell the charred pheromones of their burning gods. Thrown into a state of mindless rage, they ignore any threats to their lives as they rush towards the blazing pool, trying to extinguish the fire.

LEGENDS: Difficulty (2)

DETERIORATION: (6) Rounds

HARVEST: Blazing Ichor must be harvested by puncturing the Pheromancers' glands and filtering the yellow liquid into bottles. The Difficulty of the Complex Action for harvesting a single bottle of Blazing Ichor is reduced to (4): up to (5) bottles can be harvested from a single Pheromancer. When thrown, Blazing Ichor lays down a carpet of burning glandular discharge (2) meters wide. Drones are drawn towards this burning carpet, which lasts for (4) Rounds before the flames die down. If an affected drone tries to do anything other than moving towards the burning pool to extinguish the fire, it must succeed in a PSY+Faith/Willpower (3) roll.

◈ Psychonautic Remains

LARD LIGHT

The fat of a Pheromancer is doused in their oil, and as such burns better than most other lantern fuels. Often, when the Resistance succeeds in killing a Pheromancer, they will slice open the corpse's elephantine frame and harvest as much fat as they can before it decomposes. The fat sells well, many outposts and settlements in the Frankan swamps illuminate their tents and houses using lanterns fueled by Lard Light. However, pheromones still contained in the fat attract a vast array of nocturnal insects. This is a double edged situation, as measures need to be taken not to be stung by these pests. On the other hand, cicadas, beetles, crickets and various forms of moths, mantises, and roaches are large enough to be caught with nets and cooked into a protein rich meal.

LEGENDS: Difficulty (1)

DETERIORATION: 1 day

HARVEST: A dead Pheromancer contains enough fat in its body to create approximately 200 Lard Lights, making them a relatively common item. Each successful attempt to harvest creates 20 Lard Lights. A single Lard Light can be ignited providing (12) hours of light at a time. The lanterns attract 2D edible insects per hour, that must be properly cooked to reduce the Sepsis contained within. Approximately (20) such large insects make up for a single meal.

◈ Psychonautic Remains

DREAMTIME

The leader of the Clan pours the tea into the cups of everyone assembled, the hubbub of conversation filling the low, mud-brick building. Everyone idly drinks their brew as the night goes on, but slowly the joyful mood dies down, as the congregation begins to feel tired, drowsy. One after the other, they all fall asleep, dragged into the Dreamtime. Several hours later, they emerge, shaking the sleep from their eyes, a few laughs going around as they reflect on what just happened. One of them jokes about how excellent the tea the leader made was. He only responds with a grin.

LEGENDS: Difficulty (4)

DETERIORATION: (10) Rounds

HARVEST: Dreamtime is a concoction made from herbs and leaves found in the Rhône swamps mixed with the extracts of a Pheromancer's dried amygdala. When consumed by a group of people at once, they all fall asleep and meet inside a group dream. The contents of the dream are set according to the whims of the group and the surroundings they were in when they consumed the brew, and are laced with fragments of the personality of the Pheromancer the amygdala was harvested from. But one thing is always certain. One person in the dream is able to impose their will on the other participants, and convince them to follow their lead. They have become the queen of the Dreamtime's hivemind.

Everyone consuming the tea falls asleep for (2) hours. During that time, the person in the dream with the highest CHA Attribute is able to implant a single command. In the event of a tie, it is resolved by a Conflict between the participants' highest rated CHA Skills, with the winner becoming the leader. Each of the other dreamers must succeed a PSY+Faith/Willpower roll with a Difficulty equal to the leader's CHA score. If they fail, they must obey the implanted command once they rise from

their slumber. If the order puts them at risk of suffering physical harm, then they receive a +2D bonus to Mental Defense to resist.

A dried amygdala can be grinded into extract, providing enough powder for (12) Dreamtime ceremonies.

◈ Psychonautic Remains

PURIFIER

"The Demiurge devours its own filth!" The Anabaptist Emissary raises his arms victoriously to the crowd of spectators, standing knee deep in the murky waters of the small pond the people of this town draw water from. High above his head, the Emissary holds a bloated lump of flesh, soaked with blood and internal fluids. The viscera runs down his arm, but he gives it no mind. "The Demiurge's guts will purify your lake, for only in death can the Great Deceiver be useful!" The crowd gasps as he plunges the meat into the water. They watch in amazement as the murky pond clarifies, dirt and impurities being sucked into the Pheromancer's liver, leaving crystal clear waters behind. Within minutes, the watering hole has turned so pure that the pebbles on the bottom can be seen through the ripples on its surface. The Anabaptist lifts the liver from the water, closes his eyes, and yells. "Praise the almighty Pneuma! Surrender to the Neognosis and earth and water shall be healed forever!"

LEGENDS: Difficulty (2)

DETERIORATION: (5) Rounds

HARVEST: A Pheromancer's liver can filter toxins and filth from a source of freshwater, purifying it to the point where it becomes safe to drink after a few minutes. A full liver can purify a small stream or pond before being saturated, and a chunk the size of a fist can purify a bathtub's worth. There are legends that claim the livers of Pheromancer Kings and Queens could purify the entire Rhône swamp, but surely that's just a story.

Harvesting a liver must be done quickly after the Pheromancer's death, as the gallbladder bursts after (5) Rounds and spoils the remains entirely. If any roll during the harvesting has more 1s than Successes, the gallbladder is pierced and the bile begins leaking into the liver. This turns a Purifier into a virtual Sepsis bomb. If such a spoiled liver is released into any body of water, it will contaminate it beyond potability and leave enough source material for a new spore field to blossom within a year's time.

◈ Psychonautic Remains

ALLURE

A perfume distilled from the torn out heart glands of dead Pheromancers, Allure is a dangerous substance but nevertheless has its purpose among devious users.

The hormones derived from the glands are undetectable by any known Spitalian means, and grant an underhanded edge in negotiations. Apocalyptics abuse the perfume to render their victims sexually submissive, while Neolibyans use it to bolster their presence during social interactions. The black markets of Franka and the Western Protectorate are booming with the sale of Allure.

LEGENDS: Difficulty (5)

DETERIORATION: (3) Rounds

HARVEST: To reap Allure successfully the glands sitting on top of a Pheromancer's heart must be carefully removed. If any of the sexual hormones contained within these glands leak via a roll with more 1s than Successes during the harvesting process and mix with the blood of the dead Pheromancer, a rapid chemical chain reaction follows. The spoiled hormones trigger a self-destruction mechanism as fermentation gas bloats the corpse within seconds, and the skin of the Pheromancer blisters over, giving off popping sounds. (3) Rounds after the leakage, the corpse detonates in a massive explosion of bone shrapnel and gastric acids, leaving behind a smoldering Chakra symbol in the surrounding area. This is an explosion dealing (10) Damage at its epicenter, with the Piercing (2) Quality, as the acidic fluids burn through armor.

Fresh, undistilled Allure has a rating of (6), with each Pheromancer containing enough fluid to create (3) doses of distilled Allure. After the Deterioration begins the rating is reduced by (1) for every (1) Round that passes. Distilling Allure is a Complex Action of AGI+Crafting or INT+Science, requiring (15) Successes with an interval of (1) Round, and demands access to a well stocked medicine hut, laboratory, or other suitable location. Using Allure causes the user to take spore infestation equal to the rating, but also provides the rating in bonus dice to all Charisma-based tests for the user, so long as those they are interacting with are capable of smelling the perfume.

The effects disappear if the perfume is washed off or after a day, whichever comes first.

On the black market, Allure is available for prices generally equal to its rating x 500CD, but in more tightly controlled areas it will be more expensive to discreetly acquire.

◈ Psychonautic Remains

PREGNOCTICS

MEMORY SHELLS

As the Mnemonids drift through the world, stepping through timelines and avoiding all notice, they sometimes drop small shells in their wake. These shells are filled with fragments of the memories of past lives, and those who consume the fine gossamer held within are able to relive those moments. By holding the shells to the ear, one can experience the whispers of the lives stored inside the shells.

LEGENDS: Difficulty (4)

DETERIORATION: N/A

HARVEST: Consuming the gossamer held within the Memory Shells has similar effects to that of the Gossamer of Thoughts, contained inside the Desert Clams of the Stukov Desert. Unlike those, the Memory Shells are clear of the imperfections brought on by the Desert Clams which makes them less volatile - and far more rare.

There is only enough gossamer available for a one time consumption.

DRUG: Memory Shell

The results are unpredictable. The Game Master rolls 1D.

1-2: The user is overcome with madness. For days he writhes on his cot, speaking in tongues, and when he awakens he has no memory of what happened. His PSY Attribute is reduced by (1) for a full week.

3-5: The experience of the intoxication changes the user. One random Skill is reduced by (1), while another rises by (1), to a maximum of (6). The Player rolls 1D to determine the Attribute and another to determine the Skill, if they roll a Skill to reduce that is already at (0) or a Skill to increase that is already at (6), they re-roll until two Skills are changed.

6: Back in the present, the memory shines like a vision. The user raises a randomly chosen Skill by (1), to a maximum of (7), determining the Skill with the same die roll described above.

◈ Psychonautic Remains

EYES OF DESTINY

When a Pregnoctic is slain, the memories of the future drift around its body converging within his eyes, and can remain there for a few minutes. The eyes charge with energy, and unless they are removed from the skull quickly they will melt in the sockets, before disappearing completely. For those who are able to remove the eyeballs, they offer a glimpse into the uncertain mist of the future. By eating the eyes raw, one can remember events that have not yet occurred, as if they were hazy memories distorted by time.

LEGENDS: Difficulty (2)

DETERIORATION: (2) Rounds

HARVEST: Scratching the eyeballs from the skull of a dead Pregnoctic is an overwhelming experience bordering a psychotic fever dream. The hunter will recognize his own juvenile features on the face of the Aberrant, as he peels the eyes out from a younger version of himself. The sight is terrifying and overburdens even the most hard-boiled character. To stay focused, they must succeed a Mental Defense against a Difficulty equal to the decades between the hunter's current age and their 10-year old self, rounded up. As such, a 38-year old hunter will have to roll against Difficulty (3).

If they fail the Mental Defense, they are frozen in shock or revulsion for (1) Round and make no progress. However, if the Mental Defense results in a Botch the entire harvest fails and the hunter is plagued by nightmarish visions of his own gruesome death for months to come.

An Eye of Destiny starts at level 3, and loses 1 level per Round past Deterioration. Both eyes are removed during a single harvest roll. Upon removal, they retain their potency for a month, but must be stored within a nutrient solvent to not dry up. When swallowed, they grant the user a glimpse of an event that will occur within the next few days, with the length of the vision limited by the level of the Eye of Destiny. The user receives a +3D bonus to the action they foresaw.



LEVEL 1: Seconds – e.g. an Attack or Defense roll.
LEVEL 2: Minutes – e.g. the outcome of a discussion, simple questions.
LEVEL 3: Hours – e.g. finding the solution to a complex problem or task.

◈ Psychonautic Remains

WARPLENSE

The energies swirling in the eyes of the Pregnoctic after death bend and distort reality on a small scale. The focal point of the eyes becomes the center of a tiny Warpage, able to refract and disperse the light passing through. By peeling the cornea from a Pregnoctic's eye and laying it over one's own iris, a daring individual will gain the ability to alter the very light that reaches the eye, expanding their vision into the realm of the Primer.

LEGENDS: Difficulty (5)
DETERIORATION: (4) Rounds
HARVEST: A Warplense is created by slicing the cornea from the eye of a Pregnoctic with a scalpel or precision knife. This destroys the eye, but leaves a razor-thin film that can be placed over the users own eye like a lense. This results in a spore infestation of (5), as the Sepsis instantly enters the brain through the lacrimal fluid. The vision of the Warplense user drastically changes, desaturating the world around him into a monochrome expanse. Sentient creatures, humans, animals, and even other Psychonauts become perfectly visible through glaring colors radiating from their auras against the stale backdrop of the achromatic surroundings.

A Warplense bearer can spot enemies hiding in a forest at ease, receiving +3D to any rolls involving INS+Perception. He can also read the intensity of a subject's aura with a roll of INS+Empathy (3), allowing him to judge if the subject is hostile or otherwise agitated. His INS+Survival rolls are amplified by +2D allowing him to scour the underbrush for tracks that retain the shine of an aura he is tailing.

The Warplense dries out after a full day and must be removed from one's eye, before causing additional burns damaging the user's cornea. Successful hunters avoid placing Warplenses over both eyes, allowing them to switch between normal human sight and the expanded vision by closing one eyelid at a time if they want to focus in on a subject. The secondary harvest is mostly kept as an Eye of Destiny instead.

◈ Psychonautic Remains

PSYCHOKINETICS

BURNING HEART

A Psychokinetic's energies burn through the body, tearing away their internal structures as they build up enough power to blast apart space itself, molding it to their desires. This energy sometimes gets trapped inside the heart, burning hotter and hotter, taking months to fully dissipate even after the Psychokinetic has ceased to exist. A legend tells of the Anabaptist Yondar who fought his way through a Psychokinetic's Rift, weathering blow after blow of rupturing energy searing his flesh and Filaments cutting him to the bone, until he finally reached the epicenter. With one blow from his bidenhander, the full might of the Pneuma assisting him, he massacred the Aberrant inside. However, Yondar's body was ravaged and his heart on the brink of failure. In one last desperate attempt to stay alive the Furor shattered his foe's ribcage, yanked out the thumping muscle inside, and pressed it against his chest. The leftover electricity in the heart defibrillated his own and jolted him back to senses.

Yondar was granted a second chance at life, but he would forever carry the charred scars of the Demiurge across his chest, as a reminder of what it cost him.

LEGENDS: Difficulty (2)

DETERIORATION: (12) Rounds

HARVEST: Before the harvest can begin, an AGI+Dexterity(3) roll must succeed to avoid any lingering hotspots of energy in the body. Once the Burning Heart is extracted, it can rejuvenate a fighter on the brink of death or supercharge an individual's psyche with an overwhelming will to survive, by clutching it against their bare chest.

As the Psychokinetic's Chakra energies surge through the body, fingers tremble, lips split, and teeth vibrate from the released charge. A wave of heat races throughout the innards, and sweat droplets pool upon the skin as the fiendish fever crawls up the brainstem to finally explode in a crescendo of rejuvenating life force. The character instantly recovers (3) points of Trauma, and all Ego Points are refueled up to their maximum.

A Burning Heart only has a single charge, but the stored energy can be retained for weeks at a time. To do so, the heart must be placed in a portable vacuum chamber before it deteriorates. Any later contact with air will slowly chip away at the forces trapped inside the heart and weaken them until they disperse into nothingness.

- Psychonautic Remains

NULLBOX

Under normal circumstances a Rift will dissolve upon the death of its creator, but in some rare cases small pockets remain. One of the most reliable ways to trap a Rift is inside a small box, lined with the flayed skin of a freshly killed Psychokinetic. By closing the box inside a Rift, a fraction of its properties become trapped inside. Vigilantes and Anabaptists are known to use such artificial Rifts as part of their rituals. Purgan Anabaptists in particular utilize such boxes as tests of faith for the most devout. A hand sized hole is carved into one of its sides as an opening. As the tested one places his hand inside they will be subjected to a barrage of terrifying feelings as the space within the box distorts and shifts reality according to an unknown set of impulses. Some experience bone-chilling cold, scorching heat, crushing gravity, or pressure that threatens to pull the skin away from the muscle beneath. Only the most faithful and brave souls can hope to resist the urge to pull their hand out of such a Nullbox.

LEGENDS: Difficulty (4)

DETERIORATION: Variable

HARVEST: To create a Nullbox two components are required: a dead Psychokinetic whose skin must be flayed and strapped across the interior of the premade box, and a Rift still lingering around after the death of its master. All this must be achieved within the complete darkness of the Rift, imparting a Vision penalty of -4D to the harvest roll. The intensity of the Rift is dependent on the Psychokinetic's power level. Rifts made by Hylikoi rarely last for longer than (6) Rounds. An Archon's Rift, on the other hand, is fueled with enough energy to stay active for a minimum of (30) Rounds after his death.

To trap the Rift, the box simply needs to be closed, and eventually sealed with bee's wax or similar glue.

Once a hole is drilled into the side, allowing someone to slip their hand through, the Nullbox is finished. A character conducting a test of faith has to roll a series of Mental Defenses throughout the duration of their test, once per Round at Difficulty (5). After each roll the character being tested may choose to spend (3) Ego Points in exchange for (1) additional Success. There is no limit to the Ego Points that can be spent in this fashion. The mental torture lasts until they are allowed to remove their hand by the administrator of the test, at which point they regain all Ego Points, filled with determination from enduring fears and feelings from beyond what is natural, as well as (1) additional point of Authority among their Cult members. Failure of the test will always result in a loss of (1) point of Authority.

The true reason why Anabaptists use the Nullbox is to spot Infiltrators among their ranks: should anyone with nanites coursing through their bloodstream place their hand inside a Nullbox, they will be subject to a far more painful experience. The nanites lose their reference frame and go haywire, dealing (5) Flesh Wounds per Round while the hand is resting within the box. If the one being tested pulls their hand out, it will be covered in a crystalline nanite sweat - revealing them for what they are.

◈ Psychonautic Remains

DARKNET

Filaments are fragile and rarely extend beyond a Psychokinetic's Rift, but when they are caught between two magnetized surfaces they may become stable and remain intact as an invisible web spanning the gap in between. Such Darknets have become part of rituals conducted by the Purgan Clans, the breaking of the Filaments within a contraption representing the Pneuma being victorious over the Demiurge. A far more sinister use for Darknets is to place them as a trap. Invisible, they are only noticeable after someone walks right through them and feels the Filaments cut to the bone.

LEGENDS: Difficulty (2)

DETERIORATION: N/A

HARVEST: To harvest a Darknet one needs two magnetized rods spaced one arm width apart, in which the Filaments are captured. With an AGI+Dexterity(2) roll, the Filament is captured in the enclosure, however a Botch will shatter it instead. The Filament will remain in the enclosure until it breaks. To spot a Darknet that has been set up as a trap requires a successful roll on INS+Perception (4), and if stepped into it will deal (4) Damage. If the Damage is fully negated by armor, the Filament will loudly shatter and alert anyone nearby.

◈ Psychonautic Remains

BLACK MARBLES

Upon death, the eyes of a Psychokinetic glaze over with darkness, pooling the cascading energies raging through the body into solidified Black Marbles: virtual voids of overlapping and undefined space. This outburst of energy is highly unstable, and shortly after the eyes will atomize into scintillating clouds of black dust. If the Black Marbles are removed on time they appear incredibly light, as if one could reach right through them. Once pressure is applied, they in turn become heavier and their density increases hundredfold.

LEGENDS: Difficulty (3)

DETERIORATION: (3) Rounds

HARVEST: If Black Marbles deteriorate, they explode from the energies surging through them with a crack of lightning bursting from the Psychokinetic's eye sockets dealing (6) Flesh Wounds to anyone within (10) meters, armor offering no protection. To use the powers condensed within a Black Marble, it must be thrown to the ground which destroys it but immediately causes a Rift to open, engulfing anything within (10) meters in absolute darkness. It swallows sound and robs everyone trapped inside of their senses. Within the Rift, all Actions are at a penalty of -4D. The Rift dissipates after (4) Rounds have passed.

◈ Psychonautic Remains



LEVIATHANICS

INFECTION BOMB

The most recent and infectious Rapture has barely made it onto land, and there are already those searching for ways to exploit its powers. An Infection Bomb is a devastating weapon harvested from the decomposing body of a Leviathanic Incubus. The sac of Black Water containing the Leviathanic infestation must be carefully removed with gloved hands and stored for later use. A single sac can be stored for approximately a month as long as it is kept properly wetted, but if stored in a dry location an Infection Bomb will desiccate within a few hours. Later on, the sac can be taken out of storage, lit on fire, and tossed into a crowded area. The volatile matter of the Leviathan combusts on impact, and bursts in a spray of Black Water that burns and infests at the same time. Launching an Infection Bomb is biological warfare: even after the fires are extinguished, everyone hit by the Black Matter runs the risk of becoming infected with Leviathanics.

LEGENDS: Difficulty (2)

DETERIORATION: (5) Rounds

HARVEST: During extraction, if a test is rolled with more 1s than Successes, the one attempting the harvest is at risk of being affected by Black Water and must cleanse their hands and any open wounds. After being set alight, it takes only (1) Round for the flammable sac to burst. When it does, it sprays burning Black Water in a (4) m cloud around itself, dealing (3) Damage with the Fire Hazardous Quality. However, the real danger is the Black Water itself. If anyone catches fire or has open wounds, and fails an AGI+Mobility or PSY+Reaction (4) roll to move away, they must cleanse their wounds with lye or become infected with Leviathanics. The only other way to treat the afflicted area is via amputation.

◈ Psychonautic Remains

THE UNIVERSE IS MENTAL,
HELD IN THE MIND OF THE ALL.
THE ALL IS SPIRIT

[EGYPTIAN PROVERB]



PSYCHOVORES

MENTHU'S STING

Among the most deadly of the tools available to the Anubians is Menthu's Sting, a concoction prepared from the thorns, roots, and vines of the Psychovores. The Anubian grinds the ingredients into a poultice and applies it to his weapon, creating a potent poison that will cause humans it cuts into to be affected by the Raze; and Aberrants to be forced out of their Chakra collective and thrust into Discordance.

LEGENDS: Difficulty (3)

DETERIORATION: N/A

HARVEST: The level of Menthu's Sting is dependent on the level of Psychovores it was harvested from. The ingredients required for the smear must be harvested from live Psychovores with an INS+Survival roll with Difficulty equal to the Psychovore level, and there is a risk of the harvester being afflicted by the Raze. However, if they survive and manage to create the poultice with an AGI+Crafting (2) roll, the smear can be applied to any weapon other than a firearm. When used against human opponents the weapon will cause the Raze, with a Difficulty equal to the level of Menthu's Sting. If used against Psychonauts, every successful hit from the weapon will additionally deal Damage to their spore infestation score equal to the level of the Sting.

LOTUS

African Apocalyptics have brought Lotus to Europe. The drug's origins lie hidden somewhere in the heart of the Dark Continent, and in the hands of the Anubians. As rare as the available quantities may be, the drug finds great success wherever it ends up, as it has become renowned for mimicking the effects of Burn. There is one crucial difference: as the milky liquid doesn't contain any of the infectious spores, the user remains unaffected by the Sepsis. Once swallowed, Lotus unlocks the mind, setting it free from the chains of the mundane allowing those under its influence to soar through a strange, ethereal realm filled with indecipherable sounds and kaleidoscopic colors reflecting from obscure hexagonal surfaces. Little do the users in the Land of the Crow know that their spirits are slowly stripped away through exposure to the drug's most potent component: Psychovores.

LEGENDS: Difficulty (5)

DETERIORATION: N/A

HARVEST: To create Lotus an Anubian must catalyze a Duat fruit to produce a milky white liquid, which must be drawn straight from the vein. The Anubian must choose to create Lotus when he begins the catalysis process: he cannot also create Duat Blood at the same time. He will be able to draw forth enough of the fluid to make (4) vials of Lotus, with a Potency equal to the level of Duat fruit used to create it. When taken, the drug induces a penalty in dice to all Mental Defenses equal to the Potency of the Lotus, along with removing a user's ability to speak in their own language for a number of hours equal to the Potency - their words replaced with gibberish, garbled clicks, and grunts.

HUNTING PSYCHONAUTS

ANT WATCH

In the depths of Franka's swamps, Pheromancers can lurk perilously close to roaming Scrappers or Resistance fighters without making a sound. The Pheromancers with their highly developed sense of smell are far more capable of detecting intruders in their domain than the humans stalking through these boglands. To combat them the Resistance has been forced to developed a method to detect the presence of a nearby Pheromancer, which they use to great effect on their raids into their breeding hives.

A small glass or perspex box, extremely thin with only a few centimeters of separation between its largest faces, is filled with ants. The ants move chaotically, cut off from their queen, but when a Pheromancer is nearby they begin to take a more structured pattern, moving in mandalas and fractal patterns that become more and more ordered the closer the Lord of the Plague approaches. With practice, anyone using one of these watches can estimate a Pheromancers distance in bands of (100) meters up to about (500) meters, after which the ants cannot detect the Psychonaut's influence any longer.

◈ Hunting Psychonauts

BLOOD TIMER

The Hybrispanian Guerreros never trust any way of measuring time when they are approaching the Warpage. Mechanical devices rust away in seconds or return to their component parts, the sun is refracted as if through an oil slick, shadows twist unnaturally, and even the flow of time itself is freed from its normal linear progression. However, there is one thing that the Warpage cannot affect. The human body has some resistance to the distortion of time, and the Guerreros use this to create a morbid, but effective, method of detecting what the Warpage is doing to the reality around them. Constructed similar to an hourglass, the upper reservoir is filled with fresh blood which then slowly drips through the tiny opening of the hour glass to the surface below, at a rate of about two drips per minute. By counting the number of drips and comparing it to the size of the blood spatter on the white surface of the lower chamber, the Guerrero can detect whether time is running normally, slower, or faster than normal. It is nowhere near a precise system, but it has allowed the Guerreros to skirt dangerous areas and map out large time lapses.

◈ Hunting Psychonauts

BALKHANI HARP

The Dushani song rolls down the mountains, hunting for prey to weave into and destroy from the inside out, to create another slave to the Psychonauts. As the song begins to raise in intensity, hurtling towards a small village, a hum goes up from the windows and chimneys of the houses, slowing the onslaught of resonant sound and giving the Balkhani villagers time to seek shelter and cover their ears.

The Balkhani Harp is a thin string made from animal hair or other long fibers which is stretched across an air gap, such as a window or chimney. When the song of the Dushani approaches, the string will begin to vibrate in response to the song, creating a dissonant hum that alarms villagers in time while also creating a counter-melody, briefly reducing the effects. The Harps are traditional in the Balkhan, and every house, dwelling, or shack near the mountains will have such strings in its windows.

◈ Hunting Psychonauts

WRITINGS OF THOTH

Aya looked down at her arm. The text tattooed from her wrist to her elbow was clear as day, "I probably did, observe one time…" She pressed on, the Psychovores crackled around her as the vines twisted in her wake, but she was nimble and quick. Another glance, "the fall of the sun, and caught the gold that was scattered…" Still safe, keep going. She had to get through this section, able to hear the escaped slave crashing through the underbrush ahead of her. It was her task to bring him back, dead or alive, or she would never be allowed to become a Dufu. "In the palm of the sea, and ehrtiona un abga orota…" She stared at the writing, knowing what it said but unable to match the words in her head to the ones on her arm. It read like a meaningless mass of squiggles, even though it had just looked like perfectly written letters before. Aya clenched her fist. She was in too deep, but she wouldn't fail now. She pressed on…

The Writings of Thoth are a technique used by many Africans living close to the Psychovore Belt, an excerpt of a poem or song that the bearer knows by heart is tattooed onto the inside of one's forearm. The African learns it word for word, able to recite in their sleep, but the real use comes from reading it out loud. If the words on their arm fail to match the voice in their mind speaking it, they have approached too close to the Psychovores, and are at risk of losing their language completely. Many who continue past this point will never be able to understand the words on their arm again, even as the poem tumbles from their mouth in a language that slowly returns to primal clicks and grunts.

◈ Hunting Psychonauts



FLYCATCHER

In Purgare, swarms of mosquitoes blanket the sky in search of fresh blood, but the swarms congregate around the Lords of their Plague: the Psychokinetics. Many of the Clans of Purgare, and especially the Vigilantes, have been able to use this fact to develop methods of detecting the presence of the Aberrants. By filling a small jar with animal or human blood and stretching a thin leather or fabric membrane across its top, they create an appealing source of blood for the airborne swarms of insects surrounding the Psychonauts. By counting how many insects land on the surface in a set time, a cunning Vigilante can estimate how close a Psychokinetic is - and how much closer he needs to get to put his Lupara to use.

◈ Hunting Psychonauts

ICHOR HOUNDS

The dogs bred in Briton are extremely rare and expensive, and the owners rarely sell them. The members of the Resistance who have managed to acquire one of these dogs have discovered that they are useful way beyond their novelty value. The dogs are able to use their keen sense of smell to detect pheromones in the air, from even hundreds of meters away. The most effective of the Resistance squads in Franka are often made up of 10 Chasseurs paired with one dog, trained to lead them to the highest pheromone concentration - the Pheromancer itself. The dogs are so valuable to the Resistance that squads will often sacrifice their lives in order to ensure the dog can return home safely, ready to lead another group into the swampy hell of central Franka.

◈ Hunting Psychonauts

LASER SCATTER

In the Alpine Fortress and the depths of the RG bunkers, many old laser pointers used for weapon rangefinding or marking targets still exist, running on a trickle of energy from ancient solid-state batteries. They were considered nothing more than a commodity until a conflict between a Paler Horde and a Hellvetic Division in Territorial Region IV was interrupted by a Psychokinetic drifting past the battlefield. The laser rangefinders of the Trailblazers and the pointers crudely taped to the side of the Paler's submachine guns both cascaded through the energy field created by the Psychonaut, turning the valley into a light show with red beams flickering and twisting across the snow-covered landscape.

Ever since that day, such lasers have been used as a method for detecting the influence of Psychokinetics near

the entrances to the Alpine Fortress or Paler bunkers. The pointers are used as dim red tripwires, and when a field passes between the laser and its target the corridor or entryway erupts into red torrents of light.

◈ Hunting Psychonauts

CHAKRA MAGNET

A primitive method of detecting powerful spore fields or Psychonauts, the Chakra magnet is a small, water filled tub or box with a clear glass or plastic top. Inside, suspended in water against a white background, are many small iron filings or pieces of metal. When approaching close to a Mother spore field or extremely powerful Psychonaut, the iron fillings will all press against one side of the tub. The closer the Psychonaut, the more powerful the effect, until the jar is tugging at the hand in an attempt to pull itself closer. This allows a Clanner to get some advance warning whether they are straying into a spore field or an Aberrant is coming closer. The Chakra Magnet is not foolproof, however: if the user is near to any mundane magnetic phenomena, such as the charged dust storms of Borca or submerged ruins in Franka's swamps, the Chakra Magnet will react in the exact same fashion as if a Psychonaut was nearby.

◈ Hunting Psychonauts

SPORE VERMIN

The Spitalians cultivate the meat for their Mollusks in special vats, growing bovine flesh from scraps of tissue and placing them in special nutrient solutions to be planted on the top of their Splayers. The Clanners out in the wasteland aren't that lucky. Instead, they make do with spore infested vermin: rats, mice, small birds, and countless other animals that can be kept in small cages and won't take up more food than the Clan can supply. The small, infested animals are able to gain a rudimentary Chakra connection to other nearby creatures, reacting to heavily infested Leperos or Psychonauts with panicked squeaks and yelps. Many Clans will carry these creatures around the wastelands, and owe their lives to the early warning they provide.

In a more sinister vein, in the Balkhan or on the south coast of Franka, the Voivodes and the Neolibyans respectively have developed other methods of hunting or avoiding Psychonauts. Held in cages on the backs of carts, spore infested people are used for their ability to detect the Chakra calls of the spore fields. In Franka they may be captured Ganarids or drones, while in the Balkhan they may be savage Usudi or Leperos. There are even rumors of particularly brutal slave owners intentionally forcing their slaves to inhale more and more Burn until the stigma covers their entire chest, all so they can sell them on as "Psychonaut detectors."

◈ Hunting Psychonauts

MOLLUSK MINE

Thump-thump. The Migrant's ears prick up, its flesh bulging as luminescent muscles tense beneath layers of chitinous armor. The foggy air smells of humans. Its mandibles chew and grind, trying to track the source of the sound and smell. The Biokinetic senses it again, a steady thump-thump coming from nearby. The frequency increases as it scurries across an open field, suddenly reaching the intensity of a fever-pitch, as it draws closer to a strange barrel-like container. Something buried deep within the recesses of its once human origin tells the Migrant that danger is looming ahead. It is alarmed. Too late. It cannot locate the source and only hears the clicking of a mechanism at the last moment. The following explosion tears it apart entirely from below the waist.

The Mollusk Mine is a Spitalian creation designed to hunt the Biokinetics terrorising the plains of Pollen: a Mollusk is placed into a barrel filled with tri-nitrotoluene - TNT. The thumping of the Mollusk as the Psychonaut approaches is eventually forceful enough to trigger a mechanism inside the barrel, creating a spark - and igniting the explosives.

SPECIAL: The Mollusk Mine explodes only when the Psychonaut is in its Primal phase and within (2) meters of it, causing a detonation which deals (14) Damage at its epicenter.

◈ Hunting Psychonauts

COMMON PRIMALISM

GENDO'S BILE

In the most dire situations, surrounded on all sides, outnumbered, and with no hope for escape, many of Europe's tribal warriors make the most noble decision of all. They reach to a pouch at their side, filled with thick blood, and drink. Fire fills their guts, and they fight like madmen, cutting down their foes left and right, ignoring wounds that would kill a normal man. In this state, they are not normal. They have been induced with the blood of a rabid Gendo, and it courses through their bloodstream like a cleansing blaze. When the battle is over they stand amidst the carnage bleeding and broken, but it is not their wounds that will kill them. Their mouths drip with foam, insanity flickering in their gaze, and they keel over dead.

Gendo's Bile is made from the drawn blood of a rabid Gendo, and is only used as a last resort. Anyone who consumes the blood will be thrown into a rabid frenzy, able to

spend any amount of Ego Points at the start of a Round and ignoring all Trauma penalties. After (5) Rounds have passed, the rabies reaches its climax in the brain and the consumer dies immediately after.

◈ Common Primalism

MAMMOTH'S MILK

The Garganti in the cold north live in perfect symbiosis with their mammoth mounts, traveling atop the hulking creatures, sleeping nestled in the warmth of their belly, and feeding themselves with the milk of the mammoth cows. The milk that the mammoths create is densely packed with protein, designed to promote the growth of creatures far larger than the comparatively tiny humans clinging to their backs.

Mammoth's Milk can only be harvested with an INS+Taming (6) roll from a mammoth cow either with a calf or having recently given birth. Enough milk is harvested for (3) days per roll, and the mammoth can be harvested once per day. The milk isn't particularly good tasting, but the massive amount of protein contained within triggers growth hormones in anyone who drinks it. If consistently consumed for (1) month, the XP cost of increasing the BOD Attribute is reduced by (2) points. This bonus can be applied 4 times, any further uses have no effect.

◈ Common Primalism

UNBREAKABLES

In the depths of the Warpage, in the heart of Hybrispania, reality flickers between times. What might appear as an overgrown forest one moment turns out to be a bustling street from the depths of the past in the very next, only to transform into spore infested wasteland a blink of an eye later. Desperate Guerreros are often forced into the Warpage, and some of them never return once passing its border. Those that do make it back occasionally return with artifacts of another time, which have many bizarre properties. The most curious of these items are the so-called "Unbreakables," relics which are recovered from a time ahead of their own, and as such cannot be broken - after all, they were intact in the future, and so must be intact now. Strange shields that remain solid even through a hail of gunfire, a knife that never loses its edge, fabric that will snap a blade before it is cut, these items are legendary among the Guerreros - and so rare that most will never even lay eyes on such an item.

Any item can be found inside the Warpage, brought back, and sold for stacks of Dinars, but it is weapons and armor that the Guerreros are most interested in. These objects from the Warpage will never shatter, not even if crushed under the links of a Surge Tank's road wheels or sprayed with bullets. This doesn't prevent the force of the blow from being transferred into the body underneath. Unbreakable armor has its Armor rating increased by (4), Unbreakable shields increase their Passive Defense bonus by (1), and Unbreakable melee weapons are given a one-step bonus to their BOD+Force multiplier, for example a knife with modifier F/3 would go to F/2. The maximum this can reach is F. This takes place only after the first combat using the weapon, as the wielder realizes he can put every ounce of strength into the weapon. Ranged weapons receive no bonus other than resilience from being Unbreakable.

Unbreakables will eventually shatter as time passes. Once they reach their destination in the ongoing timeline, they crack and crumble to dust within mere seconds.

◈ Common Primalism

PETROFLESH

In the expanses of Pollen the Clans wearily wandering from oasis to oasis will take any chance they can get to reduce the weight they are forced to carry. As such, when it was discovered that a Spore Beast's muscle fibres are so packed with nutrients that even a fist sized chunk can sustain a man for entire days, a market was created around finding Spore Beasts, killing and preparing their meat, and selling it on to travelers as Petroflesh; aptly named as it will make a man's stomach burn like an oil spill set alight in his guts. The Beasts are so spore infested that after only a few days of consumption, Chakra marks begin to flare up on the chests of travelers. The Spitalians protest, but there is nothing they can do to stop the wanderers from continuing as they have for years. There are too few of them to control a whole people.

Petroflesh can be harvested from a dead Spore Beast up to a day after it was killed, requiring an INS+Survival (3) roll to properly cut and preserve the meat. Up to (3) chunks can be harvested in this fashion. Petroflesh is sold and traded as chunks about the size of a fist. A chunk will last for a month before spoiling, if salted correctly. Every chunk acts as three full days food when eaten, and will negate the Discomfort penalty for going without food for (3) days after it is consumed. However, it also provides (3) points of spore infestation per meal.

◈ Common Primalism

PANDORA'S LEFTOVERS

In Danzig, the Spitalians maintain a small building away from the main field hospital. It is painted black, and only the highest ranking officers of the detachment are permitted inside. On quiet days, some of the Famulancers assigned to Danzig tell stories of screams drifting from the building at night, of inhuman noises and the sound of saws. None of them could stomach the truth.

In this classified building, a population of Pandorians has been kept by the Spitalians as a research project, and as a manufacturing center. Over the years, they have been slowly attempting to categorise and influence the creatures that burst from the spore sacks on the Pandorians bloated and twisted bodies, and recently they have been able to make some success. By carefully manipulating the environment and nutrient intake, they can gain some level of control over the products and are at least able to make consistently useful spawn, although there is some level of variability.



When a Pandorian in the Danzig field hospital creates a spawn, the Game Master rolls 1D. On a 1-2, the beast is worthless, it briefly writhes on the ground for a few minutes before it expires, lying dead in a pool of body fluids from its previous host. On a 2-4, the creature has some antibiotic properties, when its fluids are ingested it gives +2S to resisting poisons or diseases. On a 5, it is coated in a potent poison which adds the Fatal (1) Quality to a weapon coated in it for a day until it dissolves, and can be kept in a small pouch for up to (2) weeks before losing potency.

On a 6, the fleshy husk expelled from the Pandorian miraculously contains no Sepsis at all, but this state doesn't last for long as it attempts to suck up any spores nearby. If held to an open wound, it can even extract Sepsis from inside a human. By inflicting (3) Flesh Wounds to oneself and holding the meat husk against the wound a person can reduce their spore infestation by (2).

◈ Common Primalism

HUSK WIRE

Of the silk that is made in Wroclaw from the spiderwebs covering the forests of Pollen, most of it goes towards either the Druschinniks and their silken armor or the Neolibyans and their elaborate tapestries and clothes, but not all of it. Some of the silk is used for far more sinister purposes. A few strands of Husk Spider silk twirled together are strong enough to cut the skin, and are almost invisible save for a thin glint of light along its length. As such, Husk Spider silk is sold to assassins and Apocalyptics of Pollen and even beyond the Culture's territory, the garrotes made from Husk Wire are renowned in shadowy circles across Europe.

◈ Common Primalism

HYDRA'S HEAD

Several years ago the Shabath discovered a strange creature crawling from a breeding cusp in the Discordance Zone. Worming its way slowly across the ground, and composed of clear membranes, the most curious feature were its eight elongated "heads" extending from its main corpus, each capped with groaning, humanoid features, complete with eyes and mouth despite being made of translucent blubber. It flailed wildly as the Shabath attempted to bring it back to their main convoy, and as such they had to remove two of its heads, leaving them squirming on the barren ground. When they later unpacked this beast for examination, they found all eight heads perfectly intact, hissing and searching around, hungry for food. They

named the creature "Hydra." Since then, they have noticed a second curious quality. The Hydra is able to detect Discordant spore fields, its heads all pointing in the direction of any nearby Discordance within a few kilometers. These combined abilities led to the Shabath to a curious angle to profit from the creature. The Leopards have to navigate the Discordance Zone, and abominations spewed forth from the floating breeding sacs can be dangerous if they manage to climb aboard one of their ganjahs. As such they were eager to find any method to detect and avoid these fields during their travels.

A Hydra's Head is sold in a small glass jar with one of the severed heads of the membrane creature suspended in a nutrient solution. It can last in this state for several weeks until it is too weak and dissolves into an acidic fluid, but until then it will always face in the direction of a Discordant spore field within (2) km of itself. In the case of several fields being within that range, it turns toward the closest one.

◈ Common Primalism

BYSSUS NETS

Floating down the rivers streaming from the Pandora Crater, the Fractal Stars are strange, mysterious creatures that tangle fish and small animals in their threads, the long, spindly fibers able to stick to and wrap around legs, arms, and small bodies. This is because the byssus threads are coated in fine, microscopic hairs that increase the friction of the strands and make them almost impossible to remove. The Clans of Pollen have begun to take advantage of this fact, creating throwing nets made from threads harvested from Fractal Stars. These nets are difficult to remove, and many an animal - or an enemy Clanner - is unable to extract themselves from the sticky trap before they are buried under a hail of clubs.

◈ Common Primalism

STALL

Concocted by the Spitalians during their experiments to try and redeem the damned Ganarids left stranded after their King's death, Stall is a chemical cocktail based on the Discordant organisms found in the Mediterranean, mixed into a foul tasting melange. While it is mildly intoxicating, leading to effects similar to alcohol, it lacks any of the pleasantries of distillate.

What makes Stall so valuable is its ability to temporarily quell the effects of spore infestation. The Spitalians considered it a success, until they learned that consistent dosing will lead to a painful and bizarre death. Despite Stall inhibiting the visible effects of the Sepsis, the infestation boils under the surface and will lead to the body shutting itself down as it desperately tries to contact the Chakra collective and fails. Such a death is no better than just setting the infested ablaze.

The Apocalyptics, however, found an immediate market for the damned liquor. Those under the effects of Stall have a far easier time hiding their stigmata, becoming invisible to the Mollusks and other tests for spore infestation short of a direct biopsy. The Spitalians consider Stall to be almost as much a curse as Burn itself, and anyone caught producing or using it will find themselves at a Splayer's tip.

Stall is produced with a rating equal to the number of days taken to properly mix it from the soup of Discordant juices and fluids. When consumed, the mixture will cause all signs of Sepsis infestation to be hidden for a number of hours equal to the rating, but it will also inflict the rating in spore infestation. If a point of permanent spore infestation is taken from using Stall, then the user permanently loses (1) point of Trauma. If their Trauma points fall to (0) in this fashion, their internal structures dissolve into a foul soup of Sepsis and spores as they suffer a painful death.

◈ Common Primalism

LITTLE WARUI

A Scourger invention, the Little Warui is a substance similar to tobacco that is rolled up and smoked. The Little Warui is made by grinding up the Psychovore seeds that the Scourgers so often chew on into a fine powder and placing it in small paper cylinders. This has the benefit of reducing the pain of chewing the seeds, as the gums are not punctured by the vibrant plantlife, but also leads to a less powerful effect. Instead of everyone present returning to the primal Warui language, everyone smoking the Little Warui together retains their original language, but is still able to understand on an instinctive level the other participants. This has led to some Neolibyans heavily investing in the product, using it to enhance their negotiations with tribal leaders in faraway countries and destroying language barriers even in Europe, at least until the Little Warui burns down and everyone returns to their own, isolated language.

◈ Common Primalism



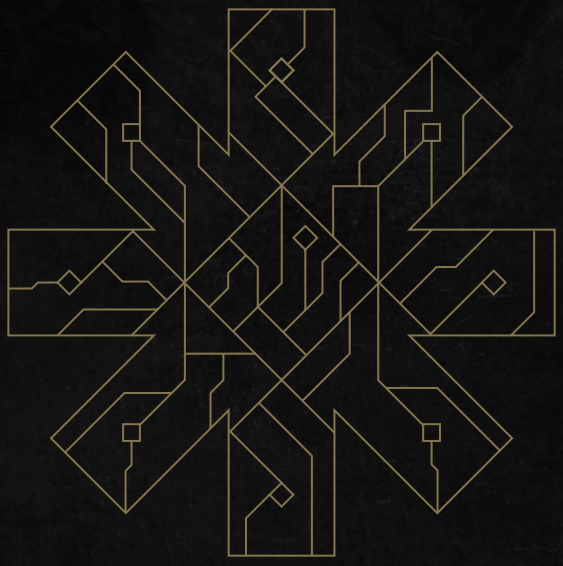


CHAPTER 10

POTENTIALS







SPITALIANS

I. SPLAYING

PREREQUISITE: Spitalians

EFFECT: The blades are splayed and form a deadly cross: the pole rests easily in one hand while the other pushes it forward; skin slides over metal until the wielder clenches the pumping handle and triggers the snatching mechanism. The Spitalian surges forward, pushing the Splayer upwards with both hands, turning into his enemy, hitting his opponent's head with the pumping handle so the mechanism has enough time to flip the blades open again.

RULES: Splaying can be activated with (2) Triggers on an Attack roll. After activation, the Spitalian adds (+1) to Passive Defense and +1D to Handling for one Round. If the Spitalian's next Action is also an attack, Splaying can be activated again with (2) Triggers, the bonus adding to previous activations, however the bonus to Handling and Defense can never be higher than the Potential Level. If the activation fails in a subsequent attack, the bonus is lost. Splaying can be combined with the Splayer's ability "Cutting."

II. PHALANX

PREREQUISITE: Spitalians

EFFECT: A thicket of spears is directed towards the enemy, none can pass unscathed. The Potential needs at least one flank man equipped with a spear, Splayer, or another polearm who is defending himself. The Spitalian joins them in the defense and can draw attacks directed towards the man beside him towards himself.

RULES: For every additional combatant in the Phalanx, the Spitalian adds +1D to his Active Defense roll up to the Potential level. If he gets at least (2) Triggers, the defense counts as a successful Attack roll with the Triggers as extra Damage—the opponent has charged into the Splayer. Phalanx can be combined with the Splayer's special ability "Cutting". The Potential can be used in the first Combat Round without any restrictions. In later Rounds, the Spitalian and his comrades need one full Combat Round in which they are not attacked and have not themselves attacked to form the defensive line.

REQUIREMENT

Famulancers are expected to complete their training with the Splayer before they can even think of focusing on attaining any other rank. The drills are harsh and a part of the daily routine, as much as the study of basic medicine and anatomy. Every Famulancer is required to perform at least basic defensive combat and protect his Corp in a Phalanx maneuver, or his survival and usefulness will be put into question.

III. PRESERVALIS

PREREQUISITE: Spitalians, Preservist
EFFECT: Preservists don't allow their enemies to surrender. They attack flared up Lepheros and hack through walls of bone spurs to ram their sword into the mortal body of a Biokinetic. They fight to destroy.

In their fortress at Arnsberg, some of them learn a technique called Preservalis. They aim forceful blows at the enemy's defense and weapon, forcing an opening. The Preservist uses the momentum to ram the pistol in their offhand into the enemy's guts and pulls the trigger, the recoil pushing them out of range of a counterattack.

RULES: The Preservist must successfully attack with his sword. If he then initiates Preservalis, his next Attack roll gets -3D (-2D at level 2 and -1D at level 3) on Handling. If the attack succeeds, he fires a shot from his pistol, ignoring the enemy's armor.

IV. LAST BASTION

PREREQUISITE: Spitalians
EFFECT: Flesh torn away, bone plates pulled aside, solar plexus laid bare, skull cracked, eyes dissected: the Spitalian knows his enemy, and when he says "by heart," he's not speaking metaphorically.

He knows where to hurt him and how.

RULES: When fighting Psychonauts, the Spitalian adds (1) Trigger per Potential Level to every Attack roll.

V. KRANZLER'S TEACHINGS

PREREQUISITE: Spitalians, Focus
EFFECT: Kranzler's soul is black and hard as basalt, even the chants of the Dushani slide across it without even making it tremble.

RULES: Every Famulancer in the Spital today learns about Kranzler's techniques, but mastering them requires dedication. Those who do are immune to Psychonautic mental influences for at least a number of Combat Rounds equal to the Potential Level.

VI. THE LAST FAREWELL

PREREQUISITE: Spitalians, Primal
EFFECT: All are dead or lie on the ground dying. The Spitalian is the last man standing. Once again, it is up to the Spital to hold the last frontier and fight for another day in the light. The Spitalian's humanity is crying out, burning away in the glory of absolute destructive madness.

RULES: For (6) Combat Rounds, the Spitalian adds +1D per level to Attack and Defense rolls. His Passive Defense and Damage are increased by (1) per Potential level.

If an ally awakens from unconsciousness and rejoins the battle, the Potential abruptly ends.

VII. POLARIS

PREREQUISITE: Spitalians, Preservist, CHA+Leadership 8, PSY+Cunning 8
EFFECT: A Preservist's will is a guiding light. His brute force inspires his men. When he acts others follow in his wake. It takes fortitude to be at the helm of a mission, but if the squad relies on its leader they fight together with relentless fervor and coordination. History has proven over and over that a squad led by a visionary Commando Prime survives and thrives. On the other hand, one with a weak leader inevitably meets a horrible death on the field.

SCREENING

Anyone trying to acquire knowledge of Kranzler's teachings must undergo a test of conscience conducted by a Hippocrat. The interrogation is tense, and drags on across multiple sessions in which the Hippocrat tries to break a candidate through vilification, fake reinforcement, and threats of punishment to determine their mental fortitude. Only emotionally stable applicants can hope to endure such a test.

RULES: Spitalians who fight alongside the Preservist regain 1D6 Ego whenever they complete a mission or kill a common enemy. The bonus is applied once per day per Potential level.

VIII. WILL TO SURVIVE

PREREQUISITE: Spitalians, Preservist, Old School Teachings, PSY+Willpower 10
EFFECT: Old School Preservists can focus their mind on a single target and unlock psychological reserves that are beyond normal human potential. Such techniques come at the cost of their humanity.

RULES: In a dire and life-threatening situation an Old School Preservist rolls PSY+Willpower (4). If he succeeds his Ego Points double (even above maximum) for (3) Combat Rounds per Potential level. Additionally he is immune to all Trauma penalties for the duration of the combat. At level 3 Will to Survive lasts a full (9) Rounds.

IX. TUNNEL VISION

PREREQUISITE: Spitalians, Field Medic or Surgeon, Focus, INT+Medicine 6
EFFECT: Emotions lead to mistakes. A true Surgeon plunges his hands into the chest cavity of a loved one without hesitation if there is a life to be saved. Nothing can break his concentration, he is completely focused.

RULES: In situations that require concentration and precise effort, the Spitalian receives +1D per Potential level to his Mental Defense rolls against any efforts of psychic manipulation. Additionally, he replenishes (1) point of Ego for every Trigger rolled during a Mental Defense up to a maximum of his Potential level.

IN DEMAND

Good medics are rare, even among the Spitalians. Someone who is apt at taking care of wounds and applying first aid is needed in the field as much as in the Spital itself. Platoons constantly clamor to be staffed with more capable personnel for large operations in Franka and Pollen.

X. CAREGIVER

PREREQUISITE: Spitalian, Orderly, INT+Medicine 6
EFFECT: The years in the field, and the wounds of a dozen comrades, have sharpened the Spitalian's understanding of first aid. His steady hand reaches out to patch up severely maimed bodies and bring them back to a functional state.

RULES: The character is highly skilled at mending superficial wounds. When the Spitalian is patching up a patient's Flesh Wounds, he adds (1) Trigger per Potential level to his INT+Medicine roll.

XI. ROD OF ASCLEPIUS

PREREQUISITE: Spitalians, INT+Medicine 8, INS+Empathy 6
EFFECT: To know where pain originates from is the key to healing. Some Spitalians can sense the epicenter of a wound or infection by just laying their hand upon an afflicted body. Their intuition guides them to the source and allows for quick recovery of the patient's illness.

RULES: The duration of any surgery performed by the Spitalian is reduced to (6) hours at Potential level 1, (3) hours at level 2 and (1.5) hours at level 3.

Furthermore, during a tough procedure, the Spitalian may chose to permanently lower the patient's maximum Trauma by (1) in order to add (1) Trigger per Potential level to his INT+Medicine roll.

XII. OATHSPEAKER

PREREQUISITE: Spitalians, Hippocrat, PSY+Dominate 8, PSY+Cunning 6
EFFECT: Hippocrats play hard ball when they interrogate suspects. They know how to pull from a register of mental torture that most inquisitors wouldn't even dare to think about. That's why they are so efficient at their task. Nothing eradicates fleas from a Cult faster than an Oathspeaker.

RULES: For a Hippocrat, extracting information is only a matter of time. Each consecutive hour spent with a suspect adds +1D per Potential level to any PSY related Skill rolls in order to make the subject talk. Against helpless or incarcerated victims, this bonus is doubled.

XIII. OLD SCHOOL

PREREQUISITE: Spitalians, Preservist, Old School Teachings, INS+Primal 6
EFFECT: To gain access to the teachings of the Old School requires a Preservist to strike a deal with his inner demons. The doctrine is a spiral of inhumanity, and strips the practitioner of every moral value. His mind succumbs to the most animalistic traits thus granting endurance unattainable by normal human beings.

RULES: The torment a Preservist of the Old School can withstand is tremendous. The amount of Trauma Damage he can bear equals either the sum of his BOD+PSY Attributes or his PSY Attribute x2, whichever result is higher. This value is then raised by (1) per Potential level, even if it exceeds the maximum of (12).

XIV. RAISE DEAD

PREREQUISITE: Spitalians, Field Medic or Surgeon, INT+Medicine 10, PSY+Reaction 8
EFFECT: Some Spitalians heal. Others bring their teammates back from the clutches of death at the very last moment. Those who command knowledge over the human body know how to revive it, even when all hope seems to be lost.

RULES: The Spitalian is capable of reviving a person at maximum Trauma, and saving them from their untimely death. However, his window of opportunity is extremely narrow. The Spitalian has to resuscitate a clinically dead person within (3) Combat Rounds per Potential level. Thus, at level 3 he has a mere (9) Combat Rounds to accomplish the task. To do so, he must succeed in a Complex Action, INT+Medicine (10) during this time frame. He can repeat the roll once every Combat Round within his time window.

XV. HUMANITY'S BURDEN

PREREQUISITE: Spitalians, BOD+Toughness 9, BOD+Stamina 9
EFFECT: It is humanity's burden to be the most unspecialized and generic of all creatures to walk the earth, yet it resides atop of the food chain, resilient to the forces of nature, its venoms, toxins and the Primer's spores. Some Spitalians master levels of adaptability that leave their fellow comrades dead in their tracks.

RULES: Be it the regiment of proper hygiene or genetic predisposition, the character is less susceptible to toxins, germs or Spore Infestation. When rolling against any form of contamination, he adds (1) Success per Potential level.

DARK PAST

Knowledge of the Old School lies hidden in the dark past of the Spitalians. The doctrine was disbanded by Provost Kranzler and the majority of its followers were either reeducated or executed. Today, remnants of this forbidden lore only survive in remote corners of the Earth; some Preservists refuse to abandon the creed they once adhered to, embracing the most primal instincts and vices to combat the forces of the Primer. Such individuals belong to the most vicious examples of human existence. The Preservists under Kranzler do what they can to hunt down such waywards and put them to rest.



CHRONICLERS

I. DEAD END

PREREQUISITE: Chroniclers

EFFECT: Shutters never fight fair. They use ambushes, tricks, and deception. Only when they have their enemies cornered, when they are sure of their prey, do they unleash an efficient and lethal attack.

RULES: If there is no way out for the victim of a Shutter, the Shutter gains a bonus on Attack rolls and both Passive and Active Defense equal to his Potential level.

II. MULTIPLY

PREREQUISITE: Chroniclers, Shutter, PSY+Deception 6

EFFECT: I am Legion. Some Shutters wear their undercover identities like a second skin. They establish lavish backgrounds and histories for their fake lives and can go unnoticed even while impersonating members of other Cults.

RULES: With this Potential, a Chronicler can develop a number of established disguises equal to his Potential level. He switches roles so expertly that he adds +1D per Potential level on all rolls of CHA+Conduct and PSY+Deception while acting as one of his fake identities.

III. BACK DOOR

PREREQUISITE: Chroniclers, Shutter, PSY+Deception 6

EFFECT: Shutters and Fuses develop certain survival strategies to get through their missions alive. One of the best is not to raise suspicions at all, instead swimming alone as an inconspicuous impulse in the data stream.

RULES: Back Door gives the character +1D per Potential level to PSY+Cunning or PSY+Deception rolls when he attempts to infiltrate a community in disguise and needs to get away unscathed.

TROJAN

The Chroniclers have eyes everywhere. The Shutters leave the Cluster, fading into the crowds flooding through Justitian and beyond. Their robes are given to a drifter sleeping by the roadside to keep him warm, he'll never know who showed him such mercy. Meanwhile, the mask is broken into its components and traded away at a dozen market stalls. Finally the barcode is covered with a strip of cloth, or coated with a patch of false skin. The Shutter starts to build their new identity, as a member of another Cult. Their eyes are the Cluster's, and they see everything.

IV. DOWNLOAD

PREREQUISITE: Chroniclers

EFFECT: Humans are machines, running on electrical signals and controlled by a wet, fleshy circuit board in their skull. In a similar way to influencing a program's actions with the correct sequence of inputs and impulses, humans can be influenced with the correct sequence of pressures and shocks. When the primitive human mind feels hopelessly trapped, it will do anything to avoid further harm, even blurting out its deepest secrets.

RULES: This method of questioning gives the Chronicler +1D and (1) Trigger on PSY+Domination per Potential level when the target of their questions has no way to escape.

V. UPLOAD

PREREQUISITE: Chroniclers

EFFECT: Key stimuli lead to a Download, so an Upload should also be possible. Binding the subject has not always proven beneficial to this task.

RULES: Paradigmas and Needles use a combination of superstition, fear, and occasional electric shocks to plant a suggestion in their subject's conscious mind.

Chroniclers with the Upload Potential get Triggers equal to their Potential level whenever they try to influence someone via CHA or PSY (for example by PSY+Domination, CHA+Leadership, or CHA+Seduction). Upload can be combined with Download.

VI. TESLA

PREREQUISITE: Chroniclers

EFFECT: Electric shocks are a heart-balm. They prove that the suit is working and charged. The Chronicler is in perfect control of his modules, energizing them with a gesture of his finger, offering parts of his body to the enemy that will hit them with blinding flashes of electricity.

RULES: The Chronicler adds (1) Trigger per Potential level to AGI+Mobility when using the Discharge module offensively. They also gain +1D per Potential level to Melee Active Defense while the module is charged.

VII. NOVA

PREREQUISITE: Chroniclers, Primal

EFFECT: The Chronicler is an exploding star, screaming, flaming, surrounded by an accretion disk made of smoke; beams of searing light thick as fingers burst from him, blinding the righteous and chasing away the superstitious.

RULES: In battle, the Chronicler charges into the middle of his enemies and ignites all his defense modules with an Action roll on INT+Engineering (5). Every Potential Level reduces the Difficulty by (1). If there are at least (2) enemies in melee distance, his comrades are not affected by this Action. If the roll fails, the Chronicler only activates (1) randomly chosen component, and his own group suffers the same penalties as the enemy.

VIII. FRACTAL MEMORY

PREREQUISITE: Chroniclers, Focus

EFFECT: The Chronicler's memory is like a map with landmarks and complex coastlines. His knowledge is splayed out on the map according to intricate mathematical rules, fractal patterns swirling in his mind.

RULES: On all Action rolls using INT, he adds Triggers equal to his Potential level. This Potential is permanently active.

DEVELOPMENT CYCLE

When Bits are brought into the Cluster, they are abruptly thrust into a baffling universe of ones and zeroes, surrounded by chatter in a strange dialect they lack the knowledge to even begin to decipher. Through this chaos, the only island of safety is the Agent the Bit has latched onto. The recruits pester their chosen source of information relentlessly, trying to find even the smallest of leads to follow and allow them to find their footing in this new reality.

UPPER ECHELONS

Ravens. Emissaries. Subalterns. Registrars. The Paradigmas have been sinking their hooks into high ranking members of the Cults surrounding them for decades, spending years conducting in depth investigations until they finally have enough blackmail material to make their move.

It all starts the same way, the Paradigmas send a message with just enough of a hint to make it clear they could destroy their target with a word. Without iron willpower and firm support from one's comrades, no one can withstand such a threat. They follow their new orders, subtly feeding the Cluster even more information and altering the path of their own Cult on the whims of another.

IX. SITUATIONAL ANALYSIS

PREREQUISITE: Chroniclers, Paradigma, INT+Focus 10, PSY+Cunning 8
EFFECT: A Paradigma's brain functions like a bygone supercomputer. Algorithms determine possibilities for event manipulation. The Paradigma constantly analyzes the near future. He calculates the moves of his opponents and deploys counter-measures.

RULES: Before any form of combat ensues, the Paradigma rolls PSY+Cunning (3). For every Trigger on his roll, his Passive Defense rises by (1) for (3) Rounds per Potential level to a maximum of (9) Rounds at level 3. Once Situational Analysis reaches its maximum, the Paradigma can keep spending (1) Ego Point per Combat Round to keep up the Passive Defense until he can escape.

X. NERVOUS BREAKDOWN

PREREQUISITE: Chroniclers, INT+Medicine 6, INT+Science 6
EFFECT: Electricity penetrates enemies and burns their flesh. Some Chroniclers embrace its power in combat or use it for torture. They know how to channel electricity through the human body and direct it to cause critical amounts of damage.

RULES: Advanced knowledge of the nervous system and a knack for battle turn non-violent weaponry into tools of precision in the hands of the Chronicler. The Dazed Quality of any electrical weapon used is raised by (1) per Potential level.

XI. MIND OF THE MACHINE

PREREQUISITE: Chroniclers, Focus, PSY+Willpower 8
EFFECT: Those who can turn off their emotions and summon the logic of the machine, can shield their minds against the influences of the outside world. Chroniclers who have interacted with the Stream for too long are masters of their own emotional state, and can turn off human values such as compassion, morals, or guilt with a flick of their finger.

RULES: Emotions serve no purpose when trying to influence the character. When anything but cold logic is applied to pressure the Chronicler, he may add +1D per Potential level to any Mental Defense roll, along with (1) Success per Potential level to any relevant INT+Focus rolls that require a complete shutdown of his emotional state.

XII. Y2K

PREREQUISITE: Chroniclers, INT+Artifact Lore 8, INT+Engineering 8
EFFECT: Electronics, computers, and artifacts all have expiration dates or weak spots. Knowing their frequencies and their core functionality, Chroniclers can make these Bygone objects break down, jam, or malfunction in a critical moment.

RULES: Whether a Chronicler is hacking into a security system or trying to jam radio frequencies before a message is sent, time is of the essence. To successfully hijack electronics, the Chronicler rolls INT+Engineering. If he rolls at least (4) Triggers the character bypasses the security and the Action requires only (1) Combat Round to complete. The number of Triggers required is reduced by (1) for each point in the Potential beyond level 1.

XIII. CHILD OF THE STREAM

PREREQUISITE: Chroniclers, INT+Artifact Lore 10, Secrets 4
EFFECT: If you stare into the abyss for too long, the abyss stares back at you. Chroniclers who have been raised within the Stream reap the knowledge they've been bestowed with and wield it in profound fashion. They are the living witnesses of the Bygone era.

RULES: Fed with limitless data from a time long past, the Chronicler feels as if he doesn't belong in this world. His knowledge of pre-Eshaton history and lore is an ocean without boundaries. The character adds +1D per Potential level to any of his INT rolls. Every Trigger he collects on such a roll goes into a separate pool. For every (10) Triggers collected the Chronicler receives (1) Experience point. However, being a stranger to the world he lives in, he receives a penalty of 1D per Potential level on all rolls involving CHA.

XIV. DEFRAGMENT

PREREQUISITE: Chroniclers, Focus, INT+Science 8
EFFECT: All code is but a sum of all its parts. If the composition can be understood, the code can be cracked. Chroniclers specialize in this form of analysis. They're capable of bypassing even the most complex security system, or solving seemingly impossible riddles.

RULES: When putting his mind to it, the Chronicler is able to untangle the most complex problems. He adds +1D per Potential level to any roll meant to unravel a mystery, solve a puzzle or mathematical equation. Once per Potential level in a given month, he may also roll INT+Science (4). If he succeeds, he receives a flash of genius giving him a clue to a previously unsolved riddle.

XV. WHITE NOISE

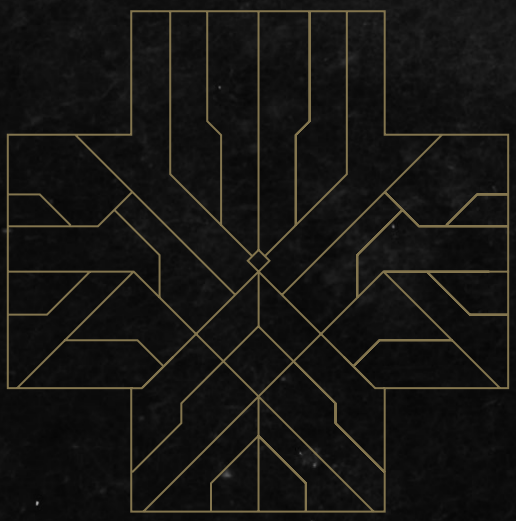
PREREQUISITE: Chroniclers, Primal
EFFECT: A nasty but effective way of reducing an opponent's concentration is to overload their senses during combat. Some Chroniclers do so by discharging and overriding all their modules at once as a last resort. What follows is a screeching impulse of white noise and static energy that causes a painful itching in the ears and makes everyones hairs stand on end. The noise is so high pitched that it can even penetrate protective earplugs and throw enemies off balance.

RULES: The Chronicler overrides all of his modules at once into his sonic weapon, creating a discharge like a banshee's shriek. For every (4) levels of sonic Damage, such as that dealt by a Vocoder or Cascader, a victim of White Noise additionally receives -1D to all rolls for (1) Combat Round. The amount of Damage required to induce the penalty is reduced by (1) for each point in the Potential beyond level 1.

RECYCLE BIN

As the core of the artifact trade, the Chroniclers buy thousands of kilograms of scrap in their Alcoves, whether it was mistakenly identified as valuable or purchased to gain access to a small gem of technology in a larger item.

Regardless, the Cluster doesn't let this seemingly useless material go to waste. Complex alloys that survived the centuries can be melted down and separated to reveal the precious metals within; gold and copper are in high demand for the circuit boards the Chroniclers require for their computers, and the excess chromium extracted from stainless steel exhibits a useful property - it is unaffected by magnetic fields at low temperatures, allowing it to be safely used for powering the most powerful artifacts in the heart of the Cluster.



HELLVETICS

NEW RECRUITS

The world outside has gone mad, only the cantons are safe. The children of Hellvetica grow up watching the protectors of their realm marching through the Alps in their pristine armor with their heads held high, and every one of them learns the stories of the great Hellvetic soldiers by heart; tales of daring rescues, inhuman austerity, and impossible heroism. Is it any wonder that the Hellvetics consist almost entirely of recruits from the very cantons they watch over? They march up to the recruitment officers with conviction radiating from their looks, ready to take on the duty of protecting their homes against the horrors of the world.

I. ASSAULT

PREREQUISITE: Hellvetics
EFFECT: A Harness bursts into motion, breaks from cover, jumps over rocks, keeps getting faster, mud splashes under thundering boots. The Hellvetic screams, "After me!" Then he hits the enemy lines.

RULES: A Hellvetic leads his squads by example, charging into battle. If he manages to achieve (2) Triggers on an Attack Roll, all of his squadmates attacking after him in the same Round add +1D per Potential Level to their own Attack rolls. Only usable in the first Combat Round.

II. FORCED MARCH

PREREQUISITE: Hellvetics
EFFECT: Those who follow the Forced March Doctrine adapt their movements to better match the rigid construction of their armor, their bodies moving in sync with the steel joints of their Harness.

RULES: The encumbrance of the Harness decreases by (1) per Potential Level.

III. SHIELD WALL

PREREQUISITE: Hellvetics
EFFECT: From the strategic safeguard of the cantons to the tactical Shield Wall Doctrine, Hellvetics are the protectors of humanity.

Those who commit to the Shield Wall Doctrine learn to obstruct attacks on others with their bodies and Harnesses. In combat, the Hellvetic can decide to guide attacks against a comrade towards himself.

RULES: The Hellvetic diverts an attack against a comrade within his movement distance, taking the blow himself. Against melee attacks, he must succeed on a PSY+Reaction (4) roll; for ranged combat attacks, the Difficulty rises to (6). He gets +1D on the roll per Potential level. If the Hellvetic is in melee with the Trailblazer's bayonet mounted, he can use the Triggers from the roll to counterattack using his Trailblazer's bayonet.

IV. INFILTRATION

PREREQUISITE: Hellvetics
EFFECT: Information wins wars. Hellvetics committed to the Infiltration Doctrine are trained to mingle with civilians, finding subversive ringleaders and rebellious firebrands. They get close to the important people, and slowly build up a dossier of information to send back to the Alpine Fortress.

RULES: The Hellvetic is a master of subversion and lies. He gains +1D per Potential level on all CHA or PSY rolls to deceive others, along with an additional (1) Network per Potential level.

V. DISCIPLINE

PREREQUISITE: Hellvetics, Focus
EFFECT: A Hellvetic's mental and physical strength are only partly the result of his character or his equipment. Iron discipline can forge even the most cowardly man into a textbook soldier. Some of these eventually go even further.

RULES: The Hellvetic can convert Triggers from any Attack or Defense rolls into Ego Points, up to a limit equal to the Potential Level.

VI. MORALE

PREREQUISITE: Hellvetics
EFFECT: Any battle can be won if enough bodies are thrown against the enemy. Only when outnumbered does the Hellvetic soldier truly prove his worth.

RULES: Hellvetics gain +1D Mental Defense per Potential level when outnumbered.

VII. RECOVERY

PREREQUISITE: Hellvetics, PSY+Reaction 8
EFFECT: Some Hellvetics specialize in getting wounded comrades off the battlefield before it's too late. Behind the protection of their Tunnel Shields they race across an open field straight into the sniper fire, providing cover for their fellow soldiers and rescuing them from certain death.

RULES: After rolling initiative, a Hellvetic using a Tunnel Shield may conduct a retreating maneuver. He won't be able to Attack during this Combat Round but his Passive Defense is raised by (1) per Potential level and he adds +1D to his Active Defense per Potential level. Furthermore, by sacrificing all his Actions for this Round, he may expand his Passive Defense bonus to (1) willing comrade per Potential level. The comrade must stay in close proximity of the Hellvetic bearing the Tunnel Shield, and also won't be able to Attack during his turn.

ACTIVE SERVICE

The Hellvetics don't produce any crafted goods or raw materials that can be traded to others, and so they must find another way to extract value from what they do have. Their skills: military excellence and unparalleled large scale construction experience. All of these are exploited as much as possible to bring wealth to the Alpine Fortress, where it is traded for food and parts that can be retrofitted in the central storage for later use by the Grenadiers. Everyone knows of the Hellvetic mercenaries spreading out across the world to find work, but for the right price other services become available. Field Officers can be hired as strategic consultants, advising on troop deployments and training regimens, while Genies are often brought on to manage Neolibyan building projects as far away as Tripol.

ROUTINE

The alarm rings through the Customs Station every morning at 6:00am sharp, signalling the Grenadiers to drag themselves from their bunks and begin their work for the day. They check the assignments board outside of the barracks, a soft groan going up from those who have been ordered to documentation control - no soldier enjoys being pushed into a cramped office to inspect the records and note down every item that passes through Roppen to the Alpine Fortress.

Meanwhile, those assigned to guard duty rush to get their Harnesses properly fitted and their Trailblazers ready for duty: if they're not on the walls by 6:15 to relieve the nightshift, they'll be polishing the Harnesses of the entire Division for the rest of the week. The shift change is complete by 6:30am, with the skeleton crew who manned the walls during the night taking up bunks still warm from their day-shift counterparts. The Customs Station can never be left unguarded, even for a moment.

CENTRAL STORAGE

Hundreds of meters beneath the rocks of the Alps lies an unceasing hive of activity: the Hellvetic Quartermasters in central storage work day and night to plan out the distribution of resources amongst the troops on the surface. Harnesses are handed out to new recruits, food and rations are shipped from one side of the Fortress to the other, and through it all the ammo printers do their work. Each of the few printers that survived the Eshaton and are still functional can produce Trailblazer bullets at a painfully slow rate, requiring technical oversight at all times.

The Quartermasters in charge of maintaining the machines are keenly aware that the Cult's entire structure depends on them; if the printers stop, the entire army grinds to a halt. Ammunition is the Hellvetic's lifeblood, but there is never enough of it.

VIII. HEAVY DUTY

PREREQUISITE: Hellvetics, Fortress Sentinel, AGI+Navigation 8, PSY+Reaction 8
EFFECT: A Heavy Duty Harness is a masterpiece of technology. It is a walking fortress, that can turn into a devastating battle armor when worn by a skilled Hellvetic. Some Sentinels navigate Heavy Duty Harnesses with such precision that they can withstand a brawl with a renegade AMSUMO unit.

RULES: The Heavy Duty Harness fits like a second skin. While operating the bulky exoskeleton, the Hellvetic adds (1) Success per Potential level to any BOD roll. At Potential level 2 the Hellvetic is so skilled the penalty from using the Harness in close combat drops to -1D. At level 3 he uses the strength of the suit to its fullest extent, and the penalty is fully negated.

IX. ALPINE SOUL

PREREQUISITE: Hellvetics, BOD+Athletics 6, BOD+Stamina 6
EFFECT: The life in the mountains of Hellvetica has enhanced the soldiers endurance, made him a sure-footed climber and alpine athlete. He feels no fatigue in high altitudes nor is he afraid of heights. Instead, he balances across cliffs and ridges without experiencing vertigo, and keeps his breath even in oxygen depleted environments. When he falls, he makes sure to land on his feet.

RULES: The Hellvetic has learned how to mitigate the perils of falling from great heights. Any falling Damage is reduced by (1) per Potential level. Additionally, in mountainous environments he adds +1D per Potential level to any BOD+Stamina and BOD+Athletics rolls.

X. DEMOLITIONS

PREREQUISITE: Hellvetics, Sapper, AGI+Crafting 6, INT+Science 6
EFFECT: Sappers don't just blow stuff up. They detonate their payloads with mathematical precision. With just enough time to plan ahead, they can collapse cliffs, cause landslides or chain reactions that level entire city districts.

RULES: When planting explosives of any kind, the Sapper may roll a Combination of AGI+Crafting and INT+Science against a Difficulty of (4). The Difficulty is lowered by (1) for each point in the Potential beyond level 1. He may increase the Damage of the bomb by (1) per Success, and (2) for every Trigger acquired in the Combination roll. Before the roll, however, he must choose if the blast radius will be impacted by the raised Damage as well. Additionally, the character adds +1D per Potential level when defusing explosive devices.

XI. AUSTERITY

PREREQUISITE: Hellvetics
EFFECT: No other Cult can get so far with so little. Hellvetics are strict when it comes to their austerity. Some take the doctrine to the next level and impress their superiors by completing missions without abusing the limitations of their equipment. Such spartanic soldiers are awarded with great respect and can receive access to equipment that isn't normally available to their rank.

RULES: Hierarchy isn't everything. Austerity is. Once per month per Potential level, the Hellvetic may use Renown instead of Resources when asking the Alpine Fortress for a particular piece of equipment. The same rules for acquisition apply, except that if the equipment is lost or wasted the character suffers a loss of (1) Renown.

XII. SENTINEL

PREREQUISITE: Hellvetics, Focus, AGI+Projectiles 8, INS+Perception 8
EFFECT: The snipers of the Hellvetics are masterful sharpshooters. Clad in white and covered in snow they lay waiting out in the open, often hundreds of meters away from their target. Their breath goes shallow and their vision sharpens. With the pull of the trigger they end the lives of their prey with a single well-aimed shot.

RULES: If the target is unaware of his presence, the Hellvetic prepares for his kill-shot. Each consecutive Combat Round he spends taking aim undisturbed he must invest (1) Ego Point. For each Ego Point invested, he adds +2D to his AGI+Projectiles roll in order to hit the target. If someone intervenes or if he does something other than aiming before the gun is fired, the invested Ego Points and the bonus are lost. The character may never add more dice to the roll than his Potential level x2.

XIII. HELLVETIC HONOR

PREREQUISITE: Hellvetics
EFFECT: The Hellvetics are mercenaries. When they return from their missions, they bring back plenty of loot collected during their deployment in the field. Those who share their bounty with comrades and fellow soldiers gain the trust of the battalion.

RULES: In the Alpine fortress, combat isn't the only source of glory. After a mission report, every time the Hellvetic gains (1) Resources, he may also choose to raise Authority, Renown or Allies. He also gains (1) point in the chosen Background. Background points added via Hellvetic Honor cannot be raised above (3) at level 1, (4) at level 2 and (5) at level 3.

XIV. NO MAN'S LAND

PREREQUISITE: Hellvetics
EFFECT: Collecting intelligence in foreign territory is the key aspect of many Hellvetic Spotters. They need to find running water, stockpile food, navigate hostile environments, and make contact with natives to establish a supply network for themselves for the months to come.

RULES: A Spotter is never lost. Outside of the Territorial Regions, the character adds +1D per Potential level to any INS+Survival and INS+Orienteering rolls. Furthermore, every time he gains a level in No Man's Land his Network Background is automatically raised by (1).

XV. DOG OF WAR

PREREQUISITE: Hellvetics, Rank 4, BOD+Toughness 10, BOD+Stamina 10, PSY+Faith/Willpower 10
EFFECT: Some soldiers have been through hell and back. What they've seen with their own eyes stays with them forever. They've mastered their survival instincts and know how to escape death. Those who want to kill a dog of war better make sure he doesn't come back to haunt them.

RULES: No matter how dreadful the situation, whether he is badly wounded or has exceeded his maximum Trauma, the old dog is not done for. Wisdom and Fate work together to grant the Hellvetic a furious comeback. By spending (10) unspent Experience points, the character recovers (1) Trauma per Potential level immediately.

PREPARATION

The Heavy Duty Harness stands lifeless in the center of the armory, towering over the Sentinel. The armor has steadily worn away over years of use, a record of the many Hellvetics who have worn it - most of the Heavy Duty Harnesses can trace their history back through centuries of owners, maintained with expert care throughout the turmoil that has engulfed the Earth since. The Sentinel steps forward, into the embrace of the open suit. The armor plates close around him, servo motors spin into action as internal systems come online, tuned and customized to assist the Hellvetic protected within. The heavy tools attached to its arms whir into life. The Sentinel is ready for duty.



JUDGES

I. FIAT LUX

PREREQUISITE: Judges, Renown 4

EFFECT: Lies hide in darkness, light reveals the truth. The Judge is a blazing paragon of lawfulness and incorruptibility, and the people around him know it. The bad ones among them are skittish, they blink too often, their movements are nervous, their shoulders rigid. The Judge sees all of these signs, he feels every lie - and he is already deciding upon the punishment.

RULES: When dealing with scum in general—and especially with Apocalyptics—the Judge gets a +1D bonus per Potential level to seeing through deception, along with +1D Mental Defense.

II. LYNCH LAW

PREREQUISITE: Judges

EFFECT: The Judges have been controlling the people for so long that they know exactly which buttons to push to bring their anger to a boiling point.

RULES: A Judge with this Potential can gather a mob and incite it against his target: when doing so he adds +1D to CHA+Leadership per Potential level.

III. HAMMER BLOW

PREREQUISITE: Judges

EFFECT: The judgement hammer is unwieldy and heavy. Vagrants ignore its symbolic value and complain that they can barely hold their ground against the enemies of the Judges with this archaic, clumsy weapon. They have no idea. Those who find themselves wielding the judgement hammer soon learn to harness the brute force that is in every blow: their hands slide across the shaft, controlling and redirecting the centrifugal forces. With the correct technique, the hammer is as easy to use as a sword, without losing its impact.

RULES: The penalty caused by the "Impact" Quality is reduced by (1) per Potential level.

LEGAL HISTORY

Every hammer and musket that leaves the Steel Monolith is built to an exact standard, with no deviations permitted. This state is short lived, though: every Judge quickly makes his tools unique. After bringing down a dangerous and armed criminal in Eastside a Protector crudely engraves the name of his prey on the head of his weapon to mark his biggest achievement to date, while an Advocate delicately chisels the title of a law she has fought long and hard to write into the Codex into the structure of her musket.

The hammers of Supreme Judges are often displayed as legendary artifacts along the walls of Judgement Hall, a symbol of judicial power and prestige.

IV. JANUS FACE

PREREQUISITE: Judges
EFFECT: Judges spend all their lives dealing with scum. It would take only a small step out of the light to move into the darkness. Some use this experience to delve into their opponents' minds and preempt all of their actions.

RULES: A Judge with Janus Face puts himself into his opponent's position in battle. To do so, he rolls INS+Empathy against his opponent's PSY+Willpower/Faith. If the Judge's roll succeeds, he has looked through his opponent. The Judge gets a +1D bonus per Potential level to all Attacks and Defenses against the target for the rest of the battle.

V. STAMPEDE

PREREQUISITE: Judges
EFFECT: Sometimes violence is the only option. The Judge bows his head, kicks off with his back foot, and surges into motion. The wind tears his hat away, but he does not look back, instead pushing his head into the flow. He holds his hammer in both hands: one under the hammerhead, the other at the end of the shaft. His enemy is only two steps away. He raises the hammer as if blocking with a quarterstaff, feels the impact, puts all his weight into it, sees and feels the spray of spittle, and passes through. Behind him, he hears the body crash into the ground. His comrades will handle the rest.

RULES: The Judge launches himself at an enemy for (1) full Combat Round. He rolls BOD+Force + his Potential level in dice. If the Attack roll is successful, his target falls to the ground and cannot move for (1) Combat Round.

VI. STEEL THUNDER

PREREQUISITE: Judges
EFFECT: The hammer is heavy, but with training it can be swung upwards with one hand like a pendulum. One more step, the arm circling easily, and it comes down again, only to rise up once more with even more momentum. Even a trained Judge cannot keep this up for long. Moreover, the side of the body that faces away from the hammer hand would be an easy target, if the Judge did not carry a musket in his other hand to fire on his opponents from a short distance.

In spite of its drawbacks, some Judges still use this technique: a double hit with hammer and bullet usually ends the combat.

RULES: A Judge using a Judgement hammer may choose to use the Steel Thunder technique when making an attack roll. They take a -4D penalty to Handling on their subsequent Attack rolls, until they stop using the technique. The penalty is reduced by 1D per Potential level. If the attack hits, any Triggers rolled count for (2) extra Damage. Until the Judge's next turn after ceasing the Steel Thunder, his Passive Defense is reduced to (1).

VII. DURA LEX

PREREQUISITE: Judges, Protector, Primal
EFFECT: A Judge is the law, and the law is a harsh opponent to overcome. Judges deal with scum all their life, and they're hardened by battle against most opponents. Some Judges become formidable fighters against multiple foes, seeing it as a challenge to destroy them all at once. The more, the better.

RULES: The more enemies you throw at the Judge the more deadly he becomes. Each Combat Round, for every opponent the Judge is outnumbered by he regains (1) Ego Point up to his Potential level.

EXPANSIVE

The Protectorate has had a long history of growth. For decades the maxim was set towards expansion, and so Justitian sent its Judges to claim settlement after settlement, swallowing more and more territory.

Even though the Clan Wars raging in the South of Borca have brought this practice to a sudden halt, Protectors and Advocates nevertheless ride out to new frontiers trying to expand the borders through the powers of diplomacy. These days, it is not uncommon to meet a man of the law on a foreign mission, hundreds of kilometers away from the nearest Protectorate outpost.

PROPAGANDA

"The Judges are inches away from victory! The valiant Protectors have pushed the foul savages from beyond the Protectorate to the last few squalid dens beneath the earth. The enemy are so frightened they only emerge to lead cowardly strikes in the dead of night, but they cannot escape forever! Soon, we shall be victorious!" The Judge standing on the corner of the Stallion Street crying the news from all over Borca has had the same thing to say for weeks now.

The citizens cannot be allowed to know the grim reality of the war, or the Judges will lose what little support they have left, and the flow of recruits will run dry.

PACIFISM

Every year, one of the Vagrants entering the Cult will get smart and start questioning the Judges' purpose. "But, if we execute a murderer, as it says we're to do in the Codex, doesn't that just make us killers as well?" It's become such a routine question that the Protectors in charge of teaching the runts can recite the response from memory: "When we kill a man, we save the lives of all that he would have destroyed if he had continued to live. Perhaps he could have somehow been redeemed and made amends, but the risk is too great to simply allow him to leave with nothing but a slap on the wrist. You'll find this precise discussion, in the 5th paragraph of the Salvano revision of your Codex! Back to work, kid!"

VIII. TREMOR

PREREQUISITE: Judges, Renown 4
EFFECT: There comes a time when Judges become legendary lawmakers. Their shadow alone strikes fear. The list of their deeds is long and gruesome, and their name is whispered with terror among criminals. Infamous Judges command respect wherever they stride.

RULES: When facing the Judge, outlaws of the Protectorate must roll a Mental Defense against a Difficulty equal to the character's Renown. If they fail the roll, the lawmaker adds his Renown to his Passive Defense for the remainder of the confrontation against the felons. This Potential has a vast area of effect.

LEVEL 1: Protectorate
LEVEL 2: Borca
LEVEL 3: Europe

IX. JUSTICE FOR ALL

PREREQUISITE: Judges, Protector
EFFECT: We fight together, we die together. Protectors live by the Codex, and they protect one another in battle to the very end. If one of them falls, it is up to another to take revenge and ensure that justice is served.

RULES: Witnessing the demise of a brothers-in-arms infuriates the Judge and renews his vigor. Each time he sees a comrade fall he regains (1) Ego Point per Potential level. Additionally his Passive Defense is raised by (1) per Potential level. The effects last until the end of the combat.

X. BLAZE OF GLORY

PREREQUISITE: Judges, Executioner, BOD+Toughness 8
EFFECT: Mors certa, hora incerta. Executioners act upon the maxim that if they have to die, they'll drag as many to hell with them as they can. Nothing escapes the blind rage of a Judge who is exiting the world of the living in a blaze of glory.

RULES: The Judge chooses to suffer extra Damage when successfully attacked, up to to his Potential level. By leaving an opening in his defense and luring the opponent into strike range, the Executioner creates the perfect conditions to for a devastating retaliation blow. He attacks the opponent who struck him with his next Action, rolling BOD+Melee. If he succeeds he adds (1) Damage for every (1) Damage he took willingly during the previous turn. The additional Damage has the Fatal Quality, and ignores armor.

XI. CRACKDOWN

PREREQUISITE: Judges, Protector, PSY+Brawl 6
EFFECT: Nobody works together like a squad of Protectors. They know how to handle criminals and not give them a second to breathe or even harm any member of the squad. They take scum down in the blink of an eye and disarm them. The entire squad acts as one unit, each member intuitively knowing their cue.

RULES: Protector squads train to act intuitively as a single unit. Years of drill and routine deployment in the Protectorate sharpened these tactics. During the first Combat Round, the Judge may use the Initiative result of any other Judge on his team who also has Crackdown. At level 2, he may also do it on the second Combat Round, and at level 3 on the third.

XII. TILT SHIFT

PREREQUISITE: Judges, Focus, INS+Empathy 8
EFFECT: A Judge focuses in on a target, he smells the felon's foul odor, and follows the trail like bloodhound. The world around him blurs out, and his entire perception is focused on the subject he is pursuing.

RULES: The Judge has a very specific set of skills. Like a hunter who chases his prey, the Judge tracks a criminal by profiling his behavior. To understand the purpose of his target in order to determine his whereabouts, the Judge, instead of rolling INS+Perception, adds +1D per Potential level to a Combination roll of INS+Empathy and PSY+-Cunning against the criminal's Mental Defense.

XIII. UNDERTAKER

PREREQUISITE: Judges, Protector, Primal, BOD+Melee 8
EFFECT: Some Judges know when enough is enough. They specialize in taking an enemy out with a single blow, and end the charade before the situation escalates. The hammer swings around in a devastating motion, shatters the skull of the opponent and smashes the neck vertebrae along the way. Nobody gets up after a well placed Undertaker blow.

RULES: This attack starts with an open feint. The Protector yanks his Judgement hammer far above his head, acting as if he is about to lose balance and leaves himself open to a counterattack. Meanwhile he raises the Impact Quality of his Judgement hammer by an amount up to his Potential level. If his following Attack roll succeeds, the hammer's Damage is raised by the same amount and the Attack gains the Terrifying Quality with a rating equal to the Potential level.

XIV. HERITAGE

PREREQUISITE: Judges, Advocate
EFFECT: Hailing from one of the five major Advocate families in Justitian is considered a noble heritage. Doors open wide for those who carry the family name of Manteufel, Salvano, Masek, Jungbau, or Wender.

RULES: Things are easier for those who were born among the great houses of Justitian. Each time an Advocate gains (1) Potential level in Heritage, he can raise one Background of his choice by (1). Additionally, while in Justitian his Backgrounds cannot drop below (3). At level 2 the Potential is effective in the entire Protectorate and at level 3, it encompasses all of Borca.

XV. HAIL OF LEAD

PREREQUISITE: Judges, AGI+Dexterity 8
EFFECT: Not every Judge relies on a hammer. There are those who prefer to bury their opponents in a hail of lead. Their reloading skills are elegant, and can be missed in the blink of an eye. Before an attacker even sees the first shot coming, the Judge is already firing his next salvo.

RULES: For commoners, muzzleloading firearms are a pain, for a Judge it is tradition. When the Judge has his muzzleloading firearm in hand, he receives +1D per Potential level to his Initiative rolls. Additionally, if he rolls (2) Triggers when firing his weapon, it takes him only (1) Action to reload the musket. At Potential level 2 he requires only (1) Trigger for an immediate reload. At level 3, the Judge never spends more than (1) Action to reload a muzzleloader.

WIDOWS

The Clan Wars have torn swathes through the lines of the Protectors. The Cemetary of the Judges is filled to the brim with recently erected mausoleums, and the weeping of the widows follows every new burial.

The situation is dire. With so many families destroyed, the Senates need to find a way to calm the widows. The Advocate dynasties of Justitian have opened their gates as a sign of gratitude, offering the families of fallen Protectors refuge in their estates. This is only a temporary measure, though: even the vast mansions of the great families are steadily approaching maximum capacity. The Senates need a new solution.



CLANNERS

LAST OF MANY

There are few fates more desolate and lonely than to be the last surviving member of a Clan. Whether they were the only ones to escape a terrible attack, or were traveling abroad as a disaster struck their people down, they've inherited the destiny of their former Clan. It is their duty to try and rebuild, spreading ancient ideals and faiths to a new people - but many survivors lack the conviction to undertake such a tremendous task, and simply fade away into obscurity, giving up their own identity in exchange for community. This is how a Clan dies.

I. FORGOTTEN BY DEATH

PREREQUISITE: Clanners, Romano

EFFECT: Blessed by luck or detested by hell. Whatever the reason, no matter what fate throws at the Clanner, they seem to be able to dance their way along the knife edge of danger. Bullets whistle past their ears, knives cut the air a millimeter from their skin, and still they manage to escape with a barely a scratch.

RULES: If the character is in danger of getting Trauma he could have avoided with a successful Action roll, he gets a second chance. Once per day he can reroll such an Action roll for (1) Ego Point – with a bonus of +1D per Potential level.

II. LOMBARDI BLOOD

PREREQUISITE: Clanners, Lombardi

EFFECT: Clan Lombardi has been around much longer than the upstart Anabaptist Cult. From an early age the children of the Clan learn just who the original rulers of the land were, even as the Anabaptists swarm their ancestral homes and spread their foul influence.

RULES: A Lombardi gets +1D per Potential level to his Mental Defense against Anabaptist influences. This bonus increases to +2D per Potential level against missionary efforts.

III. MARTYRDOM

PREREQUISITE: Clanners, Flayers

EFFECT: Most Flayers couldn't hope to stand up to their enemies physically, but even as his enemies rain blows down upon him the crowd starts to take notice. The Flayer reaches out to the onlookers, his aura, devotion, and capacity to withstand suffering inspiring the people, whipping them into a mob as the Flayer whips his own flesh.

RULES: Should the Flayer be attacked or beaten, he gets +1D per Potential level to a Mental Attack with INS+Empathy. If he succeeds, he projects his suffering onto the onlookers and enrages them. Women throw chamber pots against the attackers, men grab their pitchforks. The worse the Flayer's injuries and the more Triggers he rolls, the more violent the reaction of the populace.

IV. BROTHERHOOD

PREREQUISITE: Clanners, Resistance
EFFECT: The Resistance fighters are loyal to a cause greater than the individual, greater even than the brothers and sisters they fight beside; they are in a war for the very soul of their country. This loyalty inspires great feats of heroism: as the militia charges towards yet another swarm of Drones, bullets crossing the space between the two fronts, they are joined as one in worship of the only cause that matters to them.

RULES: As a Resistance fighter charges across an open space towards his enemy, side by side with his comrades in arms, he adds +1D per Potential level to all Attack rolls made during the assault. The bonus ends as the enemy closes into close quarters, the brotherhood descending into a mad frenzy of melee.

V. FRIEND OF THE LION

PREREQUISITE: Clanners, Touloni
EFFECT: The Touloni have been living amongst Lions for years, and they have begun to learn the tricks of the trade. The complex interplay of numbers, the words weaving together as they tumble from the African's mouth, all of it is hard to deal with, but with enough time and practice even the oldest Crows learn some new tricks.

RULES: With Friend of the Lion, a character gets +1D per Potential level to CHA+Negotiation and PSY+Cunning to spot a poor deal and subtly twist it into a good one, smiling all the while.

VI. BLOOD CALL

PREREQUISITE: Clanners, Sanglier, Faith
EFFECT: Before any battle, the legionnaires of the Sanglier family slit their palms, pouring the blood out into a bowl filled with some Petro. The fluid mixes together into a deep black pool, and is then burned to obtain the blessing of the Cerveaux.

RULES: If a Sanglier sacrifices his blood to the Cerveaux before a battle, taking (1) Flesh Wound of Damage, he gains a bonus equal to his Potential level to his Passive Defense until the end of the combat.

VII. LANCE THRUST

PREREQUISITE: Clanners, Bordenoir, Focus
EFFECT: There are always stories of fishermen out at sea being attacked by the most fearsome predators of the deep, sharks leaping from the water to bite the throats from anyone caught unaware. Of course, any good fisherman knows how to kill a Tiger Shark, thrusting a knife into the brain with a quick, precise movement to leave it floating dead in the water. The fishers of Clan Bordenoir are very good fishermen...

RULES: The Bordenoir exhibit lethal precision in melee, targeting their enemy's most vulnerable areas. Characters with this Potential add +1D per Potential level to Aimed Attack rolls in close combat.

SANGUINE

The Sanglier Clan's obsession with their supposedly pure bloodline has drawn the attention of many eyes. As they loudly proclaim the blessed status of their genetic makeup, silent figures begin to take notice and gather within the walls of Montpellier. Mestica, the Hecatean from across the Mediterranean, is the most obvious of these figures as he directly tells the Ventricule of Montpellier his reason for coming, but he is not alone. A representative of the HIVE Research Group has been dispatched, with instructions to take direct samples of the Sanglier blood. Conflict is brewing, and blood of all kinds will flow through the streets.

BREAKAWAY FACTION

They picked their way through the pockmarked surface of the Janus Crater by night, and reached the other side by morning. They followed the dim signal of the artifact that slipped through their master's grasp, a faint magnetic field leading them into the Protectorate. The Pictons traveled in silence and avoid detection at all costs as they pushed deeper into enemy territory, but what they saw as they crept past slumbering towns at midnight hit them like a jolt of a lightning bolt.. They had never even imagined a place filled with such life, and luxury.

The Vulture's chosen felt no jealousy, only a smug superiority. This extravagant lifestyle has made the people of this land soft. There will be little opposition to the mission.

DUNE WALKERS

The Stukov Desert is a cold and desolate place, a vast expanse of salt dunes changing and shifting with the winds. The land is so variable and chaotic that the very concept of a stationary landmark has been lost from the language of the nomadic tribes wandering the land.

However, they still retain the ability to precisely navigate along the paths they have trodden for centuries, even though any tracks disappear within hours of being made. They do this through the skill and memory of the Dune Walkers, a caste of nomads who memorise the precise steps followed on the tribe's path and are able to repeat them perfectly, even years later.

VIII. BLOODTHIRSTY

PREREQUISITE: Clanners, Pictons, Ate Star Food, INS+Primal 8

EFFECT: The blade of the bone knife flashes, blood splattering on the ground. To the Picton, the blood shines with an ethereal light, burning like a red sun on the ground. He looks at his blade, sees the red glow along its edge, and flies into a rage. He needs to spill more!

RULES: If any of the Picton's attacks causes Damage, he immediately recovers (1) Ego Point. The Picton can use this Point in the next Combat Round for his Initiative, even if it would exceed the normal maximum of (3).

For every Potential level, he gets (1) additional Ego Point above his Ego pool maximum. This is a side effect of Argyre's star food, a hormone cocktail he feeds to his Pictons, making it easier to train them.

IX. PREMONITION

PREREQUISITE: Stukov Nomads

EFFECT: The Stukov Nomads have kept the desert safe from intruders for many decades now. They have learned that most outsiders come to plunder. They excel at reading their body language and guessing their next moves.

RULES: Stukov Nomads do not mingle with outsiders. Instead they spend a lot of time studying them from a safe spot in the desert. Guessing their whereabouts begins as a child's game and ends with combat. When a fight erupts, the Nomad may add +1D per Potential level to a PSY+Cunning roll against an opponent's Mental Defense. If the Nomad wins, the target must immediately announce their next Action. No matter what happens, the target has to follow what they announced through.

X. MOTHER OF ALL VIRTUES

PREREQUISITE: Vigilantes

EFFECT: In the barren and deformed lands of Western Purgare only Vigilantes dare to tread openly. They hunt for the Incarnates who have infested their homelands. To stand firm against one of those horrors is considered the mother of all virtues.

RULES: Fighting an Incarnate is all about living another day. The Vigilantes knows when to pick his fight. When facing a Psychokinetic, he adds +1D per Potential level to his INS+Perception and Attack rolls. If he had at least (1) day to prepare the battleground, the bonus is increased to (1) Success per Potential level instead.

XI. FORMER GLORY

PREREQUISITE: Exalters

EFFECT: Cultrin and the rise of Exalt may seem like a distant memory to some. To others, it is a birthright. The old traditions survived with the Exalters who fled and spread among the many cities of the Protectorate. Cultrin's doctrine lives on...

RULES: It takes tremendous willpower to stay true to Exalt's ideals, a hundred years after its fall. Is it the only reason for the extraordinary resilience of the Exalters' mind? The character adds +1D per Potential level to his Mental Defense rolls. If the attack is based on memetics, he adds (1) Trigger per Potential level instead.

XII. TRIAL BY FIRE

PREREQUISITE: Storskis

EFFECT: Coal, fire, steam and boiling heat. The body covered in burn marks and black soot. Storskis live for the power of their engines and they embrace the fire that keeps those machines running.

RULES: Shoveling coal for hours in the heat of a furnace turns the skin into a crust of leather. Storskis additionally coat their bodies with protective lubricants, a habit that makes them incredibly resistant to fire. A Storski may have a natural Fire Resistant Quality with a rating of the Potential level x2. If armor with the same Quality is worn on top, both ratings are added together.

XIII. STONEY CALM

PREREQUISITE: Clanners, Britoni, Focus

EFFECT: Wisdom is embedded in his bones and his gaze is one of eternal serenity. During negotiations and arguments, the Britoni's' calm fills the room, taking the wind out of the sails of flying tempers and pouring oil on troubled waters.

RULES: For every point in the Potential, the character adds +1D to all rolls using CHA+Conduct or CHA+Expression to mediate a conflict between arguing parties, or to convince them to look at the situation from his viewpoint.

XIV. TOXICITY

PREREQUISITE: Phosphorites

EFFECT: Phosphorites have been over-exposed to the biohazards of their territory for an eternity. The genetic composition of the Clan has shifted towards immunity to countless toxins and chemical agents found in the wastelands.

RULES: When a Phosphorite is exposed to chemicals, the Potency is lowered by the Potential level. When administered a chemical without Potency, the character adds +1D per Potential level to a BOD+Toughness roll against the Tech Level of the agent. If he succeeds, the chemical has no effect. However, the chemical immunity also leads to the Phosphorite being immune to most vaccines and medicines.

XV. RIGOR MORTIS

PREREQUISITE: Cockroaches

EFFECT: Cockroaches are the true masters of the wasteland. They have ruled the far reaches of Northern Borca for hundreds of years. Beaten and driven from their realm, they have returned to reclaim what once belonged to them. This time they know how to hide in plain sight.

RULES: The Cockroach freezes his movements to become one with the surroundings. His body, covered in soot and dirt, blends with the background. He adds (1) Success per Potential level to his AGI+Stealth rolls for the purpose of hiding. This bonus may be used in order to pass for a corpse, rolling a Combination of AGI+Stealth and PSY+Deception and adding (1) Success to each component per Potential level.

COMBUSTION

Burial rites across the world take on many different forms, each Culture and Clan imparting different views on how to properly respect the dead - if they are even worthy of it. For the Storskis, steam engines form the cornerstones of their lives, and similarly each Clanner's engine plays a part in their passage to the other side.

The deceased is coated in coal dust scooped from the fuel truck of the train he has lived his life on, and then placed inside the engine's boiler for one last journey, the train being pushed to the limits of its power to speed him on into the afterlife. The steam rising from the train is his soul, dispersing amongst the heavens.



SCRAPPERS

I. THE MOB

PREREQUISITE: Scrappers

EFFECT: Apocalyptics rob them blind, Judges harass them, Chroniclers cheat them, Jehammedans spit at them, Clans chase them away—but at some point, enough is enough. They cry out their anger, they throw accusations, and they hit a nerve. People gather around them, recognizing their own fate and nodding agreement. The shouting begins, faces red with anger. The first "Fuck them up!" rings out, but there are more to come. A storm is brewing.

RULES: In a Conflict with another Cult's representatives, the Scrapper can mobilize the masses with a CHA+Leadership roll, getting +1D per Potential level. His opponent can try to calm the mob in a Conflict with CHA+Expression. If the Scrapper wins, he commands the pack. He has to bark orders with serious consequences using CHA+Leadership. Here, the Difficulties range from (2) ("Go there") to (6) ("Cut down the Judges").

II. RAT

PREREQUISITE: Scrappers, PSY+Cunning 6

EFFECT: Scrappers survive because they know how to avoid trouble. The Rats among them look for trouble, but still they blend in with the crowd and can pull off almost anything. Robbing a merchant? The finger points to an innocent Clanner in a fur cape. An instant later, he goes down under the bulky body of a Judge. The Rat shakes his head as he hides his loot under a heavy coat, slinking back into the crowd.

Rats are always innocent, or at least no one can prove otherwise.

RULES: When covering up their deeds, they get +1D per Potential level to the Action roll.

III. TOUGH DOG

PREREQUISITE: Scrappers, BOD+Toughness 6
EFFECT: People kick and torment the Tough Dogs, but they only bite back, yelling, "Is that all you've got, you wimps?" They can take quite some punishment, and count on their enemy to tire. "Hah, you weak assholes!"

RULES: Tough Dogs can take more punishment than others. They get the additional armor "Tough Flesh," with an Armor rating equal to the Potential level.

IV. NITRO

PREREQUISITE: Scrappers, Primal
EFFECT: Buried deep beneath old habits, learned fear, and fight or flight reflexes, a rage against this eternal cowardice smolders. Nitros have uncovered many artifacts in their lives, but in their digging they've also discovered this hidden hatred. Since then, it's been lurking beneath the surface, waiting to break out like a firestorm and devastate those who look down on the Scrapper as just a simple hauler digging in the dirt.

RULES: The Scrapper can let his explosive anger take over for the first Combat Round, gaining +1D per Potential level to his Attack rolls.

V. TRUFFLE PIG

PREREQUISITE: Scrappers
EFFECT: The good Scrappers keep finding artifacts that make the Chroniclers all skittish as they count out thick sheaves of Drafts. Bad Scrappers can only barely earn more than the scrap value of what they find. Maybe it is because they do not speak the language of the ruins that they do not read the signs.

RULES: Scrappers with Truffle Pig have a sixth sense for artifacts and traps. They gain a +1D bonus per Potential level to INS+Perception when searching for scrap or traps.

VI. DARWIN

PREREQUISITE: Scrappers
EFFECT: Down in the ruins, evolution is a cruel ruler. Only the strongest claw their way back out. The best of them are the Darwins. Whether through sheer luck or absurd feats of strength, they keep escaping even the most desperate of situations.

RULES: A Darwin is an artist of survival who gets a +1D bonus per Potential level on any potentially life saving Skill in a seemingly lost situation. If he survives, his Renown rises by (1), to a maximum of (4).

VII. HOUR OF THE BASTARD

PREREQUISITE: Scrappers, Suffered for a long time, PSY+Faith/Willpower 8, INS+Survival 10
EFFECT: A Scrapper has to take so many blows and setbacks in his life that now, he can draw on the purest anger seething inside of him. Whenever he faces someone who has insulted, used, betrayed, or ridiculed him before, he can conjure his deepest frustrations and direct them against his enemies. This is the hour of his revenge.

RULES: The Scrapper suffered at the hands of his opponent for a long time. As long as he fights his nemesis, he regains (1) Ego per Round and can additionally spend (1) Ego to instantly heal up to (1) Flesh Wound per Potential level.

BITING BACK

The world hates Scrappers. It spits on them, beats them down, and forces them to crawl through the dirt to make a living. But this abuse doesn't make them falter: it makes them stronger. Some of them start to fight back at the world, and some of them realize they're good at it. They rise to fame by winning brawl after brawl, knocking down opponents in Pit Fights and standing atop a pile of their enemies, victorious. These Scrappers couldn't care less about the artifact trade, because they make their money in a different niche - working as muscle for hire.

FOLLOW THE BADGER

Whaddya want, Mouse? What? A teacher? Aw, hell, well, I'm not the best but... Oh, I'm going soft, but alright, I'll at least point you in the right direction. I can't help you, but if you follow this rune... here, I'll scribble it down. Follow this rune, you'll have to go out way past the Rubble, I hope you can manage that? Ah well, if you can't you'll never make much of a Scrapper. Under this rune, you'll find Dirt. I know, his name isn't much, but he'll teach you better than anyone else can, no doubt! Tell him that an old friend sent you, and maybe he'll even feed you every once in a while. Now, get going, Mouse, and good luck!

VIII. ARTIFACT SENSE

PREREQUISITE: Scrappers, INT+Artifact Lore 8, INS+Primal 8
EFFECT: The Chroniclers call them Heurisms – subconscious scripts according to which the mind makes decisions without even being aware of it. Others call it intuition or a gift. Scrappers call it "Knowing your shit".

RULES: When activating, assessing or repairing an artifact, a Scrapper receives +1D per Potential level on all Action rolls that require INT+Artifact Lore or INT+Engineering.

IX. RAVENOUS

PREREQUISITE: Scrappers, Cave Bear
EFFECT: The hunger for artifacts drives a Cave Bear into solitude. His most precious finds are collected in hideouts and lairs far away from any civilized settlements. His caves are deadly traps. Those who dare to steal the Cave Bear's belongings have a death wish.

RULES: The Cave Bear guards his treasures with his life. His ravenous appetite for artifacts is only sated if they are securely stowed in the safety of his lair. If his goods are stolen, he will do anything to track down a thief. He gains +1D to INS+Orienteering and INS+Survival per Potential level to track a burglar through the wasteland. If he needs to reclaim his goods in combat, he ignores all Trauma penalties until he recovers his items and finds a new place to stash them.

X. PAYBACK

PREREQUISITE: Scrappers, Primal
EFFECT: Payback is a bitch. Hate stirs inside the guts of a Scrapper. You hit him and he stands back up, you bash his skull in and he keeps on fighting. The more you hurt him the angrier he gets, until the fury turns into madness.

RULES: Revenge is a dish served boiling hot. The Scrapper's anger is legendary. If you hit him he hits back harder. For every (1) Trauma the Scrapper receives in combat, he can store (1) Trigger for his following Attack rolls up to his Potential level.

MOTHER OF INVENTION

The freezing winter of Borca closes off the wasteland to all but the most foolish or suicidal of Scrappers; the smart ones retreat to the cities, biding their time until they can escape into their true home come the warmer summers months. During their time cooped up in the cramped embrace of civilization, their minds roam free.

The winter months are marked by a boom of creativity, ideas for new Carrying Rigs and Marvels surging through the colony of dirt diggers as if the entire collective had formed a massive neural network. As the summer draws near, the Scrappers erupt into activity, trying to put all of the inventions they've theorised about into action. Most fail, but there are always a few miracles every year.

XI. ATLAS

PREREQUISITE: Scrappers, BOD+Force 8, BOD+Stamina 8
EFFECT: The Scrapper's back is a mountain of shredded muscle, upon which he has carried the burdens of his Cult for many years. No load can fatigue him or stop him from reaching his destination.

RULES: The Scrapper mastered the customization of his Carrying Rig and is barely affected by the weight he carries around. He adds +1D per Potential level to his BOD+Stamina rolls. Additionally his Carrying Rig rating is raised by the Potential level. Finally, during combat his Encumbrance penalty is lowered by the Potential level.

XII. JUNKER

PREREQUISITE: Scrappers, Badger, AGI+Crafting 8, INT+Engineering 8
EFFECT: Junkers can upgrade their Marvels beyond anything ever seen before. They're inventive and often spend weeks or months perfecting their creations. Every addition to their Marvel is deliberate and makes their unique weapon, well, even more unique.

RULES: The Badger is a customization expert. When it comes to upgrading existing equipment, he adds +1D per Potential level to his AGI+Crafting and INT+Engineering rolls. If he decides to create additional slots by spending Experience points the cost is the number of the new slot multiplied by (9) at level 1, (8) at level 2 and (7) at level 3.

XIII. GLYPH

PREREQUISITE: Scrapper, INT+Legends 6, Secrets 3
EFFECT: Dumb rookie Scrappers rely on Runes left behind by veterans. Smart Scrappers however, can tell the glyphs apart from another and collect additional intelligence. They have extensive knowledge of Rune markings, can trace a specific glyph back to a certain Scrapper, can detect fake Runes and instinctively remember additional background information on the creator of a Rune.

RULES: For the Scrapper, a wall full of Runes is an open book. He gains +1D per Potential level on all INT+Legends rolls to recall additional information on the maker of a Rune. Additionally, if such a Rune warns of a danger, the Scrapper adds (1) Success per Potential level when avoiding it. The opposite is also true: Runes he creates give (1) Success per Potential level to readers when avoiding a particular danger. When forging false Runes he adds +1D per Potential level to his PSY+Deception roll. If the reader fails an opposing roll of INS+Perception, he acquires false information or can be lured into a trap.

XIV. ONE LAST BULLET

PREREQUISITE: Scrappers, AGI+Projectiles 8, PSY+Cunning 6, PSY+Reaction 8
EFFECT: Never fight a hungry dog with nothing left to lose. Scrappers turn their last resort into a havoc for their opponents. Some of them supposedly fight with unknown precision the closer they are to death themselves. Stories about Scrappers who shot three Cockroaches with their last bullet are common anecdotes told in inns and bars across the wasteland.

RULES: A last bullet is a terrible omen for the Scrapper who relies on his firearm. When firing his last salvo, he must make it count. He adds (2) Triggers per Potential level to his AGI+Projectiles roll. This Potential only works once per battle. In the event that the Scrapper finds another bullet, the magic is gone.

XV. MONGREL

PREREQUISITE: Scrappers, Renown 3, Network 3
EFFECT: Staying out of trouble is the key to survival. Some do so by laying low. Others by befriending everyone they come across, raising their chances of survival by being part of a large network. Some Scrappers are mongrels, known all over town. Their renown is a layer of protection.

RULES: When a Scrapper's survival is on the line he may bet some of his assets by using (1) point of a relevant Background trait to add +1D to his roll. Whether he bribes his way out of trouble with Resources or claims he has connections using his Network is up to him. If the roll fails however, the Background score is lowered by (1). At Potential level 2, a Background rating cannot drop below (1) this way. At level 3 a Background rating cannot be drop below (2).

HIDDEN LANGUAGE

Learn your Glyphs! It's drilled into the head of every Scrapper taking his first trip outside the comfort of a city's walls, but it is only out in the wasteland that the dirt digger learns the true value of knowing the symbols. He slowly begins to understand the signs, until they are like a second language telling him locations that have been picked clean or signaling motherloads that have barely been touched. The symbols can be incredibly complex, with many subtle layers of meaning hidden in the seemingly crude language, and the master Scrappers on Syracuse can even hide years of history and knowledge in just a few strokes and flourishes.

Chroniclers have been trying to crack the codes ever since discovering them, but the symbolism of the glyphs are so fluid that they can change from season to season. This also means that the Scrapper using them needs to be on top of his game, or he might misinterpret them as easily as the hooded freaks do.



NEOLIBYANS

AROUND THE WORLD

Take on cargo in Tripol. Follow everyone else to Toulon. Sell high, buy low. Call in at Syracuse on the way back. Dock in Tripol. Rinse. Repeat. Maybe it's enough for some Neolibyans to trade wealth in exchange for monotony, but others see this stagnation for what it truly is; a curse. The Libyan said it himself: the three aspects of the Foundation are dependent on each other, and exploration is the first of them!

The Mediterranean has become too safe, too well understood. The Seafarers and Cartographers looking to push back the blank spots on Tripol's world map have to look beyond. They set a course for Gaelik in the hopes of finding new civilisations to exploit, aim south to reach the southern tip of Africa and see if the Psychovores have a limit, and steam at full speed west to reach fabled continents beyond the great waters. Most never return, but that won't stop the march of progress.

I. LION'S SHARE

PREREQUISITE: Neolibyans
EFFECT: The Neolibyan can easily read whoever is across the negotiating table from him, he knows their vanities, praises and threatens wherever he deems necessary, until ultimately he leaves with the best possible deal - for himself, at least.

RULES: When negotiating a deal, the Neolibyan gains (1) Trigger per Potential level on the roll. This can bring him a bigger share or give him a lower price.

II. MARKSMAN

PREREQUISITE: Neolibyans, Focus
EFFECT: The rifle in his hands does not tremble; his gaze follows the iron signs into the distance. The Neolibyan controls his breathing, follows every movement of the target with the weapon, holds his breath, and pulls the trigger. The target shakes and falls. Heart shot.

RULES: The Marksman aims for a complete Combat Round and fires in the next Round if he was not distracted or attacked. He adds Triggers equal to the Potential level to his AGI+Projectiles roll.

III. NINE LIVES

PREREQUISITE: Neolibyans
EFFECT: When threatened with destruction, a Neolibyan jumps into action; his instincts awaken, his mind trembles, and he pushes his body to move faster than he thought possible.

RULES: In life-threatening situations, the Neolibyan adds +1D per Potential level to every Action roll potentially able to save his life, at the cost of (1) Ego Point per Action.

IV. INSPIRATION

PREREQUISITE: Neolibyans
EFFECT: The Libyan is a shining example in his descendants' minds. The young Scribes look up to their mentors full of awe, admiring their foresight and their understanding of the flow of goods. It is in the blood of the Neolibyans to worship, emulate, and even surpass their idols.

RULES: The Neolibyan blazes a trail through any obstacle. Should the Neolibyan succeed in an Action with at least (3) Triggers, they kindle a fire in their comrades' hearts. They add +1D to their next Action per Potential level, so long as it is similar to the Neolibyan's own Actions.

V. AT EYE LEVEL

PREREQUISITE: Neolibyans
EFFECT: The Neolibyan's behavior lures his negotiating partner into forgetting who is who, and which man is the more rich and powerful. The Neolibyan meets the stranger eye to eye, as a friend or ally - and friends and allies are to be listened to and trusted, aren't they?

RULES: Whenever a Neolibyan enters a discussion or negotiation with a non-Neolibyan, he gets +1D per Potential level on all CHA Skills. His PSY Skills, however, are at -3D throughout the discussion.

VI. WHEEL OF FORTUNE

PREREQUISITE: Neolibyans
EFFECT: Normal people are cursed to remain normal because they refuse to risk more than crumbs on the scales of life. The higher the jump, the farther the fall, or so the simple people say. The Neolibyan scorns this attitude, no worthwhile reward comes without risk. He puts gold on the scales with both hands, and expects great results.

RULES: The more a Neolibyan risks with this Potential, the higher the possible profit. Before an Attack or Defense roll, the Neolibyan chooses to set aside some dice that will not be rolled. If the Action succeeds, he gets (1) Trigger for the following Action for every (2) dice he has not used. The Neolibyan can risk (2) dice in this way per Potential level.

VII. CROWN OF CREATION

PREREQUISITE: Neolibyans, Rank 5, Renown 6, CHA+Leadership 12
EFFECT: The poor become poorer, the rich become richer. A Neolibyan's collective successes are legendary. His long, energetic and wise leadership has created a network that is able to overcome even the most difficult of burdens. Whenever a venture fails or an ally cuts ties, someone new steps in to offer his services at once.

RULES: As long as the Neolibyan's Renown is (6), all of his other Backgrounds remain static and cannot be lowered by anyone but himself. At Potential level 2 the Renown threshold is lowered to (5), and at Potential level 3 it is lowered to (4).

VIII. SILVER TONGUE

PREREQUISITE: Neolibyans, Trader, CHA+Conduct 8, CHA+Science 6
EFFECT: Part of a Neolibyan's conquest of new markets is the first impression he makes upon entering foreign territory. Neolibyans are masters of language, and they come prepared. They study foreign dialects before entering negotiations, learn the nuances of a joke being told in the right slang, and impress chieftains with their extensive knowledge of the tribe's history.

THE LOCKSMITH

Any Neolibyan can get a suitably impressive and secure Balancer crafted at a dozen different workshops dotted throughout Tripol, but for the truly wealthy and high ranking Magnates, there is only one choice: Balshazzar, the Jehammedan locksmith. Once a slave, brought to Africa in chains, he impressed his masters with his extraordinary knowledge of locks and security mechanisms and has been in highest demand ever since.

The Jehammedan was awarded freedom and rose to fame amongst the Sheikhs of Tripol. No longer a curiosity, he has become a well respected member of society, and his Balancers are traded as pieces of art. He spends months on each one, ensuring they are so secure not even a Fragment could break into one of them.

RULES: When dealing with a group or a single person for the first time, the Neolibyan adds +1D per Potential level to all PSY and CHA related rolls. Once a month, if he manages to achieve at least (3)Triggers upon his first impression, his Renown additionally rises by (1). Furthermore, he speaks (3) foreign dialects fluently per Potential level.

BOOKKEEPERS

Some Scribes try time after time to pass through their interview with the Auctioneer, but no matter how many attempts they make they all end in failure. They are simply not cut out to be a true Neolibyan. Despite this, they are not useless. Their status, condemned to never rise in the ranks, makes them a perfect candidate for a Neolibyan's accountant: they have no incentive for trying to overthrow their employer. The Bookkeepers handle the flow of Dinars through their employer's account - it is left entirely in their hands. This makes them a perfect target for assassination, or bribery.

IX. TIP OF THE SCALE

PREREQUISITE: Neolibyans, Faith, PSY+Cunning 10
EFFECT: A Neolibyan reigns to challenge his own destiny. He is born to rule. Whatever stands in his way needs to be removed in order to make room for him to follow his path to the stars.

RULES: In a dire situation, the Neolibyan calls upon his fate in order to change his destiny. By spending (3) Ego Points before an Action roll, he makes the roll eligible for this Potential. If the result of his roll is unsatisfactory he may spend yet another (3) Ego to reroll his dice. At Potential level 2 the cost for rerolling is (2) Ego and the follow up cost is (4). At Potential level 3 the initial cost is (1) Ego point and the follow up (5).

X. HEIR OF THE LIBYAN

PREREQUISITE: Neolibyans
EFFECT: Those who hail from the ancestry of the Libyan himself are born into a life of magnitude and resources beyond one's imagination. Direct descendants of the Libyan wield moral authority within their Cult and dominate chief positions at the Bank of Commerce. They start out with benefits other members of the Cult cannot compete against.

RULES: As soon as the lineage between the Libyan and the character is proclaimed, his Authority rises by (2) per Potential level. As long as the heredity is proven, the Neolibyan's Authority cannot be lowered. In addition, when the future of the Cult is discussed the Character adds (1) Trigger per Potential level to any PSY or CHA related rolls to steer negotiations in his direction.

XI. DUELIST

PREREQUISITE: Neolibyan, Great Hunter, Focus
EFFECT: Nobody likes a challenge more than a Great Hunter. A duel is a way to test one's skills and precision. It's a match between two men, or man versus beast, with the chances equally split amongst the contenders. However, nothing irritates a Great Hunter more than having a third party interfering with his chance of winning.

RULES: When the Hunter is fighting a single opponent, he may choose to consider it a duel. As long as nobody interferes he adds +1D per Potential level to any of his rolls. In the event of a third party joining the fight, the Hunter must in turn subtract 1D per Potential level from all his rolls instead. Duels don't have to be physical altercations necessarily, the Great Hunter must decide what he considers a duel.

XII. BANKER'S TRUST

PREREQUISITE: Neolibyans, Trader, Authority 3, Renown 3
EFFECT: The Bank of Commerce is a monolith. Those who have earned its trust through previous expeditions, timely payback of loans and wise acquisition of profits will have an easier time recieve loans in the future.

RULES: The Trader has close ties with the Bank of Commerce. When talking this institution into funding him, he may add (1) Trigger to any PSY or CHA related rolls, to turn the negotiations in his favor. Every Trigger obtained on his roll will lower the interest rate by 10% of its initial value, up to 0%. For example, with 5 Triggers a 12% interest rate on a loan turns into a 6% one.

XIII. DIAMOND IN THE SAND

PREREQUISITE: Neolibyans, Renown 6, PSY+Faith/Willpower 10
EFFECT: Many people are nothing but background noise. The Neolibyan stands out from the crowd. He is a diamond in the sand, either by his own beliefs or the perception of his peers. What he touches turns to gold. Whichever adversaries stand in his way, he overcomes them effortlessly. He is destined for greater things and shapes his own future with nothing but his sheer will.

RULES: In a fight, the Neolibyan is able to summon his fate in order to shine in the most dramatic moment. After any roll, the character may forgo some Triggers he obtained and store them. Triggers stored this way do not count as Successes for the initial roll. The maximum amount of Triggers that can be stored at any given time is equal to his Potential level x2. Before any Action roll during the same battle, he may add all of the stored Triggers at once.

XIV. CONQUEROR

PREREQUISITE: Neolibyans, Primal
EFFECT: Clawing your way to the top is a long and dirty fight. Neolibyans who know that there are profits to be made from a successful campaign, fight for the success of their mission all the more ferociously. Today's efforts pay off yesterday's hardships and reap tomorrow's fortune.

RULES: For the Neolibyan, greed is a source of pure energy. If the outcome of a fight yields a potential rise in Resources (loot, money, power, fame) he gains (1) Ego Point per Potential level at the start of any conflict. If the rise in Resources depends on the outcome of an endeavor, he gains (1) Ego Point and heals (1) Flesh Wound per Potential level per day. In both scenarios, he subtracts 1D per Potential level on any INT related rolls.

XV. ECSTASY OF GOLD

PREREQUISITE: Neolibyans
EFFECT: Money talks. Bargaining with a Neolibyan often yields incredible results. Investing into their wisdom can turn into another man's fortune. The ecstasy of gold makes business partners ignore the risks of such bargains.

RULES: Once someone has tasted the Neolibyan's Dinars, it becomes harder to refuse them. For each previously successful deal the Neolibyan struck with a partner, he adds (1) Success to any CHA or PSY related rolls required to negotiate a new deal. The bonus cannot exceed his Potential level.

CEASEFIRE

The Scourgers can't - or won't - understand the true nature of the situation: this endless war against the Guerreros has gone on too long! It has eaten up countless African lives and, most critically, it's hurting the profit margins in the area. Neolibyan delegates have launched secretive expeditions past the border of Al-Andalus in an attempt to reach a ceasefire with the Hybrispanian natives. The Scourgers must never know of this, which means the Neolibyans are forced to rely on only their silver tongues and quick wits - or else they'll meet their ends deep in the jungle.



SCOURGERS

I. THE LION'S REVENGE

PREREQUISITE: Scourgers, Primal
EFFECT: The lion is all hot breath, glittering eyes, teeth, and claws. Those who push their sword into his maw will not walk away without feeling his bite.

RULES: When making a melee attack against the Scourger with this Potential within melee range of the Scourger's own weapons, the attacker receives the same amount of Damage they inflicted, up to the Potential level. Only armor with the "Massive" Quality can reduce this Damage.

II. ELDER BLOOD

PREREQUISITE: Scourgers, PSY+Faith 8
EFFECT: Streams of ancestral blood have spattered across the African soil, drenched and blessed it. Whenever the Scourger touches the soil, he feels pain, a thirst for war and victory. He mixes the soil with spittle and smears it onto his chest, giving the ancestors access to his soul, his eyes, and his ears. He becomes one with the Ancestors, and will soon share another victory with them.

RULES: Elder blood is a ritual to prepare the Scourger for a coming fight. It strengthens his Mental Defense by the Potential level. The ritual requires dedication from the Scourger for about 15 minutes to be complete.

III. TRIAL OF THE HERO

PREREQUISITE: Scourgers
EFFECT: The greatness of a deed is measured against the strength of the enemy. Killing a worm is something that happens daily and brings no honor. If the Scourger faces a worthy enemy, though, his blood boils; he rises above himself and becomes the Lion incarnate, roaring and attacking. The ancestors watch him with pride.

RULES: When fighting physically or technologically superior enemies, the Scourger adds +1D per Potential level to his Initiative roll.

INHERITANCE

Scourgers often adorn their weapons with symbols of significant deeds and actions the owner has accomplished throughout his life: a tuft of hair cut from the body of a powerful foe, or an icon drawn in chalk in honor of a spirit calmed. These weapons are then passed down through the generations, building up history, until a spear or rifle can tell a story decades long. It is considered a great honor to be given the weapon of a Dumisai or Simba. In rare cases, entire Prides are mobilised to recover the relics of particularly heroic Scourgers who died behind enemy line.

IV. HYENA'S LAUGHTER

PREREQUISITE: Scourgers

EFFECT: The whooping, screaming, and laughing of the Hyena tells the Crow that the pack is coming. Its wings will soon be clipped.

As the Scourgers charge towards their enemies, they scream and yell, pushing each other higher and higher into a brutal bloodlust.

RULES: The Scourgers rush into the fight, gaining +1D per Potential level to all Attack and Defense rolls for the first Combat Round.

V. WILD DOG RUN

PREREQUISITE: Scourgers

EFFECT: The Scourger is hot on the Crow's heels. The wind caresses his body, cools his sweat, and pushes him towards his victim's tracks. His muscles tense; every step is a well-measured effort. His toes dig into the ground, pushing him onwards, soil kicking up in his wake. The white men sidestep, he can hear them panting. He keeps pace, staying right behind them even though he could easily overtake them with two, three leaps. The wild dog hunts its prey to death, for this is its nature.

RULES: For every Round that the Scourger chases a fleeing enemy on foot, he recovers (1) Ego Point per Potential level.

VI. SIMBA'S PREY

PREREQUISITE: Scourgers, Focus

EFFECT: Crow against Lion, Scourger against AMSUMO, predator against prey. The creatures may not know each other, yet still they are chosen by fate to collide like a pair of blazing suns.

RULES: No interference in this conflict is allowed. The Scourger picks an enemy out from the battlefield. The Scourger gains a bonus equal to his Potential level to his Passive Defense against attacks from any enemy except his chosen target.

VII. BLOODHOUND

PREREQUISITE: Scourgers, Dumisai, PSY+Domination 8, INS+Primal 8

EFFECT: On the hunt, there is only one target – the prey. Scourgers who fight alongside a legendary Dumisai have no time to lag behind. The pack fights as one unit under his leadership.

RULES: The Dumisai spends (1) Ego Point to initiate the Bloodhound Potential and (1) Ego Point for each additional Combat Round he wants to keep the effect active. During this timeframe, all his allies add +1D per Potential level to their Initiative rolls. The Dumisai must be in visual range of his pack, otherwise the effect of the Potential expires.

THE LION'S HEAD

The Simba is the symbolic icon among Scourgers, a warrior in his prime, and a personification of the Pride's glory. It comes as no surprise that it is the Simba who often dies first in battle. Enemies of the Scourgers do whatever they can to assassinate Simbas before they even enter hostile territories. In Hybrispania, whole Guerrero war parties are devoted to hit and run missions across the border of Al-Andalus. Get in, chop off the lion's head, and retreat.

However, such hellbent operations are risky, and getting caught behind enemy lines is sure death. That's why the Guerreros rely on allies to do the dirty work for them. Matadores who have free passage into the occupied zone, Jehammedan suicide bombers, and even occasional Palers trading their services for passage through the Warpage all collaborate against the invaders.

DRUMS OF WAR

The two Kifos in league with the boyars of the Voivodate Dalmatia are a dangerous lot, and the ransom on their heads has climbed high enough to catch the attention of the Anabaptists on the other side of the Adria.

Despite the peace treaty with the Jehammedans that is officially in place, Anabaptist scouts have crossed into enemy territory trying to locate the wayward lions and cash in with the Neolibyans back in Roma. The whole situation is a powder keg just waiting to be lit, as the Jehammedans in return have uncovered the tracks of Anabaptists in their territory and demand that the Kifos be expelled, before bloodshed arises. The boyars, on the other hand, refuse to rat out their African comrades.

VIII. LAST BITE

PREREQUISITE: Scourgers, Dumisai, BOD+Toughness 10, PSY+Faith/Willpower 10
EFFECT: Sometimes the ancestor spirits grant a mortal vessel their powers to fulfill his destiny. Nobody should be certain that a Dumisai who is supposedly dead won't come back to take a last bite.

RULES: Once a Dumisai reaches his maximum Trauma, he collapses dead. For (1) Combat Round he remains motionless until he suddenly springs back to life to take a final stab at his enemies. The Dumisai continues to fight for an amount of Combat Rounds equal to his Potential level without penalties, before he meets his ultimate demise. For these last Combat Rounds, he has access to his full Ego pool one last time.

IX. ULTIMATE FOE

PREREQUISITE: Scourgers, Kifo
EFFECT: To fall from grace and become an outcast of the pack is the greatest punishment a Scourger can take. A Kifo harbors the hatred for those who declared him pariah. Other Scourgers become his mortal enemies, and he becomes their greatest threat.

RULES: Every trick the Kifo learned among the Scourgers is a tool he can use against them. When fighting his old brethren he adds (1) Trigger per Potential level to his Initiative rolls. When the Scourger becomes a Kifo, he may trade all his points from the Twin Challenge Potential into Ultimate Foe Potential levels at no cost.

X. CRACK THE SCOURGE

PREREQUISITE: Scourgers, Damu, PSY+Domination 8
EFFECT: Nobody represents oppression and slavery like a pack of Scourgers. When it comes to crowd control and the deployment of fear tactics, they dominate the situation with a crack of their Scourge.

RULES: In a frantic crowd, words are useless. By setting an example, the Scourger quenches every hope of rebellion. When the Scourger strikes a member of a subdued group with his Scourge, he rolls a Combination of PSY+Domination and BOD+Melee and adds +1D per Potential level. Members of the same group subtract 1D from their Mental Defense rolls for every Trigger he obtained. If the Scourger uses this Potential again, a new penalty replaces the previous one.

XI. PRIDE OF AFRICA

PREREQUISITE: Scourgers
EFFECT: In the land of the Lion, Scourgers are fathers, brothers, and sons of the ancestral spirits. They are considered the Avengers of the Dark Continent, and people bow before their might. Refusing to help a Scourger in need is considered the worst of all omens.

RULES: The Scourger adds +1D per Potential level to any PSY and CHA related rolls when dealing with other African Cults or Clans, at home or abroad.

XII. TWIN CHALLENGE

PREREQUISITE: Scourgers, Moyo
EFFECT: Only the strongest and most capable Moyo completes his heroic quest and doesn't bring disgrace upon his Dumisai. The challenges are fierce, but if the Moyo comes prepared, he will be at an advantage.

RULES: The Moyo prepares his spirit and body to endure the insufferable. When achieving the eight traditional heroic deeds needed in order for his Dumisai to maintain his honor the character adds +2D per Potential level to any roll to accomplish his tasks.

XIII. GRIM REAPER

PREREQUISITE: Scourger, Primal
EFFECT: Savage Scourgers run berserk in the heat of battle. Purest instinct breaks free from its human shackles and a conflict turns into a bloodbath.

RULES: Reduce the enemy's fighting power. One at a time. Don't hurt. Kill. The Scourger starts a killing spree. Every time he kills an opponent, he stores (1) Trigger. These Triggers can be used on any future Attack rolls within the same altercation. The Scourger can store a number of Triggers equal to his Potential level x2.

XIV. HOWL OF THE BABOON

PREREQUISITE: Scourgers, Primal
EFFECT: Scourgers intimidate their opponents. Their snarl echoes through the jungle. They instill fear in those opposed to them, demoralizing them before the battle has even begun.

RULES: The cackling noises are learned in childhood as a form of insult. A Scourger masters them in order to throw enemies off guard. Before surging into melee, the character may roll a Combination of PSY+Domination and CHA+Arts against the Mental Defense of his opponents. Those who fail to defend against the Howl of the Baboon see the amount of Ego Points they can spend on their next Initiative roll lowered by the Potential level. This Potential can only be used once per combat.

XV. VESSEL OF THE SPIRIT

PREREQUISITE: Scourgers, Chaga, Focus, PSY+Faith 8
EFFECT: The Chaga binds the spirit world with the mortal world, and imbues his pack with the wisdom of the ancestors. Under his guidance a pack cannot fail.

RULES: When the spirits guide his hand, there is nothing a Scourger can't accomplish. The Chaga spends (3) Combat Rounds to call forth the spirits and bestow a fellow Scourger with their powers. The Chaga rolls PSY+Faith against a difficulty of (3) to imbue (1) specific Skill the Scourger wishes to master. Such a blessed Scourger may then use his own PSY+Faith instead of the chosen Skill for any Action roll using it. He can do so once per the Chaga's Potential level.

COMMUNICATION

While they might act as the spiritual link to the ancestors for the people of Africa, the Scourgers aren't the type to sit down in a temple and calmly pray to the spirits, surrounded by incense and quietly chanting a prayer. Instead, the warriors carry out their duties by loudly dancing and singing, whipping themselves into a frenzy until the Warui begins to manifest. Through the primal language, they are able to speak with those that came before. That is how they will determine what the spirit wants.



ANUBIANS

GLIMPSE OF BEYOND

Every Anubian who has ever entered Sekhmet's Slumber has experienced the state of the afterlife, and returned with visions that no living being could ever comprehend. Runes in endless spirals, flashing images of numerals condensed into perfect geometries, pyramidal shapes, and abstract fractals are the landscape of the realm of death. Most practitioners describe the sensation to be similar to rubbing ones eyes, yet more vast and intense than anything that can be described with words.

Many have heard the voice of the Jackal speak to them on the other side, whispering of his true intention and the potential that can only be achieved through rebirth.

I. SEKHMET'S SLUMBER

PREREQUISITE: Anubians
EFFECT: The lion-headed god covers the dead body with her paws so that neither demons nor the vigilant gaze of Anubis can see it.

RULES: The Anubian falls into a coma indistinguishable from death that cannot be interrupted once it begins. After (4) days, he wakes up fully healed. The number of days is reduced by (1) per Potential level. This Potential can be combined with Mercy of Anubis.

II. NAVEL OF NEFERTEM

PREREQUISITE: Anubians
EFFECT: And so the cusps of the blue lotus rose up from the primal waters, blooming in cruel beauty into a strange world, and they knew Nefertem as their god. The lotus, the Hogons whisper, will not devour those who walk in the god's shadow.

RULES: The Anubian develops a resistance to the Psychovores, which also influences their catalysis. The Difficulty of defense against the Raze and catalysis of medicine decreases by (1) per Potential level.

III. EYE OF HORUS

PREREQUISITE: Anubians
EFFECT: The falcon-headed god rises into the air, and his wing tips stretch to the ends of the earth. His unblinking black eyes—the moon eye and the sun eye—pick up even the smallest ripples of the wave.

RULES: Anubians using the Eye of Horus feel disturbances of the wave across vast distances (level 1: up to 100 m; level 2: up to 1 km; level 3: up to 10 km). Without fail they lead the way to Psychonauts, and can see the gleaming network of force lines on the body of the Aberrant. They gain (1) Trigger per Potential level when attacking Psychonauts, Spore Beasts, and Leperos.

IV. MERCY OF ANUBIS

PREREQUISITE: Anubians
EFFECT: The wave breaks, but the Anubian isn't granted the deep fall into the eternity of Anubis' realm. His time has not come yet, and he can muster up one last desperate attempt to spite his foes.

RULES: If the Anubian takes more than his maximum Trauma Damage and falls unconscious, he can still rise again and fight on for (1) Combat Round per Potential level until he finally collapses dead. The sight of the destroyed body leaping into combat strikes fear into the hearts of his enemies: any weapons the Anubian wields gain the Terrifying Quality, with the rating equal to the Potential level x2.

V. AMMIT'S FEAST

PREREQUISITE: Anubians, Primal
EFFECT: All mental barriers break, and the devourer of souls weaves her way into the Anubian's mind, corrupting him, driving him into an abyss of ancient hatred. She takes his hand, guiding his sickle through his enemies flesh into their innards as the wave breaks upon his blade. Soon, fresh souls drenched in blood will stand before Anubis, awaiting judgement.

RULES: If an Anubian achieves (2) Triggers on a melee attack, they can fly into a frenzy. Anubians imbued by Ammit can no longer make Active Defense rolls. In return, for every Combat Round that the Anubian remains frenzied, his Attack rolls gain +1D and his Damage is increased by (1), up to the Potential Level. However, Ammit's influence is volatile and corrosite, it must be reactivated with (2) Triggers each Round and paid for in blood, costing the Anubian (1) Flesh Wound for every Round after the first. If the frenzy is interrupted, all scores immediately fall back to their original values.

VI. GAZE OF FATE

PREREQUISITE: Anubians
EFFECT: Not even the gods dare to look into the future, for they fear the demons beyond the frame of the world, lurking behind Horus' wing tips. Those who still reach through the fabric of reality feel cold limbs grasping for the old life.

RULES: Anubians with Gaze of Fate may foresee and even live through a very limited period of their imminent future once per month: They hit an enemy or experience their companions trying to open the lock mechanism of some crypt. This will happen within a certain limited amount of time, depending on the Potential level. The Anubian adds +2D to the foreseen Action per Potential level.

LEVEL 1: Seconds – e.g. an Attack or Defense roll.
LEVEL 2: Minutes – e.g. the outcome of a discussion, simple questions.
LEVEL 3: Hours – e.g. finding the solution to difficult problems.

VII. ANCESTRAL STARE

PREREQUISITE: Anubians, INS+Perception 10
EFFECT: Once one crosses into the spirit world, knowledge is ubiquitous. Every stone, every creature, and every gust of wind tells a story – an open mind is necessary to understand these quiet whispers.

RULES: Once per day, with a roll on INS+Perception (6), the character receives a cryptic hint concerning a future event. The Difficulty is lowered by (1) per Potential level. The glimpse into the future is always symbolic in nature and open to interpretation. A character can further roll INS+Empathy (3) to decipher the connotation to be either positive or negative.

RECIPROCATION

Banking on the goodwill garnered by their peaceful acceptance of the delegation in Qabis, the Anubians requested that they be allowed to do the same: a single Soul Seer sent to cooperate with the doctors in the Spital. The Europeans begrudgingly accepted, and the Anubian Saranen made his way across the Mediterranean. His arrival brought derision from the Spitalians, but after he easily demonstrated detailed and advanced understanding of the sciences they had spent their lives developing, beyond even their own knowledge, he gained their respect.

So it was that while the Ndulu veered off course to rush for Cairo, Saranen was himself delving unseen into the lowest levels of the Spital, rifling through drawers and files in search of the Cult's dark secrets. They really aren't so different, after all.

VIII. EMBRACE OF APOPHIS

PREREQUISITE: Anubians, Primal, BOD+Brawl 6
EFFECT: Some Anubians practice a form of martial arts that blocks the energy flow in an enemy's body, rendering them incapable of fighting.

RULES: A practitioner's Passive Defense is raised by (1) per Potential level. Additionally, kicks, holds and blows are considered Aimed Attacks at (+4) Difficulty. For every point in the Potential, the Difficulty decreases by (1). All blows and kicks delivered under Embrace of Apophis have the Dazed (4) and Smooth Running (2T) Qualities. Chokeholds have the Dazed (6) and Entangled (4) Qualities.

IX. THE DARKEST HEART

PREREQUISITE: Anubians, Focus
EFFECT: Death is a realm of darkness. An Anubian who drowns his heart in this very darkness, achieves control over his emotions in battle, and places his fate into the hands of Anubis.

RULES: The Anubian has control over the deepest recesses of his mind. He spends (3) Ego Points and enters (3) Rounds of meditation to shut off all emotions, fears and anxieties. Upon completion, he is immune to all forms of mental influence from Psychonauts for a number of Rounds equaling his Potential level. Once the initial effect wears off he continues to add (1) Success per Potential level to his Mental Defense rolls for the remainder of a scene or combat.

X. CHILL OF DEATH

PREREQUISITE: Anubians, Primal
EFFECT: Channeling the energies of the afterlife, Anubians exceed the limitations of their mortal bodies. The closer they are to their own death, the more ferocious their attacks become. Anubis never offers forgiveness…

RULES: Vengeance fuels the Anubian's very soul and invigorates his will to survive. For each point of Trauma suffered in combat, the Anubian adds (1) Damage to all of his following Brawl and Melee attacks. The bonus cannot exceed the Potential level.

XI. AFTERLIFE

PREREQUISITE: Anubians
EFFECT: Anubis' realm is a deep well of knowledge. Those who travel through the afterlife during Sekhmet's Slumber reap incredible wisdom and return to the world of the living with profound insight.

RULES: Dreams are full of teachings. The Anubian is able to take advantage of the deepest ones hidden in the realm between life and death. Once per month per Potential level, if the Anubian enters Sekhmet's Slumber, he can reap Experience points equal to either his Focus or Primal rating. However he gains those points only if he entered this state while suffering Trauma.

XII. SOUL DRAIN

PREREQUISITE: Anubians
EFFECT: The body is the fortress of the soul, yet it is the soul that moves the body. One cannot exist without the other. Some Anubians deplete their souls to replenish their bodies, others are capable of inflicting pain upon themselves to replenish their very soul.

RULES: For the Anubian, mind and body are one and the same. A Focus oriented Anubian may trade (1) self-inflicted Flesh Wound for (1) Ego Point in return.

A Primal oriented Anubian is able to harness the power of his mind in order to heal. For each (1) Ego Point spent this way, he immediately heals (1) Flesh Wound. In both cases, they exchange (1) point per Round and cannot trade more than (2) points a day per Potential level.

XIII. COILS OF SET

PREREQUISITE: Anubians, Primal, BOD+Brawl 6, INS+Perception 6
EFFECT: Set guides the strike of an Anubian in battle, points him to the weakest spot in the opponent's mortal shell, and entangles him so he cannot flee. The opponent's knees tremble, the body convulses and the arms are heavy like lead.

RULES: Bodies are delicate machines. The Anubian is able to impair organic targets. The Anubian attacks with BOD+Brawl to strike a pressure point in the opponent's body. The punch is considered an Aimed Attack at (+4) Difficulty. If he succeeds, the opponent suffers a penalty of -1D per Potential level to all of his following Attack and Defense rolls, for a number of Combat Rounds equal to the Potential level. Additionally the opponent's movement is reduced by (1) meter per point of Damage from the strike. Every level in the Potential further lowers the Difficulty of the Aimed Attack by (1).

XIV. SOBEK'S PATIENCE

PREREQUISITE: Anubians, Focus
EFFECT: Sobek, the great crocodile, knows when to raise himself from the deep waters to bite down on his prey. He is the god of deliberate patience, biding his time for the ultimate strike. The origin of his power lies in tranquility.

RULES: The Anubian must be engaged in combat and must delay expending any Ego when rolling Initiative. For every (1) Combat Round he delays the spending, he raises the maximum Ego he can spend at once during the following Round by (1), above the maximum of (3). He can delay a maximum number of Combat Rounds equal to his Potential level this way. For example: an Anubian delays Ego expenditure during the first (2) Rounds of combat. In Round (3) he can spend up to (5) Ego on his Initiative ((3) from max. (+2) from Sobek's Patience).

XV. FORTITUDE OF OSIRIS

PREREQUISITE: Anubians, Focus, BOD+Toughness 8, PSY+Faith/Willpower 8
EFFECT: Pain is nothing but a glimpse of the afterlife. Those who have traveled Anubis' realm aren't afraid of it anymore. They embrace pain, and they decide when to let it reign over their bodies.

RULES: In the eye of the profane, the Anubian seems invincible. Nothing seems to hurt the mystic. This is not entirely true, however. The Anubian has learned to delay the immediate effects of pain for extended periods of time. For every Potential level in Fortitude of Osiris, the Anubian can delay pain and Damage taken by (1) Combat Rounds, up to a maximum of (3). This includes all penalties suffered from Trauma Damage.

OTHERWORLDLY INFLUENCE

The Anubians have a deep connection to the ether, able to feel disturbances or patterns in the wave from many kilometers away through nothing more than their spiritual link to the world beyond. This breaks down in the Discordance: the twisting influences of the Sepsis and Psychovores clash and warp each other into more distorted and bizarre patterns.

Travelling the Discordance Zone is an extremely uncomfortable sensation for an Anubian, and only grows in intensity as they ascend through the Circles. They feel the disturbing nature of the area manifesting through grotesque noises and subliminal figments in their minds. If an Anubian must cross it, such as when travelling to Europe, then they do so quickly.



JEHAMMEDANS

CALL OF THE RAM

One does not simply become an Arianoi: one is called to shed the skin of the lamb and transform into a ram. Those Jehammedans who are selected to follow the call will leave their past behind: their family, their memories, and their perception of the world as a whole. The journey is a spiritual metamorphosis that ends on the island of Crete, where the newborn ram is forced to drink the silver milk of Aries and become one with the divine. Their lives are changed forever after…

Those who don't heed the call and refuse to partake are doomed. As punishment for breaking the pact between the tribe and the Last Prophet, the Horned Nine will hunt the traitor forever, to the end of the world if need be.

I. IRE OF JEHAMMED

PREREQUISITE: Jehammedans, Faith

EFFECT: The enemy insults the word of Jehammed, even in the face of his creation. Clad in faith, the warrior's soul boils until finally his fury breaks its chains and engulfs the enemy.

When Jehammedans face blasphemous enemies like Psychonauts, Apocalyptics, Anabaptists, or outlaws and have to watch these creatures stand tall against their group's attack, their fury grows.

RULES: The Jehammedan counts all attacks by their enemy in a battle, if the enemy attacks a friend the attack counts twice. When the count reaches (10), the Jehammedan explodes into a rage. For the rest of the battle, he adds +1D per Potential level to his Attack rolls, and for each successful attack he makes himself, he gains (1) Ego Point.

II. FLEECE OF ARIES

PREREQUISITE: Jehammedans, Arianoi

EFFECT: In the darkest hours of the Cult, those who are not afraid of a far greater darkness call for Aries the Ram. The Jehammedan sinks into meditation, drapes the black fleece around his shoulders, kneels, and cowers until the skin completely covers him. Something crawls into his mind, and pushes rationality away. He leaps to his feet with a feral growl, ready to fight.

RULES: The breath of Aries has touched his soul, and the goat has birthed a wolf. The ritual takes about 15 minutes, and when it ends the Jehammedan has become an embodiment of Aries. For (1) hour, all his Charisma Skills drop to (0). However, the maximum number of Ego Points that can be spent each Combat Round is increased by (1) per Potential level.

III. CALL OF JEHAMMED

PREREQUISITE: Jehammedans

EFFECT: The Anabaptists only yell when attacking, mindless like a bear, reduced to the simplest emotions. The prayers erupting from the Jehammedans, in contrast, are carefully crafted aphorisms embracing life, touching the heart and keeping the beast at bay. Born of a majestic voice, they can determine the tides of battle.

RULES: The caller needs (1) Combat Round to call to his friends and companions and instill them with the spirit of Jehammed: he rolls CHA+Arts and adds +1D per Potential level. The Difficulty depends on the threat the party faces: if victory is certain, it is (2); if the battle is almost lost, the caller must roll against a Difficulty of (6). The Game Master decides the Difficulty. If the Jehammedan's roll is successful, he breaks all psychic manipulation by the enemy. If he rolls any Triggers, they are added as bonus dice to his group's Mental Defense. This bonus drops by (1) per Combat Round until it is used up.

IV. ICONIDE'S CURSE

PREREQUISITE: Jehammedans, Iconide or Oracle

EFFECT: The Iconide's voice is thunder and lightning. He speaks divine wisdom, and every thought he utters is worthy of Jehammed himself. The lowly people stumbling along off the track tremble under the power of his voice and his spiritual transcendence. There is a truly blessed man among them.

If he calls down god's wrath onto his creation, even an Anabaptist doubts his calling and lowers his weapon, his faith struck by anxiousness and insecurity.

RULES: The Iconides Curse is a mental attack on a group of human enemies. Animals, Psychonauts, and AMSUMOs are immune. The Iconide attacks his enemies' psyche with a roll on PSY+Faith/Willpower +1D per Potential level. They may make a Mental Defense roll. If they fail, they get -1D per Trigger to all Action rolls. This penalty is reduced by -1D per Combat Round.

V. ICONIDE'S BLESSING

PREREQUISITE: Jehammedans, Iconide or Oracle

EFFECT: The stars are right, the Saraeli's moon blood has not flown, hours ago a messenger brought news of an important victory in the East, this is going to be a fortuitous day. When should the Iconides fulfill their destiny, if not now?

RULES: The Iconide interprets an important event as an omen and can bless all Icons brought to him that day. For this day, any Icons he crafts have their effects increased by +1D per Potential level.

VI. ORACLE

PREREQUISITE: Jehammedans, Oracle

EFFECT: Cloud formations, the form of entrails, or the throw of bone dice are all signs of truths and futures that only the chosen ones can perceive. The Oracle sees the signs when they present themselves.

The Oracle knows how to cater to her audience. After all the necessary theatrics, she describes the future and hints at a potential outcome. The audience will leave with lifted hearts and do everything in their power to make this future come true.

RULES: If a member of the audience is confronted with a situation the Oracle described within a month, they add +1D per Potential level to an Action bringing them closer to the goal the Oracle mentioned. The Oracle can make one prophecy per day.

CONVERTS

Not every Jehammedan is born into a tribe. Some convert and join the Cult after being touched by the teachings of the Last Prophet, others because they are left with no choice. Mass conversions are common in the Balkhan, East-Borca, and Hybrispania, especially in areas of Jehammedan supremacy. Women and children are married into the existing families, while men who don't bow to the will of the Last Prophet are either cast out or beheaded; the Shepherds spare no time with unruly subjects.

Joining the religion at least places a convert in the safety of a tribe, and there are far worse fates than a life in servitude.

VII. COMPASSION

PREREQUISITE: Jehammedans, Iconide or Oracle, PSY+Faith 10
EFFECT: Iconides are Jehammed's pillars of unshakable trust. They are surrounded by an aura of sanctity that shields them from worldly dangers. Regardless of belief, whoever raises their hand against an Iconide raises their hand against a man of God.

RULES: Anyone who lays their hand on the Jehammedan must roll Mental Defense (4). Each Potential level after the first adds (1) to the Difficulty. If unsuccessful, the attacker loses the Potential level x2 in Ego Points due to this unbearable act of sacrilege. The attacker will be plagued by a guilty conscience for weeks to come.

VIII. THROES OF THE WOLF

PREREQUISITE: Jehammedans, Arianoi, Primal, PSY+Faith 10
EFFECT: The Arianoi is a wolf in sheep's clothing. As an avenger of Aries he is unstoppable in his wrath. Once pushed over the edge he claws and bites at everything that moves until his lust for revenge is satisfied.

RULES: The Arianoi sacrifices (1) Ego Point to activate the Potential. If he does Damage with his first Attack roll, the invested Ego Points count as extra dice for a second attack within the same Combat Round. This can be used once per combat per Potential level.

IX. BROTHER'S KEEPER

PREREQUISITE: Jehammedans, Shepherd, PSY+Faith 10
EFFECT: A Shepherd protects his herd from dangers and he deflects the attacks of the wolves that come to kill his sheep. No harm may be done to his brothers and sisters and he fights with the will of the Last Prophet to defend his kin.

RULES: Protecting his herd is the holiest task of the Shepherd. He will not fail. As an Action, the Shepherd may transfer his own Ego Points to a loved one in dire need. The maximum amount of points given at once is equal to the Potential level x2.

X. BLACK SHEEP

PREREQUISITE: Jehammedans, Delilah
EFFECT: Black Sheep are poison to their community, a stain in the religious dogma of their very Cult. Where they stride, bad omens follow and discord blooms.

RULES: Delilah's represent a collapse of moral value. Their very existence taints the fragile framework of a society. As such, they appear immune to indoctrination and suggestion. The Delilah adds (1) Trigger per Potential level to her Mental Defense rolls against any kind of influence. If she spends (1) Ego Point per comrade, she can extend this bonus to them before they roll for Mental Defense. Expending (3) Ego Points, she may even heal (1) point of PSY lost due to mental illness or corruption with an INS+Empathy roll against a Difficulty of (4).

XI. WEAL AND WOE

PREREQUISITE: Jehammedans, Faith
EFFECT: The blessings of life come at a price. The Jehammedan casts his fate into the hands of God, so he may bring him through another day. In turn he must repay his creator with a piece of himself.

RULES: This Potential can be activated even when at (0) Ego. The character sacrifices (1) permanent point of his maximum Trauma in exchange for fully restoring his Ego Points. The character ignores all Trauma penalties for a number of Combat Rounds equal to the Potential evel. Furthermore, the character adds +1D per Potential level to Initiative rolls for the rest of the fight.

MOTHERS AND WIVES

The Abrami would never admit it, and the Shepherds would call it blasphemous, but it is the women who strengthen the Cult from the inside.

The wombs of the Hagari bear the fruits of future generations, replenishing the tribes with strong Ismaeli, while the Saraeli give birth to the holy Isaaki. Their busy hands maintain the battle armors of the Swords of Jehammed and sew the heavy winter coats that protect the Hosts from the cold. They uphold the sacred words of the Last Prophet and tighten the bond of the family in times of need.

Women are the life blood of the Jehammedans, and the Cult draws its strength from its mothers and wives.

XII. SACRIFICE

PREREQUISITE: Jehammedans, Isaaki
EFFECT: It is an Isaaki's birthright to become the ultimate sacrifice. He is chosen to oppose all forces that threaten the tribe, even if he has to pay for it with his life. With death looming over his head, he knows that everything depends on him, and him alone.

RULES: The more powerful his foes, the more dedicated the Isaaki is. The lamb will not let itself be slaughtered without a fight. Against overwhelming odds, the character gains (1) point of Passive Defense and Armor per Potential level. He also adds (1) Trigger per Potential level to all Mental Defense rolls.

XIII. RAM'S OFFSPRING

PREREQUISITE: Jehammedans
EFFECT: Some Jehammedans are born under a divine auspice. They have been sent by Aries himself, to protect the tribe and pass judgement on its enemies. In the tradition of the Jehammedans, those who are declared Ram's offspring are considered a divine gift.

RULES: When dealing with his own Cult, the Jehammedan adds +1D per Potential level to his PSY and CHA related rolls. Additionally, each time he acquires a new level of Ram's Offspring, his Allies and Authority Backgrounds rise up to at least his Potential level and cannot be lowered below it.

XIV. FATALIST

PREREQUISITE: Jehammedans, Faith
EFFECT: A faithful Jehammedan imposes God's will upon the world. His devotion is an example and others follow his endeavors without doubt.

RULES: Before taking chances with a difficult endeavor, the Jehammedan loses himself in a prayer for (4) Combat Rounds. At the end of his prayer he may use a Combination of PSY+Faith and whichever Skill he was going to use and adds +1D per Potential level to the roll. The prayer may be shortened to (3) Rounds at level 2 and (2) Rounds at Potential level 3.

XV. DIVINE INTERVENTION

PREREQUISITE: Jehammedans, Faith
EFFECT: A hand guided by faith strikes with the precision of God and splits the heathen apart. Those who stand in the way of the Jehammedan are struck with misfortune and disarray.

RULES: The faithful calls forth the mighty wrath of Jehammed himself upon his enemies. He rolls PSY+Faith and adds +1D per Potential level against the opponent's Mental Defense. For the remainder of the fight, those who failed to defend will count their 2's as 1's on their rolls. The Jehammedan regains (1) Ego Point per Potential level for every Botch rolled by an enemy during the altercation.

JANITES

The elite guard of Osman are known as the Janites, a caste of warriors abducted as children and forced to convert to the Cult. They grow up as Ismaeli and Swords of Jehammed until they are handpicked by the great Gileabod Ruben Abraham, advancing to the highest ranks by acting as his personal bodyguards or by venturing out on secret missions of assassination and sabotage.

Clad in immaculate black uniforms, tall hats, and red scarfs, they're feared among the Clans of East Borca, for their appearance heralds the holy wrath of the Shepherds.



APOCALYPTICS

I. ALL-IN

PREREQUISITE: Apocalyptics
EFFECT: Make your bets! In combat, you bet blood and bones—only an Apocalyptic would dare to go all in and risk his life. He looks forward to his winnings.

RULES: The Apocalyptic sets aside a number of dice up to his Potential level x2 for an Active Defense roll. If he succeeds in the defense, his next Attack roll gains Triggers equal to the number of unused dice.

II. CARD OF DESTINY

PREREQUISITE: Apocalyptics, Rank 3, Faith
EFFECT: The cards are a tool for manipulation. However, if you use them long enough you begin feel their true force, feel their archetypes at work, and see how they cast long shadows from the future into the past. Those who know how to read them walk through time full of knowledge.

RULES: The Apocalyptic deals the cards to tell his own fortune in order to see into his future. He interprets the cards of destiny and draws the details out, where does he have to face whom? The faces are hazy, the vision coarse, but he at least knows the opponent's Cult. If the exact combination of events comes to pass within the next (10) days, the fortune teller adds their Potential level as a bonus to all CHA and PSY rolls while playing out the foretold events.

III. CROW'S NEST

PREREQUISITE: Apocalyptics, Primal
EFFECT: The Flock is more than just a family to the Apocalyptic. It's his origin, a living, breathing part of his history.. Those who damage the Flock bury a dagger in the Apocalyptic's own gut.

RULES: As long as the Apocalyptic acts at the behest of his Flock or defends it against attackers, he can invest (1) Ego Point per Action roll to get +1D per Potential level on any Action.

INTERPRETATION

Every Apocalyptic worth his salt knows of the disastrous portent that is drawn from the Tarot only once a generation, the Abomination over the Creator, but far fewer spend the time to learn the various meanings of the Tarot. A near infinite set of combinations are possible, but a few have special meaning: the Disciple being drawn after the Righteous signals a great leader coming to power with an army at his feet, while the Healer and the Martyr beside each other suggests that great sacrifices are required ahead to mend divisions. A cunning Raven will use the Tarot to his advantage - whether by truly reading the signs, or manufacturing his own message.

IV. MIRROR

PREREQUISITE: Apocalyptics, Focus
EFFECT: The Apocalyptic's heart and his enemy's heart beat as one, he watches, reacts, repeats his enemy's attack patterns as if they had trained together.

RULES: An Apocalyptic with the Mirror Potential imitates his opponent's way of fighting: He activates the Potential with an Active Defense succeeding with at least (1) Trigger. As long as he fights this enemy, his Passive Defense is raised by (1) per Potential level. If the opponent activates a Potential, the Apocalyptic can imitate it on the same level and turn it against the enemy.

V. BLACK OMEN

PREREQUISITE: Apocalyptics
EFFECT: The Flock's fortune tellers can now gaze beyond the mirror of the present into potential futures, but they do not prepare the way for it. It's really not that hard at all. A bound up dead crow calls disaster from the dark, as well as a cross drawn on a door in blood, while pitch-black stones in their soup warn others to expect a knife in the gut in the near future. Many people see in the Apocalyptics' savagery a pact with primal forces better not conjured. The Flock knows how to use this fact to their advantage—their curses are very much feared.

RULES: Black Omen is a mental attack. The Apocalyptic rolls PSY+Domination and gets +1D per Potential level. His opponent counters with PSY+Faith; if he has chosen Willpower, he is immune to the attack. If the Apocalyptic wins the Conflict, his opponent gets a permanent penalty in D to all rolls equal to the number of Triggers rolled +1. To be free from the curse, the opponent must to cleanse themself spiritually through prayer, rituals, or a pilgrimage.

VI. 1000 WAYS

PREREQUISITE: Apocalyptics
EFFECT: The Apocalyptic has taken part in countless fights, studied countless combat styles, and has left them all behind. Combat is not a dance that has to follow certain rules of rhythm and seduction. All that matters is the result, the path leading to it can have an infinite number of branches.

RULES: In melee, the Apocalyptic's blows are almost completely unpredictable and nearly impossible to block. For every Trigger on a melee Attack roll, the opponent has -1D to Active Defense, up to a limit of the Potential level. The Apocalyptic's Triggers still count towards extra Damage or other effects.

VII. FINAL DESTINATION

PREREQUISITE: Apocalyptics, Raven, Buzzard or Albatross
EFFECT: The Raven reads the soul of others with the glimpse of his eye. He can tell the nature of a contender by the way he carries himself, his posture, and the tone of his voice. The Raven uncovers his victim's archetype, and when he lays out the Tarot he can foreshadow the victim's demise.

RULES: The Raven must succeed a INS+Empathy roll against his opponents Mental Defense. He adds +1D per Potential level to achieve a minimum of (2) Triggers. If he is successful, he can guess the opponent's Concept, and draw the corresponding Major Arcana from his Tarot Deck. A person confronted with the right draw of cards loses Ego equal to the Raven's Potential level and is paralyzed from being shown a glimpse of his final destination for the same number of Rounds. This Potential works only once per person, but the Raven now has substantial knowledge of the victim's Concept and gets +1D on any subsequent Mental Attack.

DEAL WITH THE DEVIL

Those who think Apocalyptics are consuming Burn for pleasure alone are blinded by prejudice. The migratory birds know how to utilise the supernatural character of the spores to their advantage. Premonition, subliminal manipulation, dominance, and intimidation, along with physical fortitude and resilience are the boons granted by inhaling the cusps and embracing the infestation. For a Cult so hellbent on making the best out of their short lives, gambling one's sanity and health is a risk worth taking to acquire powers beyond what is considered humanly possible.

VIII. BAD LUCK

PREREQUISITE: Apocalyptics, Phoenix
EFFECT: A Phoenix is a harbinger of terror. Those who stare into his fire get burned. His presence puts absolutely everyone into a subconscious state of alarm.

RULES: In the presence of a Phoenix, reflexes fail, and trained behavioral patterns become muddled automatic responses. Those who fail a Mental Defense (4) Botch automatically if they have an equal number of 1s to their Successes, even if the roll would otherwise succeed. The Difficulty rises to (5) at Potential level 2 and (6) at level 3.

IX. ANGEL OF DEATH

PREREQUISITE: Apocalyptics, Owl, Focus
EFFECT: Owls are predators and creatures of precision. Swift and silent they take out an enemy, and are gone long before anyone has noticed their involvement.

RULES: Aimed attacks receive a bonus of +1D per Potential level. If the Owl uses Ego Points to boost his Initiative and his attack kills the target with the first strike or shot, all Ego Points spent on the attack are regained at the end of the Combat Round.

X. MIMICRY

PREREQUISITE: Apocalyptics, Cuckoo, CHA+Expression 10, PSY+Deception 10
EFFECT: Keep your friends close and your enemies closer. Anything that can be imitated can also be conquered. Apocalyptics who are masters of infiltration corrupt their enemies from within their own ranks.

RULES: This Potential marks the climax of a Cuckoo's masquerading abilities. For every point in Mimicry, the character can imitate (1) Cult to perfection. He knows the details and clichés of the Cult and can keep up impersonating it even under the direst of circumstances, interrogation, and torture. Per point in Mimicry, the character gets (1) automatic Success on any PSY+Deception and PSY+Cunning rolls when impersonating those Cults.

XI. TRAFFIC

PREREQUISITE: Apocalyptics, Network 4
EFFECT: Apocalyptics know everyone, and they know how to deploy minions to traffic their goods. Their networks are filled with runners, middlemen, and informants, and they use bribery and intimidation to keep these little helpers at bay. At least, until they lose their value...

RULES: At any point in time, the Apocalyptic must be prepared to cut ties with his network and sell them out, in order to make fat profits or cover his trail. Per Potential level, he can trade (1) point in Network for (1) point in any other Background to either: cash out on his goods (Resources); pay off new goons (Allies); cement his leadership (Authority); raise his credibility (Renown); or acquire insight into a hidden market or trade (Secrets).

XII. FREE LIKE A BIRD

PREREQUISITE: Apocalyptics, Rank 2
EFFECT: Apocalyptics cherish freedom beyond all other things. This is true for Flocks with their flat hierarchies as well. Clad in a different dress of feathers, a migratory bird can take on a different role and rank if it serves the purposes of the Flock.

TRIBUTE

Every Apocalyptic Flock is required to submit a toll each year to the Mother of Ravens as a tribute to the mythical leader, even though only a handful of living beings have ever witnessed her presence. To some, she is a creature of legend, yet her laws are embedded unquestioningly into the very fabric of the entire Cult. As such, every Flock operates in a multitude of ways to generate different types of wealth, and each one is left to decide both how high the tribute to the Mother of Ravens should be and what they should actually send. The Apocalyptics spend an uncharacteristic amount of time on this process - if the Mother of Ravens is displeased with her offering, a Flock can easily fall into disgrace and lose it's standing within the Cult.

RULES: An Apocalyptic at Rank 2 can change his identity and take on a new role within the Flock. A Magpie can turn into a Battle Crow, an Owl can settle down and become a Woodpecker, and a Stork can go maritime and become a Seagull. Every time the character gains a point in the Potential, he can change his Rank for another at the same tier, without having to meet any prerequisites. After achieving level 3 however, he must settle for a final Rank.

XIII. CLIMAX

PREREQUISITE: Apocalyptics, BOD+Melee 6, PSY+Deception 6
EFFECT: Apocalyptics are formidable combatants. In melee they lure an enemy into a false sense of security only to unleash a devastating flurry of cuts and slashes when the opponent expects it the least.

RULES: The longer you wait, the greater the pleasure. The Apocalyptic knows how to bide his time during a fight. Each time he spends Ego Points for his Initiative roll he may save some of the bonus dice for later rolls in that same fight, up to a limit of his Potential level x2. He doesn't have to use all the stored dice on the same roll.

XIV. HEAVEN OR HELL

PREREQUISITE: Apocalyptics, Faith
EFFECT: What is fate but a draw of cards? Today's luck might turn into tomorrow's misfortune. Some Apocalyptics willingly embrace their chances, to give destiny a little push in the right direction.

RULES: The Apocalyptic knows that Karma is a bitch, but he prefers to live each day as if there will be no tomorrow. At the beginning of his turn, the Apocalyptic may add Triggers up to his Potential level to any roll. The Game Master keeps track of the number of Triggers the character added this way. For each of them, after any roll, at any given time, he may add a result of 1 to the character's dice pool.

XV. CORRUPTION

PREREQUISITE: Apocalyptics, Raven, PSY+Domination 8, INS+Empathy 8
EFFECT: Nobody twists the mind and tempts the soul like a skilled Raven. Secretly, he plants the seed of corruption in the heart of his victim and watches it grow by itself.

RULES: To entice someone to do something the Apocalyptic rolls INS+Empathy and adds +1D per Potential level against his victim's Mental Defense. If the target wins the Mental Defense roll, and chooses to resist doing the Apocalyptic's bidding, his maximum available Ego points are reduced by the amount of Triggers the Raven scored on his roll. This penalty lasts as long as the desire has not been fulfilled. If the Ego pool drops to (0) this way, the victim loses one permanent point of PSY as a sign of a growing mental illness. However, the Ego penalty is removed. Corruption can be used multiple times on the same target.

ANARCHY

The flat hierarchy and loose structure of the Apocalyptic Flocks would seem to make them an ideal target for Sleeper infiltration. The soldiers of the Recombination Group should be able to rise through the few ranks in the organization with ease. until they stand at the top ready to seize the Cult's chaotic nature and advance the goals of Project Tannhäuser. In fact, it is precisely this anarchic system that prevents Sleepers from making any headway: the constantly shifting hierarchies and chains of command thwart manipulation attempts and disperse memetic conditioning before payloads can be planted. Better to try again elsewhere…



ANABAPTISTS

REINCARNATION

The Neognosis clearly dictates the fate of one who fails to fully cleanse their Pneuma of the Demiurge's taint and transcend beyond the material world; they are doomed to be dragged back to the ruined Earth and reincarnate once again, until they can fully purify themselves. This has led to a curious attitude amongst some of the Anabaptists facing death on the frontlines of the conflict with the Pheromancers in Franka. "If I die unclean, I'll just come back and do it again, so I can do whatever I want in this life!" Indulging in every vice they can conjure, they drift between Apocalyptic brothels and Neolibyan gambling houses, embracing life to its fullest before they charge back into the swamps. If they're going to perish anyway, they'll at least face the Demiurge with a grin on their face.

I. ZEALOT

PREREQUISITE: Anabaptists

EFFECT: Through austerity, daily meditation, and gallons of blessed water, the Anabaptist cleanses his body, fighting his carnality and freeing the Pneuma within. On the battlefield, his body is a shield, the pain only an indicator of damage taken, but no longer a problem.

RULES: All Trauma penalties are reduced by (1) per Potential level.

II. KILLING JOKE

PREREQUISITE: Anabaptists

EFFECT: The enemy raises his spear, expecting the blade to come crashing down on him. But the Anabaptist whirls his sword around, pushing into his enemy and hitting him over the head with the pommel. The Killing Joke is a special sword attack against an unarmored vital body part of an enemy such as the head, chest, or abdomen.

RULES: The Anabaptist makes an Attack roll at -5D, with the penalty reduced by 1D per Potential level. The Anabaptist twists his sword and hits with the pommel or crossguard. If the attack succeeds, the opponent immediately loses all Ego Points and falls unconscious. If the attack fails, the Anabaptist is unbalanced and is treated as unarmed for (1) Combat Round, he may not attack until he has recovered.

III. PNEUMA

PREREQUISITE: Anabaptists, Focus

EFFECT: If the wound is deep enough, more than just blood and gore gushes from the body. Their flesh separates from their soul, and pure godly Pneuma seeps from the rotten body. Only a small step towards Paradise, but the Anabaptist feels it strengthening, energizing and uplifting him.

RULES: If the Anabaptist deals (5) Damage or more in a single attack, he recovers (1) Ego Point instantly. The Damage threshold is lowered by (1) per Potential level.

IV. REALM OF EMANATIONS

PREREQUISITE: Anabaptists, PSY+Faith 8
EFFECT: The Anabaptist's faith is a star burning in the darkness. But wherever its light shines, it reveals rotten lumps of blackness, the primal fear, the Psychonauts, writhing bodies in breeding cusps, terrible images filling his mind's eye. The nights are the worst. The Anabaptist falls asleep as if trapped in a pit of thick, black tar. But the nightmares can't hurt him during the day.

RULES: The Dushani suggestions don't take hold, the Pheromancer's intoxicating scent fails to sway his mind, the confusing kaleidoscopes of the Psychokinetics splinter like thin glass before the Anabaptist's scrutinizing eyes. If the Anabaptist Defends against a Psychonautic Phenomenon and manages to roll at least (1) Trigger, he rolls an additional number of dice equal to the Potential level. The highest dice roll is added directly as Successes to his Defense roll. For example, if he rolls 1, 4, and 5 at level 3, he gets an additional (5) Successes.

V. TORCHBEARER

PREREQUISITE: At least Elysian or Furor
EFFECT: His proximity to the enemy has unhinged the Anabaptist's senses. He feels the corruption all around with the precision that a Mollusk could never hope to reach.

RULES: His mind lifts Psychonauts, Leperos and spore fields from the murky darkness into the blinding light. When attempting to find Aberrants and their spawn, he adds +1D per Potential level to INS+Perception.

VI. FISHERMAN'S BLOOD

PREREQUISITE: Anabaptists, Primal
EFFECT: When the Jehammedans see the Anabaptists, they laugh and shout, "Fisherman's child! Fisherman's child!" How very clever. The Anabaptist only answers, "If you hit us, don't we bleed, as well?" Still laughing, they nod. The Anabaptist grins, "But if we bleed, don't we rip you apart?"

RULES: If the Anabaptist has taken more than 50% of his total Flesh Wounds+Trauma, he frenzies until the end of the combat. He has no restriction on the number of Ego Points that can be spent, but can no longer make Active Defense rolls. The Potential Fishermans Blood has only one level and can't be upgraded.

VII. UNLEASHED

PREREQUISITE: Anabaptists, Furor, Primal
EFFECT: In battle, the Furor is a beast of unchained fury, covered in blood and gore and unstoppable in his thirst for revenge. His wrath accumulates in his hands and bursts from his body in one devastating attack.

RULES: One single, well aimed blow can decide an entire fight. If a Furor wants to put all his anger in the balance, he must announce the use of Unleashed before the roll. For (3) Ego Points he can double the amount of Triggers rolled in his attack with BOD+Melee. The Anabaptist can only use Unleashed a number of times per day equal to his Potential level.

GENESIS

No Cult adopts new followers quicker than the Anabaptists. A nose ring and a tattooed forehead are enough to be cast into protective hands of the Cult. Touched ones flock around Elysians conducting public baptisms, welcoming newcomers day after day.

The process is so simple, yet the symbolism is so strong. Once the nose ring has been placed, the soul of a Touched one is chained to their body, and the Demiurge holds no sway over them any longer. The three dots inked on the forehead represent the trinity of body, mind, and soul, displaying the Anabaptists' alignment with the Pneuma. The hair is slicked back with oils and fastened with a headband, so not a single dangling streak obscures a follower's true belief.

VIII. INNOCENCE

PREREQUISITE: Anabaptists
EFFECT: People who are pure of heart are rare and pose no threat. With lowered gaze and hands raised in defense they wield their innocence like a protective shield. Damnation to all who still raise their hand against them in anger!

RULES: Innocence is a mental attack. The Anabaptists rolls INS+Empathy and gets +1D per Potential level. The opponent counters with his Mental Defense. If the Anabaptist wins, his opponent receives a penalty in D equal to the Triggers rolled +1 to all physical combat Actions against the character until the end of the scene. Innocence remains in effect for as long as the Anabaptist doesn't start a fight themselves.

IX. BLACK RIVER

PREREQUISITE: Anabaptists, Acheron, PSY+Domination 8
EFFECT: The Acheron has learned to speak in the twisted tongue of Exalt. The black river flows from his mouth, drowning the listener in its rapids. This forbidden memetic technique is only taught in the darkest circles of the Cult.

RULES: The Acheron knows a specific set of phonemes that speak directly to the soul. He may attempt to influence an opponent's behavior by uttering the sounds of the Black River. As an Action, the character adds +1D per Potential level to a PSY+Domination roll against each opponent's Mental Defense. If the Defense fails, every Trigger obtained by the Acheron subtracts 1D from the opponent's rolls for the next Combat Round.

X. SOUTH OF EDEN

PREREQUISITE: Anabaptists, Sublime, BOD+Melee 8, PSY+Deception 8
EFFECT: Among Anabaptists, one of the most sinister bidenhander attacks is commonly referred to as South of Eden. This technique is taught to Sublimes who display extraordinary swordsmanship and are skilled at deceiving their opponents in the heat of battle.

RULES: In order to apply the South of Eden combat maneuver, the Anabaptist needs two Actions in the same Combat Round using his bidenhander. With the first, he feints by rolling PSY+Deception against his target's INS+Perception. If he fails, his second Action is lost and he needs to reposition himself. If he succeeds, however, he adds +1D per Potential level to a BOD+Melee roll with an added Difficulty of (+4), Terrifying (2), Impact (4T), and all Damage considered Fatal. The strike is murderous and splits the opponent in half.

XI. GOD'S GRACE

PREREQUISITE: Anabaptists, Elysian, Faith
EFFECT: The Elysian is a medium. Pure Pneuma flows through his hands and his touch heals ailments and cleanses the spirit. Followers flock around him yearning for the redemption his touch offers.

RULES: The Elysian is attuned to the paths of energy within the human body and capable of making the divine Pneuma flow again. Whenever the Elysian tries to heal someone with his knowledge and must make an INT+Medicine roll, he may instead add +1D per Potential level to a Combination of PSY+Faith and INT+Medicine. The Elysian may choose to heal Ego Points instead of Flesh Wounds this way.

A TOUCH OF HELL

Once the hand emerges from the Nullbox and the Sublime convinces the Council of Emanations of his faith and worthiness he is invited into Rebus' antechamber, a hidden lair underneath the Cathedral. Here, the aspirant will be presented with the rivers of the dead, and must anoint himself to become an Acheron; the last baptism of his lifetime. From there onwards he is counted among the fallen, a personification of death, unleashed to herald doom and cut down the enemies of the Cult.

What most Anabaptists do not know: it has been the Acherons who have kept the Cult clean from Sleeper infiltration throughout the centuries, acquiring the forbidden knowledge of memetic conditioning in return.

XII. DEATH KNELL

PREREQUISITE: Anabaptists, BOD+Toughness 10, PSY+Faith/Willpower 10
EFFECT: The sound of the Death Knell is the call of Paradise. But the Anabaptist knows that his time has not yet come and that he must remain chained to the material plane, until he faces the Demiurge in the Final Battle.

RULES: For those willing to sacrifice everything, death has to wait another day. Once the Anabaptist hits maximum Trauma, he must choose one Attribute with a rating of at least (2). By sacrificing (1) point of this Attribute and lowering the Attribute's maximum rating permanently, he may recover (1) Trauma per Potential level instantly.

XIII. ROTTEN APPLE

PREREQUISITE: Anabaptists, Primal
EFFECT: The Anabaptist is surrounded by serpents. He can sense the lies dripping from the maw of the followers of the Demiurge. They reveal themselves to him like the flash of an Emanation, and he makes sure to cut these rotten apples from the tree of life.

RULES: The Anabaptist instinctively knows when the Demiurge is speaking through one of his spawn. By rolling INS+Empathy +1D per Potential level against a opponent's Mental Defense he can sense if he is being lied to. If he then rolls a successful Combination of INS+Empathy and INS+Primal and scores a minimum of (2) Triggers, his intuition alarms him according to his Potential level and lets him sense:

LEVEL 1: Leperos, Drones
LEVEL 2: Carriers of the Seed, Infiltrators
LEVEL 3: Burners, Sleepers

XIV. DEMIURGE'S BANE

PREREQUISITE: Anabaptists, Focus
EFFECT: The Anabaptist has faced the Demiurge in his many shapes and forms. He knows where to strike the great Deceiver and make it count.

RULES: One does not simply fight the Demiurge. By carefully studying the Psychonaut's anatomy and with the help of the divine, the Anabaptist strikes at the very corruption encased in its flesh. For every (3) points of Damage inflicted upon a Psychonaut, the target also loses (1) point of spore infestation. At Potential level 2 the ratio is lowered to (2):(1), at level 3 to (1):(1).

XV. PARADISE LOST

PREREQUISITE: Anabaptists, Faith
EFFECT: The Anabaptist knows how to draw the eye of God upon his actions. There is no middle ground under such scrutiny. If he fails, his entry into Paradise is lost.

RULES: Paradise Lost can be used once a day per Potential level. The Anabaptist must sacrifice (1) Ego to initiate the Potential and declare its use before a roll. For this roll, 5's are considered additional Triggers but 2's are counted as 1's.

PUNISHMENT

Traitors of the Neognosis, prisoners of war, and other individuals labeled blasphemous by the Council of Emanations are all sentenced to purgatorial cleansing and hard labor in Severinus, the Anabaptists' very own detention camp south of Cathedral City. Especially in the western Regions of the Protectorate where the Anabaptists share jurisdiction with Judges, convicted criminals never get to see Justitian's infamous Cleft.

Instead they're marched south, where they are locked up deep within Severinus' charred vaults, waiting for the Demiurge to be cast out from their very souls. The exorcisms are conducted by an order of local Elysians called the Sisters of Grace and dreaded for their cruel methods of torture.



PALERS

I. NIGHTMARE

PREREQUISITE: Palers
EFFECT: The shadow detaches from the wall, taking on form as it crashes down on the enemy like a wave of blades, cutting and slashing.

RULES: The Paler lurks in the shadows, gaining +1D per Potential level to AGI+Stealth. If he wins a Conflict of his AGI+Stealth against his enemy's INS+Perception, his next Attack roll cannot be Actively Defended against. If the attack succeeds, he adds Triggers equal to his Potential level.

II. LAMENT

PREREQUISITE: Palers, Primal
EFFECT: A scream cuts through the silence of the halls like a nail scratching on a blackboard, the sound cutting deep into the minds of everyone who hears it, digging and tearing at their psyche...

RULES: The Paler pours all of their fear and anger into one ferocious screech, rolling INS+Primal with a bonus of +1D per Potential level. The result of this roll is the Difficulty against which all unprotected combatants, including the Paler's companions, must roll a Mental Defense against. Those who fail are incapacitated for at least (1) Combat Round. For every (3) Triggers on the Paler's roll, the incapacitation lasts an additional Combat Round. Anyone who wears earplugs or other hearing protection is unaffected.

III. ALIAS

PREREQUISITE: Palers
EFFECT: The night cools the surface dwellers' burning gaze and veils the Palers' movements. But the day burns their skin, and jumping from shadow to shadow is an undignified way for a servant of the gods to present themselves. Instead, they take on the appearance of the surface dwellers, moving amongst them with their pale skin hidden.

SURFACE LEVEL FREEDOM

It's hard for Palers to integrate into life on the surface, but it's not impossible. Small conclaves of bunker-dwellers who have abandoned their so-called divine mission pepper the landscape of the Balkhan, enduring rampant abuse by any passing Clanners. They claim to be free of their compulsions, and operating on their own initiative, but beneath the surface of their minds a roiling abyss of memetic programming awaits activation.

RULES: The Alias Potential lets the Paler imitate the movements of the surface dwellers. He drifts with the current of the ignorant ones. Scrutinizing gazes slide off the smooth surface of his normality. He gets +1D per Potential level to PSY+Deception when trying to hide his true colors.

IV. MIDNIGHT SUN

PREREQUISITE: Palers, Focus
EFFECT: The mist hides the enemy, the night devours all color, dust stings the sensitive eyes. The image on the retina is so often deceptive, leading us to believe we're safe while danger lurks out of sight. Some Palers simply forego their sight, perceiving their environment by the sounds cascading around them, and feeling every movement as air currents drifting on their skin.

RULES: All penalties due to poor visual conditions, blindness, or darkness are reduced by (1) per Potential level.

V. CHOSEN

PREREQUISITE: Palers, Halo
EFFECT: The Sleeper Prophet walks amongst his Halos. They all look so similar, blending into a featureless mass. That's acceptable. That one there, however, stands out. The Sleeper Prophet hesitates, briefly focusing his eyes and blessing the Halo with his gaze. This Halo has excelled and shall be rewarded.

RULES: With every Potential level, the Sleeper Prophet's recognition of the Halo rises and brings a bonus equal to the Potential level to the Authority and Secrets Backgrounds.

VI. SUGGESTOR

PREREQUISITE: Palers, Demagogue
EFFECT: The voice in his head whispers urges and orders, while dispensing flattery and compliments. It is family, love, passion, and burning pain when it isn't obeyed. It is a worm, burrowing into the mind of the target, formed by the words of a Demagogue.

RULES: If the Demagogue can sneak up to an unsuspecting victim, rolling AGI+Stealth against the victim's INS+Perception, he can whisper strange thoughts to that person. The victim hears these whispers as their own voice, whispering inside their mind. The victim is pushed into a fight for control, the Demagogue gains +2D per Potential level to put an opinion into the victim's mind by rolling CHA+Negotiation against the target's Mental Defense.

VII. SPARKLING FIRE

PREREQUISITE: Palers, Halo, INT+Focus 8, INS+Orienteering 10
EFFECT: Halos can sense when somebody is using artifacts and technology around them. The higher the object's Tech Level, the stronger the Halo feels its activity in the form of a tingle at the base of their spine.

RULES: The Halo receives (1) Success per Potential level to all rolls on INS+Orienteering in order to pinpoint unknown technology. The Halo doesn't necessarily know the object's function or origin, yet he witnesses the strength of its impulse.

ENCRYPTION

The Sleeper Prophets cannot act too openly, or else they would face reprisal from both the Marauders and the Sleepers themselves. Therefore, they communicate with their Halos through encrypted devices. Image walls littered across the wastelands, hidden in remote regions, swamps, or underground ruins, light up as soon as a Paler activates them with the right combination of implanted codes.

The Halos receive guidance through subtle means: dead drops containing information and orders, encrypted Stream signals that only a certain cypher can compute, or messages containing hidden memetic triggers that sound meaningless to anyone else.

THOUGHT CONTROL

The otherworldly clicking and singing that permeates the pitch darkness of the Palers' bunkers was not a natural invention. The very structure of the underground tunnels was designed to force the development of the Paler vocal adaptation: long, curving tunnels to carry a tone without distortion, hard surfaces perfect for tapping patterns on, and the absence of light to isolate the individual, leaving the mind open to the imagination of the sound.

All of this had one goal: remove one of the Guardian's senses and elevate another. The Palers have become masters of sound, capable of near superhuman feats with only their voices. In combination with this, even the limited understanding of memetics the Demagogues have been granted makes them a terrifying threat for any surface dweller standing in their way.

VIII. MEMETICON

PREREQUISITE: Palers, INS+Empathy 6
EFFECT: Raised under the burden of the Demagogue and the subliminal messages of the Dispensers, the Paler has learned to recognize the basic elements of memetics as well as how to shield his mind from their influence.

RULES: When assessing patterns, actions or devices aimed at suggestion he adds (1) Trigger per Potential level to an INS+Empathy roll. When opposing suggestion or subconscious memetic influence, he adds (1) Trigger per Potential level to his Mental Defense roll.

IX. NEGATOR

PREREQUISITE: Palers, Primal
EFFECT: For Chroniclers there is nothing more irritating than a Paler who appears to have developed immunity towards electricity. This anomaly has been recorded in multiple confrontations between both Cults. As such, Negators make excellent saboteurs and are deployed far beyond the enemy lines.

RULES: Be it because he took too many shocks fixing the Dispenser's malfunctioning solar panels or because he learned how to block Chronicler's Shocker, the Paler is less susceptible to electrical Damage. The character negates (3) points of electrical Damage per Potential level.

X. FLUORIDE

PREREQUISITE: Palers, AGI+Mobility 8
EFFECT: Palers are nimble, quick and hard to hit. They escape through the tiniest of tunnels and can avoid detection even in broad daylight, speeding from cover to cover. Some of them are so flexible that they squeeze through openings that barely fit their head.

RULES: The Paler's joints are incredibly flexible, his bones bend but they rarely break. The character may add (1) per Potential level to his Passive Defense and +1D per Potential level to his Active Defense rolls. If the head of the Paler fits through a crack, his whole body can pass through as well. He adds (1) Success per Potential level to AGI+Mobility when doing contortion.

XI. PANDAEMONIUM

PREREQUISITE: Palers, Cyclops, INT+Engineering 8
EFFECT: A Cyclops can wreak havoc within any security system and override electronics at ease. He is the embodiment of any Chronicler's worst nightmare, causing systems to shut down and frying artifacts beyond repair.

RULES: The Paler appears like some sort of gremlin, breaking everything he touches. However erratic his way of dealing with technology may seem, his accuracy is undeniable. He drains Chronicler modules, overrides security consoles and jams high frequency electronics. When dealing with electronics of Tech V or lower he adds (1) Trigger per Potential level to his INT+Engineering rolls.

XII. TRIPWIRE

PREREQUISITE: Palers, Focus
EFFECT: Palers learn early on how to defeat surface dwellers with cunning precision. They play submissive weaklings, retreating from combat further and further. Until the right moment, when they bury their opponent with a single well aimed counter attack.

RULES: The Paler is not one to rush a fight. He will defend himself long enough to identify a weak spot in the opponent's Defense. The Paler adds +1D per Potential level to his Active Defense rolls. Should he manage to land a counterattack, it counts as an Aimed Attack without incurring the increased Difficulty.

XIII. XENOS

PREREQUISITE: Palers, Secrets 4, INT+Legends 6
EFFECT: Some Palers spend years studying the habits of the surface dwellers. They blend into communities with ease, hiding in plain sight without attracting attention to their heritage. Some go even further and are capable of infiltrating another Cult.

RULES: When impersonating someone, the right tone is worth as much as the best disguise. Through lies and suggestion the Paler is able to infiltrate other Cults. The character chooses (1) Cult per Potential level. When impersonating a member of this Cult he adds +1D per Potential level to his of PSY+Domination and PSY+Deception rolls.

XIV. VAULT FIGHTER

PREREQUISITE: Palers, AGI+Mobility 6
EFFECT: A life in darkness in the belly of the earth, in narrow and meandering vaults has shaped the Paler into a formidable opponent while in close quarter conditions. While he suffers disadvantages on the surface plane, he turns the tides in his favor when encountered within a limited space.

RULES: The Paler is a maggot, used to a very confined space. Out in the open he is worth nothing, but in a narrow tunnel he unleashes hell. Any penalty for combat in cramped spaces is negated. Instead the character adds his Potential level x2 to his Passive Defense and +2D per Potential level to his Active Defense rolls under such conditions.

XV. MASTERPLAN

PREREQUISITE: Palers, PSY+Cunning 6
EFFECT: A Paler never enters combat without a strategy. He directs the altercation and foresees the outcome. Every element of his surrounding is a part of his master plan. If he tugs the right strings, everything will fall into place.

RULES: Maybe the fight is occurring on his turf or maybe he is laying low in the shadows plotting his actions: nevertheless, the Paler has a plan. After (3) Combat Rounds of studying his surroundings, the character is able to influence the circumstances of the fight. He adds +1D per Potential level to a PSY+Cunning roll against a Difficulty of (2) in order to change the combat conditions of the terrain: blowing out the light bulbs to add a darkness penalty for his opponents; impairing their movement by toppling kegs of oil; cutting a rope to collapse a wall. He can also roll against Difficulty (4) to end the fight: shooting a power generator to combust into shrapnel; charging the floor with a deadly current; discovering a new escape route; etc…

INDISTINGUISHABLE

The best Redeemers, the ones that venture deep into enemy territory in their hunt for the few remaining bunkers left unopened, have mastered the art of blending in to the point where it almost stops being a deception. Their skin loses its pale hue, whether through a natural process or through coverage with layer upon layer of makeup and strange pastes. They train themselves to speak and gloat like the surface dwellers, walk like them, until they're eventually indistinguishable from any other towns folk.

COMMON POTENTIALS

I. ASCETICISM

PREREQUISITE: Common

EFFECT: The character survives on lichen and beetles for days, chews leather strips and licks dew from stones. He feels hunger and thirst, but he doesn't suffer from them. Any food he does find is devoured, regardless of taste or preference. His stomach can handle almost anything, thankful for having any food at all.

RULES: The character can survive for a long time without food and water. He may skip (1) meal per Potential level without penalties.

II. ETHER CALL

PREREQUISITE: Common

EFFECT: Beyond the world of the audible, the Ether trembles with the songs of the Chakras and detached, fluttering brain waves.. Those infested with Sepsis push open the gate to this other world, letting their emotions reach into the Ether as they take in the vibrations and caress the intoxication.

RULES: Those who escape from the twisting, chaotic currents can read the Ether like a shaman reads the clouds. Nothing is obvious, but there are patterns. A character with this Potential must have a spore infestation of at least (5) points to feel the presence of other spore-infested people and Psychonauts. This brings advantages in combat or for INS+Perception rolls: he gets +1D per Potential level for every conflict with an opponent who is also spore infested.

III. MOVING MOUNTAINS

PREREQUISITE: Common

EFFECT: When the obstacles seem insurmountable and courage is fading, the character pushes beyond normal limits, digging deep into his reserves of inner strength to master first himself, and then the challenge confronting him.

RULES: In a desperate situation, the character can add (1) Success per Potential level to a single Action roll. This can only be done once every (3) days.

IV. ELEPHANT SKIN

PREREQUISITE: Common

EFFECT: Sandstorms and cold have eroded and tanned the skin, the flesh has torn a hundred times and scabbed to tough scar tissue. It's not a pretty sight, but it's also hard to cut with a knife.

RULES: The tough, battered skin acts as natural protection against attacks for the character. They gain (1) additional point of Armor per Potential level. However, their skin is worn and scarred, and the character takes a 1D penalty to CHA+Seduction per Potential level.

V. BRAINWAVE

PREREQUISITE: Common

EFFECT: Questions swirl inside his mind, riddles and mysteries battling back and forth in a convoluted jungle of musing and contemplating. It seems like nothing can break the cycle of confusion, until a brainwave shines a path of light into the thicket and reveals a possible solution.

RULES: Even in the most difficult of scenarios, with the Brainwave Potential a character always has a chance. Once per day, he may add +1D per Potential level to any INT roll.

VI. DANGER SENSE

PREREQUISITE: Common

EFFECT: Everything is a threat. Danger could be hiding in every shadow. The character can never relax, too worried about possible attack. He acts skittish, flinching away from friendly gestures, tense and easily agitated. However, these qualities also make him a reliable guard, for these reflexes are just as sharp when there really is danger lurking over the horizon...

RULES: When danger threatens the character, he gains +1D per Potential level to INS+Perception rolls, it'll be a difficult task to surprise him.

VII. SLEEK

PREREQUISITE: Common

EFFECT: The character contorts himself, stretching his joints back on themselves as he twists into more and more painful looking poses. The crowd looks on, yelling encouragement and showering him with applause, little do they know these skills were learned for much more sinister purposes.

RULES: If an opponent locks the character in a grapple, or he is stuck, bound or chained, he can twist his body in an almost unnatural fashion to escape. He adds +1D per Potential level to any Action roll to get free.

VIII. COULD BE WORSE

PREREQUISITE: Common

EFFECT: Bruises fade away, cuts heal over to leave only scars, and even bones can be fixed with the right skills. Pain is a tool to protect people, not hinder their survival. The character has learned to recognise pain, but refuses to give into it, fighting on through even the worst injuries.

RULES: All Trauma penalties are reduced by (1) per Potential level.

IX. MARATHON

PREREQUISITE: Common

EFFECT: Keep going. One step after another. Keep going. The body is a machine, and the character knows how to push that machine far beyond its normal limits. The machine never stops, forced onwards until it reaches its destination.

RULES: The character has the stamina of a hunting Gendo: he simply does not tire when running. He gets +1D bonus per Potential level for all BOD+Stamina rolls related to running.

X. UNYIELDING

PREREQUISITE: Common,Willpower

EFFECT: Muscles can be trained, becoming stronger, harder, better able to take punishment. What is the mind but just another muscle, steeled against attacks through willpower and inner peace.

RULES: The character may counter a mental attack through sheer force of will once per conflict, and adds +1D per Potential level to his Mental Defense when doing so.

XI. NUMBER CRUNCHER

PREREQUISITE: Common, INT 4

EFFECT: The world is a complex matrix of relations, logical interactions and intricate mathematics. The character has gained some insight into this layer of the world, and sees the patterns in everything, boiling it down to simple logic and numbers.

RULES: The character adds +1D per Potential level to Action rolls related to solving any problem while using mathematics or logic.

XII. UNTO DEATH

PREREQUISITE: Common, CHA+Leadership 10

EFFECT: Standing at the top of the hierarchy, commanding the respect of masses of people. Those who use their position to rule wisely and justly earn the unfaltering devotion of their followers. This aura of dignity and power commands the respect of others, to the point that some of them would even take a bullet for their leader.

RULES: Followers who go to battle for a character with this Potential while the character is present recover (1) Ego Point per Combat Round. Additionally, they add (1) to their Initiative score in the first Combat Round.

XIII. HAWKEYE

PREREQUISITE: Common, AGI+Projectiles 8, INS+Perception 8

EFFECT: Breathe in. Pull the trigger. Breathe out. The projectile arcs towards its target. Direct hit. Characters with Hawkeye have learned to instinctively factor in the wind direction, weapon qualities, target movement, and countless more small adjustments needed to fire from a great distance.

RULES: When shooting at a target beyond his effective Distance, the character gets +1D per Potential level to AGI+Projectiles.

XIV. FIRST LANGUAGE

PREREQUISITE: Common, Permanent Spore Infestation, INS+Orienteering 4, INS+Primal 4

EFFECT: Leperos swim in the the language of the Ether. In every waking moment, their sharpened senses communicate with the Chakras. The primal scraps of communication are a hail of sensory impressions, distances and orders, shared between the Pheromancers, drones and swarms of Franka.

RULES: Those who can decipher the first language will never become lost. They will always find running water and be able to sniff out food. A character with this Potential gets (1) Success to all INS Skills per Potential level.

XV. VIPER'S TONGUE

PREREQUISITE: Common, CHA+Seduction

EFFECT: By the time the viper's venom has reached the heart of its target, it's far too late. Characters with this Potential are masters of seduction who can manipulate their chosen targets on every level in order to achieve their goals.

RULES: Once a character has successfully seduced a victim, the victim's mind gets more and more clouded. The victim's Mental Defense against the influence of the character is lowered by -1D per Potential level.

XVI. UNDEFEATABLE

PREREQUISITE: Common, Primal, BOD+Brawl or BOD+Melee 10, AGI+Mobility 10

EFFECT: In the frenzied chaos of a fight, there's no time to stop and think. If you think, you lose. You can't afford to lose. People with this Potential are born fighters. They have been in countless brawls and know how to respond to every attack.

RULES: In melee combat, the character intuitively foresees their opponent's Actions. They may raise their Passive Defense by (1) per Potential level, at the cost of (1) Ego Point per Potential level per Combat Round.

XVII. PARAGON

PREREQUISITE: Common, CHA+Leadership 8

EFFECT: Together against the enemy for a brighter future. Those who follow a paragon are invariably swept away by his candid devotion. When allies fight on his side, they automatically close ranks around him to form an impassable front.

RULES: Everyone fighting under the paragon's command gets +1D for all Action rolls to defend or support him. Moreover, the paragon can encourage his fighters through brief incendiary speeches. On a successful Action roll of CHA+Leadership (3), all allies immediately regain Ego Points equal to his Potential level.

XVIII. AMBIDEXTROUS

PREREQUISITE: Common, AGI+Mobility 6

EFFECT: Few people are gifted using both hands with equal precision. Someone who trains ambidexterity however, can improve his coordination and become a skilled fighter wielding two weapons at a time.

RULES: Fighting with a weapon in each hand is like asking to be killed. Some manage to do so without sacrificing their lives. The Two-handed combat penalty is lowered by (1) per Potential level. However, the character still has to divide his dice pool between both Attack rolls.

XIX. TOUGH AS NAILS

PREREQUISITE: Common, BOD+Toughness 8
EFFECT: Some fighters never give up. No matter how hard you hit their skulls and bash them into the floor, they keep getting up asking for more.

RULES: The character is impossibly hard to knock out. If the character is about to lose consciousness due to a loss of Ego, he adds +1D per Potential level to a Mental Defense roll (4). If he succeeds the entire Ego loss is negated.

XX. LUMINARY

PREREQUISITE: Common
EFFECT: Something went wrong in the way this person processes information. Their obsession for a particular subject or skill blinds them to everything else. Like an over-specialized animal, they excel at one particular thing and lack in plenty of others.

RULES: When a character obtains this Potential, he must choose one particular Skill he wants to excel at. From that point forward, he adds (1) Trigger per Potential level to any roll relating to this Skill. However, he must subtract 1D per Potential level to all rolls of the five adjacent Skills shared under the same Attribute.

XXI. FOOL'S FATE

PREREQUISITE: Common
EFFECT: Stupid luck is sometimes a better option for survival than any training or preparation. A lucky person isn't necessarily good at anything, things just fall into place for them more often than not.

RULES: For the character, mastery of any Skill is overrated. Luck is the only thing that matters. After any Action roll, he may spend (2) Ego per 1D he wants to reroll. The amount of rerolled dice cannot exceed his Potential level. The character can only use the Potential once per roll: whatever happens, he'll have to make do with the new results.

XXII. BEASTMASTER

PREREQUISITE: Common
EFFECT: Animals are better people. For a beastmaster, this is common knowledge. He is in tune with the creatures of nature, and they are not afraid of him.

RULES: Animals are attracted to the character and he is able to create a mental bond with them. He adds +1D per Potential level to his INS+Taming rolls. Each time the character gains one level in this Potential, he may create a bond with an animal if he chooses so. For creatures he has bonded with, he adds (1) Trigger per Potential level to his INS+Taming rolls.

XXIII. QUICK EYE

PREREQUISITE: Common, INS+Perception 8
EFFECT: You can't fool a quick eye with a sleight of hand. He notices everything. Be it a despicable card trick played on him by a Romano, or counting the bullets that were just fired in his direction.

RULES: The character's eyes are lightning quick and his brain processes the information at hand. He negates (1) point of all speed related penalties per Potential level. This includes acting while moving, hitting active or moving targets, and vehicle speed related penalties.

XXIV. MOLE

PREREQUISITE: Common
EFFECT: In the wasteland, there is no shame in hiding. Those who fight in the open won't live to tell their tale.

RULES: If you don't seek shelter, you die. The character knows this full well. He is an expert when it comes to exploiting cover to its fullest extent. For each full Combat Round spent under cover from his enemies, he may add (1) to his Passive Defense. This bonus cannot exceed the Potential level and is reset when the cover is lost.

XXV. PIT FIGHTER

PREREQUISITE: Common, BOD+Brawl 8
EFFECT: Raised and bred to fight in the pits of Justitian, where only the toughest survive the ordeals of hand to hand combat, Pit Fighters learn quickly how to turn their fists into instruments of destruction and survive until the next match.

RULES: There are rumors that a punch from a Pit Fighter is like being hit by a wall of bricks. The character is a proficient brawler and his unarmed hits are lethal. When landing a blow, a kick or a headbutt he has two options. If he tries to knock the opponent out, he adds his Potential level to his Force rating when calculating the Damage's Dazed Quality. Or he may instead try to really shatter his opponent's bones by removing the Dazed Quality.

XXVI. GOLIATH

PREREQUISITE: Common, BOD+Force 6
EFFECT: Born with a gargantuan frame, rapid metabolism and inhuman height, a goliath towers even the tallest wastelanders by a head.

RULES: Obviously, it is not training alone. The character is a real force of nature. Genetics and a life of hard labor made him grow freakishly strong. He adds +1D per Potential level to all his BOD+Force rolls. Additionally he negates (1) point of Encumbrance penalty per Potential level. Finally, when in Melee, he adds the Potential level to his Force rating when calculating Damage. On the downside, the Goliath must pay double the cost for food to keep his metabolism running. His hunger is legendary.

This Potential can only be taken during character creation.

XXVII. ADAPTABILITY

PREREQUISITE: Common

EFFECT: The faster one can acclimatize to their surroundings, the higher the chances of survival. Some do so by soaking up knowledge like a sponge, others through attentive observation and repetition.

RULES: It doesn't happen on purpose. Some may think the character is a know-it-all. In reality he is just good when it comes to remembering things and learning through trial and error. When buying non-preferred Attributes or Skills, the Experience cost multiplier is lowered. At Potential level 1, lower the non-preferred Skill multiplier by (1), at level 2 lower the non-preferred Attribute multiplier by (1), at level 3 lower both by (2).

XXVIII. PARIAH

PREREQUISITE: Common

EFFECT: Not everyone has a place in society. Some are shunned for no reason, others banished for their crimes and there are those outcast from their community for their looks. Pariahs always herald bad omens for the people they once belonged to.

RULES: They said he had to leave. Yet he'll return for his reckoning. Whatever the reason, whether he is a banished Exalter, an albino Scourger, or a Delilah, the character spent a lifetime looking for acceptance becoming a socially apt and a trustworthy companion. When he is dealing with his own Cult or Clan, he subtracts 1D per Potential level from his PSY and CHA rolls. However, when dealing with any other Cult or Clan he instead adds +1D.

XXIX. HERALD

PREREQUISITE: Common, CHA+Leadership 6

EFFECT: Some people herald a new dawn. Wherever they appear, they inspire hope, and give things meaning. To fight alongside such a person strengthens one's own conviction. His followers exhibit his vigor.

RULES: The Herald is the soul of the team. If he breaks the whole group will collapse. He adds +1D per Potential level to his Mental Defense roll. When the whole group has to roll for Mental Defense each member may independently choose to profit from the Herald's roll. For each Trigger he obtained, the group adds (1) Success to their own Mental Defense roll. However, if he fails the roll, everyone depending on him also automatically fail their rolls.

XXX. REBEL

PREREQUISITE: Common

EFFECT: Where rebels walk, trouble follows in their wake. They are instigators, and people love their speeches and defiant attitude. They more prominent they become, the higher the risk that they'll find themselves hanging from a tree by morning.

RULES: The Rebel is a sting in the flank of every oppressor. He challenges authority to ignite other people's yearning for freedom. When he sways people to join the fight for his cause he gets +1D per Potential Level to all PSY and CHA rolls. When he gains (1) point of Renown from his actions of defiance, he also gains (1) point in Allies. Additionally, for every point of Renown he gains, the Game Master picks (1) Cult/Clan with which his relations sour. All PSY and CHA rolls with the Nemesis Cult of the GM's choice will receive a penalty equal to his current Renown level.







CHAPTER 11
ARTIFACTS

ARTIFACTS

Artifacts - they are the everlasting whisper of the Bygones. They hail from a time immemorial, forged from the intellect of an ingenious people who bent the rules of nature to their whims. They are beacons of hope, they are the spark from which a shattered civilization shall rise anew. Their legendary powers inspire wars, and erode covetous minds. For 500 years they have been the fuel of an economy reborn, which ultimately divides Earth's survivors into North and South, into Crow and Lion. Cults have formed whose entire purpose lies in the pursuit of artifacts - those who salvage them, those who collect them, and those who wield them.

The world is no longer what it used to be. The Eshaton brought changes of such magnitude that the surviving generations have no choice but to rely on the remnants of a time long lost, for within their microscopic conductor coils and backup circuit boards there lie secrets that might yield the answer to humanity's plight in these dark times - or thrust it even deeper into the shadow of extinction.

ACTIVATION

Paw's face lights up with an eager grin as the Appraisers stare down at him. "You, you wanna know how it works? Sure! I'll show you!" He holds out the strange, box-like object in his hands, grasping it by one of the many protrusions dotting its surface. "So, first, grab this quill thing here..." Paw places his hand around one of the protrusions, "then pull it back and down, but not too much because that doesn't work, and then you push it in just a notch!" The assembled Scrappers are suddenly struck by the silence surrounding them. The noise of the crowd dims to almost nothing, as the white box hums gently. Paw smiles up at the Appraisers, "See? Cool right!" The Appraisers only respond with a wolf-like grin, teeth bared. "Yeah, Paw, real fuckin' cool, but now we know how to use it - we don't need you." Paw's blood runs cold. Hands shaking, he passes over his treasure - better that than the beating he'd get otherwise.

Before an artifact can be activated, the user must first understand both how it works, and then how to turn it on. In order to activate an artifact, an INT+Artifact Lore test is required with the Difficulty equal to the Activation rating of the relic in question. If the roll fails, the artifact simply fails to activate - a dial has been twisted too far, a switch was flipped in the wrong order, a cable was plugged into an incorrect socket. The user will simply have to try again. If the INT+Artifact Lore test results in a Botch, however, the activation has gone catastrophically wrong. Sparks fly, the acrid smell of burning circuitry emerges from the device, or it simply quietly dies: the artifact has experienced a Burnout, rendering it only as valuable as the metal it's made from: it may no longer be used. After each successful activation the user starts to learn the general process for the specific artifact, and gains a bonus of +1S per activation to the INT+Artifact Lore test. This bonus may be given to others, if the user explains to them how he was able to activate it.

ACTIVATING AN ARTIFACT:
INT+Artifact Lore (Activation)

BOTCH: Artifact experiences Burnout

After each successful activation: +1S to activation

DERELICT

Held together by worn down bolts, containing corroded wiring, and supplied by an energy source which hasn't been turned on in centuries: some artifacts are barely able to muster up a single activation, and even then it is risky business. Any artifact may be found as a Derelict, representing a particularly rough journey to the hands of the character holding it. An artifact with the Derelict Quality will suffer a Burnout if the user fails the Activation roll, instead of Botching.

ANCEV

All he can feel is pain. Burning pain, right in the center of his chest. A scream roars from his throat as he looks down in horror. The strange cylindrical object he pulled out of the scrap pile and clipped onto his carrying rig has dug through his clothing to bury itself in his back. His limbs thrum with agony, muscles convulsing underneath the skin. Minutes later, the blood dries up and the pain begins to fade, replaced by a sensation of… power. His arms are strung with muscle, his heart beats like an engine in his ribcage, his legs pulse with the desire to step into motion. He clenches his fist, as a grin emerges on his face. Is this what it's like to be a god?

ACTIVATION: Difficulty (2)

OPERATION: The Ancev is a small implant that will burrow into a character's torso when placed against it. When fully inserted it extends mechanical tendrils to puncture the host's heart, pumping it with artificial hormones and extra adenosine: their BOD Attribute increases by (2) points to a maximum of (6), and they require only a few minutes of sleep every night to be fully refreshed.

The Ancev uses tremendous amounts of energy extracted from the body to achieve this effect. The character cannot go a full day without eating or drinking. If they do, the Ancev's effects immediately wear off, and the character suffers (1) point of Damage. Every day they continue to go without supplies they suffer Damage equal to the number of days they have been without.

After a month, the Ancev's supplies are depleted and it suffers a Burnout. The character returns to normal, losing the bonus BOD points. Their Toughness Skill rating is decreased by (1) unless they once again have a functioning Ancev implanted, and they heal more slowly, adding an extra day between opportunities to heal Flesh Wounds and Trauma. Removing the Ancev is a complicated process, requiring an INT+Medicine (4) test. The character with the Ancev suffers (6) Damage every time this is attempted, although (1) point of Damage is negated per Trigger on the roll.

Once a burned-out Ancev is removed, the character returns to normal after a week.

◈ Artifacts

AUTOTUNE

The Ambrosia surging through the veins of the Sleepers and Marauders is pulsing with secret energy: every single nanite contains a tiny amount of charge, generated from the body heat and movement of their host, and if properly extracted this charge can be used to accomplish incredible deeds. When poured over an artifact, the nanites will repair it in accordance with their databanks, restoring circuitry, polishing conductive surfaces, and using their own metallic bodies to close gaps in wiring.

ACTIVATION: Difficulty (4)

OPERATION: An Autotune is a blocky syringe-like device which contains a series of transmitters capable of interfacing with the nanites in the bloodstream, or in a sample of Ambrosia. When the white, milky fluid is applied to an artifact it moves like an amoeba, pushing its way into the circuits and machinery and beginning to repair them. (8) Flesh Wounds of nanite blood, or one canister of Ambrosia, will restore any Burned-out artifact. The Autotune uses the nanites to continually repair itself, and as such cannot suffer Burnout, even if the Activation roll is Botched. The value of this artifact is beyond compare.

◈ Artifacts

OMNISPEECH

The Omnispeech is a small, semi-transparent disk with a set of prongs on one of its sides, matched with a clear earpiece. When placed on the larynx, this artifact sends electrical impulses to the voicebox and mouth to manipulate the words being spoken into any language being uttered in its vicinity, based on the signals being sent from the brain and its own audio recordings. Meanwhile, the earpiece filters any foreign speech it picks up into a mechanical voice in the user's native tongue. While this may lose some emotional fidelity, the translations are better than most trained professionals could manage.

ACTIVATION: Difficulty (2)

OPERATION: Every use of the Omnispeech will allow the user to speak the language of any other person, as long as it is given a few sentences to tune itself to the chosen speaker. The accompanying earpiece will allow the user to hear the words of a speaker as his own; however the Omnispeech's circuits can only properly translate to or from a single language at a time, and any additional languages being spoken within earshot will render the translations nothing but a tide of mismatched words pouring from the mouth. The earpiece also removes emotional content from the speaker's voice, giving the user -1D to all rolls related to discovering or exploiting emotions.

◈ Artifacts



COVET

The rifle hums in his hand—at least he thinks it's a rifle. Chipper can't find anywhere that bullets would come out, and he can't find anywhere to put bullets in either, but there's a grip and a trigger and that convincingly makes it a gun in the young boy's eyes. Whatever it is, stumbling across this weird thing is the most exciting thing that happened to Chipper since his father came back from fighting alongside those Ana-whatsits a few months ago. He lifts the heavy, square rifle to his shoulder, aims at the scarecrow in the field, and pulls the trigger. The weapon hums, cascading toward a screeching climax - but the straw-stuffed figure doesn't bulge, the metallic buckles merely rustling in the wind. Chipper lets out a sigh of annoyance, he never gets to find anything premium. His ears prick up, as he hears his father calling. The boy spins around, seeing his old man parading around the armored uniform that he was awarded for his courage by the Ana-whatevers. Chipper's frown deepens, his frustration at not finding anything good only growing as he lifts the rifle. He points it towards his father, his voice low. "Watch this Papa!", and pulls the trigger. Crunch.

ACTIVATION: Difficulty (3)

OPERATION: The Covet's rifle shaped corpus is arrayed with powerful electromagnets trailing its "barrel", along with a series of power settings and a "trigger" at its base. The Chroniclers claim it is an industrial tool for moving metal, but the Covet's true power lies in its devastating efficiency. One of four options must be chosen when activating the weapon, each of which adds a number of 1's to the dice pool equal to its power level and increases the power drawn for each shot. After each firing, the weapon must cool for a number of Rounds equal to the power level.

- Power level 1 pulls a metallic weapon from the enemy's hand forcing them to roll a BOD+Force (3) test to hold onto it, otherwise it will fly towards the end of the rifle.
- Power level 2 (Consumption x2) drags a target clad in metal armor toward the weapon, requiring a successful BOD+Force (5) roll to resist from the victim.
- Power level 3 (Consumption x3) hurls a target in metal armor away from the weapon, dealing (4) Flesh Wounds of Damage, with the Quality Stunning (10).
- Power level 4 (Consumption x4) will crush the armor of a target in on itself, leading to massive fractures and asphyxiation for the wearer as their very clothing turns against them, dealing (3) Damage with the Fatal Quality.
- Artifacts



COVET

ANTIKYTHERA

This small, spherical object is about the size of a head, with two flat faces on its sides, each with four legs protruding to create an integrated stand. When powered with an E-Cube, it provides dozens of readouts of information gathered from the world around it: coordinates, barometric pressure, temperature, windspeed, air quality, and more. This is all projected on a small display on the device, but can also be accessed through the Stream.

Many of these devices have been damaged over the centuries, and the data they display is inaccurate. It may shift erratically, or be locked in place to the information recorded when it was broken. Some Antikythera display only the 2^16 mark: the Chroniclers finding such examples curse their bad luck.

Despite their value, the information they provide can typically be gained elsewhere with less expensive and rare tools.

The reason for their high value is their ability to make predictions. Each unit has a complex network of formulas and predictive software inside them which can display warnings of earthquakes, show diagrams of the weather for the next week, or indicate other natural phenomena. They can also report chemical, biological, and radiological contamination so long as it is airborne: the Spitalians would kill for these small devices if they knew that they can provide exact concentration and location statistics for Sepsis spores passing on the wind.

ACTIVATION: Difficulty (1)

OPERATION: An Antikythera can be used to analyze its surroundings with an INT+Science (3) roll. It will report back on any airborne data, while also reporting any significant upcoming tectonic events that will occur within the next 6 hours. It can also detect the relative direction of any spore fields within (5) km, displaying a blinking red marker on its display screen, but it cannot determine the distance of the contamination.

◈ Artifacts

DEEPFAKE

A Deepfake takes the form of a glimmering jewel, shining unnaturally in any light from its place in a necklace, earring, or other piece of jewelry. While the untrained eye will write off this lightshow as simply an exceptionally polished stone or exotic mineral, this couldn't be further from the truth. At the heart of a Deepfake lies a powerful



computing mechanism which actively scans for recording devices within a small area and beams a "corrected" image directly into any active photoreceptors, creating the ethereal glittering on the jewel's surface.

ACTIVATION: Difficulty (3)

OPERATION: The Deepfake is activated by pressing its faces in a specific pattern. Once set in motion it will stay active for 3 hours. During this time, any and all recording devices will be unable to properly focus on the user's face. Even if they are capable of reconstructing the hazy, static-covered image they will only be able to detect a face that is completely different to the reality, as the Deepfake overlays the bearers visuals with generic features assembled from its own data records. Both AMSUMOs and any facial-recognition systems cannot target the user while the Deepfake is active, however anyone interacting with them normally will simply see them for who they really are.

◈ Artifacts

RESET

The drone soars through the air above Noret, its green searchlights blinking above the pitchblack city below. Suddenly, it veers off course towards the outskirts of the city, going further, into the outer perimeter, passing kilometers into the security zone to detect an AMSUMO in critical condition. Its engines whirr as it cruises through the ruined and deserted streets, approaching the site of the injured machine. But as it enters the large square its photoreceptors detect nothing like an AMSUMO. Instead, all it discovers is a single husk of wire and cabling on the ground, jammed and connected to a blinking Existence core. The Reset extends its welding torch and power cables. Following its programming it attempts to investigate this damaged Machine Man, but it is shaken from its repair protocol by the thunderclap of a gunshot. The shell slams into its plating and digs through its hull. The drone's repair circuits go haywire, as it swivels to focus its searchlight on a dark-skinned female wrapped in elaborate clothing hurriedly reloading a rifle longer than she is tall. The Reset switches its operating parameters: [INITIATE KILL MODE]. The drone rushes towards the woman, its plasma torch ignited and ready. Nobody breaches Noret's outer perimeter.

ACTIVATION: Difficulty (6)

OPERATION: Resets are repair drones designed to hunt down damaged or inoperative AMSUMOs and jolt their Existence cores back to life, repairing their robotics as much as they can in the process. Whenever a Reset comes across a damaged AMSUMO and attempts to repair it, the drone makes an INT+Engineering (3) roll with an effective Action Number of (12). For every Trigger rolled, the AMSUMO repairs (1) point of Structure. These drones are highly sought after by both the Chroniclers and the Neolibyans: the former looking to harvest the remains of any AMSUMOs they can find, and the latter because there are few things more satisfying and challenging to hunt than an active Machine Man. These flying machines are not defenceless, and in dire situations they will turn their plasma torches on such opponents.

PROFILE : RESET

INITIATIVE: 6D / 0 Ego Points

SPECIALTY: INS+Perception 4D, INT+Engineering 12D

ATTACK: Plasma Cutter, 5D, Range 2m, Damage 12, Piercing (5), Fire Hazardous

DEFENSE: Passive 3 (Erratic flight patterns)

Melee Combat active (-)

Ranged Combat active (Aerobatics), AGI+Dexterity 6D

Cannot be influenced mentally or socially

MOVEMENT: 20 meters

ARMOR: AMSUMO casing, Armor 8, Massive (10)

CONDITION: 15 (Structure: 4)



RESET

DEADBOLT

The Deadbolt is a small collection of silver cones, each about a fingers width in diameter, all stacked inside each other. However, the individual pieces cannot be separated without using enough force to shatter the entire device. When the artifact is pushed into the body of a Sleeper, the transponders inside it activate and begin to attempt to interfere with the nanites in the bloodstream. If properly tuned using a paired Interfacer device, like the ones collected by the Chroniclers, the Deadbolt can take control of the bloodborne machines and twist their programming to its own purposes: destroying the Sleeper's ability to heal, pushing them into a nightmare of pain, or even crystallising the blood in their heart.

ACTIVATION: Difficulty (5)

OPERATION: Once the skin is penetrated the stacked cones of the Deadbolt begin to extend and burrow deeper into the organs and bones of the victim. During the first (5) Rounds it can still be removed with minimum effort, but given enough time it will bury itself deeper into the host body, and a removal will cause Trauma Damage equal to the number of hours the Deadbolt has been present in the body rounded up, to a limit of (10). After (2) hours, the Deadbolt has implanted itself to the point where it can attempt to hack into the host's nanites. To initiate the hack an Interfacer must be linked to the Deadbolt and a successful Combination of INT+Science and INT+Engineering is required, with the Difficulty equal to the number of centuries the Sleeper was supposed to be asleep for: a 600 has a Difficulty of (6).

If the hack is successful the attacker can attempt to override the programming of the nanites with an INT+Artifact Lore(4) test. A success will completely disable the Sleeper's ability to heal naturally: they can only recover Flesh Wounds and Trauma through aid from others. (3) Triggers will activate all of their pain receptors, giving them a -4D penalty to all Actions. (5) Triggers will crystallize the blood inside their body, dealing (3) Trauma Damage.

The only way for the Deadbolt to be removed is with proper surgical treatment, as the artifact digs into the bone beneath the skin.

A Complex Action of INT+Medicine (15) is required, with an interval of 15 minutes. The operation is extremely delicate, and the Deadbolt deploys defence mechanisms to prevent its removal: every dice roll of 1 deals (1) Damage to the host.

◈ Artifacts

CONFLAGRATION

Even in the depths of the Recombination Group bunkers, where frost coats every surface, there is always one spot that remains completely free of ice. In the main cryostasis room there is a glass panel marked with "Emergency Resuscitation" containing an unassuming device. Two probes connect to a central cylinder, painted a pristine white. To the touch this cylinder is consistently emanating heat, no matter the conditions outside, while the probes are hot enough to cause burns. A few diagrams scrawled on the inside of the panel, faded from centuries of degradation, demonstrate the technique. The probes are stabbed into the chest, a switch is flipped on the cylinder, and within minutes anyone in cryostasis will awaken to face whoever forced them from their slumber.

ACTIVATION: Difficulty (2)

OPERATION: The Conflagration device is designed to revive Sleepers from their dormant state in the event of an emergency, bringing them to a rough awakening. When the probes are pushed into the Sleeper's chest they will be forced out of cryostasis within (5) minutes, however this is a brutal process that deals (2) Trauma Damage. They have a -1D penalty to all Actions for an hour as their body adjusts to their new state.

An unorthodox but effective use for the item is to provide last minute healing to anyone suffering from frostbite or hypothermia: a character who pushes the probes of a Conflagration into their skin can recover (15) points of Ego lost to Polar weather conditions, at the cost of (4) Flesh Wounds as their body heats up from the inside.

◈ Artifacts

CRYING ORPHAN

Only a few of these small, fist sized grenades have survived, but anyone who has experienced their effect will never forget it: the Crying Orphan is designed for pure and absolute sensory mayhem. The cylindrical body has a pin at its tip that must be twisted and torn loose, starting a five second timer to an overwhelming cacophony of sensation.

Black reflectors on the surface emit blinding lights in staccato and erratic strobing patterns, and a terrifying wail shrieks so loud that those who stand too close will feel blood starting to trickle down from their ears - the device's namesake. An invisible acrid smoke fills the air. While it isn't enough to form a strangling cloud, it is filled with enough potent chemicals to cause vomiting and eye irritation. This hellish nightmare lasts for over a minute, and potentially even longer in a poorly ventilated room. Only then do the lights begin to dim, as the wail dies to a simpering cry, before finally going silent.

ACTIVATION: Difficulty (2)

OPERATION: After the Crying Orphan has been thrown, there are only a few seconds available before hell breaks loose. Any Static Stream fragments nearby are corrupted or overwritten, garbage data replacing what once had meaning. Any devices capable of receiving a signal in range are likewise afflicted: woe betide the Hellvetic whose Trailblazer is rendered useless by a Crying Orphan, because the Alpine Fortress will offer them no sympathy.

Even though the grenade does not explode, it is only good for one use before being reduced to somewhat complex scrap. The electronics used to produce the lights and sounds are damaged by the current surging through the tiny circuit boards, and the reaction the smoke causes will burn the silicon to a useless slag.

◈ Artifacts

GATEKEEPER

The Raven stares blankly across his regular table at the strange trespasser in his domain. His clothes are mismatched, a haphazard mixture of styles from across Europe, his voice is blank, a slew of pronunciations grabbed from every language in the world. It doesn't matter how hard the Raven tries: he simply cannot get a read on his guest. Every question he would normally use to understand how his counterpart ticks has been met with a confusing result. One answer suggests a violent storm of rage beneath the surface, but the next is a clear sign of a calm, soothing personality. The Raven wouldn't normally be so anxious about this, but the stranger strolled in and offered a wager the Raven would be a fool to refuse - the location of a sanctioned Chronicler cache, filled with weapons, gear, and who knows what else, in exchange for winning a card game. The game he's been challenged to play is old, but the Raven is a master of everything when it comes to cards and gambling, and no one has been able to beat him in recent years. That is, until now, as the stranger lays down his hand and cracks a smile that the Raven can finally tell is genuine. The Apocalyptic hangs his head in shame, as the stranger stands victorious and ready to take his winnings - the Raven's entire Flock.

ACTIVATION: Difficulty (2)

OPERATION: The Gatekeeper is a small coin shaped device, with one face coated with sharp electrodes and wires. When pushed into the skin behind the ear, the artifact fires off random impulses to the muscles of the face, not enough to be noticeable to the eye but enough to throw off anyone attempting to analyze their personality. This also applies tiny imbalances to the tonality of the voice, making it near impossible to determine how the user is really feeling.

For one day after activation, anyone or anything attempting to uncover the Concept or read the emotions of the user suffers a -6D penalty to the attempt.

◈ Artifacts

DISPARITY

The Sleeper collapses to the ground, blood pouring from the bullet wounds in his side. "Stop, stop, I... I surrender! I'll tell you anything you want to know..." His words are laced with coughs and groans of pain, one hand clutching his stomach. The two Shutters approach, one of them squatting down and removing his mask, revealing a leer-



DISPARITY

ing face. “What cascade?” The Sleeper glances down at his right hand, covered by a strange glove. “...400.” The Shutter's face is blank as he leans in closer. “And where is the other scum hiding?” The Sleeper pauses for a moment, waiting until the Shutter gets just a bit too close. Now, or never! His gloved hand bursts forward savagely digging into his opponent's face, fingers burrowing into the eye sockets as the life force of the Chronicler surges back into him. The Sleeper rushes to his feet, diving towards the other Shutter and bringing him to the ground in a hail of blows, until his target ceases to make a sound. He pulls off the glove to crack his broken knuckles back into position, revealing a 600 emblazoned on his wrist. “Idiots...”

ACTIVATION: Difficulty (5)

OPERATION: Hunter units among Sleepers of 500 and beyond are equipped with Disparity gloves, artifacts of brutal efficiency in turning the tide of a combat. If a Sleeper is heavily wounded during an altercation and manages to close the grip of his Disparity glove around an area of exposed skin on his enemy’s body, he’s able to transfer his own Trauma onto his opponent.

As the Disparity glove activates the nanites within the Sleeper’s body stabilize as if they had reentered cryostasis, the Sleepers body temperature drops and veins start to show as bright blue lines tracing his skin. Since the nanites require an energy source to amplify the cryostatic healing process they drain the life energy of their victim, funneling it back into the Sleepers body, absorbing the target’s body heat, and causing terrible internal bleeding. For every Round the Sleeper holds onto a victim, he heals (1) of his Trauma while inducing (1) Trauma to the target. As the Sleeper regains his strength, the subject dies within the deathgrip of Disparity.

◈ Artifacts

SEPULCHRE

The Scrapper digs through the deep, ruined building, caring little for the unrecognisably faded markings branding everything - it's not the sign of those fucking Spitalians, so it isn't important. He finds himself in a cold room, the walls still pristine and white even after all of these years, with a single plinth in the middle storing a large black box. His curiosity piqued, the Scrapper approaches, examining its surface. The first thing noticeable is a seam running along one of its faces, but no matter how much he tries to push his grubby fingers in he can't get it to open up. The next is the small recess in one side, obviously for an E-Cube. He sighs, pulling his last cube from his rig, and slots it in. Hopefully this damned thing will be worth enough to cover the cost...

With a hiss, and a billowing burst of mist, one of the faces swings open. Inside, all he can see are a bunch of vials filled with weird fluids and strange writing - it was fucking nothing! Cursing his luck, he tosses the vials aside, pulling the E-Cube out of its slot only to figure out that it has been depleted entirely. The samples have shattered across the floor. The Scrapper couldn't care less, already marching out of the ruin. Maybe the box will go for something. As he reaches the surface, a cough grips his chest. He thinks little of it, unaware of the sickness already bestowed upon his body. It would be better for him to die out here than to ever reach civilization.

ACTIVATION: Difficulty (2)

OPERATION: The Sepulchre seems to be nothing more than an ordinary box with a distinctive jet black surface, but when an E-Cube is placed into a recess at the bottom of one of its sides it is revealed to be something much more. When it swings open, one of its faces hinging down, a cloud of white mist billows out around the seal. It can only open and close when powered with an E-Cube, and it will drain the entire charge in mere seconds each time.

Anything placed inside a Sepulchre that is then closed will be perfectly preserved. No Sepulchre has been found large enough to hold anything larger than a small child, but living creatures placed within seem to fall into a state of suspended animation until the seals are cracked open once again. Dismembered flesh placed inside will still be bleeding when it is removed, and fruit placed inside will still be fresh after years. There are whispers of Sepulchres containing samples of viruses and medicines from hundreds of years ago contained within the deepest vaults of the Spital, prohibited from being opened - who knows what kind of supervirus would be placed in such secure compartment. Any material infested with the Primer that is placed inside a Sepulchre undergoes a curious transition: the alien infection is totally cut off from the Earth Chakras, and becomes completely inert. Any objects that would cause spore infestation when consumed lose this effect after being placed into a Sepulchre, while retaining their normal effects. The exception to this is Burn, as the spores simply deactivate completely when placed into the chamber.

◈ Artifacts

ACHILLES

As the masked bastards close in, Isla can hear the static hiss of their rattling Vocoders approaching her hiding place in a back alley of Justitian. She had been so fucking close, almost penetrated the heart of their so-called "Cluster", ready to insert the memory device with its viral payload, but they just had to get in her way...

Her flank still stings from the shocks fired at her as she stormed out of the underground complex. As a safety measure, she produces a circular device similar in shape to a small loudspeaker from her pocket. This is certainly not her first option, but it will have to do. Pressing the artifact to her arm, right above the tattoo featuring her cascade, and flipping a small switch, Isla feels the nanites in her body going into overdrive. Her body jolts into action. No time to waste, no time, no time at all. She bursts from the scrap pile she was hiding in, facing down two of those Chroniclers with relentless speed and precision. She kills them now, before the Achilles wears off, or they kill her afterwards. No options. Go. Go. Go.

ACTIVATION: Difficulty (4)

OPERATION: The Achilles tunes into the control frequencies of a Sleeper's nanites and sends them into a panicked overdrive. Used only in the most dire of situations, a Sleeper who charges himself with Achilles radiates transhuman strength for a short period of time. His BOD Attribute is doubled, and his body begins to heal extraordinarily fast, at a rate of (2) Flesh Wounds every Round. However, this comes with a terrible side-effect that makes it extremely dangerous to use. Once the Achilles wears off after (6) Rounds, the Sleeper is left in a weakened state for (6) days, forced to do nothing but eat, sleep, and recover. His BOD Attribute is halved, rounding down, along with his available Trauma. In this stage, he is more vulnerable than ever - a state that all Sleepers are terrified of being in.

◈ Artifacts



REVENANT

The Revenant appears to be a metal cap longer than it is wide and able to fit most skulls. The interior padding has conductive paddles running in strips across its length in long arcs. A chinstrap can be hooked around the jaw, helping to keep the device in place when its subjects begin to twitch and shake at the violation of their mind. When placed on the user's head, with power supplied, the user will be thrust into the memories and experiences of someone else, from a different time.

ACTIVATION: Difficulty (1)

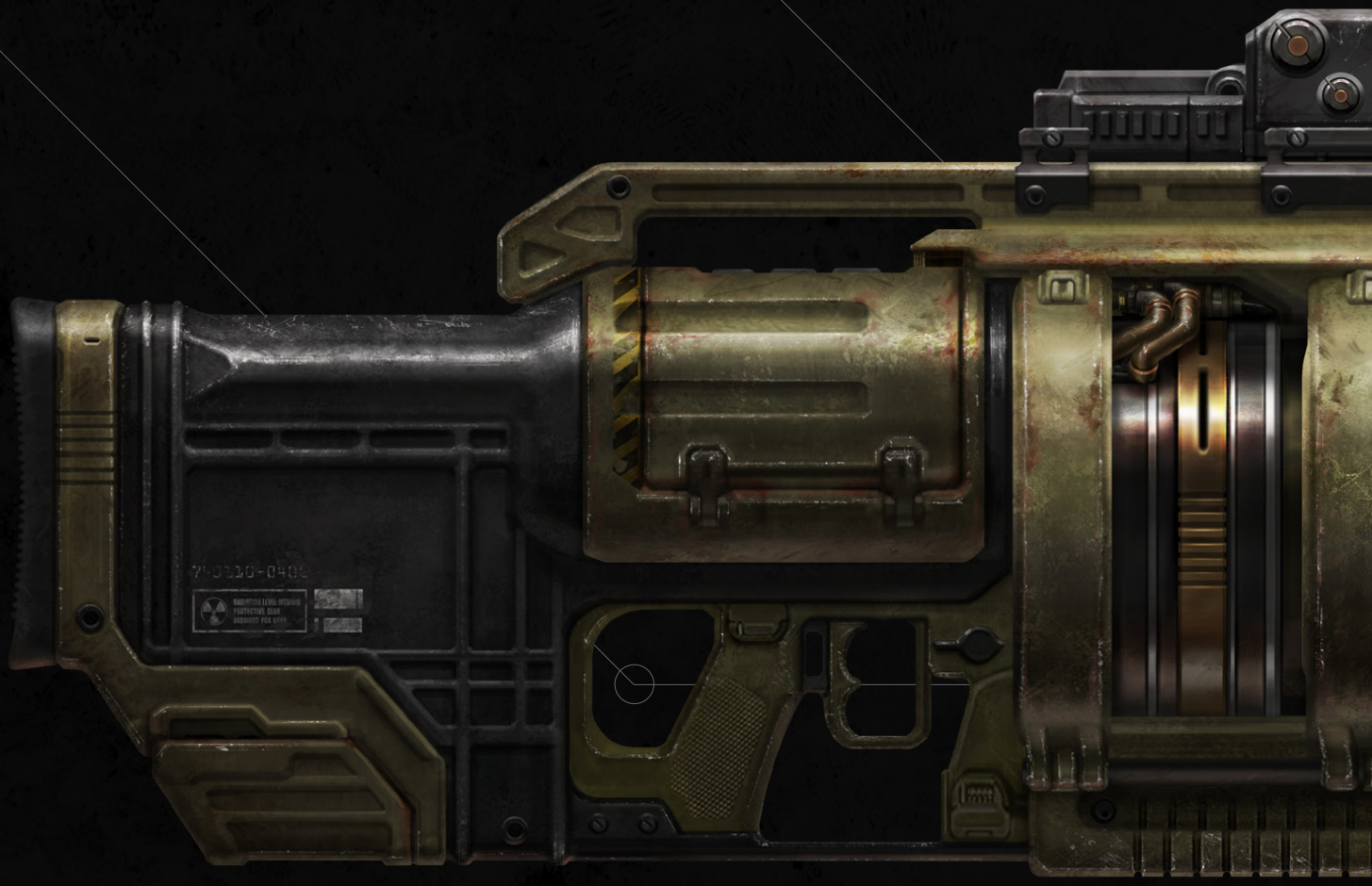
OPERATION: When the Revenant is placed onto someone's head, it immediately activates: a Mental Defense with Difficulty (3) is required for the user to stop himself from being lost in the memories flooding his mind. A character trapped within the experiences contained in the Revenant will lose (1) from their Ego Point maximum. If the character was the last person to access the Revenant, this test is not necessary.

The Revenant records the memories of its user and plays them back. An INT+Focus or INS+Primal (2) test can deliberately encode a new memory, allowing the user to choose which memory will be trapped in the circuits of the helmet so long as they know how the device functions. If the user fails the test a memory will still be recorded, but the user will be unable to choose the memory stored.

The device holds up to ten unique memories, stored in chronological order, and the oldest is always expunged when a new one is added. A freshly scavenged Revenant may hold lost information, increasing a character's Secrets Background when worn, but they are occasionally used to transmit information in the highest secrecy and fidelity, allowing a co-conspirator to watch through one's own eyes as the plan is explained or the target follows his path.

The exact length and detail of the memories stored can vary: longer memories are recorded in less detail, but up to three minutes of conscious focus can be recorded. This allows for things like text the user has previously read or seen, the emotional state of the user, and other "surface level" thoughts the user processed when the memory was first experienced to be exposed.

◈ Artifacts



RADIANCE

A devastatingly powerful weapon occasionally recovered from the deepest Dispensers or top secret military caches, this is a boxy looking rifle which is surprisingly light given its size. Most notably, it does not seem to have a barrel or traditional receiver, and instead has a large slot for 5 E-Cubes along its side to power it. The beam it fires is invisible, and the only indication it is operating is a small red light blinking on its top surface and a quiet hum. An attached screen tracks targets, and reports hits to the user via a soft chime sound.

ACTIVATION: Difficulty (4)

OPERATION: The target becomes struck by acute radiation sickness, suffering the Damage from the weapon only after a few hours have passed. This makes it almost impossible to ascertain how the sickness set in, although most people affected will feel their mouth fill with the taste of metal shortly after they step into the path of the beam.

SPECIAL: The beam will pass through the target, making anyone behind them also suffer Damage. For every character or barrier the Radiance's beam has to pass through, the Damage suffered is reduced by (1). The beam can only harm organic targets, or sensitive electronic devices. The weapon is weak against beings heavily infested by the Sepsis: the tainted DNA of the host able to resist the destructive effects of the beam. If the weapon is used against Lepers or Psychonauts, the weapon loses its Fatal Quality.

The operation of the weapon is undetectable except with specialized equipment, and the only sign to an observer that it is firing is a slight blue glow building up at the end of its barrel, but this is barely visible on a dark night let alone in the daylight.

◈ Artifacts

MEMORIAL

The fist of Mandelin's opponent rushes towards him, but he's ready to block, his hand in the way. The roar of the crowd watching the match fades away as everything slows to a crawl, the readouts on the inside of his goggles twisting in strange patterns. At the last moment, just before his enemy would have hit Mandelin's hand, his fist drops down underneath and swings upwards, connecting into the goggled fighter's jaw. Mandelin goes out like a light, collapsing to the ground amid the cheers of the crowd. Unnoticed, there's a somber look of deep satisfaction on his face. His mind is already being pummeled with



the knowledge of his opponents fighting style, every last movement translated into his muscle-memory: he'll see who the crowd cheers for when he returns.

ACTIVATION: Difficulty (2)

OPERATION: A Memorial is a set of jet black tinted goggles which snap on around the head, digging a set of probes into the wearer's temples. The Memorial analyzesthe Skills and Potentials used by those it can see, storing them as recordings and sending electromagnetic impulses into the wearer's brain every night to encourage their learning. To use the Memorial, the user must see someone else use a Skill or a Potential, which is then stored. Before they go to sleep on their next sleep cycle, they can choose to activate the artifact and learn one of the Skills or Potentials they previously recorded, which will reduce the XP cost of acquiring a Skill to a quarter of its normal price, rounding up, and will reduce the XP cost of acquiring a Potential level by 20%, rounding up. Only one Skill or Potential can be chosen to learn per sleep. If the user sees a Psychonaut using one of their Phenomena, or a Sleeper using memetic protocol, the Memorial will also record this. The user cannot learn these Actions, but he can learn how to counteract them: all rolls to resist, negate, or avoid the observed Action are at +2D.

Memorials cannot be used by Sleepers, as the nanites surging within them are stirred into a frenzy by the signals the Memorial sends, erupting into crystalline protrusions inside the body and dealing (1) Trauma Damage.

◈ Artifacts

KERES

A pale uniform was draped over a discarded mannequin upturned in the corner of the room. Inscriptions were carved into the concrete walls of this chamber, the legacy of generations of Guardians. The top levels of the bunker had been plundered and pilfered for centuries by Scrappers, making the tall figure stalking into the room sneer as he wiped dust from the wall with an arm branded by a 500. Ahriman prowled through the tunnels, appalled at the incompetence of the supposed protectors, the Palers, who failed in their one task because they didn't have the fortitude to even remember their prophesied destiny.

It matters not. The plunderers clearly failed to properly identify the treasures contained in the bunker, as the Sleeper strode over to the mannequin. Pulling the armor

free of the porcelain body, he gazed down at the shimmering fabric. He recalled flashes of memories, this same fabric flowing as bullets were brushed aside and combat knives were forced away from its surface as they approached. In the darkness of the bunker he began to disrobe, before slipping into the armored bodysuit. He felt its powerful nanite servoes coupling themselves to his arms, removing the uniform would be a somewhat awkward process, but it would be worth it. Finally, he was coated in a thin layer of chromelike armor, traced with intricate patterns. He was ready to bring the world to heel.

ACTIVATION: N/A

OPERATION: The KEReS system functions as a powerful, flexible armor, but its true strength lies within the circuits laced into its fabric. The armor provides a bonus of (3) points to BOD+Force after its user is hit with an attack that deals at least (5) Damage prior to armor reduction. This bonus can affect the Damage dealt by melee weapons. At the end of every Combat Round after it activates the bonus will decrease by (1) point unless it is refreshed by another attack, at which point it again rises to (3).

◈ Artifacts

HIERARCH

Barely anyone takes note of the strange medallion hanging between the folds of the Shepherd's robe as he calmly gestures to the crowd of Swords in front of him. The black stone shifts its colors innocently from a dark muted anthracite towards a throbbing ultramarine. Instead, all that the Swords of Jehammed notice are the Shepherd's soothing words reaching out to touch the very fabric of their being: some of them hear exactly what they need to in order to reach a calm, peaceful state of mind, while some of them "know" that the preacher's words are woven with divine messages spurring them on to rise up in the name of the Last Prophet, in a storm of violence and blood.

ACTIVATION: Difficulty (5)

OPERATION: The Hierarch is activated with an incantation of words which define one of 22 Concepts to be targeted. After activation, the necklace turns a shade of blue as it begins to emit ultrasonic tones and pulsating frequencies, subliminally worming their way into the head of anyone who matches the target Concept. For (2) hours per activation the user receives a +3D bonus to all social interaction with people of his target Concept, so long as he is trying to influence them to follow their archetypical emotions more strongly: amplifying greed in Defilers, recklessness in Adventurers, or sheer hatred in Destroyers. The user of the Hierarch must define the specific emotion he wants to target, and each activation is limited to affect only one specific Concept at a time, however there is no limit to the number of people of that Concept that can be targeted.

◈ Artifacts

DECATHLON

He bites down on the metallic mouthguard, his teeth digging into slots on its surface. His first breath shocks his system into action, his heart hammering in his chest as he sets off into the dark night. The howls of the Gendos are close on his heels, and if he doesn't run his body until it drops or they give up, the beasts will be picking his bones clean by morning. His breath hisses through the mouthpiece, the oxygen filtering into his blood and keeping his muscles active. Everything fades other than the pumping of his legs and the thumping of his heart. Before he knows it, the sun breaks over the horizon and forces him to squint. He slows, coming to a halt, as he realizes the Gendos have long given up the chase. He pulls the mouthguard from his mouth, as a sudden weakness overtakes his body and he slumps to the ground. He's earned his rest.

ACTIVATION: Difficulty (2)

OPERATION: The Decathlon allows the user to absorb more oxygen into their blood, increasing the flow to their muscles and allowing them to maintain a higher state of activity: for (2) hours after activation, the user adds +2S to any BOD+Athletics or BOD+Stamina rolls. In addition, they can push their metabolism further than is healthy or normal, able to recover (2) Ego Points in exchange for willingly taking (1) Flesh Wound. This heightened endurance breaks down the proteins in their muscles at an accelerated rate, and for a week after the effect wears off the user suffers a temporary loss of (1) BOD.

◈ Artifacts

SIMULA

A quiet ring emerges from the small, handheld device in Uri's grasp, from where he has it focused on his target standing across the square. He checks the readouts on the device, most of them completely meaningless to the Apocalyptic other than the important one: a green checkmark in the bottom corner, and a message he has been told reads "Subject mirrored." He nods to himself, checks another button, and presses the Simula to his forehead. He can barely hold on to the device as the discharge jerks his facial muscles into a spasm, twitching and rippling as the precisely calculated shock surges through his features, deforming him. The sensation barely even lasts a few sec-

onds. As it fades, Uri quickly checks the polished silver plate next to him, letting out a gasp as a face that is not his own stares back. Looking closer, it's not completely different: his chin is still similar, and his cheekbones are slightly more pronounced than the man he is impersonating, but he can't deny the replication is impressive. Standing up, and straightening out his formal, freshly stolen clothes, he strides towards his destination. He only has a few hours until the mask wears off, and he'll make it count.

ACTIVATION: Difficulty (3)

OPERATION: The Simula operates in two stages. First, it must record the facial features of a target, which can be done with an INT+Perception (4) roll, the Simula granting a bonus of +2D, on any chosen person within (20) meters. After a few minutes of scanning, the Simula signals that it's ready for use. By bringing the device into contact with their face, a user will experience a shock that forces their muscles to contract, transforming their features into an approximation of the targets face. This impersonation is far from perfect: the Simula can't grow a beard, induce hair loss, or change gender or skin color, but it makes a passable disguise. The user gains a +4D bonus to all social rolls while attempting to impersonate the target, which is reduced by 1D for every (2) points of difference between the BOD and CHA Attributes of the user and target. After (6) hours, the impulses fade off and the user's face returns to normal.

◈ Artifacts

ECHO

Vatra shivers in fear, cowering in the murky cave she has been forced to take refuge in. With trembling hands she tears off her mask, revealing the barcoded forehead, as she pulls her last resort from her pouch. The maddening howls of the savage tribesmen draw closer. Vatra is startled. These beasts are coming to devour her soul - which isn't too far from the truth, although it'll more than likely be her flesh they'll gorge upon. In the dark of the cave she inspects the device, what looks to be a black fabric headband covered with mechanical coils and circuits. She's running out of time. She must get it to work. Somehow. Now! Recalling the supposed activation steps as she straps the headband across her brow, she begins. "Press red breaker for 3.5 seconds, check, grab both ends, check, hold at arm's length, check, move device 1.2 meters up and down 3 times, check..." Vatra takes a deep breath. "Adjust position." She moves the device to the center of her forehead. "..... check."

Moments pass. Nothing. Suddenly, a flicker draws her attention to the opening of the cave: she sees herself, standing exactly as she is, facing away from the cave! She's on her feet and starts dashing toward the exit - the same movement reflected on her mirror-image ten paces ahead. The perfect distraction. She might just have a chance.

ACTIVATION: Difficulty (4)

OPERATION: When properly activated, this artifact creates a perfect visual copy of its user, 10 meters away from them in the direction their head is facing when the Echo is strapped to the forehead. The holographic effigy of the user follows their movement patterns exactly, with a delay of only a few milliseconds, and copies everything down to the smallest of mannerisms. The reproduction is impossible to distinguish from the real thing from more than 20 meters away, and even when closer it requires an INS+Perception (4) roll to visually see through the illusion. If anyone attempts to touch the Echo's hologram, or a bullet passes through it, it will briefly flicker and reveal the truth. The Echo must have an unobstructed line of sight to the hologram in order for it to project the image. The Echo is capable of fooling AMSUMOs, drones, and most Psychonauts - however, a Biokinetic will instantly see through the illusion, their uncanny sense of smell allowing them to recognise the trickery.

◈ Artifacts

ALLSEER

One Tuesday, the box simply appeared. Right in the middle of the Forecourt in Justitian, innocently placed on a pedestal outside the Central Exchange. Citizens paid it no mind; just another bit of Chronicler madness. Nobody realized the true purpose of the device that was guarded by a group of Observers. Every interaction within its view, every expression, every emotion bubbling to the surface, was cataloged and added to the calculation of the reality formula. Supercomputers buried deep beneath the earth burst at the seams of the data collected, and the Static Stream buzzed with life for a blink of an eye. Could this be the day they'd unlock the secrets to everything?

[ERROR: DATA FRAGMENTED, EXCESSIVE INPUTS DETECTED]

Not today.

ACTIVATION: Difficulty (1)

OPERATION: If the Allseer is powered up by sliding aside a slot in its reflective black polyhedral frame and inserting an E-Cube, it begins to capture its surroundings in detailed recordings. Anyone with a Stream-viewing device and the correct interface can plug in and gain access to its data flow. This device is more powerful than it first appears, as it does more than simply record data. It can also



assess and influence its surroundings. Subliminal messages are blinked by weak lasers into the eyes of anyone who looks directly at the Allseer from a range of about fifty meters as they have their emotional response evaluated and compared to established data.

Each individual is assigned a profile listing their psychological state, biometric data extrapolated from their visual appearance, and a suite of psychometric data. The most crucial element of the system is that it can identify the archetype of a passerby. This behaves as a Complex Action, with the Allseer rolling 8D as if it was a character attempting an Action roll. The Complex Action requires (8) Successes in total, with an interval between attempts of one day of observation. The Allseer can do this for up to twenty subjects simultaneously, and can store the data of over one thousand people before it begins to delete old data.

The Allseer also takes note of surface level emotions, such as anger, anxiety, happiness, or confidence. Anyone who makes an INS+Empathy roll related to a subject the Allseer is analyzing may add their own dice to the Allseer's Complex Action to analyze a person's Concept, once per subject, as they directly add data about the interactions and relationships of the target individual to the data flow.

It also records limited resolution video and audio feeds of the scenes it observes, attempting to intelligently optimise the stored footage to focus on individuals and conversations. In a low traffic area like a crossroads in the slag deserts of Purgare, it may be able to maintain records for months, but in a public square in Tripol it would have to overwrite its own memory within hours.

◇ Artifacts

DECEPTION MATRIX

The Deception Matrix is a set of paired bracelets which grip tightly to the wrists of the wearer, extending sharp prongs into the skin beneath. Each of the silvery bands contains a suite of sensors scanning the area around them, and if they detect a biometrically encoded device they will begin to rewire the wearer's body to trick the system into acceptance. An electrical charge shoots through the flesh, and a violent tingling makes the fingers twitch as their prints are rewritten. To fool more advanced biometric locks, the bracelets may also actively change the blood



flowing through the hand, injecting the fluid with chemicals tailored to match the target system.

ACTIVATION: Difficulty (3)

OPERATION: When the Deception Matrix is activated, it reshapes the fingerprints of the hand to exactly match the stored data in a biometrically encoded device, sending electrical impulses into the skin and muscles to match even the most divergent hand shape. For (5) hours after activation any devices with the biometrically encoded Quality will allow the user of the Deception Matrix to use them freely. After the effect wears off at the end of the duration the hand painfully returns to normal, dealing (5) Flesh Wounds as the internal structure is pulled back into place.

◈ Artifacts

VISUALISER

An electrical current moving in a magnetic field will create a disturbance, and it is this disturbance that the Visualiser measures. The small set of paired contact lenses create an incredibly weak field around the user, measuring even the smallest of disturbances and displaying them as a visual hotspot. The tiny machinery inside the lenses distorts the iris, rendering any type of retinal scan unreliable or inaccurate. The Visualisers are stored inside a small case which is filled with a fluid to keep the machinery from damaging the eye.

ACTIVATION: Difficulty (3)

OPERATION: The Visualisers activate as soon as they are removed from their carrying case and placed in the eye, generating a magnetic field within a radius of (15) meters of the user. If an electrically charged object or device moves within this area, it will be displayed to the user as a blinking dot in his vision, with the intensity corresponding to how powerful the charge is. This allows the user to determine the amount of quanta present in the object with an INS+Perception(3) roll. However, the magnetic field can draw the attention of AMSUMOs or drones: while the user has the Visualisers active, machines have a +3D bonus to any attempts to locate them. After (4) hours, the Visualisers dry out and must be returned to their case to recharge for at least (1) hour.

◈ Artifacts





CHAPTER 12
MEMETICS



MEMETICS

The study and application of memetics defies simple definitions. A combination of art and science, deployed to create mental messages that can subliminally influence others. Memetics is not a common field of study. Only those who are psychologically strong enough to wield the ultimate weapon and have a keen mind to understand others can use it to their advantage: it is a force that takes the charisma of dictators and saviors and condenses it into messages that can be shaped to carry a direct payload. Do. Feel. Accept.

The conditioning process is often multifaceted: it is easier when the subject is willing or unaware. For the payload to be deployed properly, the practitioner needs to delve deep into the target's mind. Once there were devices that could assist in this task, but with the collapse of the Stream the few remaining tools that have been recovered from the dirt are barely functional, and many of the ones that work are in the hands of those who don't understand the potential buried within the artifacts in their grasp.

The Concepts reflected in the Apocalyptic Tarot and the personality patterns collected by the Chronicler's Static Stream have made it possible to detect or even utilise memetics without the ancient tools. The Concepts all reflect psychological patterns, motivations, and urges. Understanding the underlying archetype of a target will allow someone with the correct skills to execute more precise and complex memetic protocols.

SOCIAL RECONSTRUCTION

Among Fragments and Streamers it is widely accepted that the Marauders are the progenitors of memetics, and that the Recombination Group bestowed its sleeping crusaders with powers that will allow them to usher in the golden age of Project Tannhäuser.

Therefore, ever since they first emerged from their Dispensers, Sleepers spread out across the wastelands, traveling in small groups commanded by a Sociocybernetic. They infiltrate upstart Clans, settlements, regions, and even Cults, slowly working their way up any existing hierarchy and deploying their memes in the process. They implant themselves at the top of a preexisting society, where they can make the most impact, and shape the community according to what they can remember of the plan they were made a part of 500 years ago. They take their memetically enthralled victims and play them against one another, until only the strongest and most viable civilization is left. Then, the next cascade awakens, and the process repeats.

This goal requires the world to be in a state of near-permanent conflict, with a constant churning of rulers and leaders until only the ideal human society remains. This introduces chaotic patterns and disturbances in the Clusters' analysis of the people of the world, and slows down the Chroniclers' progress towards restarting the Stream - an unacceptable consequence. As such, wherever the Chroniclers have a strong presence, Sleepers must be wary.

PINNACLE

The Chroniclers have been waging a shadow war against the agents of Project Tannhäuser for half a millenium. If their assessment of the situation is to be trusted, each new cascade released from the Dispensers has been more powerful than the previous one. Extrapolations derived from the analysis of nanite infused blood circulating through the mortal frames of Sleepers are used to measure the scope of their capacity. The Cluster's forecast is worrisome. The Ambrosia is growing stronger, and so are its self-healing properties. Beyond that, the memetic protocols wielded by the Recombination Group's heralds and crusaders have become more diverse and harder to track, deflect, or resist.

In the eyes of the Chroniclers this escalation of power is nowhere close to its peak yet, as the Cluster has only ever had the chance of examining Sleepers leading up to 600. What lies beyond is shrouded in mystery and the Cult braces for impact. As a matter of fact, a Sleeper's cascade is the pure definition of his physical and mental fortitude. Flesh Wounds regenerate at a rate of (1) per century a Sleeper was intended for cryostasis, per hour, although in addition all Sleepers regenerate (1) Trauma per day.

The cascade also determines the number of memetic protocols available to a Sleeper which he can effectively deploy, adding (1) protocol per century. Lastly, the cascade defines how many Flesh Wounds a Sleeper can sacrifice per turn to Escalate a memetic protocol.

Thus, a 500 regenerates up to (5) Flesh Wounds per hour and (1) Trauma per day, has access to (5) different memetic protocols, and can spend up to (5) Flesh Wounds per turn to Escalate any of his memetic protocols.

APPLYING MEMETICS

When a Sleeper uses memetics the nanites surging through his blood go into overdrive, modulating his entire being to make him function at peak human capacity - or beyond. Words are laced with overtones above common perception, responses come unnaturally quick, and every stimulus is accounted for by a network of machines throughout the Sleeper's body.

A Sleeper implants his target's with memetic protocols by augmenting his own abilities with his nanites, which are represented by his remaining Flesh Wounds. Each memetic protocol has an associated rating, which determines the Difficulty of the activation roll for the Sleeper.

Activation of a protocol
Flesh Wounds = Action Number
Protocol rating = Difficulty

If the Sleeper wishes to escalate the effectiveness of his protocols, he can direct his nanites to go beyond their normal safety limits. The tiny machines latch onto the vocal cords and charge them with energy that fries their microscopic circuitry, or string themselves along nerve receptors to increase the response time to unexpected reactions. This increases the effectiveness, but for each Escalation used the Sleeper must sacrifice some of his Flesh Wounds as his body destabilizes. A Sleeper cannot spend more Flesh Wounds on Escalations than the number of centuries in his cascade. The reduced number of Flesh Wounds also reduces the Action Number.

Action Number = Flesh Wounds - Escalations

Each memetic protocol has a duration listed in Combat Rounds, minutes, hours, or days. This duration marks the time from the activation of the protocol to the effect wearing off.

There is no need for the memetic protocol to immediately activate. The Sleeper can decide to have it take effect after a delay, e.g. "at dawn", or "a couple of minutes after I leave": the delays are based on the target's perception of time. They can also take effect after a particular circumstance, for example "when I give you the signal", or "if they show weakness during the negotiations." However, if the protocol has not been activated after one week the mind shakes off the implantation - the protocol will have to be re-applied.

Sleepers lack additional hardening against memetics, and can be affected by them in the same manner as they can affect their victims. The lower a Sleeper's cascade, the easier it is for him to be manipulated by a superior's payload of hostile memetic effects. Making the Sleepers resistant was never intended by the Recombination Group, as certain individuals have always been deemed unreliable.

RESISTING MEMETICS

After a memetic protocol has been attempted and succeeds, the target is given a free opportunity to make a Mental Defense roll against the effects.

The Difficulty of the Mental Defense is determined by the rating of the memetic protocol. Generally, characters are only able to resist memetics when they are first applied, because after implantation the complex web of ideas and words burrows into the subconscious and begins to shape the psyche as a whole, making it difficult to eradicate. Defense against memetic effects doesn't require an Action. Certain events may lead to a character making a Mental Defense against the memetics after the first implantation:

1. If the action they are about to take will endanger their lives
2. If the action violates an ideal of their Concept or Cult

Note that this can only be caused by memetics that compel the affected target to commit Actions, simple penalties cannot be negated in this way.

In this situation, they make the usual Mental Defense roll against a Difficulty equal to the rating of the memetic protocol. Individual memetic protocols may have an additional situation when a character may roll their Defense against the influence, representing particularly complex implanted actions or beliefs.

RESISTING MEMETICS: Mental Defense against rating of protocol

Rolled when endangering lives or violating ideals
Some protocols have additional situations

EXAMPLE: Vesper, a Clanner from the forests of East Borca, has been intently listening to the teachings of the strange prophet who appeared in his village a week ago. The message condemning the strange Chroniclers in their shining towers is compelling, especially because the preacher - a Sleeper in disguise - has slipped a memetic protocol into one of his fiery sermons.

The protocol the preacher is using only has a rating of (3), but the preacher has not been able to build up enough Connection to reduce Vesper's ability to resist and does not wish to damage his own body by spending Flesh Wounds to Escalate. As such, Vesper will need to succeed a PSY+Faith (3) test, and rolls his with his PSY+Faith score of (5). He manages to achieve (3) Successes, avoiding the influence of the preacher - for now.

ESCALATING MEMETIC PROTOCOLS

The nanite infused blood courses through his veins as he prepares to speak to the audience, the machines latching onto his vocal chords. As his speech begins, a vibration erupts from his throat, specially chosen frequencies meandering their way into the subconsciousness of the assembled crowd and swaying them even more surely towards his words. Pain scorches his throat with each additional syllable, but pain is nothing to a Sleeper. Only the plan matters.

A Sleeper may choose to Escalate one of his memetic protocols by burning up the nanite blood coursing through his veins, forcing the machines to amplify the effects of the memetic payload. Before attempting to implant a memetic payload, he can choose to sacrifice Flesh Wounds in exchange for bonuses to the effect. The common Escalations below can be applied to any protocol, but each one also has a specific Escalation only available when using it, the effects of which are applied before any common Escalations.

Each Escalation has an associated cost in Flesh Wounds. Each of the examples below can be applied more than once to each protocol, but Escalations specific to particular protocols may follow their own rules. A Sleeper can never spend more Flesh Wounds than their cascade allows them to sacrifice per attempt.

Sleepers can sacrifice a number of Flesh Wounds for Escalations up to their cascade

Common Escalations can be applied more than once
Protocols have their own Escalations

COMMON ESCALATIONS

LOOP (2 FLESH WOUNDS)

A memetic protocol that loops can have its effect activated for a second time by distinct stimuli: a victim placed under its effect immediately relapses with no chance for defense. If the target had previously managed to break free they are not subject to the loop, and if they are capable of resisting due to the universal Mental Defense opportunities or opportunities unique to the particular protocol they have another chance to break free.

EXTEND (1 FLESH WOUND)

The duration of the effects of the protocol is doubled. This applies each time the effect is activated, if the memetic protocol has also been affected by a Loop Escalation.

IMPOSE (1 FLESH WOUND)

The Sleeper's will bears down on the target: every time this Escalation is chosen, the target's Mental Defense roll recieves a penalty of -1D.

ENGULF (1 FLESH WOUND)

Each time this Escalation is chosen, the Sleeper gains the ability to apply his full set of Connection bonuses to an additional target when using a memetic protocol.



CONNECTION

For memetics to function, the target must have a reason to adopt the notions that are being forced upon them. Some minor memetic protocols can be implanted using trickery, mere brain hacks or subtle manipulations that are hard to notice and work in ways that escape observation: elevated aggression, momentary shortness of breath, distraction for an instant while an important event happens.

For memetics that have real power of belief giving them weight, the connection has to be deeper. A mere charlatan's parlor trick will not be sufficient. A drug may be used to enhance the effect, such as Burn, or sensory programming to overload the mind's defenses. Any screen in a dark room can work for the little things, but the Bygones used special rooms, so called Meme Chambers, purpose-built to isolate people from the outside world. When exposed to nothing but the stimuli of the memetic programming, the subjects could be driven and guided along any path their controllers desired.

Connections are a set of criteria that increase the ability of a Sleeper to implant his memetic payload into a target. For each criterion that applies to the Sleeper, he gains an additional Escalation without spending a Flesh Wound, which does not contribute to the limit imposed by his cascade.

Connection allows free Escalations

MEMETIC MASTERY: All Sleepers receive an automatic Connection for the memetic training they have undergone.

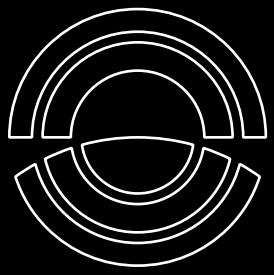
INDOCTRINATION: Has the target received memetic indoctrination, like that endured by the Palers?

AUTHORITY: Does the Sleeper have a higher Authority Background within an infiltrated Cult than his target?

CONCEPT: Does the Sleeper know the Concept of his target?

FAMILIARITY: Has the Sleeper known and interacted with his target for a week or longer?

TALISMANS: Is the Sleeper using a talisman or icon which has spiritual or religious significance to the target?



NANITE DEFENSE

When the tip of a Burn cusp is pierced and the white spores inhaled, the Sepsis attempts to flood into the bloodstream, mixing in with the flow to transport itself throughout the body, beginning the psychedelic intoxication phase as the Earth Chakra reaches out through the ether to contact the Burner. However, the blood of the Sleepers has been strengthened with nanite guardians, destroying all pathogens and diseases by actively targeting any unfamiliar organisms entering the system, and the Sepsis is just another target. The nanites latch on to the flaky spores and rip them to shreds, destroying any of their active components. Sleepers gain no benefit from inhaling Burn, and cannot receive spore infestation.

HOSTILITY

The more suspicious a target is of a Sleeper, the more fortified the mental barriers resisting the memetic implantation will be. Hostility penalties reduce the Difficulty of the target's Mental Defense roll to resist the protocol, their distrust and suspicion allowing them to see through the Sleeper's complex memetic webs. Someone who sees the Sleeper as simply odd, with no inkling of his true nature, will reduce the Difficulty by (1), while someone who knows the Sleeper's true nature and is aware that they are being manipulated will incur a penalty of (5).

If the Sleeper is in combat with his target it becomes far harder to slip a protocol past their notice: a Hostility penalty of (3) is applied in addition to any other Hostility penalties.

Hostility reduces Difficulty of Mental Defense against memetics

IDENTIFYING CONCEPTS

Discovering a victim's Concept is no easy task. The deepest and most powerful memetics all require an understanding of the target's archetype, and will fail if misapplied. A Sleeper trying to identify someone else's Concept must make an INS+Empathy test with Difficulty (4) after (8) hours of observing the target. The time required to attempt to identify the Concept is reduced by a number of hours equal to the number of centuries in the Sleeper's cascade: a 600 will only need (2) hours to make a guess. The Difficulty of the test is reduced by (1) if the target can be observed for longer than one day. Even if the test succeeds, the Sleeper will not be sure of an accurate result until he attempts to implant a protocol.

If the initial test fails, then a longer observation is needed for the next attempt. The Sleeper must make a Complex Action of INS+Empathy (20). An interval of (1) day of passive observation or (2) hours of direct conversation is required for each roll.

It is impossible for a target to assist a Sleeper in identifying their Concept, as it is a subconscious element of their own mind.

IDENTIFYING CONCEPTS: INS+Empathy (4) after (8) hours

Time reduced by cascade of Sleeper

Difficulty (1) if observed for a full day

If failure, Complex Action of INS+Empathy(20)

INTERVAL: (1) day passive or (2) hours active



WAKEUP CALL

Eos wakes with a start. The emergency alarm system bellows in her head as her cryostasis pod purges its cooling gel, cracking open with a hiss of escaping air. A chill drifts through the room as a trio of shadowed figures knock down the security gate to the Sleeper chamber, garbled and distorted voices muttering gibberish from faces obscured by bizarre masks. Eos glances at her hand, noticing the 400 marked on her skin. The Sleeper suddenly remembers what her purpose is, the purpose she was implanted with centuries ago, and what she needs to do.

A plan forms in her head within milliseconds: there is a weapons compartment a few paces across the room, she must secure a rifle and eliminate the intruders before they can obstruct the plan any further. They're drawing closer, she must render them ineffective to buy herself some time.

She steps out in front of the figures and musters up all of her training, along with a strange well of knowledge she doesn't remember learning. Using the Blackout protocol, she attempts to overload the minds of these intruders and prevent them from acting against her, temporarily removing the ability to use their Projectiles Skill. As there are multiple targets, she chooses to spend (2) Flesh Wounds to apply her full Connection bonus to all three of them with the Engulf Escalation. She gains (1) Connection from being a Sleeper, which will give her a free Escalation.

She can spend (2) more Flesh Wounds on Escalations, because of her cascade limit, and has a single free Escalation from her Connection.

She spends those Flesh Wounds to use the impose Escalation to reduce her targets' Mental Defenses by -2D, and uses the free Escalation to impose again, bringing the penalty to -3D. With (20) Flesh Wounds in total and (4) spent on Escalations her Action Number is (16) - succeeding at Blackout's rating of (6) with ease. Her targets gain the benefit of Hostility - they have their weapons drawn and were expecting an opponent, leading to a penalty of (3), reducing the effective rating to (3).

The intruders must now roll a Mental Defense against the rating, with a -3D penalty, or else they will be unable to even properly hold their weapons for (3) Rounds as the newly awakened Sleeper calmly retrieves her flechette rifle and lines up her shots...



RUDIMENTARY MEMETICS

Throughout history, daring individuals have been able to crack the codes of memetics. Ravens, Acherons, Hippocrats, Paradigmas, and Delilahs have taken a look behind the veil, either breaking the chains of the memetics they have already been implanted with by the agents of Project Tannhäuser, or grasping the fundamentals of these powers to turn them directly against the Sleepers.

It is impossible for a human to replicate the memetic powers wielded by the Sleepers or Free Spirits, not even decades of study can match centuries of indoctrination and training. Even so, they can still comprehend the basics of the arts. These so-called rudimentary memetics are available to Player characters as Potentials, which must be acquired like any other with Experience Points. Unlike other Potentials, this knowledge is not taught by any Cult, nor is it commonly available, and as such these Potentials cannot be acquired at character creation and instead must be discovered through exploring the world. The character must study the machinations of the Recombination Group, examine instructions held on ancient screens or books barely held together, and expand their mind through trial and error.

POTENTIALS

MEMETIC TEACHINGS

PREREQUISITE: INT+Legends (8), Secrets (5), Encountered a memetics user

He has looked beyond the veil, and opened the third eye of his spirit to complement those of the body and mind. The driving forces that push humanity onward are just waves rippling through the world to him: they have lost their mystery, becoming mere interactions of gravity, energy, and matter. He weeps, because despite this knowledge promising him power beyond all imagination, it has brought him no peace. Instead, his every waking moment will be filled with torment, as he observes the true nature of the world around him.

RULES: Once the Memetic Teachings Potential has been acquired, the character has learned the divine art of interpreting the Concepts and understood the fundamental theories behind memetics, and can now begin to practice the trade in earnest. Each level of Memetic Teachings allows a character to learn a single memetic protocol, chosen from any of the spheres, resulting in three known protocols at Potential level 3.

Lacking the powerful Ambrosia circulating through their veins, a normal character cannot use their Flesh Wounds to activate their protocols. In its place, they use the PSY Skill associated with the protocol they are attempting to implant. Furthermore, they are unable to Escalate any protocols except through free Escalations naturally gained through Connection with their target, calculated as normal.

Characters from different Cults will have different means of identifying a target's Concept. Apocalyptics will use the Tarot, Chroniclers will try to locate the victim's archetype in the Cluster's database and match it with predicted movement and emotional patterns, and a Spitalian might use methods such as hypnosis or anaesthetics to gain useful intelligence to correlate with scribbled notes in a laboratory book.

PANOPTICON

PREREQUISITE: Memetic Teachings level 2, Secrets (5)

The mind ticks faster and faster, predicting and extrapolating possible responses to any known stimuli. The world slows to a crawl as the words tumble from the mouth, a piercing headache pounding in the back of the mind. The human brain was never meant to handle the overflow of information required to properly implant memetic tech-

COMMAND MISMATCH

Drones stagger through the swamps of Franka, held in a pheromantic thrall that leaves no room for independent thought other than worship of the divine Pheromancers. Spitalians who stumbled into the Dushani sound net wander out of the Balkhan, trapped in their own bodies and unable to make even the most miniscule of movements without the impulse of their mental passenger. Sleepers who haven't been able to orient themselves in this new world might view these as ideal targets for their memetic programming, their mental defenses already at breaking point from other influences. However, when a Sleeper attempts to control one of these thralls, they are not contending with the target's mental barriers - but the Psychonaut's indoctrination. If someone under the effect of a mind controlling Phenomenon - such as the Dushanis' Foul Seed or the Pheromancers' Drone - is targeted by a memetic protocol, the target uses the Overload of the Phenomenon as the number of dice in his Mental Defense roll.

niques, and even the most skilled of practitioners can barely scratch the surface of what a Sleeper is capable of.

RULES: Instead of the Ambrosia pumping through a Sleeper's brains, humans must instead force their mind to commit to a task that far exceeds what it can normally handle. The character may use Escalations on their memetic protocols, but they must spend (3) Ego Points in exchange for every (1) Flesh Wound listed in an Escalation. Each Potential level allows the character to spend an additional (3) Ego, to a maximum of (9) Points at Potential level 3.

THE POWER OF BURN

MUSE

The preacher brought the small cusp to his lips, spores leaking from the puncture in its tip. Inhaling the white flakes, it was mere seconds before he began to feel the effects. The sounds around him began to oscillate, fading in and out of his perception, as even his vision began to ripple in the form of moving waves. He could hear the way the Clanners assembled before him looked, he listened to the stares they were giving him, and he strained to pick up the whispers of their thoughts. Their thoughts murmured at the furthest extents of his perception like a stream, and with a gentle humming from his throat he reached out to dip his mind in the stream. Their emotions washed over him like a wall of discordant music, but he could see the patterns, he knew how to bring the chaos into one orchestrated symphony, and a grin broke on his face as he opened his mouth to take his place as their conductor.

Muse Burn sets the mind free into a realm of sound, allowing those under its effects to extend their mind through the ether to directly affect their targets. Concepts, ideas, and commands find their way into the target's thoughts as naturally as if they were their own, making it a powerful tool for those who wish to implant the most powerful memetic protocols. Anyone in the Stimulus phase of Muse receives a bonus to their activation roll equal to the Potency of the Burn in dice.

Stimulus phase of Muse Burn

Add Potency of Burn as +D to activation roll

UNITY

Unity Burn allows those under its effects to intuitively understand the emotions and the primal responses of others. For this reason, it is incredibly effective at augmenting memetic attempts. With one lungful of the white spores, the Burner is able to modulate his voice and words so precisely to the concerns and worries of his listeners that they can't help but nod along to whatever he says, even if they were on the verge of violent conflicts moments prior. If a Burner in the Stimulus phase of Unity Burn attempts to implant a memetic protocol, all Hostility penalties are reduced by a number equal to the Potency of the Burn.

Those under its effects are also far harder to influence with memetics, as their attacker finds themselves completely unable to motivate the emotional responses that they need to latch onto to correctly implant their protocols. Anyone under the effect of Unity Burn gains a bonus to their Mental Defense to resist the memetic implantation in dice equal to the Potency of the Burn.

Stimulus phase of Unity Burn

Hostility penalties reduced by Potency
Bonus to Mental Defense as +D equal to Potency

MEMETIC PROTOCOLS

ASSOCIATION

Association based memetic protocols are those that rely on the formation of bonds between two ideas. Association is used to draw links in a target's mind: planting an idea that one event should follow another, causing them to simply forget things they have seen, drawing boundaries around ideas, to link or unlink the conscious and subconscious, or to capture or free a mind from mental shackles.

Association is governed by PSY+Cunning.

ATTUNE

The follower's eyes are hyper-aware of the path that they need to follow: they have been enlightened to the way. The burdens of their own thoughts slip away from their understanding of the present, and they are as close to the world around them as they could ever be.

RATING: 3

EFFECT: A Sleeper uses this protocol to attune a target towards a particular subject, such as "Mistrust the merchant whose stall is nearest to the gate." or "Pay close attention to the girl with the red coat at the gathering this evening." The target gains +2D to INS+Perception and INS+Empathy rolls within the particular context defined by the Sleeper. Attuned targets make for perfect spies and informants, as their awareness is locked to a specific subject or task.

DURATION: (3) Hours.

ESCALATION: Spend (1) Flesh Wound to increase the bonus by +1D. Multiple Flesh Wounds may be spent in this manner.

CAMARADERIE

An old friend has come to call! Their face looks changed a lot over the years, they are of completely different height, and there is an unfamiliar glint in eyes that are of unusual color, but there is no mistaking that this is a close companion.

RATING: 4

EFFECT: The target considers the Sleeper to be an old friend or a welcome guest: they harbor no distrust and will never attempt to harm them, although they may be unwilling to betray their own convictions. The Sleepers use this protocol to gain contacts within a Cult's ranks, making their eventual infiltration easier.

Even if something comes between the Sleeper and the target, there will not be a Hostility penalty to Connection when using further memetic protocols. This does not compel the target to act in a friendly manner. If a fight breaks out the target will be prone to side with the Sleeper, but can easily be swayed to another side of a battle.

DURATION: (4) Hours.

ESCALATION: Spend (1) Flesh Wound to increase the duration by (1) hour. Multiple Flesh Wounds may be spent in this manner.

MINDBEND

The strange, glimmering box on the ground disappears as if it had never existed. The Scrapper blinks, trying to remember what he was just looking at, but it just doesn't seem important anymore. He moves on through the ruins, not noticing the figure flitting through the shadows in his wake.

RATING: 5

EFFECT: The effects of the Mindbend protocol equate to drinking a canister of Rohypnol. The target does not remember something that they have witnessed, are witnessing, or will shortly witness: for example the presence of a Sleeper, or the identity of the man who just passed through the gate. The effects work both for future and past events, but there is no specification for how the affected target will react to the forgotten event in the moment.

DURATION: 5 minutes to prevent memory formation; memory loss is permanent.

ESCALATION: Increase the time where no memories are formed by 10 minutes for (1) Flesh Wound. Can only be taken once.

EMPOWER

The weary Orgiastic pushes forward, knowing that she is capable of the heroic deed expected of her, the words of the Sublime blaze inside her head: "Fight on! Forge onwards into glory!" She lifts her bidenhander once more, and charges back into the fray.

RATING: 4

EFFECT: The Sleeper empowers their victim to carry out a specific task. While attempting to carry out this task, the target ignores all Trauma and Injury penalties up to -4D, and regains Ego equal to the number of points of Trauma or Injury penalty negated in this fashion. This Ego is lost once the effect wears off. For the duration of the effect, the victim sees the Sleeper as a mentor-like figure. This change in perception persists even after the effect ends, after it wears off the Familiarity Connection bonus between them provides an additional free Escalation.

DURATION: (5) Minutes.

ESCALATION: Spend (1) Flesh Wound to give the target

(1) point of Ego. This extra Ego is lost when the memetic protocol fades. Multiple Flesh Wounds can be spent in this manner.

FORTIFY

The mental image serves as a guiding hope, a shelter from the storms whirling in the mind. The target is made more resilient, as they are brought to the glowing visage lifting them away from the destruction in the dark recesses of their psyche.

RATING: 6

EFFECT: The target gains +2D to Mental Defense rolls as his mind becomes shielded through the protocol. This applies to further memetic protocols, along with Psychonautic effects. Sleepers in particular use such mental shields to strengthen their Paler henchmen against the memetic influence of Marauders.

DURATION: (5) Minutes

ESCALATION: Increase the bonus to resistance by +1D and provide (+1) Passive Defense. Can only be taken once.

ERODE

The mind shatters as everything suddenly becomes too important to let go of. Memories are scattered, the meaning remains but the significance is lost. Details slip past, names vanish. Emotion is the only guide left, and it is a fickle mistress.

RATING: 7

EFFECT: The target's ability to use the INT Attribute is disabled. For the duration of the protocol, any rolls that would use the INT Attribute instead use the INS Attribute to calculate the Action Number, with a -2D penalty. If the resulting Action Number is less than (0), the Skill cannot be used.

DURATION: (5) Minutes

ESCALATION: Increase penalty by -1D in exchange for (1) Flesh Wound. Can only be taken once.

LIMIT

The mind is locked down, frozen in place. New stimuli are beyond the boundaries of what is acceptable and permitted. Nothing new is allowed. They are no longer significant. The past is comfortable. The past is safe. The past is the only thing that matters.

RATING: 7

EFFECT: Limited targets are unable to gather any new experiences. Their minds are simply blotched out and can't properly respond to the world revolving around them. Such targets are barred from gaining or spending XP.

This memetic protocol is often used by Infiltrators, preventing any of their targets from learning their strategies and developing countermeasures.

DURATION: (2) Days

ESCALATION: Spend (1) Flesh Wound to increase the protocol's duration by (1) day. Multiple Flesh Wounds can be spent in this manner.

CLOAK

Look at the stars, they will guide you. If it does not exist in the stars, then surely it should not exist in your mind, little sheep. Let me be your shepherd, let me lead you onward to the greenest of pastures. Ignorance is bliss. Pay no mind to the screaming.

RATING: 5

EFFECT: The target loses all interest in one particular thing in their surroundings chosen by the Sleeper, from something like "everyone wearing a red cloak" to "all buildings with a blue painted sign on their doors." They will struggle to remember details of the designated subject, and completely ignore it if it passes by. If the target attempts to make any INS+Perception or INS+Empathy rolls related to the subject, they must do so with a -2D penalty.

DURATION: (3) Rounds

ESCALATION: Spend (2) Flesh Wounds to increase the duration to (3) minutes.

WIPE

The Clanners stare into a void beyond sight, as if they were hypnotised. Even as the fire roars in the heart of their small settlement, they take no mind: their minds have been scattered and are as blank and empty as their eyes, even though they still move away from the fire in an emotionless, drone-like fashion.

RATING: 8

EFFECT: The target has all motivation stripped from them. They are absent-minded, cannot spend Ego, and fall into a mixture of depressive and catatonic states, depending on the situation around them. If left to their own devices, they simply sit around, and will only act if something particularly dramatic or dangerous happens, and do so with just enough effort to keep themselves safe, not an ounce of ambition more.

DURATION: (6) Hours

ESCALATION: Spend (2) Flesh Wounds to increase the duration to (1) day. Can only be taken once.

OBSESSION

Obsession-based memetics point the eyes of the soul in a different direction than they once faced. Fear, hope, love, anger, these are obsessions. The afflicted remains themselves at the core, but the stimuli are shifted. What once was humble becomes mighty, and what was great is brought low.

Obsession is governed by PSY+Deception.

ANTAGONIZE

"Those fucking goatherders are the worst reprobates in the history of humanity, don't you agree? We need to deal with them, with fire and steel!" The target nods along, burning with hatred for those who had once been their neighbor, or the strangers in their midst.

RATING: 4

EFFECT: The target perceives members of another Cult, Clan, or Culture as undesirable: they add +1D to PSY+Cunning rolls to see through their lies, and -1D to all CHA Skills when interacting with them as their hatred burns through. They may be pushed to extreme actions if it is in their personality to do so, as their inhibitions break to the surface.

This is one of the most fundamental elements the Sleepers use in pursuit of Project Tannhäuser's goals: create powerful civilizations, set them in conflict with each other, burn it all down, and start again.

DURATION: (4) Hours

ESCALATION: Increase the bonus or penalty to skills by 1D per Flesh Wound spent. Multiple Flesh Wounds can be spent in this manner.

COAX

The secret fills the mind, echoing into every one of the darkest hidden recesses of the psyche. It is only a matter of time before the truth has to come out, whether it is spoken clearly or screamed until the throat is ragged and raw.

RATING: 6

EFFECT: A coaxed target is compelled to answer (to the best of their knowledge) a single question that they have been asked, and also to admit how certain they are of it. This protocol is extremely useful to a cunning Sleeper: he can spot the entire structure of a lie or reveal the hidden machinations of a Cult by simply asking one unassuming question, barely related to what he's truly after. The coaxed target will hardly even realize what evidence they just freely gave away.

DURATION: Instant

ESCALATION: Spend (2) Flesh Wounds to ask a second question related to the first, whether more clarification or a different element of a single concept. Can only be taken once.

DISTRACT

The target finds themselves temporarily obsessed with observing something that others find minor and insignificant, or which they should already be familiar with. They are filled with a desire to know more, and can't bring themselves to care about anything going on outside of their limited field of perception.

RATING: 3

EFFECT: The target will attempt to count the number of flies buzzing on the ceiling, or try to clean their clothing of invisible pieces of lint. This odd behavior is obvious to anyone who pays attention to the target, but the target will notice nothing out of the ordinary with their actions. The target suffers -2D to INS+Perception to anything unrelated to their object of obsession, however they gain +2D to all rolls to examine it.

DURATION: (3) Rounds

ESCALATION: Spend (1) Flesh Wound to increase the duration to (3) minutes. Can only be taken once.

URGE

The Spitalian's fingers twitch, he knows he has to reach out and unlatch the cage holding their prisoner. He doesn't know why he wants to, but conscience will eat him alive if he doesn't pull the pin free! He looks around, checking that his companions aren't watching, and reaches for the lock.

RATING: 4

EFFECT: The urge to do the right thing - or rather, what the Sleeper has told them is the right thing - becomes overwhelming. The target immediately starts to follow the Sleeper's command, so long as it is not obviously hazardous. They can choose to not carry out the order, but they suffer a -2D penalty to all Actions not working towards the goal.

DURATION: (5) Minutes

ESCALATION: For (2) Flesh Wounds, the effect is increased so that the target must now spend (1) Ego to undertake any Actions not working towards the goal, along with a -2D penalty. Can only be taken once.



FEAR

Just as the elephant is terrified of the mouse, the target is terrified of something humble. Rational or not, they are filled with a fear so complete that it occupies their full attention, and causes them to turn their back on even the most dangerous of foes.

RATING: 5

EFFECT: Every turn, the target uses their first Action to move away from an object chosen by the Sleeper as the object of their fear, avoiding obvious dangers such as a lethal drop from a cliff or a blazing bonfire but ignoring any hazards that are not immediately threatening such as running headlong into enemy territory or a freezing blizzard. They suffer a -3D penalty on all tests if they cannot flee the source of their fear, but they do not lose their Action.

Used to clear an area of threats, or simply to remove extra targets so the Sleeper can pick off individuals, this protocol leaves its targets with nightmares for days after it takes effect.

DURATION: (2) Rounds

ESCALATION: Spend (1) Flesh Wound to increase the duration by (1) Round. Multiple Flesh Wounds can be spent in this manner.

IMBUE

The universe's glory is poured into every fiber of their being, and their potential becomes unlimited. They are inspired by the whisperings in their mind, pushing them forward and encouraging them to try with confidence unlike anything they've ever felt before.

RATING: 5

EFFECT: An imbued target believes in the impossible and is guided by efforts that are not their own. They add (2) Triggers to the next Action roll they attempt, so long as it is within the duration of the protocol.

The Palers who are sent out into the surface world to cause havoc at the behest of their Sleeper masters are often under the influence of this protocol, the memetic payload spurring them on to fight like madmen until they can fight no more.

DURATION: (3) Rounds

ESCALATION: For (2) Flesh Wounds, the effect is altered so that the target gains a pool of (5) Triggers that may be spent to boost any future Actions at will. They can choose to split Triggers from this pool across multiple Actions. Triggers spent from the pool are lost. Can only be taken once.

COMPULSION

Compulsion is the most dangerous and most powerful school of memetics, one which the earliest theorists viewed as completely morally objectionable. It involves breaking the mind and reshaping it into the desired form. Disobedience is not permitted. To pluck the pinion feathers from a crow as it cries its thanks for being grounded, to send the sheep to the slaughter with a smile on its face, this is the role of compulsion.

Compulsion is governed by PSY+Domination.

FREEZE

Movement is death, the eyes of the snake have locked with the prey. The future lies in the present, the past lies in the present, they are all and nothing, all trapped beneath the stillness of the tides of time.

RATING: 4

EFFECT: With a simple command the target is frozen in place, and can take no Actions. If they take any Damage or are about to experience great harm, they may make a Mental Defense against a Difficulty of (4) to snap out of the freeze immediately.

DURATION: (1) Round

ESCALATION: Spend (1) Flesh Wound to increase the duration by (1) Round. Multiple Flesh Wounds can be spent in this manner.

HUSH

The Chronicler looks around at his companions. They couldn't even try to comprehend the concepts churning in his mind. To speak would simply invite condemnation and derision. He will keep his secrets.

RATING: 5

EFFECT: A muted target must pass a PSY+Willpower/Faith (4) test before they can communicate a specific piece of information or idea. If they fail, they cannot articulate the concept or anything related to it until the effect wanes. The Hush protocol will render a Chronicler's Vocoder useless and prevent him from crying out for help, or completely nullify a Demagogue's powerful voice and leave him defenseless.

DURATION: (5) Minutes

ESCALATION: For (2) Flesh Wounds, the duration may be increased to (5) hours. Can only be taken once.

DICTATE

Your word sinks into the target's mind, briefly becoming part of their core psyche as it jams itself into their brain. For a few moments, your order becomes their directive, and without a further thought they carry it out immediately. Only later will they understand what you have done.

RATING: 6

EFFECT: The target uses their next Action in combat to carry out an order, or otherwise does what they are tasked to do. The word sinks into the target's mind, briefly becoming part of their core psyche as it jams itself into their brain. For a few moments, the order becomes their directive, and without a further thought they carry out immediately. Only later will they understand what has been done.

DURATION: Instant

ESCALATION: Spend (2) Flesh Wounds to take control of a character for 2 Actions, forcing them to follow the order for both. Can only be taken once.

BLACKOUT

An entire field of study is completely wiped from the target's mind. More than just a simple removal, the very fundamental concepts of the skills and talents are rendered so alien and inaccessible that they cannot be practiced. The veteren soldier's grip on his rifle is shaky, the expert rider falls from his horse, the genius engineer doesn't recognise the simplest of components.

RATING: 6

EFFECT: The target character gains no benefit from their training in a blacked out Skill: the Skill rating is set to (0). They may still attempt rolls requiring the blacked out Skills, but they can only use their base Attribute score.

When a Sleeper needs to render a target completely ineffective, this is their protocol of choice. Many a Chronicler has found themselves unable to even read the most basic program after an encounter with a Sleeper.

DURATION: (3) Rounds

ESCALATION: Spend (2) Flesh Wounds to extend the duration to (3) minutes, and (4) to extend the duration to (3) hours. Can only be taken once.

DIFFUSE

The goal of this protocol is simple: eradicate the very notion of the self. The target must not be allowed to even conceptualise themselves as a person anymore, they merely exist. Their actions become fluid, detached, no longer part of the reality they have found themselves stranded in.

RATING: 8

EFFECT: The target loses the notion of the independent self. They lose confidence in any course of action they previously plotted for themselves, and suffer a -3D penalty to anything they have not been ordered to do, including resisting orders. With this protocol, the Sleeper creates a soldier with nearly no individuality, ready to lay down their life in his service - even if a few days ago they were enemies.

DURATION: (3) Days

ESCALATION: Spend (2) Flesh Wounds to increase the duration by (1) day. Multiple Flesh Wounds can be spent in this manner.

TORMENT

With but a whispered word, reality is torn apart. Everything is a contradiction, actions fail to match intention, and pain wracks the body as the mind tries to pull it in every possible direction.

RATING: 10

EFFECT: The Sleeper forces the target to experience something completely opposed to their base archetype. An Adventurer is forced to remain bound to one place, a Destroyer cannot bring himself to attack another, a Defiler feels nothing but tranquility, a Heretic blindly believes whatever he is told.

The warring contradiction inside the target begins to physically tear them apart. Their maximum Flesh Wounds are reduced by (5), and all Trauma penalties are doubled.

DURATION: (5) Days

ESCALATION: For (2) Flesh Wounds, the target's maximum Flesh Wounds are reduced by an additional (5). Can only be taken once.

PANIC

The Anubian's throat closes on empty lungs, his eyes go wide, he falls to the ground as his mind shuts itself down from the terror surging into his body. The sensation is too much for him, as the Sleeper steps closer, blade at the ready.

RATING: 7

EFFECT: The target acts irrational and panics, unable to stir themselves into motion even as their death steadily approaches. The target loses (3) Ego Points every round that the protocol is in effect. However, each Round they may attempt another Mental Defense against the protocol's rating, if they succeed the effects end.

DURATION: (3) Rounds

ESCALATION: For (1) Flesh Wound, the target loses an additional (1) Ego Point per turn. Multiple Flesh Wounds can be spent in this manner.

OVERWHELM

The target is forced to contemplate the entirety of the universe, from an atom to the eternity of space. It is like being forced to drink from a fire-hose: too much, too quickly. Their mind tries to expand to make room for it, but no human can achieve omniscience, and their mind begins to shut itself off.

RATING: 10

EFFECT: Overwhelmed targets are fundamentally shattered by the limitless options and ideas surrounding them. This protocol is designed to stall their minds and lobotomize them. The target is affected by a penalty of -6D to all PSY Skills, and the size of their Trauma pool is reduced by (1). They lose perspective of their surroundings, too focused on introspection, and fail to notice the shadowy figures slipping past them into their Cult's most secret areas.

DURATION: (4) Hours

ESCALATION: Spend (2) Flesh Wounds to increase the Skill penalty to -8D and the reduction of the Trauma pool size to (2). Can only be taken once.

REPEAT

The target has a need to do something. It must be an ordinary, everyday thing, or else something that they would at least normally contemplate doing: they eat until their belly bursts open, they sleep until they waste away to a skeleton, disassemble and reassemble their rifle. They are less than a man, reduced to a simple tool.

RATING: 5

EFFECT: The target is implanted with a compulsive urge to do something, and if they manage to do it they will immediately seek to repeat the same action. They must succeed a Mental Defense with a Difficulty of (2) to interrupt their actions and deliberately do something else; once they finish they will return to their desired behavior.

DURATION: (5) Minutes.

ESCALATION: By spending (2) Flesh Wounds, the target must also spend (2) Ego to interrupt their compelled tasks. Can only be taken once.

MINDKILL

He has lost sight of God's light, the Demiurge washes over him, casting him into shadow. Nothing matters anymore. He has failed, and there is no redemption. The deep, archetypal thirsts go unsated, and he has forgotten how to drink from the water of life.

RATING: 8

EFFECT: The target has his basic needs unfulfilled, and can no longer recover Ego. Even Burn cannot replenish the character's Ego, and they suffer a penalty of -1D to all Actions. One Ego point is lost per day, even if they are rested and well. If all Ego points are lost, the target slumps into a mindless, catatonic haze of depression until the memetic effect wears off.

DURATION: (3) Days

ESCALATION: For (1) Flesh Wound, the number of days the target is affected for is increased by (1). Multiple Flesh Wounds can be spent in this manner.




CHARTS

SURVIVAL GEAR

Name	Effect	Enc.	Tech	Value	Res.	Cult
Tagalmast	Negates (1D) of heat Discomfort	-	II	30	-	
Raincoat	Negates (1D) of Wind penalty and (1D) of rain and snow Discomfort	-	III	40	-	
Winter Furs	Negates (1D) of cold or polar Discomfort, Removes cold or polar Ego penalties	1	I	60	1	Garganti, Britoni, Pictons
Polarized Glasses	Negates (2D) of rain, snow, or fog Vision penalty	-	IV	750	-	
Snow Shoes	Snow isn't difficult terrain anymore, Enc. (0) while worn on snow	1	II	100	2	Garganti, Scrappers

PHARMACEUTIC

Name	Effect	Tech	Value	Resources	Cult
Alcohol	Rating from (1) to (4), Disinfects wounds, Special	I	10 x Rating	-	
The Red Purge	Cleanses the body of any temporary spore infestation, poisons and parasites, Inflicts (12) Trauma, (-1) per dose of Lilac remedy drank during the ritual	II	-	3	Brenni, Stukov Nomads
Stimulants	Rating from (1) to (3). For (2 x Rating) hours, PSY+ Reaction (+1D x Rating). For (4 x Rating) hours, no penalty from exceeding natural limit, after effect wears off Flesh Wounds equal to the hours over natural limit	III	200 x Rating	3 + Rating	Spitalians, Apocalyptics, Hellvetics
Lycanol	+2 Armor for (8) hours. In front of a vivid light, the Paler goes blind : -4D for visual checks	IV	500 CD	4	Palers
Cataract	Ego spend limit increased to (6), lose (1) Ego per Round	II	150 CD	2	Apocalyptics
Anabolic Steroids	+4D to BOD+Force for (6) hours, 4th Round of combat onwards roll BOD+Stamina (4). Fail: lose (5) Ego, Botch: die in (4) Rounds	III	-	5	Brenni

MEDICAL EQUIPMENT

Name	Effect	Enc.	Tech	Value	Res.	Cult
Plasma Centrifuge	Creates plasma for use in transfusion. 12 uses per E-Cube	5	IV	3500	-	
Intraveinous Fluids	Increases effects of transfusion	1	IV	200	-	
Tourniquet	Halts blood loss	-	II	25	-	
Splint	(+2D) to resist the Reopening Complication	1	I	50	-	
Simple Prosthetic	Limb functions at (-1D) penalty (-2D for fine manipulation)	2	II	250	-	
Advanced Prosthetic	Limb functions fully after acclimatisation	2	IV	25000	-	
Intensive Care Equipment	Provide bonuses to resist infection and restore damaged Attributes. 1 use per E-Cube	8	IV	40000	-	
Getrell's Gift	On a successful INT+Medicine roll, heal (3) additional Flesh Wounds	1	IV	6000	5	Palers
Ammit's Craving	Elevates a Hogon beyond humanity for one day	-	I	-	6	Anubians

ENERGY MANAGEMENT

Name	Effect	Energy Storage	Enc.	Slots	Tech	Value
E-Cube	Universal power cell	E-Cube (120Qt)	-	-	V	1000
Internal Cell	Specific to a certain item, usually needs a special connector	Internal Cell (Rating Qt)	-	-	V	10 x Rating
Can	Liquid Content Enc. (-2)	Tank (20L)	1	-	I	10
Blue Barrel	Stores liquids	Tank (160L)	32	-	I	50
Tank	Generic liquid storage	Tank (Rating L)	Rating / 5	-	II	10 x Rating
Pressure Tank		Pressure Tank (Rating L)	Rating / 5	-	III	20 x Rating
Kappa Relay	Recharges Paler or RG tech	Kappa Relay (6000Qt)	-	-	V	40000
Solar Panel	Generates (8/24/60) Qt per hour of daylight	-	∞/∞/2	2/1/1	IV/V/VI	1500/7600/37500
Watermill	Generates (30) Qt per hour	-	∞	2	IV	17000
Windmill	Generates (30) Qt per hour of wind, Storms damage the windmill	-	∞	2	V	9500
Petro Generator	(1) L of Petro generates (20) Qt	Tank (40L)	∞	2	V	5300
Coal Generator	(1) Kg of Coal generates (18) Qt	Steam Engine (100Kg)	∞	2	III	18000

VEHICLES

Name	Tank Capacity	Speed	Acc.	Brake	Body
Cistern Truck	20,000L	Max 3	2	1	40
Structure	Tech	Slots	Value	Resources	Cult
20	III	3	45000	5	Neolybians

AMMUNITON

Name	Damage	Tech	Value	Resources	Cult
.410 shot - "Tiny"	7	III	7	-	
.410 slug - "Tiny"	7	III	7	-	
7.62 - “Fist”	13	IV	70	-	
14mm - "Danger"	15	IV	200	-	
Fragger Round	14	V	500	-	
Freon Cartridge	5	V	75	2	Mechans

BRAWL

Name	Qualities	Damage	Handling	Enc.	Slots	Tech	Value	Res.	Cult
Push	Special	-	-	-	-	I	-	-	
Grapple	Special	-	-4D	-	-	I	-	-	
Razor Gloves	Dazed (F/4), Gruesome (1), Smooth Running (3T)	2+F/3	+1D	-	1	I	50	-	
Garotte	Dazed (F/3), Special	F/3	-4D	-	-	I	10	-	
Scindo	Smooth Running (3T), Special	3+F/2	+1D	1	-	II	250	3	Romanos

ARMED MELEE

Name	Qualities	Damage	Handling	Distance	Enc.	Slots	Tech	Value	Res.	Cult
Chainsaw	Out of Control (2), Terrifying (3), Special	8+F/2	-2D	1	3	1	IV	2300	3	Scourgers
Machete	Gruesome (1)	4+F/2	-	1	2	1	II	450	-	
Pike	Special	5+F/3	-2D	5	3	1	II	250	-	
Sword-breaker	Special	3+F/3	+1D	1	2	-	III	800	-	
Rapier	Piercing (2), Smooth Running (2T)	4+F/3	+1D	1	2	1	II	900	-	
Lance	Special	4+F/3	-	3	2	1	I	100	-	

BLACK POWDER

Name	Effect	Capacity	Tech	Value
Powder Flask	Allows precise Under- and Overloading	160Gr	II	100
Paper Cartridge	One Action reload on muzzleloaders	4Gr	II	20
Custom Paper Cartridge	One Action reload on muzzleloaders, variable size	(Rating)Gr	II	32 + 2xRating

HANDGUNS

Name	Qualities	Caliber	Dmg.	Hand	Dis.	Mag.	Enc.	Slots	Tech	Value	Res.	Cult
Derringer	Camo (2C), Double Barreled	.357	6	-	3 / 10	2	-	1	III	800	-	
Resistance Revolver	Scatter	.410 shot	7	-	10 / 20	5	1	2	III	1000	-	
Resistance Revolver		.410 slug	7	-1D	5 / 15	5	1	2	III	1000	-	
Raven's Sawnoff	Double Barreled, Scatter, Special	Caliber 12	10	+1D	3 / 15	2	1	1	IV	1550	-	
Pepperbox	Salvoes (4), Scatter, Single Loader (2)	.410 shot	7	-	5 / 15	4	1	1	III	800	-	
Pepperbox	Salvoes (4), Single Loader (2)	.410 slug	7	-	10 / 20	4	1	1	III	800	-	
Smartgun	Sensitive, Smooth Running (1T)	4.6x30mm	7	+2D	15 / 30	20	2	-	V	40000	5	Scourgers

RIFLES

Name	Qualities	Caliber	Dmg.	Dis.	Mag.	Enc.	Slots	Tech	Value	Res.	Cult
Repeating Air Rifle	Extended Reload (1H), Sensitive	Lead bullet	7	30 / 80	20	2	1	III	3000	-	
Fragger	Gruesome (1), Piercing (2)	Fragger Round	14	50 / 400	20	2	-	V	30000	-	
Pipe Rifle	Single Loader (2)	.357	6	20 / 80	8	2	2	III	4000	-	
Military Carbine	Salvoes (2)	5.56x45mm	11	25 / 80	15	2	2	IV	8000	4	Palers
Battle Rifle		7.62	13	40 / 200	20	3	2	IV	9000	-	
Riot Shotgun	Jamming, Scatter, Single Loader (3)	Caliber 12	10	5 / 20	8	3	2	IV	4500	-	

HEAVY WEAPONS

Name	Qualities	Caliber	Dmg.	Hand	Dis.	Mag.	Enc.	Slots	Tech	Value	Res.	Cult
Anti-Matériel Rifle	Piercing (4), Sensitive, Thunder Strike	14mm	15	-1D	50/500	5	5	2	IV	7500	-	
Steam Cannon	Panic (3), Area Damage (35°), Special	Steam/ Coal (10kg)	12	-1D	10	4	4	1	III	25000	4	Pneumancers
Denier	Area Damage (90°), Dazed (12), Piercing (10), Panic (4)	E-Cube x3	4	-	80	8	4	-	V	24000	5	Palers, RG
Rotary Gun	Salvoes (2), Smooth Running (2T), Special	.410 slug	7	-	25/75	200	7	1	III	4000	4	Judges
Marker Launcher	Deviation, Muzzle Loader	Cartridge	-	-2D	15/45	1	2	-	IV	1500	2	Spitalians
Nullpelia's Toll	INT+Engineering (4), Fires automatically after (5) hours	Coal (60kg)	40	-	1	1	∞	2	III	80000	6	Pneumancers

PSYCHONAUTIC REMAINS

Name	Effect	Legends	Deterioration	Enc.	Value
Firefly	Reduces darkness penalty by 2D, permanent	2	10 Rounds	-	300
Abberant Weaponry	Dist. 1, Dmg 5+F/2, Terrifying (2)	3	2 Rounds	2	1000
Soulburst	Grants bonus Ego Point pool	4	4 Rounds	-	400 x level
Blood Armor	Armor 3	2	8 Rounds	-	-
Ravee	Enhances BOD Attribute	3	5 Rounds	-	2200
Larma	Detects nearby Dushani and their Phenomena	3	1 Day	-	400
Muk	Annihiliates nearby Dushani Phenomena	2	6 Rounds	2	900
Jabuka	Locates geographical anomalies	3	4 Rounds	-	700
Blazing Ichor	Dist 10/20, Dmg 6, Deviation, Explosive, Fire Hazardous. Attracts Drones	2	6 Rounds	1	300
Lard Light	Reduce darkness penalty by 2D, (12) hours	1	1 Day	-	50
Dreamtime	Creates a group dream	4	10 Rounds	-	400
Purifier	Purifies water	2	5 Rounds	1	1000
Allure	Enhances all CHA Skills	5	3 Rounds	-	500 x level
Memory Shells	Experience other lives, alters random Skills	4	N/A	-	1800
Eyes of Destiny	Grants a vision into the future	2	2 Rounds	-	1200
Warplense	Allows the user to see auras, enhances vision	5	N/A	-	1600
Burning Heart	Last-ditch source of healing	2	12 Rounds	1	1100
Nullbox	Creates a terrifying abyss inside a box	4	Variable	2	3000
Darknet	Dmg 4, Camo (4C)	2	N/A	2	600
Black Marbles	Dist 15/30, Cloud (10m, 4), Deviation	3	3 Rounds	-	900
Infection Bomb	Hand. -1D, Dist 10/20, Dmg 3, Cloud (4m), Deviation, Fire Hazardous	2	5 Rounds	1	1600
Menthu's Sting	Damages Psychonaut spore infestation	3	N/A	-	300 x level
Lotus	Reduces user's Mental Defense	5	N/A	-	100 x level

HUNTING PSYCHONAUTS

Name	Effect	Enc.	Tech	Value	Res.	Cult
Ant Watch	Detects Pheromancers within (500) m	2	II	70	-	
Blood Timer	Detects time disturbances	1	II	500	2	Guerreros
Balkhani Harp	Detects Dushani Phenomena	-	I	40	-	
Writings of Thoth	Warns of Psychovore Proximity	-	I	-	-	
Flycatcher	Detects Psychokinetics within (1) km	1	II	40	-	
Ichor Hounds	Detects Pheromones	-	II	20000	6	Britoni
Laser Scatter	Detects Psychokinetic's influence. Uses E-Cubes, 12 hours per charge.	1	IV	700	3	Hellvetics, Palers
Chakra Magnet	Detects spore field or powerful Psychonaut within (100) m	-	III	100	-	
Spore Vermin	Detects Psychonauts and Leperos	-	I	70	-	
Mollusk Mine	Camo (4C), Explosive (Dmg 14), Thunder Strike, Explodes when a Psychonaut in its Primal phase is within (2) m	1	III	1000	3	Spitalians

COMMON PRIMALISM

Name	Effect	Enc.	Tech	Value	Res.	Cult
Gendo's Bile	Ignore Trauma penalties and Ego Point spend limits, then die	-	I	90	3	Clanners
Mammoth's Milk	Reduces XP cost of BOD Attribute	1	I	10	3	Garganti
Unbreak-ables	Cannot be destroyed until their time comes.	-	II	∞	6	Guerreros
Petroflesh	Highly spore infested but extremely nutritious	-	I	-	-	
Pandora's Leftover	Pandorian spawn with varying effects	-	IV	500	-	
Husk Wire	Dmg F/2, Camo (3C), Used with Grappling Action	-	I	-	-	
Hydra's Head	Detect closest Discordant spore field within (2) km	2	II	1000	-	
Byssus Net	Hand. -2D, Dist 2/5, Dmg 0, Entangled (-6D)	1	II	150	-	
Stall	Hides spore infestation.	-	III	80xRating	2	Apocalyptics
Little Warui	Allows communication across language barriers	-	I	500	1	Neolibyans

ARTIFACTS

Name	Qualities	Energy Storage	Mag.	Enc.	Value
Ancev	Grants superhuman strength and endurance	Internal Cell (50Qt)	1	-	15000
Autotune	Repairs other artifacts, cannot Burnout	Unknown	-	-	150000
Omnispeech	Translates languages, 1Qt/Hour while active	Internal Cell (25Qt)	-	-	4000
Covet	Manipulates magnetism, Dist. 20/50	4 x E-Cube (480Qt)	12	3	20000
Antikythera	Provides information about surroundings	E-Cube (120Qt)	10	2	8000
Deepfake	Blocks all facial recognition software	Internal Cell (60Qt)	20	-	9000
Reset	Drone used to repair AMSUMOs	Unknown	-	-	10000
Deadbolt	Interferes with Sleeper nanites	Internal Cell (5Qt)	5	1	10000
Conflagration	Revives Sleepers from cryosleep	Internal Cell (1000Qt)	4	-	1000
Crying Orphan	Dist. 10/40, Cloud (5m, 10), Dazed (4), Deviation, Terrifying (4)	Internal Cell (200Qt)	1	-	1500
Gatekeeper	Obscures user's Concept	Internal Cell (20Qt)	4	-	2000
Disparity	Drains target's life, restores user's	Unknown	-	-	25000
Sepulchre	Perfectly preserves a small object	E-Cube (120Qt)	1	-	12000
Achilles	Sends a Sleeper's nanites into overdrive	Internal Cell (50Qt)	1	-	6000
Revenant	Stores and transfers memories	4 x E-Cube (480Qt)	20	1	18000
Radiance	Dist. 40/120, Damage (4), Fatal, Piercing (10)	5 x E-Cube (600Qt)	4	2	50000
Memorial	Allows mimicry of opponent's Skills and Potentials	E-Cube (120Qt)	8	-	5000
KEReS	Armor 6, Bulletproof (9), -2D to hit user	Unknown	-	3	45000
Hierarch	Ehances interaction with a specific Concept	Internal Cell (30Qt)	15	-	5500
Decathlon	Temporarily increases endurance	Internal Cell (100Qt)	5	-	2500
Simula	Copies a target's face	Internal Cell (180Qt)	3	2	8000
Echo	Creates a perfect hologram copy of user	2 x E-Cube (240Qt)	10	-	2750
Allseer	Records Concepts of passersby, charge lasts 1 day	E-Cube (120Qt)	1	2	7500
Deception Matrix	Fools biometrical encoding	Internal Cell (240Qt)	4	-	5000
Visualiser	Reveals nearby electrical items	E-Cube (120Qt)	1	-	2500

INDEX

A

Abandon The Fight 72
Abducted 14
Aberrant Weaponry 109
Achilles 202
Activation 194
Advanced Prosthetic 66
Affinity And Aversion 29
Aimed Shot 70
Aimed Shot Difficulties 70
Aimless 41
Alcohol 64
Alignment 25
Allies / Business 90
Allseer 207
Allure 115
Ambition 26
Ammit's Craving 67
Ammunition 99
- 7.62 - "Fist" 99
- 14mm - "Danger" 99
- 410 - "Tiny" 99
- Fragger Rounds 99
- Freon Cartridges 99

Amputation 58
Anabolic Steroids 63
Ancev 195
Ant Watch 122
Antagonize 222
Anti-Matériel Rifle 104
Antikythera 197
Application 84
Applying Memetics 213
Armed Melee 101
Arsenal 96
Artifacts 194
Assassin 16
Assessing A Concession 91
Association 220
Attune 220
Authority / Security 90
Autotune 195

B

Background - Dinar Equivalence 92
Balkhani Harp 122
Barrel Explosion 100
Battle Rifle 104
Bidding War 93
Biokinetics 109
Biomass Augmentation 110
Black Marbles 119
Black Powder 100
Blackout 224
Blazing Ichor 114
Blocking The Vents 83
Blood Armor 110
Blood Timer 122
Body Lift 63
Borrowing From The Bank Of Commerce 95
Brawl 101
Breathless 55
Burn 65
Burning Heart 118
Bygone 6
Byssus Nets 127

C

Camaraderie 220
Cannon Fodder 16
Cataract 63
Chains Of The Past 12
Chainsaw 101
Chakra Magnet 124
Chance 26
Choosing A Legacy 12
Cleaning And Disinfectant 58
Cloak 220
Coal 83
Coal Generator 84
Coax 222
Cold And Polar 48
Collecting Scars 31
Collective Legacy 24
Combat Maneuvers 70
Command Mismatch 219
Common Escalations 214
Common Primalism 124
Complications 54
Compulsion 224
Concession Value Chart 90
Concessions 89
Concussion 55
Conflagration 200
Connected Generators 84
Connection 215
Constellation 29
Containers 100
Cooperation 36
Covet 196
Craving 65

Creating Concessions 91
Creature Of Habit 20
Crying Orphan 200
Cult Collectives 36
- Corps 36
- Cell 37
- Division 37
- Squad 37
- Coterie 38
- Mob 38
- League 38
- Pride 38
- Circle 39
- Host 39
- Flock 39
- Pack 40
- Horde 41

Cultural Cures 59
- Borca 59
- Franka 59
- Pollen 59
- Balkhan 60
- Hybrispania 60
- Purgare 61
- Africa 62

Custom Powder Load 100
Cutting Out The Middleman 93

D

Dark Secret 21
Darknet 119
Deadbolt 199
Deadly Silence 72
Dealing With The Devil 94
Debitor 14
Decathlon 206
Deception Matrix 208
Deepfake 197
Defined Generation 91
Delaying 74
Denier 105
Derringer 103
Destiny 27
Dictate 224
Difficult Terrain 45
Diffuse 224
Disarm 75
Discomfort Malus 47
Disfigurement 55
Disorientation 54
Disparity 200
Distract 222
Dogma 27
Dreamtime 114
Durability 71
Dushani 112

E

E-Cube 79
Echo 207
Electrical Item Modification: New Connector 81
Electrical Item Modification: Quick Charge 81
Electrical Manipulation 80
Electrocution 81
Empower 220
Encumbrance Weight 62
Energy 78
Energy Cells 78
Energy Item Modification: Efficiency 85
Energy Item Modification: Grouping 85
Energy Weapon Modification: Enhanced Output 85
Engulf 214
Enhanced Performance 63
Entrepreneur 13
Environmental Advantage 72
Erode 220
Erosion 29
Escalating Memetic Protocols 214
Exhaustion 46
Expanded Character Creation 12
Experienced 14
Exploiting Concessions 94
Extend 214
Extended Reload (Time) 98
Extracting Or Installing An Energy Cell 80
Eyes Of Destiny 116

F

Family Bond 19
Famous 15
Fear 223
Feats Of Strength 62
Feint 75
Financing Success 93
Firebrand 17
Firefly 109
Flesh Wounds 54
Flight Factors 73
Fluidity 41
Flycatcher 123
Fog 49
Folk Medicine 58
Food And Water 47
Fortify 220
Fragger 103
Freeze 224

G

Garotte 101
Gatekeeper 200
Gendo's Bile 124

Getrell's Gift 66
Gifted 20
Grappling 101
Group Defense 28
Gruesome (Rating) 98

H

Handguns 103
Health 53
Heat 49
Henchman 14
Heritage 13
Hierarch 206
Hostility 216
Hour Of Medical Care 57
How To Use This Book 8
Hunger And Thirst 47
Hunting Psychonauts 122
Hush 224
Husk Wire 126
Hydra's Head 126

I

Ichor Hounds 123
Identify Weak Point 72
Identifying Concepts 216
Idolatrist 19
Imbue 223
Imiut Skin 67
Impose 214
Impostor 21
Income 94
Infamy 33
Infection 54
Infection 56
Infection Bomb 120
Infection Resistance 56
Infections And Trauma 56
Inheritor 20
Injuries And Healing 54
Intensive Care Equipment 66
Internal Cell 79
Intravenous Fluids 66

J

Jabuka 113
Journey 44
Journeyman 17

K

Kappa Relay 79
Keres 205
Knocking Out 75

L

Lance 102
Landlord 19
Lard Light 114
Larma 112
Laser Scatter 123
Legacies 13
Leviathanics 120
Life Lines 44
Limit 220
Little Warui 127
Loop 214
Lotus 121
Lowlife 20
Loyalty 26
Lurker 20
Lycanol 63

M

Machete 101
Make It Count 41
Malus Pools 47
Mammoth's Milk 125
Marked 13
Marker Launcher 105
Medical Equipment 66
Memetic Protocols 220
Memetic Teachings 218
Memetic Teachings Potential 218
Memetics 212
Memorial 204
Memory Shells 116
Menthu's Sting 121
Mentor 14
Mesmerized 15
Military Carbine 104
Mindbend 220
Mindkill 225
Mollusk Mine 124
Momentum 32
Muk 112
Muse 219

N

Nanite Defense 216
Natural Limits 46
Network / Population 90
Nullbox 118
Nullpellia's Toll 85

O

Obsession 222
Offspring 20
Omnispeech 195
Onward 31
Optimized 16
Outcast 15
Outlaw 19
Outnumbered 75
Overloading And Underloading 100
Overwhelm 225

P

Pandora's Leftovers 125
Panic (Rating) 98
Panic 225
Panopticon 28
Paper Cartridge 100
Pecking Order 41
Pepperbox 103
Petro 82
Petro Generator 84
Petro Item Modification: Plated Tank 82
Petroflesh 125
Pheromancers 114
Pike 101
Pinnacle 213
Pipe Rifle 104
Plasma Centrifuge 66
Playing With Fire 82
Polarized Glasses 51
Potential: Asceticism 48
Potentials 129
- Spitalians 132
- Chroniclers 136
- Hellvetics 140
- Judges 144
- Clanners 148
- Scrappers 152
- Neolibyans 156
- Scourgers 160
- Anubians 164
- Jehammedans 168
- Apocalyptics 172
- Anabaptists 176
- Palers 180
- Common 184

Powder Flask 100
Pregnoctics 116
Perseverance 46
Preservist Blood Doping 63
Pressure Tank Explosion 82
Primordial 17
Programmed 16
Psychokinetics 118
Psychonautic Remains 108
Psychovores 121
Purifier 115
Push 101
Pushing The Limits 44

R

Radiance 204
Rain 49
Raincoat 50
Random Generation 91
Rapid Bleed 55
Rapier 102
Rare 98
Ravee 111
Raven's Sawnoff 103
Rawhide 17
Razor Gloves 101
Realignment 34
Reinvigoration 48
Relief 65
Remedies 57
Removing Complications 54
Renegade 17
Renown / Influence 90
Reopening 55
Repeat 225
Repeating Air Rifle 103
Repercussions 33
Repugnant 18
Reputation 36
Reset 198
Resistance Revolver 103
Resisting Memetics 214
Resolution 35
Resources / Infrastructure 90
Rest And Recuperation 46
Revenant 203
Revenge 28
Rifles And Heavy Weapons 103
Riot Shotgun 104
Rotary Gun 105
Rudimentary Memetics 218

S

Scars 31
Scindo 101
Secrets / Benefits 90
Seer 17
Sepulchre 202
Shackles Of History 41
Shared Identity 24
Shellshock 55
Sidewinder 16
Simple Prosthetic 66
Simula 206

Single Cult Group Infamy: 36
Single Loader (Number Of Rounds) 98
Slow Bleed 54
Smartgun 103
Sneak Attack 72
Snow And Sand 50
Snowshoes 51
Social Reconstruction 212
Solar Panel 84
Solo 13
Soulburst 109
Source Module 79
Splint 66
Spore Vermin 124
Stall 127
Starvation And Dehydration 47
Stasis 41
Steam Cannon 104
Steam Engines 83
Stimulants 64
Structural Integrity 70
Structural Integrity 71
Stun (Rating) 98
Superstitious 18
Survival Gear 50
Swordbreaker 102

T

Tagalmast 50
Taken 19
Tank Explosion 82
Taunt 75
Tech-Tuned 13
The Chase 74
The Grain (Gr) 100
The Great Auction 92
The Harvest 108
The Hippocratic Method 58
The Initiation 88
The kilogram (Kg) 83
The Liter (L) 82
The Power Of Burn 219
The Quantum 78
The Red Purge 65
The Right Alignment 29
The Six Alignments 26
The Thread Of Life 91
The Twelve Chapters 8
Tilling The Land 94
Together 24
Torment 225
Torn Apart 41
Tourniquet 66
Transferring quanta 80
Transfusion 58
Trauma 55
Travel Distance 44
Travel Speed 44
Treating Infections 57
Treating Injuries 56
Tying Legacies Into A Story 12

U

Unbreakables 125
Unconsciousness 55
Unforgiven 19
United As One 36
Unity 219
Untreatable 55
Urge 222

V

Vehicle Modification: Tracks 51
Vehicle: Cistern Truck 82
Veteran 16
Vigilante 14
Vindicated 18
Visualiser 208

W

Wakeup Call 217
Walk The Line 41
Warplense 117
Watermill 84
Weakspot 74
Weapon Modification: Lanyard 98
Weapon Modification: Reinforced Barrel 100
Weapon Qualities And Modifications 98
Weather And Climate 48
Wind 50
Windmill 84
Winter Furs 50
Wipe 220
Withdrawal 65
Writings Of Thoth 122






BURIED, BURNT OUT, AND BYGONE