

# DUNGEONS

## THE DRAGONING

### 40,000

7<sup>th</sup> Edition

.6

In the grim darkness of the Great Wheel, there is only war.™





**ROLEPLAYING IN THE GRIM DARKNESS OF THE GREAT WHEEL**

**Revised by some random person on the Internet**



Brought to you by:  
LawfulNice

Version 1.6z+T  
[Updates on the WWW Blog:  
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This is intended as a work of parody and should not be mistaken for a real roleplaying game. It's a monster made from the corpses of a dozen roleplaying games, animated by a vital spark that knows only darkness and terror.

That said, everything in here is copyright LawfulNice. If it's original. If it's shamelessly stolen, then I take no credit. All credit goes to original source, etc.

Anyway, have fun, and don't take roleplaying too seriously!

Special Thanks:

Gary Gygax - Your rapidly-spinning corpse is providing megawatts of clean electrical power, helping us create a greener, better future!

Everybody in #dtdchat and who gave comments on the blog - it helped me find things I'd otherwise miss.

Jane, James, Tony, Ai, and Michael

Revised by Telok of Giant in the Playground forums.



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If you cry when you lose a character, get lost - you're going to cry. If it hurts your fragile sensibilities to see your favorite character get pounded unmercifully by horrorterrors from beyond the Crystal Spheres, you'd better look the other way. If you've ever whined the words "That's too powerful," then put the book down slowly and walk away before making eye contact with anyone or they'll realize your voice hasn't changed yet.

This game is about aggression. This is the game of Immortal on Immortal combat. This is magic power hopped up on steroids. This is **DUNGEONS THE DRAGONING** - the roleplaying game that kicks so much ass it's accidentally branded every donkey from here to the Shire.

✓ We didn't set out to reinvent the wheel with this game - we just covered it in skulls and eagles, threw it into space, and used it to slay a Void Dragon.

**DUNGEONS THE DRAGONING** is simple. It's easy to learn. It has no THAC0, no heavy arithmetic, and doesn't require constant trips to the rule book. At the same time, the options it gives you give it great depth. The ability to unlock combinations of abilities and spells and skills is practically limitless. For every perfect strategy, there is a foil. For every immovable object, there is an unstoppable force. Just when you think you've got it all worked out, you'll be blindsided by something you never saw before. The more you dig, the more you'll find.

**DUNGEONS THE DRAGONING** favors the aggressor. You've got to fire the first shot if you want to land on top! Too many games set players up to be timid, afraid of a little insanity or resting every few minutes to rest in a secret tent. Players are afraid to go all out and use their big powers just in case they need it later.

Not in **DUNGEONS THE DRAGONING**! If you wait for your opponent to come to you, you're going to get purged and cleansed. You've got to have balls to play this

game! You've got to charge your opponent and hang it all out there! You've got to break his formations. You've got to be relentless. Show them what a really pissed off immortal hero can do. Anything less, and you'll be hamburger.

You're playing with power now. Don't be afraid - Few things are more satisfying than tearing apart an entire army with an Aasimar in powered armor, or slaying a dragon with death-defying acrobatics and sword skills. Try chaining together the special abilities of a few Swordsman Schools, or abusing Porte for fun and profit. It's almost more fun than you should be allowed to have with a roleplaying game.

The rules in this book deliver on every level. Your character will radiate power like none other. We're pouring so much badass into this book that if you bump it too hard, Vin Diesel will fall out of solution.

This is a new era in tabletop roleplaying games. This is a game made for you, by people like you. It's not a load of sterilized mass market drek designed by a room full of corporate meatplows. This is raw. This is brutal. This is **DUNGEONS THE DRAGONING**.

So play like you've got a pair or put down the dice and go find a My Little Pony doll.





For ten thousand years, the Lady of Pain has silently ruled the city of Sigil, master of the hub of the Portal network despite the petty wars of the gods. The city of Sigil is the largest metropolis in the Astral Sea, untold millions making sacrifices to sustain it and ensure the continued survival of their people in the face of a hostile multiverse. From hundreds of Crystal Spheres, teeming with the Clueless and monsters, refugees and oppressors alike come to find their place in a larger galaxy, to find treasure fame and fortune amongst the planes. Beset on all sides by foes of such malice it would sear a man's soul to know but a fraction of their blasphemies, only the strongest and most ruthless survive. Foes from within and without seek to overthrow the Lady's rule, throwing themselves on the Throne of Blades in vain efforts to destroy in a moment the eons of her rule. The Great Devourer comes from the Far Realm beyond the Astral Sea, driven to consume all before it and Ork savages surge from their barbaric empires to pillage and slaughter. The vengeful Eldarín cite prophetic visions as they raid and destroy even their own cousins, and an ancient evil arises from tombs sealed at the dawn of creation.

In the grim darkness of the great wheel, there is only war.





## INTRODUCTION

**W**elcome, friends. You hold in your hands a roleplaying game, one that asks you a very important question. Is a man not entitled to the grandest of adventure? 'No!' says the man with the neckbeard, 'it would be unbalanced.' 'No!' says the man in the high heels, 'it wouldn't be deep enough.' 'No!' says the man on the internet 'the new edition ruins everything forever.' I rejected those answers; instead, I chose something different. I chose the impossible. I chose... **DUNGEONS THE DRAGONING**, a game where the fighter would not fear the wizard, where the cleric would not be nerfed, where the great would not be constrained by the small! And with the roll of your dice, **DUNGEONS THE DRAGONING** can be your game as well.

### WHAT IS A ROLEPLAYING GAME?

Right about now you might be wondering just what a roleplaying game is, and what you need to jump into the action. Well, it's part creative workshop, part improvised theatre, and part game of wits. There is no

board or play pieces (though sometimes you might use a play mat to better illustrate complex areas in the game world). Most of the time, the action takes place in your mind, which is why a Roleplaying Game is so special. You aren't limited to the spaces on a board - you can go anywhere and do anything you can think of.

This book will show you everything you need to know to build a Hero, so you can take on his role at the center stage of a dramatic story. You are always in control of your character - what they say, what they do, how they look, those are all things that are ultimately up to you.

Before you begin, you and your roleplaying group have to make a very important decision: who is going to be the Story Master? The Story Master (referred to as the SM) is the referee and the lead storyteller, the person in charge of running the game. The SM does not play as others do. Instead, he presents the stories and situations, describes the wonders and perils of the Great Wheel, plays other characters and adjudicates the rules. The SM is the most important member of your group, so choose wisely. The SM ought to be fair-minded, well spoken and imaginative.



## THE ROLL AND KEEP SYSTEM

D:TD uses ten-sided dice. Whenever the Story Master tells the player to make a Test, the player rolls a number of dice, throws them, and counts up the results. You almost always want to roll high, so rolling more dice is good.

There are two kinds of dice you'll need to keep track of: Rolled and Kept. To make a Test, you roll a number of dice and then keep only some of them. For example, a Test might ask you to roll five dice and keep three. You'd roll a total of five dice and keep the highest three, adding them together. The two lowest dice would be discarded. The shorthand for this is XkY. For Roll five, Keep three, it would be 5k3.

Whenever you roll a 10 on a die, that die explodes. You reroll the die and add it to the result. For example, if you roll a 10, then reroll it and get a 6, that single die rolled a 16. If you roll consecutive 10s, continue rolling until you get a result other than 10, then add all the results together for the total. No matter how many times it explodes, it only counts as one die for the purposes of number of dice kept.

All Tests are made against a target number. If the result is greater than that target number, then the Test is successful. If not, the action fails.

## WHAT YOU NEED TO PLAY DUNGEONS THE DRAGONING

When you're ready to start playing **DUNGEONS THE DRAGONING**, you'll need a few things:

- \*This Rulebook
- \*Three or more people to play the game
- \*A quiet place to play
- \*Three or four hours of gaming time
- \*Some ten-sided dice.
- \*Paper
- \*Pencils and an eraser

In the back of this book is a character sheet which is ideal for use with this system. You might want to make a few copies of it, enough for everyone to have one, though it's easy enough to just write things down without one if you don't have a spare sheet handy, so it's not essential.

### Raises and Checks

For most Tests, it's just enough to know if you succeeded, but sometimes it's good to know just how well you succeeded or failed. This is particularly important with social skills, such as Charm and Persuasion, as well as certain combat situations, such as firing a gun capable of automatic fire.

Measuring raises is straightforward. After the roll is made, compare the total against the Target Number of the Test. For each 5 points by which the TN was exceeded, one raise is achieved. Conversely, for each 5 points by which the Test failed, you have a Check.

If a feat or ability would give you a free raise to a Test, simply add +5 to the result of the roll for each free raise granted.





## CHARACTER CREATION

**I**n DUNGEONS THE DRAGONING, you take the role of a hero, someone who has been put at the reigns of destiny thanks to the circumstances of their birth, the patronage of dark gods, or simply dumb luck and an ability to capitalize in it. You are one in a million, with abilities and powers beyond those most can even imagine. Perhaps you'll seek out justice, or power, or just the cold comfort of gold.

You and your Party, your fellow Heroes, will be faced with some of the greatest challenges in the Great Wheel, quests and opponents that would crush lesser men and nations alike. There is no hero who is unwilling or unable to use the power they wield - someone who shirks away from their desires and their destiny is unworthy of being a Hero.

Despite all of your power and abilities, though, remember that it is not going to be an easy task to achieve your destiny. At the earliest stages, you will be little better than an experienced warrior, scholar, or thief. You'll need to use your wits, luck, and the skills of your companions to survive. The longer the last and the stronger you become, the greater the foes you will be asked to face. There has never been a hero who has known peace.

When you die, you will be remembered. Perhaps for great deeds, perhaps for terrible ones, but there will be those who know your name. Your struggle, your triumph, your failure - these are the things that will become the legends of the next age.

### CREATING A HERO

To get started on your quest, you need to make your Hero, also known as your character (or Player Character, or PC). Creating your Player Character is a simple process that many people find fun in itself. As you go through this chapter, you'll find the tools to construct an interesting persona with a history, attachment to the world, and beliefs. Be aware, there may be many unfamiliar terms ahead, but have no fear - everything will get explained, if not here then in a later chapter as you explore the rest of this rulebook.

Before you get started, you'll want to gather some supplies - a character sheet, a pencil, and an eraser. It's best to write everything in pencil to start with, as it's likely you'll end up changing or scrapping things as you go along. You may also like to have some spare scraps of paper to take notes. It's also useful to get together with the group you'll be playing with when you make your character, so you



can make sure your Heros all complement one another.

There are a number of simple steps you should follow whenever you are creating a new Hero. Each step is relatively simple, consisting of making a few choices and recording your selections onto your character sheet. Each stage in the character creation process is as follows.

### **Step Zero: Character Concept**

Before filling in even a single dot on your character sheet, think of a concept. You don't need to know every detail of your hero's life right now, just a general feel for who they are and their current place in the world. Decide on something you'll enjoy playing for the long haul. As you progress through character creation, you may alter this concept to suit your needs or wants, but it's a good idea to start somewhere instead of just picking things at random. Your Story Master may restrict some options, for example disallowing some races or Exaltations, so make sure they approve your concept.

### **Step One: Starting Scores**

Now it's time to actually get some dots down on that sheet. The first step in determining a character's primary numeric traits is to prioritize their Characteristics. Characteristics are the natural abilities and raw 'stuff' the character is made of. How strong is a character? How smart? How quick? Characteristics take all these and more into account. All DUNGEONS THE DRAGONING characters have nine Characteristics, which are divided into three categories: Physical (Strength, Dexterity, Constitution), Social (Charisma, Fellowship, Composure), and Mental (Intelligence, Wisdom, Willpower).

First the player must select which group of Attributes is his character's strong suit (primary). Then select the group at which the character is average (secondary). Finally, the remaining group is designated as the character's weak point (tertiary). Is your character

a gruff lone wolf, strong but silent? Is she a flirty sorceress that's great with people but terrible at heavy lifting? This is the time to decide.

All DUNGEONS THE DRAGONING characters start with one dot in each of the nine Characteristics. A character's priorities determine how many dots the player may allocate to that cluster of Characteristics. A player may put six dots in his primary group, four dots to the secondary group, and two in their tertiary group. You may not bring any Characteristic to five in this step, though other sources - like a racial bonus to a Characteristic - can increase it later during character creation.

Next come skills. They are also divided into three groups, Mental, Physical, and Social. Mental skills are modified by Mental Characteristics and represent knowledge and learning. Physical Skills represent inherent skills and training. Social skills are, of course, all about your ability to deal with people. ✓

Like Characteristics, skills are also prioritized during character creation. Select primary, secondary, and tertiary groups here. Note that they don't have to be the same as your Characteristics - a character with a tertiary Physical Characteristics can have a primary Physical Skills, for example. All skills ✓





start at zero dots. The primary group gets eight dots to distribute, the secondary gets six, and the tertiary gets four dots.

No skill can be raised above three dots during this step - experts don't grow on trees, not even among starting heroes. You can naturally raise them later, of course.

### EXPERIENCE POINT BUY

As an alternative to the method presented here for determining starting skills and characteristics, here is another option:

In step one, instead of distributing dots among your skills and characteristics, your characteristics start at 1 and you are given XP to spend to improve your scores. You are not given starting XP during step seven, but can reserve up to 10% of your starting XP to spend on feats, assets, backgrounds, and so forth.

The amount of XP you get is determined by the GM. The mid power option below will create characters on-par with characters created by the default method.

<b>Low Power:</b>	4800 XP
<b>Mid Power:</b>	5200 XP
<b>High Power:</b>	5600 XP

### Step Two: Choose your Race

Now you'll want to choose a race. There are a number of different races in *DUNGEONS THE DRAGONING*, each one with a unique ability and bonuses to Characteristics and Skills. Any race can do well with any Exaltation and Class, though some are obviously better than others. Halflings, for example, can make excellent fighters, but their small size will naturally make them more fragile than a Dragonborn fighter.

Your character's race gives you plenty of clues as to what sort of person they are, how they feel about characters of other races, and what kind of motivations they might have. Remember, however, that each character is more than just a member of their race. A Hero is by definition removed from the norm of their society, and so regardless of what their race may be like, they can be and do anything.

A quick rundown of the Races:

**Humans** - Newcomers to the Great Wheel's larger scene. Reckless, brave, and versatile.

**Aasimar** - Servants of the Blessed Pantheon, created through their blessings.

**Tieflings** - Twisted mirrors of the Aasimar created by the powers of Chaos.

**Eldarin** - Among the oldest of races, wise wanderers with no homeland.

**Dark Eldarin** - Raiders and pirates that live in a hidden city in the Warp.

**Elves** - Distant relatives of the Eldarin that have grown close to nature.

**Orks** - Brutal warlike people who wage war unending against all that they can.

**Dragonborn** - Proud and vain servants, the remnants of a lost Empire of Dragonkind.

**Squats** - Tough and stocky folk who believe in tradition and drinking.

**Halflings** - Small people who have gotten everywhere and take all your things.

**Tau** - Mysterious people from a tiny Empire that is cut off from the rest of the Wheel.

**Gnomes** - A race with a supernatural ability to work with machines.

### Step Three: Choose your Exaltation

A hero can be many things. But one thing a real Hero isn't is a mere man. Even the newest hero has been touched by the supernatural. Like Races, there are a number of choices. Any Race can develop any sort of Exaltation. Most Exaltations are better at one type of role than another - Atlanteans are excellent mages, for example - but they don't restrict your choices.

Your Hero's exaltation says a lot about him, as much or more than his race. Each Exaltation has a special list of abilities and powers that can improve over time. It's worthwhile to spend some time reading over them in their own chapter before deciding.

A quick rundown of the Exaltations:

**Vampire** - Cursed by the spilled blood of Khaine, they feed upon the living.

**Werewolf** - Blessed or cursed by Luna, Werewolves can change their shape and



walk the spirit world.

**Atlantean** - One of the Syrne, reincarnated in a new body with shadows of their old memories.

**Paragon** - Simply the best and the brightest of their race, demigods and kings.

**Chosen** - Those who have devoted themselves fully to a god, or simply given power at a whim.

**Promethean** - A created being, the essence of a person in a body of iron.

**Daemonhost** - One of the poor souls who have had their spirit torn out and a daemon take its place.

### Step Four: Starting Class

Where your Race and Exaltation are who and what you are, your Class is what you've learned to do. It's the skills and tricks you've picked up, representing training as a warrior, wizard, priest, and so on. Each Hero begins play in a Class. Your choice of class is very important - you can only use Experience Points to purchase Advances that are on your Class List.

Classes are gone into in more detail in their own section, including taking multiple classes, advancing to higher class Levels, and just what classes really mean. Each class, though, offers a host of abilities and powers for your character. Most come in the form of Feats, Magic, and Fighting Styles. Look over things carefully before making a decision.



### Step Five: Backgrounds

Backgrounds are just what they sound like, a quantification of a character's backstory. They can include the ties a character has with an organization, people that they talk to or get help from, pure fame, and so forth. Each character begins with seven dots to spend on backgrounds. No background may be raised above three dots without spending Experience Points, and Experience Points may only be spent to improve Backgrounds during character creation.

The Backgrounds are:

**Allies** - People willing to help you.

**Artifact** - Your character has a magical item. A character may not begin play with more than five dots worth of artifacts. ✓

**Backing** - Being a ranking member in an organization.

**Contacts** - Being able to find someone to help you, at a price.

**Fame** - How well people know of you.

**Followers** - Loyal assistants who are devoted to you.

**Holdings** - Owning large property like a business or ship.

**Inheritance** - Having the epic loots.

**Mentor** - Unlike most, you actually have someone who is guiding you on the Hero's path.

**Status** - Other Heros have heard of your deeds.

**Wealth** - Having liquid resources, and your expected lifestyle.

### Step Six: Alignment

Every character has an alignment to a god. Maybe they're truly devoted to that god. Maybe they just think he has some good ideas. Whatever god your character chooses as his alignment, that decides the moral code he lives by, his Devotion. Your devotion starts at 6. Things are more fully explained in the appropriate section, but here are the basics on each god: ?

#### THE RUINOUS POWERS

**Khorne** - The blood god, he fights for honor, glory, and the love of battle.

**Slaanesh** - A god of excess and personal enjoyment.

**Tzeentch** - The god of change and hope, but mostly pretending you plan things.

**Nurgle** - The god of decay and despair. He loves his followers.

**Malal** - Self-destructive god of unfocused devastation.

#### THE BLESSED PANTHEON

**Sigmar** - Crusading god of protection and smiting evil.

**Bahamut** - The god of nobility, the

Divine Right, and bravery.

*Pelor* - Mercy, kindness, helping others at your own expense. The god of healing.

*Moradin* - The patron of measured creation and the forge.

*Cuthbert* - God of responsibility and oaths.

### THE GRAY COUNCIL

*Acererak* - The god of magic, secrets, and lost knowledge.

*The Raven Queen* - Death god, who makes sure things die at the right time.

*Luna* - Fickle god of shapeshifting and independence.

*Corellon* - The excellent god of excellence and success.

*Vectron* - A totally real and not pretend god that exists!



### Step Seven: Experience

With your class chosen and most basic information recorded, it's time to spend your starting Experience Points (XP). All characters begin play with 600 XP which they may use to increase Characteristics, acquire or improve skills, buy new Feats, and so on. The table below describes how to spend your experience.

Improve a Characteristic	100 x Current Rank
Improve Devotion	50 x Current Rank
New Skill	100
Improve a Skill	50 x Current Rank
New Sword or Magic	200
Improve a Sword School	100 x Current Rank*
Improve a Magic School	100 x Current Rank*
Buy an Asset	100 **
Buy a Background	50 per dot **
Improve your Power Stat	200 x Current Rank*
Buy a Feat	100

\* *Your Power Stat, Magic Schools, and Fighting Style ranks are all capped at your current level.*

! *You can only buy Assets and new Background dots at character creation. Background dots above 3 cost double.*

Remember that you can only spend XP on skills, talents, and characteristics from your Class. Additionally, there are some feats that you can only purchase during character creation. Look in the feats section to take a look at those.

### Step Eight: Equipment

Of course, it's not like your character is coming onto the scene naked and unarmed. Even Dark Eldarin don't do that (often). There are five basic starting packages of equipment. Choose one of the following packages, helpfully codenamed with one of the five elements:

#### EARTH

Hand Weapon, Autopistol OR Bow, Lasgun, Knife, Flak Jacket OR Chain Coat, Uniform OR Street Clothes, Rations.

#### AIR

Hand Weapon, Las Pistol, Knife, Quilted Vest, Robes OR Bodyglove (Common quality clothing), Implement OR Charm, book of Poetry OR deck of cards OR dice.

#### FIRE

Heavy Wrench (club), Las Pistol, Knife, Flak Vest, Combi-Tool, Data Slate, Torch, Bag of Random fiddly bits, Robes or overalls (Good Quality clothing).

#### WATER

Shotgun OR Autopistol OR Laspistol, Fencing Sword, Mesh Vest, Street Clothes (Common quality clothing), Chrono, flask of brandy.

#### VOID

Knife, Implement OR Magnoculars, Voidsuit, Autogun OR Pulse Rifle, Charm, Sunglasses, Classy outfit (Good quality clothing).

Descriptions for equipment and how to get more (aside from the usual method of stabbing things) is in the appropriately-named equipment section.



### Step Nine: Finishing Touches

There are a few other spots to fill in on your character sheet. Let's take care of those really quickly before we move on.

#### Size

How big you are. Four is average for a human. Size also determines your Static Defense and Resilience.



#### Static Defense

Your character's normal Static Defense is equal to 10, plus 3 for every dot he has in Wisdom and Dexterity. Bigger characters are easier to hit, though, so you take twice your Size as a penalty to your static defense.



#### Hit Points

How much damage you can take before you start going into critical damage. A character's hit points are equal to double his Willpower plus double his Constitution.

#### Mental Defense

A character's Mental Defense is determined by their Composure. A character's base Mental Defense value is  $5 + (5 \times \text{Composure})$ .

#### Resolve

Resolve is about how much it takes to convince you of things. Resolve is calculated by adding a character's Willpower and Composure together.

#### Speed

$\text{Strength} + \text{Dexterity}$  - this is how many meters you can move in a half action. You move six times this distance with a run action.



#### Resilience

Your resilience is the average of your size and level (round up) plus one. Example: A level 1 Human would have a resilience of 4, and a level 5 Human would have a resilience of 6. When you receive damage, you divide the damage by your Resilience to determine Hit Point loss and Critical Damage.

#### Hero Points

Hero points are essentially plot armor. You begin play with 2. Only special people have Hero Points. They are used for a variety of things, and are explored in more detail later.

### BRINGING YOUR CHARACTER TO LIFE

So what you've got now, the dots and numbers on your sheet, are the nuts and bolts that define your character's capabilities. They don't say much about your character's appearance, age, and other personal details that help you and others visualize your Hero. The chapter on Races will go into detail about that, since there's no single table that can help determine the appearance of both a noble Eldarin and a tough Ork.

Here are a few ideas to get you started thinking about your character, some questions to keep in mind when considering a backstory. You might want to give the Story Master the answer to them before the game starts - a little characterization and attachment to the world can lead to a very compelling story.

\* **What was your family life like?** Were you raised by both parents? Did one or both of them die? Do you have brothers or sisters? Are you married?

\* **Where are you from?** Where your character is from can have a huge effect on his appearance, his native language, and many customs and attitudes.

\* **How did you become a Hero?** What was your Exaltation like? Did you get training, or did you learn your skills on your own?

\* **When did you meet your companions?** Do you get along with your Party? How long have you known them? How did you meet? Did you know any of them before you become a Hero? Do you share any goals? Are there rivalries between you?

\* **How has power changed you?** Born a mere mortal, you now command vast power. How have you reacted to that?



**\* What do you think of mortals?** Now that you command great power and might live for a millennium or more, what do you think of ordinary mortals? Are they less powerful beings under your protection? Pawns? Prey?

**\* What motivates you to be a Hero?** Do you seek riches? Glory? Do you just enjoy using your power? Is your agenda based on revenge, loyalty, a sense of social justice?

**\* What will you sacrifice?** How far will you go to do your duty?

### EXAMPLE CHARACTER CREATION

Jane decides that she's going to build a new character. She reads over the book to get some ideas, and comes up with a character concept. She decides to build a Tiefling Werewolf Barbarian so she can have some fun with melee attacks. She clears it with her Story Master, and then moves on to the next step.

Her next step is to decide on Characteristic distribution. She decides to make Physical characteristics her Primary group, Social characteristics her secondary, and Mental her tertiary. She distributes points, and moves onto the next step.

After that, she puts points into skills, again choosing Physical as her Primary group but this time taking Mental as her secondary group and Social as her tertiary. She puts eight dots in Physical skills, six in Mental skills, and four in Social skills.

Then she chooses a race. Thankfully, she already knows what that's going to be. She looks at the Tiefling racial entry. Jane can put a dot into either Dexterity or Constitution, and decides on Constitution, increasing it to 4. She also gets a free dot in Intimidate and Weaponry. She notes down the Tiefling racial power on her sheet.

Jane has also already decided on her Exaltation, so she turns to the Werewolf section. She reads over the abilities carefully and notes Shifting, Lycan Resistance, Spirit Tongue, and Silver Bane on her sheet. She starts with a point in her power stat, Feral Heart, and gains the first level power of Feral Heart, Fast Healing. She also notes her maxi-

mum number of Rage points, 5.

Her starting class, of course, is going to be Barbarian. She easily meets the prerequisites of Weaponry 2 and Athletics 1.

Jane's next step is to decide on her character's Backgrounds. She has seven dots to spend, so she drops three into Contacts, two into Status, and two into Backing. Jane feels that the best organization to put this developing character into is the Society of Sensation, and with two dots that puts her a notch above a starting character, but without too many duties to tie her down.

As for the character's alignment, Jane decides on Malal. She has a starting Devotion of 6.

She now has Experience Points to spend. Six hundred of them, no less. The first thing Jane does is choose two Hindrances to get more XP. She gets Enemy and Impulsive. She drops 200 into getting a level of the Tiger Claw sword school, then picks up the Black Spiral Dancer asset, the Appearance asset, and the feats Frenzy and Power Attack. She has 200 XP remaining, and so she drops it into improving her Dexterity from 2 to 3.

For her starting equipment packages, she looks over her options and chooses the Air package, taking a Hand Weapon, Laspistol, Knife, Quilted Vest, Bodyglove, Charm, and a deck of cards. She doesn't plan on using the weapons or armor much, given her ability to turn into a monster, but figures they might come in handy.

Lastly, she puts the finishing touches on her character. She notes down 5 as her character's size, adds her character's Constitution and Willpower to get her Hit Points (6), Willpower and Composure to get Resolve (4), Her static defense (10, plus 9 for her Dexterity of 3, plus 6 for her Wisdom of 2, and minus 10 for her size doubled, adding up to 15), Her speed (7 for her 4 Strength and 3 Dexterity), and her 2 Hero Points.

Jane writes down a name for her character - Traya Psine Kaos - and she's ready to play!

*Jane's sample character sheet appears on the next page.*







**Special Abilities**

Bloody Minded  
Shifting  
Lycan Resistance  
Spirit Tongue  
Silver Bane  
Fast Healing

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**Class List**

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**Derangements**

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**Languages**

Infernal, Trade, Spirits \_\_\_\_\_  
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**Allies and Contacts**

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**Description**

Traya is a large, well-built Tiefling who usually wears terribly revealing clothing and is covered in silver tattoos that have become tarnished and twisted over time by her devotion to Malal and the Black Spiral.

**Spells and Special Attacks**

Tiger Claw 1 \_\_\_\_\_  
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**Equipment**

Hand Weapon, Laspistol, Knife, Quilted Vest, Bodyglove, Charm, and a deck of cards \_\_\_\_\_  
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Characteristics 6/4/2 \* Skills 8/6/4 \* Backgrounds 7 \* (Buying the fifth dot in any area costs two points) \* Hit Points = 2 x (Con + Willpower) \* Resolve = Composure + Willpower \* Static Defense = 10 + (3 x Dex) + (3 x Wis) - (2 x Size) \* Speed = Strength + Dexterity \* Starting Hero Points = 2 \* Starting Devotion = 6





It had been a long flight out to Tau'va. Even with a good ship, the Crystal Sphere of the Tau Empire was difficult to penetrate. Good for defense against a hostile universe, terrible for trade. Or for visiting family. Joseph Sidus rubbed at his bionic hand. He was wondering just what he'd find in the cells.

Kuj'o J'Karra had been given his own cell. The other captives, all of them Gue'la, humans living with the culture of the Tau, refused to stay in the same cage as him. He had put eight gang members in the hospital by himself. Despite that, the authorities had told him he was free to go. He refused to leave. The criminals all called him a Daemon, whispered and pleaded to be put somewhere else.

J'Karra's mother, a human originally from Sigil, had been visiting every day to try and convince him to leave. She had contacted Joseph, her father, to try and knock some sense into him. He had left at once when she mentioned that J'Karra had said he was possessed by an evil spirit.

"You're going home today for sure, Kuj'o," The warden said. Joseph Sidus stepped up to the bars. The cell was full of various things, which had appeared there as if by magic.

"Don't worry. My grandson is coming with me," Joseph said. J'Karra had been facing away from the cell door. He stirred and turned around.

"Grandson?" J'Karra got up and walked over to the bars, facing Joseph. The two glared at each other.

"Get out of here! You're going home with me," Joseph said.

"Go away!" J'Karra said. "I didn't call for you. So you want to help me? What could you do? I'm sorry you came all the way from Sigil, but you can't help me, Grandpa."

J'Karra help up his hand. He had a broken bionic finger. Joseph raised his hand. The little finger was missing. J'Karra had pulled it off without him even noticing.

"Did you see it?" J'Karra asked. "Did you notice it? That is the evil spirit." He stepped away from the bars, turning his back on his grandfather. "Don't get near me. You would only shorten what's left of your life."

Joseph narrowed his eyes. He had seen the golden gleam around J'Karra. A flash of a ghostly form. He knew everything about the 'evil spirit'. It would come to J'Karra in time, but he didn't have time to play nice with his grandson. There were dangers ahead and his grandson was clearly destined to be in the middle of them.

Joseph snapped his fingers.

"Avourel," Joseph said. "Time for you to come into play." The tanned elf, draped in a robe and jewelry, stepped into the room. He'd get his grandson out one way or the other.



## CHARACTERISTICS & SKILLS

**I**n the last chapter you heard a lot about Characteristics and Skills, but not exactly what they are or what they can do. Just about everything you do will rely on these Characteristics, Skills, or both. The standard dice roll is presented in the form of a skill and a characteristic (For example, Academic Lore + Intelligence or Acrobatics + Dexterity). In these cases, unless the specific effect tells you otherwise, you roll dice equal to the skill and characteristic added together and keep dice equal to your characteristic. So remember that while skills are cheaper and can do a lot to improve your chances, your Characteristic, your natural talent, puts a limit on just what you can accomplish.

### CHARACTERISTICS


Characteristics represent your Hero's innate physical, social, and mental capacities. Don't look at the numbers first. Rather, think about what your character can do, then work out her Characteristics. Ordinary folk have between one and three dots in all of their Characteristics, and most just have two dots in all of them. Of course, heroes are not average folk. They can have up to five dots in their Characteristics and, in some cases, six dots.

#### Physical Characteristics

Physical Characteristics simply measure the capabilities of the character's body - how strong, fast, nimble, and tough they are.

##### Strength

Strength describes physical prowess, including the capacity to lift objects and cause damage. This Attribute is used to resolve jumping, lifting, and other actions that draw on raw physical might. Strength is also used to determine the base dice rolled for successful physical attacks.

Specialties: Iron Grip, Reserves of Strength, Fists Like Anvils, Hurting People 

\* Poor: You can lift 80 lbs.

\*\* Average: You can lift 120 lbs.

\*\*\* Good: You can lift 250 lbs.

\*\*\*\* Exceptional: You can lift 400 lbs.

\*\*\*\*\* Outstanding: You can lift 650 lbs. and crush skulls like grapes.

##### Dexterity

Dexterity measures agility, hand-eye coordination and reflexes. It describes everything from how quickly a character moves, how precisely he aims his blows and everything else that relates to physical speed, grace,



and control. Dexterity is used for many skills and tests that require speed and flexibility

Specialties: Fast Movement, Feline Grace, Lightning Reflexes, Perfect Aim

- \* Poor: You are clumsy and awkward. Stop tripping over your own feet!
- \*\* Average: You're no clod, but don't expect to win any awards.
- \*\*\* Good: You show some potential. You're above-average.
- \*\*\*\* Exceptional: You could be an acrobat if you wanted.
- \*\*\*\*\* Outstanding: Backflips everywhere, running on walls, being awesome.

### Constitution

Constitution is a measure of a character's health, well-being, and general toughness and resistance. It covers how long they can keep going before getting tired. It also covers how many hit points they begin with.

Specialties: Tough as Nails, Tireless, Resolute, Stoic

- \* Poor: You bruise in a stiff wind.
- \*\* Average: You're moderately healthy and can even withstand a punch or two.
- \*\*\* Good: You're in good shape and rarely fall ill.
- \*\*\*\* Exceptional: You can run in marathons - and win!
- \*\*\*\*\* Outstanding: You almost never get sick and don't get tired.

### Social Characteristics

Where physical characteristics are about your body, social characteristics are about how your character acts around other people.

### Charisma

Charisma measures how innately likable someone is. It reflects an air of confidence and social grace, force of personality, and the ability to force their point of view into a conversation

Specialties: Eloquent Speaker, Catchphrases, Genteel, Cutting Wit

- \* Poor: Stop picking your nose.
- \*\* Average: You're generally likable and have several friends.

### Specialties

Every Skill and Characterization gains a Specialty at four dots. A Specialty gives the user a bonus in certain situations. The SM must approve a given Specialty - even the ones listed as examples are subject to his approval - and decides when that Specialty applies. Generally, while it should be applicable often, it shouldn't be simply a given that it will apply. Each specialty is a tool, and not every tool can be used to do everything. Whenever a Specialty would apply to a test, you may reroll any ones that come up. Someone firing a rifle with a Ballistics specialty of Rifles, for example, would reroll any ones that came up during the attack roll, but not the damage roll.

- \*\*\* Good: People trust you implicitly.
- \*\*\*\* Exceptional: You have significant personal magnetism.
- \*\*\*\*\* Outstanding: Entire cultures could follow your lead.

### Fellowship

Fellowship measures a character's appearance and ability for self-expression. The capacity to purposefully coerce, manipulate, and bully others. It covers everything from leading people to tricking them, from being sly to being domineering.

Specialties: Persuasive, Seductive, Well-Reasoned, Charming Rogue

- \* Poor: A person of few (often ineffectual) words and plain face.
- \*\* Average: A normal looking man who isn't too bad at talking to people.
- \*\*\* Good: You never pay full price. One way or the other.
- \*\*\*\* Exceptional: You could be a politician. Or a cult leader.
- \*\*\*\*\* Outstanding: People will live and die on your word.

### Composure

Composure is the ability to remain calm and appear - and actually be - unfazed in social and threatening situations, usually harrowing ones. This Characteristic is a measure of emotional fortitude, restraint, and calm.

Specialties: Poise, Dignity, Unflappable, Fearless

- \* Poor: You fold to peer pressure like origami paper.

- \*\* Average: Once in a while you manage to stand up for yourself.
- \*\*\* Good: You speak your mind when you need to and can control yourself.
- \*\*\*\* Exceptional: Others look at you and see only calm.
- \*\*\*\*\* Outstanding: You've probably never been afraid of anything.

### Mental Characteristics

Mental Characteristics cover a character's perception, mental capacity, imagination, and quick thinking. Creative and intellectual individuals have high Mental Characteristics.

#### Intelligence

Intelligence covers memory, understanding, reasoning and imagination as well as the ability to correlate information and make deductions. Intelligence also covers a character's starting languages. A character begins play knowing the local language from where they grew up (usually their racial language) and Trade. If a character begins with three or more dots of intelligence, he gets one extra spoken language for each dot above two.

Specialties: Trivia, Puzzle Solver, Book Knowledge, Creativity.

- \* Poor: Not the sharpest knife in the drawer.
- \*\* Average: Smart enough to realize you're normal.
- \*\*\* Good: More enlightened than the masses.
- \*\*\*\* Exceptional: You're not just bright, you're brilliant!
- \*\*\*\*\* Outstanding: Certified genius.

#### Wisdom

Wisdom covers both alertness and comprehension. It determines not only how well a character notices the world around him, but also how well he interprets what he sees and hears.

Specialties: Attentive, Insightful, Experienced, Discerning

- \* Poor: Perhaps you're self-absorbed. Or an airhead. Details elude you.
- \*\* Average: You're oblivious to the very subtle, but not the big picture.

- \*\*\* Good: You can read the environment like a book.
- \*\*\*\* Exceptional: Almost nothing evades your notice.
- \*\*\*\*\* Outstanding: You instantly observe things others would easily overlook.

#### Willpower

Willpower describes how strongly your character can hold onto her own ideas and resist mental commands from others. This attribute is used to resist many supernatural effects and, as they say, willpower is nine-tenths of effort.

Specialties: Getting the jump on others, Mental Resolve, Meditation, Ambushes

- \* Poor: You're a follower, not a leader.
- \*\* Average: You can hold out as long as the average person.
- \*\*\* Good: You're seldom left surprised or speechless.
- \*\*\*\* Exceptional: You can look death in the eye and make it blink.
- \*\*\*\*\* Outstanding: You are a bastion of mental power.

### SKILLS

The different ways in which a character can apply his characteristics are determined by his skills. A character's skills reflect the education and training he's acquired over the course of his life and are a reflection of his origins and interests. Skills can be acquired in any number of ways, from institutionalized learning to hard, hands-on experience.

Like Characteristics, Skills are broken down into three categories: Mental, Physical, and Social. These groups tell you what characteristics will generally be rolled with each skill. There are two types of skills - Basic and Advanced. Basic skills can be attempted at zero dots with a -1 to your characteristic. Advanced skills cannot be attempted without at least one dot in the appropriate skill.

Skills list the Characteristic they are most commonly rolled using, but the SM can specify any Characteristic+Skill combination as required for a given task.





**Academic Lore**  
**Mental Skill - Intelligence**  
**(Advanced)**

The Academic Lore skill grants you knowledge of scholarly subjects. Successful Tests enable you to recall pertinent facts and - if you have access to the right facilities and resources - to do research. Academic Lore represents a depth of learning beyond the average Common Sense and requires extensive study.

Specialties: Archaic, Astromancy, Beasts, Cryptology, Heraldry, History, Law, Occult, Philosophy, Psychology, etc.

**!**  
**Acrobatics**  
**Physical Skill - Dexterity**  
**(Advanced)**

The acrobatics skill encompasses a variety of movement techniques unavailable to less flexible Acolytes. From performing somersaults to tumbling, from flipping through the air to daring leaps and jumps, this skill expands your movement options.

Specialties: Jumping, Backflips, Totally Cool Awesome Gymnastics, etc.

**Animal Ken**  
**Social Skill - Composure**  
**(Basic)**

You can understand an animal's behavior patterns. This lets you predict how an animal might react in a given situation, train a domesticated creature, ride a domesticated animal or even try to calm down an angry or frightened animal.

Specialties: Riding, Animal Training, Big Cats, Horses, Farm Animals, etc.

**Arcana**  
**Mental Skill - Intelligence**  
**(Basic)**

The Arcana skill reflects a character's knowledge and experience with the world's various legends and lore about the supernatural. A character with the skill not only knows the theories, myths, and legends about the occult, but can generally tell 'fact' from rumor.

Specialties: Cultural Beliefs, Ghosts, Magic, Monsters, Superstitions, etc.

**Athletics**  
**Physical Skill - Constitution**  
**(Basic)**

Where acrobatics is all flashy maneuvers, Athletics is basic ability, covering all forms of running, jumping, throwing, swimming, sports and the like. However, it doesn't cover things like trying to hit a target (which is Ballistics or Weaponry) or anything else covered by another Skill.

Specialties: Swimming, Climbing, Endurance Running, Specific Sports, etc.

**Ballistics**  
**Physical Skill - Special**  
**(Basic)**

When a sword is too close and explosives aren't an option, there is the grand tradition of firearms. This skill represents broad familiarity with guns and how to operate them, but doesn't cover specific training with a weapon - without the appropriate weapon proficiency feat, you don't have the practical training to apply your skill.

Specialties: Fast Draw, Pistols, Sniping, Shotguns, etc.

**Brawl**  
**Physical Skill - Special**  
**(Basic)**

Brawl is the skill used with unarmed attacks. Brawl is used any time your character doesn't have a weapon and is attacking in melee. Brawl covers all the fighting styles - martial arts, simple grappling, and so forth.

Specialties: Kung Fu, Karate, Jeet Kun Do, Solar Hero Style, Do, etc.

**Charm**  
**Social Skill - Fellowship**  
**(Basic)**

The Charm skill is used to befriend others. You test Charm when you want to change the minds of individuals or small groups, to beg, or seduce. You don't make a Charm Test every time you talk to an NPC, only when you want to change their opinions of you or convince them to do something for you, like give you a tip, a dance, or a kiss.

Specialties: Seduction, First Impressions, Begging, etc.

**Command**  
**Social Skill - Charisma**  
**(Basic)**

Command is used to make subordinates follow your orders. You may only use this Skill on those who are under your authority - Charm or Persuasion checks would be appropriate for others. Failing with the Command skill, your subordinates might misinterpret your command or do nothing at all - or even go against orders.

Specialties: Oratory, Compelling, Open, Noble, Military, etc.

**?** **Common Lore**  
**Mental Skill - Intelligence**  
**(Advanced)**

Use the Common Lore skill to recall the habits, institutions, traditions, public figures, and superstitions of a particular world, cultural group, organization or race. This Skill does not represent scholarly learning (that would be Academic Lore) nor obscure forbidden knowledge (that is Forbidden Lore), but rather the basics you learn by growing up or travelling extensively through a region.

Specialties: Sigil, Underworld, War, Tech, Animals, Specific Crystal Spheres, Specific Races, etc.

**Crafts**  
**Mental Skill - Wisdom**  
**(Basic)**

Crafts represents a character's training or expertise in creating works of art or construction with his hands, from paintings to car engines to classical sculpture. Characters typically have the skills, but may not have the facilities or material. A character may be an exceptional mechanic, but still needs tools and a place to work in order to fix a transport.

Specialties: Forging, Painting, Sculpting, Sewing, Ship Repair, Jury-Rigging, etc.

**Deceive**  
**Social Skill - Charisma**  
**(Basic)**

The Deceive skill is used to lie and con others. You make deceive Tests whenever you would convince others of something that is not necessarily true, want to dupe them or

otherwise swindle and mislead them.

Specialties: White Lies, Con Jobs, Lying, Misdirection, etc.

**Disguise**  
**Social Skill - Fellowship**  
**(Basic)**

The disguise skill allows the hero to mask his features and even assume another's appearance. The difficulty of the Test depends upon the materials available, the differences between the character and the desired appearance, and any other elements that would affect the deception. Perception checks can be used to see through a disguise.

Specialties: Mimicking Voices, Mannerisms, Mask of a Thousand Faces, etc.

**Drive**  
**Physical Skill - Dexterity**  
**(Basic)**

This skill is used to control autos, trucks, landspeeders and other land-based or hover vehicles. Driving under normal conditions doesn't require a Test. However, Tests may be required for bad terrain, excessive speed, or when attempting dangerous maneuvers. Opposed checks are used during a chase.

Specialties: Ground Vehicle, Hover Vehicle, Walker, etc.

**Forbidden Lore**  
**Mental Skill - Intelligence**  
**(Advanced)**

Forbidden Lore represents dangerous and often illegal knowledge gleaned from a myriad of unconventional sources a Hero often finds in his possession. This skill represents a combination of scholarly learning and knowledge gained through practical experience. Simply possessing the skill is often enough to warrant death in the eyes of many.

Specialties: Cults, Daemonology, Warp, Heresy, etc.

**Intimidation**  
**Social Skill - Charisma**  
**(Basic)**

You use Intimidation to scare people. Unlike most Social skills, Intimidation can really be used with almost any Characteristic,



depending on the exact circumstances. Displays of physical might are quite effective at scaring folks, after all.

Specialties: Bluster, Physical Threats, Stare-Downs, Torture, etc.

**Larceny**  
**Physical Skill - Dexterity**  
**(Basic)**

Larceny is used to palm objects, pick pockets, picking locks, concealing stolen goods, and everything in between. Most characters obtain this skill the hard way - committing crimes and often paying the price for their mistakes. Some, like locksmiths and special agents, might receive actual formal training in bypassing security systems and stealing assets.

Specialties: Lockpicking, Pickpocketing, Prestidigitation, Security Systems, Safe-cracking, etc.



**Medicae**  
**Mental Skill - Wisdom**  
**(Advanced)**

The Medicae skill is used to treat injuries, closing wounds and restoring the balance of the body's humors. It's a vital skill to stabilize allies in combat and to help them recover from their injuries when they rest. Any doctor will have medicae, and it's required training in many organizations.

Specialties: First Aid, Pathology, Surgery, Pharmaceuticals, etc.



**Perception**  
**Mental Skill - Wisdom**  
**(Basic)**

The Perception skill reflects your ability to perceive hidden dangers and to notice small details about your physical surroundings. You use the Perception skill to notice ambushes, spot traps and discern other threats to you and your allies. It isn't tied to any one sense; it encompasses them all.

Specialties: Spot, Listen, Search, Taste, Touch, etc.

**Performer**  
**Social Skill - Fellowship**  
**(Basic)**

Use the performer skill to entertain and enthrall crowds of spectators. Or at least carry a tune. The more Raises you have on Performer Tests, naturally, the better you've done. It's pretty easy to make a living with a good Performer skill.

Specialties: Dancer, Musician, Singer, Storyteller, etc.

**Persuasion**  
**Social Skill - Charisma**  
**(Basic)**

This is your ability to get your point across clearly, whether through conversation, poetry or even magical means. Characters with high persuasion can phrase their opinions or beliefs in a manner that cannot be ignored. They may also be talented actors, skilled at conveying moods or feigning emotion with every gesture.

Specialties: Acting, Poetry, Fiction, Impromptu, Conversation, etc.

**Pilot**  
**Physical Skill - Dexterity**  
**(Advanced)**

The Pilot skill is used to fly anything from small atmospheric craft all the way to spelljamming ships. Piloting a ship under normal conditions doesn't require a Test, just when making a dangerous maneuver or flying in bad conditions.

Specialties: Civilian Craft, Military Craft, Spelljamming ship, etc.

**Politics**  
**Mental Skill - Wisdom**  
**(Advanced)**

Characters with this skill are not only familiar with the way the political process works, they're experienced with bureaucracies and know exactly who to call in a given situation in order to get something done. Your character keeps track of who's in power and how they got there, along with any potential rivals.



Specialties: Bribery, Elections, Specific Crystal Sphere, Local, Scandals, etc.

**Scrutiny**  
**Social Skill - Composure**  
**(Basic)**

Use the Scrutiny Skill to make assessments about people you encounter, to determine if someone is lying to you, to sense ulterior motives and generally appraise the worth of another being. Note that this isn't telepathy (only telepathy is telepathy!) and so it can't reveal secrets - just a general idea if someone is telling the truth.

Specialties: Spotting Lies, Motives, Personalities, Emotion, etc.

**Stealth**  
**Physical Skill - Dexteriry**  
**(Basic)**

Stealth is used whenever you're actively attempting to hide from someone or something. To use this, you must have appropriate terrain or some concealing effect like fog or darkness. Otherwise, with nothing to hide behind, you simply appear very suspicious. It's always an opposed Test against the Perception + Wisdom of viewers.

Specialties: Concealment, Silent Movement, Shadowing, Crowds, etc.

**Tech-Use**  
**Mental Skill - Intelligence**  
**(Advanced)**

Tech-Use allows the Hero to use or repair complex mechanical items or fathom the workings of unknown technical artifacts. Using a basic piece of equipment under typical circumstances requires no Test, such as using a vox-caster or opening a shuttle hatch. Tech-Use Tests are necessary for unusual or unfamiliar gear, malfunctioning or broken items, and when conditions are less than ideal, such as attempting to use the same vox-caster near a plasma core or coaxing a strange vessel's warp drive to reignite its fires.

Specialties: Computers, Repairing Machines, Reverse Engineering, etc.

**Weaponry**  
**Physical Skill - Special**  
**(Basic)**

Sometimes a gun is too loud or you're in too close to use it. Or you just want to put your muscle to the Test. This skill represents broad skill with weapons, but doesn't cover specific training with a weapon - without the appropriate weapon proficiency feat, you don't have the practical training to apply your skill.

Specialties: Knives, Swords, Improvised Clubs, Martial Arts, Axes, etc.





"Pardon me, good travellers... I don't mean to interrupt, but I am Gregory, the elder of this village. You look familiar, and I just wanted to ask if you are, by any chance, the renowned sorceress Mistress Scarlet."

"As a matter of fact~ Did the outfit give you a clue?"

"Please, our village is in great danger! We have need of the famous bandit killer, the Dragon SPOOKR Mistress Scarlet! You must use your magic power to save us!"

"I'm okay with this bandit killer thing, but what's with 'Dragon SPOOKR?'"

"It means dragons 'Step Past Out Of Klear Repulsion!"

"WHY YOU LITTLE-!"

"Wait, I didn't mean to offend you! Please, we need your help!"

"Rrrrr... Okay... What did you want from me?"

"The people of this village are being terrorized by a filthy gang of bloodthirsty bandits!"

"The name of this gang wouldn't happen to be the Dragon Fangs, would it?"

"Oh, you've heard of the Dragon Fangs?"

"If you're worried about the Dragon Fangs, don't worry."

"And why not?"

"I got rid of most of them yesterday, and the rest tried to ambush me on the way into town."

"You have saved our village from the curse of the black dragon! Those bandits were keeping that black dragon as a pet and our village's soldiers couldn't fight it! While the dragon lived we were slaves to the bandit gang! But now we have been freed by the great and mighty sorceress Mistress Scarlet."

"I didn't know they had a dragon."

"W-what?"

"I said I got rid of the Dragon Fangs, not the dragon."

"Now the dragon is running out of control! We're all doomed!"

"Maybe I can help you out. How much is it worth to you if I get rid of this dragon?"

"We can afford to pay you twenty Thrones!"

"Make it thirty!"



## RACES

**A** huge variety of cultures and societies populate the Great Wheel, some made up of humans but most of fantastic races such as Aasimar, Eldarin, and Orks. Adventurers and heroes can arise from any of these people, often from the most unlikely places. Your choice of character race provides you with a basic set of advantages and special abilities.

Your racial abilities and characteristic bonuses will say a lot about your character. Two heroes with the same class will still be very different if they have chosen different races. Will your fighter be a graceful Eldarin, a brutal Tiefling, or a tough and stoic Squat? Will your magic-user be a clever Gnome, a sadistic Dark Eldarin, or a versatile and unpredictable human?

Each race (aside from human - you're probably familiar with what humans are like already) has a few common physical and personality traits listed. Take these not as hard rules but just as some ideas as a starting point. Not every squat is a drunken, bearded little man, nor is every Tiefling a terrible person just looking for trouble to cause and someone to torment. Each race also has a few example names in case you get stuck when trying to come up with one or just need one on the fly.

### Racial Traits

Each character race offers the following types of benefits.

**Characteristic Bonus:** Your character race offers you a bonus to one of your characteristics. For most races, they must choose between one of two characteristics. Remember that you only get a bonus to one of the listed characteristics unless the entry specifically says otherwise.

**Skill Bonus:** Each race gives a bonus to a few skills. This usually represents training common in their culture, but also the race's natural inclinations and ability. Even if brought up in a different culture, the race will find that they have natural ability in these areas.

**Power:** Every race has a special talent or power that only they can use. This might be anything from a bonus feat to an immunity to a special movement mode.

**Size:** A character's size is used to determine how badly injured they become from attacks and how hard they are to hit - a character with a large size loses fewer Hit Points from attacks but is hit by more of them, while a character with a small size is in danger of losing more hit points but is far harder to hit.



## Aasimar

The Aasimar exist to serve the Blessed Pantheon. They are tall, averaging more than two meters, strong, and are almost inhumanly beautiful, often having golden or silver hair, glowing eyes, or other signs of their supernatural origins. Their history suggests that they are the descendants of humans who escaped their crystal sphere long ago and made the long journey across the Astral Sea. They do not reproduce like the other races - they choose from among the best and the brightest of other races to join their ranks, intense indoctrination, training, and the blessings of the gods turning them into Aasimar.

Aasimar don't have a culture as much as they have religion. They're servants first and foremost, warrior-monks and priests. Most don't have much of a social life, at least outside of small circles of respected friends and comrades in arms. Most see Aasimar as being stoic and rather humorless, focused only on their mission. It's certainly not too far from the truth.

### Physical Characteristics

**Average Height:** 2.4-2.6m

**Average Weight:** 100-140kg

**Languages:** Trade, Celestial

**Common Personality Traits:** Stoic, focused, quiet, loyal, obedient.

**Common Physical Traits:** Great height, long face, metallic hair, glowing eyes, exceedingly tough.

**Example Names:** Antonius, Caecilia, Eligius, Junia, Leontius, Rhea

### Racial Statistics

**Characteristic Bonus:** +1 to Wisdom or Constitution

**Skill Bonus:** +1 Command and Ballistics

**Power:** And They Shall Know No Fear - Aasimar begin play with the feats Jaded and Fearless (Angry).

**Size:** 5





### Physical Qualities

Aasimar do not vary much in height or weight. Nor appearance. They're universally tall and handsome, and it almost seems like they were all pressed from the same mold. And that's not terribly far from the truth. Each shows some slight signs of what they once were - a distinctive facial feature, slightly pointed ears, a beard - but all of it is muted, secondary. And even if someone knew who they once were, the Aasimar would not know, or care.

They universally have pale skin, and their hair comes in a variety of metallic tones and shades. Some male Aasimar have beards, though it isn't a universal thing. They're well-built, strong and tough, and their athletic build and lifestyle minimizes the differences between male and female. The thick robes and armor they usually wear allow what remains to all but vanish.

Aasimar are very long-lived. Their unusual birth returns them to being young adults, and they can live for centuries. They don't grow infirm as they age, though their life of constant fighting and training leaves them with scars and old wounds by the dozen. It's extremely rare for them to die of old age. Most would rather find honorable death in battle.

### Playing an Aasimar

Aasimar are strong, stoic, and dependable. They greatly respect tradition and ceremony, most of them grabbing onto the faith and beliefs of those around them after their change as a way to replace the memories they lose in becoming something new.

The Aasimar have deep ties to the Blessed Pantheon. They are created by divine power as servants, and the people and culture they're exposed to reinforce that. Most Aasimar lead the life of the warrior-monk, training and meditating. Their culture regards material desires and wants as being secondary to service and deed.

The culture that the Blessed Pantheon has instilled in the Aasimar begins with respect for the forces of Order. They look to the gods for guidance and protection. Individual Aasimar might be impious or openly heretical, but they are shunned, often executed

or exiled. It's extremely rare to find an Aasimar who has fallen to worship of the Ruinous Powers, but not impossible. The battles of the endless Blood War have driven many on both sides to question their faith, and not all Aasimar are created equal - despite the best efforts of the Blessed Pantheon.

When an Aasimar proves himself in battle, though, he tends to gain a following of younger warriors, eventually being assigned to train them. Being elevated to the position of General, given command of an army, these are the things that most Aasimar aspire to.

Aasimar and Tieflings don't commonly get along, though they have quite a bit of common ground. They're rather neutral to the other races, judging them based on their actions instead of what they are.

### Aasimar Heroes

Jacov is an Aasimar Paragon Paladin devoted to Pelor, the Unconquered Sun and source of universal light. He is a proud and tolerant man who has left the grind of the Blood War in search of a way to end the conflict once and for all - and unlike most Aasimar he is willing to consider a peaceful end to the conflict. He is fiercely loyal to his friends, and if the need arises, he will lay down his life to ensure that they live.

Brother Boromos is a proud Aasimar warrior, Chosen of Sigmar and a high ranking member of the White Templars. He proudly wears the twin-tailed comet of his god on his armor, and seeks to distinguish himself as a hero. He wants to become the kind of leader that people will remember for centuries to come, and looks to expand his fame and influence at every turn. The Blood War, to Boromos, isn't something he fights just to defeat Chaos, but to show what he can do.

Rhea is one of those rare Aasimar who have taken up the worship of the Ruinous Powers. She believes that she was changed against her will, and has vague memories of being forced into reeducation camps. She's an assassin, working from the shadows to free people from tyrants and kings. Her vampire powers have helped quite a bit with that, especially in getting her contacts and allies in unlikely places.



## Dark Eldarin

The Dark Eldarin found protection from the Fall in the Spider-Daemon Lolth. They are a depraved people marked by their pact with pitch-black skin and bone-white hair. They are as lithe and graceful as their cousins, but their sense of style leans far more towards the fetishistic and irrationally dangerous. They exist as raiders and pirates striking from their hidden city via Lolth's hidden Web-way of tunnels through the Warp.

Dark Eldarin suffer from a terrible thirst, a consuming and ever-increasing need to find greater emotional highs in themselves and others. Some say this is part of their pact with Lolth, either feeding her that emotional energy or propping up the substance of their own souls with it as she leeches them dry.

### Physical Characteristics

**Average Height:** 1.6-1.9m

**Average Weight:** 50-65kg

**Languages:** Trade, Dark Eldarin

**Common Personality Traits:** Sadistic, seductive, dangerous, relentless, insane.

**Common Physical Traits:** Nimble, intense gaze, pitch-black skin, white hair, spiky bits.

**Example Names:** Alaurirra, Belaern, Dhaunae, Gwyllyss, Ilharess, Jaezred.

### Racial Statistics

**Characteristic Bonus:** +1 to Charisma or Dexterity

**Skill Bonus:** +1 to Deceive and Forbidden Lore

? **Power: Warp Miasma** - Summoning a burst of raw warp power as a half action, the Dark Eldarin creates a 4m radius sphere of darkness. This blocks line of effect and anyone within the sphere is blind. The sphere lasts for one round per level and can be used once per scene at Level 1, twice per scene at Level 3, and three times per scene at Level 5.

**Size:** 3





### Physical Qualities

Dark Eldarin are slim and strong, shaped by a hard life in a dangerous environment. They never get bulky or large, with almost no body fat and developing an athletic build rather than a large one. Despite all sharing the megastructure of Commorragh, they have a surprisingly variable appearance. While most are used to thinking of them with pitch-black skin and white hair, just as many Dark Eldarin have pale skin and dark hair - an untrained observer could easily mistake them for normal Eldarin.

Dark Eldarin are nearly immortal, as long as they follow the whims of Lolth, bringing her souls and slaves (who are a great way to store souls). Until they stop sacrificing people to their demon spider queen, they don't age, and some of the most powerful Dark Eldarin warlords appear as little more than teenagers.

### Playing a Dark Eldarin

Above all else, the Dark Eldarin are a cruel and capricious people. They act on their whims and don't particularly care about who they hurt. Unless they want to hurt someone, in which case they take great efforts to maximize that pain.

Dark Eldarin society is heavily matriarchal, with females in virtually all positions of power. This is mostly because Lolth only accepts females as personal servants, but also partly because the females like it that way and work to keep it so.

The easiest way to understand Dark Eldarin society is as a food chain. The strong rise to the top and get what they want, and the weak become prey. This is not just physical strength. In fact, having just physical strength would mark someone as being extremely weak to the Dark Eldarin. Political strength is much more important, the giving and taking of favours and debts, knowing who your real allies are, and most of all the best time to betray someone.

One of the most important things about playing a Dark Eldarin is to remember that they know they're the best, and act like it. They don't just seek to have treasure. They want all the treasure. All of it!

Some say Dark Eldarin can only feel hate. This is, of course, an exaggeration. They can also feel pity. Dark Eldarin relationships are universally of the Master to Servant dynamic. From the outside, it can appear like they have fairly normal - and extremely intense - romantic and emotional relationships, but in reality it's a constant give and pull for dominance, at least until one is browbeaten into total submission. That is what the Dark Eldarin call 'love'.

### Dark Eldarin Heroes

Iniga Angband is a Vampire Magic User, and one of the many young Dark Eldarin seeking their fame and fortune in the wide world beyond Commorragh. She does not care much for her family, who are deeply tied up in local politics, but maintains contact with a sibling in case she needs to return and take charge of things. She constantly tries to assume command of any group she is in, especially if the current leader shows weakness. She is proud of her abilities with Divination and Abjuration, but worries that she will have to seek more dangerous abilities to really improve herself.

Talorga is a man whose loyalties are always for sale - save for his loyalty to the god that made him their Chosen, the Raven Queen. He works as a bodyguard and a bounty hunter, and any mission he accepts is carried out to the letter as a matter of honor. It's rumored he's running from the affections of one of Lolth's most favored minions - possibly even a daemon.

Mael Dannan is even more dangerous than the average Dark Eldarin. Her natural talent with sorcery has been enhanced by the daemon that has taken over her body, and her manipulative ways have only gotten worse over time. Unlike most daemonhosts, she seems to have maintained a strong sense of self - though she was bad enough before that it's hard to tell sometimes.



## Dragonborn

Once, long ago, Dragons ruled the Astral Sea. The dragonborn were their children and soldiers, their true origins lost to time and legend. They forged a great empire from the ashes of the Syrneth's defeat and sought to unify all of the Crystal Spheres under their rule. Defeat for the Dragons came from within, a powerful warlord known as Tiamat led a campaign against even the gods themselves, seeking to replace Bahamut. The Tiamat Heresy was a bloody war that shattered the dragon empire, ending only on Mount Celestia itself as Bahamut and Tiamat fought to the death. To this day, dragons are found in every known Crystal Sphere, and the Dragonborn are in nearly as many, proud warriors clinging to past glories.

Dragonborn, often masterless in this age, usually seek out a cause or worthy hero to serve. Tradition typically has them challenge skilled warriors to single combat and, if defeated, serve and learn under that person for a time to improve themselves. Most seek a great purpose in life, something to spend their lives on. The ones who have found such a purpose are the most common targets of the traditional

challenges, though it's not uncommon to see a Dragonborn studying under any particularly powerful (or lucky) warrior.

### Physical Characteristics

**Average Height:** 2.1-2.5m

**Average Weight:** 120-170kg

**Languages:** Trade, Draconic

**Common Personality Traits:** Proud, wise, straightforward, watchful, grandstanding.

**Common Physical Traits:** Hissing voice, shimmering scales, darting eyes, massive form, sharp teeth.

**Example Names:** Thuath, Shaan, Arark, Thaash, Shysik, Arima.

### Racial Statistics

**Characteristic Bonus:** +1 to Strength or Charisma.

**Skill Bonus:** +1 Command and Intimidation

**Power: Dragon Breath** - Once per scene, you may make an attack with your breath weapon. It uses the same weapon profile as a Flamer. At Level 3 and 5 you gain an additional use of this power per scene.

**Size:** 5





### Physical Qualities

Dragonborn resemble humanoid dragons. They're covered in scaly hide, but they don't have tails. They are tall and strongly built, usually over two meters in height and weighing over a hundred and fifty kilos. Their hands and feet are strong, talonlike claws with three fingers and a thumb on each hand. A dragonborn's head features a blunt snout, a strong brow, and distinctive frills. Behind the brow, a crest of hornlike scales of various lengths resembles thick, ropy hair.

A Dragonborn's scales can be of nearly any color. At one point, they were all striking and pure shades of colors, but most are now muddy shades of brown, ocher, and rust as the various families and armies intermarried. It's rare to see a dragonborn with brightly colored scales, and they are seen as being auspicious, blessed by fate and destined for greatness.

Young dragonborn grow faster than human children do, walking hours after hatching, reaching puberty by the age of five, and becoming adults by fifteen. They live for about as long as humans do.

### Playing a Dragonborn

To the Dragonborn, nothing is more important to honor. Everything revolves around their personal honor, the only currency that they respect. Most of them follow a strict code of battlefield conduct. Adversaries should be treated with courtesy and respect, even if they are bitter enemies. Caution and discretion are key to a warrior's survival, but fear is a disease and cowardice is a moral failing.

This drive to behave with honor extends to every aspect of a dragonborn's life. Breaking an oath is the height of dishonor, and they carefully guard their words. A commitment made must be carried out. Ultimately, a dragonborn takes responsibility for his or her actions and their consequences.

Dragonborn who have broken their oaths or failed in their duty are extremely dangerous to themselves and others. They often become hopeless and rash, deciding to live for the moment since their lives, in a sense, are already over. Some are merely looking for a

good death to spend their lives on, but others seek to fill the void left by their missing honor with anything they can get their claws on.

Most races see Dragonborn as being arrogant and proud, obsessed with the past accomplishments of their race, but they are just as quick to praise others for what they've accomplished. To a dragonborn, the difference between a worthy enemy and a good friend is slim, and people will often switch between one and the other depending on circumstance.

### Dragonborn Heroes

Jim is a dragonborn of many talents, not the least of which are his ancestral memories of the golden age of the Syrne. He has been serving as an enforcer in a long-established criminal syndicate, but has found the job empty and lifeless ever since the old members of the family were deposed. He holds out hope that the rumors that one of them survived are true, and waits for the day he'll return.

Mudrensh is a rogue warrior, a dragonborn with garishly bright red scales and born under a sign that says he has infinite potential. For now, he's only showing that he's really quite good at picking fights and making things up as he goes along, often throwing himself into danger just for the thrill of it. He has a highly unorthodox style, and has recently escaped being executed for acts of piracy.

Fuu is a young dragonborn, barely an adult, who is searching for her father. She has only recently discovered her ability to shapeshift, and is still largely ignorant of the larger society of werewolves. Fuu has almost no control over her powers, and believes that if she can find her father out there in the Great Wheel that he can give her answers and explain just what her powers mean and what she's supposed to do with them.



## Eldarin

The Eldarin were created by the Syrne as soldiers in their ancient war. After the Syrne were destroyed, they were left scattered throughout the various Crystal Spheres, with nowhere to call home. The Eldarin choose to create vast worldships large enough to house entire ecologies and wander the Astral Sea, occasionally opening a Portal Relay after long study and maintaining the relays themselves with what little knowledge remains of their construction.

Eldarin do not have home towns. They have home ships. Most Eldarin that are in good standing among their kind use the name of their native worldship as their second name. Because of their fragile artificial environments, Eldarin are very careful and conservative in their thoughts and motions, not doing anything to upset a balance. Many young Eldarin are sent on pilgrimages to prove their self-sufficiency. Those that return with something of worth become adults. The rest die, all part of their planned population control.

### Physical Characteristics

**Average Height:** 1.7-2.1m

**Average Weight:** 65-75kg

**Languages:** Trade, Eldarin

**Common Personality Traits:** Quiet, careful, mysterious, secretive, restless.

**Common Physical Traits:** Willowy build, fragile bones, sinewy build, birdlike movements, pale skin.

**Example Names:** Aurian, Farendis, Khiraen, Krullagh, Macha, Eldrad

### Racial Statistics

**Characteristic Bonus:** +1 to Wisdom or Intelligence

**Skill Bonus:** +1 to Academic Lore and Arcana.

**Power: Warp Step** - Once per scene, you may teleport up to twice your speed as a half action. You must be able to see your destination. At Level 3 and 5 you gain an additional use of this power per scene.

**Size:** 3



### Physical Qualities

Eldarin are typically of human height or even slightly more, but they are a fragile race, unable to take a hit well. They are willowy and beautiful. And yes, beautiful - the word applies to both the males and females. They have sharp features, with long, pointed ears and prominent cheekbones. They are usually physically weak, not just from ship-board life but also because their society respects the artist and poet, manual labor being done with technology and machines.

Eldarin are almost always pale, most of them having never gone out under natural sunlight - they wear full sealed environment suits when leaving their ships, often disguising their features and intentions behind opaque masks. Their voidsuits and masks become more their real faces and skins to most that they deal with, and an Eldarin meeting someone without their suit shows great trust and intimacy.

Eldarin children grow much as human children do, but their aging process slows to a crawl when they reach maturity. They enjoy youth and health until the very end of their lives, and most live for centuries.

### Playing an Eldarin

Eldarin society revolves around survival and conservation. They have few resources of their own and are rarely willing to trade with others. Most display a strong psychic ability, and Eldarin often become sorcerers, or enhance their talents with minor displays of magic.

The thing the Eldarin work hardest to conserve are their very souls. They have deep ties to the warp, and their souls make tempting prizes for daemons and worse. Eldarin generally do not believe in an afterlife, and while most follow one deity or another for protection or as a source of power, it is tradition for them to wear soulstones, phylacteries that trap their souls at the moment of death and preserve them in the living world rather than allowing them to be flung free into the Warp.

Most Eldarin have a deep distrust of environments away from their ships. They often have weakened immune systems from spending their lives entirely in sterile environ-

ments, and anything that's dirty or involves manual labor, well, that's just not something that's done!

The relationship between Eldarin, Dark Eldarin, and Elves is a delicate one. Well, not really. Eldarin and Dark Eldarin will glare at each other from across the room and just look for a reason to kill each other. Eldarin just pity the Elves, who they see as having devolved to a primitive and barbaric state.

### Eldarin Heroes

Talieer went out from her home fleet into the Great Wheel in order to find herself. What she learned is that she has an important role to play in things. After an aborted expedition to Carceri, she broke down into flashbacks and strange memories in the middle of Sryneth ruins and has never been the same. She has latched onto a motley crew of heroes, using her technical and sorcerous skills to aid them where she can.

Mecheldr is a masterwork, a being of wraithbone and magic made using nearly all of the resources of a worldship in order to construct a hero using the soul stone of one of their greatest leaders. Mecheldr has only dim memories of his past life, but he has been using this new life to do good. While he has mostly been working to protect the interests of his home worldship, he has begun looking at the wider reaches of the Great Wheel and how the Eldarin might fit in.

Giorna is one of the few Eldarin that doesn't wear a soulstone. She lost any need for it quite some time ago when an accident and a tear in the warp allowed a Daemon to take over her body. She still wears her full environment suit, a handy way to disguise the way the Daemon's power has caused her body to warp and change. She has been disguising her condition from the other Eldarin, but is planning on leaving to find more interesting people to be around. And to feed on.



## Elf

Distant relatives of the Eldarin, the Elves settled down instead of escaping into the Astral Sea. The Eldarin pity the Elves, saying their cousins have lost their way, their souls weighed down by gravity. Elves live in harmony with the lands, living what most see as simple lives with little industry, but which they see as respectful of the land.

Elves usually feel a strong responsibility to preserve and pass on the old ways, though some see their methods as primitive and useless in the modern age. They see the same skills as being necessary for personal growth and respect of the natural world, and typically treat those who feel the same way very well.

### Physical Characteristics

**Average Height:** 1.6-1.9m

**Average Weight:** 70-80kg

**Languages:** Trade, Elven

**Common Personality Traits:** Respectful, patient, modest, peaceful, observant.

**Common Physical Traits:** Thin build, tanned skin, sharp eyes, simple clothing, quiet footfalls.

**Example Names:** Garryth, Kaelyssa, Ravyn, Ossyan, Rahn, Vyros.

### Racial Statistics

**Characteristic Bonus:** +1 to Wisdom or Dexterity.

**Skill Bonus:** +1 to Perception and Charm

**Power: Elven Accuracy** - Once per scene, an Elf may reroll a failed Weaponry or Ballistic skill Test. At Level 3 and 5 you gain an additional use of this power per scene.

**Size:** 3



### Physical Qualities

Elves are slender, athletic folk about as tall as humans. Their skin is often tanned or brown from long days spent under the sun and open sky. Their hair colors run the gamut of natural colors from the brown of the earth to the green of fresh leaves or the bright shades of flowers. Elves' ears are long and pointed, and their eyes are cool colors, vibrant blues, violets, and greens. They strongly resemble Eldarin built slightly sturdier and stockier, which isn't surprising considering their origins.

Elves, like Eldarin, mature during their early lives at about the same rate as humans do, but remain in early adulthood for most of their long natural lives. They generally don't live as long as Eldarin, a century or two on average.

Elves are stronger and tougher than most Eldarin, though they're still somewhat fragile creatures compared to the average citizen of the Wheel.

### Playing an Elf

Elves are a people of deeply felt passions, easily moved to delighted laughter, blinding wrath, or mournful tears, the very passions and emotions that the Eldarin refuse to allow themselves. They are inclined to impulsive behavior, and are often seen as flighty or impetuous by the other races, though the Elves clearly don't shrink from responsibility or forget commitments - they are experts at farming and terraforming, both pursuits that take decades.

Elves revere the natural world. Their connection to the environment runs deeply through everything they do. They never cut living trees, and when they create permanent communities they do so by sculpting the natural landscape to suit their needs rather than tearing it down to replace it with something new. They prefer the primal power of the natural world to the vastness of the Astral Sea or the raw chaos of the Warp. They lack the same talent for sorcery that their ancestors had, but replaced it with a curiosity and the desire to explore.

Elves are loyal and merry friends. They enjoy simple pleasures - dancing and singing, contests of skill, parties and feasts -

and use them to add a spoonful of sugar to dull efforts and long commitments. They do not enjoy war, but in defense of their homes and families they will readily take up arms.

Long ago, the Elves and Eldarin were once a single people. The Elves chose a different path from their cousins, settling down to take care of worlds, casting aside the technology that they didn't need or couldn't replicate for themselves. They do not require as much technology to survive, though, as they do not fear hard work and effort.

### Elven Heroes

Avourel is an honorable and powerful Elven mage who recently discovered the ancestral memories of the Syrne swelling up inside him. He specializes in fire magic, his desert-world upbringing having long taught him the power of scorching heat. He seeks out a vile vampire that took over his homeland and has escaped death on a great many occasions, though he worries he doesn't have the power to stand up to his foe even now.

Jhean Lunos is a man of striking appearance and sudden violence. He was born and raised among a family of werewolves, but as a late bloomer he had to deal with the taunts and dangers of his family for a long time, and still has the scars to prove it. After his change he has shown a great connection to the Umbra, and is mastering the magic of transmutation. He is a skilled negotiator but can snap when directly provoked, tearing people apart with his bare claws.

Reeva is considered nearly a messiah by his people, a natural leader and one of the chosen champions of Corellon. What most don't know is that he is suffering from a terrible wasting disease, something that would have long ago killed a normal man and can lay low even an Exalt. He is working to do all the good he can in the limited time he has - while it's possible he might recover some day, he does not take it for granted and is glad for the time he has.



## Gnome

A race with a religious reverence for technology, especially the artifacts of the Syrne. They were created as engineers and janitors for the ancient race, with an inborn knowledge of how to repair Syrne artifacts. They are excellent at maintenance, managing to keep many artifacts running even with no spare parts. But their innovative abilities are... somewhat lacking, the fact they don't actually understand how to build or repair anything except through muscle memory meaning that their experiments usually turn out badly.

Gnomes can be found in some of the most unlikely of places, outposts among ruins or floating rocks that they found interesting for one reason or another. Their tolerances for dangerous radiation leaks, substandard living conditions, and environmental pollution are somewhat staggering.

### Physical Characteristics

**Average Height:** 1.3-1.5m

**Average Weight:** 45-55kg

**Languages:** Trade, Gnomish

**Common Personality Traits:** Curious, creative, impressionable, pensive, reckless.

**Common Physical Traits:** Dirty skin and clothes, scrawny build, hyperactive motion, surprisingly tough.

**Example Names:** Snorrig, Noblar, Grazbaag, Rord.

### Racial Statistics

**Characteristic Bonus:** +1 to Intelligence or Fellowship

**Skill Bonus:** +1 to Crafts and Academic Lore

**Power: Improvise** - You begin play with one free Weapon proficiency of any type and one free Armor proficiency of any type.

**Size:** 3





### Physical Qualities

Gnomes are somewhat taller and stockier than halflings, and are some of the toughest beings for their size in the Wheel. They can survive for extended periods of time in less than ideal environments, with a high tolerance for marginal atmospheres and elevated levels of radiation.

Gnomes have extremely varied shades of hair and skin. They have a faster and more complete reaction to sunlight than most races, tanning within minutes and developing deep and rich skin tones over time if they spend too many hours in the sun, growing pale again with days spent in darkness. Their hair is thick and tough, resistant to heat and cold, and they usually have more body hair than humans, though perhaps less than the famously fuzzy halflings.

Style of dress in Gnomish culture goes purely towards the practical, most wearing leathers and overalls with a great many pockets and belts. Goggles are extremely common - Gnomes have very sensitive eyes, more suited to low-light conditions than the bright lights most cultures use. Their eyes are much like a cat's eyes, slitted and reflective.

### Playing a Gnome

Unobtrusiveness is a virtue among Gnomes. They spend their lives in and around machines, and a sudden movement or surprise could spell disaster, sending someone stumbling into moving parts or breaking sensitive components. The second is almost worse in some ways - a loss that is something like murder and heresy at the same time, given the Gnomish view on machines as a form of religion.

Most Gnomes live in communities built on Surneth ruins, families growing up and taking up multigenerational restoration projects on some of the most impressive machines ever made. The function of these machines is only vaguely known at best, and often not even then. They're more like legends or myths passed down through the generations, some details forgotten and others made up.

Thankfully, Gnomes don't seem to actually need to know how something works in order to repair it, or else they'd never get

anything done. They were gifted by the Syrne with a genetic memory full of blueprints and plans that allow them to interpret and work with machines on such an instinctual level that it almost seems like they can talk to even simple devices. And most do so anyway, in the same way someone might talk to a favored pet.

Gnomes have great self-motivation, doing things on their own initiative and usually without asking permission. They don't go out of their way to harm people - and never to harm machines - but anyone spending time around a Gnome should expect to have their gear improved when they aren't looking, even if they don't want or like the improvements.

### Gnomish Heroes

Klink is a Gnome who knows that the gears of his world are greased with blood. Gnomes often die in exploring new ruins and wrecks, and only through sacrifice can some progress be made. Being a vampire, he knows better than most just how small sacrifices by others can help make one man great. He maintains a large number of followers, and has a great number of artifacts on hand that he has personally recovered and repaired.

Trace has led a dangerous and exciting life, spending time onboard military ships in the middle of conflicts, repairing them even as they were being blown apart. He was once the chief engineer of the starship Excelsior, before the ship was lost following a terrible accident involving a warp rift. He was gravely injured, and rebuilt his body using the scrap around him. He's one of the very few self-made prometheans, and even he isn't sure how he came up with some of the methods and techniques he used to put himself back together, attributing it to the gods or the machines themselves, saying the spirit of the Excelsior lives on in him.

Monana Scooter is a celebrated and wise technician among her people, a miracle worker who can do more in five minutes than others could manage in weeks. She has all the markings of a paragon, a genius who inspires others to action. The only reason she hasn't been given command of entire fleets is only because she prefers machines to people, and hates dealing with politics and paperwork



## halfling

Short, lazy, and generally a criminal element in many societies they become involved in. Halflings are often seen in the same light as rats and other parasites that live on the fringes of a city. They managed to find their way onto spelljammers in one way or another and now are located in pretty much anywhere anything is going on, ready to snatch a purse or scavenge something useful when no one is looking.

Most Halflings are insular and never see much of the outside world. They'd generally prefer to sit in a comfortable chair and have as many meals as they can manage to get in a day, followed by some napping. Even the most heroic halfling often has simple desires, finding great joy in the easy things in life - food, friendship, and family. Homesickness is the most common affliction of the travelling halfling.

### Physical Characteristics

**Average Height:** 1.0-1.2m

**Average Weight:** 24-35kg

**Languages:** Trade, Halfling

**Common Personality Traits:** Easygoing, spirited, laid back, sneaky, clever.

**Common Physical Traits:** Hairy feet, fast hands, childlike appearance, expressive features, surprisingly quick.

**Example Names:** Angol, April, Autumn, Banin, Bradoc, Jasmine, Mallin, May, Rose.

### Racial Statistics

**Characteristic Bonus:** +1 to Intelligence or Fellowship

**Skill Bonus:** +1 to Larceny and Deceive.

**Power: Shifty** - While most races use Wisdom and Dexterity to determine Static Defense, Halflings instead have a Static Defense equal to ten, plus six for every dot of Dexterity, minus twice their size.

**Size:** 2



### Physical Qualities

Halflings are among the smallest sentient creatures in the Great Wheel, only half the size of a human. They mostly resemble humans, though their proportions and features are slightly off, childlike, and their ears are slightly pointed, not as long or tapered as elven ears but distinct.

Halflings usually have pale skin, though their skin tone runs nearly the same range as the various human shades. Most people just describe their skin color as 'dirty', because that's what halflings usually are. A clean halfling is about as rare as a shaved squat, though for opposite reasons - most halflings are simply far too low on the totem pole of the societies they exist in to have to worry about matters beyond survival.

Halfling hair and eye colors tend toward bare earth tones with hints of other color, muddy reds and blondes. Their eyes are most often hazel, shifting slightly between green and brown with the light. They often dye and cut their hair into outrageous colors and styles, perhaps as a way to get attention but also as a way to show belonging to gangs and families.

### Playing a Halfling

Halflings are, not to make a pun, part of a lower class. They live in the gutters and ghettos of their betters, living lives that most totally ignore. In truth, they have a surprisingly deep culture, based on loyalty and sacrifice to friends and family. When a halfling makes a commitment, or learns to trust someone, they'd never willingly break that bond except in the most dire circumstance.

Because of these ties, Halflings shun anyone who is known as a tattletail or a betrayer. They'll often take the law into their own hands, so any halfling that starts talking too much to the Harmonium will often find himself in the morgue before too long.

Halflings have a great contempt for the larger races. And considering pretty much everyone counts as 'larger', there's a lot of targets for it. They lie, cheat, and steal from them and don't usually feel bad about any of it - the other races never give them a break anyway. They rarely have a need to go out among them except to scavenge for supplies, and most

racers remain unaware of the cities blooming under their feet or within their unused cargo holds, cities built at half scale and full of all your missing things.

Halflings are opportunistic, seeking out the easiest way to do anything, which usually means cheating. They're not afraid to break rules or laws when it's to their advantage. It's a very rare halfling who wants a fair fight in any way.

### Halfling Heroes

Coerg is a big man in the halfling underground, a roguish werewolf who likes to think he cuts a striking figure. People have expended much effort in avoiding saying anything to him about the differences between wolves and lapdogs and exactly which he transforms into. He's surprisingly peaceful for his kind, talking his way out of things and is a master of the art of sad puppy eyes.

Wheeler is a dangerous halfling. Trapped alone for decades or centuries on a feral world of (to him) huge monsters, he was driven insane and worse, losing his soul to a daemon. Only his madness was strong enough to survive the experience, and now what's left of Wheeler can speak only in simple rhyme. After sneaking onboard a ship, he's escaped back into Sigil, where his pranks and annoying behavior cause no end of trouble for the Harmonium.

Captain Selphie is that rarest of halflings, one who has actually gone legit and made something of herself in "big-folk" society. She says she owes everything to Vectron, and is well-known as a great lover and merchant, with a nose for gold and an eye to the future. She has her own spelljammer, the Defiant, though her customizations to it make it a bit cramped and uncomfortable for anyone much larger than an elf.



## human

Humans are a young race. Very young and for the most part, clueless. They explore incessantly and fight amongst themselves for land, for love, for their gods. Thankfully, humans adapt extremely quickly and seem to have a knack for surviving in even the worst places to live. In the short time they've been on the scene, they've managed to go to war with the Eldarin over the - in the views of the Eldarin - dangerous practice of reopening dormant Portal Relays. The dominant view of Humanity is as a race rushing to disaster because of impatience and reckless behavior.

Relatively short-lived, most humans view life in the Great Wheel as an adventure, an undiscovered country to explore. Humans blaze new trails every day - going places no one else dares or wants to go, often finding ways to live in crystal spheres otherwise hostile to all life. They usually don't have time or pa-

tience to deal with the problems of others, though humans come in all types, some even managing to not be self-centered.

**Languages:** Trade, Human

**Characteristic Bonus:** +1 to any one Characteristic.

**Skill Bonus:** +1 to any two skills.

**Power: Heroic Heritage:** A human begins play with one additional Hero Point.

**Size:** 4





### Physical Qualities

Humans haven't changed much in the time they've spent on the Great Wheel. They average around two meters in height, with somewhat softer features than the harsh lines of the Eldarin or brutish appearance of the Orks. Humans vary in appearance as much as any of the other races in the Wheel, and are almost a sort of middle ground in appearance. They often take cues from the races they deal with, sharing styles of dress and grooming.

The norm for humans in their own culture is, well, that there is no norm. Every planet humans have colonized has developed its own very distinct culture and style, and unlike most races humans seem most proud of their distinctness and individuality. Every human has at least one thing they consider themselves the best at, from something simple like cooking a certain type of food to something more noble like arts or science.

If one had to attribute a norm to humans, it would be the expansive culture of the Imperium. Nearly all humans are a part of it, a crushingly brutal empire that has spread a motif of skulls and eagles across the stars. It really does seem like humans can't get enough of eagles and skulls.

### Playing a Human

In the grim darkness of the Great Wheel, people are still people. There is little that can change the human spirit, not even the future. The major change in human culture has been the rise of the Imperium. After unifying their home planet of Terra, humans expanded to the stars with a kind of reckless abandon that no other race had expressed for thousands of years.

This reckless expansion backed by a crushing imperial government defines the way humans deal with the wider universe. In one of their first encounters with an alien race, they ended up in a war with the Eldarin, a war where the "primitive" human ships crushed the Eldarin with massive brute force. They managed to end the war before things went badly for them thanks to certain political movers and shakers working in Sigil.

Because of this bad first impression, there is still a deep distrust for aliens in human

culture. The Terra First group, among others, seeks to promote human interests over alien ones. The more extreme groups are little more than xenophobic terrorist groups that would have humans purge the alien from the stars. Given the sheer number of threats humans have encountered, this position is considered quite reasonable to many.

While there are quite a few humans who just can't deal with aliens, others adapt extremely well to other cultures. It's not uncommon for humans who live and work closely with other races to take up their cultural mores and ways. Humans have also been known to try and romance anything that they find even vaguely interesting.

### Human Heroes

Kuj'o J'Karra is a striking man, extremely tall for his age, well-built, and with a powerful sense of justice. He was raised among the Tau and only very recently awoke to his power, a strong Synchronicity spirit that gives him superhuman ability matched only by his incredible determination. Kuj'o plans on finding the vampire that has cursed his family and punching him into a fine paste.

Marina Pheonix, on the other hand, has been a Promethean for so long that she can't even remember having a human body. She's an expert hacker and gunslinger, so far removed from normal humans that at time she seems even more alien than Eldarin do. She prefers to work well away from the spotlight, and over a very long career of fighting alongside some of the strangest people in the wheel, has come to value expertise over anything else.

Armstrong is at first glance a fairly normal human sorcerer. While sorcery isn't something most humans are comfortable with, Armstrong is proving quite adept at it, no small thanks to the help of Acererak, who has been whispering secrets in his ear. He's been led from one secret to another, though Armstrong still isn't sure if he's being shown these secrets by Acererak as some kind of reward, or if he's uncovering things his god wanted to find out. Truthfully, he's fine with it either way, and expects that once he's found the answer to that question he'll have really learned what his god is trying to teach him.



## Ork

Like the Eldarin, the Orks were created by the Syrne as warriors. However, where the Eldarin were created as agile warriors with great magical talent, the Orks were created as brutal troops that can withstand almost anything and keep fighting. They breed quickly and are probably the most successful race in the galaxy, infesting nearly every crystal sphere known. Thankfully, their constant infighting and love of combat will likely keep them busy killing each other until the end of time.

The Orks live in roving warbands, going from place to place in search of a good time. They're one of the few races of people that are genuinely almost always having a good time, especially when they find some tough fighting and good opposition. While they have a reputation for being bloodthirsty, they only tend to kill unworthy opponents - the ones that put up a good fight, or at least try, they let live so they can fight again.

### Physical Characteristics

**Average Height:** 2.3-2.7m

**Average Weight:** 160-200kg

**Languages:** Trade, Orkish

**Common Personality Traits:** Argumentative, foolhardy, individualistic, impatient, fun-loving.

**Common Physical Traits:** Many scars, pointed tusks, mottled green skin, blood-curdling roar, bulky physique.

**Example Names:** Waagrot, Duffthug, Ogork, Ugurty, Naznob, Skabbad

### Racial Statistics

**Characteristic Bonus:** +1 to Strength or Willpower

**Skill Bonus:** +1 to Intimidation and Scrutiny

**Power:** WAAAAAGH! - At the beginning of each combat, heal hit points equal to your level.

**Size:** 5





### Physical Qualities

Orks are one of the most violent and dangerous races in the Wheel, and their physiology only supports them in this. They're extremely tough, shrugging off wounds that would kill others just by getting angry and riding the surge of adrenaline.

One of the most interesting things about Orks, at least to xenobiologists, is that they are perfectly adapted to a battlefield role. They're well-known for their ability to reproduce from spores, growing like big angry potatoes in the ground. What is less commonly known is their extreme sexual dimorphism. While male orks are by far more common and universally brutish and apelike, the rare female ork is considerably closer to the standards of beauty of other races. While there is no outstanding proof of it, some scholars suppose that while normal orks make excellent line troops, female orks were engineered more for stealth operations and special forces.

Orks usually have green skin, though deeper colors are not unknown. Their beady eyes tend through shades of yellow, red, and black. Nearly all orks have at least a few scars, and most accumulate a tapestry of scars that they're extremely proud of.

### Playing an Ork

Orks are not afraid of getting into fights. They relish it, in fact. Orks grow and mature most quickly by fighting others, maturing into adulthood in amazingly short periods of time if they're given something to fight. While most races are afraid of pain or danger, Orks revel in it.

Orks don't have the same sense of design or beauty as other races, using simple solutions and reliable low-tech equipment. Because of this and their general appearance, many other races assume that Orks are dull and simple - the truth is just the opposite. Orks can do amazing work with little infrastructure and training. They're quite brutally cunning. Or cunningly brutal.

Most races have very strong opinions of the Orks, and since most of the time these races had first contact with Orks that involved a screaming green horde and a lot of fighting, these very strong opinions are typically nega-

tive. The Orks, on the other hand, really don't have many negative feelings at all. They like fighting, and dying is just a part of that. They admire anyone who can give them a good battle.

Orkish culture is based on the biggest and strongest ruling the small. They extend this belief to the other races, and many Orks will attempt to simply butt in and take control away from those they see as weak. Once someone has proven their strength, though, Orks are loyal and honorable. Betrayal and trickery just aren't usually the way Orks do things.

### Orkish Heroes

Wrecka is a famed Orkish mercenary and bounty hunter. He's one of the few Orks that shows a natural talent for Sorcery, especially healing, thanks to the strange knowledge he was born with, a Syrne spirit that drives him to do some distinctly non-orkish things. He loves violence and killing, but Wrecka actually thinks about the future, both his own and of others.

Roshenko has been in more fights than he can remember. Sure, mostly that's because half of his brain has been replaced with clockwork and stuff, but that's still a lot of fighting. He's more machine than Ork at this point, with countless crude cybernetics and improvements. It's said he's never been on a ship that hasn't crashed. He has a strong sense of duty and honor, for an Ork, so he's pretty reliable as long as all you need is for someone to go screaming and shooting in the general direction of the enemy.

Shibba has always been different from other Orks. For one thing, she's a lot more subtle. For another thing, she's a she. Shibba has a great interest in the ways of other races, not least because she's picked up a Daemon that has been trying very hard to influence her and control her actions, but has been bullied into submission. It's clear that it was not prepared to deal with an Ork and how strong-willed they can be.



## Squat

A proud people, the Squats come from a hostile world, the surface almost unlivable. They quickly developed mining skills and began living underground, a tradition that continues on almost every world they live on. They are deeply tied to their families and their social position, with tradition and their caste structure forming the base of their lives. They have a longstanding hatred of the Orks, who infest the surface of their homeworld and are almost a constant threat.

Squats are a creative people, most with at least some skill at a trade and a keen sense for the joy of a job well-done. Most squats have an appreciation for beautiful things, though the way they express this might seem gruff and ungrateful to others. They're some of the fastest adopters of new technologies and innovations, and are well-known for quickly finding ways to turn even seemingly useless things into useful tools.

### Physical Characteristics

**Average Height:** 1.2-1.4m

**Average Weight:** 75-100kg

**Languages:** Squat, Trade

**Common Personality Traits:** Brave, gruff, persistent, reliable, stubborn.

**Common Physical Traits:** Beard, barrel chest, sturdy build, drunk, incredible endurance.

**Example Names:** Hrothgar, Durik, Snorl, Durgen, Gorten, Gudrun.

### Racial Statistics

**Characteristic Bonus:** +1 to Constitution or Willpower

**Skill Bonus:** +1 to Crafts and Common lore.

**Power: Squat Toughness** - A Squat's Resilience is treated as being one higher for the purpose of determining hit points lost due to damage.

**Size:** 3



### Physical Qualities

Squats are, in a word, squat. They stand shorter than humans and Eldarin, but are nearly square in shape, as wide as they are tall. Squats evolved on a world with higher-than-average gravity and far too many Orks. They're burrowing creatures, most comfortable in closed spaces and well away from open areas.

Despite their small size, Squats are quite tough, easily as dangerous at the art of war as any other race. Their homeworld's climate is dangerous on many levels, from the high gravity and radioactive atmosphere that the Squats aren't quite adapted to. However, like most sentient species, they more than make up for that with their cunning.

Squats are a people that are clearly no stranger to work - each of them, male or female, is calloused and hardened by a life of putting their backs into their work. They tend to grow bored easily when not given a goal, and have a work ethic that borders on the suicidal.

Squat clothing tends to be somber and dull looking to most. They have a limited ability to see into the ultraviolet and infrared, and those colors, which other races cannot see, have always been in style. To other Squats, these clothes are brightly colored and patterned, showing the wearer's clan and family. Beards and hair styles also show status and caste in Squat culture, and even a slight change in braiding shows as much significance as a wedding band or class ring.

### Playing a Squat

There is almost nothing more important to a Squat than honesty. Squats are honest and open, and their culture relies on it - they have not had a real currency in centuries, having moved to a system of barter long ago. A squat who lies about the value of his goods, his training, or even his taste in ale will quickly find himself outcast among his people.

That's not to say Squats always tell the truth. They just don't lie. There's a very important difference - they might not tell you a load of ore is full of impurities, but they won't tell you it's fine if you ask them. Squats learn to ask the correct questions.

Squats come from a society with harshly divided caste lines. There is an upper class of nobility and warriors, a middle class of merchants and smiths and miners. But where there is an upper class, there is a lower class, casteless undesirables that are looked down on as the descendants of criminals and liars. They are considered unworthy to even be servants to other Squats.

### Squat Heroes

Cheri is a young Squat, the last son of a noble house that was lost in a terrible accident. They built ships, the strong and tough ships of the squats, but at the launch of their most ambitious ship to date something went horribly wrong with the reactor. Cheri was away celebrating with friends, and returned to find his homeland warped and destroyed with the powers of broken sorcery and daemons. He remains resolute and determined to continue his family's traditions of honor and duty, working to fight evil and serve Moradin wherever he can.

Roboutte is an old warrior, one of the most experienced veterans of the wars against the Orks. all four of his limbs have been replaced with cybernetics, though that is perhaps less important than the fact that he's a Vampire, something he chose for himself to escape death. He has been hiding his condition from his family, something easily done since he doesn't spend time aboveground.

Setsuna is a serious young Squat. She was born into the warrior caste and was forced to begin fighting at a very young age when a civil war between her caste and the casteless began. She was one of the very few survivors of that war, and claims that a celestial being, some kind of shining daemon, was responsible for saving her. She has proven to be an almost supernaturally skilled warrior, and is still trying to reach the ideal she was once shown.



## Tau

A mysterious race, the Tau have little magical talent and less presence in the affairs of the Astral Sea than even the humans. They have not expanded beyond their home Crystal Sphere, and visitors are almost unknown - they have not activated their Portal Relay and their Crystal Sphere is protected by an aura called the Wall of Fire that makes such a journey almost suicidal.

Every Tau is humanoid in shape, with two arms, two cloven feet, and a single head. Their gray-blue skin is leathery and tough and exudes no moisture, owing to the generally dry conditions of their homeworld. Their faces are flat, wide around the eyes, and their olfactory organs are located inside their mouths. Their eyes can see into the infrared and ultraviolet. Tau eyesight is good, but they focus on distant objects more slowly than humans.

### Physical Characteristics

**Average Height:** 1-7-2.0m

**Average Weight:** 85-100kg

**Languages:** Tau, Trade

**Common Personality Traits:** Understanding, tolerance, honor, diplomatic, naive.

**Common Physical Traits:** Frail build, farsighted, mobile, enduring, light-fingered.

**Example Names:** Aun'va, Shaserra, Shovah, Shas'La, Dyrerah, Kais.

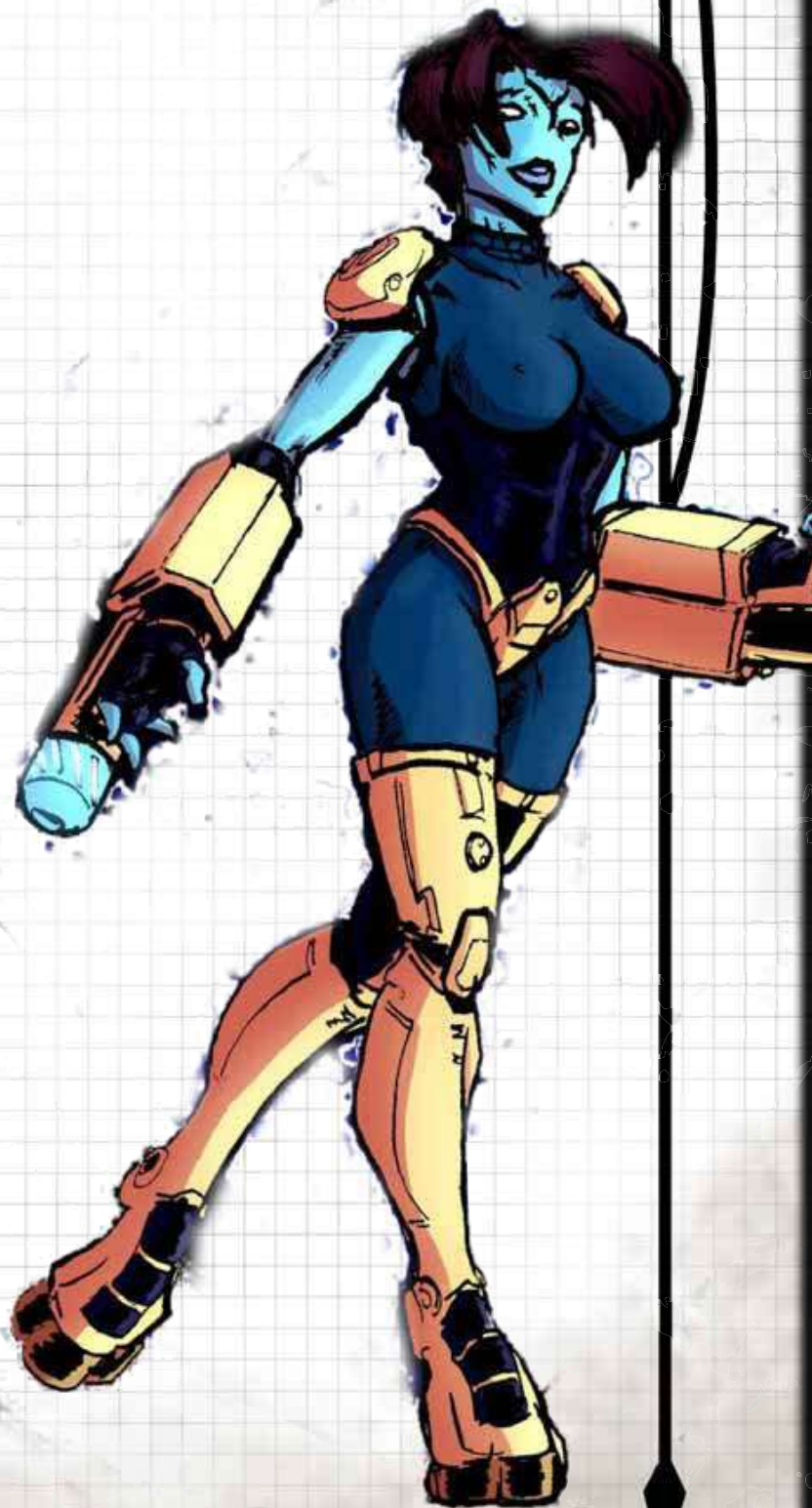
### Racial Statistics

**Characteristic Bonus:** +1 to Intelligence or Composure

**Skill Bonus:** +1 to Common Lore and Persuasion

**Power: Fall Back** - Whenever you successfully dodge a melee attack, you may make a free withdraw action, but you may only move half of the normal distance.

**Size:** 4





### Physical Qualities

The Tau are quite well away from the average appearance of races in the Wheel. They're somewhat more frail on average than a human, but this is as much a function of their society as it is of their physiology - those few Tau who dedicate themselves to manual labor or learning the art of close combat grow just as strong as any human or Squat, though they might have to work a bit harder at it.

The Tau are descended from plains-dwelling creatures. They're adept at sprinting and walking long distances, natural soldiers in some ways, but their eyes are somewhat widely spaced, and they take slightly longer to focus on distant objects because of it. Their excellent sense of smell makes up for this a bit, though when they have to work around Orks or Halflings they tend to regret that. They have very little natural ability with magic, and developed only healing and protective sorcery on their own.

### Playing a Tau

The most obvious differences between Tau and the other races of the Wheel is that the Tau have a single government that is based not on any greed or personal desire but on the Greater Good of all members of their society. The Tau consider the most valuable lesson one can learn to be that the needs of the many outweigh the needs of the few, or the one.

Tau are placed into the positions they will occupy for the rest of their lives at a very early age - genetic and standardized tests help them find the position that they are not only most suited to but will most enjoy. While they don't claim that this works out perfectly for everyone, as there are always a few who dream of a station they simply are not suited for, they believe it does the most good possible for society as a whole.

Tau society is based around a caste system, much like Squat society, though the Tau castes are somewhat more absolute, with a significant amount of genetic difference. They aren't quite separate species, but it's so rare for a Tau to find a mate outside of their caste that they may become separate species over time.

Tau generally don't think of themselves, though when they're put into command positions they're quite good at thinking for themselves. A Tau is nearly always willing to listen to the suggestions of another, though unless that person is qualified to speak, their opinions will not hold much weight - if they were truly suited to the task enough to give council, why are they not in the position themselves?

While Tau technology is very clean and nice looking, it's actually somewhat less advanced than the average. They have not yet learned to open Portal Relays, which has greatly slowed their expansion across the Wheel, and because they have so little knowledge of Sorcery, they tend to fall prey to nearly any magical threat they run across.

### Tau Heroes

Shas'la Kais is a young warrior of the Fire caste, who in his very first mission was able to overcome almost impossible odds. He fought against dozens, hundreds of enemies, and somehow came out on top. Despite this incredible luck, he was unable to complete his mission, though he did manage to prevent great disaster from befalling the Tau Empire. He is currently recovering from the great mental stresses he endured - no one is prepared to see the Warp, especially not a Tau.

O'Shaserra is perhaps one of the best-known Tau Commanders in the Wheel, which is to say that several people have heard of her instead of none at all. She has the backing of the full Tau Empire and is at the head of the Third Crystal Sphere Expansion, a move by the Tau to annex some nearby Crystal Spheres. She has enjoyed no small amount of success. What few know is that she is a created thing, built to be the perfect, loyal commander.

O'Shovah was once a great commander among the Tau, before he nearly found his death at the hands of the Orks and a Daemon found him to its liking. Unlike most Tau he has a great skill at close combat, wielding a massive Grand Daiklaive. He has recently gone rogue, leaving the Greater Good to found a place where the great will not be constrained by the small.



## Tiefling

The Tieflings are the mirror image of the Aasimar, a people made to serve Chaos. They are far more varied in appearance than their counterparts, typically having multiple mutations that mark them as servants of Chaos - hooves, a tail, claws, horns, all of these are common. While many closely follow the whims of their gods, a sizable portion of them simply do as they wish, which suits the purpose of Chaos quite well. Like the Aasimar, Tieflings increase their number by inducting other races, though in the case of Tieflings there is no orderly indoctrination or training, just torturous warping of the body and promises of power.

As befitting their birth, Tieflings tend to not really have any kind of society. Most are barbaric, living for their own desires and nothing else. They're creatures that indulge their every whim. Which makes them extraordinarily dangerous - a gang of tieflings might tear through a street, robbing a few homes, setting fire to more, painting beautiful murals on the rest and turning one man's lawn into a beautiful garden.

### Physical Characteristics

**Average Height:** 1.5-3.0m

**Average Weight:** 100-300kg

**Languages:** Abyssal, Trade

**Common Personality Traits:** Passionate, flighty, loud, magnetic, untrustworthy.

**Common Physical Traits:** Dark eyes, intimidating height, sharp teeth, inhuman mutations, powerful build.

**Example Names:** Criella, Linaera, Verstaadt, Kiltre, Marchaud Vinton, Liera

### Racial Statistics

**Characteristic Bonus:** +1 to Dexterity or Constitution

**Skill Bonus:** +1 to Intimidate and Weaponry

**Power:** **Bloody Minded** - You may reroll damage dice that land on a 1.

**Size:** 5





### Physical Qualities

Tieflings are extremely variable in appearance and physiology, as befits beings born of roiling chaos. They were once members of other races, transformed through ceremony and ritual (and every once in a while, accident) into a new form. Most Tieflings are minions of the Ruinous Powers, servants of Chaos and transformed in order to better serve them. They are warriors by nature, and though they're somewhat smaller than Aasimar on average, Tieflings are just as tough.

Tieflings are generally humanoid, though they all have at least a few signs of the touch of chaos. Cloven hooves and lizardlike tails aren't uncommon, unearthly beauty and horns are fairly common as well. What the Tiefling once was seems to have almost no bearing on what they become, though the general appearance can give a bit of a clue to the power that changed them.

Their differing physical forms are what truly set Tieflings apart from Aasimar, despite their extremely similar origin. While Aasimar are all works of art in flesh, they are all the same work of art. Tieflings are more inventive, a process rather than a single solution. Some are stronger or weaker, some more beautiful or hideous, but all of them are unique and special in their own way.

### Playing a Tiefling

If there's anything a Tiefling does well it's revel in their own power. They are servants of the Ruinous Powers, but they are not doing it purely out of duty or faith but out of their own desires. While Aasimar lose who they were in their rebirth, who a Tiefling is is made manifest in their creation. Their new forms are partly made of their souls, their unconscious desires, and reflect the kind of person they are, deep down. While their memories of their past lives are hazy at best, they remember the important things, the things that drove them to become what they are.

A Tiefling is by nature a person who cared more for their ambition than their people. They are not nearly as devoted to the Blood War as the Aasimar, but are created in far greater number - it is a comparatively simple thing for the Ruinous Powers to create a

Tiefling and simply set it loose than it is for the Blessed Pantheon to carefully create and train their servants.

Not all Tieflings serve Chaos. Just as there are some Aasimar who have taken up service with the Ruinous Powers, there are Tieflings who have decided they'd rather serve someone more dependable.

Overwhelmingly, Tieflings are not trusted. They are seen as being dangerous at best and often just as mutants and monsters. Whatever family ties they had are severed, and many factions and entire worlds will simply not want to deal with them. That is the price they pay for power, and it is a burden that most see as a small cost - they were often already shunned for their actions, and this is a minor addition to that at most.

### Tiefling Heroes

Traya is a Tiefling, a Servant of Malal, and a Black Spiral Dancer. None of these three things really inspires trust or confidence in people. She is a berserking warrior, always the center of combat. However, unlike most servants of Malal she is not willing to betray the ones she cares for - though she's hurt them more than once because of her lack of control.

Petticoat has served the Ruinous Powers from her place in high society, having been embraced and made a member of Clan Ventrue long ago. She is a servant of Tzeentch and considers herself a master planner, with schemes that take decades to come to fruition. While most simply look at her as a simple businesswoman, she is an incredibly dangerous fighter in her own right, with a pair of cunningly disguised weapons and the skills of a master assassin.

Shax was once merely a pawn in the Blood War, and the only thing he wanted was revenge against the Blessed Pantheon, whose servants had purged his family for their worship of the Ruinous Powers. After years spent fighting for one useless rock after another, he simply... lost his taste for revenge. He now worships Luna, having seen that what is really needed in the Wheel is for the endless cycle of revenge to change.



"THE PIT, THE PIT!"

They threw the stranger into the pit. He had appeared from the sky with strange lights and sounds. He was clearly another Daemon, appear to plague them from the warp, or a dark sorcerer in their service. He had already been injured when they found him, and hadn't put up much of a fight, though he was clearly a surly and spiteful type.

The pit was the only place for him, a dry well that had been warded by the priests to contain daemons such as him. The horrors trapped there would make short work of him. The stranger had argued, tried to convince them not to throw him in the pit, but the arguments had fallen on deaf ears and they had pushed him into the pit at sword-point.

From above, the villagers watched as the daemon in the pit appeared. It had killed countless men in seconds. The stranger, though, proved to be made of stronger stuff, pushing back the daemon with surprising strength.

"Give him the spikes," ordered the town magistrate. An ancient mechanism slowly came into motion, the spiked sides of the pit slowly grinding closed like huge jaws. The stranger cursed, an oath terrible enough to make the women watching blush.

Against the magistrate's orders, the King's sage appeared, carrying the strange sword the stranger had been wearing when they captured him. He threw the sword down into the pit. The stranger caught it before it hit the mud that lined the pit's floor, and with the press of a switch, the chainsword roared to life. The stranger let loose a battle cry and decapitated the daemon with one swing. Foul black blood flew into the air.

The stranger used the moments of peace he bought himself to climb above the pit's closing walls, and then above the lip of the pit itself. Battered and bloody, he walked up to the town magistrate, looked him in the eye, then looked down at his feet. The magistrate's gaze followed his, and in that moment of distraction he slugged him in the face, knocking the man over.

"All right, who wants some?" The stranger asked, looking at the silenced crowd that had just been baying for his blood. "Who's next? Huh? How about it? Who wants some?!" The men shied away from him. He sneered at them and pushed them away, then turned to the other prisoners who had been due to be executed.

"Get on those horses and get out of here," he said. He looked at the men holding them. "Let them go!" They released the prisoners.

"Halt!" the magistrate yelled, getting to his feet. He drew his sword, just a plain steel blade. The prisoners got on the loose horses and rode off laughing. The magistrate brandished his sword at the stranger. "For that arrogance, I shall see you dead."

There was a crack-roar like some strange thunder. The magistrate's sword exploded in his hands, shattering into metal fragments. The stranger raised the aim on the weapon he was suddenly holding.

"Yeah. Alright you primitive screwheads, listen up. See this?" He raised his weapon into the air. "This... is my BOOM STICK! It's a .75 gauge standard pattern bolter, top of the line. This sweet baby was made in the forge city of Gunsmoke on Bytopia-1. Retails for about 500 Thrones. It's got a plasteel stock, engravings and a hair trigger. Ya got that?! Now I swear, the next one of you primates even touches me-"

The stranger turned and fired his bolter twice in quick succession, blasting the daemon crawling unnoticed out of the pit. The shots tore its body apart, knocking it screaming back into the pit. The stranger blew smoke away from the barrel of the weapon, then lowered it.

"Now, let's talk about how I get back to my ship."



## EXALTATION

**E**very Hero is more than just a man with training. A real Hero is more than that, with abilities beyond even the greatest normal man. A Hero might have a great blessing, or a great curse. Maybe he was aware of his great potential since childhood. Maybe he only discovered it in a time of great need.

What a Hero finds, his source of power, is his Exaltation. It's more than just another tool or some training. It's an intrinsic part of who he is. Exaltations are rare, literally more rare than a one in a million. It's not even all that uncommon for there to be only one or two exalts on a world at a time.

How a person becomes Exalted depends greatly on what type they become. Some types of exalted - Werewolves, the Chosen - depend on the blessings of the fickle gods. Others, like Atlanteans and Paragons, must be born into. Daemonhosts are more of a curse than anything else, taking over the dying in some of the darkest corners of the world. In theory, anyone can become a Promethean, but it requires an expenditure of capital and resources that take a nation to support. Vampires are the only type of exalted that anyone really could become, and they're blood-sucking monsters that feed on mortals.

One important thing to note about the Exalted is that fate and destiny have a strong hand in their creation. Each of the Exalted is someone willing and able to use their powers. There is no such thing as a Vampire unwilling to drink blood, or a Chosen that doesn't follow the god that has given them power. Destiny seems to work against 'wasted' exaltations.

It's impossible to sever the Exaltation from someone. Despite rumors and experiments, there is no way to turn a Vampire back into a mortal, or to neuter a werewolf's abilities, or cause an atlantean to forget. An Exalt can be killed - though that's not easy - but it's beyond even the abilities of the gods to make them merely mortal again. If someone wants to take down one of the Exalted, they have to do it the hard way.

Exalts are functionally immortal. Until someone goes out of their way to kill them, they won't die. They'll seem to be in the prime of their life for a very, very long time - when an Exalt starts to look old, they're at an age where entire nations and great empires are fleeting moments that come and go. Disease doesn't touch them, and all but the most powerful poisons fail to affect their bodies.



## EXALTED POWERS

The Exalted have a great variety of powers. In general, you can divide these into three parts. First, there are the Exalt's static powers, the abilities shared by all of their kind. These are not always strengths, but also weaknesses that they share. While Exalts are far stronger than mere mortals, some have supernatural weaknesses - a vampire's weakness to sunlight, a werewolf to silver, and so forth.

Secondly, there is the Power Stat. This is the measure of just how powerful a given Exalt is in the powers of their kind. Like Magic and Sword Schools, its maximum in dots is equal to the character's levels. A character begins with one dot in their Power Stat. As they grow in power, most of them change physically.

Third, and possibly most importantly, there is the resource stat. While each of the Exalted has a different resource stat, being able to hold different amounts of these resources and recover them in different ways and at different rates, they can be expended for the same effects for all Exalts. By spending one Resource Point, an exalt may:

- ! \* **Heal 1 Hit Point.**
- \* **Gain +1k0 to a skill Test.**
- \* **Gain a reaction action.**
- \* **Recover from being Stunned**
- \* **Recover from being Dazed**

! An Exalt can only spend a few resource points in a given round. The number of points they may spend per round is equal to their Power Stat. Healing hit points with your resource points can only be used out of combat during a period of relative rest and relaxation.

## ! THE TELL

All of the Exalted have a Tell, something that marks them as more than merely members of their respective races. While it might seem odd, the sheer variety of races, cultures and technology means that even the most bizarre first impression an exalt leaves, even ones as unusual as Prometheans and Daemonhosts, can be matched by the more extreme fashions of mortal society. However, a Tell is blatantly strange and supernatural.

Each type of Exalt has a different type of Tell.

**Vampire** - A vampire grows more pale, and his fangs become more and more prominent.

**Werewolf** - Develops patches of fur and grows wolflike ears and a tail. Tattoos glow brightly with silver light.

**Atlantean** - Begins glowing golden with Synchrony magic and an avatar of their past life appears around them.

**Paragon** - No blatantly visible effect, but a noticeable charisma that draws the eye of more and more people.

**Chosen** - The symbol of their god appears, and an aura forms around them in the favored colors of their deity.

**Promethean** - More gadgets appear, and obvious mechanisms and crackling power appear from their bodies.

**Daemonhost** - Vile marks appear on their skin and their forms twist with mutation.

Tells are not present all the time. It's only when an Exalt uses their power and spends Resource Points that the Tell appears. The number of points that an exalt spends in a given scene determines how strong their Tell is. When an Exalt spends even a single point, their Tell becomes faintly visible to careful observers (Perception + Wisdom against TN 20 to notice). With two to three points, the Tell becomes impossible to miss and their true nature is on display. With four or five points, the character radiates an aura of power, light bright enough to read by or darkness enough to smother campfires. At six or more points spent in a single scene, the Exalt's display of power becomes truly epic - they might be surmounted with a glowing avatar, be visible for kilometers, cause mortals to fall silent and simply watch, or send them screaming in terror.

### Mortal Heroes

Some SMs and Players may be interested in playing mortal characters, either for an extra challenge or simply because they want to play through their character's exaltation. In this case, simply don't choose an Exaltation. A mortal character is fragile and short-lived compared to an exalt, but their Hero Points still show them to be something special.

Captain Gabriev fired as the next target walked into the corridor. His lasgun beeped as the power pack hit critical levels. His hand went to his belt. Only one pack left. He reloaded and looked back at his teammates.

"How's Talieer?" Gabriev asked, looking back. Wrecka glanced down at the prone form of the wounded Eldarin. She had taken a hit from the pink-haired clones that had gone right through her void suit and out the other side.

"Da panzee's all urty," Wrecka said. Gabriev sighed. That wasn't exactly the answer he had been hoping for. The Ork was a pretty good healer, but he was nearly tapped at this point.

"I-I am fine," Talieer said. "I have not been injured in a way that will impede the completion of this mission." She sat up, blood still dripping from her wound. She put a patch over the hole in her void suit.

"Did any of their... stuff get to you?" Gabriev asked. He glanced back down the corridor. Nothing yet.

"No. I do not believe so." She sealed the patch. Wrecka, surprisingly gentle, helped her seal the hole on her back. The Eldarin nodded her thanks.

"No sudden love for the damned little pink things?" They were all identical, clones created by some damned mad scientist trying to create a god or bring back her dead daughter or both. They were a perverse mixture of human and some bizarre alien life form, all of them with pink hair, an empty smile, and emitting pheromones that made people fall in love with them. Worse, they seemed to be able to change their shape and turn their limbs into twisted blades of red crystal.

"No. Their pheromones do not infect through blood contact. I believe I will be fine as long as my suit does not become further compromised." She stood up, shakily. "I will require my weapon."

"Oy gotz yer dakika," Wrecka said. He rummaged around in his belt pouch and produced an inferno pistol. Talieer took it, checked the advanced weapon, then holstered it, nodding her thanks.

"...kekahi mau pipi..." came an echoing call from down the corridor. Gabriev turned back to the corridor. Glowing red eyes. He leveled his lasgun.

"We've got more Kiiha clones incoming!" Gabriev warned. "Goddamn, I hate these things."



## Atlantean

When the Syrne vanished from this world, they didn't even leave corpses behind. The popular theory is that they used a weapon that actually blasted the souls of their entire race free of their bodies. Ever since then, some have been born with the same kind of amazing, universal magic that the Syrne practiced. The rumor is that they're being born with the souls of the lost Syrne race.

While the Atlanteans are indeed being reborn with the souls of the Syrne, they do not typically come into realization of this until later in their lives. They usually have normal childhoods - at least as normal as they can be for someone with an amazing inborn talent with magic and surprising instinctual knowledge. However, there is typically some triggering event that brings old memories surging back to them. For most it is something simple - the play of light on water, the sound of a bell - but for some it is more dramatic, from an epiphany in the middle of a duel to stumbling over one's own grave.

Atlanteans do not have all of the memories from their former lives. Most only have flashes and vague memories like a long, detailed dream. Others remember a few events or days extremely well and have the rest of their memory a total blank. All that they can remember for sure is that something terrible happened, a curse that still rests on their power to this day in the form of Paradox.

Unlike some other Exalts, Atlanteans have no society at all. They may have memories of being someone else, but they are still ultimately who they were before they awakened. They may have sudden shifts in personality, and an even greater grasp of magic than before, though. Most Atlanteans choose a class with at least some ability to learn magic - most of their inborn ability improves their ability to use magic, and they are little better than the average mortal without that advantage.

## POWERS:

**Magical Aptitude:** You begin play with one free rank in any Magical School. The character may purchase ranks in that Magical School as if they appeared in any class progression he possesses. Whenever an Atlantean rolls for Psychic Phenomena, they may roll twice and choose to have either or both effects occur.

**Prestidigitation:** The character may perform minor magical tricks. As a half action they may do any of the following:

- \* Move up to 1 pound of material
- \* Create a harmless sensory effect, like a shower of sparks, faint music, or an odor.
- \* Color, clean, or soil small items.
- \* Instantly light small (Torch, candle, small campfire) fires.
- \* Chill, warm, or flavor up to 1 pound of nonliving material.

**Past Lives:** An Atlantean may treat all skills as Basic. They begin play with Speak Language (Syrneth)

**Paradox:** Whenever an Atlantean spends a Mote, he gains 1 paradox. The only way to regain spent motes is to eliminate the paradox caused by their use.

There are two ways to Unravel a point of





paradox and change it back into a mote. The safe way is to spend an hour in meditation to bleed out the excess warp taint in a fairly dramatic but safe way - ghostly images, a shower of sparks, heatless flame, or so forth. The fast way is to spend a free action once per round and roll for Psychic Phenomena. While the Hero has paradox keeping a 9 on any die when making a magic Test forces the character to unravel one paradox immediately, the fast way - and multiple 9s stack if the character has more than one paradox.

### POWER STAT: GNOSIS

The Gnosis of an Atlantean is a combination of several factors. First, the awakening memories within them coming alive, memories of that first age blooming in their minds and carrying with them training and techniques that have been lost to time. Of course, secondly, there is the soul within them growing in power. The Surneth were known for their talents with magic, and this was not just because of their extensive knowledge, but because of a well of power within them that Atlanteans also share. While Atlanteans never really become inhuman, they do tend to withdraw from their societies over time, becoming more reclusive as they feel alienated by others.

**Resource Stat: Motes.** The character has maximum Motes equal to their Charisma and Intelligence plus double their Gnosis score.

#### Gnosis Power Gained

- ★ Ancient Style - The vague memories of the atlantean's past can greatly influence his present. Some know ancient fighting styles, lost spells, or even fashion and style. Choose any three skills. You may go to six dots in those skills and gain a bonus specialty (Surneth) in each.
- ★★ Empower Spell - by spending 1 Mote, the character may treat their level and the rank of their Magic Schools as being 3 higher for the purposes of the next spell they cast.
- ★★★ Excellence - You may spend two motes instead of a Hero Point to reroll any skill in which you have a specialization.
- ★★★★ Maximize Spell - Before casting any spell, the Hero may spend any number of motes. For each mote spent, one die in a spell's Magic check is counted as a 10. (despite being 10s, these dice do not explode - they are just counted as 10.)
- ★★★★★ Quicken Spell - By spending one mote, the Hero may cast a spell as a free action once per turn.



## Atlanteans: The Reborn Past

### Atlantean Physical Features

Atlanteans generally don't seem all that different from normal members of their race. Even as they gain in power there's little to tell them apart. At least physically. Culturally, there are obvious differences. Atlanteans use styles of dress and grooming that are vastly different from the norms. Those who learn to recognize these oddities, especially historians, can pick out Atlanteans with ease.

### Atlantean Tells

Atlantean Tells are among the easiest to recognize as magical. The more notes they spend in a scene, the brighter they glow with a pure golden light not unlike orichalcum, a calm magical light with a kind of patina of the glow of raw warp energy to it. As the glow grows, it reveals a shape standing alongside the Atlantean, like a lamp revealing someone standing in the dark. The shape is that of the Syrne spirit inside them, usually a simplified humanoid shape with machine-like features.

While most of the time, an Atlantean's Prestidigitation and other effects seem to be purely magical and with no visible source, when their tell is visible, though, it becomes clear that it's the Syrne spirit doing the work. They mimic the motions of the Atlantean, lending their skills to the casting of spells and guiding their actions like a silent friend. Or, to some cynics, like a puppetmaster pulling the strings from beyond the grave.

### Becoming an Atlantean

One doesn't just decide to up and become an Atlantean. It's something that is decided even before birth, a destiny that cannot be avoided. The moment of Exaltation for an Atlantean can be extremely traumatic. Often the first thing they recall of their past lives is the moment of their own death. It's impossible to predict exactly where or when an Atlantean will awaken. Some effort has been made by

certain groups to identify Atlanteans before they can awaken and force the spirit to the surface, often through very violent methods - putting their lives in danger will nearly always awaken the Syrne spirit to defend them.

There is currently no way to 'seed' Atlantean spirits. About one in fifty million are born with a Syrne spirit. No genetic, racial, or societal trends have really been found. It appears to be truly random. Even the age on awakening is random, though it at least has a definite skew towards those who are young and experiencing many new things.

### Playing an Atlantean

Ultimately, an Atlantean is someone out of time. Their sense of style isn't the only thing that can see strong changes. It can be bad enough just being from off-world, but an Atlantean is an alien no matter where they go. When playing an Atlantean, keep that in mind. Order food that no one else will eat, wear clothing that seems extremely strange.

When choosing a class, consider taking a class with at least some magical ability. While it's certainly in flavor for an Atlantean to pick up magical talents on their own later in life, starting with them might help to emphasize their magical abilities.

The skills and spells you choose with Magical Aptitude and Ancient Style can help determine quite a bit about the type of spirit that has been reborn in your character. There is a vast difference between, say, an Atlantean who was once a soldier and one who was a healer or an engineer. Remember that a character doesn't get to choose their spirit. Even if it has been influencing them since birth, they may have very different desires or morals. An assassin might suddenly discover that they've lost a taste for killing in cold blood. A healer may learn that there are some people they just can't bring themselves to help.

When building an Atlantean you should strongly consider spending some of your background points on Artifacts, to represent the trappings of their former life that they're managed to gather again. Of all the Exalts, they're the most likely to have a strong personal connection to Artifacts.





### Atlanteans in Game

Having an Atlantean in your game provides a SM with a variety of story hooks easily built into it. The most obvious is that an Atlantean's memories serve as a very effective and trustworthy treasure map to any artifact or plot device a SM might want to include in a game.

While using an Atlantean's memories for a treasure hunt is one easy answer, there are certainly other ways to use them. One might learn they've got an old enemy that's returned to deal with them again. Or an old friend who has managed to come back as well.

If you have multiple players with Atlantean characters, consider tying their characters together in some way. They might have known each other in the past. They might have been friends or lovers... which could be awkward now, depending on just what they've been reborn as.

### Atlantean Culture

Atlanteans are essentially a culture of refugees and survivors from a bygone age. Despite their shared background in that area, Atlanteans owe far more to their racial culture, having been raised not as Syrne but as whatever else they are. They don't all take well to the new memories they gain, nor do they all

have the same quality of recall - for some all they have are fuzzy memories like a half-remembered dream. For others it becomes difficult to distinguish the Syrneth memories from their own. A few Atlanteans suffer partial to total amnesia of their mortal lives. Those poor few have a great deal of difficulty adjusting to the modern age.

The views of the various races about Atlanteans are naturally conflicting. The Eldarin and Gnomes damn near worship them, and even Orks have a certain amount of respect for them. However, the races with less of a magical tradition rooted in the deep past, like Humans and the Tau, the Atlanteans are not viewed

nearly as well. At best, they're an oddity, some kind of consequence of Warp travel or Sorcery. At worst, they a ghost or daemon of some kind who has taken over the body of a loved one and turned them into a new person.

### Adapting Atlanteans

The Atlantean template can be used to represent a number of other things. The most obvious change is that instead of being a Syrneth spirit, the Atlantean could be a reincarnation of some great hero or ancestor spirit.

The Syrneth spirit might also represent a more benevolent variety of daemon, not that regular Daemonhosts can't be perfectly benevolent in and of themselves.

One can also re flavor Atlanteans to represent a kind of inherent and powerful magical power, an expression of a character's own spirit as an idealized avatar or representation.

Any of these adaptations would change the feel of the Exaltation quite a bit. Just like all aspects of a character concept, make sure to talk things over with your SM before deciding on anything just to make sure his ideas and plans match up with your own.



## Chosen

There are those who worship the gods, and there are those who are chosen by them. The Chosen gain power from their connection to the divine, becoming less human and more a devil or god themselves. Many are devoted worshipers of their chosen deity, and while all of the Chosen have great power, only those that embrace their calling can really ascend to the higher ranks of might. The way the Chosen are seen depends greatly on their patron. Given that the Ruinous Powers and the Blessed Pantheon are mortal enemies, it should be obvious that just by being one of the Chosen, you'll have some enemies waiting for you. Granted, the Grey Council has fewer enemies than the other options, but that can lead to even more trouble from radicals from all sides.

A Chosen's power is largely focused on channeling the might of their god. They have various abilities to use their faith as a fuel source, especially as protection - it's almost impossible to kill one as long as they're in good favor with their god. Even when you're sure they're dead they can just pop back up to life.

A Chosen is not simply someone deeply involved with a god. They've been chosen as a champion, among the greatest and most important of a god's servants. They shouldn't be taken lightly, and will often occupy the highest ranks of a church's organization.

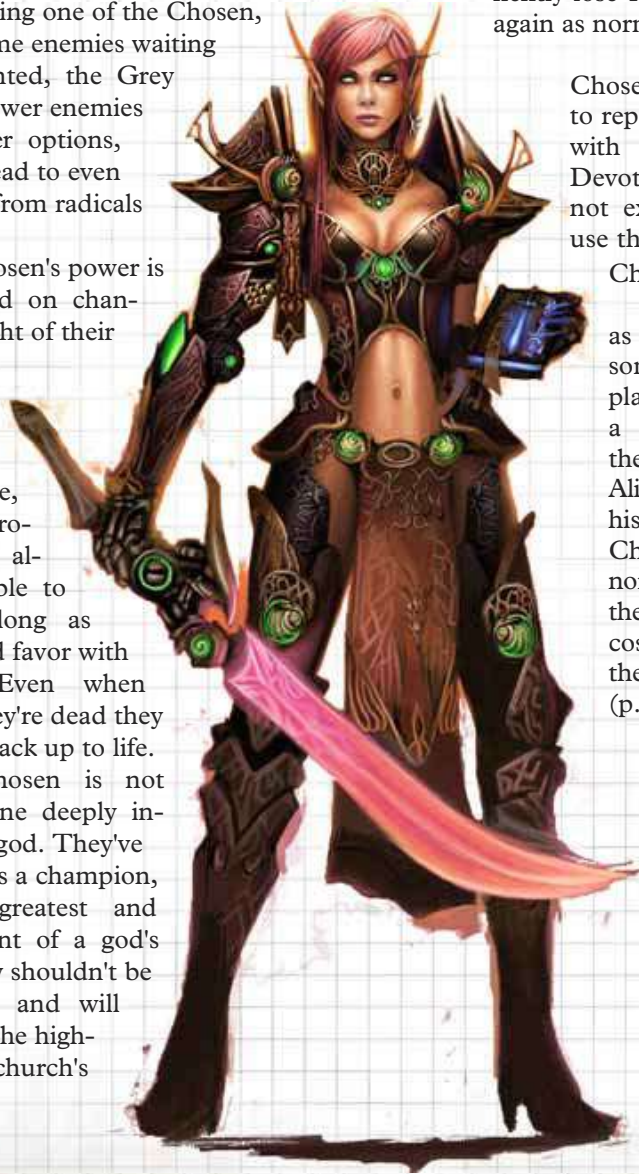
## POWERS:

**Conviction:** Your power attribute (Faith) is capped at 1/2 of your Devotion (rounded up) as well as your level. If you lose points in devotion sufficient to bring the cap on your power stat down below the level you have actually purchased it at, you lose access to the powers granted by higher ranks in the power stat until you have increased your devotion sufficiently.

**Redeemed:** As long as you have at least 2 Faith, you are never in danger of death. Whenever you would burn a Hero Point to survive, you may instead permanently lose 1 Faith. You may buy it again as normal.

**Divine Power:** The Chosen may spend a Favor to replace any one rolled d10 with his Devotion (if his Devotion is 10, the die does not explode). You may not use this power on Alignment Checks.

**Leeway:** As long as the Chosen is doing something to advance the plans of his God, or is on a mission directly from them, he gains a bonus on Alignment checks equal to his Faith. At all times the Chosen pays only half the normal XP cost for raising their Devotion score. This cost reduction stacks with the feat Virgil's Guidance (p.128). ✓



## POWER STAT: FAITH

The Faith that a Chosen has is different from the type of the average person. Where the typical believer has only prayer, the Chosen have blessings sent down directly, and visibly, from their patrons. They enjoy a level of power that few can match thanks to this Faith. While their abilities may not seem flashy, they're undeniable and extremely powerful and versatile.

**Resource Stat: Favor.** The Chosen may perform a special ritual once per day which restores all of their favor. The maximum favor a Chosen can have is equal to his Devotion plus his Faith.

Faith	Power Gained
★	Overbeing - A Chosen is protected against hostile spells and magical effects. They gain Aura equal to double their Faith.
★★	Divine Protection - The first time in each round that you would receive critical damage, you may roll 1d10. If you roll under your Devotion, do not take that critical damage.
★★★	Prayer Strip - A Chosen may, when performing the ritual to restore his or her favor, choose to create a Prayer Strip. A Chosen may only create one Prayer Strip per day, and may have a number equal to their Faith in existence at any time. A Prayer Strip may used at any time as though it was a point of the Chosen's Favor (including all special modifiers such as from Demigod), and may be used by anyone holding it as long as the Chosen considers them an ally.
★★★★	Trial of Faith - Whenever a Chosen keeps a 1 on a normal test made that can have dangerous consequences (that's most tests in combat, as well as some other tests like climbing tests when the fall could really hurt, tense diplomatic negotiations, etc.), or when they roll for Perils of the Warp, the Chosen may recover 1 Favor. They may only regain 1 Favor per test in this way.
★★★★★	Demigod - A Chosen does not have to trust to luck. A Chosen makes their OWN luck. Rather than adding +1k0 to a roll when spending a Favor, the Chosen simply adds 10 to the result.



## Chosen: The Divine Fist

### Chosen Physical Features

At low levels of Faith, the Chosen aren't terribly different looking from any other member of their race. However, they are most definitely not mortal creatures, which only becomes more and more evident as they grow stronger. The first changes are somewhat subtle, exaggerations of a character's most obvious features and a general refinement of their form - a Squat's beard will grow longer, an Eldarin's ears will lengthen, and so forth. Their eyes become glowing orbs, and most become somewhat taller or otherwise larger than life (often in bust size or, ah, other areas as well). In the final stages of their ascension, they begin to develop features far removed from their race. They may grow feathers or leaves in place of hair, their skin may turn to some strange shade, and in general they grow to resemble more the servants or avatar of the god whose spark has infused their soul.

### Chosen Tells

A Chosen's Tells can be quite obvious. When their Tell activates, the symbol of their patron deity appears on their body. As they spend more Favor, the symbol and their bodies begin to glow with a favored color of their deity. It has no imagery like the ghostly form of an Atlantean's tell, but is just a simple, brilliant aura that becomes brighter and brighter as the Chosen spends Favor.

A high-favor Chosen's inhuman features also become more evident when their tell is active, making them more obviously divine.

### Becoming One of the Chosen

The Chosen are few in number among a god's followers, but foremost in power. Just as a spark can ignite fuel to start a bonfire, the divine spark can ignite a soul to burn with its own power. Not everyone can withstand this - most souls would simply be consumed in moments. Only the strongest souls can hold this power and feed on it. The gods do not try to create Chosen very often, but even so a thousand will be eaten up before one is found that eats up the power instead. Unlike daemons, which are warp entities, the Chosen can exercise their patron's will on a long-term and powerful basis.

Most Chosen are created from the zealous and vocal among a congregation. Most. Some come from extremely unlikely places - moderates, the doubtful, heretics or renegades. Perhaps it's a kind of second chance or sign that a new direction is needed for the church, though the more practical sort think that since not everyone can become one of the Chosen, the gods simply pounce at any opportunity to increase the number of powerful servants they have in the world.





### Playing One of the Chosen

The Chosen are powerful beings above nearly any mortal creature, but they are still ultimately servants of yet more mighty forces. This service plays a central role in their lives. They must consider their alignment and devotion more than any other character, as it not only restricts the upper limit of their powers but also their connection to their divine patron.

The relationship between the Chosen and their patron is one interesting facet that can be explored. While the most common and obvious way to exploit this is for the Exalt to idolize and worship (literally) his patron, the opposite is possible as well. Some Chosen might have been exalted by a god they don't particularly care for, can't stand, or otherwise treat more like an annoying boss than a father figure. It's still possible for the Chosen to change alignment (though it takes somewhat more justification than the average character), and to be brought under the wing of a new patron. The Chosen are not in danger of losing their powers doing this - the power comes from within them, not channeled from an external source.

A Chosen naturally works best with a class that matches their patron's style - a sorcerer for Tzeentch, a holy warrior for Sigmar, and so forth. Going against the grain and playing something that doesn't seem like it fits the god at all, though, can be rewarding as well, either adapting their skills to fit what is expected of them or simply doing what they're best at and giving their patron a new tool in their toolbox.

### The Chosen in Game

The Chosen have ties to existing organizations just by being what they are. The church of their patron is a great way to introduce new quests and plot points, and can provide an easy source of help and shelter. Conversely, other religions make for easy enemies and obstacles to overcome for the Chosen, and it might be hard to get help from them if they know what they are.

Their patron deity can also be a source of help and information in a more direct way. While the deity shouldn't be some

omnipresent force in the character's life (though perhaps a servant or daemon of some sort could be used as a Mentor), the Chosen may get prophetic dreams or visions to guide them.

If you have multiple players who have taken the Chosen template, how well they get along could depend a lot on who their patrons are. Like any party, the more similar the alignments the better they will tend to get along. With Chosen, the importance of the alignment is turned up to eleven. With players who share alignment, they'll usually get along exceptionally well, and exceptionally poorly with people who worship their god's foes.

### Chosen Culture

Unlike Atlanteans, the Chosen often work together and have a natural hierarchy that they fit into. Rather than feeling distanced and alien to their culture, they have the opposite problem - they're drawn into the politics and issues of other people simply because of what they are. The Chosen are as accepted by others as their church is - a Chosen of Chaos would have to hide his identity on Mount Celestia, while a Chosen of any of the Blessed Pantheon would be treated like a king.

Because many view the Chosen as being something of a direct line to their god, the Chosen are often badgered by those looking to have prayers answered or by those with an axe to grind.

### Adapting the Chosen

Chosen is one of the more difficult templates to adapt to another purpose. Their abilities are very thematic in that they are tied strongly to their alignment because of Conviction and Leeway.

One possibility is to play up the demigod theme of the Chosen more literally. Instead of being a normal mortal who has been gifted with divine power, they could literally be a young god, or the child of their patron god.



## Daemonhost

A Daemonhost is what most people are really afraid of when they're thinking about the Exalted. Whereas most of the Exalted are simply people with supernatural ability, Daemonhosts are truly monsters. Most are people who, at the verge of death, were willing to give up anything to live, even if it meant allowing a monster to dominate and warp their body.

There is great debate about just how much control the original soul still has over their actions. It's undeniable that there are major changes in the person's actions, personality, taste, and so forth, but it's similarly undeniable that the Daemonhost retains all of their memories and often appears more similar than different at first glance.

The truth is that there is no simple answer. When a Daemonhost is created, a warp entity escapes from that chaotic dimension and uses the body of one of the dying as a host. It doesn't just take over the body, though - it fuses with the soul of the host and they become, essentially, an entirely new being. It seems that the most important factor in determining how the host acts after the change is the strength of their willpower and personality, with particularly dominating and self-con-

fidant types changing the least from the daemon's influence and the easily led and submissive changing the most.

A Daemonhost's power is often compared to that of an Atlantean. And not without cause. The two have very similar origins, an ancient and powerful soul in a fresh body. Some races are unwilling or unable to see the difference between the two. But one is a reincarnation, a fresh start for a cursed people, while a Daemonhost is a parasite that brings the living back from death purely to escape its own torment and to exert its power over a world it does not belong in.



### POWERS:

#### **Demonic Tutor:**

You begin play with one free rank in any Magical School. You may purchase ranks in this magical school as if it appeared in your class progression.

#### **Unholy Might:**

By spending one Essence, you may add your Arcanoi rank to the rank of your Magical School for a single Magic Test.

**Rejected by Creation:** Whenever a Daemonhost spends Essence, he gains Resonance. The only way to regain spent Essence is to eliminate the Resonance caused by its use. Resonance Eruptions (turning the resonance



back into essence) are made by Testing Willpower against a TN equal to 10+2 per Resonance, as a free action once per round. If the test fails, the Hero loses one hit point, converts one Resonance back into Essence, and repeats this action if he has any remaining Resonance. If the test succeeds, the Hero converts one resonance into Essence with no side effects. While the Hero has Resonance a 9 on any die when making a magic Test forces the character to cause a Resonance Eruption immediately (multiple 9s stack).

**Feeding:** A Daemonhost may feed on the living to fuel his power. By consuming the flesh and blood of an living creature, the Daemonhost may recharge their horrid abilities. Daemonhosts gain a Bite weapon (1k1 R; Melee; Brawling). For every Hit Point of damage they inflict with these bite attacks, they convert one Resonance back into Essence. If a Daemonhost is feeding on a helpless or willing target, they may choose to feed only on a small amount of blood, leaving almost no mark.



## POWER STAT: ARCANOI

As the Daemonhost increases in power, the Daemon draws more power out of the Warp and into the real world. This pervasive wrongness that warps and empowers the Daemon is their Arcanoi. As a Daemonhost's Arcanoi grows, they begin to warp away from their previous forms, often taking on unnatural coloration, growing horns or claws, having their eyes become flat black or begin glowing, and so forth. Daemonhosts are hard to categorize in any simple way. They can be beautiful, terrible, or anything in-between.

**Resource Stat:** Essence The character begins play with Essence equal to Willpower + Charisma, plus double their Arcanoi.

### Arcanoi Power Gained

★ Daemonic – A Daemonhost reduces the damage they take from every source by an amount equal to their Constitution plus their Arcanoi, except for damage inflicted by magical effects or silver weapons.

★★ Unnatural Ability – The Daemonhost may go to six dots in any of their Characteristics.

★★★ Scorn Earth - You no longer need to touch the ground of creation, holding yourself above it with your massive power. A Daemonhost may hover at will, allowing them to move at their normal speed in all three dimensions.

★★★★ Not Of This World – You do not suffer the effects of results from the Critical Damage charts unless they would cause death.

★★★★★ Black Miracle - Killing a Daemonhost at this level of power merely forces the Daemon inside back into the warp for a short time. Unless a ritual is performed to prevent it (and a Daemonhost can burn Hero points to foil this ritual) the Daemonhost simply reforms later, spending one week in the warp for every point of Resonance they have before finding a new vessel. The new vessel characteristics and abilities are identical to the old one, as the vessel mutates to accommodate the daemon. At the player's option, the Daemonhost's appearance can stay the same or change entirely.





## Daemonhosts: The Warp Incarnate

### Daemonhost Physical Features

Among all the Exalts, Daemonhosts can be the most obviously changed by their newfound power. Even when they aren't showing their tells, Daemonhosts can show features and mutations that mark them as being touched by the powers of the warp. As their personal power grows, the mutations become more obvious, eventually becoming all but impossible to hide.

Some might mistake a young daemonhost for a tiefling, and in truth it can be an easy mistake for someone inexperienced to make. Both are touched by the powers of the warp in their own way, but where a tiefling is ultimately a mortal creature with a mutated body, a Daemonhost's very soul is one with the Warp, and their mutations develop over time as the power boils within them.

### Daemonhost Tells

A Daemonhost's Tell is dramatic and often terrifying to see. The first signs of their tell are creeping tattoos. Depending on the type of daemon inside them, these tattoos might be abstract lacelike swirls in black and red, golden tracteries like spreading sunlight, motifs of death and decay, repeating geometric patterns, or whatever else seems appropriate, typically something unique to each exalt.

As the Daemonhost uses more Essence, their bodies mutate and warp with the power of the Warp, changing to become more bestial and daemonic. These changes become more permanent as the daemonhost grows in power. A newborn Daemonhost may grow small horns as part of their tell, for example, and later find that they are a permanent feature and that spending essence now causes them to grow larger and more obvious.

The Daemonhost has more of an obviously magical aura as they spend more essence. As they bring the power of the Warp into the real world, the form of the Daemon

that merged with them becomes faintly visible, like a ghostly form overlaying theirs in the same colors as the symbols and tattoos crawling over their bodies.

### Becoming a Daemonhost

There aren't many people that would seek a way to be possessed by a Daemon. A person on the border between life and death, though, may well accept nearly anything just to have a few more moments of life. Or revenge. The power that comes along with it is a nice bonus. Hopefully enough of a bonus to make it worth having a daemon living in their body.

A Daemon will commonly seek out someone on that verge of death and offer them power, life, the chance to avenge themselves. One of the three is usually enough to get someone's attention and all three at once is hard to resist. The only reason Daemonhosts are so rare is because the conditions to create a Daemonhost are not always present at the moment of a person's death. The veil between the real world and the warp must be thin, and more than that, the person must be... the only appropriate word is 'attractive' to the Daemon. This might be because of an unfinished destiny, a martyr's death, simply having some exceptional skill, or a quality of spirit that is harder to define so easily.

The Daemon jumps into the person's body, hiding inside one of the few things that can connect the warp to the real world - a soul. They become one, entwined and inseparable. The body is returned to health and life, though whose health and life it is becomes a matter of debate.

### Playing a Daemonhost

The Daemonhost is neither who they used to be nor purely a Daemon, but a fusion of both. What remains of the host and the daemon depends mostly on the strength of will that the host has - Daemons are universally quite strongly willed and so it's impossible to get away without at least a few changes. In most cases, these changes are extreme. A Daemonhost has urges that would be considered deviant at best.

Remember that Daemons come in all



shapes and sizes. Just as many are servants of the forces of Order as of Chaos, and they're neither better nor worse based just on their alignment. A Daemon of Khorne can be an honorable warrior just as easily as one serving Bahamut can be a bloodthirsty tyrant.

A Daemonhost is naturally (well... that's not the right word for anything about the Daemonhost, but let's go with it for now) a being in conflict. The two sides of the creature's soul, mortal and daemon, are constantly battling for domination. The mortal side is still motivated by whatever motivated them before their exaltation. They might still feel the same connections they once had to family and friends, or they might become distanced from them. Most Daemonhosts cannot maintain close personal connections to mortals, because their bizarre urges and desires drive them to acts that are immoral and criminal.

### Daemonhosts in Game

Daemonhosts present an opportunity to have a built-in struggle within a character. They have urges and needs that a SM should make sure to take advantage of, though not to the point that it impedes a player's enjoyment of the character. Discuss with the player just what kind of temptations they'd like to have, and include them once in a while. Gambling, women, drink, opportunities to be kind to the poor or avenge the helpless, these are all very valid temptations that a daemon might drive a Daemonhost towards.

Daemonhosts of the forces of Order are typically identified as Angels or Living Saints rather than the more general term of Daemonhost. There is no real mechanical difference between them - the type of Daemon has little more than a cosmetic effect on the form of the Exaltation. Daemonhosts are usually feared and shunned by every culture, regardless of where they come from, though some manage to maintain some support from a church of an appropriate god.

### Daemonhost Culture

Daemonhosts don't really have a common culture or even spend time around one another. One of the reasons Daemons are so eager to leave the warp is to get away from

other Daemons. They're not even good company to each other. They don't have a real culture, as every Daemon is just attempting to take care of their own urges. They are singular, selfish beings.

### Adapting Daemonhosts

There's already a large variation to the themes of Daemonhosts, simply because a Daemonhost of Order and of Chaos are extremely dissimilar in appearance and behavior. While a Daemonhost of Chaos will typically take on some of the appearance of a classic devil (horns, a tail, and so on), a Daemonhost of Order will take on imagery resembling an angel. Remember that angels were not merely guys with wings. Some were extremely bizarre in appearance.

One manner in which Daemonhosts might be adapted is as a kind of creature of pure magic, sorcery gone wrong or even an Atlantean who has come back wrong.





## Paragon

A Paragon is, simply put, the best of their race. The kind of person born with a supernatural level of talent and raw ability. Perhaps only one in a million is born with this power, and fewer still come to recognize it.

Paragons are perhaps the most subtle of all Exalts. They don't have blatant supernatural abilities. They can't change shape or kill people with special mind bullets (just the same mind bullets as anyone else). They are simply at the top end of the normal bell curve of talent, so far away from the norm that they're an entirely different type of creature.

Paragons almost inevitably rise to the top in their society. They're the best of the best, and nearly every one has a story to tell about coming from some unlikely background and rising to meet every challenge put in front of them.

However, it's important to remember that a Paragon isn't just someone who is good at what they do. There are a lot of people who are good at their chosen field. A Paragon is a person born with literally unlimited potential. For the average person, competing with a Paragon is simply impossible. Even the greatest mortal expert would find the playing field drastically tilted in the Paragon's favor.

### POWERS:

**Destiny:** A paragon begins play with two additional Hero points.

**Statuesque:** Each race gives a choice of +1 to two Characteristics. You gain +1 to the Characteristic that you did not choose.

**Flash:** You are never surprised and are aware of every attack that is directed at you. You gain the Danger Sense feat.

**Perfection:** You gain one feat that has your race as a prerequisite.

### POWER STAT: EXCELLENCE

When a Paragon sets his mind to something, it can be very difficult to oppose him. Each one has a dominating presence, a pressure that gives them an edge against everyone else. Others can feel it, a psychic force radiating from them and crushing resistance. It's said that some very powerful Paragons can actually move things with their minds, see the future, and preform all sorts of tricks – without using any magic at all.

At the beginning of each scene, you gain a number of Pressure Points equal to three times your Excellence. You may use these points to modify any skill roll directly - spending one point improves the final total of the roll by 1. You may spend any number of these points per round, using all of them in a single roll if you wish. Whenever an opponent spends a Resource Point, a Pressure Point, a Hero Point, or you lose one or more Hit Points, you recover a Pressure Point. If you would have more than three times your Excellence in Pressure Points, the 'extra' points are lost.

This serves as the basic power of Excellence, and takes the place of the first power that other Exaltations have.

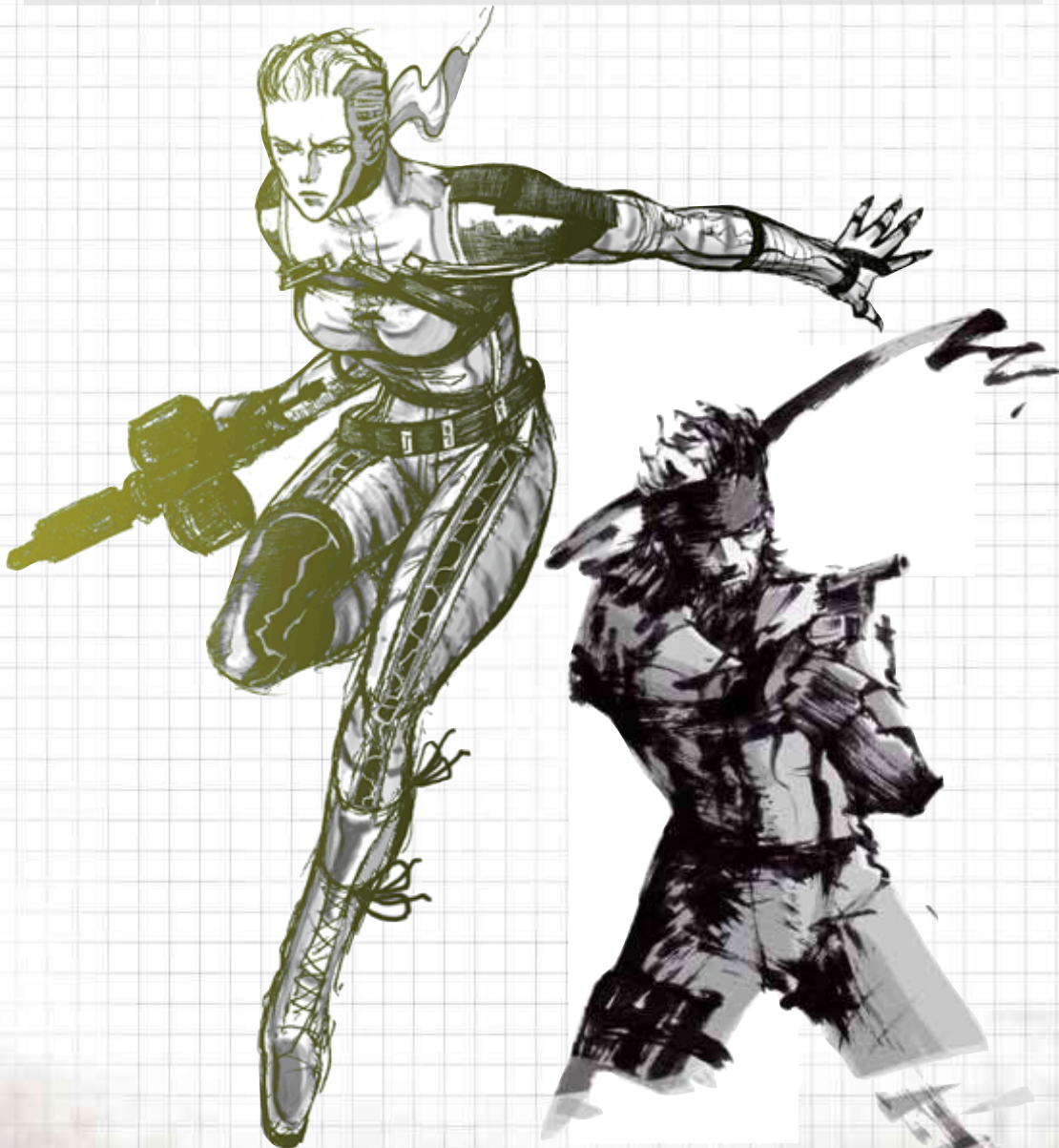
**Resource Stat: Action Points.** You have a number of Action Points equal to your Level + Excellence. They are regained at the beginning of every session.





Excellence Power Gained

- ★★ Swift as the Coursing River - When a Paragon attempts and succeeds a 2-die Stunt or higher, they recover one Action Point.
- ★★★ All the Force of a Great Typhoon - In battle, a Paragon is constantly pushing themselves to greater heights. At the start of a Paragon's turn, they recover Pressure Points equal to their Excellence.
- ★★★★ Strength of a Raging Fire - While stunting, a Paragon's dice explode on a roll of 9 or 10 instead of just 10.
- ★★★★★ Mysterious as the Dark Side of the Moon - Whenever a Paragon uses a stunt on a test and succeeds, all allies attempting the same test (that is, using the same action) before the Paragon's next turn gain a bonus on their result equal to the number of Pressure Points the Paragon spent on her test.





## Paragons: Idealized Form

### Paragon Physical Features

Paragons don't have mutations or obvious changes or anything like that. They are literally exactly what you would expect from their race. Elf Paragons are as Elfy as they come. Squat Paragons are the very image of a Squat. It's hard to describe a Paragon except as... perfect. Larger than life, perhaps, is an apt description. Paragons are everything that their race should be and an extra 20% more on top.

Because a Paragon doesn't have any sort of obvious sign or physical differences from normal members of their race, some don't consider them to really be an Exaltation, but just the best of the best of the best to the nth degree. If you were looking at a Paragon you wouldn't really know unless you had other members of their race to compare them to. They stand out most in a crowd or any other situation where they can be compared to another.

### Paragon Tells

A Paragon's tells are a lot more subtle than that of any other Exalt. They never display any sort of supernatural light display or hulking spectral avatar. Instead, they very simply draw attention to themselves. This is just as much of a supernatural effect as any other Tell, simply not one that looks supernatural. It's a kind of compulsion or attraction effect that draws the eye. The more Action Points they spend, the more heads turn to follow their actions.

### Becoming a Paragon

No one becomes a Paragon. It's something that a person is born with and bears at every moment through their lives. The birth of a Paragon is typically accompanied by the fulfillment of prophesy, unusual weather, celestial events, the howling of wolves, and other assorted dramatic effects. Of course, it's also entirely possible for a Paragon's birth to go almost unnoticed, especially if there is some societal pressure (such as, say, an oppressive ruler killing any suspicious-looking children) against standing out. Odd skin tones, strangely symbolic birth marks, and other features are fairly common.

As they grow up, Paragons typically distinguish themselves from their peers. They excel in any area that they apply themselves to, typically finding something that they like and quickly making a name for themselves in it. Most commonly, they choose an area which is a family tradition, often taking up a dangerous and rewarding task like swordplay, politics, or baking.





Some think that Paragons can be distinguished and even predicted using some types of powerful divination magic to view the weave of fate. They stand out even there, shining brightly and drawing countless other fates toward themselves. They are a kind of focal point from the viewpoint of divination spells, a river cutting a new path through all that stands before it, sweeping up the streams around them into their flow.

### Playing a Paragon

A Paragon is a man. Not a god or demon, just a man. They might be great or terrible, poets or warriors, but they don't have the kind of supernatural background that others have. And they don't need it. They can do just fine on their own. Some paragons might be jealous of their Exalted party members. Paragons don't have an easy path to power. They have limitless natural potential, but that's all it is, potential. They have to work to develop it all on their own. No Daemonic Tutors, no mystical awareness, no gifts straight from the gods themselves. Paragons have hard work and guts instead, with a big helping of luck on the side. This can also be a point of pride. Paragons got where they were all on their own. They didn't need help. They can stand alongside immortals and supernatural beings as equals purely through their own talents.

Most Paragons are given to extremely dramatic and improbable action, much like any classic action hero. Their abilities reward taking risks through stunting. They can't just rest on their laurels like other Exalts - they have to constantly push themselves to be at their peak of ability. But they can excel in any area they choose - or in all areas, given enough time.

### Paragons in Game

Paragons are one of the few Exalts that don't lose their connection to their people. They're the best of their people, and others are naturally jealous of their abilities and natural talents. This jealousy is an easy way to introduce an enemy. And conversely, it's easy to have allies or contacts with people who admire the Paragon. Or are simply attracted to him.

Every Paragon has a natural sex appeal that extends even to those who wouldn't otherwise care for them.

Paragons are expected to do the impossible and suicidal. They get caught up in political games and odd situations easily. Fate, destiny, or just dumb luck tends to throw them into the right place at the right time. Having a Paragon in the party is more than enough justification for the SM to have them simply stumble onto something, especially if it's something that doesn't look important but ultimately connects to what the Paragon was trying to do.

When describing scenes in a game with a Paragon, make sure to keep a mind to props and places that would help them use Stunts. Paragons rely on stunts more than any other Exalt, so providing them opportunities to be awesome is a good idea.

### Paragon Culture

Despite lacking a common background, Paragons are often drawn together. Because they stand out so much, they can recognize each other easily as people of unusual talent. Often, Paragons are brought together on purpose by governments and factions as a task force or elite unit - not because they're exalts, but simply because Paragons are very good at what they do and draw a lot of attention doing it.

When they gather together, Paragons naturally get a lot done. They take action. Often extreme action. They're outliers in their own society but form part of a different level of society, where normal people are just background noise and nameless faces. Compared to other Paragons, they're just not important, dull and uninteresting. They're unworthy enemies and fragile friends.

### Adapting Paragons

Paragons are focused on stunting and simple bonuses to rolls and their base statistics. They can be used to represent almost any archetype that doesn't use a lot of magic. Super soldier, chosen by destiny, a simple man who has a supernatural level of luck. Even someone just caught up in the wheel of fate with little control.



## Promethean

Heroes can be born or chosen by fate, but a Promethean is made by the hands of mortals. They are created by the tireless work of mortals, the fortunes of entire crystal spheres sunk into their creation to forge them out of the most perfect materials and magics. Each one is a device created to bring about a change, machines built to bring freedom, men created to save the Great Wheel.

The body of a Promethean is an undying form of metal and magic, a work of art with incredible detail and care. Magical fluids, dissolved quintessence and other more exotic alchemical concoctions. Each one is unique. Most are beautiful, some because of their graceful forms and others with slablike forms of simple shapes. The one constant among Prometheans is that they have a heart, a core that is the center of their magical life.

This heart, the Promethean Core, pulses with incredible power, a glowing reactor burning with a magical radiance called Pyros. This energy can do the impossible, letting them exceed what few limitations their enhanced bodies still have. This Core also hosts the soul of the Promethean, which must come from a willing subject with an exceptionally strong willpower and drive to live.

Prometheans are typically revered by their creators, icons, perfect men, unbeatable machines, designed to destroy every evil standing between their people and freedom. They are usually thought of in the same way that people think of flagships in a navy or walking nuclear weapons - respect and fear, but purely as a weapon. It can be hard to get people to see past their appearance to the very real person still inside them who sacrificed themselves to become something greater.

## POWERS:

**Living Construct:** A Promethean is immune to Fatigue, Poison, and Disease. They are not subject to the same frailties as their fleshy companions. They also have no need to Eat, Drink, Sleep, or Breathe though they can still do so if they want. Because a Promethean has a Pyros Reactor instead of a heart, they cannot benefit from a Bionic Heart or any of the artifact versions. !

**Refitting:** A Promethean doesn't heal naturally over time. A Promethean must be repaired. Repairing a Promethean takes a Craft + Int Test. The TN for this Test is 15 if the Promethean is lightly wounded, 20 if heavily wounded, and 25 if the

Promethean has taken critical damage. A successful Test recovers 1 Hit Point and takes one hour. A Promethean cannot spend Pyros to heal Hit Points.

If a Promethean loses limbs or their body is destroyed, they can be repaired rather than replaced. Repairing a destroyed


limb or body requires making Craft + Int tests against TN 25, each test taking one day. After five successful tests have been made, the Promethean's limb is rebuilt.

**Disquiet:** A Promethean generates an aura of subtle wrongness. He takes -2k1 to all social rolls against non-exalts. Partly this is because of their status as living weapons and machine-like appearance. This is also, though, a partly magical effect. ?







**Superlative Constitution:** A

 Promethean doesn't suffer Critical Damage like others. It's extremely difficult to kill one. Even critical damage won't necessarily kill them. Each of their limbs tracks critical damage separately. They do not use the Critical charts for damage, but at 5 critical damage the limb is destroyed. If the damage is to the gizzards, where their Pyros Reactor is located, the Promethean is killed. Other limbs being destroyed merely results in the loss of said limb. If the Body or Head is destroyed, the Promethean is knocked unconscious until he is repaired.

**POWER STAT:  
GENERATION**

 As a Promethean's Generation increases, he swaps out older equipment with newer gear. Most Prometheans must return to their place of birth in order to increase their Generation, despite spending XP. As their generation goes up, most Prometheans also become more and more ornate in appearance, with extra components and gadgets being added over time. Every ability, spell, and feat a Promethean has might well come from these installed components.

**Resource Stat: Pyros.** The Prometheans regain one Pyros per hour as their internal reservoirs of magical essence generate power. They can hold Pyros equal to three times their Generation.

Generation	Power Gained
★	Integrated Armor - A Promethean has integrated armor equal to his Generation +3. As with other armor, this does not stack with armor worn over it, but only the better armor is used. A Promethean may choose to treat any armor proficiencies on his class lists as being optional feats.
★★	Integrated Weapons - A Promethean can integrate a number of weapons into his body equal to his Generation. These weapons are effectively concealed and can't be found by a normal search. He can draw them as a free action. 
★★★	Transhuman Potential - A Promethean may spend Pyros to boost his characteristics, spending 1 pyros for every +1 bonus. This bonus lasts only for one test or one round, whichever is longer.
★★★★	Recharge - Whenever a Promethean suffers damage from a source that deals E-type damage, they recover 1 spent Pyros for every hit point they lose from that attack.
★★★★★	Warstrider - A Promethean may assume a massively powerful and deadly form. For one scene per day, the Promethean doubles his size and gains +3 dots to all physical characteristics. Integrated weapons deal an additional +1k1 damage because of their increased size.



## Prometheans: The Metal Lives

### Promethean Physical Features

The physical appearance of a Promethean varies wildly depending on the culture they come from and their exact origins. The majority are built to resemble their parent race very closely, and cannot be easily distinguished from them, at least at a glance. Some are fully functional as infiltrators, with a seamless disguise and perfect features. Others resemble otherwise normal people with significant bionics.

Medically speaking, a Promethean is a melding of mechanics and biology. Every part of them is infused or upgraded with the most advanced bionic technology available. They're one-off prototypes, billions of thrones worth of funding applied to make them supersoldiers and weapons without compare. Usually, the techniques used to build them simply refuse to work for others, brilliant turns of design and solutions that come out of nowhere, then are forgotten.

### Promethean Tells

As a Promethean uses more Pyros, their systems and components become exposed and they show abilities that defy mortal ability. The form this takes largely depends on what the Promethean is doing. They might fold out additional tools or sensors to meet the needs of a task, vent steam or streamers of plasma energy, disjoint their limbs to get a better angle on something, and so forth.

When the tell has grown stronger, the Promethean literally grows with energy, clearly showing their inhuman nature. They vent huge amounts of heat while using Pyros, the magical fire burning within becoming impossible to repress. Skin layers might tear or fold away, eyes glow as optics come to full power. The Promethean becomes a glowing titan of power, clearly a machine mocking a living form.

### Becoming a Promethean

Becoming a Promethean should more properly be called Building a Promethean. Each is an act of purposeful creation, as much art as science, masterworks with the resources of entire Crystal Spheres poured into them. Most of the time, a Promethean is made for a single purpose, nearly always as some sort of superweapon - though this superweapon might take the form of the perfect leader or a powerful wizard or even a healer rather than just a tool of destruction.

The process of building a Promethean is not just science. Many believe that Prometheans are divinely inspired from some unknown source. The beyond-cutting-edge technology and magic that goes into making them often cannot be duplicated. Even the best efforts, by the same people, turn out only inferior copies. The one element of a Promethean that seems impossible to replicate is their Pyros reactor. It is the keystone of their systems, doing impossible things and generating infinite power. As long as it exists, the Promethean can be rebuilt around it.

Many Prometheans are created by upgrading a living being (usually either a hero of their people) piece by piece until they become more than they were. They are often volunteers, willing to give up their mortality and former lives to become something more. Others are made from the recently dead - some groups are simply unwilling to let someone with incredible potential and history go down quietly, and bring them back.

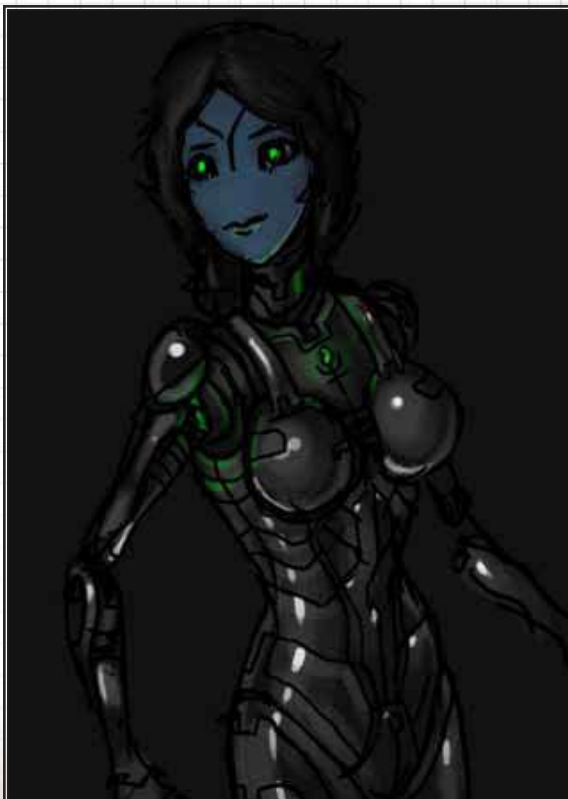
Most rarely, Prometheans are created from whole cloth. Every part of their body synthesized and lab-grown to exacting specifications. Some races, like the Eldarin, have soulstones or phylacteries or the like that can contain a living soul. These can be used to give a Promethean a soul, but sometimes a Promethean gains its own soul. Maybe it's torn from the warp and grafted to the body, but most often what seems like a simple machine somehow gains sentience and a warp presence all on its own.



## Playing a Promethean

A Promethean stands apart from their race. They aren't like other people, thinking and feeling in different ways. Many seem autistic or sociopathic, and nearly all of them have some quirks or traits that are indicative of someone who just doesn't understand people anymore. Most find them disquieting to be around. Even when they look perfectly human, something about them just seems wrong. Animals can instinctively tell something is wrong with them, and generally don't like them. People can sense it as well, like there's just something about them that they don't like.

When playing a Promethean, try to play up the odd character traits that are normal for them. They don't look at the world in the same way others do, usually with much less emotion since they don't have all those glands getting in the way. Most Prometheans are not afraid of bodily harm. Since they can almost always be repaired as long as their Pyros Reactor remains, they aren't afraid to take (calculated) risks.



The most important thing to consider about a Promethean is just who built him. Then, what they built him for. And third, who he was before they built him. It takes extreme resources to even consider building a Promethean. Backing is by far the most common background for Prometheans, as most are still quite strongly attached to what group made them in the first place.

## Prometheans in Game

Unless a Promethean has gone rogue and escaped, they've likely still at least got some kind of contacts to a major group. And if they have gone rogue, that's at least one ready enemy looking to get them back. Prometheans are tough, extremely capable in combat, but less than ideal in social situations. Make sure to take advantage of both of these. Give the Promethean player a chance to show that they aren't playing a mortal with situations that play to their strengths and weaknesses.

## Promethean Culture

Prometheans were built for a purpose. They're naturally servants to the forces that made them, and most are deeply ingrained in that culture. Whatever they were built for, Prometheans can find it hard to get away from that role. Even those that are leaders often seem themselves as servants to their people, tied down by responsibility. Prometheans rarely gather, as even a Faction would be hard-pressed to afford a project to build more than one.

## Adapting Prometheans

Because Prometheans are tough, not quite alive, and easy to repair, there are a number of ways to adapt them that are quick and easy. The most obvious is as some sort of general undead - zombies and liches, for example, share quite a few traits with Prometheans. They don't care about getting hurt, they're tough, people don't usually get along with them, and so forth.



## Vampire

Vampires are undead creatures, horrors that drink the blood of the living. They are cursed to a half-life by a plague stemming from a small number of people who drank the blood of the dying Elven god of war, Khaine.

Vampires are generally feared and poorly understood by mortals, and are often considered among the weakest of the Exaltations. However, any mortal can become a vampire - you have to be born a Paragon, attract the notice of a god to become one of the Chosen, but all that is required to become a vampire is to make yourself useful enough to another vampire that they are willing to turn you.

Most vampires spend decades or centuries paying off this initial blood debt. However, during this time the elder vampire shields the younger one, teaching them how to control and use their powers. Because of their age and their attachment to a local community, they also tend to be very well connected.

Vampires come from all walks in life. There is no single class or race that is more strongly represented than any other - the promise of immortality tempts nearly every mortal. A vampire's powers make them fairly hard to kill, and they can replenish their stores of blood quickly in a well-populated area. Additionally, a vampire's thirst runs deep, and they can have more stored in their Resource Pool than most Immortals. In many situations, a vampire can tap more fully into their store of power than anyone else, since they can easily recover themselves after a fight.

### POWERS:

**Old Money** - Vampires begins play with four additional dots to place into Backgrounds. They've quite simply had a Long time to integrate themselves into society, and can reap the benefits.

**Undead Resilience** - A Vampire is a type of undead and no longer has any biological functions. They do not eat or breathe, are immune to Bleeding and nearly all Toxins and poisons. They are not killed by critical damage to the limbs. Only critical damage to the head, body, and gizzards from silver, Power, and artifact weapons or ammo, from magical or sunlight damage, or from E or X damage to the gizzards, can finish them off. Critical damage to the limbs, and Impact or Rending damage that should kill a vampire merely leaves them unconscious. Since a vampire doesn't breathe and has no heartbeat, this may lead a careless opponent to think they've finished him off. The vampire will remain unconscious until they spend enough Vitae to heal their critical damage to the point where it would not have been fatal.

**Sunlight Weakness** - A vampire automatically loses 1 Hit Point per round they're exposed to sunlight. Critical damage uses the





E chart and automatically goes to the body. A vampire killed by sunlight damage is reduced to dust and cannot be returned from the dead. A thick cloak and wide hat, a parasol, or similar careful preparation is enough to protect a vampire, though they'll no doubt be quite uncomfortable.

**Blood Dependency** - A vampire must spend 1 Vitae every day in order to remain active. If they choose not to, or can't, they lapse into a coma. Vampires gain a Bite weapon (1k1 R; Melee; Brawling). The vampire may choose to drain one resource point of blood from a bitten victim, which gives the victim a level of fatigue (this replaces the normal level of fatigue gained from an unarmed attack.) A vampire may also, of course, feed from a willing target. A vampire who is unconscious or in a coma may be fed blood by another. If a vampire attempts to feed from someone who has already been knocked unconscious by fatigue, they may only safely drain 1 Vitae, with the next feeding killing the victim.

## POWER STAT:

### BLOOD POTENCY

Blood Potency is a measure of how strongly the blood of Khaine resonates within the vampire. It gives a vampire most of their iconic powers - the ability to see in the dark, to inspire fear, superhuman speed and strength, and finally the power to control minds. When a vampire increases their Blood Potency, it means they are drawing farther and farther away from the mortality they once had. While a vampire with low blood potency can easily pass for a mortal (if a pale one), one with high blood potency will find it more difficult as they become more corpse-like. A vampire that cares much for their appearance often finds it difficult to connect to the undead power within them, though there are exceptions - for every shrivelled corpse, there is a beautiful, seductive vampiress.

**Resource Stat: Vitae** - A vampire's maximum Vitae are equal to five times his Blood Potency.

Blood Potency	Power Gained
★	Auspex - The Hero can see in the dark and +1k0 to all perception checks.
★★ ?	Dread - The Hero may spend 1 Vitae to gain Fear 1 until the end of the scene.
★★★	Celerity - The Hero may spend 1 Vitae to gain an extra half action
★★★★	Potence - The Hero may spend 1 Vitae to gain +3 to Strength until the end of the scene.
★★★★★ ?	Dominate - The Hero may use Dominate as the spell, using Blood Potency + Charisma instead of the normal Magic Test.



## Vampires: Lords of Death

### Vampire Physical Features

A simple physical examination is enough to tell that someone is a Vampire. Even the worst doctor can usually tell when someone's dead - and a Vampire is certainly that. They have no heartbeat, their body temperature is little more than room temperature, and they breathe only to speak. They're also quite pale and rather sickly looking. Because of the being dead. Vampires are much more mobile than most dead people, though, since the vast majority of the deceased don't get around much. Vampires also have fangs - usually fairly subtle ones unless they're feeding - but the same can be said of some non-vampire folks like Dragonborn and Tieflings.

### Vampire Tells

As a Vampire spends Vitae, their undead nature becomes apparent. There are more than enough people who are pale, but once their fangs lengthen, their eyes go black, and they give off a psychic aura that just screams predator to all that can see them, well, it becomes clear that they aren't just someone who doesn't get out much. Every sentient race, and nearly every animal, has an instinctive fear reaction around a Vampire exhibiting their tells.

### Becoming a Vampire

Anyone can become a Vampire. It's one of the only Exaltations that absolutely anyone can aspire to, cheap and simple immortality of a sort. The process only requires one thing of the aspirant - that they die. The basic process of becoming a vampire is simple. The sire drains all the blood from the one he has chosen to be his childe and feeds some of his own Vitae to the still-warm body. The newborn vampire almost always goes into a feeding frenzy. They're all but empty of vitae and filled with a new, incredibly powerful hunger. Most vampires will provide a meal for

their childe - someone replaceable, because it's basically impossible for the new vampire to avoid draining the meal dry. Even when their own Vitae pool is filled, the hunger is just so strong that only the blood running out at the source stops them.

While the childe comes back to life (unlife, technically) instantly, it takes weeks or months for them to 'fill out', gaining control and expanding their newfound powers to the normal level. After that, they find themselves in debt to their Sire, connected by a bond of blood that can take a long time to pay off. Vampires are spawned for many reasons. As pawns, as toys, as simple creatures born of whim. Some vampires are almost noble about it, trying to save those they care about or admire from the relentless passage of time. In the end, though, it comes down to selfishness.

### Playing a Vampire

Vampires are creatures driven by their hunger. And they're hungry for just about everyone around them. Most Vampires cannot stomach the blood of animals, as animals simply don't have the same vibrant energy as sentient beings. They are predators surrounded by prey, and only the most incredible self-control, trained over the long years of their unlife, keeps their thirst in check.





## THE EMBRACE

It's possible, even likely, that Vampire players will at some point want to make more of their kind. This is certainly a powerful option, and like all very powerful options, there are some restrictions in place.

- \* Only sentient creatures can be Embraced. Animals cannot be turned into vampires.

- \* Exalts are immune to the Curse of Khaine and cannot become Double Exalts with vampirism. This includes Paragons.

- \* The Vitae must flow directly from the sire to the childe. It can't, for example, be packaged and sold. Nor even placed in a cup.

- \* Pregnant females always miscarry - thankfully for the fetus.

- \* The Embrace requires a significant expenditure of life-force, transferring a portion of the curse into another. The sire permanently loses a point of Blood Potency in order to create a Childe. Vampires of Blood Potency 1 are simply too thin-blooded to transfer the curse to another. They just end up with a regular corpse instead of an animated one.

- \* The Childe becomes a vampire at Blood Potency 1. The Sire gains them as an Ally. Usually. If they were unwilling the sire might have created an enemy for themselves instead.

Vampires typically have much more connection to the world than most Exalts. They have ties to their Sire, his sire, and so forth, along with decades or centuries of life and the sure knowledge that they'll live for as long as they can avoid being killed. They have a strong night life, and given that they're often some of the richest and most influential people in a community, that means that the community gets to have a strong night life as well.

In the Astral Sea, where there is no sunlight to worry about, where the lack of air and water mean nothing to the Vampire, they are safest. Vampires make excellent crew for a ship. In an emergency they can simply walk out a hull breach or airlock and do work without needing a suit.

### Vampires In Game

A game with a vampire in it has one major change - it's rare that the party will be doing anything during the day. While it's true

that a Vampire can function during daylight hours as long as they're careful, that doesn't mean they enjoy doing it. They're always one misstep or accident away from serious injury or death from sunlight, and so even if it's mostly safe they prefer to work at night.

### Vampire Society

Vampire society most closely resembles that of the classic image of the mafia. They live somewhat apart from normal people, with resources that mortals just don't have, using them and feeding on them, ignoring the law where it serves them to. They have a strong respect for family with their traditions of the Blood Debt and simple friendships and honor. A childe is the responsibility of his sire, and so when a vampire wants to create spawn, they do so knowing that they will be held accountable for anything their children do. They are naturally cautious, as Vampires tend to self-regulate. And by that, I mean that if you screw someone above you on the totem pole, you get left outside to watch the sunrise. Vampires only turn people they trust and care about, and usually ask their own sire for permission.

Most of the old and powerful Vampire families make their home in free-floating stations in the Astral Sea, in the dark space between worlds. There, they have kingdoms built with people as cattle and pawns, markets where the pint is the standard currency, and where they make their own laws and custom. Vampires often make pilgrimage to these dark stations to ask for favors from their elders, or to learn the secrets of blood and power they've learned over the centuries.

### Adapting Vampires

Unfortunately, Vampires are a rather specific exaltation. Between the weakness to sunlight and the drinking blood, it's hard to really see them as anything else. Even so, it's possible for a creative player and Story Master to come up with something. Perhaps they are not a classical vampire, but an alien parasite reanimating a corpse or a succubus who feeds not on blood, but life-energy.



## Werewolf

Werewolves are blessed by Luna with the ability to change shape. Or at least that's how some of them see it. Others call it a curse. It may well be both - a curse for those who don't appreciate the gift and a blessing for the ones who revel in it.

The way werewolves are seen varies greatly from culture to culture. Typically, the more stable, advanced, and monolithic a culture, the more werewolves are seen as a threat. They are typically outsiders, rebels fighting for the rights of the average person. Most of Luna's chosen are interested in saving people from tyranny and oppression - not to rule over them but to give them a chance to rule for themselves.

Werewolves don't have a large overarching society, but they do form small packs and tribes. One of the primary responsibilities of these tribes is finding new werewolves soon after their first change and bringing them into the fold. It is traditional for most werewolves to receive tattoos in magical silver (one of the few inks that won't simply be healed over or expelled) to mark their deeds.

These shape-shifters are dangerous and tenacious adversaries. Their ability to change shape gives them an edge in many circumstances, especially against anyone foolish enough to go into melee combat with them. They're also strongly attuned to the spirit world, able to walk the Warp in ways that none other can do safely. They call the layer of the warp they are able to access the Umbra, a relatively stable part of the Warp with few dangers compared to the rest of the chaotic dimension.

### POWERS:

**Shifting** - The most obvious power of the Werewolf is the ability to change shape. As a half action, the werewolf may spend 1 Rage to change into one of two forms: a normal-sized wolf and a massive half-wolf half-man War-form. Changing back takes another half action. Armor and worn or carried equipment does not change with the werewolf, these items will fall to the ground or break.

**Wolf-Form:** Obviously, in wolf form the character cannot speak, manipulate all but the simplest objects, or do other things most hominids take for granted. However, they gain +1k1 to all perception checks involving scent and hearing, +2 to Dexterity, -1 to Size (but do not recalculate Resilience), a Bite weapon (1k1 R; Melee; Brawling), DarkSight and Quadruped (p.336).

**War-Form:** A werewolf in War-Form is a massively destructive force. They gain the Fearless(Angry) feat except that the listed TN increases to 25 (p.123). A Werewolf may only maintain War-Form for a number of rounds equal to his Constitution plus twice his Feral Heart. While in War-Form, the Werewolf gains Stuff Of Nightmares, DarkSight, Strength +2, Size +2, Constitution +2, and gains Claw and Bite natural weapons (2k1 R; Melee; Brawling) that count as magical weapons. A werewolf must remove any armor before changing shape or else it breaks, dealing damage to the Werewolf equal to the armor's AP. When War-Form ends the Werewolf involuntarily shifts into either Wolf form or their humanoid form.

**Lycan Resilience** - Werewolves possess a natural armor rating that does not stack with any form of worn armor. It grants AP equal to their Feral Heart while in humanoid form, their Constitution + Feral Heart in Wolf-Form, and their Willpower + Constitution + Feral Heart in War-Form. Damage from spells, artifacts, and silver weapons or ammunition bypasses this armor.

**Fast Healing** - Werewolves may always spend Rage as a free action to heal themselves, even if they are unconscious or paralyzed. When they are in Wolf-Form or War-Form they also gain Regeneration (1: not vs. silver & magic) (p.336). Critical damage regenerates at the rate of 1 per hour, and all critical damage must be healed before the Werewolf can regain hit points by spending Rage or regenerating. This power does not work on damage from spells, and magic or silver weapons or ammo.

**Silver Bane** - The powers Lycan Resilience and Fast Healing don't work on damage caused by or with silver. In addition Werewolves take an additional wound when they take any damage from silver weapons or ammunition. Even if the damage was insufficient to cause a wound the Werewolf still takes at least one wound.





**POWER STAT:  
FERAL HEART**

Feral Heart is the measure of just how close the character is to the ancient and wild power within him. The higher the measure of the character's Feral Heart, the more they become like a wolf themselves, cunning and instinctual. Their connection to the spirit world also grows more solid, until they can actually enter the Umbra on their own. As a Werewolf increases his Feral Heart, his tribe-mates typically give him more tattoos (or he inks his own body) describing the great deeds he has accomplished.

**Resource Stat: Rage.** A werewolf regains Rage equal to their Feral Heart + Level at the beginning of each combat and once each night when the moon (or moons, or local equivalent) rises. A werewolf may have Rage equal to his Willpower + Level, plus twice his Feral Heart.



**Feral Heart      Power Gained**

★ Spirit Sight - The werewolf may see into the spirit world, viewing the local Umbra. Make a FH + Wisdom check to activate it and they can see the spirit world until it is deactivated or the end of the scene. They gain the feat Speak Language (Spirits), which solves any potential communication problems.

★★ Temper Tantrum – The Werewolf gains 1 Rage when they are first wounded in a combat round, when they take a critical wound that they cannot ignore, and any time they lose Resolve. If the Werewolf would gain more than their maximum Rage they must test Composure against TN 15 or begin to fight.

★★★ Spirit Speech – The werewolf can call up and talk to spirits. By testing FH + Fellowship against TN 15 a neutral spirit will talk, at TN 30 it will fight along side the Werewolf. Hostile spirits will require additional raises. A quick chat only takes a Full Action but if the werewolf takes at least an hour to perform a séance, up to two other Werewolves, Necromancers, or Arcana experts can assist.

★★★★ Sacred Hunt - By performing a ritual that lasts six hours a Werewolf may hunt and kill a superlative example of an animal. Once the Werewolf begins the hunt, they cannot rest or pursue another goal until it is complete. When they have completed the hunt, they taste the heart blood of their prey and make a Feral Heart + Charisma test against a TN of five times the Level of the animal. From that time on, they may assume the form of that precise animal by spending an additional point of Rage when Shifting. ✓

★★★★★ Spirit Walk - By making a FH + Composure check (often TN 20, though this varies depending on the nature of the area), the Werewolf may attempt to enter or exit the Umbra through a reflective surface. Anyone holding his hand may come along. The Umbra is a dangerous place, a rough parallel to the real world but infested with spirits and daemons.



## Werewolves: The Claws of Luna

### Werewolf Physical Features

In their normal forms, werewolves really aren't all that distinguishable from anyone else, save for the tattoos that are a strong part of their culture, tracers of Mithril and quicksilver that line over their bodies in mystical patterns. The tattoos are present in all their forms, and serve as almost a signature - each set of Werewolf tattoos are unique to that wolf. Or not wolf, as the case may be. The term werewolf is something of a misnomer, as they run the gamut of predatory land creatures. Wolves are by far the most common, though large cats, foxes, dinosaurs, and so forth are perfectly acceptable (and have no real mechanical differences).

In wolf form, they appear as fairly normal animals. They're usually extraordinary members of their species, purebred and powerful. In warform, though, they're clearly something supernatural, growing huge in size and with supernatural strength and speed. The warform is only for killing, a destructive force as dangerous as a typhoon. In this form, they heal rapidly, no longer feel pain, and are consumed by rage.

### Werewolf Tells

As a werewolf spends Rage, he becomes closer to his animal spirit. He might grow fur over parts of his body, his eyes might glow with silvery light, and most notably, his tattoos fill with moonlight. They glow brighter and brighter the more Rage he spends until they are blindingly bright and he is surrounded by an aura of pure, cool radiance. The light doesn't burn or pierce, it is somehow soft and almost cold.

### Becoming a Werewolf

There are two ways to become a werewolf. One is to be born into it. When a werewolf and a mortal have children, there's a chance (about one in four) that the children

gain their Exalt parent's shapechanging ability. It usually sets in around puberty. Werewolf teens have more to worry about than just acne. If both parents are werewolves, then it's almost a certainty that the children will be able to change shape. However, this carries with it a great risk. Children born of two Werewolf parents tend to be very mentally unstable, able to change shape from the moment they're born and tending towards psychotic and dangerous behavior. The rage and power in them seems untempered and wild, and all too often it becomes the parent's responsibility to put down the rabid monster they created.

The other way to become a werewolf is to have it bestowed by Luna. In some rare cases, when someone shows extraordinary strength of will and the determination to survive, Luna will appear in one of her many forms and personally bless the person with the strength and power of the Werewolf. This is usually more than enough to get them out of whatever deadly situation they have found themselves in.

After a werewolf's first change, they usually go wild with the power for a time. They have power and abilities beyond any mortal, the instincts of an animal, and the two together mean that they revel in their own strength for a while. They might seek out old enemies, pick fights for no reason, indulge themselves in every earthly pleasure, or just run wild in the dark places of the world as only a predator can. If they have family or friends who understand their condition, they usually have at least someone to help guide them and keep them out of trouble. If not, they can get into quite a bit of trouble with the law or people they cross while they're drunk on power.

### Playing a Werewolf

A werewolf is a creature of instinct. They're not animals, but they know what it's like to be one. They are adaptable and independent. They can change not just in body, but in mind and spirit. When something new comes around, a Werewolf is the one most likely to think fast and do something about it. It might not be the right thing to do, but it will be trying something. And if it doesn't work, they'll attempt something different. It's rare to





see a werewolf who has only a single solution to problems (even if it's a really good solution like massive firepower).

Because they're close to nature and the spirit worlds, Werewolves can be somewhat uncomfortable in purely artificial places like Sigil and onboard ship. They, naturally, learn to adapt to the situation, but it's always a breath of fresh air to, well, get a breath of fresh air. When they're in cities, werewolves are usually drawn to the more exciting and dangerous parts of the city, the wild places in the concrete jungle where people live as predators and prey.

When building a werewolf character, it would be very reasonable to avoid focusing too much on one thing or another. Werewolves are natural dabblers, trying new things and learning the basics then moving on. They have a strong cultural idea that strength can't flow from one source, but is formed from tributaries coming from all areas - knowledge, strength, political, magical - and flowing into each other. Even if one strength doesn't work, the others will.

### Werewolves in Game

Werewolves are one Exalt type that is never apart from their weapon. Even naked and unarmed, they can present a serious threat. In fact, given that they tend to tear clothing and have claws and teeth that are easily a match for swords as weapons... they are often naked and unarmed by choice. Situations where a diplomatic solution is required, where the party can't carry weapons, that's one place werewolves can really shine.

One important aspect of werewolves is their connection to the spirit world of the Umbra. While their abilities are already useful enough on their own, consider adding things to adventures to make them more prominent. There might be local nature spirits that can provide clues or help to a werewolf who speaks their tongue, their ability to see the Umbra could show clues to a murder or the solution to a puzzle. At high levels, where they can step into the Umbra themselves, they might use this power to enter otherwise impenetrable areas or escape the most sure prison.

### Werewolf Society

Werewolf society is organized into tribes. Most planets have as many tribes as they have moons, each with ties to a slightly different aspect of Luna and with their own tattoo designs and teachings.

### Adapting Werewolves

Werewolves have one easy adaptation - into any sort of werebeast or shapechanger. That they're called werewolves is, as it has been mentioned before, not quite correct in all cases. Some other forms are actually more common in some races. It's rare, for example, for Dragonborn to actually be wolves as such. They're a lot more likely to become a dragon-like monster, dinosaur, or alligator. Eldarin are often cats rather than wolves. Even halflings are prone to being rats or cute little lapdogs.

Another interesting way to adapt them is to make them into a sort of superhero, some kind of biological armor like the Guyver or cyborg hero like a Rider. Warform can simply be assuming their heroic battle mode.



"You can't tell me you're comfortable travelling with her," Iniga said. "She's a werewolf!" The werewolf in question was getting another round of drinks at the bar. The man Iniga was speaking to, an Aasimar that almost glowed with how much shine and polish he had, glanced back to look at her for a moment, then back at Iniga.

"You're a Dark Eldarin," Jacov pointed out. "And a vampire. Either of them would be more than enough to make most uneasy. Traya isn't so bad."

"That's different!" Iniga folded her arms. "We just have a bad reputation because of a few outlying rogue elements that have given the whole an overall poor public image. There are many, myself included, that do not fit into the general perception of my kind as predators or sadists."

"...Your kind being Dark Eldarin or Vampire? I've heard pretty much the same about both and-"

"That's not the point!" Iniga hissed. "Don't you see those tattoos?!" She pointed at the werewolf's arm. She was a tiefling, and on her red skin were the mystical tattoos that marked her as a werewolf. Many of the silver markings had become tarnished and twisted into black spirals.

"What about them?" Jacov asked. Iniga sighed. The Aasimar was just so stupid sometimes.

"Do I have to explain everything? That means she's a Black Spiral Dancer! A berserker!" Jacov shrugged. Iniga groaned. "She'll kill us all!"

"I'll take care of it if there's trouble," Jacov said. The tiefling werewolf returned to the table with the next round of drinks, smiling.

"Hah! I got this round for free!" Traya was almost purring as she put the glasses down.

"How did you do that? Not with underhanded methods, I hope." Iniga asked. Traya smiled at the vampire.

"Well, you wouldn't know about it, but we tieflings have these mind control devices." She adjusted her very low shirt to show off her cleavage. She looked at Iniga's chest. "I guess you just don't have that power."

"Are you calling me flat?!" Iniga demanded, standing up. She was a foot and a half shorter than the tiefling, but she was trying her best to look imposing. Traya smiled, showing rather more fangs than Iniga's delicate set.

"No fighting," Jacov said, quietly. Traya looked at him and sighed, then stopped. "Look, Armstrong's back." He waved. The human wizard smiled and walked over to the table.

"I think I got us a ship," Armstrong said. "Small freighter with a human captain and an orc first mate. It's called the Thousand-Year-Eagle."

"Wait... that pile of junk docked in the Hive?!" Iniga asked. She sat down and started drinking again.

"He says he can get us to Carceri without any entanglements from the Council or Imperial fleets," Armstrong said, with a shrug. "It'll cost us, though. He wants ten thousand thrones."

"I could almost buy a ship for that," Iniga complained.

"And who would pilot it?" Traya asked. "You?!"

"Yeah, me." She folded her arms and smiled. "I happen to be a pretty good pilot, you know."

"Tell him we'll pay him two thousand thrones now and fifteen thousand when we arrive," Jacov said, finishing his ale. "

"I think we have ourselves a ship," Armstrong said, smiling.





## CLASSES

**C**lasses are packages that represent your character's training and work. Your class is the primary definition of what your character can do in the extraordinary magical landscape of the DUNGEONS THE DRAGONING world.

A class is more than just a profession: it defines the power and skills that the character is focused on learning while they adventure across a spell-tangled, monster-ridden, battle-torn fantasy world. You can be a gutsy swordmaster, a spellcaster with questionable ties, a gun-toting soldier with dead aim, a skilled assassin for hire. The choice is yours.

The primary focus of a class is determining just what a character may spend XP on. It can be difficult for a wizard to suddenly learn how to use a sword like an expert, and similarly difficult for a gunslinger to just pick up the basics of sorcery over a long weekend.

As such, when spending XP, a character may only improve characteristics and skills that are allowed by the class. These represent the kind of things the character can expect to improve while exercising the talents of the class. Each Class also has a list of feats that are available for purchase, and many also include one or more Sword or Magic Schools.

These are the meat of each class, the abilities that go above and beyond mere skills.

Each class has a list of prerequisites, skills, characteristics, and occasionally classes that the character must have in order to be allowed to go into the class. Without meeting these prerequisites, a character may not even go into the class.

A character may only be in one class at a time. In order to finish the class he is in a character must purchase every non-optional feat in the class. Once a character has purchased the non-optional feats in a class, he may choose a new class and begin spending XP on it's advances. Once a character has moved on to another class, he cannot purchase the Characteristics, Skills, Sword Schools, Magic Schools, and any optional feats they passed over from the old class.

Each class has a Level. This level determines the effect of many spells and feats, but more importantly, the highest rank a character may have in their Power Stat, their Sword Schools, and their Magic Schools is capped at the character's level. A character's level is equal to the level of the highest level class they have. For example, a character with Fighter 4, Bard 2 is a Level 4 character.



## CHAPTER VI: CLASSES

This chapter describes the following classes. Classes marked with an apostrophe (\*) are Level 1 classes and thus appropriate for a starting character:

**Apprentice\*** - Someone who has just started on the path to mastering sorcery.

**Armsman** - An experienced gunman with a few tricks under his sleeve.

**Aspirant** - A sorcerer with a talent for making things up as they go along.

**Assassin** - They're not mass murderers. It's a profession, not a mental illness.

**Barbarian** - Wild and tough warriors with amazing talents.

**Bard** - Versatile jack-of-all-trades with the potential to do anything.

**Berserker** - A guy who gets really super pissed off and kills others.

**Bishop** - One of the highest ranking officials in their church.

**Chevalier** - A powerful and dangerous holy warrior.

**Cleric** - A divinely inspired warrior.

**Conscript\*** - Not everyone gets to decide when they become a warrior. Or a meat shield.

**Defender** - A devoted man who is willing to give his sword and life for his god.

**Feral\*** - Maybe they're from the jungle. Maybe they're from the slums. They're angry.

**Fighter** - A master of weapons, armor, and melee training.

**Fight Guy** - A guy who is can be fight good.

**Freeblade** - Some people don't have little things like ties or morals, just wallets.

**Gallant\*** - A man of faith and steel, learning to serve his god with violence.

**Guardsmen** - A class that's good at shooting things.

**Initiate\*** - Healers and the faithful, low ranking members of religious organizations.

**Magic User** - A versatile and powerful wizard or warlock.

**Master Bard** - Like a Bard, but higher level and with an even better singing voice.

**Master Fight Guy** - One of the best, most masterful guys at fight.

**Master Sorcerer** - An archmage of the highest caliber.

**Mercenary\*** - A basic fighting class for anyone who wants to learn to fight.

**Minstrel\*** - Minstrels can... sing. Sometimes well. Often not.

**Myrmidon** - A fighting man of no small experience.

**Nighthawk** - A step up from a simple cutthroat, with skills to back it up.

**Nihilator** - When you want someone dead, this is who you send.

**Outcast\*** - Scum and dirt little better than gutterslime.

**Outlaw** - Criminals operating on the wrong side of the law.

**Paladin** - Holy warriors with talents at healing and smiting. Lots of smiting.

**Peasant\*** - A very basic class that anyone can enter.

**Preacher** - A healer and scholar schooled in many things.

**Priest\*** - Holy men come in every shape and size. And dress code.

**Protector** - More than just a swordsman, they learn to tap into divine power.





**Rager** - Getting angry is easy. Being good at getting angry is hard.

**Ratcatcher\*** - Sneaky buggers with basic stealth skills.

**Renegade** - Breaking the law and getting away with it is a valuable skill.

**Rogue** - A combatant who uses stealth and slyness to thwart enemies.

**Savage** - They do not let rage become their master, but master their rage.

**Scholar\*** - A basic class that teaches the basics needed to learn magic.

**Sell-Steel\*** - A murderer. Not yet with skills to be a real assassin, but plenty of ambition.

**Sergeant** - A good Sergeant is worth a dozen men or more.

**Skald** - No mere singer, a skald has other uses! Like bait.

**Sorcerer** - Guarded against the warp and with surprising magical strength.

**Subjack** - The best thieves and knights of the post in the wheel.

**Swashbuckler** - Insult swordfighting had better be a real thing, or they're in trouble.

**Swordsman\*** - A man with a sword, becoming one. If they're not good, quickly and painfully.

**Veteran** - A war is an easy thing to get into and a difficult thing to live through.

**Zealot** - When someone cares enough about their god, all they need is a sword and some direction.

## FREE STUDY

After you've finished your current class, you have an opportunity for a little free study. You can spend XP to buy optional feats from classes you've already completed, and to improve any skills, characteristics, spell schools, sword schools, or gun kata, that are on the lists of classes you've completed. If you want to improve other skills and characteristics, you may, but the costs are doubled if they don't appear on your class lists.



## THE LEVELING PROCEDURE

1) Choose a class. This is your character's starting class. In order to go into a class, you probably have to meet some prerequisites, so make sure you do. You may only choose a class that is no more than one level higher than your Level - you cannot advance two or more levels in a flash, even if you otherwise meet the prerequisites.

2) When spending XP, what you can spend it on (the class' Advances) is determined by your class:

*a* - Each class has a level. A character's level is equal to the level of the highest level class they have. For example, a character with Swordsman, Fight Guy, Minstrel and Fighter is a level 3 character.

*b* - Each class has a list of Characteristics. You may only buy improvements for the class' listed characteristics.

*c* - Each class also has a list of skills. These are the only skills you may spend XP on while working on the class.

*d* - The core of every class is a list of feats. These feats come in two types, mandatory and optional.

*e* - A class can also have Magic Schools and Sword Schools. The maximum rank of your character's Magic and Sword Schools is capped at your character's level.

*f* - You may also buy ranks in your Exaltation's Power Stat. The maximum rank of your character's Power Stat is also capped at your character's level.

3) Until you have purchased all mandatory feats in a class, you may not change classes. Most feats can only be taken once. If you already have a feat that's in a class list, and it can't be taken more than once, you don't have to purchase it again. Some classes have the option of taking one feat or another. When you choose one of these feats, you cannot get the other feat from this class, though you can get it from another class that has this feat in its class progression.

4) When you change classes, you can no longer purchase the advances from your old class unless they appear on your new class list.





## Class Tracks

Certain classes just flow into each other. These are called class tracks, and they'll show you the easiest way to get from level one to level five. Each class in these class tracks has the same completion bonus, which reinforces their themes and work well with the abilities and playstyle of the class.

! You don't have to follow these class tracks - there are spots where you can move from one class track into another. You can also, of course, just start in another class track at any point where you meet the prerequisites. Some classes, like Peasant and Mercenary, don't appear on any of these tracks - but they're still perfectly servicable classes and very useful for meeting prerequisites to get into other classes.

### Assassin

Sell Steel  
▼  
Nighthawk  
▼  
Assassin  
▼  
Freeblade  
▼  
Nihilator

### Barbarian

Feral  
▼  
Savage  
▼  
Rager  
▼  
Barbarian  
▼  
Berserker

### Bard

Minstrel  
▼  
Bard  
▼  
Skald  
▼  
Swashbuckler  
▼  
Master Bard

### Cleric

Priest  
▼  
Preacher  
▼  
Cleric  
▼  
Zealot  
▼  
Bishop

### Fighter

Swordsman  
▼  
Myrmidon  
▼  
Fight Guy  
▼  
Fighter  
▼  
Master Fight Guy



**Guardisman**

Conscript



Guardisman



Sergeant



Grenadier



Stormtrooper

**Paladin**

Gallant



Protector



Defender



Paladin



Chevalier

**Magic User**

Apprentice



Aspirant



Magic User



Sorcerer



Master Sorcerer

**Thief**

Outcast



Outlaw



Renegade



Rogue



Stubjack





## Rat Catcher

**Level:** 1

**Prerequisites:** -

**Characteristics:** Dexterity, Composure, Wisdom

**Skills:** Acrobatics, Common Lore, Crafts, Perception, Larceny, Stealth, Weaponry, Animal Ken, Deceive, Performer, Disguise

**Feats:**

Common Sense  
Weapon Prof (Basic)  
Blind Fighting  
Obtain Familiar  
\*Light Sleeper  
\*Fast Reflexes

**Bonus for Completion:** +2 to maximum Hit Points.

✓ **Suggested Exits:** Outcast, Minstrel, Outlaw, Sell-Steel, Swordsman

## Scholar

**Level:** 1

**Prerequisites:** -

**Characteristics:** Intelligence, Willpower, Wisdom

**Skills:** Arcana, Academic Lore, Common Lore, Forbidden Lore, Politics, Tech-Use

**Feats:**

Eidetic Memory  
Speak Language  
Skill Focus (Any Lore)  
Expanded Knowledge  
\*Peer (Academic)  
\*Foresight

**Bonus for Completion:** Gain one specialty in any skill.

**Suggested Exits:** Apprentice, Priest, Gallant (if Weaponry 2), Minstrel (if Performer 1)

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.

## Initiate

**Level:** 1

**Prerequisites:** -

**Characteristics:** Wisdom, Fellowship, Intelligence

**Skills:** Academic Lore, Forbidden Lore, Medicae, Crafts, Politics, Perform

**Feats:**

- Divine Ministration
- Hatred (Heretics)
- Minor Magic
- Peer (Religious Organization)
- \*Weapon Prof (Basic)

**Bonus for Completion:** Gain one specialty in any skill.

**Suggested Exits:** Priest, Preacher, Bard (if Linguist), Protector (if Weaponry 3)

## Mercenary

**Level:** 1

**Prerequisites:** -

**Characteristics:** Strength, Constitution, Wisdom

**Skills:** Command, Scrutiny, Common Lore, Athletics, Ballistic, Weaponry, Perception, Brawl, Drive

**Feats:**

- Armor Prof (Light)
- Weapon Prof (Basic)
- Speak Language
- Sound Constitution
- \*Peer (Mercenary Organization)
- \*Armor Prof (Medium)

**Bonus for Completion:** +2 to maximum HP.

**Suggested Exits:** Feral, Swordsman, Conscript, Guardsman, Minstrel (if Performer 1)



## Peasant

**Level:** 1

**Prerequisites:** -

**Characteristics:** All

**Skills:** Crafts, Common Lore, Athletics, Animal Ken, Scrutiny, Performer

**Feats:**

Luck  
Common Sense  
Unremarkable  
Sound Constitution  
\*Skill Focus (Any)

**Bonus for Completion:** Hardy

**Suggested Exits:** Minstrel, Guardsman (if Ballistics 3)

## Sell-Steel

**Level:** 1

**Prerequisites:** (Weaponry or Ballistics) 2, Stealth 2

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Acrobatics, Athletics, Common Lore, Perception, Brawl, Ballistic, Larceny, Stealth, Pilot, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Disguise

**Feats:**

Fast Reflexes  
Sneak Attack  
Improved Feint  
Two Weapon Fighting **OR** Far Shot  
Weapon Prof (Basic)  
\*Weapon Prof (Any)  
\*Skill Focus (Any)

**Sword Schools:**

Shadow Hand  
Setting Sun

**Bonus for Completion:** +1 to all initiative rolls.

**Suggested Exits:** Nighthawk, Outlaw

## Nighthawk

**Level:** 2

**Prerequisites:** (Weaponry or Ballistics) 2, Stealth 3, Improved Feint or Far Shot

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Acrobatics, Athletics, Common Lore, Perception, Brawl, Ballistic, Larceny, Stealth, Pilot, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Disguise

**Feats:**

Blind Fighting  
Armor Prof (Light)  
Catfall  
Two Weapon Fighting **OR** Furious Assault  
Weapon Prof (Any)  
\*Skill Focus (Any)  
\*Speak Language

**Sword Schools:**

Shadow Hand  
Setting Sun

**Bonus for Completion:** +1 to all initiative rolls.

**Suggested Exits:** Assassin, Renegade, Fight Guy

## Assassin

**Level:** 3

**Prerequisites:** (Weaponry or Ballistics) 3, Stealth 3, Sneak Attack, Blind Fighting

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Acrobatics, Athletics, Common Lore, Perception, Brawl, Ballistic, Larceny, Stealth, Pilot, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Disguise

**Feats:**

Quick Draw  
Swift Attack **OR** Deadeye Shot  
Back Stab  
Weapon Focus (Any)  
Skill Focus (Any)  
\*Peer (Any Criminal or Mercenary)  
\*Weapon Prof (Any)

**Sword Schools:**

Shadow Hand  
Setting Sun

**Bonus for Completion:** +1 to all initiative rolls.

**Suggested Exits:** Freeblade, Grenadier

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.



## Freeblade

**Level:** 4

**Prerequisites:** (Weaponry or Ballistics) 4, Stealth 4, Back Stab, Quick Draw

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Acrobatics, Athletics, Common Lore, Perception, Brawl, Ballistic, Larceny, Stealth, Pilot, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Disguise

**Feats:**

Crack Shot **OR** Crushing Blow  
Improved Back Stab  
Luck  
Decadence  
Skill Focus (Any)  
\*Improved Weapon Focus (Any)  
\*Weapon Prof (Any)

**Sword Schools:**

Shadow Hand  
Setting Sun

**Bonus for Completion:** +1 to all initiative rolls.

**Suggested Exit:** Nihilator

## Nihilator

**Level:** 5

**Prerequisites:** (Weaponry or Ballistics) 5, Stealth 5, Improved Back Stab

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Acrobatics, Athletics, Common Lore, Perception, Brawl, Ballistic, Larceny, Stealth, Pilot, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Disguise

**Feats:**

Step Aside  
Assassin Strike  
Counter Attack  
Hard Target  
Devastating Critical  
\*Skill Focus (any)  
\*Weapon Specialization (Any)

**Sword Schools:**

Shadow Hand  
Setting Sun

**Bonus for Completion:** +1 to all initiative rolls.

## Feral

**Level:** 1

**Prerequisites:** Weaponry 2, Athletics 1

**Characteristics:** Strength, Charisma, Constitution

**Skills:** Acrobatics, Athletics, Craft, Perception, Brawl, Weaponry, Stealth, Intimidation, Animal Ken

**Feats:**

- Frenzy
- Danger Sense
- Armor Proficiency (Light)
- Power Attack
- Weapon Proficiency (Any)
- \*Weapon Proficiency (Any)

**Sword Schools:**

- Stone Dragon
- Tiger Claw
- Desert Wind

**Bonus for Completion:** +1 to all melee and primitive weapon damage.

**Suggested Exits:** Savage, Outlaw, Myrmidon

## Savage

**Level:** 2

**Prerequisites:** Weaponry 3, Athletics 2, Frenzy

**Characteristics:** Strength, Charisma, Constitution

**Skills:** Acrobatics, Athletics, Craft, Perception, Brawl, Weaponry, Stealth, Intimidation, Animal Ken

**Feats:**

- Jaded
- Quick Draw
- Light Sleeper
- Powerful Charge
- Weapon Focus (Any)
- \*Weapon Proficiency (Any)

**Sword Schools:**

- Stone Dragon
- Tiger Claw
- Desert Wind

**Bonus for Completion:** +1 to all melee and primitive weapon damage.

**Suggested Exits:** Rager, Fight Guy

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.



## Rager

**Level:** 3

**Prerequisites:** Weaponry 4, Athletics 3, Powerful Charge, Frenzy

**Characteristics:** Strength, Charisma, Constitution

**Skills:** Acrobatics, Athletics, Craft, Perception, Brawl, Weaponry, Stealth, Intimidation, Animal Ken

**Feats:**

Crushing Blow  
Furious Assault  
Swift Attack  
Armor Proficiency (Medium)  
\*Weapon Proficiency (Any)  
\*Fleet of Foot

**Sword Schools:**

Stone Dragon  
Tiger Claw  
Desert Wind

**Bonus for Completion:** +1 to all melee and primitive weapon damage.

**Suggested Exits:** Barbarian, Rogue

## Barbarian

**Level:** 4

**Prerequisites:** Weaponry 5, Athletics 4, Crushing Blow, Frenzy

**Characteristics:** Strength, Charisma, Constitution

**Skills:** Acrobatics, Athletics, Craft, Perception, Brawl, Weaponry, Stealth, Intimidation, Animal Ken

**Feats:**

Battle Rage  
Fearless (Angry)  
Iron Jaw  
Cleave  
\*Weapon Proficiency (Any)  
\*Weapon Focus (Any)

**Sword Schools:**

Stone Dragon  
Tiger Claw  
Desert Wind

**Bonus for Completion:** +1 to all melee and primitive weapon damage.

**Suggested Exits:** Berserker

## Berserker

**Level:** 5

**Prerequisites:** Weaponry 5, Athletics 5, Battle Rage, Frenzy

**Characteristics:** Strength, Charisma, Constitution

**Skills:** Acrobatics, Athletics, Craft, Perception, Brawl, Weaponry, Stealth, Intimidation, Animal Ken

**Feats:**

Devastating Critical  
True Grit  
Lightning Attack  
Armor Proficiency (Heavy)  
\*Improved Weapon Focus (Any)

**Sword Schools:**

Stone Dragon  
Tiger Claw  
Desert Wind

**Bonus for Completion:** +1 to all melee damage and primitive weapon damage.

## Minstrel

**Level:** 1

**Prerequisites:** Charisma 3, Common Lore 3, Performer 1

**Characteristics:** Charisma, Fellowship, Dexterity

**Skills:** Academic Lore, Acrobatics, Arcana, Common Lore, Medicae, Politics, Larceny, Performer, Weaponry, Persuasion, Charm, Deceive, Disguise, Scrutiny, Command

**Feats:**

Speak Language  
Luck  
Jack of All Trades  
Peer (Any)  
Weapon Prof (Melee 2)  
\*Danger Sense **OR** Foresight **OR** Speak Language

**Sword Schools:**

White Raven  
Diamond Mind

**Magic Schools:**

Enchantment  
Illusion

**Bonus for Completion:** +1 dot to a skill with a rank lower than your Level.

**Suggested Exits:** Bard, Outlaw, Aspirant

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.



## Bard

**Level:** 2

**Prerequisites:** Charisma 3, Common Lore 4, Performer 2, (Peer (Any) and speak 4+ languages)  
OR (any two at rank 1 from: Enchantment, Illusion, White Raven, Diamond Mind)

**Characteristics:** Charisma, Fellowship, Dexterity

**Skills:** Academic Lore, Acrobatics, Arcana, Common Lore, Medicae, Politics, Larceny,  
Performer, Weaponry, Persuasion, Charm, Deceive, Disguise, Scrutiny, Command

**Feats:**

Speak Language  
Peer (Any)  
Skill Focus (Any) **OR** Spell Focus (Enchantment or Illusion)  
Armor Prof (Light)  
\*Catfall

**Sword Schools:** White Raven, Diamond Mind

**Magic Schools:** Enchantment, Illusion

**Bonus for Completion:** +1 dot to a skill with a rank lower than your Level.

**Suggested Exits:** Skald, Renegade, Magic User

## Skald

**Level:** 3

**Prerequisites:** Charisma 4, Common Lore 4, Performer 3, Peer (Any), any one at rank 2 and  
two at rank 1 from: Enchantment, Illusion, White Raven, Diamond Mind

**Characteristics:** Charisma, Fellowship, Dexterity

**Skills:** Academic Lore, Acrobatics, Arcana, Common Lore, Medicae, Politics, Larceny,  
Performer, Weaponry, Persuasion, Charm, Deceive, Disguise, Scrutiny, Command

**Feats:**

Speak Language  
Peer (Any)  
Weapon Focus (Fencing)  
Decadence  
\*Skill Focus (Any)

**Sword Schools:** White Raven, Diamond Mind

**Magic Schools:** Enchantment, Illusion

**Bonus for Completion:** +1 dot to a skill with a rank lower than your Level.

**Suggested Exits:** Swashbuckler

## Swashbuckler

**Level:** 4

**Prerequisites:** Charisma 4, Common Lore 4, Performer 4, (Decadence or Weapon Focus), any one at rank 3 and two at rank 1 from: Enchantment, Illusion, White Raven, Diamond Mind

**Characteristics:** Charisma, Fellowship, Dexterity

**Skills:** Academic Lore, Acrobatics, Arcana, Common Lore, Medicae, Politics, Larceny, Performer, Weaponry, Persuasion, Charm, Deceive, Disguise, Scrutiny, Command

**Feats:**

Fearless (Cool)  
 Good Reputation (Any)  
 Spell Focus (Enchantment or Illusion)  
 Skill Focus (Any)  
 \*Speak Language  
 \*Evasion

**Sword Schools:** White Raven, Diamond Mind

**Magic Schools:** Enchantment, Illusion

**Bonus for Completion:** +1 dot to a skill with a rank lower than your Level.

**Suggested Exit:** Master Bard

## Master Bard

**Level:** 5

**Prerequisites:** Charisma 5, Common Lore 5, Performer 5, Fearless, Good Reputation, any one at rank 3 and two at rank 2 from: Enchantment, Illusion, White Raven, Diamond Mind

**Characteristics:** Charisma, Fellowship, Dexterity

**Skills:** Academic Lore, Acrobatics, Arcana, Common Lore, Medicae, Politics, Larceny, Performer, Weaponry, Persuasion, Charm, Deceive, Disguise, Scrutiny, Command

**Feats:**

Expanded Knowledge **OR** Improvisational Magic  
 Mental Fortress  
 Armor of Contempt  
 \*Skill Focus (Any) **OR** Counter Attack  
 \*Heightened Senses (Any) **OR** Speak Language

**Sword Schools:** White Raven, Diamond Mind

**Magic Schools:** Enchantment, Illusion

**Bonus for Completion:** +1 dot to a skill with a rank lower than your Level.

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.



## Priest

**Level:** 1

**Prerequisites:** Academic Lore 2, Forbidden Lore 2

**Characteristics:** Willpower, Wisdom, Composure

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Politics, Weaponry, Intimidation, Persuasion, Command

**Feats:**

Pure Faith  
Hatred (Heretics)  
Armor Prof (Light)  
Tested  
Weapon Prof (Basic)  
\*Weapon Prof (Melee 1)  
\*Powerful Charge

**Magic Schools:**

Abjuration  
Divination  
Healing  
Necromancy  
Transmutation

**Bonus for Completion:** +1 to maximum HP.

**Suggested Exits:** Priest, Aspirant, Protector



Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.

## Preacher

**Level:** 2

**Prerequisites:** Academic Lore 2, Forbidden Lore 3, Healing or Abjuration at rank 1 OR Pure Faith

**Characteristics:** Willpower, Wisdom, Composure

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Politics, Weaponry, Intimidation, Persuasion, Command

**Feats:**

- Peer (Religious Order)
- Spell Focus (Any)
- Sound Constitution
- Armor Prof (Medium)
- Virgil's Guidance
- \*Weapon Prof (Any)
- \*Divine Grace

**Magic Schools:**

- Abjuration
- Divination
- Healing
- Necromancy
- Transmutation

**Bonus for Completion:** +1 to maximum HP.

**Suggested Exits:** Cleric, Magic User, Defender

## Cleric

**Level:** 3

**Prerequisites:** Academic Lore 3, Forbidden Lore 4, (Healing or Abjuration at rank 2) OR (Peer(Religious Order) and Divine Grace)

**Characteristics:** Willpower, Wisdom, Composure

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Politics, Weaponry, Intimidation, Persuasion, Command

**Feats:**

- Divine Ministration
- True Grit
- Spell Focus (Any)
- Channel Energy
- \*Weapon Focus (Any)

**Magic Schools:**

- Abjuration
- Divination
- Healing
- Necromancy
- Transmutation

**Bonus for Completion:** +1 to maximum HP.

**Suggested Exits:** Zealot, Sorcerer, Paladin



## Zealot

**Level:** 4

**Prerequisites:** Academic Lore 4, Forbidden Lore 4, (Healing or Abjuration at rank 3) OR (Divine Ministration and True Grit)

**Characteristics:** Willpower, Wisdom, Composure

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Politics, Weaponry, Intimidation, Persuasion, Command

**Feats:**  
 Armor Prof (Heavy)  
 Absolution  
 Good Reputation (Religious Order)  
 Sound Constitution  
 Greater Spell Focus (Any)  
 \*Skill Focus (Any)

**Magic Schools:**  
 Abjuration  
 Divination  
 Healing  
 Necromancy  
 Transmutation

**Bonus for Completion:** +1 to maximum HP.

**Suggested Exit:** Bishop

## Bishop

**Level:** 5

**Prerequisites:** Academic Lore 5, Forbidden Lore 5, Healing or Abjuration at rank 4, Good Reputation (Religious Order)

**Characteristics:** Willpower, Wisdom, Composure

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Politics, Weaponry, Intimidation, Persuasion, Command

**Feats:**  
 Fearless (Any)  
 Armor of Contempt  
 Purge the Unclean  
 Greater Spell Focus (Any)

**Magic Schools:**  
 Abjuration  
 Divination  
 Healing  
 Necromancy  
 Transmutation

**Bonus for Completion:** +1 to maximum HP.

## Swordsman

**Level:** 1

**Prerequisites:** Weaponry 2, Athletics 1

**Characteristics:** Strength, Constitution, Intelligence

**Skills:** Acrobatics, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

**Feats:**

Hardy  
Power Attack  
Powerful Charge  
Weapon Proficiency (Any)  
Armor Proficiency (Light)  
\*Armor Proficiency (Medium)  
\*Improved Feint **OR** Two Weapon Fighting

**Sword Schools:**

Iron Heart  
White Raven

**Bonus for Completion:** +1 to all Melee attack tests.

**Suggested Exits:** Myrmidon, Nighthawk, Guardsman

## Myrmidon

**Level:** 2

**Prerequisites:** Weaponry 3, Athletics 2, Power Attack

**Characteristics:** Strength, Constitution, Intelligence

**Skills:** Acrobatics, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

**Feats:**

Quick Draw  
Jaded  
Weapon Proficiency (Any)  
Weapon Focus (Any)  
Armor Proficiency (Medium)  
\*Armor Proficiency (Heavy)  
\*Blind Fighting

**Sword Schools:**

Iron Heart  
White Raven

**Bonus for Completion:** +1 to all Melee attack tests.

**Suggested Exits:** Fight Guy, Sergeant

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.



## Fight Guy

**Level:** 3

**Prerequisites:** Weaponry 4, Athletics 3, Blind Fighting or Powerful Charge, Quick Draw or Two Weapon Fighting

**Characteristics:** Strength, Constitution, Intelligence

**Skills:** Acrobatics, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

**Feats:**

Crushing Blow **OR** Crack Shot  
 Combat Insight **OR** Deadeye Shot  
 Swift Attack  
 Weapon Specialization (Any)  
 Weapon Proficiency (Any) **OR** Frenzy  
 \*Armor Proficiency (Heavy)  
 \*Armor Proficiency (Extreme)

**Sword Schools:**

Iron Heart  
 White Raven

**Bonus for Completion:** +1 to all Melee attack tests.

**Suggested Exits:** Fighter, Grenadier, Barbarian

## Fighter

**Level:** 4

**Prerequisites:** Weaponry 5, Athletics 4, Swift Attack or Crack Shot, Combat Insight or Deadeye Shot

**Characteristics:** Strength, Constitution, Intelligence

**Skills:** Acrobatics, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

**Feats:**

Fearless (Any)  
 Iron Jaw  
 Wall of Steel  
 Improved Weapon Focus (Any)  
 Combat Master  
 \*Armor Specialization (Any)  
 \*Armor Proficiency (Power)  
 \*Weapon Focus (Any)

**Sword Schools:**

Iron Heart  
 White Raven

**Bonus for Completion:** +1 to all Melee attack tests.

**Suggested Exit:** Master Fight Guy

## Master Fight Guy

**Level:** 5

**Prerequisites:** Weaponry 5, Athletics 5, Swift Attack, Combat Master

**Characteristics:** Strength, Constitution, Intelligence

**Skills:** Acrobatics, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command

**Feats:**

Counter Attack  
True Grit  
Blademaster  
Lightning Attack  
Improved Weapon Specialization (Any)  
\*Weapon Specialization (Any)  
\*Weapon Proficiency (Any)

**Sword Schools:**

Iron Heart  
White Raven

**Bonus for Completion:** +1 to all Melee attack tests.

## Conscript

**Level:** 1

**Prerequisites:** Ballistics 2, Athletics 1

**Characteristics:** Strength, Dexterity, Willpower

**Skills:** Athletics, Perception, Tech-Use, Drive, Ballistics, Weaponry, Command, Pilot

**Feats:**

Sound Constitution  
Far Shot  
Armor Proficiency (Light)  
Quick Draw  
Weapon Proficiency (Any)  
\*Hardy  
\*Armor Proficiency (Medium)

**Sword Schools:**

Iron Heart

**Bonus for Completion:** +1 to all Ranged attack tests.

**Suggested Exits:** Guardsman, Nighthawk

Optional feats are marked with an asterisk (\*). Choice feats are marked with OR.



## Guardisman

**Level:** 2

**Prerequisites:** Ballistics 3, Athletics 2, Sound Constitution, Quick Draw or Armor Proficiency (Medium) or Hardy

**Characteristics:** Strength, Dexterity, Willpower

**Skills:** Athletics, Perception, Tech-Use, Drive, Ballistics, Weaponry, Command, Pilot

**Feats:**

Sound Constitution  
 Double Tap  
 Crack Shot  
 Weapon Proficiency (Any)  
 Armor Proficiency (Medium)  
 \*Sound Constitution **OR** Blind Fighting  
 \*Jaded

**Sword Schools:**

Iron Heart

**Bonus for Completion:** +1 to all Ranged attack tests.

**Suggested Exits:** Sergeant, Fight Guy

## Sergeant

**Level:** 3

**Prerequisites:** Ballistics 4, Athletics 3, Crack Shot or Quick Draw, Far Shot or Armor Proficiency (Medium)

**Characteristics:** Strength, Dexterity, Willpower

**Skills:** Athletics, Perception, Tech-Use, Drive, Ballistics, Weaponry, Command, Pilot

**Feats:**

Sound Constitution  
 Weapon Focus (Any)  
 Hip Shooting  
 Fast Reflexes  
 Deadeye Shot  
 \*Armor Proficiency (Heavy)  
 \*Weapon Proficiency (Any)

**Sword Schools:**

Iron Heart

**Bonus for Completion:** +1 to all Ranged attack tests.

**Suggested Exits:** Grenadier, Fighter

## Grenadier

**Level:** 4

**Prerequisites:** Ballistics 5, Athletics 4, Deadeye Shot

**Characteristics:** Strength, Dexterity, Willpower

**Skills:** Athletics, Perception, Tech-Use, Drive, Ballistics, Weaponry, Command, Pilot

**Feats:**

Sound Constitution  
 Weapon Proficiency (Any)  
 Fearless (Angry)  
 Iron Jaw  
 Armor Specialization (Any)  
 \*Armor Proficiency (Extreme)  
 \*Sound Constitution  
 \*Weapon Focus (Any)

**Sword Schools:**

Iron Heart

**Bonus for Completion:** +1 to all Ranged attack tests.

**Suggested Exit:** Stormtrooper

## Stormtrooper

**Level:** 5

**Prerequisites:** Ballistics 5, Athletics 5, Iron Jaw, Deadeye Shot

**Characteristics:** Strength, Dexterity, Willpower

**Skills:** Athletics, Perception, Tech-Use, Drive, Ballistics, Weaponry, Command, Pilot

**Feats:**

Sound Constitution  
 Hard Target  
 True Grit  
 Sharpshooter  
 Fan the Hammer  
 \*Armor Proficiency (Power)  
 \*Weapon Proficiency (Any)

**Sword Schools:**

Iron Heart

**Bonus for Completion:** +1 to all Ranged attack tests.

Optional feats are marked with an asterisk (\*). Choice feats are marked with OR.



## Apprentice

**Level:** 1

**Prerequisites:** Academic Lore 2, Arcana 3

**Characteristics:** Intelligence, Charisma, Willpower

**Skills:** Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive, Charm

**Feats:**

Obtain Familiar **OR** Implement Focus  
Eidetic Memory  
Foresight  
Spell Might  
\*Tested  
\*Weapon Prof (Ordinary)

**Magic Schools:**

Abjuration  
Evocation  
Illusion  
Conjuration  
Divination  
Necromancy

**Bonus for Completion:** +1 to all Focus Power tests.

**Suggested Exits:** Aspirant, Priest, Bard (if Performer 2)

## Aspirant

**Level:** 2

**Prerequisites:** Academic Lore 3, Arcana 3, Foresight or Tested, any two Magics at rank 1

**Characteristics:** Intelligence, Charisma, Willpower

**Skills:** Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive, Charm

**Feats:**

Spell Book  
Spell Focus (Any)  
Improvisational Magic  
Strong Minded  
Wizard Tradition  
\*Tested **OR** Peer (Renegade Sorcerers)  
\*Skill Focus (Any Lore)

**Magic Schools:**

Abjuration  
Evocation  
Illusion  
Conjuration  
Divination  
Necromancy

**Bonus for Completion:** +1 to all Focus Power tests.

**Suggested Exits:** Magic User, Cleric, Skald

## Magic User

**Level:** 3

**Prerequisites:** Academic Lore 3, Arcana 4, any two Magics at rank 2, Spell Focus.

**Characteristics:** Intelligence, Charisma, Willpower

**Skills:** Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive, Charm

**Feats:**

- Spell Book
- Spell Penetration
- Skill Focus (Any Lore)
- Wizard Tradition
- \*Touch Spell Specialization
- \*Tested **OR** Luck

**Magic Schools:**

- Abjuration
- Evocation
- Illusion
- Conjuration
- Divination
- Necromancy

**Bonus for Completion:** +1 to all Focus Power tests.

**Suggested Exits:** Sorcerer, Cleric

## Sorcerer

**Level:** 4

**Prerequisites:** Academic Lore 4, Arcana 4, any Magic at rank 3, any two Magics at rank 2, Spell Focus

**Characteristics:** Intelligence, Charisma, Willpower

**Skills:** Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive, Charm

**Feats:**

- Spell Book
- Greater Spell Focus (Any)
- Mental Fortress
- Wizard Tradition
- \*Skill Focus (Any Lore)

**Magic Schools:**

- Abjuration
- Evocation
- Illusion
- Conjuration
- Divination
- Necromancy

**Bonus for Completion:** +1 to all Focus Power tests.

**Suggested Exit:** Master Sorcerer

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.



## Master Sorcerer

**Level:** 5

**Prerequisites:** Academic Lore 5, Arcana 5, Greater Spell Focus, any Magic at rank 4, any two Magics at rank 3

**Characteristics:** Intelligence, Charisma, Willpower

**Skills:** Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive, Charm

**Feats:**

Spell Book  
 Archmage Tradition  
 Greater Spell Penetration  
 Spell Mastery  
 \*Spell Focus (Any)  
 \*Skill Focus (Any Lore)

**Magic Schools:**

Abjuration  
 Evocation  
 Illusion  
 Conjunction  
 Divination  
 Necromancy

**Bonus for Completion:** +1 to all Focus Power tests.

## Gallant

**Level:** 1

**Prerequisites:** Weaponry 2, Forbidden Lore 2

**Characteristics:** Willpower, Wisdom, Constitution

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Athletics, Weaponry, Command, Intimidation, Persuasion, Scrutiny

**Feats:**

Pure Faith  
 Sound Constitution  
 Weapon Proficiency (Melee 1)  
 Hatred (Heretics)  
 Armor Proficiency (Light)  
 \*Power Attack

**Sword Schools:**

White Raven  
 Devoted Spirit  
 Stone Dragon

**Bonus for Completion:** +1 AP while wearing armor.

**Suggested Exits:** Protector, Priest, Myrmidon

## Protector

**Level:** 2

**Prerequisites:** Weaponry 2, Forbidden Lore 3, Pure Faith or Hatred (Heretics)

**Characteristics:** Willpower, Wisdom, Constitution

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Athletics, Weaponry, Command, Intimidation, Persuasion, Scrutiny

**Feats:**

Peer (Religious Order)  
Guardian  
Sound Constitution  
Armor Proficiency (Medium)  
Divine Grace  
\*Divine Bond  
\*Weapon Proficiency (Any)

**Sword Schools:**

White Raven  
Devoted Spirit  
Stone Dragon

**Bonus for Completion:** +1 AP while wearing armor.

**Suggested Exits:** Defender, Cleric

## Defender

**Level:** 3

**Prerequisites:** Weaponry 3, Forbidden Lore 4, Divine Grace, Guardian or Peer (Religious Order)

**Characteristics:** Willpower, Wisdom, Constitution

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Athletics, Weaponry, Command, Intimidation, Persuasion, Scrutiny

**Feats:**

Sound Constitution  
Divine Ministration  
True Grit  
Swift Attack  
Divine Bond  
\*Armor Proficiency (Heavy)  
\*Weapon Focus (any)

**Sword Schools:**

White Raven  
Devoted Spirit  
Stone Dragon

**Bonus for Completion:** +1 AP while wearing armor.

**Suggested Exits:** Paladin, Zealot

Optional feats are marked with an asterisk (\*). Choice feats are marked with OR.



## Paladin

**Level:** 4

**Prerequisites:** Weaponry 4, Forbidden Lore 4, Divine Ministration, True Grit or Crushing Blow

**Characteristics:** Willpower, Wisdom, Constitution

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Athletics, Weaponry, Command, Intimidation, Persuasion, Scrutiny

**Feats:**

Blademaster  
 Sound Constitution  
 Good Reputation (Religious Order)  
 Weapon Proficiency (Any) **OR** Weapon Focus (Any)  
 Wall of Steel  
 \*Armor Proficiency (Extreme)  
 \*Skill Focus (Any)

**Sword Schools:**

White Raven  
 Devoted Spirit  
 Stone Dragon

**Bonus for Completion:** +1 AP while wearing armor.

**Suggested Exit:** Chevalier

## Chevalier

**Level:** 5

**Prerequisites:** Weaponry 5, Forbidden Lore 5, Wall of Steel, Good Reputation (Religious Order)

**Characteristics:** Willpower, Wisdom, Constitution

**Skills:** Academic Lore, Arcana, Forbidden Lore, Medicae, Athletics, Weaponry, Command, Intimidation, Persuasion, Scrutiny

**Feats:**

Armor Specialization (Any)  
 Sound Constitution  
 Fearless (Angry)  
 Death Before Defeat  
 Armor of Contempt  
 \*Armor Proficiency (Power)

**Sword Schools:**

White Raven  
 Devoted Spirit  
 Stone Dragon

**Bonus for Completion:** +1 AP while wearing armor.

## Outcast

**Level:** 1

**Prerequisites:** Larceny 2, Stealth 2

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

**Feats:**

Danger Sense  
Fast Reflexes  
Blind Fighting  
Improved Feint  
Weapon Proficiency (Melee 2)  
\*Weapon Proficiency (Basic)  
\*Weapon Proficiency (Throwing)

**Sword Schools:**

Shadow Hand  
Diamond Mind

**Bonus for Completion:** +1 to Static Defense.

**Suggested Exits:** Outlaw, Nighthawk

## Outlaw

**Level:** 2

**Prerequisites:** Larceny 2, Stealth 3, Danger Sense or Fast Reflexes

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

**Feats:**

Sneak Attack  
Armor Proficiency (Light)  
Catfall  
Evasion  
Skill Focus (Any)  
\*Two Weapon Fighting  
\*Skill Focus (Any)

**Sword Schools:**

Shadow Hand  
Diamond Mind

**Bonus for Completion:** +1 to Static Defense.

**Suggested Exits:** Renegade, Assassin, Fight Guy

Optional feats are marked with an asterisk (\*). Choice feats are marked with OR.



## Renegade

**Level:** 3

**Prerequisites:** Larceny 3, Stealth 3, Evasion or (Skill Focus (Larceny) and Catfall)

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

**Feats:**

Fleet of Foot  
Quick Draw  
Back Stab  
Weapon Focus (Fencing)  
Skill Focus (Any)  
\*Weapon Proficiency (Any)

**Sword Schools:**

Shadow Hand  
Diamond Mind

**Bonus for Completion:** +1 to Static Defense.

**Suggested Exits:** Rogue, Freeblade

## Rogue

**Level:** 4

**Prerequisites:** Larceny 4, Stealth 4, Fleet of Foot, Quick Draw

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

**Feats:**

Improved Sneak Attack  
Hard Target  
Luck  
Jaded  
Skill Focus (Any)  
\*Weapon Focus (Any)

**Sword Schools:**

Shadow Hand  
Diamond Mind

**Bonus for Completion:** +1 to Static Defense.

**Suggested Exit:** Stubbyack

Optional feats are marked with an asterisk (\*). Choice feats are marked with **OR**.

## Stubjack

**Level:** 5

**Prerequisites:** Larceny 5, Stealth 5, Improved Sneak Attack

**Characteristics:** Dexterity, Intelligence, Fellowship

**Skills:** Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use

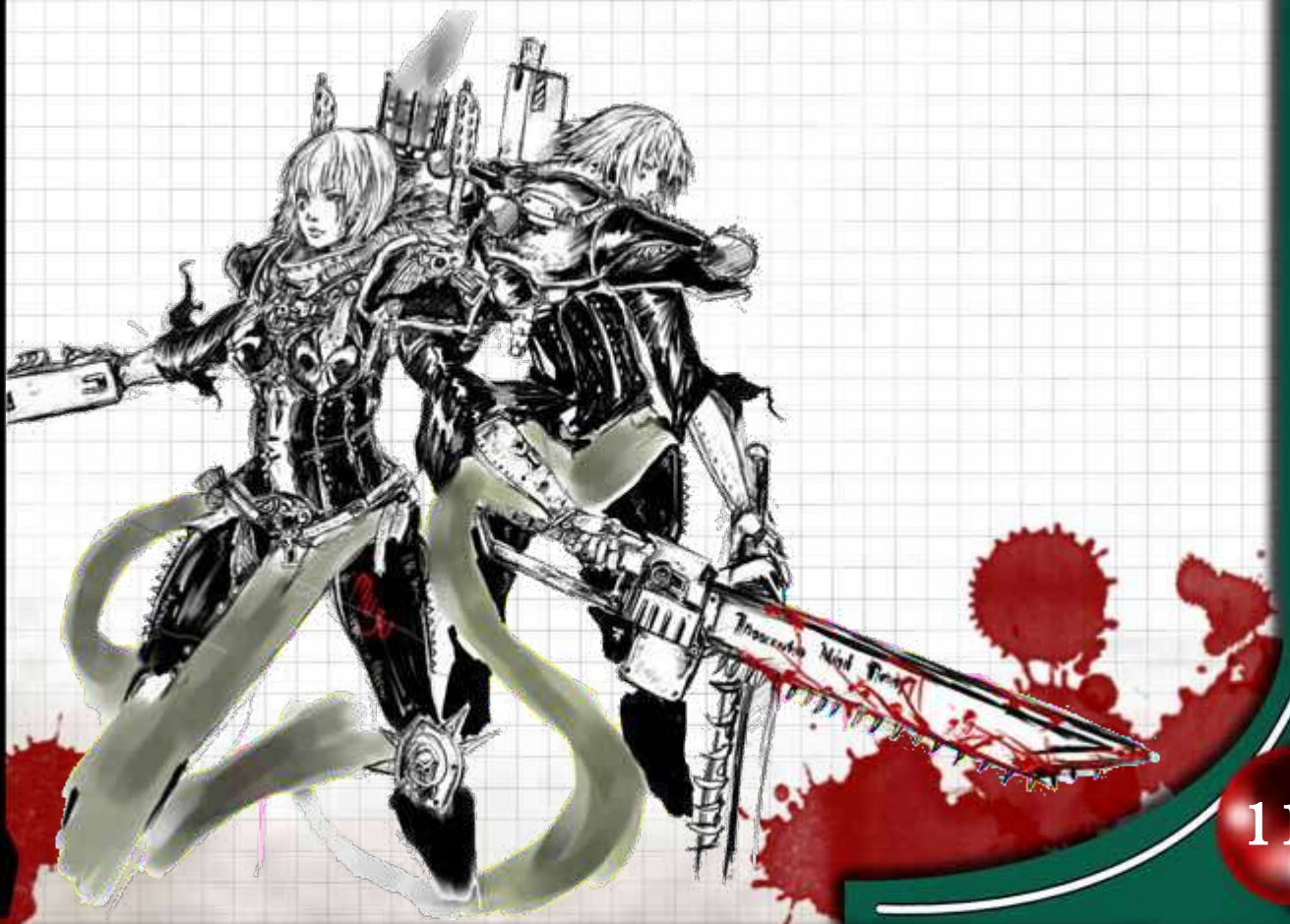
**Feats:**

Step Aside  
Fearless (Cool)  
Improved Back Stab  
Devastating Critical  
Skill Focus (Any)  
\*Improved Weapon Focus (Any)

**Sword Schools:**

Shadow Hand  
Diamond Mind

**Bonus for Completion:** +1 to Static Defense.





"Strangers from distant lands... friends of old. You have been summoned here to answer the threat of Mortarion. Terros stands upon the brink of destruction. None can escape it. You will unite... or you will fall. Each race is bound to this fate... this one doom."

A council had gathered in that small forest. The elven elder stood before a group of just over twenty that represented the free peoples of Terros. He nodded to a halfling.

"Bring forth the ring, Prefect," the elder said. The young halfling stepped forward and put a simple gold ring on the stone plinth that was the focus of the gathering, then returned to his seat.

"So it is true," Brother Boromos of the White Templars muttered, his voice raspy through the filter of his power armor's ventilator.

"Saurious' ring! The ring of power!" Megablos, one of the local elves, exclaimed. One of the squats looked at the ring and shook his head.

"The doom of man," the squat muttered.

"It is a gift," Brother Boromos said. "We can use this ring to strike at the enemy, if it is such a powerful artifact."

"You cannot wield it," Walker said, gruffly. He brushed his hands over his denim pants, dislodging road dust. "None of us can. The one ring answers to the daemon Saurious alone."

"And what would a ranger know of this matter?" Brother Boromos asked, turning to face Walker. Walker just fixed him with a level gaze. The air filled with unspoken threat.

"He is no mere ranger," Megablos said, trying to defuse the situation. "He is Walker, son of Tecksas."

"Walker?" Boromos asked, quietly. "Norris' heir?" There was a gentle cough as a man dressed in strange robes, the robes of the Surneth, spoke up.

"Walker is right... we cannot use it," the wizard said.

"We have only one choice," said the elven elder. "The ring must be destroyed." The squat suddenly stood up, bringing his meltagun to bear.

"Then... what are we waiting for?" He asked. He fired the meltagun. There was a crack as the superheated air washed over the group. The stone plinth vanished, turning into ash and molten stone. The ring hung suspended in midair for a moment, then landed on the ground with the tone of pure metal, unharmed. Pentagrammatic wards flared on its surface, an evil and arcane script.

"The ring cannot be destroyed," the elder said, to the suddenly silent chamber, "Cheri, son of Chearwin, by any craft that we here possess. The ring was made in the fires of Mount Kismet... only there can it be unmade. It must be taken deep into Mortarion, and cast back into the fiery chasm from whence it came. One of you must do this."

"One does not simply walk into Mortarion," Brother Boromos said. "Its black gates are guarded by worse than just orks. There is evil there that does not sleep and the Great Eye is ever watchful." He paused. "We will need to take drop pods. We shall not fail in this. Before this day is done, the evil of Mortarion will fall."



## VII

# FEATS, ASSETS, AND HINDRANCES

**F**eats are the bread and butter of classes. Raw talent and skill is always good, but the difference between a good swordsman and a great swordsman is that the great swordsman knows more techniques and when to use them.

Whereas Skills represent abilities gained through learning or training, Feats are proficiencies gained through intrinsic characteristics and experience over time. A Cleric might gain additional graces from his God, a Magic User might further hone his sorcerous abilities, and a Guardsman would become more adept with his weapons after surviving many combats.

From the exploration of uncharted crystal spheres to wiping the monsters from their surface to negotiating trade agreements with the survivors, Heroes need every ounce of their abilities to emerge victorious and write their legend across the stars.

Planning out effective and flavourful combinations of Feats and Skills that match a character's background can be an enjoyable process for the entire game group, and can provide interesting ideas for the SM or other players to further cement their relationships and adversaries. Perhaps two characters

trained under the same teacher to get a certain feat, or a player might use the Hatred feat to inspire him about events in his character's backstory.

### FEAT GROUPS

Several feats represent a general ability that can be applied to a specific category within that group. As some of these groups have many sub-categories, they have been collected into related groups. When selecting one of these feats, the player chooses one of the entries from the group. Thus, when selecting the Peer feat, the Hero would also choose a specific group or organization from the feat group such as Peer (Mercykillers). Each time the Hero gains the talent, he may choose a different speciality, so the next time he selects it, he might opt for Peer (Elves).

In many cases a class will have the feat's group already chosen for you - a Paladin doesn't have just Peer, but Peer (Religious Order). In this case, you do not get to make a choice as to the group the feat applies to. Often, group listings are representative as opposed to all-inclusive. Consequently, even though "Clan Jade Falcon" isn't specifically listed in the Peer feat group, it can still be chosen with SM approval.



## CHAPTER VII: FEATS, ASSETS & HINDRANCES

Absolution	You can preform incredible feats of healing, removing diseases and poisons with a touch.
Archmage Tradition	Your mastery of magic has reached its peak, giving you more control over it.
Armor of Contempt	You are protected against social attacks
Armor Proficiency (-)*	You may use a given armor type with fewer penalties.
Armor Specialization*	The chosen armor type provides more armor.
Assassin Strike	Whenever you make a melee attack, you may make an acrobatics check to move.
Back Stab	If you are ganging up on your opponent, you gain a bonus to damage rolls.
Battle Rage	While using Frenzy, you may make parry actions.
Blademaster	You may reroll a missed melee attack once per round.
Blind Fighting	Take only a small penalty to attacking while blind.
Catfall	Halve falling distance when calculating damage, always land on your feet.
Channel Energy	You can channel raw magical power to heal or harm.
Cleave	When you kill someone, you have enough power to get the guy next to him.
Combat Insight	You can use Int in place of Dex for some rolls.
Combat Master	Opponents gain no bonuses for outnumbering you in melee combat.
Common Sense	Whenever you're about to do something stupid, the SM can tell you.
Counter Attack	When you parry an attack, you may make an attack against that opponent.
Crack Shot	Ranged attacks you make deal more damage.
Crushing Blow	Melee attacks you make deal more damage.
Danger Sense	May act normally in a surprise round.
Deadeye Shot	You take a smaller penalty to your attacks for making a called shot.
Death Before Defeat	You may spend a Hero point to ignore the effects of a single critical hit.
Decadence	You are never affected by drugs or alcohol.
Defensive Mobility	The TN to hit you with opportunity attacks is increased by 5.
Devastating Critical	Whenever you deal critical damage to an opponent, deal an additional wound.
Divine Bond	You gain a holy steed that can be summoned at will.
Divine Grace	You can resist some magical effects with the force of your personality.
Divine Ministration	Spend a Hero point to heal a target and remove fatigue.
Double Tap	You can fire a gun twice with the same action.
Eidetic Memory	You have total recall.
Evasion	When making a dodge check, you may move a short distance.
Expanded Knowledge	You are treated as having a specialization in all lores.
Fan The Hammer	Sometimes a lot of men need killing at once. With a gun. You can do that.
Far Shot	You don't suffer penalties for firing at Long Range.
Fast Reflexes	You may reroll your initiative.
Fearless	You are immune to all fear effects.
Fleet of Foot	You're fast on your feet, but prone to tire yourself.
Foresight	You may spend time examining a problem to get a bonus to your next Int Test.
Frenzy	Work yourself into a frothing rage and you get stronger and stupider.
Furious Assault	If you take an All Out Attack and the attack is successful, you may make a second attack.
Good Reputation*	You gain a bonus to social rolls with a group you have as a Peer.
Greater Spell Focus	Gain an additional free raise to magic rolls with a specific school of magic.
Greater Spell Penetration	Tests made to resist your spells require an additional extra raise to succeed.
Guardian	You may use Parry actions against attacks made by or against targets within melee range.
Hard Target	Whenever you charge or run, opponents find it harder to shoot at you.
Hardy	You recover from serious wounds more quickly.
Hatred*	You gain a bonus to Weaponry against members of a certain group or race.
Heightened Senses*	Gain a bonus to all checks made using one of your senses.

\* this feat may be taken more than once. If it has groups, you must choose a different group each time.

Hip Shooting	You may take a Full Move and make a single attack with a Pistol.
Implement Focus	When using an Implement, you may reroll one die on your Magic Tests.
Improved Back Stab	If you are ganging up on your opponent, you gain a bonus to damage rolls.
Improved Feint	Even when you don't quite succeed at a feint, it still has some effect.
Improved Sneak Attack	Ignore the armor of targets unaware of your attacks.
Improved Weapon Focus*	Gain a bonus to attacks made with a specific type of weapon.
Improved Weapon Specialization*	Gain additional damage done with a specific type of weapon.
Improvisational Magic	You may spend a Hero point to try casting spells you don't even know.
Iron Jaw	Whenever you become stunned you may make a Con Test to shrug it off.
Jack of All Trades	You do not suffer penalties for making skill checks untrained.
Jaded	You never need to roll fear checks against normal scenes of gore and death.
Lightning Attack	As a full action, you may make three attacks at a penalty to hit.
Light Sleeper	You are always counted as awake, even when asleep.
Luck	You may reroll one roll per day.
Mental Fortress	Your mind is much more difficult to read.
Minor Magic*	Your training has given you a small amount of magic ability.
Obtain Familiar	You get a small friend who can do your bidding.
Peer*	You gain a bonus to Social rolls with a certain group.
Power Attack	Hit less often, but do more damage.
Powerful Charge	You gain a bonus to damage rolls on a charge.
Pure Faith	You have easier Alignment checks.
Purge The Unclean	Repel the spiritual enemies of your God.
Quick Draw	You may ready a weapon as a free action.
Sharpshooter	You do not take a penalty to attacks when making a Called Shot.
Skill Focus*	Gain a skill speciality.
Sneak Attack	Halve armor of targets unaware of your attacks.
Sound Constitution*	Gain 1 additional Hit Point.
Speak Language*	Learn to speak one additional language.
Spell Book*	Choose a school of magic. You may learn one additional spell from that school.
Spell Focus*	Gain a free raise to magic rolls with a specific school of magic.
Spell Mastery*	You may reroll magic Tests with one spell.
Spell Might	You can put more power in your spells, gaining a bonus by making it harder to cast.
Spell Penetration	Tests made to resist your spells need an extra raise to succeed.
Spell Specialization*	Once per scene you may reroll a failed magic check from a chosen school.
Step Aside	You may Dodge one extra time per round.
Strong Minded	You may reroll failed Willpower Tests made to resist magic.
Swift Attack	As a full action, you may make two attacks at -2k0 to hit.
Tested	You have been Sanctioned, making your magic safer.
Touch Spell Spec	You gain a bonus to hit with all spells that require you to make an attack.
True Grit	Take less critical damage from attacks.
Two Weapon Fighting	Hold two weapons in order to attack more often.
Unremarkable	Attempts to pick the character out of a crowd or describe him are at a penalty.
Virgil's Guidance	You can get away with more than most people can, making it easier to keep your devotion.
Wall of Steel	You may Parry one extra time per round.
Weapon Focus*	Gain a bonus to attacks made with a specific type of weapon.
Weapon Proficiency*	Use a category of weapons with no penalties.
Weapon Specialization*	Gain additional damage done with a specific type of weapon.
Wizard Tradition*	Wizards have many secret methods and traditions. You happen to know them.



## RACIAL FEATS

Racial feats are special feats that, instead of being purchased for a character's class, are purchased by virtue of being of a particular race. You can purchase these feats at any time, spending the normal amount for them, as though they were part of your character's class list.

## ASSETS

Assets are a special type of feat that can only be taken during character creation and at no time afterwards. More than other feats, they represent something that is a core of your character. You may spend any amount of your starting XP on buying Assets.

## EXALTED ASSETS

Each of the types of Exalt have a number of Assets they can purchase to improve their base powers as Exalted or to show that they belong to a certain tribe or caste within their society. With the exception of Paragon Assets, taking an Exalted Asset means that you cannot take a second Exalted Asset.



## ✓ HINDRANCES

Hindrances are something like the opposite of assets. Where an asset is something you spend XP on during character creation to get a bonus, Hindrances are a penalty you take in order to get 100 bonus XP to spend during character creation. A character can take up to four hindrances during character creation, but can't just decide to pick one up later and get some free XP. While it is possible to get an additional Hindrance during play - it's certainly easy to get a new Enemy or to become Wanted - Hindrances gained during play are at the discretion of the SM and don't give XP, just the penalty.

## FEAT DESCRIPTIONS

Following is the full rules text of the general feats list. Note that if there is a discrepancy between the text in this listing and the table on the previous pages, the text should be considered correct.

### Absolution

You can perform incredible feats of healing, removing diseases and poisons alike with a touch. By spending a Hero Point, you may touch a target and remove one ongoing effect. If that effect comes from a source greater than your own power - an Exalt with a higher level, a god, or another being of similar power, this ability might not work at the SM's discretion.

### Archmage Traditions

Your study of magic has reached its peak, giving you real mastery over it. Choose one of the following options:

*Arcane Mastery:* Whenever you cast a spell, you may spend a Hero Point in order to copy it on your next turn. You may cast the same spell without rolling a magic check, using the same result as you had on this turn. Creatures without Hero Points may use this effect once per scene.

*Spellbloom:* Whenever you cast a spell, you're surrounded by an aura of energy that makes it easier for others to cast. When you cast a spell for the first time on your turn, all allies who cast a spell within 5m have the TN of that spell's magic check reduced by 5 until your next turn.

### Armor of Contempt

You're not an easy man to talk to. You've cultivated a fine shell of divine insight and hatred that makes you harder to influence. Even if you run out of Resolve, you cannot be forced to go against your Alignment.

### Armor Proficiency

*Groups: Light, Medium, Heavy, Extreme, Power*  
It takes training to wear armor without it getting in the way. You can use armor with fewer penalties. With light and medium armor you suffer no penalties at all, and with heavy, extreme, and power armor you reduce the armor's penalty to your static defense by half. Without the appropriate feat, you apply the armor's AP as a penalty to your static defense. Optional Rule: To simplify things the SM may allow the following penalties to be used for all armors; heavy armor is -3, extreme armor is -4, and power armor is -7.



### Armor Specialization

Choose a particular category of armor (light, medium, heavy, extreme, or power). Thanks to your extreme training the chosen armor type provides +2 armor points.

### Assassin Strike

One of the most important things about being an assassin is getting away after doing the deed. Once per turn when you make a melee attack, you may move at your Half Move rate as a Free Action. Your opponent does not get a free attack against you for disengaging.

### Back Stab

You have a talent for finding the best place to stab someone when they're busy with someone else. If you are Ganging Up on your opponent, you gain +2k0 to damage rolls.

### Battle Rage

Even when you're in a blind rage, you've got enough skill with a sword to surprise most. While using Frenzy (p.124), you may make parry actions.

### Blademaster

Your mastery of sword and knife is unsurpassed and your blade always strikes true. You may reroll a missed melee attack once per round.

### Blind Fighting

Through years of practice and training with a blast shield down, you can fight without having to use your eyes. You do not suffer any of the normal penalties for fighting blind, except the obvious ones - you still can't read or anything like that. But you can get your stab on real good!

### Catfall

You are nimble and balanced, like a cat, and are able to fall much greater distances without harm than others can. Halve falling distance when calculating damage and always land on your feet.

### Channel Energy

You can channel raw magical power to heal or harm. As a Half Action, you may touch a target and spend up to your Level in Resource points. For every Resource point you spend, you may heal the target of one Hit Point or damage it for one wound. ✓

### Cleave

When you kill someone, you have enough follow through to get the guy next to him. Each time you kill an enemy with a melee attack in a round, you may make a melee attack against another enemy within your reach.

### Combat Insight

Being a smart bastard can get you pretty far in life, even when people are shooting at you. You may use Intelligence in place of Dexterity when using the Dodge action, in place of your Level on attacks that benefit from the Aim action (p.244), and in place of your Level on Parry and Disarm rolls (p.248).





### **Combat Master**

Through a combination of reflex and perception you're able to keep many more opponents at bay in melee than someone with only average skill. Opponents gain no bonuses for outnumbering you in melee combat. Not only does this include the normal bonuses for ganging up, but also from talents like Back Stab.

### **Common Sense**

There are many times in which a player might be about to do a stupid and not quite know it. With Common Sense, the SM can ask the player to make a Wisdom roll against TN 15 in order to pick up on the fact.

### **Counter Attack**

While it can be dangerous, the best opportunity to hurt someone can be when they've left themselves open attacking you. When you successfully parry an attack, you may make an attack against that opponent with the weapon you used to parry, taking -2k0 to that attack because of the awkward nature of the blow.

### **Crack Shot**

You are able to target your shots at the places where they're really going to do some harm. Ranged attacks you make deal +2 damage.

### **Crushing Blow**

Your melee strikes land with force enough to shatter bone. Melee attacks you make deal +2 damage.

### **Danger Sense**

You are never surprised. While you might be taken unaware, you may act normally during the surprise round regardless of if your party is taken by surprise or not.

### **Deadeye Shot**

You always hit an opponent right between the eyes. Or wherever else you're aiming. You take only -1k0 to your attacks for making a called shot. Without this feat, you take -2k0 to your attacks for making a called shot.

### **Death Before Defeat**

All you need is some pure bloody-minded stubbornness to push through the worst pain. You may spend a Hero point to ignore the effects of a single critical hit as long as that hit would not cause death.

### **Decadence**

Either through mental and physical training... or more likely, through years of experimenting with mind-altering drugs, you've built up a tolerance even above the average Hero. You are never affected by drugs or alcohol, or at least you can sober up quickly enough to do whatever you need to do.

### **Defensive Mobility**

You present a hard target to catch unawares. Even when you leave yourself open you aren't easy to hit. You get a +5 bonus to your static defense against opportunity attacks.

### **Devastating Critical**

When you're putting someone down, they go down hard. Whenever you deal critical damage to an opponent, deal an additional wound.

### **Divine Bond**

You gain a holy steed that can be summoned at will. This typically takes the form of a warhorse, but depending on the culture of the user, it can form any other appropriate riding animal or small ground vehicle. It takes a full action to summon the steed, and it can remain for a full day. If it is lost or destroyed, the character is unable to use this feat for three days while the bonded steed reforms. ✓

### **Divine Grace**

You can resist some magical effects with the force of your personality. You may use your Charisma in place of your Willpower when attempting to resist enemy or environmental effects. ✓

### **Divine Ministration**

Some can lay hands on someone suffering and remove their wounds. As a half action, you may spend a hero point to touch a target and remove a level of fatigue and heal the target for 1d5 Hit Points. ⚠



**Double Tap**

With the Multiple Attacks action, you may make two ranged attacks. You cannot use Double Tap with weapons that have Recharge, a clip size of 1 (unless it is a Free action to reload them), or can only be fired on Full Auto. You can make these attacks on different targets.

**Eidetic Memory**

You have perfect recall. As long as you've heard or read something, you can reproduce it in full detail with no real difficulty.

**Evasion**

When you get out of the way, you really get out of the way. When making a dodge check, you may also move up to to your Dexterity in meters. You don't provoke an opportunity attack from the enemy whose attack you dodged, though you may provoke opportunity attacks from other enemies.

**Expanded Knowledge**

There's knowing things and there's really knowing things. You may gain an additional specialty for all of your Lore skills. This doesn't have to be the same specialty for each lore skill, and this doesn't prevent you from getting a specialty later if you don't have one when you take this feat.

**Fan the Hammer**

With the Multiple Attacks action, you may make any number of additional attacks with a ranged weapon, up to the clip size of the weapon. These attacks are made at a penalty of -1k0 for each attack (so 3 attacks at -3k0, 4 at -4k0, etc). You cannot use Fan the Hammer with weapons that have Recharge or can only be fired on Full Auto.

**Far Shot**

You can lead a shot like a pro. There are few who can surpass your sniping skills. You don't suffer penalties for firing at Long Range. You still suffer the same penalties for firing at Extreme range.

**Fast Reflexes**

You're always expecting trouble, even in the most innocuous of situations, allowing you to react unusually quickly. You may reroll your initiative die. If you choose to do so, you must take the result of the reroll, even if it would be worse.

**Fearless**

*Groups: Cool, Angry*  
Through hard experience with horrifying situations fear no longer commands your actions.

*Cool:* You are immune to all fear effects.

*Angry:* You are immune to all fear effects and pinning. But disengaging from combat or backing down from a fight requires a successful test of Willpower versus TN 15.

**Fleet of Foot**

You're quick on your feet and can push yourself to be even faster. When making a Full Move action, you may move an additional distance equal to your Dexterity in meters. When running, you may double your movement for one round. Using this feat two times in a row gives you one level of Fatigue. If you are immune to Fatigue you must spend a Resource point.

**Foresight**

Logic and analysis do for you what divination and luck do for others. You may spend 10 minutes examining a problem to get a free raise to your next Int Test.



### Frenzy

Your temper and passion boil just below the surface of your mind, mostly held in check but easily released when it's time to ride the beast. By spending a Half Action to work yourself into a rage you gain +1 to your Strength and Constitution, -2 to your Intelligence and Wisdom until the end of combat, and you must make a melee attack, move closer to an enemy, or use Full Auto Burst on each of your turns. You may not make parry actions for the rest of the combat.



Strength and Constitution, -2 to your Intelligence and Wisdom until the end of combat, and you must make a melee attack, move closer to an enemy, or use Full Auto Burst on each of your turns. You may not make parry actions for the rest of the combat.

### Furious Assault

Your speed and martial prowess allow you to land several blows where lesser combatants can land only one. If you take an All Out Attack and the attack is successful, hitting the target and dealing at least one wound to it, you may make a second attack with the same bonuses and penalties.

### Good Reputation

*Groups: Academics, Sigil Factions, Churches, Specific Races, Government, Military, Middle Classes, Nobility, Insane, Underworld, Sewer Workers, etc.*

Your reputation precedes you in interactions with a specific group or faction, opening doors that might otherwise remain closed. You gain +0k1 to Charm, Persuasion, and Command rolls with a group you have as a Peer.

### Greater Spell Focus

You have focused your efforts on casting spells from your chosen school of magic. If your magic Test is successful when casting spells from a certain school of magic, you may apply an extra raise to that magic Test for the purpose of determining the spell's effect. This stacks with Spell Focus.

### Greater Spell Penetration

It's even harder to resist your spells, the energy blasting through defenses both mental and physical. Tests made to resist your spells need an additional raise to succeed. This stacks with Spell Penetration.

### Guardian

Years of serving as a bodyguard allow you to put yourself in the line of fire or take a murderous attack that was meant for another. You may use Parry actions against attacks made by or against targets within melee range of you, allowing you to protect others. If the parry actions are unsuccessful, you are hit by the attack instead of the intended target.

### Hard Target

Light on your feet, you dodge and weave as you move, skills learned from long years in the line of fire. Whenever you charge or run, opponents take -2k0 with Ballistics skill Tests made to hit you with a ranged weapon until your next turn.

### Hardy

You rebound quickly from shock or injury. You are always counted as Lightly Wounded while recovering from injuries.

### Hatred

*Groups: Criminals, Rivals (specific), Pirates, Race (specific), Magic Users, Heretics, etc.*  
A group, organization, or race has wronged you





in the past, fueling this animosity. You gain +1k0 to melee attack rolls against members of a certain group or race. You must be aware the enemy is of that group or race to gain the bonus.

### Heightened Senses

*Groups: Sight, Sound, Smell, etc.*

Either genetics or augmetics have made one of your senses superior to others. Gain +1k1 to all checks made using a chosen sense. This ability cannot give a bonus to attack rolls, but if there is a penalty due to environmental conditions (fighting in darkness, for example), the bonus can be applied to reduce the penalty if it would be applicable.

### Hip Shooting

Your prowess with ranged weapons is such that you can still fire accurately without using the sights. You may, as a Full Action, take a Full Move and make a single attack with a ranged weapon. This attack can only be a single shot - no automatic fire.

### Implement Focus

You've trained long and hard with using a wizard implement, a wand, rod, staff, or orb. When using an Implement, you may reroll one die on your Magic Tests.

### Improved Back Stab

You can slide your blade between someone's ribs like no one else. If you are ganging up on your opponent, you gain +0k1 to damage rolls.

### Improved Feint

Even when you don't quite succeed at a feint, it still has some effect. Even on a failed Feint attempt, the target suffers -2k0 to reactions. If you have Sneak Attack or Improved Sneak Attack, Feinting now allows you to benefit from their effects against targets you've successfully feinted.

### Improved Sneak Attack

When someone doesn't notice one of your attacks coming, it's usually the last thing they don't hear. Ignore the armor of targets who are unaware of your attacks. They still take penalties to their Static Defense if they don't have the appropriate feats and gain no damage reduction from the armor.

### Improved Weapon Focus

You can hit the bull's eye every time you throw a dart. Gain an additional +0k1 to attacks made with a specific type of weapon. You must choose a specific weapon type - not just, say, Bolt Weapons, but specifically a Heavy Bolter. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to other weapons even if they have the same proficiency. ✓

### Improved Weapon Specialization

Long training and careful study have let you become adept at putting the hurt on with your chosen weapon. Gain an additional +0k1 to damage done with a specific type of weapon. You must choose a specific weapon type - not just, for example, Las Weapons, but specifically a Lasgun. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to other weapon types even if they have the same proficiency.

### Improvisational Magic

You may spend a Hero point to cast one spell of any school that is of a lower rank than the highest rank of Magic you possess. For example, if you have Evocations at rank 4, you may spend a hero point to cast a rank 3 Conjunction effect, a rank 3 divination effect, and so on. You still use that spell's normal magic check. ✓

### Iron Jaw

You've taken blows from Orks and given back as good as you got. Whenever you become stunned you may make a Con Test (TN 10 + 5 x Number of rounds you'd be stunned) to shrug it off. You may only make this check once, at the time you become stunned.





### Jack of All Trades

There's nothing you can't try your hand at and have at least a chance at success. You may attempt to use Advanced skills with no ranks in them, just like basic skills. If you have zero ranks in a basic skill, you get +1k0 when using that skill.

### Jaded

? Your wide travels have shown both wonders and horrors beyond the ken of most. The Great Wheel has thrown its worst at you and you have yet to flinch. You never need to roll fear checks against normal scenes of gore and death. Supernatural effects will still cause you to roll fear normally.

### Lightning Attack

Your speed with weapons is legendary, allowing you to launch flurries of attacks. You may make three melee attacks with the multiple attacks action. If you also have Swift attack, it's important to note that these two feats do not stack - you can choose to use the multiple attacks action to use Lightning Attack or Swift Attack, but not both at once.

### Light Sleeper

The slightest change in conditions or disturbance brings you from sleep to full awareness. You are always counted as awake, even when asleep. You don't count as helpless while you're resting, though it's possible someone will still sneak up on you. You are considered to be aware of what's going on around you, though stealth will work normally.

### Luck

Is it better to be lucky or good? You've certainly got the luck part down. You may reroll one die per day. This can be any die, even an alignment check.

### Mental Fortress

Your prowess with the warp has affected your mind, making it more difficult to intrude on your thoughts. When anyone tries to read your thoughts, you may instead choose exactly what the caster perceives from your thoughts.

### Minor Magic

Your training has given you a small amount of magic ability. You gain a single level in any magical school in which you have no levels.

### Obtain Familiar

You get a small animal companion like a rat, toad, or raven. It can follow simple orders, carry messages, and so forth. In some cultures, this may not be a real animal, but instead a simple robot or magical servant. ✓

### Peer

*Groups: Academics, Sigil's Factions, Churches, Specific Races, Government, The Military, Middle Classes, Nobility, the Insane, Underworld, Workers, etc.*

You're adept at dealing with a particular social group or organization. You gain +2k0 to Charm, Persuasion, and Command rolls with a certain group.

### Power Attack

You can really put your back into it and cut. When making a melee attack, you may choose to take -Xk0 to attack and gain +Xk0 to damage, where X is any number up to your Level. If you make multiple attacks during a round, you must decide to use this ability before making any attacks, and it applies to all of your attacks that round.

### Powerful Charge

When you throw yourself into a fight, you get to put your body weight behind your swings. You gain +1k0 to melee damage rolls on a charge.

### Pure Faith

Thanks to your true faith, you know what you can get away with. You gain +2 to all alignment checks.

### Purge the Unclean

You may spend a Hero Point to repel the enemies of your God. Choose an opponent that represents a foe of your deity (Warp Entities, Daemonhosts, and Chosen almost always count - the SM will let you know if a target doesn't count) and spend a hero point. Make

an opposed Willpower test with the target. If it succeeds, the target is repelled a distance of meters away equal to twice your willpower. It cannot approach closer than this distance for 1d10 rounds.

### Quick Draw

You've practiced so frequently with your weapons that they practically leap into your hands, ready for action. You may ready a weapon as a free action.

### Sharpshooter

Your steady hand and eagle eyes allow you to place shots exactly where you like. You do not take a penalty to attacks from making a Called Shot.

### Skill Focus

While everyone has something they're focused on, you put forth an effort to be really good at something in particular. Gain an additional skill speciality. You do not need to have 4 ranks in that skill in order to gain this speciality, and you still get the normal speciality at 4 ranks.

### Sneak Attack

With long training, you know how to get to the tenderest part of a person's body when they aren't protecting themselves. Halve armor of targets unaware of your attacks, rounding up. The targets still take their normal penalty to static defense (if it applies).

### Sound Constitution

Thanks to being as tough as iron, you can take more hits than most. You gain one additional Hit Points.

### Speak Language

*Groups: Human, Elven, Squat, Trade, Svrneth, Gnomish, Celestial, Infernal, Eldarin, Dark Eldarin, Clawspeak, Draconic, Orkish, etc.*

It can take a lot to learn a new language. Learn to speak one additional language of your choice.

### Spell Book

Most of the time, a person can only learn a small fraction of the spells in a particular spell school. But with this feat, you have expanded your talents to learning more tricks. Choose a school of magic. You may learn one additional spell from that school at a rank you already possess. Without this feat, you may only learn one spell from a school at a given rank.

### Spell Focus

Most mages are best in one particular area. If your magic Test is successful when casting spells from a certain school of magic, you may apply an extra raise to that magic Test for the purpose of determining the spell's effect. This stacks with Greater Spell Focus.

### Spell Mastery

By practicing the motions of a spell over and over again, you can make sure you'll be able to cast it even in the worst circumstances. Choose a single spell of the third rank or lower. You may reroll failed checks to cast that spell.

### Spell Might

You can put more power into your spells, making them more difficult to cast but with a better payoff. You may take -2k0 to a Magic Roll in order to add 10 to the final result.

### Spell Penetration

It's harder to resist your spells, the energy blasting through defenses both mental and physical. Tests made to resist your spells need an additional raise to succeed.

### Spell Specialization

Most sorcerers are best with a certain type of spells - blowing things up, healing, seeing the future, whatever. Choose a school of magic. Once per scene you may reroll a failed magic check from that school.

### Step Aside

You are quick at getting out of the way of attacks. You gain an additional reaction action every round which may only be spent in order to use the Dodge action.



### Strong Minded

Your mind is like a fortress guarded against psychic attack. You may reroll one failed Willpower Test made to resist magic per Scene.

### Swift Attack

Your skill with a blade lets you attack more quickly than average. With the multiple attack action, you may make two melee attacks. If you also have lightning attack, it's important to note that these two feats do not stack – you can choose to use the multiple attacks action to use Lightning Attack or Swift Attack, but not both at once.

### Tested

✓ You have been Sanctioned by an official organization, Tested and found to be stable. You count as a Sanctioned Sorcerer when rolling magic Tests. Without this feat, you count as an Unsanctioned Sorcerer, which can be bad.

### Touch Spell Specialization

Aiming a spell is almost exactly unlike aiming a gun. That doesn't mean you can't get better at it and you're living proof. You gain +2k0 to hit with all spells that require you to make an Attack.

### True Grit

You can shrug off wounds that would fell lesser men. Whenever you suffer critical damage, you may halve the result (rounding up).

### Two Weapon Fighting

You are more adept at fighting using two weapons at the same time. See Chapter XIV for full rules on fighting with two weapons.

### Unremarkable

You have a forgettable face and are able to blend in with a crowd. Attempts to pick the character out of a crowd or describe him are at -2k0 penalty. This is partly a supernatural effect, so even with eidetic memory, the penalty still applies.

### Virgil's Guidance

You can get away with more than most people can, making it easier to keep your devotion high. You can buy Devotion at only half of the normal cost.



### Wall of Steel

Your blades are so quick that they form a wall of impenetrable steel. You gain an additional reaction action every round which may only be used to Parry an attack.

### Weapon Focus

You've focused your training on a single weapon. Gain +2k0 to attacks made with a specific type of weapon. You must choose a specific weapon type - not just, say, Ordinary Weapons, but specifically a Shotgun. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to others even if they have the same proficiency.

### ✓ Weapon Proficiency

*Choices: Basic, Melee 1, Melee 2, Melee 3, Ranged 1, Ranged 2, Thrown.*

Training can show a person just how to use a weapon properly - not shooting a las weapon at a mirror, for example. You gain a number of rolled dice equal to your level on any attack roll made with a weapon in any category you have a proficiency in.



### Weapon Specialization

You've got a real knack for putting the pain on. Gain +2k0 to damage done with a specific type of weapon. You choose a specific weapon type - not just, say, Exotic Weapons, but specifically a Needle Gun. While this bonus will apply to all weapons of the appropriate type regardless of make or quality, it will not apply to others even if they have the same proficiency.

### Wizard Traditions

Wizards have many secret methods and traditions. You happen to know some of them. Whenever you take this feat, choose one of the following. You may not choose the same option twice.

#### *Hidden Flame*

Whenever you cast an Illusion spell, you can throw on a minor rider effect. All enemies within 5m of the illusion's affected area when the spell is cast become Dazzled until the end of your next turn.

#### *Iron Sigil*

Whenever you cast an Abjuration spell, you may choose to gain Aura equal to 5 plus your rank in Abjuration that lasts until the beginning of your next turn. Aura reduces damage you take from magical sources (like armor does for all damage) but only affects magical sources.

#### *Golden Wyvern*

Whenever you cast a Divination spell, the next skill roll you make before then end of your next turn gains a bonus equal to your ranks in Divination.

#### *Emerald Frost*

When casting an Evocation spell, you can ignore Aura equal to your ranks in Evocation when calculating damage.

#### *Speed Dial*

Whenever you attempt to cast a Conjunction spell with a casting time of a Full Action or more, the next Conjunction spell with a Full Action casting time that you successfully cast before then end of your next Turn, only takes a Half Action to complete.

#### *Chill of the Grave*

Whenever you attempt to cast a Necromancy spell, the next successful Necromancy spell that anyone nearby casts before the end of the scene gets a free raise on the result of the Focus Power test and a +5 on any Perils of the Warp roll that the spell invokes. This effect cannot stack with itself.



# CHAPTER VII: FEATS, ASSETS & HINDRANCES

## Racial Feats

<b>Aasimar</b>	
Terminator Honors	You have been honored for your devotion with a power to protect yourself.
Celestial Wrath	Sometimes you've just got to Smite Evil.
<b>Dark Eldarin</b>	
Dark Cruelty	Some people are really into the black leather and whips.
Warp Fire	Dark Eldarin don't just create patches of darkness, but also of dancing light.
<b>Dragonborn</b>	
Dragonborn Frenzy	A smart man wouldn't get you riled up. Getting hurt makes you angry.
Dragon Sight	You can see in the dark with the senses of your draconic ancestors.
<b>Elf</b>	
Elven Precision	You're not just a good shot, you're even better than the average elf.
Light Step	You can move around like a ghost, barely touching the earth.
<b>Eldarin</b>	
Guess Destination	When you move through the warp, you can move out of line of sight.
Extra Warp	Your warp step can be used more often.
<b>Gnome</b>	
Tinker	I never knew you could turn a toaster into a plasma cannon.
Eureka!	You've got a gadget for every situation. If it's working and you can find it.
<b>Halfling</b>	
Second Chance	Even a sure hit can somehow miss one of the sneaky hobbits.
Halfling Agility	You gain a bonus to your agility that makes it hard to fail.
<b>Human</b>	
Able Learner	You pay less to pick up new skills.
Human Perseverance	It's harder to oppose your actions.
<b>Ork</b>	
Mobbing Up	When an Ork is afraid, he doesn't just run - he goes to get a friend.
I'm Da Boss!	Orks always know who's in charge. The biggest guy around.
<b>Squat</b>	
Squat Armor Proficiency	Reduce the penalty for using armor.
Squat Stability	Being low to the ground makes it hard to knock you over.
<b>Tau</b>	
Farsighted	You've got discipline, making it harder to manipulate you against your will.
Move And Shoot	As long as you keep on the move, it's hard to take you down.
<b>Tiefling</b>	
Mutation	Your mutations aren't just for show - you can do damage with those hooves.
Outsider	You're not normal at all on the inside. You're better than normal.

## RACIAL FEATS

### Able Learner [Human]

Humans are good at picking up new skills. You may always buy skills and feats as if you were in Free Study.

### Celestial Wrath [Aasimar]

Stars shine, the wind blows, birds sing, and brother - you hurt people. Once per scene, add your Charisma as rolled dice on a damage roll.

### Dark Cruelty [Dark Eldarin]

You've got a kind of dark charisma that manages to both repulse and fascinate. You gain +1k1 to Intimidation and Charm checks.



**Dragonborn Frenzy [Dragonborn]**

When you hurt a Dragonborn, it just makes them more angry. As long as you have at least one point of critical damage, your attacks deal extra damage equal to the total amount of critical damage you've taken.

**Dragon Sight [Dragonborn]**

Dragons are known for seeing in the dark, sensing the heat of their prey. You may reroll one failed Perception check per scene and can see in the dark.

**Elven Precision [Elf]**

Elves have an ability to make even the most impossible shot look easy. Whenever you use Elven Accuracy to reroll a failed Weaponry or Ballistics Test, you gain +2k0 to the reroll.

**Eureka! [Gnome]**

Gnomes tend to have tools and junk on them that can solve any problem, and it typically breaks immediately afterwards. A Gnome may, once per scene, make a Crafts check in place of any other skill check, pulling out some device or trinket to solve a problem.

**Extra Warp [Eldarin]**

Some Eldarin can slip in and out of the Warp easily. Your Warp Step goes twice as far.



**Farsighted [Tau]**

You've got a wide view of things, or you're disciplined enough to resist charms. You gain +3 Resolve and +5 to your Mental Defense. ?

**Guess Destination [Eldarin]**

You don't need to see the target of your Warp Step, you've got enough experience with it to just make a good guess. If you cannot teleport into that space, you're shunted to the nearest safe spot.

**Halfling Agility [Halfling]**

When you're as small as a halfling it's sometimes like you're not even there. You get a +4 bonus to your Static Defense.

**Human Perseverance [Human]**

Humans have an innate talent to put forth an extra effort when they're challenged. Once per round you gain +1k0 to an opposed roll. ?

**I'm Da Boss! [Ork]**

There is nothing quite like physical strength and size in ork politics. You may add your Size as a bonus to Command, Persuasion, and Intimidate checks. ?

**Light Step [Elf]**

Elves are great at moving silently, seemingly only barely touching the ground. You gain +2k0 to all Acrobatics and Stealth rolls.

**Mobbing Up [Ork]**

Orks believe in strength in numbers. Whenever you fail a Fear check, you may choose to retreat towards any ally rather than suffering the normal consequences of that check. Once you are adjacent to that ally, you may stop fleeing.

**Move And Shoot [Tau]**

Tau have an ancient fighting style where they avoid getting close to anyone and run away while shooting a lot. Whenever you attack with a ranged weapon and move in the same turn, your Static Defense increases by 5.



### **Mutation [Tiefling]**

Often, Tieflings have cloven hooves, claws, or tearing horns. You're one of them, and you can kick some ass with them. You have a natural weapon with the following profile: (2k2 I or R, Melee, Brawling). You are proficient with your natural weapons.

### **Outsider [Tiefling]**

Tieflings have strange internals that don't quite match up with what you'd expect – they have redundant organs, thick blood that clots easily, and so forth. The first time you would suffer critical damage in a scene, you instead take only one point of critical damage. If you'd only be taking one point of damage it is negated.

### **Second Chance [Halfling]**

Halflings are so slippery that it's more than just skill, it has to be luck. Once per scene, you may force an opponent to reroll one roll that was made against you.

### **Squat Armor Proficiency [Squat]**

Halve all Static Defense penalties for armor. Squats are naturally good at carrying weights, also they're low to the ground and such.

### **Squat Stability [Squat]**

Squats don't really get knocked on their asses. They tip over, but don't fall down. Whenever an enemy would force you to move or knock you prone, you may choose to not be moved or knocked prone.

### **Terminator Honors [Aasimar]**

One of the greatest things an Aasimar can hope for is to be selected for the elite Terminator units. Aasimar with this special training gain the feat Armor Specialization and may spend a Hero Point to negate an amount of damage equal to their Size + Level.

### **! Tinker [Gnome]**

Gnomes can make almost anything given something to work from. By sacrificing an item of Average or better quality, the Gnome may create another item of lower Rarity with one less level of quality. This takes at least an hour.

### **Warp Fire [Dark Eldarin]**

You may use your Warp Miasma ability outline a target within 30m with a kind of sickly multicolored light. For the rest of that scene, attacks against that target are at +2k0 to hit. ✓

## **ASSETS**

### **Academy**

You have studied the long and difficult arts of getting your stab and shoot on. You may begin play with any two weapon proficiencies of your choice. ✓

### **Ambidextrous**

You're just as good with your left hand as with your right. You're deadly in a fight and even worse with cards. When attacking with two weapons at once, you have reduced penalties. See Chapter XIV (p.254) for details. ✓

### **Androgynous**

You could pass for a male or a female. If you're a boy, you're a pretty one. If you're not, you get mistaken for a pretty boy anyway. You can pass off as being a boy or a girl as long as the situation doesn't get too... intimate. You get two free raises on all Tests made to disguise yourself.

### **Appearance**

They say an ugly fellow can stop a bullet with his face. A good-looking one might not get shot at in the first place. A character with this asset may add +2k0 to all social rolls where her good looks might come into play.

### **Brave**

Most people aren't really brave - they're just too stupid to know better. Maybe you're different, but it's doubtful. You may reroll any failed Fear checks, but must take the result of the reroll, even if it's worse.

### **Dangerous Beauty**

You have a certain something about you that attracts members of the opposite sex. And members of the same sex, if you care. You get +1k1 to all seduction attempts.

<b>Assets</b>	
Academy	You may purchase Weapon Proficiencies at a lesser cost.
Ambidextrous	A real two-fisted action hero, you can use two weapons easily.
Androgynous	You've got one of those faces that could pass for a boy or a girl.
Appearance	You're more appealing to others.
Brave	You can handle your fear better than most people.
Dangerous Beauty	You have something about you that gets a lot of attention.
Driven	You refuse to surrender, even in the face of adversity.
Education	You've had a real education, full of facts and trivia.
Eagle Eyes	Sharp-eyed folks like you can see trouble coming a mile away.
Fast	You're quick on your feet, almost enough to outrun bullets.
Gifted	You're able to advance one of your characteristics more quickly.
Left Handed	Opponents are often taken by surprise with your southpaw style.
Level Headed	Nothing keeps a person alive longer in a gunfight than staying calm.
Linguist	You begin play speaking one additional language.
Magic Resistance	You have an innate resistance to spells.
Nerves o' Steel	Even when you get scared, you can hold your ground.
Nine Lives	Some say you lead a charmed life, or that something won't let you die.
Sand	You're the kind of tough bastard that will keep going no matter what.
Spirit Mentor	You have a ghostly companion and guide.
Sturdy	You're hardier than most.
Tough as Nails	You can tough out losing blood and getting banged around when others are already gone.
Veteran o' the Wheel	You've been around for a while, and you're still kicking.

### **Driven**

You refuse to surrender, even in the face of adversity. You gain a conditional Hero Point that may only be spent in situations to overcome incredible odds or when refusing to back down from a superior enemy. It may not be burned, and must be announced as being used.

### **Education**

There are a number of excellent schools, some with reputations that are known throughout the Wheel. You get a free number of skill specialties equal to your Intelligence.

### **Eagle Eyes**

Sharp-eyed folks can spot a fly on a raisin cake at 20 paces. Others just wonder at what's so chewy. You gain +1k1 and a free raise on vision-based Perception tests.

### **Fast**

There comes a time in every Hero's life when it's time to hightail it away from something that's more trouble than he expected. If that's the case, you only need to be able to outrun the slowest person. When you take a Full Action to sprint you multiply your base speed by x7 instead of by x6. You also gain a +2m bonus to your Speed as long as you're only wearing light or no armor.

### **Gifted**

You're able to advance some of your characteristics more quickly. Choose from Physical, Social, Mental, Power, Finesse, or Resilience. You may raise stats of this type no matter what class you are in and you gain specialties in those attributes at three dots instead of at four dots.



### Left Handed

Not so much the inability to wield a weapon with your right hand, but proficiency at using your left. Since other fighters (even other southpaws) are trained to fight right-handed swordsmen, they have a bit more trouble dealing with you. Opponents get -2k0 to rolls to parry your attacks.

### Level Headed

Nothing keeps a person alive longer in a gunfight than staying calm. A hothead who runs into trouble too fast soon finds themselves six feet under. Immediately after all participants have rolled initiative in combat, you may choose to switch places in the initiative order with the person immediately ahead of you - probably a good idea if that person is an enemy.

### Linguist

You have a natural ability with languages. You're invaluable as an interpreter, if nothing else. You begin play speaking two additional languages and Speak Language (p.127) is always considered to be in your class lists.



### Magic Resistance

You have an innate resistance to spells. The TN of all spells directed at you (for good or ill) is increased by 5 or your Level plus your Power stat, whichever is greater.

### Nerves o' Steel

Some heroes are too stubborn to run even when their boots are filled with 'liquid fear'. No matter how badly you fail a fear check, you may choose to stand your ground instead of fleeing. You still suffer any other penalties.

### Nine Lives

Fate has granted you the opportunity to come closer to death as anyone can get and still survive. The first time you would burn a Hero Point to survive certain death, you lose this Asset instead.

### Sand

You're the kind of tough bastard that will keep going no matter what. You can take two extra levels of Fatigue before passing out.

### Spirit Mentor

You have a ghostly companion and guide. The identity and exact powers of this spirit are up to the SM, but it can be called upon in difficult situations for help and guidance.



### Sturdy

You are just one tough customer. You might just be big and burly, or you might have skin of steel, or you might just like second helpings at the buffet; any way you slice it, you're tough to slice. Your Resilience is increased by 1.

### Tough as Nails

You can tough out losing blood and getting hurt when others are already gone. If you have any Hit Points before the hit, the most critical damage you can take from an attack is 1.

### Veteran o' the Wheel

You've been around for a while, and you're still kicking. You begin play with one extra dot to put into any characteristic and another dot to put into any skill. Extra dots sound great, huh? They are, but the hero's past experience doesn't come without a steep price. The SM should assign your hero a few haunting reminders of his past. It might be as simple as an additional hindrance, like an Enemy or some hideous scars and brain trauma. More often, the price is higher. Give your SM a good background so whatever he comes up with fits your hero and makes him a more interesting character.



**Atlantean Caste Assets**

Dawn Caste	Spending motes allows you to get an aura of leadership.
Zenith Caste	Spent motes form a kind of magical armor around you.
Twilight Caste	You can spend motes to become more slippery and faster.
Night Caste	You can spend motes in order to disguise your spellcasting.
Eclipse Caste	You can seal oaths with your own personal power.

**ATLANTEAN CASTE  
ASSETS**

**Dawn Caste**

The Dawn Caste were soldiers in the old Syrnych empire, and still have that training. Whenever the Hero spends a Mote for any effect (or just to activate this, though it's a bit of a waste), for the remainder of the Scene he gains +2k0 to all Intimidate and Weaponry rolls. This does not stack with itself if the Hero spends multiple Motes.

**Zenith Caste**

The Syrnych Zenith caste were priest-kings, prophets, and mystics in their empire. Whenever the Hero spends a Mote for any effect (or just to activate this though, again, a bit of a waste), he reduces damage done to him by an amount equal to his Gnosis rating plus the number of Motes spent until the start of his next turn. This does not stack with itself if the Hero spends Motes multiple times in a round.

**Twilight Caste**

The Twilight Caste were once scholars, sorcerers, and craftsmen. The Hero may spend a Mote to add his Gnosis rating as rolled dice to any Parry or Dodge roll.

**Night Caste**

Once the spies, assassins, and thieves of the Syrnych, they retain their abilities to be subtle in surprising ways. By spending 1 Mote, observers cannot tell the caster of the next spell used by the character - it seems to come out of thin air.

**Eclipse Caste**

The Eclipse caste were once the very public face of the Syrnych, diplomats and bureaucrats. By spending 1 or more Motes, the Hero creates a binding oath. If the oathsworn individual breaks their oath, they suffer terrible luck, automatically failing at a critical moment. This repeats once for every mote spent by the Hero, plus once for every point of the Hero's Gnosis.





**Chosen Mark Assets**

Mark of Acererak	You do not need to eat, sleep, or breathe as long as you have 1 or more Favor.
Mark of Bahamut	You gain a free raise on Command, Intimidate, and Persuasion checks.
Mark of Corellon	Protect yourself against the greatest failures.
Mark of Cuthbert	Attacks made against those you have seen commit a crime have a free raise to hit.
Mark of Khorne	Khorne gives you a Sword School and additional attacks.
Mark of Luna	Replicate the blessings from any other Mark.
Mark of Malal	Attacks made against neutral or allied targets deal more damage.
Mark of Moradin	You gain a bonus on Tests made to parry attacks from creatures bigger than you are.
Mark of Nurgle	Ignore effects of critical damage until it exceeds your Faith.
Mark of Pelor	You may produce bright light or a Death Ray.
Mark of The Raven	No one is safe from your gift of Final Death.
Mark of Slaanesh	You may spend a favor to alter your appearance.
Mark of Sigmar	Gain extra damage against targets that damaged one of your allies in its last action.
Mark of Tzeentch	You are unaffected by your Perils of the Warp.
Mark of Vectron	Praise Vectron! By his kindly claw we have regained Favor!

**CHOSEN MARK ASSETS**

**Mark of Acererak**

Acererak allows his followers to subsist only on faith and magic. You do not need to eat, sleep, or breathe as long as you have one or more Favor. When you spend a Favor to heal yourself you may also remove a Fatigue.

**Mark of Bahamut**

Bahamut's chosen have a presence and voice that carries over others. You gain a free raise on Command, Intimidate, and Persuasion checks as long as you have one or more Favor.

**Mark of Corellon**

Corellon is a god of excellence. He can extend, if not that excellence, at least a buffer away from the greatest failure. You may reroll any 1s that you roll on any roll where you've spent Favor.



**Mark of Cuthbert**

You know what Cuthbert hates? Criminals. And there's no faster way to bring them to justice than to do it yourself. Attacks made against those you have seen commit a crime have a free raise to hit.

**Mark of Khorne**

Khorne wants you to Be Aggressive. After you make a Charge or an All-Out Attack, you may spend 1 Favor to make an extra basic attack. You can never learn magic. Choose a Sword School. You gain one dot in it and may always advance that School as if it was part of your class.

**Mark of Luna**

Luna is an ever changing goddess with as many faces as there are moons in the Great Wheel. She gives her followers the gift of change. By spending 1 Favor and 1 Hero point, you may duplicate the effects of any other Mark. You may use that effect until the end of the scene.



**Mark of Malal**

There are many who call Malal a team-killing bastard. That's not inaccurate. Attacks made against neutral or allied targets deal +1k1 damage and blast weapons gain an additional meter of radius.

**Mark of Moradin**

Moradin doesn't want his chosen to take shit from anyone. Especially when they have the gall to be bigger than you. You gain a free raise on all Tests made to Parry or Dodge attacks from creatures with a Size greater than yours.

**⚠ Mark of Nurgle**  
Nurgle can protect you. Well, protect is the wrong word. You'll still get hurt. You'll just care less. Ignore effects of critical damage that would not kill you and are less than your Faith.

**? Mark of Pelor**  
Pelor, as the god of the furnace of light and stars, allows you to shine like starlight. You may produce bright light at will. The Mark can be used to produce an attack that uses the same profile as a plasma pistol shot by spending a point of Favor.

**Mark of The Raven**  
The Raven Queen's chosen give true death to their enemies. Any creature that is reduced to 5 critical damage by your attacks is killed unless they burn a Hero point, even if they would normally not be in danger of death (for example, using R damage on a vampire).

**✓ Mark of Slaanesh**  
Slaanesh is great for party tricks. And turning tricks. You may spend a Favor to alter your appearance to another member of your race

(typically an ideal form) for the duration of The scene. You gain +2k0 to all seduction attempts, disguise rolls, and performances.

**Mark of Sigmar**  
Sigmar lets you protect others by making the ones who would hurt them very sorry about it. Gain +0k1 to damage rolls made against targets that damaged one of your allies in its last action.

**Mark of Tzeentch**  
Tzeentch gives his followers skill with magic. That includes you. You never suffer the effects of Perils of the Warp. They still happen, of course, but it's the people around you that pay the price, not you.

**Mark of Vectron**  
Vectron only cares about worship. And to him, the best kind of worship is the kind where you praise him by name a lot. You may regain one Favor per scene by loudly praising Vectron for something within the hearing of others.





**Daemonhost Sin Assets**

Desire	You can sense the thoughts of others, when you aren't lost in your whims.
Hunger	You will feed while your target is still screaming, and you're always hungry.
Pride	You always rise to a challenge, even when it's something you're awful at.
Rage	You are filled with burning, boundless rage that hurts your foes.
Sloth	You are slow to take action, but you're tough enough to deal with it.
Greed	You got more stuff, by taking it from someone else.

**DAEMONHOST SIN ASSETS**

**Desire**

You are able to sense the desires of those around you. You get a general idea of a person's emotions using this spell. Make an Arcanoi + Charisma test against the target's Mental Defense. If your test succeeds, you can detect more specific thoughts. If you get a number of raises equal to the target's Willpower, you can get the answer to a single question - assuming the target knows the answer. If he doesn't, or is misinformed, you'll just get the wrong answer he has. Whenever you tempt someone into an act of lust, you may convert a point of Resonance back into Essence.

**Hunger**

A terrible hunger feeds you. You may feed not only on the living, but the recently dead, gaining one Essence from eating a corpse (which must have been killed in the last hour and is still raw). Whenever you convince someone to do something they normally wouldn't purely for material gain, you may convert a point of Resonance back into Essence.



**Pride**

You cannot stand being second best. You gain a free raise to all opposed Tests and whenever opponents are ganging up on you, you gain a free raise to hit them. Whenever you defeat someone at something they consider themselves good at (even if you cheat), you may convert a point of Resonance back into Essence.

**Rage**

When you are enraged, which is pretty much all the time, you literally burn with anger. But the rage within you burns hot, and you've got a short fuse. Once a scene you may breathe out a cone of fire that uses the same profile as a hand flamer. Whenever you provoke someone into violence when they would not otherwise act, you may convert a point of Resonance back into Essence.

**Sloth**

You can't be bothered to move quickly, even pain doesn't motivate you much. You gain two additional Hit Points. However, getting yourself motivated to do anything is difficult. Whenever you convince someone not to act when they otherwise would, you may convert a point of Resonance back into Essence.

**Greed**

You want all the shinies. Gain one dot in each of the following backgrounds: Wealth, Inheritance, and Artifact. This cannot take a background over five dots. You also gain an Enemy, as the hindrance and of appropriate power relative to the stuff you got (you don't get bonus XP for this hindrance). After all, where do you think that stuff came from? Whenever you convince someone to take something valuable that doesn't belong to them, you may convert a point of Resonance back into Essence.





Paragon Assets	
Action Hero	You never run out of action points when there's trouble.
Extra Action	You begin each session with extra action points.
High Pressure	You have additional Pressure points to spend.
Legendary Trait	One of the Paragon's Characteristics may be purchased up to rank 6.

## ? PARAGON ASSETS

### Action Hero

At the beginning of each combat, recover 1 spent action point. If you have not spent any action points this session, you don't gain an extra action point.

### Extra Action

You gain 2 additional Action Points at the beginning of each session.

### High Pressure

You gain additional points of Pressure equal to your Level.

### Legendary Trait

One of the Paragon's Characteristics may be purchased up to rank 6. This ability is always considered to be available to improve as if it appeared in your class. This Asset may be taken multiple times, and can be purchased after character creation as long as the character is in a Class that has the chosen Characteristic as one of its Class Characteristics.





**Promethean Material Assets**

Orichalcum	You get more effect from spent Pyros.
Mithril	By spending Pyros you can accelerate to incredible speeds.
Darksteel	Double the armor granted to you by Integrated Armor.
Wraithbone	You may heal wounds with your Pyros, unlike other Prometheans.
Necrodermis	You gain a fear aura that sends men screaming.

**PROMETHEAN MATERIAL ASSETS**

**Orichalcum**

Orichalcum is a mystical golden metal that enhances the effects of spent Pyros. For every two rolled die you add to a roll by spending pyros, add an additional kept die. When the Promethean gains Transhuman Potential, he gains an additional +1 to any characteristic boosted by Transhuman Potential.

**Mithril**

Mithril is silvery and clean, glowing in moonlight. It lends the speed of quicksilver to Prometheans made of it. Spend a Pyros to take a full action as a half action.

**Darksteel**

Darksteel is, perhaps, the strongest metal there is, a heavy black material that is almost impossible to shape. Double the armor granted to you by Integrated Armor. Your integrated armor has a Max Dex of 3.

**Wraithbone**

Wraithbone is a bone white ceramic that grows and flows like it's alive, easily healing over damage and repairing itself. As a free action, you may heal one Hit Point by spending a Pyros.

**Necrodermis**

Necrodermis is an unusual metal, a silvery metal that, horribly, is somehow alive. Spend a Pyros to gain Fear (with a rating equal to your generation). This lasts until the end of the scene.



**Vampire Clan Assets**

Brujah	The Brujah are good at resolving social situations with violence.
Malkavian	You need fear no madness. You just enjoy it instead.
Toreador	Clan Toreador has amazing skill with arts and crafting items.
Tremere	Clan Tremere, in addition to being fairly creepy guys, are also experts at magic.
Ventrue	Ventrue owns you, the building you're standing in, and most of the planet.

**VAMPIRE CLAN ASSETS**

**Brujah**

To the Brujah clan, the very best kind of diplomacy is the type where you hit the other guy until he agrees with you. Whenever someone fails a social roll against you, you gain +2k0 to damage on all forms of attack against that character until the end of the scene.

**Malkavian**

Malkavians are crazy. Really crazy. But no matter how crazy they get they can somehow function in the world. Begin play with a Minor Disorder. You are not removed from play for having 100 or more IP, though you continue to gain another derangement every 20 Insanity Points.

**Toreador**

The Toreador clan is known for their focus on perfecting arts and crafts with the kind of knowledge and training you can only get by being alive (well, undead) for a few hundred years. Gain one additional dot in both Crafts and Performer (up to a maximum of 5 dots), and additional kept dice equal to your Blood Potency when rolling those skills.

**Tremere**

The Tremere are masters of vampiric magic, the only ones with the ability to really tap deeply into it. Gain one rank of the Necromancy magic school. You may purchase this magic school as if it was part of any class you belong to. Get +1k1 on Focus Power tests to cast Necromancy spells.

**Ventrue**

The Ventrue are a tightly-knit clan that keep in touch with one another and lend aid to each other in times of trouble. You begin play with Peer (Ventrue), one dot in the Contact background which represents another Ventrue vampire, and gain +5 to all Wealth checks.





#### Werewolf Tribe Assets

Black Spiral Dancers	You can tear people apart with your talons and aren't particular who they are.
Get of Fenris	Spend Rage to increase some characteristics.
Iron Masters	You can always use the Free Study option.
Red Talons	You can speak to animals, but you're not very good at speaking to people.
Silent Striders	Experts at special werewolf magic, mostly about changing things.

### WEREWOLF TRIBE ASSETS

#### Black Spiral Dancers

Some say that Black Spiral Dancers are a sign of Chaos' taint in Luna. Or that they're just a bunch of crazy bastards that like killing things. You gain +1k1 damage to claw and bite attacks in Warform, but cannot distinguish friend from foe unless you make a Willpower Test (TN 20) at the beginning of each round. While in Warform you regain one Rage each round that you kill someone.



#### Get of Fenris

The Get of Fenris are Luna's warriors, solving problems the way any wolf would solve them - with crushing force. The Hero may spend 1 Rage. If he does, he increases his Strength, Acrobatics, Athletics, Brawling, and Weaponry by one dot each until the end of combat or the end of the scene, whichever is longer. While in Warform he regains one Rage each time he personally defeats a significant opponent.



#### Iron Masters

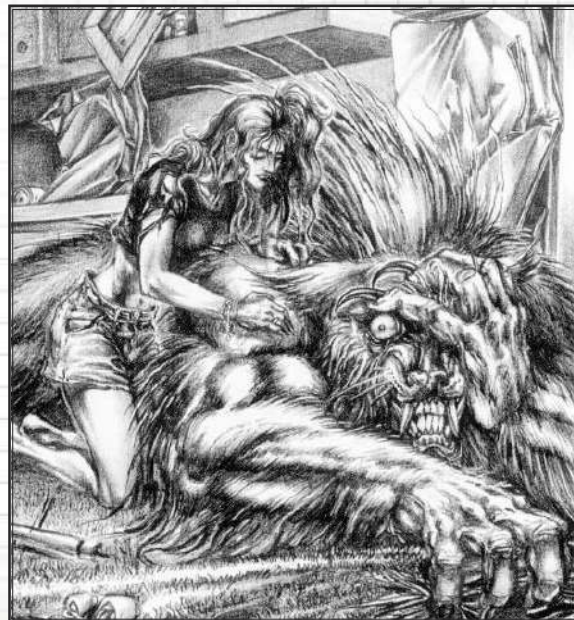
Iron Masters are Werewolves that haven't abandoned their ties to civilization. They pride themselves on adaptation. While most of the time, a character cannot purchase optional feats that he has passed over, Iron Masters may always use Free Study, even while they're in a class. They gain one dot in one of: Tech-Use, Craft, or Politics (up to the maximum of 5 dots). When anyone destroys a rare, expensive, or unique piece of technology they gain one point of Rage.

#### Red Talons

Red Talons are closer to animal than person, and they get along better with animals, too. They can actually speak with animals. The Hero takes -2k0 to social rolls against humanoid, but may use social skills on animals while he is in wolf form. At all times he can understand their speech, if crudely. He regains one point of Rage each hour in wolf form.

#### Silent Striders

There are subtle magics that only Werewolves know, forging the art of their own shape-changing into a magical skill that only the Tribe known as the Silent Striders are privy to. Gain one rank of the Transmutation magic school. You may purchase ranks in this school as if it were part of any class you belong to. Gain +1k1 On Focus Power tests to cast Transmutation spells and regain one point of Rage the first time in a round that you roll for Perils of the Warp.





### Hindrances

Ailin'	You're dying of something. And given what you are, that's strange.
All Thumbs	You don't like machines and they don't like you much either.
Bad Luck	You may not spend Hero points to reroll Tests.
Big Britches	It's good to be confident. You went past good and right into foolish.
Clueless	You're new to the Great Wheel. Everyone can tell.
Will to Live	You don't have a suicidal streak in you, unlike some people around here.
Enemy	You've wronged someone, and they are coming to collect.
Geezer	You're practically a fossil, old even compared to most Exalts.
Grim Servant O' Death	You're almost always at the wrong place at the wrong time.
High-Falutin'	You turn up your nose so high you're in danger of drowning when it rains.
Illiterate	You can't read a damn word. Better hope that Tattoo really says 'courage'.
Impulsive	You're a doer, not a thinker. There's a time for action and it's every time.
Intolerance	There's some folks you just can't stand.
Kid	Don't let that face fool you. A kid with a gun can blow your brains out.
Law O' The Stars	You've got a code of honor that you just can't break.
Loco	No one in their right mind would go off and be a hero.
Night Terrors	Each night, you suffer terrible nightmares that could stop a man's heart.
Slowpoke	You better learn to fight, 'cause you ain't gonna run.
Ugly as Sin	There's orks with a prettier mug than yours.
Vengeful	The world needs to be taught a lesson and you're the person to do it.
Wanted	You are wanted by the law, dead or alive.
Wimpy	You get knocked out by a stiff breeze.

## HINDRANCES

### Ailin'

You are dying of something. Since you're an Exalt, that means something very unusual. At the beginning of each session, Test Constitution (TN 20). If you fail, you suffer a -2k0 penalty to all Tests this session.

### All Thumbs

You don't like machines and they don't like you much either. The Tech-Use and Craft skills cost twice the normal experience points to learn or improve. All rolls made to use or repair machinery, computers, and electronics are made at -1k0.

### Bad Luck

Bad luck is an often-fatal condition in the dangerous lifestyle of adventure. You may not spend Hero points to reroll Tests.

### Big Britches

It's good to be confident, but only a fool leads 600 Guardsmen into a horde of 5,000 Orks. You're severely overconfident. You believe you can do anything and it takes a TN 20 Wisdom check to back down from a fight, refuse a dare, or not take a bet. You take a -1k0 penalty to social combat rolls using Wisdom (p.265).

### Clueless

You're a big talker from some under-developed sphere. You don't get the big picture and brag about things most people take for granted. The cutters that live and work in the dark places of the Wheel don't take kindly to clueless sods. Determine which pathetic backwater you come from. Any attempt to bluff, impress people, or use the social combat Refute action (p.266) on people from other places takes a -1k0 penalty.



### Will to Live

Sometimes a berk just doesn't want to die and is willing to take the easy way out. You get a +1k0 bonus to remember to wear your voidsuit and to find the escape pods. It is a TN 20 Willpower check each round to do things like keep fighting when your surrounded by a superior force that will let you surrender, or when you're out of Hit Points, Resource points, or Resolve. You also take -2k0 to resist pinning, stick around on crashing spaceships, or to fool with unstable antimatter bombs.

### Enemy

You've wronged someone, and they are coming to collect. This isn't the normal sort of person you've angered, either. By taking this Hindrance, you're saying the enemy you have is the type who is not only insatiable, but is powerful enough to actually do something about it.

### Geezer

You may not have teeth, but you've still got a nasty bite. Not all old characters have this Hindrance, some folks are old at 50 and others are still young at 1,000. Reduce your character's Hit Points by 1 and he cannot take the Run action.

### Grim Servant O' Death

People die around you. A lot. Maybe you're not a bad berk, but you're still trouble looking for a place to happen. As long as it's self-defense, you usually don't get into too much trouble for it. If the Story Master is looking for someone's lap to drop trouble into, you are the designated target.

### ✓ High-Falutin'

Your character has no tolerance for those of a lesser class. Those who notice your upturned nose don't like you much either. You get -1k0 to all social rolls you make towards those who know your hero thinks they're beneath him in social stature. If you don't have at least four dots in one of: Wealth, Status, Backing, or Fame, then you've got some stupid delusional superiority complex going on and take the penalty in all social interactions.

### Illiterate

You can't read a damn word. It'd cost 200xp to learn how. This is more common than you'd think - there are quite a few Crystal Spheres and quite a few social situations where even an Exalt wouldn't learn to read.

### Impulsive

Impulsive characters are doers, not thinkers. You tend to go off based on your own hunches while the rest of the party makes plans and preparations Test the least of your Composure, Willpower, or Wisdom against TN 15 (TN 25 if there's a fight) to not take immediate action while the rest of the party is planning or something. Roll again every few minutes.

### Intolerance

There's some sods you can't stand. Your character does not get along with certain kinds of people (Orks, sorcerers, politicians, and so on) and wants nothing to do with them. Check the Peer feat (p.126) for some groups. You get a +1k0 to taunt and insult them, and a -2k0 to all other social rolls with that group.

### Kid

Many Heroes are young, but you're even younger. She's not an adult in most cultures (about Like 12 or 13 in human terms), and most people don't take him seriously. They tend to call her "runt", or "half pint". As your character grows up you should buy this Hindrance off with 200 XP. Until you do, she doesn't age, which can be a real social issue for someone trapped in the middle of puberty for a hundred years. You get a -2k0 to social actions and a -5 check on Wealth and background rolls where being underage might matter.

### Law o' the Stars

A true gentleman of the Great Wheel won't draw down on an enemy until the foe draws first. Most honorable people end up being quickly put into honorable graves. Your hero must live by a code of honor that not everyone else subscribes to. Check the Alignment & Honor Appendix for sample codes. Roll an Alignment test (p.192) every time that you violate your code.



### Loco

No one in their right mind would stand up to some of the monsters lurking in the Wheel. Maybe that's why there are so many kooks wandering the Great Wheel. You begin play with one Minor Derangement (p.270).

### Night Terrors

When you go out to face the greatest dangers in the Universe, sometimes they come back and stay with you. Each night, you must make a Fear(2) Test (TN 20). If you fail, you gain a level of Fatigue. Even fearless characters must make this Test. If you are immune to Fatigue you cannot take this Hindrance.

### Slowpoke

You better learn to fight, because you ain't gonna get away from anything that's chasing you. You're faster than a dead turtle. Barely. Halve your Dexterity for determining your Speed.

### Ugly as Sin

You're not the ugliest person in the universe. There's probably at least one or two people in the far reaches of the galaxy that look worse

than you. I've never seen them myself. You take a -1k0 from social rolls whenever your character's bad looks might intervene. Intimidate probably won't suffer at all, but it's hard to attract the ladies when you look like hamburger.

### Vengeful

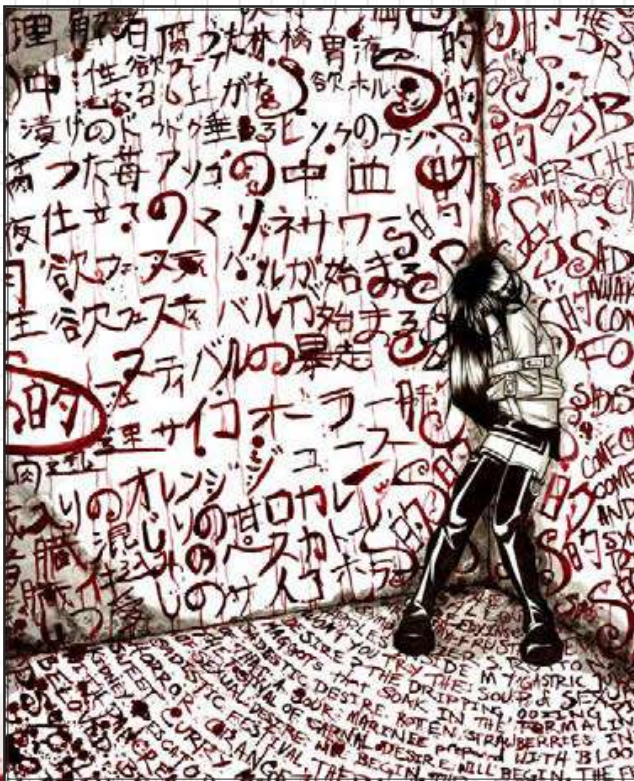
The Great Wheel needs to be taught a lesson, and you aim to be the cutter to teach it. Your character must always attempt to right all wrongs committed against her. Test Composure versus TN 20 for the slightest insult or offense. On a success you can lose one Resolve (p.266) to forgive and take revenge later. Fail and it's time to break some bones.

### Wanted

You are wanted by the law, dead or alive. This isn't for some small crime. This is for the kind of thing that's given you the death penalty in a dozen Crystal Spheres, gotten bounty hunters on your tail, and worse. Pick a group following the guidelines in the Peer feat (p.126) and, if you like, determine your transgressions against society's norms. The reward for your death is not insignificant.

### Wimpy

You're a weakling when it comes to taking blows, and it shows. For the purposes of determining how much Fatigue you can take, any endurance rolls, and things like holding your breath, your Constitution is halved (round up). In addition you will take a -1k0 penalty to social rolls where looking buff and tough would help.





Lucien stepped forward, power sword in hand. He had no idea how his enemy could remain so quiet. The tyrant had so many augmetics that he was more machine than man, and his augmented lungs alone should have been enough to make it easy to find him with their wheezing.

Then the glow of a power sword appeared at the edge of his vision, and the young warrior stepped back to parry the blow. The dark lord stepped forward with his lunge, a massive metal form. Lucien was forced back as the Dark Mechanus Verturabo's greater strength overpowered his guard.

"You are beaten," Verturabo said. His mechendrites twitched as he spoke. "It is useless to resist. Don't let yourself be destroyed as Oberon did."

Lucien answered by rolling sideways and thrust his power sword at Verturabo, surprising him and tearing one of the Dark Mechanus' mechendrites free. The black metal sparked and smoked. Verturabo roared, a burst of static, pained at the feedback. He immediately recovered and swing again.

Lucien backed away along the narrow end of the gantry as Verturabo came at him, slashing at the young man with his sword. Lucien's vague Syrneith memories snapped into focus for a moment, and he blocked the deadly attack with a complex block that was somehow second nature to him. Verturabo's attack was deflected into an instrument complex attached to the gantry, cutting it loose.

Lucien glanced down as it fell in the station's artificial gravity, and in that instant of distraction, Verturabo's power sword came down on Lucien's right arm, cutting off his hand and sending his sword flying. Lucien screamed and fell back, across the narrow gantryway over the abyss. Verturabo couldn't follow him across the thin pipes to the extreme end of the gantry. The Dark Mechanus was too bulky and clumsy to manage the balancing. But there was nowhere for Lucien to run.

"There is no escape," Verturabo said. "Don't make me destroy you. You do not yet realize your importance. You have only begun to discover your power. Join me and I will complete your training. With our combined strength, we can rebuild the Syrneith Empire, and bring order to the galaxy!"

"I'll never join you!" Lucien gasped.

"If only you knew the power of the C'tan. Oberon never told you what happened to your father."

"He told me enough! He told me you killed him!" Lucien held on for his life as another gust of wind cycled through the cavernous space. Verturabo shook his head, servomotors whining.

"No. I am your father." Lucien stopped moving entirely, almost stopped breathing for a moment.

"No. No! That's not true! That's impossible!"

"Search your feelings. You know it to be true."

"No! No! No!"

"Lucien. You can overthrow the Factions. They have forseen this. It is your destiny. Join me, and we can rule the galaxy as father and son. Come with me. It's the only way." Verturabo put his sword away, a mechendrite taking it from his bionic hand and whisking it away under his black robes. The hand extended out to Lucien, offering salvation.

Lucien looked at the hand, and a calm came over him, lifetimes of experience in dealing with dark powers at the back of his mind. He stepped off the gantry and into freefall. Verturabo looked after him, the wind whipping at his robes. He had lost him again.



VIII

MAGIC

**W**ithin the Great Wheel, some people are born different. Some fickle turn of fate or chance twist of destiny has seen them join the growing ranks of sorcerers within the galaxy. These sorcerers labour under a blessing and a curse. They have the rare talent to draw power from the Warp, the hidden dimension of Chaos that lurks beneath the fabric of reality, and shape it into all manner of strange and supernatural effects.

Sorcerers are regarded in many different ways across the Wheel's countless Crystal Spheres. On the more primitive planets, they are thought of as shamans, witches, and warlocks. More sophisticated societies are usually aware of magical abilities and refer to psykers by other titles such as "gifted" or "the touched". But in almost all cases, and on all worlds, they are feared for the supernatural abilities they can bring down on those around them.

There are many that believe sorcerers represent a gross perversion of the natural order, and a constant reminder of the terrible powers of the warp. This idea has led to sorcerers often being kept tightly under control, with most races having a government-controlled organization in place to control and

train those with magical ability. Those who can master magical ability become a prized, if dangerous, commodity to their people.

### TYPES OF SORCERER !

There are many roles within the many societies of the Great Wheel that utilize sorcerers in some way or another. Some of these roles are revered and vital while others are reviled utterly. However people feel about sorcerers they are a vital part of the trade and war potential of all races within the Great Wheel, and are intrinsic to the societies on almost all worlds.

#### Astropaths ?

These sorcerers are capable of transmitting messages across the vast distances of space. Though often inexact, arriving too late, or lost all together in the turbulence of warp space, they represent the best means that has been found to communicate across the vastness of the Great Wheel at speeds greater than light. At times the availability of an Astropath has determined whether entire worlds have lived or died.

Astropaths spend years of training to be able to send messages to the correct recipient and to recognize from whence messages



they receive come from. They must learn to ignore the dangerous calls and temptations that whisper to them from the warp. Most are watched carefully, lest they become corrupted by the terrible things that lie beyond.

### Sanctioned Sorcerers

These sorcerers are individuals deemed strong enough to serve their people without significant dangers to others. They serve most of the various and miscellaneous functions a sorcerer can, from serving in various militaries to within merchant houses or even for personal servants. Sanctioned Sorcerers have gone through whatever process their race uses to train Sorcerers to safely use their powers, almost always belonging to either an arcane academy or religious organization. Many races have somewhat extreme methods for assuring that the Sorcerers of their kind don't go rogue. There are entire organizations dedicated to hunting down spellcasters that have evaded official training and sanctioning.

### ? Navigators

These powerful sorcerers have the ability to navigate the precarious tides of the Warp with the aid of their magical abilities. Most Navigators are blind, a side effect of their intense training and a symbol of their dedication. Men go mad or worse to stare into the face of the warp, and so only those already made blind can safely find their way through it. In most cases, their abilities more than make up for this deficiency, and others might never know, but for their disturbing whited-out eyes or in some cases, empty, shrunken eye sockets.

### ✓ Apostates

There are sorcerers who manage to exist, unsanctioned and in many cases untrained. Some simply evade the authorities and others are born either in outlaw or isolated communities or in Crystal Spheres as yet unopened. The majority of these die through the perils of their burgeoning condition, but some few manage to survive the full manifestation of their powers and gain some measure of control. Known by many names; warlock, rene-

gade, apostate, wyrd, darkspawn and worse, these psykers rarely can match the control or mental stability of those who have benefited from sanctioning, but some are frighteningly powerful, and their services are often highly sought after by those of nefarious purpose.

### Untouchables

The Untouchables are strange people, individuals with no warp presence. They are not sorcerers - in fact, they are completely the opposite. Their presence frequently acts as a damper on magical activity, lessening or even completely halting its effects. Untouchables, like sorcerers, have different grades of 'ability', though few scholars have actually been able to study them closely thanks to their extreme rarity. Their strange aura makes most uncomfortable around them and for this reason they are often loners, outcasts, and pariahs. ?

## MAGICAL ABILITY

Learning the secrets of sorcery is a process of initiation. The prospective sorcerer must overcome five trials - which is either considered part of the 'training time' or played out, as the SM and player feel appropriate. Most sorcerers in the modern age are carefully guided through these often harrowing trials as part of their Sanctioning. Sorcerers who develop their abilities away from the guidance of more experienced spellcasters must go through these trials on their own.

The first trial is humility. The initiate must learn to see beyond his own hubris, often in the course of challenges impossible to finish, deliberate humiliation by a mentor or contemplation of past failures. SMs might encourage players to take the lead in describing this initiation, as players can be (rightfully) resentful when their character is humiliated at the Story Master's hands. ✓

The second trial is tutelage. The initiate must find a teacher - not necessarily a mentor as such, but as person or spirit able to give them a new insight. It is easy for an initiate to find tutelage in this age - nearly every military or church is more than willing to take them in and give them over to a more experienced spellcaster for training. Those who seek



more independence or who are on the wrong side of the law (such as most apostates) can find a teacher in many places. Other apostate sorcerers, spirits from the Warp, and even simple wisdoms from surprising sources.

The third trial is a journey. The initiate must wander and, through wandering, learn appreciation for the Wheel as it is. The power of magic may remake entire worlds and give almost impossible power, but the present matters as much as the future. The third trial is as much about understanding the importance of each moment of life as it is about expanding one's views.

The fourth trial is fear. The initiate must learn mastery over their darkest fear - whether a fear of losing her way, of causing others' deaths, of claiming her true power, of finding herself powerless or simply of "drowning". Many sanctioned sorcerers have been pushed through the third and fourth trials at once in a harrowing ritual that has become commonplace - sending the initiate into the Umbra alone and unprotected and having them find their own way out.

The fifth trial is sacrifice. To become a sorcerer, one must make a terrible sacrifice. A sorcerer might cut off a finger or abandon a brother to learn the basics of sorcery, and what a character has given up, what it matters to them, represents their ultimate ability to learn sorcery. The greatest spellcasters have made terrible sacrifices - giving up true love, casting away their ability to feel happiness, or even losing portions of their sanity.

## CASTING SPELLS

Spells are one-time magical effects. Whenever a sorcerer casts a spell, he attunes his will to the warp to fuel his magical abilities. While the sorcerer draws out this energy, he has a chance of causing disturbances in the warp that can have undesired side effects, even up to opening an uncontrolled rift between reality and warp space with potentially fatal consequences. By minimizing the amount of power a sorcerer draws, he can all but eliminate the chance of these side effects - in some cases.

When a sorcerer casts a spell, he has a choice of using it at Fettered Magical

Strength (rolling fewer dice but not risking dangers), Unfettered Magical Strength (rolling their full array of dice), or he may try to Push it for greater effect but increased danger.

Each of these choices carries with it a set of consequences. If a sorcerer casts a spell at less than full power, it may not be enough to achieve the desired outcome, but if he exercises Unfettered Psychic Strength or greater, he risks potential calamitous attention from the warp. Depending on the strength used, consult the following chart and apply the appropriate result.

Note that Warp Phenomena and even Perils of the Warp don't necessarily mean the spell has failed - as long as you've beaten the spell's TN it still (probably) goes off. However, given how dangerous some of the results for Perils of the Warp can be, you might have more to worry about than just if you've managed to put a charm on someone.

### Fettered Spells

When casting a spell at Fettered strength, the caster halves the number of rolled dice. This may also reduce the number of kept dice on the roll if the number of rolled dice drops below the starting number of kept dice.

### Pushing Spells

Whenever a sorcerer successfully pushes a spell, he gains an enhancement to his effective Magic School rating of that spell for that use. Sanctioned sorcerers may add up to +3 to their Magic School rating when determining the final pushed strength of the power. Other sorcerers have a deeper connection to the wild surges of the warp and may add up to +4 to their final Magical School rating but at even greater risk. Any push can result in a school rating greater than 6, but if a sorcerer has more than one source increasing the final effective Magic School rating, only the highest is applied.

### Focus Power

Any use of a spell starts with the Focus Power Action. This is a Test, using the spell's Magical School and a Characteristic, to make the power function or to generate suc-





## Psychic Strength !

	Fettered	Unfettered	Push
Sanctioned Sorcerer	No roll for psychic phenomena.	If the sorcerer keeps any exploded dice in his Focus Power Test, roll on the Psychic Phenomena table.	Make a check on the psychic phenomena table at +5 per die desired, up to a maximum of +3/+15
Unsanctioned Sorcerer	No roll for psychic phenomena.	If the sorcerer keeps any exploded dice in his Focus Power Test, roll on the Psychic Phenomena table at +5 per level of the spell.	Make a check on the psychic phenomena table at +10 per die desired, up to a maximum of +4/+40

? cess. Focus Power is the catch-all phrase used to encompass the many Tests that may be required - varying by the action it takes to use, the characteristic required, and occasionally other factors. As with all other Tests, the characteristic determines the number of kept dice. Some spells require a Magic School and a Power Stat. Whenever you cast one of these spells, the Power Stat is what determines the number of kept dice.

### Cumulative Effects

Modifiers, Characteristic Bonuses, and other effects generated by spells do not stack, only the highest applies.

### ? Range and Line of Sight

Unless noted in their descriptions, spells that are targeted directly against other individuals require the sorcerer to either have line of sight or otherwise be 'aware' of the target of his powers, as well as the target to be inside of the power's stated range.

### Detecting Magical Effects

Sorcerers are attuned to the warp around them and that includes the currents and eddies caused by other sorcerers dipping into the flow of the warp. All sorcerers can Test Arcana + Wisdom (TN 20) when spells are in effect in their presence in order to determine their source.

### Magical Schools

There are many different spells that a sorcerer can possess, for the mutability of the warp is as limitless as imagination itself. Some

examples range from creating illusions, to firing bolts of energy, to seeing the future, to rarer arts like animating the dead, summoning daemons from the warp, and the transmutation of matter. These abilities usually begin as a basic, almost rudimentary form of the power - the first level of spells in each Magical School. Over time, a sorcerer can learn more ways to fine tune that power for a variety of effects.

This chapter represents nine Magical Schools in detail which are most prevalent among the Sanctioned Sorcerers through the Great Wheel.

**\*Abjuration:** Abjurations are protective spells. They create magical or physical barriers, negate magical or physical abilities, harm trespassers, or even create a point for your own magical effects to trigger off on later.

**\*Conjuration:** Conjuration is the art of moving objects, creatures, or some form of energy through the warp. A creature or object summoned with a conjuration effect cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

**\*Divination:** The art of reading the past, present, and future. In addition, this discipline also encompasses the art of influencing fate and destiny.

**\*Enchantment:** Enchantment spells affect the minds of others, influencing or controlling their behavior. Many attempt to charm or force an individual to do something, and can be resisted by those with enough willpower.

**\*Evocation:** Evocation spells manipulate energy or tap an unseen source of power

to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

**\*Healing:** Healing spells enhance a subject's abilities, often granting them super-human strengths and curing them of even the most deadly wounds.

**\*Illusion:** Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or otherwise experience things that are unreal.

**\*Necromancy:** Necromancy spells manipulate the power of death, unlife, and the life force. Spells that enhance the powers of vampires are obviously common, as Vampires developed and heavily use the school of Necromancy.

**\*Transmutation:** Transmutation spells are about change, both in the caster and in the world around him. The school of transmutation relies on the caster's own ability to change shape, drawing on that mutable core to power its effects.

## LEARNING SPELLS

Whenever a character gains a dot in a spell school, he learns one of the spells in that school of the appropriate level. Most of the time, this will mean making a choice as to which spells you want to learn and which you're willing to give up. Some feats might allow you to choose additional spells to learn. Once you've chosen which spells to learn, you may not change these spells later - each one isn't just a representation of effort, but of the magic becoming an intrinsic part of your character.

## SPELLS

The spells available to characters are listed and described below. The description of each spell is presented in a standard format. Each category of information is explained and defined below.

### Name

The first line of every spell description gives the name by which the spell is generally known.

### School (Level)

Beneath the spell name is the school of magic that the spell belongs to and the level of that spell.

### Focus Power Test

The type of Test the spell requires. This will typically be the spell school and a characteristic. Keeping 10s on the focus power Test invokes Psychic Phenomena unless the spell is being cast at Fettered psychic strength.

### Target Number

The TN is the threshold to activate the spell. Many spells gain in strength as you get raises above the spell's base TN.

### Action

Most spells have a casting time of a half action. Others take a full action, and others may take a reaction action or less.

### Keywords

These rules use the following keywords to describe qualities of a spell.

*Attack:* This spell counts as an attack against the target.

*Combo-OK:* You can use this spell to build a Combo.

*Focus:* This spell requires a focus, a material object that, if destroyed, instantly ends the spell.

*Language Dependent:* In order for the spell to function, the caster and target must share a common language.

*Material:* When casting this spell you require some material components which are consumed in casting the spell.

*Mind-Affecting:* This spell affects the mind of the target, and so can only be used on targets that have minds (animals and AIs; yes, robots and zombies; no).

*Ranged Touch:* To affect a target with this spell requires hitting the target with a ranged attack (Level + Ballistics). ?

*Saving Throw:* This spell allows the target to make a Test to resist its effects. If the target resists its effects, they become aware of the spell, even if it has the Subtle keyword. Unless otherwise listed, the TN of the Saving Throw is equal to the result of the Focus Power test used to cast it.

*Non-Combat:* Due to a weird ritual or requiring total concentration, these spells cannot be used in combat. OK, they can, but it makes the sorcerer Helpless (p.262) until the start of their next turn. ✓



PSYCHIC PHENOMENA (1D100) ✓

01-03	<b>Dark Foreboding:</b> A faint breeze blows past the sorcerer and those near him, and everyone gets the feeling that somewhere in the galaxy, something unfortunate just happened.
04-05	<b>Warp Echo:</b> For a few seconds, all noise causes echoes, regardless of the surroundings.
06-08	<b>Unholy Stench:</b> The air around the sorcerer becomes permeated with a bizarre and foul smell.
09-11	<b>Warp Mind:</b> The sorcerer suffers 1 Insanity Point as his own inherent phobias, suspicions, and hatreds surge to the surface of his mind in a wave of negative emotion.
12-14	<b>Hoarfrost:</b> The temperature plummets for an instant, and a thin coating of frost covers everything within 3d10 meters.
15-17	<b>Aura of Taint:</b> All animals within 1d100 meters become spooked and agitated.
18-20	<b>Memory Worm:</b> All people within line of sight to the sorcerer forget something trivial.
21-23	<b>Spoilage:</b> Food and drink go bad in a 5d10 meter radius.
24-26	<b>Haunting Breeze:</b> Wind whips up around the sorcerer for a few seconds, blowing light objects about and guttering fires within 3d10 meters.
27-29	<b>Veil of Darkness:</b> For a brief moment (the remainder of the round) the area within 3d10 meters is plunged into immediate darkness.
30-32	<b>Distorted Reflections:</b> Mirrors and other reflective surfaces within a radius of 5d10 meters distort or shatter.
33-35	<b>Breath Leech:</b> Everyone (including the sorcerer) becomes short of breath for one round and cannot make any Run or Charge actions.
36-38	<b>Mask of Fear:</b> For a fleeting moment, the sorcerer takes on a terrible appearance and gains a Fear rating of 1 for the rest of the round.
39-41	<b>Unnatural Decay:</b> All plant-life within 3d10 meters of the psyker withers and dies.
42-44	<b>Spectral Gale:</b> Howling winds erupt around the sorcerer, requiring him and anyone within 4d10 meters to make a TN 10 Dexterity or Strength Test to avoid being knocked to the ground.
45-47	<b>Bloody Tears:</b> Blood weeps from stone and wood within 3d10 meters of the sorcerer. If there are any pictures of statues of people inside this area, they appear to be crying blood.
48-50	<b>The Earth Protests:</b> The ground suddenly shakes, and everyone (including the sorcerer) within a 5d10 meter radius must make a TN 15 Dexterity Test or be knocked down.
51-53	<b>Psy Discharge:</b> Static electricity fills the air for 5d10 meters around the sorcerer causing hair to stand on end and unprotected electronics to short out.
54-56	<b>Warp Ghosts:</b> Ghostly apparitions fill the air for 3d10 meters around the sorcerer, flying about and howling in pain for a few brief moments. Everyone in the radius must Test against fear 1.
57-59	<b>Falling Upwards:</b> Everything within 2d10 meters of the sorcerer (including him) rises 1d10 meters into the air as gravity briefly disappears before falling to the ground after a second or two.
60-62	<b>Banshee Howl:</b> A deafening keening sounds out across the immediate area, shattering glass and forcing every creature in the area to make a Constitution Test (TN 15) or be deafened for 1d10 rounds.
63-65	<b>The Furies:</b> The sorcerer is assailed by unseen horrors. He is slammed to the ground and loses 1d5 hit points and must Test against Fear 2.
66-68	<b>Shadow of the Warp:</b> For a split second the world changes in appearance and everyone within 1d100 meters has a brief glimpse of the shadow of the warp. Everyone in the area (including the sorcerer) must make a TN 20 Willpower Test or gain 1d5 insanity points.
69-71	<b>Tech Scorn:</b> The electromagnetic discharge created by the spell causes all tech devices within 5d10 meters to malfunction momentarily and all ranged weapons jam. Characters with cybernetic implants (and prometheans) must pass a TN 15 Constitution Test or lose 1d5 hit points.
72-74	<b>Warp Madness:</b> A violent ripple of tainted discord causes all creatures within 2d10 meters (with the exception of the sorcerer) to become Frenzied for a round unless they pass a TN 20 Willpower Test.
75+	<b>Perils of the Warp:</b> The warp opens in a maelstrom of energy. Roll on the <b>Perils of the Warp</b> table instead.

PERILS OF THE WARP (1D100) ✓

01-05	<b>The Gibbering:</b> The sorcerer screams in pain as uncontrolled warp energies surge through his unprotected mind. He must make a TN 20 Willpower Test or suffer 1d5+1 Insanity points and is stunned for 1d5 rounds.
06-09	<b>Warp Burn:</b> A violent burst of energy from the warp smashes into the sorcerer's mind, sending him reeling. He loses 1d5 Hit Points and is stunned for 1d5 rounds.
10-13	<b>Psychic Concussion:</b> With a crack of energy, the sorcerer is knocked unconscious for 1d5 rounds, and everyone within 3d10 meters must make a TN 15 Willpower Test or be stunned for one round.
14-18	<b>Psy-Blast:</b> There is an explosion of power, and the sorcerer is thrown 1d10 meters into the air, falling to the ground.
19-24	<b>Soul Sear:</b> Warp power courses through the Sorcerer's body, scorching his soul. The sorcerer cannot use any powers for one hour.
25-30	<b>Locked In:</b> The power cages the Sorcerer's mind in an ethereal prison. The Sorcerer falls to the ground in a catatonic state. Each round thereafter, he must spend a full action to Test Willpower (TN 15) On a success, his mind is freed and restored to his body.
31-38	<b>Chronological Incontinence:</b> Time warps around the sorcerer. He winks out of existence and reappears in 1d10 rounds and suffers 1d5 Insanity Points.
39-46	<b>Psychic Mirror:</b> The Sorcerer's power is turned back on him. Resolve the spell's effect as normal, but the spell targets the Sorcerer instead. If the spell is beneficial, it instead makes the sorcerer lose 1d5 Hit Points and the beneficial effect is cancelled.
47-55	<b>Warp Whispers:</b> The voices of daemons fill the air within 4d10 meters of the sorcerer, whispering terrible secrets and shocking truths. Everyone in the area must make a TN 25 Willpower Test or suffer 1d10 Insanity Points.
56-58	<b>The Darkness:</b> The area is cloaked in terrible screaming darkness, rendering everyone within 5d10 meters of the sorcerer blind and deaf for the next 1d10 rounds.
59-67	<b>Teleport Storm:</b> Mystical lightning strikes the ground in a terrible displacement storm. Everyone within 3d10 meters of the sorcerer switches places with someone else at random.
68-72	<b>Rending the Veil:</b> The air vibrates with images of cackling daemons and the kaleidoscopic taint of the warp is rendered visible. All sentient creatures within 1d100 meters must Test against Fear 3. This effect lasts for 1d5 rounds.
73-78	<b>Blood Rain:</b> A magical storm erupts, covering an area of 5d10 meters in which everyone must pass a TN 15 Strength check or be knocked to the ground. The skies rain blood and any Spells cast in the area automatically invoke a Perils of the Warp check for the next 1d5 rounds.
79-82	<b>Cataclysmic Blast:</b> The sorcerer's power overloads, arcing out in great bolts of energy. Anyone within 1d10 meters (including the sorcerer) loses 1d5+2 Hit Points. The sorcerer may not cast any spells for 1d5 hours.
83-86	<b>Power Drain:</b> The sorcerer's power glitches and tries to draw power from the spirits of others. Everyone within 3d10 meters of the sorcerer lose all unspent hero points.
87-90	<b>Reality Quake:</b> Reality buckles around the sorcerer, and an area radiating out 3d10 meters from him is sundered: everything rots, burns, and freezes, and everything in the area takes 3d10 Rending damage.
91-99	<b>Lost to the Warp:</b> The sorcerer must make a TN 30 Willpower Test or he is dragged into the warp by a daemon immediately for purposes unknown. He reappears 1d10 weeks later on an inhabited planet with only dim, horrific memories of what happened. He suffers 3d10 Insanity Points and all future Perils of the Warp Tests are made at +10.
00	<b>Destruction:</b> The sorcerer is sucked screaming into the Warp, never to be seen again. He is no more.



*Somatic:* This spell has Somatic components. It cannot be used if the caster is bound, grappled, or otherwise unable to move freely.

**!** *Subtle:* The casting of this spell, and often the effect, is not obvious. Other spellcasters and anyone who succeeds on a save against the spell can Test Arcana + Wisdom (TN 20) to notice it.

**?** *Touch:* A touch spell requires the caster to touch the target in order for the spell to take effect. Touching an unwilling target requires an unarmed attack Test (using Brawl).

*Verbal:* The spell has verbal components. It cannot be used if the caster cannot speak, and the caster must speak in a clear, loud voice for the spell to take effect.

#### **Duration**

The length of time the spell lasts. Spells can measure their duration in real units, such as days, or game units, such as rounds or scenes. Indefinite spells have no fixed duration - they last until the caster cancels the effect. Instant spells happen in an instant, like the explosive burst of a fireball. When a spell's duration is listed as Concentration, it will include the action that the caster must spend each round in order to maintain its effect. An (E) after the spell duration means that the spell can be expended, and how it can be expended will be listed in the spell description.

#### **Description**

This portion of a spell description details what the spell does and how it works. If one of the previous entries in the description included "see text" this is where the explanation is found. If the spell you're reading about is based on another spell, you might have to refer to a different spell for the "see text" information.

## **SPELL COMBOS**

With long practice and focus, it's possible for a sorcerer to combine two or more spells together, becoming able to cast multiple spells at once. For example, A sorcerer who has mastered the combo of Stun and Energy Burst can blast a target for damage and reduce his actions. Combos represent a level of magical power above simple spells, and are more dangerous for the sorcerer to use, but far more effective.

## **EXAMPLE SPELL COMBO**

Mistress Scarlet has saved up some XP and has decided to use some of her downtime to develop a new spell combo. Mistress Scarlet has Illusion 2 and Evocation 3, and looks over her spell list. She chooses to combine Invisibility and Energy Ball to create a spell that will let her blow someone up and vanish at the same time.

Mistress Scarlet has an Intelligence of 3 and a Charisma of 4. Since spell combos use the lowest of the magic school ratings and characteristics involved, this spell combo uses Illusion and Intelligence. At least until she improves her Intelligence and Illusion above her Charisma and Evocation.

Invisibility doesn't have a minimum TN, but Energy Ball has a TN of 25. Since this combo includes two spells, the TN is increased by 5, so this combo has a total TN of 30 - Mistress Scarlet is going to have to push this spell to have a chance of success.

### **Developing Combos**

Characters develop combos through long exercise of their powers, devoting hours of effort toward integrating their abilities and understanding their spells and how they interact. Because of the sheer amount of effort and danger required to make a Combo, a character cannot purchase spell combos during character creation.

During play, a character can develop combos through arduous practice. The experience point cost of Combos developed during play is equal to 50 xp per level of each spell in the combo. However, Story Masters don't have to let a character learn a Combo just because the player has enough XP saved up. Combos are hard - they're less a studied method of using the power of the Warp and more trying to manipulate it on the fly.

### **General Guidelines**

Using a combo allows a character to use two, three, or more spells with a single action. Don't worry if this seems like it could get confusing. This section will go over the rules for using combos in detail.

The Test for using a combo uses the lowest of the current characteristics and magical



schools that apply to the spells in the combo.

The TN of the combo is that of the highest TN spell in the combo, plus five for every spell beyond the first.

A Combo cannot be used with a Fettered focus power Test. Most of the time, a combo will need to be Pushed to have much chance of success. If psychic phenomena occur, add +5 to the roll for every spell in the combo, in addition to any additions to the roll from Pushing the power or being Unsanctioned.

A Combo takes an action equal to the longest action of spells in the combo.

Duration and range of the spells in the combo are handled separately.

If one spell requires a Focus, Verbal,

Somatic, or Material components, then the entire combo will fail if the caster can't provide those components. Language Dependency, Mind-Affecting, and being an Attack are handled per effect rather than on the combo as a whole, and if a Saving throw would negate one part of a combo, it doesn't negate the entire thing. Attacks are rolled separately for each part of a combo, and a miss doesn't cause the whole combo to collapse. Unless all spells in a combo are subtle, the combo is not subtle as a whole.

The same spell cannot be used twice in a combo - the spells chosen must be different spells. So no doubling a spell's effect just by making a combo.





## Abjuration School

### Shield

Abjuration 1

Focus Power Test: Abjuration + Willpower

Target Number: 10

! Action: Reaction Action

Keywords: Somatic

Duration: Instant

You may use the result of this spell as a Parry test.

### Armouring Aura

Abjuration 1

Focus Power Test: Abjuration + Willpower

Target Number: 10

Action: Half Action

Keywords: Somatic, Touch, Combo-OK

Duration: One Scene

The touched creature gains Aura 1. For every raise you get on the Focus Power test, the value of the granted Aura goes up by 1, to a maximum Aura of three times your Level.

### Knock & Lock

Abjuration 2

Focus Power Test: Abjuration + Willpower

Target Number: 20

Action: Full Action

Keywords: Somatic, Touch, see text

Duration: Instant

You unlock a touched door, opening all non-magical locks on it. You can unlock a magically locked door by beating the other caster's Focus Power test to lock it by two raises. You may magically lock the touched door, making all normal methods of unlocking it automatically fail, but this applies the Non-Combat keyword to the spell. When locking a door in this manner you have the option of designating some word, phrase, or action that will cause it to unlock and end the spell. Magically locked doors are still vulnerable to being kicked in or blown up.



### Mage Armor

Abjuration 2

Focus Power Test: Abjuration + Willpower

Target Number: 15

Action: Half Action

Keywords: Somatic, Touch, Combo-OK

Duration: One Day

The touched creature gains Armor Points equal to your Level. For every raise you get on the Focus Power test, the value of the granted Armor Points goes up by 2, to a maximum AP of three times your Level. The armor provided by this spell does not stack with any other armors, but it requires no proficiency to use.

### Glyph

Abjuration 3

Focus Power Test: Abjuration + Willpower

Target Number: 25

Action: Full Action

Keywords: Focus, Somatic, Touch

Duration: One day

You touch an object or person and create a Glyph. You may cast spells at the glyph without having line of effect, though it must still be within range of the spell or have a range of Touch. For example, you could put a glyph on a rock, throw it over a wall, then cast Fireball targeting the Glyph, exploding anything behind the wall without poking your head over to look.

Focus: A small gem.

### Dispel

Abjuration 3

Focus Power Test: Abjuration + Willpower

Target Number: 15

Action: Half Action or Reaction Action

Keywords: Somatic

Duration: Instant

You may use this spell as a Reaction to counter a spell being cast, or as a Half Action to dispel a spell, that is within 50m per Level and that you are aware of. The TN to stop the opposing spell is the Focus Power result of the sorcerer who cast it.

?

### Wall of Force

Abjuration 4

Focus Power Test: Abjuration + Willpower

Target Number: 30

Action: Half Action

Keywords: Somatic, Verbal

Duration: One scene

This spell creates a powerful magical force-field. A stationary plane of force 20m long and 5m high is created within 50m of the sorcerer. Every raise on the Focus Power test adds 5m of length or 1m of height. The plane can be oriented in any manner, flat, vertical, slanted, etc. It is effectively indestructible for as long as it lasts. This spell cannot cause damage, if the Wall's area would intersect something (like a person or a tree) it instead stops just short of touching them. The wall is not 2-dimensional and cannot cut people with the edges. The sorcerer chooses if the wall is mostly transparent or completely opaque at the time of casting. While it may be difficult to see in thick fog or smoke it is in no way invisible or otherwise undetectable. This spell blocks teleportation if you completely enclose an area.



### Contingency

Abjuration 5

Focus Power Test: Abjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Non-Combat, Somatic, Touch

Duration: Indefinite (E)

On the completion of this spell, you must immediately cast another spell. That spell does not take immediate effect. Under a condition chosen at the time of casting, that second spell takes effect instantly. Targets must be chosen when the spell is cast, though they may be left vague (for example, you might cast Fireball and set the target at "what I am pointing at", and casting Wall of Force with "between myself and the incoming attack" is pretty popular too). A character may only have one Contingency active at a time. This spell can be cast on other people or on objects up to the size of a large airplane, and that does count as your one active Contingency.

### Exploding Runes

Abjuration 4

Focus Power Test: Abjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Touch, Somatic, Non-Combat

Duration: Indefinite (E)

You inscribe a series of runes on an object. Anyone except you, and those you name as safe during the casting of the spell, who reads the runes causes them to explode. Everyone within 3m of the enscribed object takes  $4k4+10$  magical E type damage. The object that had the runes inscribed on it is unharmed by the explosion.





## Conjuration School

### Invisible Servant

Conjuration 1

Focus Power Test: Conjuration + Willpower

Target Number: 15

Action: Full Action

Keywords: Non-Combat, Verbal

Duration: One day

You summon an invisible roaming animating force. It can perform any task that doesn't require a skill check, and has effective rating of 1 in each characteristic. It lasts for one day, and is often used for cleaning and simple tasks. It is possible to summon multiple copies of the servant, the TN increases by +5 for each additional copy. Their invisibility isn't great, it's about a TN 15 Perception test to spot one.

### Call Item

Conjuration 1

Focus Power Test: Conjuration + Willpower

Target Number: 15

! Action: Full Action (see text)

Keywords: Touch, Non-Combat, Verbal

Duration: Indefinite

✓ You cast this spell on an item you can easily hold in your hands. You may teleport that item back into your hands at any time, from any distance, by casting this spell again as a free action. You may have only one item prepared in this way at a time. This effect cannot cross the boundary of a Crystal Sphere and is erratic in the Astral Sea. It is a bad idea to cast this in the Warp. The effect often fails to cross force-fields and cannot cross barriers designed to prevent teleportation. As a rule of thumb items up to about a meter and a half in length, and 15 kg in mass are safe to work with.

### Blink

Conjuration 2

Focus Power Test: Conjuration + Willpower

Target Number: 20

Action: Half Action

Keywords: Verbal, Somatic

Duration: Instant

You teleport to a spot you can see within 40m.

### Lesser Servant

Conjuration 2

Focus Power Test: Conjuration + Willpower

Target Number: 20

Action: Full Action

Keywords: Material, Somatic, Combo-OK

Duration: One minute per caster level.

You summon a weak creature to aid you. It appears within arm's reach, has a rating of 2 in all characteristics plus 2 ranks in any relevant skills. ?

Material: A candle



**Porte**

Conjuration 3

Focus Power Test: Conjuration + Willpower

Target Number: 20

Action: Half Action or Reaction Action

Keywords: Somatic

Duration: One hour per Caster level.

You create a portal large enough for a person to walk through in a place you can see within 100m. The portal must be placed on a relatively flat surface, but can otherwise be set at any angle. If the surface moves relative to it's surroundings it vanishes instantly. You must cast this spell twice for it to have much effect. If the portals move relative to each other one of them will vanish (which one seems random). The portals are like a doorway - there's no real space between them, entering one immediately puts you out the other. You can hang halfway through a portal, though if one is closed you're expelled through the open side. Momentum is conserved through the portals. You may only have two portals open at once. If you attempt to open a third, you must choose which of the existing portals closes.

**Jaunt**

Conjuration 3

Focus Power Test: Conjuration + Willpower

Target Number: 25

Action: Reaction Action

Keywords: Verbal, Combo-OK

Duration: Instant

! You instantly teleport up to 10m away. If used in Reaction to an attack, you can use this as a Dodge attempt.

**Greater Servant**

Conjuration 4

Focus Power Test: Conjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Material, Somatic, Combo-OK

Duration: One minute per caster level.

As Lesser Servant, except that the summoned creature has 4 in all characteristics and 4 in all relevant skills.

Material: A candle

**Teleport**

Conjuration 4

Focus Power Test: Conjuration + Willpower

Target Number: 30

Action: Full Action

Keywords: Combo-OK, Somatic, Verbal

Duration: Instant

As Blink, but with no maximum distance, and you may teleport anywhere you have seen before. Unless you are extremely familiar with the destination, you must make a Wisdom + Perception check against TN 25 (The SM may raise the TN for locations you've only seen once or have seen only from a distance or through divination spells). Teleport cannot be used to teleport through Crystal Spheres or into shielded ships. You can bring along 1 size worth of another creature per raise on the Focus Power test. You need to be holding on to them and it has to be the whole creature or nothing, cybernetics or equipment that increases resilience counts as an increase to size (this is mostly just Power Armor).

**Gate**

Conjuration 5

Focus Power Test: Conjuration + Willpower

Target Number: 35

Action: Full Action or 1 hour (see text)

Keywords: Somatic, Combo-OK (see text)

Duration: One hour per Caster Level.

When cast in combat as a Full Action this spell is Combo-OK and functions as Porte, with the exceptions that it creates both portals at once and that those portals last until at least the start of the Caster's next turn. When cast as a one hour Non-Combat ritual it targets a doorway, archway, corridor, or entrance. It then creates a portal in that space and another portal of the same size and orientation almost anywhere else, even places that you haven't seen before. As with Porte these portals are fixed to their surroundings and have no distance between them. Unlike Porte they don't vanish if they get moved. Unless you are extremely familiar with the destination, you must make a Wisdom + Perception check against TN 25 (the SM may raise the TN for locations you've only seen once or have seen only or through divination spells), or TN 50 for places you only know exist. Gate cannot be used to pass through Crystal Spheres or into shielded ships.



## Divination School

### Augury

Divination 1

Focus Power Test: Divination + Wisdom

Target Number: 20

Action: Full Action

Keywords: Material, Somatic, Non-Combat

Duration: Instant

✓ You get a general idea of if your current course of action is likely to have positive or negative results for you. A failure on this spell simply inconclusive. You can attempt this spell once per hour but the TN of the Focus Power test increases by +10 for every additional attempt within the last 12 hours.

Material: Dice, cards, runes, or some other means of telling a fortune.

### Whisper

Divination 1

Focus Power Test: Divination + Wisdom

Target Number: 15

Action: Free Action

Keywords: Verbal, Combo-OK, Subtle

Duration: One scene (E)

You send and receive a short messages (of a sentence or so) to a target you can see. No one but you and the target can hear the messages. You get one message each way plus another message either way for each raise on the Focus Power test.

### Luck

Divination 2

Focus Power Test: Divination + Wisdom

Target Number: 20

Action: Half Action

Keywords: Somatic, Combo-OK, Subtle

Duration: One scene (E)

Until the end of the scene, you gain 1 extra 'floating' rolled die that you may apply an action. For every raise you get, you gain one additional floating die. You may use a number of these floating die up to your Level on any one roll. Once used, they vanish.

### Forsee

Divination 2

Focus Power Test: Divination + Wisdom

Target Number: 15

! Action: Reaction Action

Keywords: Verbal

Duration: Instant

You may use this spell in place of a Dodge test.

### Scry

Divination 3

Focus Power Test: Divination + Wisdom

Target Number: 25

Action: Full Action

Keywords: Verbal, Somatic, Non-Combat, Saving Throw, Focus, Subtle

Duration: Concentration (Half)

To cast this spell, you must have an object that belongs to the target you wish to scry, or a part of their body (like a lock of hair). The target must be in within a range of several light years and rolls Arcana + Willpower to resist. If this spell is successful, you can see and hear the target and their surroundings out to about 10 meters. You must spend a half action every round to maintain this effect.

Focus: A mirror, crystal ball or scrying pool

### Precognition

Divination 3

Focus Power Test: Divination + Wisdom

Target Number: 25

Action: Half Action

Keywords: Somatic, Combo-OK, Subtle

Duration: One scene (E)

You may reroll one failed roll. For every raise you get on the Focus Power test, you get one additional reroll. You may use these rolls in addition to any other reroll abilities and may use a number of them up to your Level on any one Test.

### Unluck

Divination 4

Focus Power Test: Divination + Wisdom

Target Number: 30

Action: Half Action

Keywords: Attack, Combo-OK, Saving Throw

Duration: One scene

Choose a target within 10m. He loses one rolled die from all rolls, plus one for every raise on the Focus Power test. The target may resist with Arcana + Willpower.



### Mind Net

Divination 4

Focus Power Test: Divination + Wisdom

Target Number: 30

Action: Full Action

Keywords: Mind-Affecting, Subtle, Language Dependent, Saving Throw

Duration: One scene

You create a telepathic network between sapient minds. Until the end of the scene you, and up to five other people within 200m, can speak through this network silently and instantly. Unwilling targets get an Arcana + Wisdom save to be unaffected. Each casting of this spell creates a different network. All messages are intentional and include everyone in that network. This spell cannot be used to read minds.

### Commune

Divination 5

Focus Power Test: Divination + Wisdom

Target Number: 35

Action: Full Action

Keywords: Focus, Non-Combat, Language Dependent, Verbal, Material

Duration: One minute per level.

You begin a conversation with anyone you name, regardless of distance or barriers between you. The target may end this conversation at any time.

Focus: A scrying pool, crystal ball or mirror.

Material: Incense.





## ! Enchantment School

### Charm Person

Enchantment 1

Test: Enchantment + Charisma

Target Number: 15

Action: Half Action

Keywords: Mind-Affecting, Non-Combat, Subtle, Saving Throw, Language Dependent

Duration: One scene

The target likes you for no reason at all, treating you like an old friend and granting +2k0 to all social rolls and a +0k1 on those same rolls for every two raises on the Focus Power test. The target may resist with Arcana + Willpower. If you treat a charmed target well, they might just continue to think of you as a friend.

### Command

Enchantment 1

Test: Enchantment + Charisma

Target Number: 15

Action: Half Action

Keywords: Attack, Combo-OK, Language Dependent, Mind-Affecting, Saving Throw, Verbal

Duration: Instant

Deliver a one-word command to the target, which they must attempt to obey with their next action if they fail an Arcana + Willpower saving throw. Targets will automatically resist obviously self-destructive commands like "Suicide" or a command to jump off a bridge.

If they can not complete the action with their next action in combat, they will attempt to do their best given the time they have. Characters who fail the saving throw by less than two checks may spend a Hero Point to subvert and misunderstand the command, or a Resource point to merely obey the command to the letter (Appendix D, p.372).



### Stun

Enchantment 2  
 Test: Enchantment + Charisma  
 Target Number: 20  
 Action: Half Action  
 Keywords: Attack, Somatic, Saving Throw, Combo-OK  
 Duration: Instant  
 One target within 10m must test Arcana + Composure or be Stunned (p.263) until the end of their next turn. Once they are not Stunned, if the save failed with a check they lose their next Half Action and cannot take a full action on their next turn. Two checks increases that loss to both Half Actions.

### Attraction

Enchantment 2  
 Test: Enchantment + Charisma  
 Target Number: 20  
 Action: Full Action  
 Keywords: Mind-Affecting, Saving Throw, Non-Combat, Subtle, Touch  
 Duration: One hour  
 The touched object or creature generates an aura that just draws attention from everyone around. Creatures passing within 30m can't help but stop and look. If it's a person, they hang on his every word, giving +1k1 to all social rolls. People will attempt to interact with the target - opening doors, talking to them, and so forth. This effect lasts up to one hour, and may be resisted with Arcana + Wisdom.

### Dominate

Enchantment 3  
 Test: Enchantment + Charisma  
 Target Number: 25  
 Action: Full Action  
 Keywords: Attack, Verbal, Saving Throw, Language Dependent, Mind-Affecting  
 Duration: Concentration (Half)



You take control of a target creature within 10m. You must spend a Half Action each round to maintain this effect. The target may test Arcana + Willpower to resist. If you ask the target to do something outside of it's nature, it gets a free raise to that roll. If you force it to do something self-destructive or harmful to an ally, it gets two free raises. After the initial save, instructing the target to take a different action that would get more raises to the save than before will give the target another save.

### Awe

Enchantment 3  
 Test: Enchantment + Charisma  
 Target Number: 25  
 Action: Full Action  
 Keywords: Attack, Somatic, Saving Throw, Combo-OK  
 Duration: Instant  
 This works as Stun, except on all creatures within a 30m radius, not including the caster.

### Encore

Enchantment 4  
 Test: Enchantment + Charisma  
 Target Number: 30  
 Action: Half Action  
 Keywords: Mind-Affecting, Verbal, Saving Throw  
 Duration: One round per level.  
 The target within 30m must test Arcana + Wisdom each turn or else he must repeat the same actions he took in his last turn, if possible.

### Designated Target

Enchantment 4  
 Test: Enchantment + Charisma  
 Target Number: 30  
 Action: Half Action  
 Keywords: Attack, Somatic, Saving Throw, Combo-OK  
 Duration: One round per Level  
 A target (usually a person) within 40m instantly becomes everyone's hated enemy. The target may try to resist with Arcana + Fellowship. If they fail then even their previous allies consider them an immediate and lethal threat.

### Geas

Enchantment 5  
 Test: Enchantment + Charisma  
 Target Number: 35  
 Action: Half Action  
 Keywords: Attack, Subtle, Verbal, Language Dependent, Mind-Affecting, Saving Throw  
 Duration: One Day (E)

This works as Command, save the target will follow suicidal commands if they fail their saving throw and they may undertake extended actions rather than just using their next action. The Geas can be a sentence or two with modifiers, as long as it encompasses a single activity. ("Stay close and protect me. Shoot sorcerers first.") The effect of the Geas lasts until it has been fully completed or until a full day has passed.





## Evocation School

### Magic Missile

Evocation 1

Test: Evocation + Charisma

Target Number: 15

Action: Half Action

Keywords: Attack, Combo-OK, Somatic

Duration: Instant

✓ One target within 30m takes E type damage equal to  $2k1 +$  your dots in Evocation. For every raise on the Focus Power test you can copy this spell and attack the same target, or at a different target. This spell cannot be dodged. The maximum number of copies you can add is equal to your dots in Evocation.

### Energy Burst

Evocation 1

Test: Evocation + Charisma

Target Number: 15

Action: Half Action

✓ Keywords: Attack, Combo-OK, Somatic, Verbal Ranged Touch (Level + Ballistics)

Duration: Instant

Make an attack with Blast(2) that deals  $3k2$  E damage, plus 2 damage per Level, at a range of up to 30m.

### Energy Grasp

Evocation 2

Test: Evocation + Charisma

Target Number: 20

Action: Half Action

Keywords: Attack, Combo-OK, Somatic, Verbal, Touch (Level + Brawling)

Duration: One round (E)

Your hand glows with an awesome power. One of your hands is charged with the spell effect until the end of your next turn. Make a normal unarmed Brawling attack and use the same Evocation + Charisma dice as in the Focus Power test for the damage roll. This may not be combined with regular brawling, weapon, or with grappling attacks.

### Energy Ray

Evocation 2

Test: Evocation + Charisma

Target Number: 20

Action: Full Action

Keywords: Attack, Combo-OK, Somatic, Ranged Touch (Level + Ballistics)

Duration: Instant

Make a ranged attack at a range of up to 50m per level. This attack deals  $5k3$  E type damage.





### Energy Ball

Evocation 3

Test: Evocation + Charisma

Target Number: 25

Action: Half Action

Keywords: Attack, Material, Somatic, Combo-OK, Ranged Touch (Level + Ballistics)

Duration: Instant

Make an attack with a 30m range that does 2k1 magical E damage per Level of the caster with Blast(10).

Material: A pinch of gunpowder.

### Energy Aura

Evocation 3

Test: Evocation + Charisma

Target Number: 25

Action: Reaction Action

Keywords: Attack, Somatic, Verbal, Focus

Duration: One scene.

Create an aura around yourself that deals 3k1 magical E damage, plus 1k0 per dot of Evocation, and plus 0k1 for every two raises on the Focus Power test. Everything in melee range of you takes damage. The nearby scenery takes half damage unless you intentionally attack or touch it, then it takes full damage. Things only take damage from the aura once each round, but there is no special timing. Everything that comes within reach during a round takes damage.

Focus: A 4cm wide red gemstone.

### Energy Wall

Evocation 4

Test: Evocation + Charisma

Target Number: 25

Action: Full Action

Keywords: Attack, Material, Somatic

Duration: One scene

Create a wall of energy that is 10 meters long, 5 meters high, plus another 5m of length or 1m of height for each raise on the Focus Power test. The wall can be curved over 45 degrees along 5m of its length, closing a circle 12m across if it is 40m in length. The wall begins within 20m of you and extends in any direction along the surface that it starts on. Anything touching or passing through the wall takes 4k2 magical E damage, plus 5 damage per dot of Evocation. The wall is transparent but the distortions it causes give +10 to Static Defense and -10 on Perception checks against things on the other side. Material: A vial of oil.

### Energy Bits

Evocation 4

Test: Evocation + Charisma

Target Number: 5

Action: Full Action

Keywords: Attack, Somatic, Verbal, Combo-OK, Ranged Touch (Level + Ballistics)

Duration: One Scene (E)

Create one sphere of energy plus one for every raise you get on the Focus Power test. These spheres last until the end of the scene. You may expend any number of these spheres on your subsequent turns as a Free Action. For each sphere you expend, make a ranged attack with a range of 50m that deals 4k2 magical E type damage.

### Energy Meteors

Evocation 5

Test: Evocation + Charisma

Target Number: 35

Action: Full Action

Keywords: Attack, Somatic, Verbal, Combo-OK, Ranged Touch (Level + Ballistics)

Duration: Instant

Make an attack with Burst(10) that deals 6k4 magical E damage at a range of up to 120m. Copy this spell for each dot in Evocation used in the Focus Power test.





## healing School

### Cure Light Wounds

Healing 1

Test: Healing + Wisdom

Target Number: 15

Action: Half Action

Keywords: Touch, Verbal, Somatic, Combo-OK

Duration: Instant

- ✓ The target is healed an one Hit Point for every three raises on the Focus Power test. The caster may spend one Resource point to heal the target an additional Hit Point.

### Boon

Healing 1

Test: Healing + Wisdom

Target Number: 15

Action: Half Action

Keywords: Combo-OK, Verbal

Duration: One Minute (E)

- ✓ All allies within 10m get +1k0 on their next skill roll made within one minute. The bonus lasts for an additional skill roll for every two raises on the Focus Power test.

### Regeneration

Healing 2

Test: Healing + Wisdom

Target Number: 20

Action: Full Action

Keywords: Non-Combat, Somatic, Touch

Duration: Instant

You touch a target. If used on a target that is missing a limb, and they spend a week getting bed rest, they may regrow one missing limb during that time.

### Boost

Healing 2

Test: Healing + Wisdom

Target Number: 20

Action: Half Action or Reaction Action

Keywords: Verbal

Duration: Instant

Choose an Ally within 10m. That ally may immediately take a Half Action or a free Reaction, the same as the one used to cast this spell. This does not change that ally's place in the Initiative order.

### Cure Moderate Wounds

Healing 3

Test: Healing + Wisdom

Target Number: 20

Action: Full Action

Keywords: Touch, Verbal, Somatic, Combo-OK

Duration: Instant

The target is healed for one Hit Point for every two raises on the Focus Power test. The caster may spend up to his Level in Resource points and heal the target that many more Hit Points.

### Rebuke

Healing 3

Test: Healing + Wisdom

Target Number: 25

Action: Half Action

Keywords: Attack, Saving Throw, Verbal

Duration: Instant

Choose a target within 10m. They must save against the result of the Focus Power test, using Devotion as rolled dice and Level as kept dice. The target takes 1d5 Wounds. If they succeeded in saving they take one less Wound and another Wound less for each raise on the save. If they failed then they take additional Wounds equal to the number of checks on the save. If the target is of the same Alignment (p.192) as the caster then they receive Fatigue instead of Wounds. Things without Devotion (robots, zombies, golems, kaiju, tanks, etc.) are immune to this spell.

### Consecrate

Healing 4

Test: Healing + Wisdom

Target Number: 30

Action: Full Action

Keywords: Material, Somatic, Verbal

Duration: Concentration (Half) + 10 rounds

The caster enchants an area 50m in radius, centered on herself. All allies within this area gain a +1k0 to all rolls (including damage rolls). The caster may spend a Half Action every round to merely maintain this area. This area's radius degrades by 5m every round after the caster stops maintaining the spell.

Material: Holy water or incense.

### Holy Weapon

Healing 4

Test: Healing + Wisdom

Target Number: 30

Action: Half Action

Keywords: Touch, Somatic, Verbal, Focus

Duration: One day.

The touched weapon deals +1k1 damage to anyone and anything that does not worship your god. In addition it counts as a magical weapon and Power weapon (Equipment, p.204) for the duration of this spell. This effect lasts for one day. Enchanting a different weapon ends the previous effect immediately.

Focus: A sharpening stone.

### Resurrection

Healing 5

Test: Healing + Wisdom

Target Number: 35

Action: Full Action

Keywords: Non-Combat, Somatic, Touch, Verbal

Duration: Instant

The caster spends five Resource points and the touched corpse is returned to life at zero Hit Points. The subject loses one dot of Constitution. If they had only one dot of Constitution to begin with, the spell fails and they can never be returned to life. The body needs to be mostly intact or a clone body that incorporates some pieces of the original. There is a time limit of days equal to the combined Devotion scores of the caster and the target, after which the target cannot be raised from the dead. Spending a Hero point increases the time span to weeks, and burning a Hero point (p.239) increases it to decades.





## ! Illusion School



### Image

Illusion 1

Test: Illusion + Intelligence

Target Number: 15

Action: Full Action

Keywords: Somatic, Subtle, Combo-OK

Duration: Concentration (Half)

You create an image up to 3m x 3m x 3m within 10m. You must spend a Half Action on each of your turns after the first to maintain it. If you spend a Full Action to maintain the spell, you may make the image move until the start of your next turn, though it cannot leave the initial area it was created in - an illusion of a man could be made to blink and shift his weight, for example, instead of being static. A Wisdom + Perception test against the result of the Focus Power test might allow viewers to tell it is unreal.

### Disguise

Illusion 1

Test: Illusion + Intelligence

Target Number: 5

Action: Half Action

Keywords: Material, Non-Combat, Somatic

Duration: Concentration (Reaction)

You may use this spell instead of the Disguise skill in order to disguise yourself, the result of the Focus Power test being the quality of your disguise. You must spend one Reaction Action per turn to maintain this disguise.

Material: A pinch of rouge.

### Invisibility

Illusion 2

Test: Illusion + Intelligence

Target Number: 5

Action: Full Action

Keywords: Combo-OK, Somatic, Subtle

Duration: One minute per level (E)



You become invisible, and may use the result from this Focus Power test in place of Stealth rolls involving sight. This effect lasts up to one minute per Level, but immediately ends if you make an attack.

### Ghost Sound

Illusion 2

Test: Illusion + Intelligence

Target Number: 20

Action: Half Action

Keywords: Verbal, Subtle, Combo-OK

Duration: Concentration (Reaction)

You create a sound from a source up to 20m away. If you get at least one raise on the Focus Power test, you can create intelligible speech. If you get two raises, you may mimic a specific person's voice. This sound can be from as quiet as a whisper to loud as a gunshot. When you concentrate on this spell you can change the sound or the volume, but not both at once. This spell combos well with Image.



### Silence

Illusion 3

Test: Illusion + Intelligence

Target Number: 25

Action: Half Action

Keywords: Touch, Somatic, Combo-OK

Duration: One minute per level.

A touched object or person radiates an aura of silence out to 5m. Stealth tests involving sound within this area automatically succeed, Perception tests involving sound automatically fail, and sounds from outside the area simply cease to exist at the border. This effect lasts for one minute per Level of the caster.





### Mirror Image

Illusion 3

Test: Illusion + Intelligence

Target Number: 25

Action: Full Action

Keywords: Combo-OK, Somatic, Verbal

Duration: One scene (E)

You create duplicate images of yourself that distract enemies. These images remain close to you. You create one image plus one for every raise on the Focus Power test, up to your level in additional images. Whenever you are struck by an attack, the attacker must roll randomly between you and your images to see what he hits. An image struck by an attack is destroyed.

### Improved Invisibility

Illusion 4

Test: Illusion + Intelligence

Target Number: 25

Action: Full Action

Keywords: Subtle, Somatic

Duration: One minute

This functions as Invisibility, save that its duration is only one minute and making an attack does not immediately end the spell.



### Programmed Image

Illusion 4

Test: Illusion + Intelligence

Target Number: 30

Action: Full Action

Keywords: Somatic, Verbal, Focus

Duration: One hour per dot of Illusion used in the Focus Power test

This works as Image, but within an area of up to 7m per side, plus another 2m per raise on the Focus Power test. It is animated if the caster so wishes and includes sounds up to and including intelligible speech, gunshots, and screaming. Smells are included within the area, like good food, sewage, and napalm. The illusion reacts to a number of stimuli equal to the caster's Intelligence, with both the action and trigger decided at the time of casting. For example, a sorcerer with Intelligence 3 could create the illusion of soldiers with an autoguns and a knives that reacts as follows: they fire on anyone approaching within 90m, successfully dodge when anything shoots at them, and they pull the knives and attack when people get into melee range.

Focus: A picture. It can be as simple as stick figures scratched in the dirt or as complicated as a projected holographic computer video. But it must have line of sight to the area of the illusion.

### Permanent Image

Illusion 5

Test: Illusion + Intelligence

Target Number: 35

Action: Full Action

Keywords: Somatic, Verbal

Duration: Indefinite (see text)

This produces a complete, five-full-senses, illusion that is nearly indistinguishable from reality. It covers a roughly cubic area 10m on a side with an additional 5m per side for each raise on the Focus Power test. The illusion lasts until it is dispelled. As a Reaction Action the caster can concentrate on the spell to animate it, or to make it fade in or out of visibility. Any animations continue as specified by the caster until she uses another Reaction Action to stop or change them..





## Necromancy School

### Flush of Life

Necromancy 1

Test: Necromancy + Intelligence

Target Number: 15

Action: Half Action

Keywords: Non-Combat, Subtle, Touch

Duration: One Scene or one hour (see text)

The touched corpse breathes, looks less pale and otherwise seems to be alive (but in a coma) to even detailed examination. This lasts for a scene or for an hour plus an additional hour for each raise that you get on the Focus Power test, whichever is longer. This is a full and effective disguise capable of faking any necessary biological functions. A deep scan or medical invasion may allow a *Medicae* or *Arcana* test to discern the truth. You may cast this spell on yourself.

### Rot

Necromancy 1

Test: Necromancy + Intelligence

Target Number: 15

Action: Half Action

Keywords: Attack, Combo-OK, Somatic

Duration: Instant

This causes items to age and rot. You may target a 1m cube within 20m. Items within that cube are subjected to terrible powers. Food spoils, water becomes stagnant. If you get one raise on the Focus Power test, wood crumbles and rots. Two raises erode stone and reduce concrete to sand. A third raise, and even metal rusts and flakes away. This spell does not affect attended items like a person's equipment. It may affect vehicles.

### Draining Touch

Necromancy 2

Test: Necromancy + Intelligence

Target Number: 20

Action: Half Action

Keywords: Attack, Somatic, Touch (Brawling), Combo-OK

!

Duration: Instant

Make an unarmed melee attack that deals  $2k1+5$  magical R damage plus an additional  $+1k0$  for every raise on the Focus Power test. If you are a Vampire, you gain one Vitae for each Wound that this attack causes.

### Speak with Dead

Necromancy 2

Test: Necromancy + Intelligence

Target Number: 20

Action: Full Action

Keywords: Focus, Language Dependent, Non-Combat, Somatic, Touch, Verbal

Duration: Instant

Once a day, for one scene, the touched corpse will truthfully answer one question to the best of it's ability, in the normal mode of communication for that species, plus an additional question for each raise on the Focus Power test. The corpse must be sufficiently intact to communicate. A loose head (a normal talking type) will require lip reading or tracheal air pumping. The corpse can only report what it experienced in life and cannot choose, deduce, or draw conclusions. Answers may be vague or inaccurate if the knowledge of the deader was vague and incomplete. This spell does not work on skeletal remains, robots, or corpses without the normal means to communicate. Clones know only what that body experienced. Focus: A metal disk inscribed with runes.

### Torment

Necromancy 3

Test: Necromancy + Intelligence

Target Number: 25

Action: Half Action

Keywords: Attack, Combo-OK, Saving Throw Somatic, Verbal

Duration: Instant

All creatures within 10m lose half of their remaining Hit Points, including the caster and his allies. Creatures roll *Arcana* + *Constitution* to resist. Undead creatures (Vampires, zombies, etc) get a free raise on their save. ✓

### Raise Dead

Necromancy 3

Test: Necromancy + Intelligence

Target Number: 25

Action: Full Action

Keywords: Material, Touch, Non-Combat

Duration: Indefinite

Spend a Resource point. The touched corpse becomes a terrible undead creature, a mockery of life. If it is in good condition, it can pass for a (very sick) living creature for a short time. Regardless of the humanoid that it comes from, it uses the stat block for the Walkin' Dead from the Antagonists chapter (p.349). Material: A black gem. ✓



### Corrupted Earth

Necromancy 4

Test: Necromancy + Intelligence

Target Number: 30

Action: Full Action

Keywords: Material, Somatic, Verbal

Duration: Concentration (Half) + 10 rounds

The caster enchants an area 50m in radius, centered on herself. Those in the area who are not allies of the caster and are not undead, suffer -1k0 on all rolls (including damage rolls). The caster may spend a Half Action every round to maintain the area. The area degrades and loses 5m of radius every round after the caster stops maintaining the spell.

Material: Holy water or incense.

### Zombie Plague

Necromancer 4

Test: Necromancy + Intelligence

Target Number: 30

Action: Full Action

Keywords: Material, Verbal, Somatic, Touch, Non-Combat

Duration: Instant

?

This spell works as Animate Dead. However any living creature killed by a zombie that was created by this spell, is subject to the Zombie Plague spell itself. Potentially, this can create entire hordes of zombies. The caster can command these zombies when they are personally present and the zombies will retain those instructions for 1d5 days. After that time the zombies go feral and start wandering around looking for brains to eat (eating brains doesn't do anything for them, it's just something they do). The original caster of the spell can reassert control over any zombies in the immediate area by issuing new commands.

Material: A big black gemstone.

### Necromutation

Necromancer 5

Test: Necromancy + Intelligence

Target Number: 35

Action: Full Action

Keywords: Focus, Somatic, Verbal, Combo-OK

Duration: See text.

When this spell is cast, the caster's Hit Points are reduced to zero and he cannot benefit from any healing effects for the rest of the scene. The caster is immune to all Hit Point loss, Bleeding, Stunning, Fatigue, poisons, toxins, diseases, the need to eat or breathe, and critical hits (p.260) for 1d5+5 rounds, plus an additional round per raise on the Focus Power test. For the rest of the scene you can use the effect of the Draining Touch spell as if you had successfully cast the spell (vampires cannot heal themselves with this effect).



Focus: A medallion decorated with symbols of undeath.





## Transmutation School

### Swift Change

Transmutation 1  
Test: Transmutation + Wisdom  
Target Number: 15  
Action: Free Action  
Keywords: Combo-OK, Somatic  
Duration: Instant  
You may change into any clothing or armor you're carrying in an instant. If you have a natural shape-changing ability (like a Werewolf's shifting) you may use that as well.

### Treesong

Transmutation 1  
Test: Transmutation + Wisdom  
Target Number: 15  
Action: Half Action  
Keywords: Touch, Verbal  
Duration: Instant  
You shape living wood and living plants as if you were sculpting clay. The effect is permanent. You may affect up to 1 cubic plus an additional cubic meter per raise on the Focus Power test. Use the Craft skill for complex items (TN 10 for a swivel chair, TN 30 for a fancy coo-coo clock). If you use this spell to attack a plant-person you can use the Focus Power result in place of your regular damage.

### Magic Fang

Transmutation 2  
Test: Transmutation + Wisdom  
Target Number: 20  
Action: Half Action  
Keywords: Somatic, Touch, Combo-OK  
Duration: One Scene  
The touched creature's natural weapons and unarmed attacks deal an additional kept die of damage and count as magic weapons.

### Animal Power

Transmutation 2  
Test: Transmutation + Wisdom  
Target Number: 20  
Action: Half Action  
Keywords: Combo-OK, Verbal, Touch  
Duration: One scene.  
The target creature gets +1 to one physical attribute (Strength, Dexterity, or Constitution). For every two raises on this roll the bonus increases by another +1.

### Enlarge/Shrink

Transmutation 3  
Test: Transmutation + Wisdom  
Target Number: 25  
Action: Half Action

Keywords: Verbal, Somatic, Touch, Saving Throw  
Duration: One scene.

This spell changes the Size of the touched target by two points plus another two points for every two raises on the Focus Power test. Worn and wielded equipment changes size with the target, but items that are just being hauled along do not change size. The maximum size of an object or creature that can be affected is twice your dots in Transmutation when you cast this spell. The maximum change in the target's size is equal to twice your dots in Transmutation when you cast this spell (the minimum size possible is zero, about

25cm tall and a kilo or two). For figured statistics each 2 points of size change will change Static Defense by 4 points and Resilience by 1 point. An unwilling target must be hit with an unarmed attack made during the Focus Power test and may make a Arcana + Constitution or Arcana + Size save to negate the spell. Generally speaking a doubling of size will increase the volume and the mass of the thing by 8x. Wooden floors, deep mud, and frankly any sort of weight bearing surface or terrain that wheeled vehicles can get stuck in may start causing problems.



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### Transformation

Transmutation 3

Test: Transmutation + Wisdom

Target Number: 25

Action: Full Action

Keywords: Somatic, Touch, Verbal, Material

Duration: One scene

The touched creature assumes wolf form. Obviously in wolf form the subject cannot speak, manipulate any but the simplest objects, or do other things most people take for granted. The target gains +1k1 to Perception tests, the Quadruped trait from the Antagonists section (p.336), +2 Dexterity, -1 Size, and a 1k1 R melee Brawling bite attack that they are automatically proficient with. Willing targets can end the spell and return to their normal form at any time as a Half Action. An unwilling target must be hit with an unarmed (Brawling) attack made during the Focus Power test and may make an Arcana + Constitution or Arcana + Size save to negate the spell, but they cannot return to their normal shape unless the magic is dispelled, the duration ends, or they can use some other method of changing their shape back to normal. At the SM's discretion other transmutation forms may be available.

Material: A lock of hair or chunk of skin from the target creature type.

### Earth Song

Transmutation 4

Test: Transmutation + Wisdom

Target Number: 20

Action: Full Action

Keywords: Somatic, Touch, Non-Combat

Duration: Instant

You shape earth, stone, ore, pure unenchanted metal, unliving shell or chitin, unliving bone and leather, and wood as if you were sculpting clay. It absolutely cannot affect enchanted objects, artifacts, necrodermis, wraithbone, plastics, alloys, and other technological materials. The effect is permanent. You may affect up to 1 cubic plus an additional cubic meter per raise on the Focus Power test. Use the Craft skill for complex items (TN 10 for a swivel chair, TN 30 for a fancy coo-coo clock).

### Primal Power

Transmutation 4

Test: Transmutation + Wisdom

Target Number: 30

Action: Half Action

Keywords: Verbal, Somatic, Material, Touch

Duration: One scene.

This works as Animal Power, except instead of choosing a characteristic, the bonus applies to all three physical characteristics.

Material: A tooth from a predatory animal.

### Dragon Form

Transmutation 5

Test: Transmutation + Wisdom

Target Number: 35

Action: Half Action

Keywords: Focus, Somatic, Verbal, Combo-OK

Duration: One Scene

This spell temporarily transforms the caster into a dragon. As part of the transformation any armor, and worn or wielded equipment that would be unusable in the new form, melds into the character and is unavailable and inactive for the duration of the spell. The caster gains +4 Size, +3 Strength, +2 Constitution, +1 Charisma, -1 Dexterity, -2 Fellowship, 8 points of naturally scaly armor that doesn't stack with worn armor, the Iron Jaw feat (p.125), a flying speed equal to twice his land speed, Darksight (p.336), a fiery breath attack that uses the same profile as a best quality Flamer (p.203 and p.205) which can be used as a Half Action each round, a 2k2 R melee claw and bite attack that uses the Brawling skill and with which the caster is automatically proficient. The caster may end the spell and resume their normal form at any time as a Free Action.

Focus: A jade circlet.





Lance stepped out of the elevator, checking left and right with his laspistols. Glass shattered as another volley of fire came at him from below. Lance took cover behind a support beam and threw a grenade blindly towards the gunner. The blast shattered the rest of the windows on that floor. He spotted movement out of the corner of his eye and fired, arrows of light streaking towards the guard as both men fired on each other.

The guard dropped, a pool of bright red blood spilling under him. Lance dropped one of his laspistols as the pain hit him. Blood trickled down his left arm. The wound staggered him, the pain almost making him black out. The elevator behind him pinged. He turned, bringing his gun up. A plasma pistol was already aimed at him. And holding it was...

"Jim!" Lance said, surprised. The dragonborn gunman stepped around him and fired a bolt of white-hot plasma at another guard as he appeared behind Lance. The bolts blasted through the man's light armor and sent him to the ground in a cloud of fire and smoke.

"Where's Kharne?" Lance asked.

"Top floor. This way!" Jim led the way, Lance nursing his injury and watching the massive dragonborn's back. He tossed another grenade back the way they had come, collapsing the corridor on two unfortunate men who had been following.

Jim unlocked the express elevator with his multitool. As Lance caught up to him, a dark shape appeared at the end of the hallway, hefting a heavy weapon.

"Jim!" Lance screamed. The dragonborn turned just as the heavy bolter opened up, filling the air with screaming steel. Lance threw himself to the ground and fired wildly. The bolter fell silent as Lance's shots struck true. Lance ran over to Jim as the dragonborn collapsed, split open by the explosive shells of the heavy bolter.

"Kharne... he's got to be stopped..." Lance gasped. He smiled through the pain. "I was waiting... for you to come back and take over." The dragonborn went limp as he finally bled out.

Lance took the express elevator up. There were no guards on the top floor. He could feel Kharne waiting for him. A blast rocked the station. The entire penthouse roof disintegrated. Force fields snapped into place, just barely holding back the vacuum.

"So," Kharne said. "You're finally awake." Lance stepped through the smoke and rubble. The Mark of Bahamut on his chest burned. He could make out the crimson light shining from the Mark of Khorne that Kharne bore. "I told you before, Lance. I'm the only one who can kill you and set you free."

"Those words apply to you as well, Kharne." Lance smiled grimly. "Either way, it's going to end here." He raised his laspistol, his vision blurry with fatigue. Kharne's chainaxe rumbled. It would all be over soon, one way or the other.



## SWORD SCHOOLS

**T**he Sublime Way. The Nine Disciplines. Blade Magic. All of these are terms that have been used to describe the almost superhuman fighting abilities that are the hallmark of heroic combat. The uncanny power of the Sublime Way springs from a blend of physical skill, mental self-discipline, and adherence to distinct martial philosophies. Many of the Advantages of the various martial disciplines aren't magic at all - they are simply demonstrations of superhuman skill and training. Although many of the Advantages and methods taught by the Sublime Way are mundane in execution and effect, their results can sometimes rival spells.

The warriors who study the Nine Disciplines are Martial Adepts, capable of battlefield feats beyond those that a traditionally schooled and trained warrior can hope to accomplish. The typical fighter might display great skill in a weapon's basic cuts, thrusts, and parries, but a student of the Sublime Way believes that mastering a weapon requires self-discipline and spiritual austerity in addition to learning the correct postures and movements.

### MARTIAL ADEPT LEVEL

Some effects of Advantages and Restrictions will reference a character's Martial Adept level. A character's martial adept level is equal to the number of dots he has in his highest level Sword School. Where Magic Schools have little overlap (as represented by the way that each magical school is rolled as its own skill), the sword schools can be used together, and so a character's full Martial Adept level is always used regardless of from whence a particular advantage came from.

### Special Attacks

Special Attacks are the core of the Sublime Way. Unlike spells, which are codified and separate effects that can be combined by a skilled spellcaster, the skills of swordsmanship flow into one another, build on one another, with Martial Adepts adapting elements of each Sword School they know into their own personal fighting style.

The maneuvers of the Sublime Way are not given as simple combat actions. Each school teaches special Advantages and Restrictions that can be used to create your own special attacks.



**Advantages** are special bonuses that are applied to an attack action. It might give an enemy a Condition, apply a property to the attack, or just increase the damage dealt by the blow. Advantages from different schools can be used together to build attacks that transcend the nine schools and are truly a 'style without style'.

**Restrictions** are flaws in an attack. They may represent over-extending yourself to strike deeply at an opponent's most vulnerable location or striking lightly with extra precision. No matter how skilled a martial adept becomes, the more specialized they make their attacks, the more flaws they're forced to accept.

## HOW TO BUILD A SPECIAL ATTACK

Special Attacks start with choosing an action to base it on. You add Advantages and Restrictions to increase the power and utility of said attack, buying it with XP. There are Universal Advantages and Restrictions that can be used by any Martial Adept, but the majority of Advantages and Restrictions come from the Nine Disciplines.

Each attack is built on a specific action using a specific type of weapon. As a base, for example, you might select making a normal attack with a fencing weapon. The types of weapon you may select to use are restricted by the Sword Schools you have learned. Which actions you can use are similarly restricted by the Sword Schools you know.

At the first level of any sword school,



a martial adept gains access to the Universal Advantages and Restrictions, and may use Standard Attack actions to build Special Attacks. These are the basic training and universal abilities that all adepts can access.

Every Advantage on an attack costs a certain number of Style Points. While a Martial Adept has Style Points equal to their Martial Adept level to use on attacks he buys, going beyond that requires him to gain style points by adding Restrictions to his attack. Where Advantages give an attack additional ability or utility, Restrictions impose a penalty on the attack - this might be less damage, less accuracy, or a number of other things.

It's possible to both buy and improve attacks. Buying an attack is fairly inexpensive, costing 50 XP per Style Point of the attack. Improving an attack you already have costs, naturally, 50 XP per Style Point you add.

Some weapon types (such as Ordinary and Symbeth) have proficiencies that apply to both ranged and melee weapons. Special Attacks can only be used when making melee attacks with these weapons.

You cannot add Advantages or Restrictions to an attack that would have no effect - reduced damage to an action that causes no damage, modifiers to accuracy for an attack that has no attack roll, and so on.

### EXAMPLE SPECIAL ATTACK

Rocky is a Martial Adept with Setting Sun 3 and Iron Heart 2. His Adept level is 3, so he can use 3 Style Points to to build a new special attack. His available weapon options are Unarmed and Ordinary weapons, and his action options are Standard, Aim, and Fight Defensively.

First, he decides what weapon and action to use as a base. Rocky fights mostly with his bare hands, so he'll use Unarmed as his weapon choice. He wants to keep it simple this time, so his action choice will be a simple Standard Attack, something all Adepts have access to.

Now he chooses Advantages. He decides to go with Steel Wind from Iron Heart (1), Distraction Method (2) from Setting sun, and +1k1 damage from the First and Second damage universal advantages (4). This comes to seven points of Advantages, which means he'll need to choose four points of restrictions.

He chooses one Restriction to be Opening the Path (2), so he needs to choose two more points of Restrictions. He decides to go with the Difficult (1) and Inaccurate (1) universal disadvantages. He can only use the attack every other turn and takes a -1k0 to hit.

Lastly, he names the attack. He's decided to call it Boot To The Head. He spends 350xp for the seven Style Points of Advantages and has a new way to hurt people.



## Sword Schools

There are nine Sword Schools in the Sublime Way. These same schools and techniques have been discovered and rediscovered in different places and times throughout history. Some have even unlocked their secrets through intense personal meditation and study, with no teacher to guide them save their own desire to be the very best, like no other warrior ever was.

There are five levels of mastery to each school, represented by the number of dots you have in the school. The five levels of mastery are, in order, Apprentice, Initiate, Journeyman, Master, and Grandmaster. At each level of mastery, the Martial Adept unlocks new secrets of the Sword School.

At the first stage of mastery, the Apprentice learns the use of the school's chosen weapon type and combat action. A martial adept can only use the weapons and actions he has unlocked in this way in order to build special attacks - without this level of training, he simply doesn't have the true zen of it.

At the second stage of mastery, the Initiate begins learning the true secrets of the school. He learns the school flaw, a Restriction that is exclusive to that particular sword school, and the first school Advantage, which tends to be a core part of the school's style and teachings.

In the third stage of mastery, the Journeyman learns to incorporate the school's favored skill into his techniques, allowing him to use a skill Test with that skill as a restriction on his attacks. He also learns the second school Advantage, which further solidifies the style of the school.

In the fourth stage of mastery, the Master is just that, as master. They learn a special Mastery ability that they can always use, even if they're not making a Special Attack, that represents the sheer amount of training they've put into the Sword School. They also learn a new Advantage for their school, a powerful ability that even most martial adepts never see.

Finally, if a Martial Adept manages to get to the fifth stage of mastery, they gain the

school's ultimate secret technique, the most powerful Advantage that the school can give. There are almost no Grandmasters to learn this secret technique from, and nearly every person who has achieved this level of mastery has done so through their own training and personal perfection of the school's teachings.

When a person learns a new level of mastery they gain free Style Points equal to the new level that they can spend on creating new attacks or improving their existing attacks. **!**

### Universal Advantages

Name	Cost	Effect
<b>First Damage Improvement</b>	1*	Add +1k0 to damage.
<b>Second Damage Mastery</b>	3*	Add +0k1 to damage.
<b>First Accuracy Improvement</b>	1*	Add +1k0 to the attack roll.
<b>Second Accuracy Mastery</b>	2*	Add +0k1 to the attack roll.
<b>Penetration Mastery</b>	1*	For every Style Point you spend, add 2 to the attack's Penetration.

### Universal Restrictions



Name	Cost	Effect
<b>Difficult Strike</b>	(-1)	You may not use this attack if you used it in the last round.
<b>Last Resort</b>	(-2)	You may only use the attack once per scene.
<b>Restrained Force</b>	(-1)*	This attack deals -1k0 damage.
<b>Unbroken Skin</b>	(-2)*	This attack deals -0k1 damage.
<b>Inaccurate</b>	(-1)*	The attack roll is made at -1k0.
<b>Overextended</b>	(-2)*	The attack roll is made at -0k1.
<b>Non-Penetrating</b>	(-1)	This attack has 0 penetration.



## Desert Wind

Speed and mobility are the hallmarks of the Desert Wind discipline. Desert Wind maneuvers often involve blinding displays of sword skill, quick charges, and agile footwork. Some maneuvers from this school, however, draw power from the supernatural essence of the desert and allow an adept practitioner to scour his foes with fire.

The key skill for Desert Wind is Athletics. The odd weapons of the Syrnych are the traditional weapons used in Desert Wind special attacks. It's thought that the Syrnych were the first to use this fighting style, which isn't unlikely given the supernatural effects of the school.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Syrnych)	-	Use Syrnych weapons with your martial maneuvers.
Action (Called Shot)	-	Use Called Shot actions in martial maneuvers.
<b>Level 2: Initiate</b>		
Empty Hand	(-2)	Do not add your weapon's damage to this attack. It deals no damage. You may only apply this to actions that include an attack - you cannot apply this to an Aim action, for example.
Blistering Flourish	1	If this attack hits, the target is Dazzled until the end of your next turn and for another turn for every raise on the attack roll. 
<b>Level 3: Journeyman</b>		
Skill (Athletics)	(-1)	Make an Athletics + Dexterity check against the Static Defense of the target. If it fails, the attack fails
Burning Blade	1	You deal E type damage instead of the weapon's usual damage type and the target must save Dexterity at a TN of five times your Level or they are set On Fire (p.262).
<b>Level 4: Master</b>		
Mastery (Zephyr Dance)	-	When making a Charge attack, you do not need to move in a straight line.
Leaping Flame	2*	You may teleport right before or right after making this attack. The distance teleported is 5m for every time you take this advantage. 
<b>Level 5: Grandmaster</b>		
Holocaust Cloak	4	As part of this attack, everyone within 2m of you takes 4k2 magic E damage. If you move during this attack, it affects everyone that you come within 2 meters of. A target can only be affected by this effect once a round. Everyone damaged by this attack is set On Fire (p.262).

## Devoted Spirit

Faith, piety, and purity of body and mind are the wellsprings of a warrior's true power. Devoted Spirit attacks harness a practitioner's spiritual strength and her zealous devotion to a cause. This Sword School includes energies baneful to a creature opposed to the Martial Adept's cause, abilities that can keep an adept fighting long after a mundane warrior would fall to his enemies, and strikes infused with vengeful, fanatical power.

Medicae is the key skill for Devoted Spirit. Devoted Spirit adepts are trained in the use of the Flail, an difficult and awkward weapon for most to use. It has been suggested that the original masters of the Devoted Spirit school were taught by their gods themselves.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Flails)	-	Use Flail weapons with your martial maneuvers.
Action (Aid Another)	-	Use Aid Another actions in martial maneuvers. If you use this to aid another character's attack, any attack-related benefits from the special attack apply to the aided attack.
<b>Level 2: Initiate</b>		
Determination	(-2)	After making this attack you cannot take reactions until the start of your next turn.
Revitalizing Strike	1/3	For 1 point, heal an adjacent ally for 1 Hit Point. For 3 points, heal the ally for 2 Hit Points.
<b>Level 3: Journeyman</b>		
Skill (Medicae)	(-1)	Make a Medicae + Wisdom check against the static defense of the target. If it fails, the attack fails.
Phalanx Formation	1*	For every time you take this advantage an ally adjacent to you gains +3 static defense until start of your next turn or until they move away.
<b>Level 4: Master</b>		
Mastery (Ox Body Technique)	-	Your maximum Hit Points increases by 4.
Foe Hammer	3	For each die that exploded on the damage roll, roll another 1k1 damage and add it to the damage total. Added dice that explode give additional dice.
<b>Level 5: Grandmaster</b>		
Castigating Blow	6	Add your Devotion as rolled dice to the damage of this attack. Heal yourself or an adjacent ally Hit Points equal to the number of Wounds that you inflict.

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✓

✓



## Diamond Mind

True quickness lies in the mind, not the body. A student of the Diamond Mind discipline seeks to hone his perceptions and discipline his thoughts so that he can act even in slivers of time so narrow that others cannot even perceive them. A corollary of this speed of thought and action is the concept of the mind as the battleground. An enemy defeated in his mind must inevitably be defeated in the realm of the physical as well.

Scrutiny, the ability to read another person, is the key skill for Diamond Mind. Martial Adepts focused in Diamond mind use Fencing weapons, light and fast enough to move as fast as their user. It's said that this Sword School was developed by a Mortal as a means to defend himself from and even defeat the Exalted.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Fencing)	-	Use Fencing weapons with your martial maneuvers.
Action (Feint)	-	Use Feint actions in martial maneuvers. Any attack-related advantages you apply to the special attack apply to the normal attack made after a feint. That attack may not be a Special Attack of its own.
<b>Level 2: Initiate</b>		
Backhanded Blade	(-2)	This attack can only be used as an opportunity attack.
Dipping Swallow	1*	For each time that you take this advantage you gain a stacking +5 to all of your attempts to Parry attacks. This bonus lasts until the start of your next turn.
<b>Level 3: Journeyman</b>		
Skill (Scrutiny)	(-1)	As part of this attack, make a Scrutiny check against the static defense of the target. If it fails, the attack fails.
Disarming Technique	3	Any target hit with this attack automatically drops a held or loosely attached object of your choice. ✓
<b>Level 4: Master</b>		
Mastery (Open Form Motion)	-	You may use any sort of attack after a successful feint, not just a standard attack action.
Quicksilver Action	3*	For each time you take this advantage you make an additional attack with your weapon as part of this Special Attack. You do not use Reactions for these extra attacks.
<b>Level 5: Grandmaster</b>		
Essence Draining Strike	2*	For each time you take this advantage any creature wounded by this attack loses 2 Resource points. If the target runs out of, or does not have, Resource points then they take a level of Fatigue for every 2 Resource points they should lose. ✓

## Iron heart

Absolute mastery of the sword is the goal of the Iron Heart discipline. Through unending practice and study, the Iron Heart adept achieves superhuman skill with her weapons. Iron Heart Special Attacks are demonstrations of uncanny martial skill - weaving patterns of steel that dizzy, confuse, and ultimately kill with no recourse.

The key skill for Iron Heart is Perception, the ability to see the flaws in your own stance and the defenses of others. Iron Heart weapons are Ordinary weapons, and like the school itself, what seem like ordinary attacks are polished and brought to supernatural levels.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Ordinary)	-	Use Ordinary weapons with your martial maneuvers.
Action (Aim)	-	Use Aim actions in martial maneuvers. Any attack-related advantages applied to this special attack are applied to the attack that benefits from the aim bonus. That attack may not be a Special Attack.
<b>Level 2: Initiate</b>		
Opening the Path	(-2)	After making this attack, your static defense takes a -10 penalty until the start of your next turn.
Steel Wind	1	Your attack gains the Tearing property. ✓
<b>Level 3: Journeyman</b>		
Skill (Perception)	(-1)	As part of this attack, make a Perception check against the static defense of the target. If it fails, the attack fails.
Hammer of the Emperor	1	This attack deals X damage instead of the weapon's normal damage type, and the weapon counts as a magical weapon.
<b>Level 4: Master</b>		
Mastery (Mithril Blade)	-	Attempts to dodge, parry, evade, or otherwise avoid your melee attacks are at a -1k1 penalty.
Exorcism of Steel	3	This attack gains the Power Field property.
<b>Level 5: Grandmaster</b>		
Strike of Perfect Clarity	5	This attack cannot be dodged or parried.



## Setting Sun

Strength is an illusion. Adherents of the Setting Sun philosophy understand that no warrior can hope to be stronger, quicker, and more skillful than every one of her enemies. Therefore this discipline includes Advantages that use an adversary's power and speed against him. Setting Sun maneuvers include weakening blows and the ability to stun and distract an opponent. The highest forms of the Setting Sun allow you to turn an opponent's weapon against him, turning the strongest opponent into the most vulnerable.

Deceive is the key skill for the Setting Sun discipline, the ability to trick and outmaneuver an opponent with fast hands. The weapons of the Setting Sun school are no weapons at all, using unarmed strikes to damage an opponent. It's said that the Setting Sun school was founded by halflings who were facing extermination and oppression.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Brawl)	-	Use Unarmed attacks with your martial maneuvers.
Action (Fight Defensively)	-	Use Fight Defensively actions in martial maneuvers.
<b>Level 2: Initiate</b>		
Eagle's Claw	(-2)	You may only use this attack as part of a grapple.
Knockout Blow	1/3*	For 1 point anyone hit by your attack takes a level of Fatigue even if they lose no hit points. For 3 points each, you can stack this advantage.
<b>Level 3: Journeyman</b>		
Skill (Deceive)	(-1)	As part of this attack, make a Deceive check against the static defense of the target. If it fails, the attack fails.
Distraction Method	2	Anyone damaged by this attack takes -1k1 to all rolls until the end of your next turn.
<b>Level 4: Master</b>		
Mastery (Wind Step)	-	When you successfully dodge or parry a melee attack you may redirect it to a target adjacent to you. The attack roll suffers a -5 penalty when you do this.
Misdirected Blade	2	Your attack may use your opponent's weapon's damage, penetration, and effects in place of your own.
<b>Level 5: Grandmaster</b>		
Tornado Strike	5	In addition to your normal damage make an Athletics test against TN 15 + the victim's Size. If you succeed you fling your victim away. They fly your Strength in meters plus another meter per raise on the Athletics test. You can make a throwing attack with the victim, doing 1k1 I Damage plus additional dice equal to their size.



## Shadow hand

Never show an adversary what he expects to see. The Shadow Hand discipline emphasizes deception, misdirection, and surprise. The most effective blow is one struck against an enemy who does not even know he is in danger. Because the study of the deceit as a philosophy often leads into darker practices, some Shadow Hand maneuvers employ supernatural effects such as the manipulation of shadows.

The key skill of the Shadow Hand school is Stealth, hiding your own attacks and surprising your enemy. Shadow Hand weapons are parrying weapons, small and easily-concealed weapons that can be carried almost anywhere. The original practitioners of the Shadow Hand school were assassins, using the attacks of the school to disable and kill their enemies before they even knew they were in danger.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Parrying)	-	Use Parrying weapons with your martial maneuvers.
Action (Ready)	-	Use Ready actions in martial maneuvers. The effects of this Special Attack are applied to the next attack made with the readied weapon as long as that attack is made before the end of your next turn. That attack may not be a Special Attack.
<b>Level 2: Initiate</b>		
Death Blow	(-2)	This attack may only be used on someone unaware of you or helpless.
Mosquito's Bite	1	Delay this attack's effect for up to one minute. The target is unaware of the attack until it effects him.
<b>Level 3: Journeyman</b>		
Skill (Stealth)	(-1)	As part of this attack, make a Stealth check against the static defense of the target. If it fails, the attack fails.
Ring The Temple Bell	1*	This range of this attack increases by 5m for every time you take this Advantage.
<b>Level 4: Master</b>		
Mastery (Sheathed Blade)	-	Attacks made with <u>any</u> weapon you drew this turn are made at +2k1 to hit.
Hot Electric Death	1	Add both the Toxic and Shocking properties to this attack. You may choose for this attack to do E damage.
<b>Level 5: Grandmaster</b>		
Arterial Spray Strike	4	If any amount of damage gets past the target's armor they begin Bleeding and must make an immediate bleeding check (p.261) or die on the spot. A victim may use a reaction and a Resource point to make a <i>Medicae</i> + <i>Composure</i> test at TN 20 to avoid that immediate check.





## Stone Dragon

The strength and endurance of the mountains epitomize the Stone Dragon discipline. The methodical and relentless application of force allows a student of this philosophy to defeat any foe. Strikes of superhuman power and manifestations of perfect, idealized force make up the Stone Dragon's Advantages.

Intimidate is the key skill for the Stone Dragon, overwhelming others with the force of your personality as well as the strength of your blows. Two Handed weapons are the most common in use among Stone Dragon adepts, as they're extremely efficient at the hurting of people. Squats, with their strong ties to the earth, were the first to develop the Stone Dragon school.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Two Handed)	-	Use Two Handed weapons with your Special Attacks.
Action (Multi-Attack)	-	Use Multi-Attack actions in martial maneuvers.
<b>Level 2: Initiate</b>		
Weight of the Mountain	(-2)	When you use this attack, you gain one level of Fatigue. <span style="color: red;">!</span>
Foot-Trapping Blow	2	Any target attacked must resist a Snare (p.204) saving using Dexterity against a TN of the attack roll.
<b>Level 3: Journeyman</b>		
Skill (Intimidate)	(-1)	As part of this attack, make an Intimidate check against the static defense of the target. If it fails, the attack fails.
Stone Skin Concentration	1*	For each time you take this advantage you gain +2 armor points to all body locations. This begins as soon as you start to attack and lasts until the start of your next turn.
<b>Level 4: Master</b>		
Mastery (Strength of Granite)	-	Your Resilience is increased by one point.
Felling Giants Blow	5	Treat your opponent's Resilience as two less for the purpose of determining hit points lost from this attack, to a minimum Resilience of 1. <span style="color: blue;">?</span>
<b>Level 5: Grandmaster</b>		
Earth Shattering Kaboom	6	This attack has the Reach, Flexible, Tearing, and Snare properties. You attack everything within reach with one attack roll. Those attacked must test Dexterity against the attack roll or be Immobilized. Those damaged by the attack must test Strength against the same TN or be knocked to the ground and Stunned for their next two turns. <span style="color: green;">✓</span>

## Tiger Claw

Consciousness is the enemy of instinct. The Tiger Claw discipline teaches that martial superiority can be achieved by discarding the veneer of civilization, along with the higher thoughts that fetter a warrior's actions. Tiger Claw maneuvers emulate the strikes, leaps, and pounces of animals. Tiger Claw strikes are explosively powerful and variable, as wild and energetic as the adepts of the style.

The key skill of the Tiger Claw style is Acrobatics, required for the intensely physical and always-moving style. Chain weapons, with their rows of sharp teeth, are the favored weapons of the style. Tiger Claw is one of the most wide-spread styles, as many of its practitioners learn the movements from watching animals in the wild.

Name	Cost	Effect	
<b>Level 1: Apprentice</b>			
Weapon (Chain)	-	Use Chain weapons with your martial maneuvers.	
Action (All Out Attack)	-	Use All Out Attack actions in martial maneuvers.	
<b>Level 2: Initiate</b>			
Death From Above	(-2)	If this attack misses, or it is dodged or parried, you fall prone.	
Razor Sharp	2	If you hit with two or more raises, double this attack's Penetration.	✓
<b>Level 3: Journeyman</b>			
Skill (Acrobatics)	(-1)	As part of this attack, make an Acrobatics check against the static defense of the target. If it fails, the attack fails.	
Frenzy Of Claws	2	You ignore all penalties associated with fighting with two weapons. If you have Ambidextrous and Two Weapon Fighting you can make two additional melee attacks, one for each weapon.	✓
<b>Level 4: Master</b>			
Mastery (Brutal Reserve)	-	After making an All Out Attack you may still use reactions, but at a -1kl penalty.	?
Blood In The Water	4	The damage dice for this attack explode on 9s and 10s. If they already exploded on 9s and 10s they now explode on 8s, 9s, and 10s.	
<b>Level 5: Grandmaster</b>			
Evisceration	5	This attack strikes the target's gizzards, ignores armor, ignores cover, and treats the victim as if they had one less Resilience for the purpose of resisting damage.	?



## White Raven

No warrior fights in isolation. Cooperation, teamwork, and leadership can give two warriors the strength of five, and five warriors the strength of twenty. The student of the White Raven masters techniques that combine the strengths of two or more allies against a common foe. Shouts and battle cries to draw the attention of enemies and get them into the perfect spot to finish them off.

Command is the key skill of the White Raven school, giving orders to others and knowing which orders are the right ones to give. The White raven school focuses on Cavalry weapons which are good for those on the move or charging. The White Raven school originally developed among the commanders of infantry groups on the battlefield.

Name	Cost	Effect
<b>Level 1: Apprentice</b>		
Weapon (Cavalry)	-	Use Cavalry weapons with your martial maneuvers.
Action (Charge)	-	Use Charge actions in martial maneuvers.
<b>Level 2: Initiate</b>		
Perfect Positioning	(-2)	You may not use this attack unless your target moved since your last turn.
Road-Clearing Technique	1*	Allies who attack this enemy gain +1k0 to their attacks until your next turn for every time you take this advantage.
<b>Level 3: Journeyman</b>		
Skill (Command)	(-1)	As part of this attack, make a Command check against the static defense of the target. If it fails, the attack fails.
Knight's Move	2	Your movement as part of this attack or after it, until the start of your next turn, does not provoke opportunity attacks.
<b>Level 4: Master</b>		
Mastery (Marked Targets)	-	Enemies within melee range of you get -1k1 on attacks, dodges, and parries made against anyone but you.
Attention Drawing Strike	3	Opponents hit by this attack cannot take reactions until the start of your next next turn.
<b>Level 5: Grandmaster</b>		
Wolf Pack Technique	5	The target of this attack provokes an opportunity attack from everyone within melee range of them, including you, even if the attack misses. These opportunity attacks are at a +2k0 bonus to hit.



## BACKGROUNDS

**!** **B**ackgrounds tell a lot about a character. They tie him to the world and describe advantages of birth, circumstance, and opportunity. Material possessions, social networks and the like. Backgrounds are external to your character. You should always rationalize how your character came to have the backgrounds they possess and what they represent.

You can't improve backgrounds with XP (except at character creation). If they go up or down is up to the SM and what your character does to earn them through play.

Most characters begin play with seven dots of backgrounds, though certain feats or abilities might change this.

### ? ALLIES

Allies are close friends and trusted companions. Unlike Followers, allies are never mere faceless NPCs. Most are Exalted (of any type), Daemons, or other magical beings that are at least as powerful as a starting character. They may alternatively be exotic beings like intelligent animals, rogue AIs, or exceptionally skilled or powerful mortals. Characters don't have to buy Allies to represent the rest of the party - allies are always NPCs. Also, allies are independent people with their own lives and

goals. If your character constantly asks for help and gives nothing in return, they will abandon her. Allies do what they can to help, but they won't risk their lives. And they'll almost always want something in return.

**Background Effects:** Each dot in this background typically represents one ally approximately equal to a starting character in power. More powerful allies require higher ratings.

### ARTIFACT

In both the distant past and the modern day, sorcerers created all manner of items of power, ranging from magical weapons and armor to flying vehicles or enchanted disguises. A character with the Artifact background possesses one or more such items. Most Ssyneth artifacts were lost or destroyed millenia ago, and much of the knowledge of how to make such items has also been lost. Today, all artifacts are rare and precious.

Consider carefully how your character acquired her artifacts. She may have been rich or powerful enough before hearing the call of a hero to have some trappings of the glory of the old empires. Or perhaps she followed prophetic dreams after rising to power and found the artifacts in some lost fortress-tomb.



Perhaps she stole it or took the artifact from the body of one of her foes.

**Background Effects:** Your character can purchase this Background multiple times, once for each artifact she owns. Each artifact has a rating between 1 and 5, and this is the background cost of that particular artifact. Artifacts with ratings of 4 and 5 are now exceptionally rare and will be coveted greatly by the Hero's foes. A character may only have up to five total dots of Artifacts at character creation.

## ? BACKING

Your character is an important member of an organization, such as a government, an army, the Harmonium or a powerful underground Syndicate such as the Doomguard. The higher your character's Backing, the higher her rank is in this organization. At your SM's discretion, you may take Backing multiple times for rank in different organizations. Neglecting duties can easily result in demotion or worse.

**Background Effects:**

**X:** None. Your character has no connections to any governments or factions. Why?

**Backing 1:** Your character is a lower officer or a minor functionary.

**Backing 2:** Your character is a mid-level officer, the head of a small department or some similarly intermediate position.

**Backing 3:** Your character is moderately powerful and has many people working under her.

**Backing 4:** Your character is extremely powerful, often directly reporting to the highest ranking of power in her organization.

**Backing 5:** Your character is one of the leaders of her organization, a general or admiral, a Factor of one of Sigil's 15 factions, or a similarly powerful position.

## CONTACTS

✓ In addition to friends and Allies, many characters know people in various sectors of society. Contacts use their talents, information, or resources to help your character, but they'll always expect a similar favor in return. Where an Ally will help you out of

friendship as long as it doesn't put their lives on the line, a Contact won't work for free.

Each dot in this background represents both minor and major contacts. Major contacts are individuals you are on a first-name basis with, people in positions where they are useful. High-ranking military officers, powerful courtiers, faction members in positions of influence, and so forth. Minor contacts simply represent overall connectedness. They aren't as useful, but you can use Contacts + (Charisma or Fellowship) to gather information and find minor help.

**Background Effects:** Each dot of this Background provides one major contact and one dice for finding minor ones.

## FAME

You enjoy widespread recognition in society, for better or worse. People know your name and face and they may enjoy just being seen with you. This will open a lot of doors in some places, but also means that it can be difficult to avoid attracting attention. It's definitely a mixed blessing in some ways, especially if you've made enemies.

**Background Effects:**

**X:** None. Your character either hasn't done anything of note or has been working hard to keep their identity secret. Why?

**Fame 1:** You're known to a select subculture or city.

**Fame 2:** You have nationwide renown. Perhaps you're a politician or a minor star.

**Fame 3:** Nationally famous, everybody knows something about you.

**Fame 4:** You're an internationally famous media icon.

**Fame 5:** You're so famous that even other crystal spheres buzz with news about you.

## FOLLOWERS

Your character has one or more loyal assistants, oathbound warriors, devoted acolytes, or similar companions. These people are exceptionally devoted to her. They might worship her, might regard her as their best hope to achieve some lofty goal, or they might



simply be willing to follow her to have some fun. Followers are almost always merely mortals.

Regardless of exactly what they do for a living, they're always exceptionally loyal. Poor treatment or neglect will strain and break that loyalty quickly, and will end in abandonment or revolt. However, with care and respect, most will gladly lay down their lives for you. Part of treating them well is caring for their needs. Your character needs Wealth, Backing, or Holdings equal to her dots in Followers in order to support them all.

**Background Effects:**

X: None. No one is willing to follow your character, or she pushes everyone away who tries. Why?

Followers 1: Provides up to 5 followers.

Followers 2: Provides 20 followers.

Followers 3: Provides a loyal band of 100 followers.

Followers 4: Provides a small army of 1000 followers.

Followers 5: Provides a mighty force of 10000 followers.



## HOLDINGS

You own property or a spelljamming ship. This might be a family or business holding, but it is both a potential base of operations and a resource by itself. A holding is always a safe place to rest, a home that many of the Exalted simply don't have. To support a Holding, you'll need to hire staff or crew, requiring Followers, Backing, or Wealth equal to the Holdings in order to support it.

**Background Effects:**

X: None. The character has no permanent holdings. Why doesn't he have this kind of lasting connection?

Holdings 1: Your character owns a very small spelljammer (as large as a shuttlecraft, for example) or an average house or a small local business (a repair shop or restaurant, for example)

Holdings 2: Your character owns a small spelljammer (a smuggling ship, perhaps?) or a small manor home or a successful local business (a major local construction firm, a repair dock for ships, or so forth)

Holdings 3: Your character owns a medium ship (like, say, a Bird of Prey) or a small castle or a large business with some off-world contacts (an importing company or mining operation for example)

Holdings 4: Your character owns a large ship (think the Enterprise or a Whitestar ship) or a huge castle or a corporation with operations on several worlds.

Holdings 5: Your character owns a powerful and ancient ship (think a kilometer-long battleship) or a massive castle or a megacorporation with ties on many worlds (like ExoGeni Corporation or Weyland-Yutani)

## INHERITANCE



You begin play with something beyond your means to normally acquire. There are many things that are almost impossible for a normal person to get their hands on - Syrne artifacts, power armor, deadly weapons - and you've somehow gotten one of these rare and precious items.

Consider carefully how your character acquired her Inheritance. Perhaps an ancestor passed it down to her, or she looted it from a forgotten ruin on some lost world floating around a dead star, or maybe she stole it, or took it from the body of a foe.

**Background Effects:**

X: None. The character has nothing but their normal starting gear. Why are they left with nothing but the clothes on their back?

Inheritance 1: Begin play with one Uncommon, two Common, four Very Common, or eight Ubiquitous items

Inheritance 2: You begin play with one Rare item, or two choices from Inheritance 1.

Inheritance 3: You begin play with one Very Rare item, or two choices from Inheritance 2.

Inheritance 4: You begin play with one Mythic Rare item, or two choices from Inheritance 3

Inheritance 5: You begin play with any one non-artifact item or two choices from Inheritance 4.



## MENTOR



Although most Exalted meet their new life without a guide, you found one. The mentor is a patron, a teacher, a defender, and a friend. However, the mentor expects your character to obey her, though they will always act in what they see as your character's best interests. Your character is the mentor's student, ward, or apprentice, not her equal.

### Background Effects:

X: None. Either your character was forced to go through their Exaltation alone or they were abandoned. Why?

Mentor 1: Your character's mentor is just a bit more worldly and wise than her.

Mentor 2: Your character's mentor is someone of minor note or an exceedingly important individual who has little time for your character.

Mentor 3: Your character's mentor is wise, influential, and considerably more powerful than your character.

Mentor 4: Your character's mentor is an exceedingly important individual whose words and deeds shape the course of history.

Mentor 5: Your character's mentor is exceedingly powerful and he takes great interest in your welfare. However, he expects much from you and his enemies will likely see you as a way to get to him.

## STATUS

You have something of a reputation and a standing (earned or not) within the community of Exalts. This may be for great deeds, prophesy, or simply because you've made yourself well-known at gatherings. This doesn't cover rank in an organization or fame among the wider population.

### Background Effects:

X: The character has no status among other Exalts. Are they merely new and clueless, or are they trying to avoid attention?

Status 1: Known by some, even if they haven't met her before.

Status 2: Respected, her words carry weight in serious discussion.

Status 3: Influential, the character is often asked to consult.

Status 4: Powerful, other Exalts may flock to you and follow your lead.

Status 5: Luminary, there are few who can match the respect that goes with your name.

## WEALTH



Your personal financial resources, or your access to such. A high Wealth reflects your liquid assets, how much cash flow you generate. This background also describes your standard of living, your possessions, and your buying power. No dots in wealth means that you have the clothes on your back and not much more, and probably rarely eats well.

Where your wealth comes from is something you should detail. It may be a trust fund, income from a job, or income from holdings. Depending on events, it may be increased, reduced, or cut off entirely. Like fame, few Exalted have problems acquiring wealth, through one means or another.

### Background Effects:

X: None. Your character is destitute and poor. What has left them in this condition?

Wealth 1: Middle class, your character lives comfortably if not particularly well. He rarely has spending money in any significant amount.

Wealth 2: A larger savings means that you have quite a bit more leeway in your lifestyle. You likely have a domestic servant of some kind and can afford to eat what you like.

Wealth 3: Being actually wealthy is even better. You probably have several servants and live a life of luxury, dining in fine restaurants if you don't have a private chef and having more than enough left over for any sort of entertainment.

Wealth 4: This is where you become fabulously wealthy - a merchant prince, a bandit king, a mercenary lord, you have vast riches and if you don't have an army at hand you can rent one at need.

Wealth 5: You have so much money that there are no longer little things like limits. You have only your imagination and a nearly endless supply of wealth to support your desires.



## ALIGNMENT

**W**hen you choose an alignment, you're indicating your character's dedication to a set of moral principles. In a cosmic sense, it's the team you believe in and fight for most strongly. There are three main forces in the Great Wheel: The Ruinous Powers, The Blessed Pantheon, and The Gray Council.

Alignments are tied to universal forces bigger than deities or any other allegiance you might have. They are an intrinsic part of the universe, as real as gravity, time, or magic. Most of the people in the Great Wheel don't worship any one deity in particular, but they do devote themselves to one of the broad ideals. In a galaxy at war, there is no place for those who believe in nothing.

When you choose an alignment for your character, you'll want to make sure that you read over the description for that alignment. Every alignment has a set of guidelines to help guide roleplaying and let you know when you're pleasing your god or properly holding your ideals.

Check with the other players while you're deciding on an alignment for your character. While a good group can make nearly any combination of alignments work in a party, having a character of wildly different align-

ment than the others can disrupt a party of heroes and, frankly, make the game less fun for everyone involved.

### DEVOTION ?

How dedicated you are to your ideals is determined by your Devotion score. Every character starts with a Devotion of 6 before spending starting experience. The higher your devotion, the more is expected of you in keeping up your ideals and standing for them. Whenever you go against the commandments of your alignment, the DM can call for an Alignment Check.

An Alignment Check is made by rolling one die and comparing it to your Devotion score, adding any bonuses you have from class feats or assets. If you match or exceed your Devotion score, you pass the Alignment Check and nothing bad happens. If you fail, however, you permanently lose one point of Devotion. This can be bought again with XP, but as you can imagine, the greater a character's devotion the more is expected of them and the harder it is to maintain it.

Given that it's difficult for most to keep their Devotion high unless they walk the line carefully, it may be tempting to just let your Devotion slip. However, that is a danger-



ous prospect. As your Devotion falls you risk Degeneration, a type of terrible corruption.

### DEGENERATION

Whenever you fail an Alignment Check, you risk something even worse, Degeneration. Degeneration represents the way that going against their moral code can break and eventually destroy someone. When you lose that Devotion point, if it brings you to 6 Devotion or less, make a second alignment check against your new score. If you pass, you don't suffer Degeneration. You got off lightly. If you fail this second check, you don't lose another point of Devotion. That would be too easy. Instead, you suffer Degeneration.

When you suffer Degeneration, roll on the Degeneration chart to determine its effects, then write the result down next to your new Devotion score. For example, if your character manifests a Palsy when she drops from 6 to 5 Devotion, write 'Palsy' on the line associated with 5 Devotion. This will help you keep track of what Degenerations you have and, more importantly, let you know when you've overcome them.

Repeated Degeneration and Alignment rolls that fail cause your character to incur more and more or worse and worse conditions. If you roll the same Degeneration twice, reroll that degeneration until you get a degeneration you don't already have. Whenever a degeneration indicates a reduction in one of your characters Characteristics, this doesn't simply reduce the character's dots in that characteristic. It represents a more serious affliction. While a character has a characteristic reduced by Degeneration, it's impossible for the character to improve that characteristic with experience points until he rids himself of that degeneration.

If your character descends so far that her Devotion drops to zero, she is immediately removed from play. The curses of the gods have fallen too heavily on her, either killing her irrevocably or else driving her irrevocably insane or even mutating her into some terrible chimaeric horror.

### RAISING DEVOTION

It's possible to reverse your character's slide into damnation and insanity through concerted effort and contrition. A character's Devotion can be increased primarily by spending XP, but Devotion can only be increased by a maximum of one point at any given time. SMs are encouraged to require that characters demonstrate the desire to redeem themselves with concrete acts of contrition before a Devotion increase is warranted.

When a Degeneration is assigned to a Devotion point, that ailment is overcome when the next, higher point is gained. The experience spent to gain a Devotion dot represents your character's efforts to come to terms with her sin and thus free herself of her condition. She might also undergo a ritual of cleansing or simply forgive herself.

### CHANGING ALIGNMENT

It may come to pass that a character wants or needs to change their alignment. This isn't something that should be taken lightly - a character's alignment says a lot about their worldview and the way that the world sees them, not to mention the patronage of a powerful warp entity that probably won't take well to a character going and playing for another team.

If a character switches from one deity to another in the same pantheon, they lose two points of devotion, to a minimum of Devotion 1. Thankfully, though, the fact that the gods are at least vaguely on the same side and have bigger things to worry about means that their new patron can shield them from the wrath of their old deity. They're on shaky ground for a while, but it's not too difficult to recover.

On the other hand, if the character's alignment switches so drastically that the new deity isn't even in the same pantheon, well, that's when the character starts to have some real issues. First, his devotion is set to 4. No matter how well or poorly he served his last patron, he's starting from square one (and as a former heretic) with this new god. Secondly, they cannot escape the wrath of their old deity. Roll on the Degeneration Chart and write in that Degeneration next to Devotion 7. To be



### DEGENERATION CHART

Roll (1d100)	Effect
01-07	<b>Palsy:</b> The character suffers from numerous minor tics, shakes, and tremors with no medical cause. Reduce his Dexterity by 1.
08-11	<b>Dark-Hearted:</b> The character grows increasingly cruel, callous, and vindictive. Reduce his Fellowship by 1.
12-21	<b>Ill-fortuned:</b> The SM may force you to reroll any one roll per session that isn't an Alignment Check.
22-28	<b>Skin Afflictions:</b> The character is plagued by boils, scabs, weeping sores, and the like. He takes a -2k0 to all social Tests.
29-32	<b>Morbid:</b> The character finds it hard to concentrate as his mind is filled with macabre visions and tortured, gloom-filled trains of thought. The character's Intelligence is reduced by 1.
? 33-41	<b>Witch-mark:</b> The character develops some minor physical deformity or easily concealable mutation. It is small, but enough to mark him as cursed.
42-45	<b>Wasted Frame:</b> The character's pallor becomes corpse-like and his muscles waste away. The character's Strength is reduced by 1.
46-54	<b>Horrific Nightmares:</b> The character is plagued by visions in his sleep. He gains the Night Terrors hindrance. If he already has it, reroll this result.
55-58	<b>Poor Health:</b> The character constantly suffers petty illnesses and phantom pains, and his wounds never seem to heal fully. The character's Constitution is reduced by 1.
59-62	<b>Malign Sight:</b> The world seems to darken, Tarnish, and rot if the character looks too long at anything. The character's Wisdom is reduced by 1.
? 63-69	<b>Ashen Taste:</b> Food and drink hold disgusting tastes and offer little sustenance for the character, and he can barely stomach eating. The character doubles the effects for levels of Fatigue.
! 70-76	<b>Blackouts:</b> The character suffers from inexplicable blackouts. When they occur and what happens during them is up to the ST.
77-80	<b>Distrustful:</b> The character cannot conceal the distrust and antipathy he has for others. The character's Charisma is reduced by 1.
81-85	<b>Fell Obsession:</b> The character is obsessed by a strange or malign focus that occupies his mind at all times. The character's Willpower is reduced by 1.
86-90	<b>Mood Swings:</b> The character's mood rapidly and unpredictably swings from one extreme to another. The character's Composure is reduced by 1.
! 91-00	<b>Blighted Mind:</b> The character's mind snaps under the weight of his sins. He gains a new minor derangement.

cured of this affliction, a character will have to prove themselves worthy of their new god's personal attention.

Regardless of how drastically a character switches alignment, a character can only do so once. The gods do not take well to

someone betraying their own again and again. A ST should only allow a character to change alignments for strong In Character reasons. A quest for their new patron is appropriate, with the theme based on how much the character must change to serve their new deity.



### DEITIES

Deities are the most powerful immortal creatures, powerful entities of the Warp. They are created and sustained by the emotions and souls of every living creature of the material universe. Of course, they also claim to have created those same living creatures, leading to something of a paradox. They appear in dreams and visions to their followers and wear countless different faces, and artwork depicting them shows them in a variety of forms. Their true nature is beyond any physical form. Corellon is often depicted as an Eldarin, but he is no more an Eldarin than he is a fey grox - he is a god, and he transcends the physical laws that bind even Daemons to their concrete forms.

The Deities can be divided into three groups (pantheons) depending on their general views, though it should be noted that simply being in the same pantheon doesn't mean that the gods necessarily work towards the same ends or even get along. Many deities have contradictory versions of how the Wheel should turn, and even worshippers of the same deity can come to blows over different interpretations of their god's will.

Most people revere more than one deity, praying to different gods at different times and generally follow the teachings of whatever pantheon goes along with their culture or basic morality. Adventurers, on the other hand, are more likely to worship a specific god, enjoying the greater benefits of that personal attention along with the greater risk.

### THE RUINOUS POWERS

The Ruinous Powers of Chaos are powerful and divisive. By the standards of most societies, the anarchic and random behavior of Chaos worshippers is seen as dangerous at best and a crime in some places. While the powers of Chaos don't necessarily encourage their followers to go out and hurt people, they do encourage their followers to do what they want, and not worry about how it effects others. The gods of Chaos are almost constantly at war with one another within the Warp, vying for power amid the immaterial planes.



**Khorne** - The god of battle. The blood god. He enjoys killing dudes. Khorne is a god of honorable combat and slaughter. Of battles fought for glory alone and for dirty, drawn out fights for life and country. Khorne loves every type of warfare found in this world. Worship of Khorne is purely through bloodshed, either from one's enemies in victory or one's own through earnest struggle. Khorne has only a few simple commandments for his followers:

- \* Spill blood in his name. It can be your blood or the blood of your enemies, but do not shy from violence.

- \* Do not trust in sorcery, and do not seek to learn its secrets - magic is the way of the weak.

- \* Fight in honorable combat, not against the weak or helpless.

**Slaanesh** - The god of excess. Sex, drugs and rock and roll. Slaanesh is all about doing what you enjoy, and not holding back for anyone. The drive to be perfect, the love of doing something just to do it. The excitement of the novel. The joy of art. That's what Slaanesh is about. Worship of Slaanesh is extremely varied, ranging from simple hedonism to elaborate and exacting rituals that take days to complete. Slaanesh orders its followers thus:

- \* Turn away from no new experience,



unless it would kill you - try everything once.

- \* Stand out from those around you. To blend in with the crowd is to lose who you are.

- \* Tempt others with what you enjoy - share drink, invite them to lavish meals, and turn them to hedonism.

**Tzeentch** - The god of change. Change we can believe in. Tzeentch is also the god of hope, because hope is nothing more than wishing for the future to change. In his mind Tzeentch listens to the hopes and plans of every mortal and every nation; and through his own complex plots and manipulation he alters the course of history to achieve some great plan beyond mortal knowledge. Tzeentch asks for his followers to do the following:

- \* Be flexible with your plans. You must always be open to change as it is needed.

- \* Change what you don't like in yourself. Use sorcery! All the sorcery!

- \* Follow your own goals. Take command of your destiny.

**Nurgle** - The god of despair. He cares about you and all your diseases. Seriously. He loves you. He's like the lazy, smelly grandpa who is always there with a smile, who makes you laugh, and is there to hold you when you need a shoulder to cry on. He also dabbles a bit with death, rot, disease, and so forth. Nurgle doesn't interfere with his followers too much, but he does have a few simple things he asks of his worshippers:

- \* Don't bother seeking help. Fail or succeed through your own perseverance.

- \* You can only escape suffering through faith.

- \* Be kind to those who are facing death. They cannot be saved, but there's no reason not to make them more comfortable.

**Malal** - The only sane thing to do is to BLOW IT ALL UP! Malal is a renegade god, the embodiment of Chaos' indiscriminate destructive urge, even of itself and its own agents. He is hated by the other gods, and spits in their faces, feeding off their own power and turning it against them. Malal has a few commandments for his followers, which they

are generally expected to follow until they self-destruct:

- \* Hate gives you strength. Learn to truly hate those that oppose you. No mercy.

- \* Destruction is the fate of all that exists. Destroy all that is.

- \* Betrayal can get you what you want. If people can't defend themselves, that's their own problem.



## THE BLESSED PANTHEON

Where the Ruinous Powers represent Chaos, the Blessed Pantheon represents the force of Law and Order. They are a stabilizing force that promotes civilization and community where chaos is more about self. The Blessed Pantheon could roughly be called 'good', if you want, but some consider their teachings to be stifling and oppressive. The Blessed Pantheon are the most tied to the physical realm. Where the Chaos gods seek to bring the change and power of the Warp into the real space of the Wheel, the Blessed Pantheon oppose this and would prefer to seal the Warp off for all time.

**Sigmar** - A wrathful and vengeful god, protector of his followers. He is a warrior king and a great unifier, the god of stable civiliza-



tions and of putting the common good ahead of yourself. He is the most commonly worshipped god among humans, and has a large number of dwarf followers as well. He commands his worshippers to:

- \* Work with others to achieve your goals. Community and order are always stronger than the disjointed efforts of lone individuals.

- \* Tame the wilderness to make it fit for habitation, and defend the light of civilization against the encroaching darkness.

- \* Seek out new ideas, new inventions, new lands to inhabit, new wilderness to conquer. Build machines, build cities, build empires.

**Bahamut** - God of nobility and the just use of power. He is known as the platinum dragon and worshipped by those in power. Once, Bahamut sought to unite the stars in his name, but now his ambitions are cooled to merely guiding civilizations. Monarchs are crowned in his name, and his worship is most popular among the Dragonborn. He commands his followers to seek out power, and to use it for the right reasons:

- \* Uphold the highest ideals of honor and justice.

- \* Be constantly vigilant against evil and oppose it on all fronts.

- \* Protect the weak, liberate the oppressed, and defend just order.

**Pelor** - God of mercy and kindness and turning the other cheek. Associated with the sun, and bringing light into dark places. Pelor encourages people to make the world a better place with acts of kindness, and generally to not be a dick. That is actually more radical an idea than you think. Pelor directs his followers thus:

- \* Alleviate suffering wherever you find it.

- \* Bring Pelor's light into places of darkness, showing kindness, mercy, and compassion.

- \* Be watchful against evil.

**Moradin** - Stoic, loyal, big on family and bigger on hard work. Moradin is a creative god, and his followers are encouraged to make a mark on the world by making something lasting. He expects loyalty to family, friends, and leaders, in that order. He's stoic and tenacious, like the very rock itself. Dwarves from all walks of life follow him. He demands these behaviors of his followers:

- \* Meet adversity with stoicism and tenacity.

- \* Demonstrate loyalty to your family, your clan, your leaders, and your people.

- \* Strive to make a mark on the world, a lasting legacy. To make something that lasts is the highest good, whether you are a smith working at a forge or a ruler building a dynasty.

**Cuthbert** - He will track you down himself if you break a promise. That's not a threat, that's a fact. Cuthbert is a god of eternal bonds and trust, of promises and the way that entire cultures are built upon the trust between people. Common superstition holds that if his name is invoked in a contract, he will personally curse anyone who breaks from the contract. He is strict with his followers, and orders them to do the following:

- \* Your word is your bond. Never break it for any reason.

- \* Never allow your fear to gain mastery over you, but drive it into the hearts of your foes.

- \* Repay betrayal with the sword. Trust others until they break that trust, and only give them that trust again when it is repaid.

## THE GRAY COUNCIL

The Gray Council is something of a catchall for the gods that don't align themselves with the Ruinous Powers or the Blessed Pantheon, remaining mostly neutral from the conflict of law and chaos. Most ultimately serve only their own goals, like any other god. The powers of the Gray Council are some of the most worshipped gods in the Great Wheel, as they don't urge their followers to action against the other gods, and so can be found in



nearly every corner of the Great Wheel and not face opposition.

**Acererak** - A God of Magic itself. Legend says he gave away his body piece by piece to learn all the secrets of the world, leaving him only a skull. He knew the secret to immortality and godhood at that point, of course, so it didn't really inconvenience him as much as you'd expect. His commandments are also teachings:

- \* Seek the perfection of your mind by bringing reason, perception, and emotion into balance with one another.

- \* Accumulate, preserve, and keep secret knowledge in all forms. Pursue education, build libraries, and seek out lost and ancient lore.

- \* Never reveal all that you know.

**The Raven Queen** - Things die all the time. When they die, the Raven Queen is there to handle it. She pulls souls into the Warp when its their time, and lets them out when it's time for them to be born again. She isn't too fond of letting them out, but it's still part of her job. And she's very serious about it. Deadly serious. She expects her followers to abide by these commandments:

- \* Hold no pity for those who suffer and die, for death is the natural end of life.

- \* Bring down the proud who try to cast off the chains of fate. As the instrument of the Raven Queen, you must punish hubris where you find it.

- \* Keep to the shadows, avoiding the blazing light of zealous good and the utter darkness of evil.

**Luna** - Luna is a fickle and everchanging deity. It can be impossible to tell just what she'll do. She can be savage, loving, violent, all the true faces of people behind the masks they wear for society. Luna commands people to follow their own paths and not to let others rule them, no matter where that path takes them, and especially no matter what social conventions would demand. Her strictures are these:

- \* Change is inevitable, but it takes the

work of the faithful to ensure that change is for the better.

- \* Strike back against those who would rob you of your freedom and urge others to fight for their own liberty.

- \* Do not fear or condemn the savagery of nature. Live in harmony with the wild.

**Corellon** - He is essentially the god of excellence, and one of the very few living Eldarin gods. He cannot abide failure in any form - but constantly reminds his followers that they haven't failed until they refuse to try again. He asks those who worship him to always be willing to try no matter the odds, and to never quit. He urges his followers thus:

- \* Cultivate beauty in all that you do, whether you're casting a spell, composing a saga, strumming a lute, or practicing the arts of war.

- \* Seek out lost magic items, forgotten rituals, and ancient works of art. Corellon might have inspired them in the world's first days.

- \* Show neither pity nor mercy to those who are caught underfoot as you climb your way to power. Failures do not deserve compassion.

**Vectron** - By his golden wings, praise him! Vectron is a very real and not completely made up god who has worship going back fifty- no, a THOUSAND years! Yeah! And and... he's really awesome. What is he the god of? Well, conveniently, he is the god of what ever seems like you need help with right now, so get in there and yell some praises! Vectron's commandments are vague and often change, but are generally agreed to be something like this:

- \* Do not question the validity of Vectron as a god. He's the biggest, best god, and that's all there is to it.

- \* There is no problem that cannot be solved by praising Vectron loudly enough and giving it another go.

- \* Make sure to let people know Vectron helped you. Try and convert others into the flock.



"So bear with me here," Armstrong said, adjusting his grip on his staff. "That archdaemon over there-" He nodded behind the group, indicating the giant draconic thing overflowing with the powers of the Warp that was leading the army of incarnate daemons flooding the Crystal Sphere they had become trapped in.

"Can I wolf with you instead?" Traya asked, holding back a giggle. Iniga's eye twitched.

"That was a bad pun and you should feel bad for making it," Iniga said. "Can we maybe finish this soon? It's almost dawn and I don't want to burn to death."

"Can I finish?" Armstrong asked. "Anyway, like I was saying, to banish the archdaemon we need to complete some ritual that involves human sacrifice, according to the old book I found."

"Pfft. Books. I don't trust books." Traya folded her arms. "Let's just go krump it." Jacov nodded.

"I have to agree," Jacov said. "We aren't going to sacrifice anyone. We'll find another way to deal with this thing." He adjusted his plate armor. They were all covered in muck and blood. Traya was the only one who didn't seem to mind. The tiefling was almost always covered in muck and blood anyway.

"We at least need some kind of plan," Iniga said. "If we just go at that thing screaming we'll end up splattered across six dimensions. Or worse! You have no idea what a greater daemon could do!"

"How about we throw a rock at it?" Traya said, excited. Three pairs of eyes turned to give her blank looks. "A big rock?" She looked down. Traya was not exactly known for her great planning ability.

"The ship we hired doesn't have anything that will reach from orbit," Armstrong muttered. "I hope the captain hasn't just bugged off and left us here after the trouble started."

"Anyway, here's what I'm thinking," Iniga said. "I'll toss down a couple of fireballs to get its attention, then you can go all wolfy and- Jacov! You're thinking about sacrificing yourself!"

"Well I wasn't necessarily..." Jacov looked down. "If someone needs to die, I can't let any of you make that sacrifice." Iniga facepalmed.

"Idiot," Iniga said. "Now, like I was saying- Where the hell is Traya?"

"She went all wolfy and ran off," Armstrong said. He pointed. There was screaming as a very large and angry werewolf was busily and happily tearing apart dozens of lesser daemons.

"Raven Queen help me... doesn't anyone respect my plans?!"



## EQUIPMENT

**T**he darkened era of the 41st Millennium can be the stuff of nightmares as hellish war, predatory xenos, insurrection, and conflict threaten those who live in the Great wheel on all sides. These and other threats can be even more dangerous for those who seek out adventure, as explorers face not only the known and cataloged dangers of the various crystal spheres but also a host of new threats unimagined save for the ravings of deranged seers and other madmen.

The better armed and equipped a party, the better their chances of survival in dread voids - and the better their prospects for achieving the quests they set for themselves. This chapter outlines some of the many types of weapons, armor, and gear existing in the Great Wheel, ranging from standard munitions to rare and magical weapons.

### AVAILABILITY

Desired goods or services are not always immediately at hand. Squalid medieval worlds are a lot less likely to offer rare goods and services than the sophisticated markets of an industrialized city-world. Moreover, finding a high-quality weapon on a backwater planet is far more difficult than locating such

a weapon in a teeming metropolis. Each piece of equipment or service has an associated Availability, ranging from Very Common to Very Rare. SMs can use the following guidelines as a starting point for determining whether a world's traders possess a particular item or not. If the present location does not offer an item or service, then a Hero must either arrange passage to a world whose markets do offer it or else go on a quest in search of it - and either option turns a simple purchase at market into an adventure.

Some things are not just hard to find on certain worlds, but impossible. For instance, while a lasgun might be a common piece of equipment in most parts of the Wheel, you are unlikely to find one anywhere on a feral world. The SM can decide to either make an item harder to find or even impossible to acquire because it uses technology not readily available at the present location.

Characters searching for a particular item must make a Wealth Test. A Wealth Test is made by rolling dice equal to your wealth - and yes, if you have zero dots in wealth it means that you can't afford anything beyond the bare necessities. The TN of the Wealth Test is determined by the rarity of the item:



**AVAILABILITY**

Rarity	TN	Examples
Ubiquitous	2	Food, common tools, rough clothing
Very Common	5	A simple gun, a knife, a low-quality chrono
Common	10	A laspistol, a basic sword, a comm bead
Uncommon	15	An autogun, a flak jacket, a multikey
Rare	20	A meltagun, plate armor, a good camera
Very Rare	25	A bolter, powered armor, a best-quality auspex
Mythic Rare	30	A good-quality plasma weapon, best-quality Daiklave, love.

It's possible to retry a failed wealth Test. However, looking again can mean that you end up dealing with people who know you're desperate or are only willing to part with the item in question dearly. It may be a family heirloom, something passed down through the centuries, or just something with sentimental value. It could also be in a museum or otherwise difficult to get except through unsavory means. Regardless of the why, every time you retry a wealth Test the TN to find the item increases by 5.

Of course, just because the markets of a community offer an item or service doesn't mean that the goods are easy to locate, or easy to arrange purchase. Larger communities have better and more accessible markets, but they are also a challenge to search well, and local laws impede rapid transactions. Mercantile negotiations become more drawn-out in civilized surroundings, where merchant guilders puff themselves up with self-importance, and where the goods offered grow in value. It may take more time than desired to both locate a seller and complete a deal, or to determine that a community really has no sellers for the desired item or service.

The following table shows the time it takes to search a market, and the maximum TN of the items that that market supports, sorted by the population. The times listed on the table are under the assumption that the Hero is looking for an item at the market's maximum TN. If he's looking for something a bit easier to find, with a lower TN, use the time listed next to that TN. It certainly doesn't take months to find a flashlight in a metropolis!

**Acquisitions by Population and Time**

Size	Population	TN	Time
Village	< 1000	5	One Hour
Small Town	1000-10.000	10	1d10 Hours
Large Town	10.000-100.000	15	One Day
Small City	100.000-One Million	20	1d10 Days
City	One to Ten Million	25	1d5 Weeks
Metropolis	> Ten Million	30	1d10 Weeks

This table further assumes that the Hero is taking an active hand in searching for the item in question. If he employs servants, negotiators, or factors who are skilled in such matters rather than putting forth the effort himself, increase the time taken by one step - from weeks to months and from days to weeks.

Acquisitions of new services and equipment are probably best made in the downtime between game sessions for most groups rather than allowing time spent at the market to take time away from plot, battle, and excitement. Mercantile dealings can certainly take centre stage when the plot demands it, but for the most part purchases are one of the many chores that a Hero's trusted servants organize in his stead.

Note that once a service or purchase of equipment is agreed upon, signed, and sealed, it may still require further time to complete! Much toil lies between signing the parchment that seals the contract for the con-

struction of a new spelljamming ship and that ship first taking flight, for example. The SM is encouraged to use common sense when determining additional time taken for a new acquisition.

When you pass a Wealth Test, it might have a lasting effect on your wealth score, depending on how badly you strained your wealth. If the item's TN is more than your Wealth x 5, buying it strains your resources. Roll 1d10 and add 1 for every 5 it exceeds your (Wealth x 5) by.



### WEALTH STRAIN (1D10)

Roll	Effect
1-6	Your next Acquisition check is made as though your Wealth was 1 less.
7-9	Your next Acquisition check is made as though your Wealth was 2 less.
10	You permanently lose 1 Wealth
11+	You permanently lose 2 Wealth

For every raise you get on the Wealth check, reduce the penalties by one level. These raises represent finding a great deal on the expensive item - which may well mean that you've found yourself with stolen goods.

### CRAFTSMANSHIP

Not all goods and services are of the same quality. In the vastness of the Wheel and myriad crystal spheres within it, the Craftsmanship of items can vary widely - everything from crude mass-produced materials of Poor craftsmanship to handcrafted masterpieces of Best craftsmanship can be found for sale. Unless specifically stated, the Craftsmanship of an object or retainer providing a service is considered Common.

Items of Poor craftsmanship are generally more prone to failure and breakage, while items of Good and Best Craftsmanship are more durable, though it is up to the SM how and when these effects might enter play.

In the case of weaponry and armor,

effects on an item's performance or weight are detailed later in this chapter, but for other goods differences of quality are merely descriptive. This isn't just build quality, either - a poor quality torch might be a literal torch, oil-soaked cloth on a stick, were a better quality one would be a flashlight. The SM may reduce the Difficulty of some Tests involving items of better Craftsmanship but that is entirely at his discretion.

Services are more affected than goods by the craftsmanship of the retainers who provide them. The quality of the service can determine skill levels, willingness to toil, and loyalty of the retainers, as well as other aspects at the choice of the SM.

Craftsmanship also affects the difficulty of finding goods or services. It's a lot easier to find someone offering a badly-made knife than one hand-forged by a master. The TN to find the item is adjusted according to the following table.

Craftsmanship	
Quality	TN Modifier
Poor	-5
Common	+0
Good	+5
Best	+10

### RESUPPLYING

When you lose your gear, run out of special ammunition, use up your grenades, you don't need to go and make a bunch of acquisition checks to replace them. The initial checks you make to get the gear also include connections and a supply of replacements. As long as you're in a base of operations (a large city, onboard their ship, in a military base, or anywhere else the SM deems appropriate), you can replenish your normal ammunition after a day or so, special ammunition after a week, and broken equipment like weapons and armor take a month or so to repair. For simple equipment, it might be faster just to make new acquisition checks and replace it.





## Weapons

Weapons are divided into several groups covering a plethora of ranged weapons, dealing with everything from crossbows to plasma cannons, and melee weapons covering all manner of close combat weaponry. Unless they are of Poor craftsmanship, all weapons come with the appropriate holster or carrying strap as part of their cost.

All weapons have a profile that is presented using the following statistics, providing players and SMs with all the relevant information needed to use them.

**Name:** What the weapon is called.

**Type:** Describes what type the weapon is, either Melee, Thrown, Pistol, Basic, or Heavy weapon.

\* **Melee** weapons can be used in close combat. When using a melee weapon you add your Strength as rolled dice to the weapon's damage.

\* **Thrown** weapons cover anything propelled by muscle power alone and covers throwing knives, spears, and the like. Unless they are also classed as melee, thrown weapons cannot be used in close combat (if they are, they count as improvised weapons). When using a thrown weapon you add your Strength as rolled dice to the damage you inflict (with the obvious exception of explosives such as grenades).

! \* **Pistol** weapons are fired one-handed and can be used in close combat. However, when a pistol is used in close combat, the firer gains no bonuses or penalties to hit for range or targeting equipment.

\* **Basic** weapons normally require two hands, but can be used one-handed with -2k0 to hit.

\* **Heavy** weapons always require two hands and must be braced in some way, usually either on a bipod or tripod but when needed a windowsill or sandbag will do (or the firer's shoulder in the case of missile launchers), to be fired without penalties. Firing a heavy weapon without bracing incurs a -3k1 penalty to hit and prohibits Full Auto fire.

**Damage:** The Damage the weapon does and the type of damage it inflicts for the

purpose of Criticals: E (Energy), X (Explosive), R (Rending), I (Impact).

**Pen (Penetration):** Reflects how good the weapon is at cutting through armor. When a shot or blow from this weapon hits a target, reduce the target's Armor Points by the weapon's Penetration, with results of less than 0 counting as 0 (i.e. the armor provides no protection at all). Then work out Damage as normal. So, for example, if we weapon with a Penetration of 3 hits a target with 5 armor points, the target will only count as having 2 armor points against any damage that hit causes.

**ROF (Rate of Fire):** This tells you if the weapon can be fired on Full Auto and how many rounds it expends when doing so. A weapon's RoF has two entries to indicate the modes a weapon can be fired in. The first entry indicates whether the weapon can be fired singly (with an S). The second entry describes if the weapon can be fired on full automatic, and how many shots are fired when this happens. If the weapon cannot be fired in either mode, it will be indicated by a "-". If a weapon can be fired in both modes, a character must choose which mode they are firing their weapon in before making their attack.

**Range:** This number is used to determine how far the weapon can be accurately fired in meters. A weapon's short range is half this number, while its long range is double this number. Weapons cannot be fired at targets more than four times their range distance away.

**Clip:** How many rounds the weapon holds when fully loaded.

**Reload:** How many actions the weapon takes to reload. This is generally Half (for a Half Action) or Full (for a Full Action). Some weapons can take a number of Actins over several Rounds. The number of Rounds is given as a number, for example 2 Full means that reloading takes 2 Full Rounds.

**Avail (Availability):** This identifies the weapon's availability.

**Special:** This tells you if the weapon has any special qualities, such as creating a blast when fired or needing to recharge between shots.



### Weapon Quality:

All of the weapons detailed here are of Common craftsmanship. For weapons of better or worse manufacture use the following modifiers:

**Poor** - Cheaply constructed ranged weapons are more prone to malfunction. Poor ranged weapons gain the Unreliable quality. If it has Reliable already, the two cancel each other out. Melee weapons of Poor craftsmanship incur a -1k0 penalty on Tests made to attack, disarm, and parry.

**Good** - More carefully constructed and finished, these weapons are consequently more reliable. Good quality ranged weapons gain the Reliable quality. If it was already Reliable, then it merely has obviously good craftsmanship. Melee weapons of good quality give a +1k0 on Tests made to attack. Weapons made of silver must be of at least this quality, as the metal is too soft for cruder techniques.

**Best** - These items are crafted by artisans and are often centuries old. Ranged weapons of best craftsmanship never jam or overheat, simply missing if these results should occur. Melee weapons of best quality add +1k0 to Tests made to attack and +2 to the damage that they inflict.

## WEAPON SPECIAL QUALITIES

Some weapons possess special qualities to represent such things as special damage or unusual effects. The following is a list of the most widely used weapon qualities:

### Accurate

Gain an additional +1k0 bonus to hit when using the Aim action, and if the weapon is firing on single shot, it deals +1k1 damage for every two raises you get on the roll to hit with an Aimed attack.

### Armoured

Armoured weapons grant a +2 armor bonus to the arm wielding them and to the body. Bonuses from multiple shields do not stack.

### Balanced

Gain a +1k0 bonus to Tests made to parry.

### Blast (X) !

When working out a hit from a Blast weapon anyone within the weapon's Blast radius in meters, which is indicated by the number in parenthesis, is also hit. Roll hit location and damage for everyone affected from a blast.

### Brawling

The damage from a Brawling weapon is added to the user's unarmed attacks (so a 0k1 punch augmented with Brass Knuckles becomes a 0k2 punch). Brawling weapons use the Brawl skill rather than Weaponry.

### Defensive

Gain +2k0 when the weapons is used to parry, but take -1k0 when it is used to attack. If you aren't proficient with the weapon, that -1k0 applies to all of the attacks that you make, instead of just the ones made with this weapon.

### Flame

These weapons project a cone of flame out to the range of the weapon. They can't be fired out to long or extreme range. You don't need to roll to hit with a Flame weapon - you just fire the weapon. The path is a cone shaped area in a 30 degree arc. All characters in this area must make a Dexterity Test (TN is equal to 5x the shooter's Ballistics skill, -5 for Poor quality weapons, and +5 for Good or Best) or else be struck by the flames and take damage normally. When it is fired by someone that isn't proficient, reduce the difficulty of the Test made to avoid damage by 10. Flame weapons Jam if the shooter rolls one or more 9s on any damage dice. For ease of use you can assume that the arc has a diameter of about half of it's length.

### Flexible

These weapons cannot be parried.

### Inaccurate

You get no bonus for using the Aim action with these weapons.

### Overheats

Whenever you roll one or more 9s on a damage roll the weapon... overheats. The user takes E damage equal to the weapon's regular damage to one of his arms (the firing arm if the weapon is used one-handed, a random

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arm if fired two-handed). The wielder may choose to drop the weapon to avoid the damage. Dropping the weapon is a Free action. A weapon that has overheated must be reloaded as if it had Jammed.

### Power Field

When such a weapon is used to parry, or is parried by, a weapon that lacks this quality, you roll a d10. On a 4+, the un-Powered weapon is destroyed. Natural and Artifact weapons are immune to this effect.

### Reach

When using a reach weapon to engage someone in melee, you yourself are not considered engaged unless they move to engage you. Reach weapons are usually 3 to 5 meters long.

### Recharge

The weapon needs time between shots to recharge. The weapon must spend the Round after firing building up a charge and cannot be fired. In effect, you can only fire this weapon every other Round.

### Reliable

Reliable weapons seldom fail. If it would Jam, the shot just misses instead.

### Scatter

If fired at a foe within Short Range, every raise the character gets on the attack roll increases the damage dealt by +1k0. At long range, the spread reduces its effectiveness. Armor points are doubled against hits from scatter weapons at long or extreme ranges.

### Shocking

Anyone who takes a wound from a Shocking weapon, he must make a Constitution Test (TN 15, 10 for Poor quality, 20 for Good, 25 for Best) or be stunned for one round.

### Smoke

These weapons throw up dense clouds of smoke to create cover. When a hit is scored from a weapon with the Smoke quality, it creates a cloud 3d10 meters in diameter from the point of impact. This screen lasts for 3d10 Rounds, or less in adverse weather conditions.

### Snare

On a successful hit, the target must make a Dexterity Test (TN of the roll that hit him) or be Immobilized. He can attempt no actions on his turn other than trying to escape the bonds. He can attempt a Strength or Dexterity Test on his turn (TN 10 for a Poor quality weapon, 15 for Common, 20 for Good, and 25 for Best) as a Half Action to escape his bonds. If it fails, he loses his other Half Action.

### Tearing

Tearing weapons always deal at least one wound when they deal damage, regardless of the target's Resilience.

### Toxic

After taking damage from a Toxic weapon, the target must make a Constitution Test (TN 15, 10 for Poor quality, 20 for Good, and 25 for Best) or else suffer one additional wound to the Gizzards.

### Two Hands

This weapon requires both hands to use.

### Unbalanced

Take a -1k0 penalty to all Tests made to parry.

### Unreliable

Whenever you attack with this weapon, treat your Ballistics skill as being halved (rounding down) for the purpose of checking for Jams.

### Unwieldy

This weapon cannot be used to parry.

## Guns

### Ordinary

Ordinary projectile weapons are the ones you're probably most familiar with. They're exceedingly plentiful and can be found on all but the most primitive worlds. Every race has developed slug-throwers at one point or another and citizens of all types commonly carry one for their basic protection or livelihood.

**Autopistol** - Compact and rapid-firing, autopistols are favorites of gangers and outlaws.

## GUNS

Name	Type	Damage	Pen	ROF	Range	Clip	Reload	Avail	Special
<b>Ordinary</b>		<b>Proficiencies: 'Basic' or 'Ranged 1'</b>							
Autopistol	Pistol	2k2 I	0	S/6	30m	12	Full	Com	-
Revolver	Pistol	2k2 I	0	S/-	30m	6	2Full	VCom	Reliable
Hand Cannon	Pistol	3k2 I	3	S/-	35m	6	2Full	Com	-
Autogun	Basic	2k2 I	0	S/10	90m	30	Full	UnCom	-
Hunting Rifle	Basic	2k2 I	0	S/-	150m	5	Full	Rare	Accurate
Shotgun	Basic	3k2 I	0	S/2	10m	2	2Full	Com	Scatter, Reliable
Pump Shotgun	Basic	3k2 I	0	S/-	30m	8	2Full	UnCom	Scatter
SAW	Heavy	3k2 I	5	-/10	120m	100	Full	Rare	-
<b>Las</b>		<b>Proficiencies: 'Basic' or 'Ranged 2'</b>							
Laspistol	Pistol	2k2 E	0	S/-	30m	30	Full	Com	Reliable
Pulse Rifle	Basic	2k2 E	2	S/4	100m	40	Full	UnCom	Reliable
Lasgun	Basic	3k2 E	0	S/3	60m	60	Full	Com	Reliable
Long Las	Basic	3k2 E	0	S/-	150m	20	Full	Rare	Reliable, Accurate
MP Lascannon	Heavy	5k5 E	10	S/-	300m	5	2Full	VRare	Recharge
<b>Plasma</b>		<b>Proficiencies: 'Ranged 2'</b>							
Plasma Pistol	Pistol	3k3 E	8	S/-	30m	10	4Full	VRare	Recharge, Overheats
Plasma Gun	Basic	3k3 E	8	S/2	90m	20	4Full	Rare	Recharge, Overheats
<b>Melta</b>		<b>Proficiencies: 'Ranged 2'</b>							
Inferno Pistol	Pistol	4k3 E	12	S/-	10m	3	2Full	VRare	-
Meltagun	Basic	4k3 E	12	S/-	20m	5	2Full	Rare	-
<b>Bolter</b>		<b>Proficiencies: 'Ranged 1'</b>							
Bolt Pistol	Pistol	4k2 X	6	S/-	30m	8	Full	Rare	Tearing
Boltgun	Basic	4k2 X	6	S/3	90m	24	Full	VRare	Tearing
Heavy Bolter	Heavy	4k2 X	8	-/10	120m	60	2Full	VRare	Tearing
<b>Syrneth</b>		<b>Proficiencies: 'Ranged 2'</b>							
Null Ray	Heavy	6k3 E	20	S/-	10m	4	2Full	VRare	Recharge
Lightning Gun	Basic	4k2 E	4	S/2	30m	6	2Full	VRare	Scatter, Shocking
<b>Exotic</b>		<b>Proficiencies: 'Ranged 1'</b>							
Needle Pistol	Pistol	2k2 R	0	S/-	30m	6	Full	VRare	Accurate, Toxic
Needle Gun	Basic	2k2 R	0	S/-	180m	6	2Full	VRare	Accurate, Toxic
Web Pistol	Pistol	-	0	S/-	30m	1	Full	Rare	Blast (2), Snare
Heavy Webber	Basic	-	0	S/-	50m	1	Full	Rare	Blast (5), Snare
<b>Flamer</b>		<b>Proficiencies: 'Ranged 2'</b>							
Hand Flamer	Pistol	3k2 E	4	S/-	10m	3	2Full	VRare	Flame
Flamer	Basic	3k2 E	6	S/-	20m	3	2Full	Rare	Flame



**Revolver** - Based on an ancient and well-tested design, the stub revolver is an ideal backup weapon.

**Hand Cannon** - A variant of the Revolver, this huge hand cannon fires enormous rounds designed to not only take down a target but make a loud and intimidating noise while doing so. These weapons produce ferocious recoil, and impose a -1k0 penalty on Tests made to attack unless the firer uses both hands to brace the weapon.

**Autogun** - Cheap and easy to produce on even the lowest-tech planets, autoguns are a staple weapon. Durable, rugged and easily stocked with readily available ammunition, these weapons are a common sight, especially in the rougher parts of the Great Wheel.



**Hunting Rifle** - Hunting rifles can be found in the hands of a former hunter or carried by a wealthy sportsman in the pursuit of prey. Highly accurate in the arms of a trained user, even at extreme long ranges, a hunting rifle can bring down its target be it man or beast.

**Shotgun** - Even the lowest-tech factories can produce these weapons, making them a common sight in the Wheel. Favored for urban and shipboard combat, where their short range stopping power comes into play, shotguns have found their way into the arsenal of many Organizations.

**Pump Shotgun** - Favored by law enforcement, the pump-action shotgun has all the strengths of its double-barreled cousin with the added benefits of increased clip capacity. There are few things as distinctive (and intimidating) as the sound of a pump-action shotgun chambering a shell.

**SAW** - A mainstay support weapon on lower-tech planets, and also popular with outlaws and hive gangers, the SAW (Squad Automatic Weapon) is ideal for fighting off large numbers of enemies or even lightly armored vehicles.

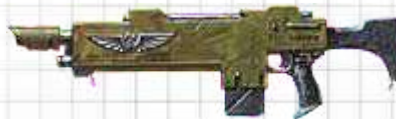
### Las

Laser or 'Las' weapons are the most numerous weapons found in the Wheel. Based on reliable technology, they are cheap to manufacture and easy to maintain. Las weapons work by emitting short, sharp pulses of laser energy from high capacity fast-discharge capacitors, with a flash of light and a distinctive snap like the cracking of a whip as the trigger is pulled.

**Laspistol** - The laspistol is a light, compact and reliable weapon common throughout the Wheel. Designs vary widely and can range from elaborate heirloom devices inscribed with ornate carvings and gold filigree, to simplistic but brutally robust weapons used by gangs and criminals.

**Pulse Rifle** - A light, cut down las weapon designed for longer range and more volume of fire than the standard Lasgun. Pulse rifles can be fired in one hand with only a -1k0 penalty rather than the normal penalty for basic weapons.

**Lasgun** - Produced in a multitude of different styles and patterns, the lasgun can be found in almost every Crystal Sphere, where its robust design and dependability make it a favored weapon of armies and adventurers alike.



**Long Las** - Favored by snipers, the long las is a specially modified version of the lasgun constructed for added range and accuracy. As its name implies, a long las also has a much longer barrel than a lasgun, sometimes being up to twice the length, making it unwieldy in close quarters.





**MP Lascannon** - Built for war, lascannons use huge power packs that provide enough energy to punch holes in the thickest armor even at very long ranges. Lascannons also require separate power packs, which is why they are often crewed by two or more people.

### Plasma

**Plasma** weapons work by using hydrogen fuel suspended in a photonic state in either fuel flasks or backpack containers. As the fuel is fed into the miniature fusion core inside the weapon the hydrogen energizes into a plasma state, held in the core by powerful magnetic containment fields. When fired, the fields dilate open and the plasma is ejected as a bolt of super-heated matter.

**Plasma Pistol** - Few pistols are deadlier than the plasma pistol, and those willing to take the risk of using one possess a weapon capable of taking down almost any foe at close range.

**Plasma Gun** - An uncommon weapon, even in the military, plasma weapons are as unstable as they are deadly, occasionally overheating and venting super-heated air back on their wielder.



### Melta

**Melta** weapons emit devastatingly intense but short-ranged blasts of heat which can melt through almost any material. Melta usage is accompanied by a distinctive hissing sound as the beam boils away the water in the air, then a roaring blast as the beam reduces the target to charred scraps or molten slag. Meltas are excellent anti-armor weapons and few things can withstand their power.

**Inferno Pistol** - The inferno pistol represents very specialized and ancient technology, hard to reproduce and making these weapons rare and expensive. Owning an inferno pistol is a sign of status, but usually only powerful and influential individuals have the honor of owning one of these relics.

**Meltagun** - Meltaguns are the most common form of melta weapon, coveted by soldiers for their massive close-range destructive power. There are also few things as good at cutting through armor as a meltagun, they are often pressed into service for breaching bulkheads.

### Bolter

The bolter is an ancient and respected weapon, a sign of status and respect. Bolter weapons fire self-propelled mass-reactive shells called bolts, set to explode just after penetration for maximum lethality. Overall they are superb if temperamental devices requiring skilled maintenance. Bolter ammunition is expensive and difficult to manufacture, and only the elite have ready access. The standard bolter round is .75 calibre with a super-dense metallic core and armored tip.

**Bolt Pistol** - Carrying a bolt pistol is a sign of high status, one that only a minority can afford due to the high cost of maintenance and ammunition. However, few can argue with their destructive power in combat and after experiencing their potent capabilities a man might beggar himself to own one.

**Boltgun** - Boltguns are known for the unique roar they make when fired, as the propellant in their shells ignite, followed shortly by the explosive detonation as they hit their target. It is an experience only slightly less satisfying



## OTHER RANGED WEAPONS

Name	Type	Dam	Pen	ROF	Range	Clip	Reload	Avail	Special
<b>Primitive</b>		<b>Proficiencies: 'Basic' or 'Ranged 1'</b>							
Bow	Basic	2k2 R	0	S/-	30m	1	Free	Com	Reliable
Compound Bow	Basic	0k2 R <sup>°</sup>	0	S/-	S*10m	1	Free	UnCom	Reliable
Crossbow	Basic	4k2 R	2	S/-	30m	1	2Full	Com	-
Hand Bow	Pistol	2k1 R	0	S/-	15m	1	Full	UnCom	-
Musket	Basic	5k3 I	0	S/-	30m	1	4Full	Com	Unreliable, Inaccurate
Sling	Basic	1k1 I	0	S/-	15m	1	Full	VCom	-
Bolas	Thrown	-	0	S/-	20m	-	-	UnCom	Snare, Inaccurate
<b>Launchers</b>		<b>Proficiencies: 'Ranged 1'</b>							
Grenade Launcher	Basic	†	†	S/-	60m	6	2Full	Rare	†
Missile Launcher	Heavy	†	†	S/-	200m	1	2Full	VRare	†
<b>Grenades and Missiles</b>		<b>Proficiencies: 'Throwing'†</b>							
Smoke Grenade	Thrown	-	0	S/-	S*3m	-	-	VCom	Smoke
Frag Grenade	Thrown	4k2 X	0	S/-	S*3m	-	-	Com	Blast (4)
Frag Missile	-	4k3 X	5	-	-	-	-	UnCom	Blast (6)
Krak Grenade	Thrown	4k3 X	10	S/-	S*3m	-	-	UnCom	-
Krak Missile	-	5k4 X	12	-	-	-	-	Rare	Blast (1)
Photon Flash	Thrown	-	0	S/-	S*3m	-	-	Com	Blast (6)
Plasma Grenade	Thrown	5k4 E	8	S/-	S*3m	-	-	Rare	Blast (3)
Stun Grenade	Thrown	-	0	S/-	S*3m	-	-	Com	Blast (6)
Grav Bomb	Thrown	-	0	S/-	S*3m	-	-	VRare	Blast (8)

<sup>°</sup> - Uses the archer's Strength as rolled damage dice.

† - Varies with ammunition

‡ - Applies only to thrown grenades. When used as ammo, these require no additional proficiency.

than seeing the results of such a weapon in action.

**Heavy Bolter** - A larger support version of the boltgun, the heavy bolter is seldom seen outside military organizations. Jamming is often a problem due to their high rate of fire, and when used in two-man teams the loader can expect to be clearing shells as well as loading new ammunition packs or feed belts.



### Syrneth

Weapons of the ancient Syrneth empire, they remain in as good condition today as when they were manufactured. While it's certainly possible to damage or even destroy them, it's thought that some element of their manufacture repairs itself over time, which is why even in ruins tens of thousands of years old, they seem as good as new.

**Null Ray** - The Null ray is a terrible and ancient weapon that uses complex enchantments and arcane science that cannot be replicated. These glossy black rifles emit a ray of crackling purple light that tears open solid mass. There is almost no way to defend against these weapons, and in the very rare occasions when they appear on the market, they are traded for vast sums.

**Lightning Gun** - One of the simpler and more common Surneth weapons, the Lightning gun fires a wide cone of electrical potential, almost like a shotgun firing crackling bolts of thunder.

### Exotic

Some weapons are so rare that even a seasoned warrior might never have seen one, while other weapons are of such secret or specialized purpose that only one inducted into the correct secret society or with the proper training can ever expect to hold one. Such weapons require specialized training, and each must be mastered separately with a different talent.

**Needle Pistol** - Needle pistols use a low-power laser beam to propel small slivers of crystal coated in viral toxins. Enemies wounded by them are almost instantly paralyzed or dead within moments. As they are virtually silent and have no muzzle flash, needle weapons are ideal for assassins.

**Needle Gun** - Prized by snipers, the needle rifle offers the perfect combination of range, stealth and deadliness. The only argument against these exquisite weapons is that they are next to useless against heavily armored targets.

**Hand Webber** - Hand webbers fire masses of filaments which expand in the air to form a web of sticky, near-unbreakable material. Targets are quickly entangled in a painful embrace; if they attempt to struggle the filaments constrict even more, further entrapping them. The webbing breaks down on its own and flakes away after 1d10 rounds.

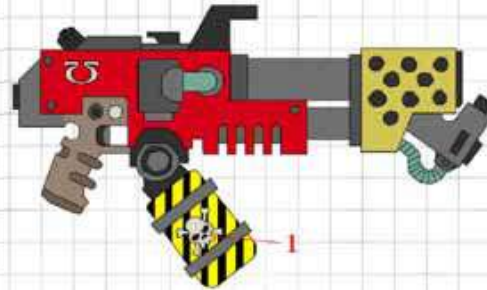
**Heavy Webber** - The most commonly used web weapon, it is often called into play to subdue lawbreakers without killing them. They have a longer range and each shot can cover a small group of people, incapacitating entire crowds when used in large numbers. The webbing breaks down on its own and flakes away after 1d5 hours.

### Flame

As the name suggests, these weapons operate by firing goutts of flame at the target, not only serving as an effective means of smiting the enemy but also making disposal of their corpses a much easier task. Flame weapons function by firing goutts of an ignited fuel that can be hard to extinguish, with some models even able to fire underwater or in vacuum.

**Hand Flamer** - Flame pistols or hand flammers are designed for personal combat at close range where their very short range and poor accuracy are not an issue.

**Flamer** - Flamers are terrifying and indiscriminate weapons ideal for attacking enemies in cover or confined spaces.



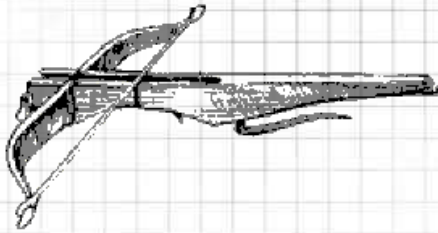
### Primitive

Even in the 41st millennium there is a call for low-tech weapons, found on feral, undeveloped planets or post-apocalyptic environments where technology has collapsed, or on vicious worlds where even in the heart of cities combat rages. Though these weapons may be hopelessly outdated by more advanced firearms, in the hands of a skilled user they can be just as deadly.

**Bow** - Bows have changed little throughout their many countless centuries of usage, and can be found across the Wheel in a variety of designs of constructions. Even on high-tech worlds, these weapons, like hand bows, are a favorite amongst assassins and gangers for their silence and reliability.

**Crossbow** - Crossbows are less common than bows as they require more advanced mechanical fittings, but they are equally as deadly.





**Hand Bow** - This weapon offers the hitting power of a crossbow but in a pistol grip, suitable for one-handed operation but at shorter ranges. The ease at which they can be broken down and concealed, as well as their silent operation, makes them a favored weapon of assassins.

**Musket** - These crude devices can only fire once before reloading, are prone to failure, and only the most low-tech savage or desperate renegade would generally fight with one. When they do strike, however, they are deadly against unarmored foes.

**Sling** - Slings are a difficult weapon to master, but can be used to throw anything from rocks picked off the ground, to specialized metallic balls, to even grenades. When using a sling to throw grenades, replace the sling's damage with the effects of the grenade but retain the weapon's range.

**Bolas** - Bolas are normally non-lethal and as such are often employed by bounty hunters or local law enforcement, where the swirling balls (some styles have up to eight of these dense objects) can entangle a target with heavy cords or wire.

### ✓ Launchers

The Great Wheel is raked by war and disorder, and there's a high demand for extremely destructive ordnance. To that end the forge worlds of the Wheel send out a steady stream of explosives, grenades and similar weaponry, some of which may find its way into the hands of Heroes and their foes. As usual, launchers are sold with a full clip and two reloads.

**Grenade Launcher** - The standard grenade launcher uses compressed gas to launch a variety of grenade types at the enemy. These

shots can be arced high into the air as suppressive fire at unseen targets as well as being used indirectly against foes.

**Missile Launcher** - Like grenade launchers, missile launchers fire a variety of explosive rounds at long distances. A missile is fitted with stabilization and guidance systems to aid in their accuracy, which is excellent at long ranges. Most launchers are shoulder-mounted tube-like weapons that fire a single round at great accuracy.

## Grenades and Missiles

**Smoke Grenade** - Smoke grenades explode with a dense black smoke which obscures basic eyesight and optical based systems. Depending on the quality of the grenades, they may also block heat and other spectral bands outside of normal humanoid eyesight.

**Frag** - Fragmentation or frag grenades and missiles are filled with shot, heavy wire, or metallic shards to create high velocity shrapnel fragments when they explode, making them deadly when used against unarmored infantry.

**Krak** - Krak grenades and missiles use concentrated explosives to punch holes in armored targets such as vehicles or bunkers. The powerful detonations do not produce a blast effect however, making them impractical for use against most infantry or other small targets.

**Photon Flash Grenade** - Photon flash or simply flash grenades detonate like a small star, blinding anyone nearby and overloading most vision protection systems such as visors. Those without eye protection are usually left temporarily blinded and defenseless.

**Plasma Grenade** - These use a deliberate plasma containment failure, causing a blast of heat and light to burst forth like a miniature sun. They are highly lethal against almost all targets.

**Stun Grenade** - Stun grenades use a combination of a loud explosive and a flash of light to momentarily incapacitate targets before an as-





sault is launched. They are designed for non-lethal uses and generally cause no lasting injury. Anyone caught in a stun grenade's blast must pass a TN 15 Constitution Test or become stunned for 1d5 rounds. Proper eye and ear protection reduce the TN to 10.

**Grav Bomb** - An extremely rare grenade type, the gravity bomb creates a burst of gravitons. All targets in the blast area of a Grav Bomb must Test Dex against a TN of 15. Those who fail are drawn to the center of the blast radius, taking damage as if they had fallen that distance.

## Melee

Despite the wide range of ways available to kill the enemy at a distance, there is always a demand for weapons designed for close and personal combat. For some it is a matter of honor to look their foe in the eye, for others a way to prove their skill at superhuman sword ability. These kinds of weapons range from crude lengths of metal to exquisitely constructed artifacts from ages gone by, devices which could never be created again in this dark time.

### Ordinary

Ordinary weapons are among the most widely used weapons. They range from common broadswords and axes to simple heavy sticks and the like.

**Daiklave** - Elaborately decorated and with a double-edge design, daiklaves are the signature weapon of Heroes. They are forged from steel alloyed with magical materials and are improperly balanced for mere mortals.

**Hand Weapon** - A hand weapon is kind of a catch-all category for the huge variety of weapons this can cover. A hand weapon can be a broadsword, an axe, a mace, a hammer, and so forth.



**Power Sword** - A much more modern and dangerous version of the standard hand weapon, the Power Sword uses a power field generator to create deadly arcs of energy across the blade. Many are centuries old and handed down from father to son.

**Club** - This can be pretty much anything that's got some weight to it and can be used to bash someone over the head. Most improvised weapons count as clubs, but there are specially made clubs as well.

### Parrying

Parrying weapons are made specifi-



cally to be small and easy to use defensively. While they may not be powerful weapons on their own, they can be worn (or at least hidden) in polite society.

**Knife** - This is pretty much the most common weapon there is. Many are really more tools than weapons at all. Nearly all knives made for fighting are balanced so they can be thrown with a range of 5m.

**Katar** - Also known as the punch dagger, it's a single-bladed knife with a hilt assembly perpendicular to the blade. Held in a closed fist, the blade juts from the front of the character's fist so that his punches deliver deadly stabs.



**Main Gauche** - A special parrying dagger with a basket hilt that makes it excellent for blocking attacks but not quite as good as a normal knife for hurting people.

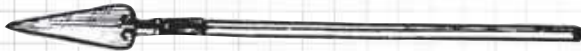
### Cavalry

Cavalry weapons are called such because they are most often used either by or against cavalry. They're typically long weapons that can be braced against a charge or stabbed

down from horseback.

**Lance** - The lance is a strong-shafted spear designed to be used from horseback, they're not typically used against other infantry but to ride down cavalry. When used from horseback, a Lance is at +1k1 damage.

**Spear** - One of the most versatile and simple weapons ever produced, the spear is a foot-long head attached to the end of a five to six foot long pole. Spears are inexpensive and effective, and as a result are one of the most common armaments of soldiers on primitive worlds. They can be thrown with a range of 10m.



**Shortspear** - A short-hafted weapon used primarily for stabbing, the short spear often has a long head so it can be used for slashing and chopping in a pinch.

### Flail

Flails consist of one or more heavy spiked balls attached to the weapon's pole (with lengths of chain or metal rods), and while difficult to wield, they are capable of inflicting terrible wounds.

**Flail** - A typical flail is a single spiked ball attached to a bit of chain and a handle. Once someone actually becomes trained in its use, it becomes a deadly weapon for getting around an enemy's defenses.



**Dire Flail** - Much larger than the standard flail, the Dire flail can have a head as big as the person using it, swinging dangerously on a long chain. It's a dangerous weapon both to enemies and everyone around you.

**Electro-Flail** - Electro-flails are groups of tendril-like lashes, attached to a short staff or handle. These flails have a short reach but as they strike in deviating masses of hits they can be extraordinarily effective at incapacitating a foe.

### Fencing

Fencing weapons come in many shapes and sizes, but almost all are light and fast weapons that are designed to be easy to use. However the light weight of the weapons can make them hard to master as killing tools.

**Fencing Sword** - A standard fencing sword can come in quite a few forms, from rapiers to sabres or even longer curved blades like katanas.



**Officer's Cutlass** - A version of a fencing sword enhanced with a shock generator, the batteries throw off the balance of the weapon, but its ability to disable an opponent without killing them can be worth the trade.

**Phase Sword** - One of the most deadly weapons a person can wield, forged from magical materials and dark magic that is kept a deadly secret, it's said the edge of this blade only half-exists, letting it slip through armor and cut the flesh inside without scarring the armor.

### Two Handed

Two Handed weapons are, as you can guess, all weapons that can be used in two hands. Not all weapons that require both hands are part of this weapon category - other weapon types require more specialized training that is better represented in their own proficiency type.

**Great Weapon** - A standard great weapon can be anything from a two-handed axe to a large sword or glaive or even a huge iron club. They



all do about the same amount of damage - which is a lot - and use the same stat line.



**Grand Daiklave** - Sometimes called a battle-blade or foecutter, the grand daiklave is the ultimate expression of the philosophy behind the daiklave - one needs no defense against a dead opponent. They can be two meters long with blades a foot wide, and only the enchantments within them allow them to be used at all.

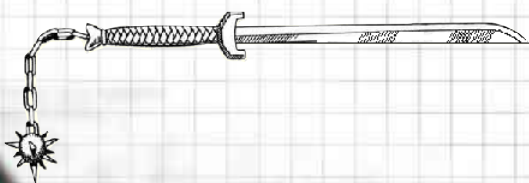
**Goremaul** - Massive hammers that require two hands to wield, Goremauls require great strength to use but deliver crushing blows that can deal horrifying damage with every attack.

### Syrneth

Syrneth weapons are of extremely strange design and manufacture, appearing to be overly ornate or badly thought out, as if not designed for fighting as much as display. However, they are among the most dangerous weapons available, their basic power eclipsing that of even some of the greatest weapons made in modern times.

**Scythe** - A Syrneth scythe resembles a farmer's sickle, a short, semicircular blade. Its appearance is deceiving - the curved blade isn't what does the cutting. There's an invisible line of force that runs from the curved tip of the blade towards the handle, forming a cutting edge that can slice even through steel.

**Gyrspike** - An awkward weapon, a Gyrspike is a combination of a sword and a flail, extraordinarily deadly. Especially to an untrained wielder. Once mastered, though, it's great at getting through an opponent's defenses. It's likely they've never even seen one before.



**Grimscythe** - A much larger version of the Syrneth scythe, the Grimscythe is designed to be used with both hands and, while even deadlier than the smaller version, is somewhat slower on the defense.

### Chain

Chain weapons are popular amongst most warriors, as most races and planets have the basic technology to produce these brutal weapons. They all have fast-moving chains of serrated metallic teeth running across what would normally be the weapon's bladed edge. Even the slightest hit can rip open flesh, and solid strikes can cut through armor. Most are loud and all are visibly dangerous, and the sight of one can demoralize even the most fanatical opponent.

**Chainsword** - Chainswords are roughly sword-like in shape as the name suggests, with a large flat housing containing the chain. Generally only the forward curved section is open, and is thrust at the enemy where the spinning chain teeth can bite into flesh and bone.

**Chainaxe** - Chain axes are heavy, brutal weapons that can deliver hideous damage with each blow. Like a regular axe, these can have one edge or be two-sided. Each open edge contains its own chain loop, meaning that the double-sided version can still operate if one side is fouled.

### Shields

Shields are tools used to block attacks. They vary in size and shape, but they all have the same functionality - they're strapped to a character's arm and interposed between the character's body and attacks. Shields make poor weapons, though all but the heaviest can be used to at least bash an enemy.

**Shield** - The basic shield, which can be made of a variety of materials, from improvised wood or plastic sheets to advanced metal or armorplated plates. Sizes range from light bucklers to full-body shields as large as a man.

### Unarmed

Unarmed weapons are designed to enhance the user's own fighting abilities. A trained user can turn their normal punches into deadly strikes.

**Brass Knuckles** - Brass knuckles, despite the name, are usually made of steel. They're a simple weapon that adds weight and rigidity to the user's hand. Good or Best quality brass knuckles are often disguised as gloves or elaborate rings.

**Caestus** - More elaborate than brass knuckles, the caestus includes spikes or blades that tear into flesh. They're designed to intimidate as much as they are to hurt, and they do both well.

**Power Fist** - Sometimes you need to punch a goddamn tank. Unless you're wearing something like a Power Fist, the tank isn't likely to notice. Being hit with a Power Fist is a lot like being hit by a train. A fist train.

### Armor

Given the numerous weapons available in the Great Wheel as well as their lethality, it is no wonder that personal armor and protective energy fields are commonplace. Most important civilians always wear some sort of armor while in public, and some of the more paranoid (or well prepared) also use them in private. The Military and Heroes are always equipped with some sort of protection, ranging from cheap layered padding to highly sophisticated armor built to resist almost any attack.

Armor provides Armor Points to various locations on your body. In addition, some kinds of armor have special properties that are noted in their description.

### ARMOR

Name	AP	Max Dex	Avail	Locations
<b>Light</b>				
Leathers	2	-	UnCom	Arms, Body, Legs
Heavy Leathers	3	5	Com	Arms, Body, Legs
Quilted Vest	3	-	Com	Body
Sports Helmet	3	5	Com	Head
Mesh Vest	4	-	Rare	Body
Mesh Cowl	4	-	Rare	Head
Mesh Gloves	4	-	Rare	Arms
Mesh Coat	4	4	VRare	Arms, Body, Legs
<b>Medium</b>				
Chain Coat	5	3	UnCom	Arms, Body, Legs
Chain Hood	4	-	UnCom	Head
Metal Skirts	4	4	UnCom	Legs
Plastic-Man	4	2	VCom	All
Flak Vest	5	4	UnCom	Body
Flak Jacket	5	4	UnCom	Arms, Body, Legs
Flak Gauntlets	5	5	UnCom	Arms
Flak Helmet	5	-	UnCom	Head
<b>Heavy</b>				
Banded	6	3	UnCom	Arms, Body, Legs
Full Helm	6	-	UnCom	Head
Magic Breastplate	6	4	VRare	Body
Exhibition Armor	6	3	Com	Body, Left Arm & Leg
Carapace Chest	7	3	Rare	Body
Carapace Helm	7	-	Rare	Head
Carapace Gloves	7	3	Rare	Arms
Carapace Legs	7	3	Rare	Legs
<b>Extreme</b>				
Half Plate	7	2	UCom	Body, Legs
Armored Sleeves	7	2	UCom	Arms, Body
Plate	8	2	Rare	Arms, Body, Legs
Plate Helm	8	-	Rare	Head
Storm Carapace	8	3	VRare	All
<b>Power*</b>				
Exoskeleton	8	1	Rare	Arms, Body, Legs
EVA Exoskeleton	9	1	VRare	All
Light Power	10	3	VRare	All
Power Armor	12	2	VRare	All

\*Power Armor provides a +1 bonus to Resilience and Strength, and a -2 penalty to static defense.



**Type:** The type of armor.

**Location(s) Covered:** What locations the armor covers, a combination of arms, legs, body and head. Any armor that provides protection to the body also protects the gizzards. Some armor covers all these locations and is noted as covering "all".

**AP (Armor Points):** How many Armor Points the armor provides for the locations covered. It takes training to wear armor without it getting in the way. Without the appropriate feat, you apply the armor's AP as a penalty to your static defense. With the right feats you take no penalty for light or medium armor and half of the penalty for heavier armors.

**Max Dex:** The maximum Dexterity score the character may apply when making Dodge tests, for determining Speed, and any other check that involves quick movement (as judged by the SM).

**Availability:** How rare the armor is.

### MIXING ARMOR

You can mix pieces of armor. However, their protective qualities do not stack. In cases where an area which is covered by multiple pieces of armor is struck, the highest Armor Points is used. For example, if a character wearing Leathers and a Flak Vest is hit in the body, the lower armor points of the Leathers (AP 2) are ignored and the Armor Points of the Flak Vest (5) are used for the purposes of calculating damage.

### Primitive Armor

It might be leather or classically-fitted metal plates, but primitive armor is still quite protective. Most of what's still in use today is enchanted and practically dripping with magic enough to deflect bullets.

Leathers and Heavy Leathers are just what you expect. Most heavy or thick clothing can be considered roughly the same as leathers in a pinch. Quilted Vests are much the same, thick padded clothing that really wouldn't look terribly out of place as normal clothing.

Chain armor is one of the most common types of armor on feral worlds, interlocking rings of metal that soften and deflect blows. A step up from chain armor is Banded armor, which is made of horizontal strips of steel allowing a lot of movement but not quite as full protection as the next step up, Plate armor, which is made of thick plates of metal articulated for movement.

## ARMOR QUALITY

All the types of armor detailed here are of Common craftsmanship. For armor of better or worse manufacture use the following modifiers.

**Poor** - Badly fitted, Poor quality armor is difficult to wear and imposes a -1 penalty to Dexterity.

**Good** - Well made, the armor is easy to wear. The armor's Max Dex is increased by 1. !

**Best** - The very best there is, like donning a second skin. It gets a +2 bonus to AP, and the armor's Max Dex is increased by 1.

### Mesh Armor

An advanced design, mesh is formed from thousands of thermoplas cells and nanotubes linked together to create a fabric-like material. It is lightweight and can withstand most impacts or energy by becoming momentarily rigid, spreading and dissipating the attack.

### Flak Armor

Comprised of layers of ablative and impact-absorbent material like ceramic plates and carbon fibers, flak armor is effective against small arms, shrapnel, and proximity blasts. Flak armor doubles its AP against weapons with the Blast quality, provided the wearer was not subjected to a direct hit by the weapon.

### Plastic-Man

A cheap full-body armor that contains no metal and cones complete with integrated face concealing helmets. Plastic-Man is popular with those who need to outfit legions of terror or large numbers of expendable clones. It comes in white, red, or black.

### Carapace Armor

Carapace armor is made of densely layered plates of armaplas, ceramite or other kind of highly durable metallic materials. It is heavy to wear and cannot easily cover flexible areas such as joints, but it offers significantly better protection than lighter armors.

### Storm Carapace

Storm Carapace comes as a single sealed suit, and counts as a voidsuit as long as all of the parts are worn. The protection of Storm Carapace is slightly better than normal Carapace armor thanks to its sealed joints and tough under layer.



**Magic Breastplate**

Ancient pieces of enchanted armor, almost artifacts in their own rights, these are pieces of shaped metal that fit over humanoid torsos and are imbued with so much magic that they often glow. Magic breastplates are very comfortable and can easily be worn under normal clothes or voidsuits without anyone noticing.

**Exhibition Armor**

These partial suits are designed for show-business. They're often brightly colored, always have lots of spikes on them, and look better than they wear. A desperate berk could kit-bash two suits together but it would drop the quality of the armor to Poor.

**Armored Sleeves**

These are not actually intended to be battle armor. They're for hazardous material handling. They come with a built-in radiation counter, for measuring the magic and nuclear contamination of the wearer.

✓ **Power Armor**

The heaviest and most sophisticated kinds of armor use their own power source increasing the user's strength. Power Armor adds 1 to the wearer's Strength Characteristic and increases his Resilience by 1, however, due to the nature of such armor, the penalty to static defense is increased by 2.

**Exoskeletons**

More equipment re-purposed as armor, these are less robust version of Power Armor for heavy construction. The EVA version counts as a voidsuit and is a one-piece affair that the wearer gets into through a hatch in the back, it also has a built in micro-bead.

**Gear** ✓

Other gear is, of course, available. The SM should use her best judgment for the availability of other items. In general, most very basic gear, as people could expect to use in their daily lives, should be Very Common or Common. If you're unsure of how to price something, it's usually better to go too high than too low.

GEAR	
Name	Avail
Auspex	UnCom
Backpack	VCom
Charm	VCom
Chrono	Ubi
Climbing Kit	Com
Clothing	VCom
Combi-Tool	UnCom
Data Slate	Com
Implement	UnCom
Magnoculars	UnCom
Medkit	UnCom
Micro-Bead	Com
Multikey	Rare
Pict Recorder	UnCom
Rebreather	UnCom
Torch	VCom
Void Suit	UnCom
Writing Kit	Ubi

Note there is no listing for ammunition, basic food and water, and so forth. The characters are assumed to be able to take care of such things for themselves. The purchase of a gun is assumed to be accompanied by the purchase of a reliable source of ammunition. A character can take as much ammo as they want with them (within reason, a person can only carry so much!), replenishing it whenever they get back to their base of operations. If they don't have a base of operations, well, then they just get it during any significant downtime. Let's be honest, the necessities are only removed when it's important for the plot ANYWAY, so it's one less thing to be kept track of.

**Auspex**

These devices are used to detect energy emissions, motion, and biological life signs. A character using an auspex may make Tech-Use Tests to use an auspex to spot things not normally detectable by human senses alone, such as invisible gases, nearby bio-signs, or ambient radiation. The standard range for an Auspex is 50m, though walls more than half a meter thick and certain shielding materials can block the scanner.





### **Backpack**

A personal carrying device can take many forms, but is usually some kind of bag with attached straps for ease of carrying. A backpack can usually carry approximately 50 kilograms.

### **Charm**

A charm is a keepsake, holy relic, or good luck token that is intended to draw the benevolent eye of the gods to the wearer. They take myriad forms including such things as saintly finger bones, fragments of blessed bolter casings, water from holy rivers, and even corpse hair woven into significant patterns. Throughout the Great Wheel, there is no shortage of folks who will sell such items, though discerning true relics from the false is an almost impossible task.

Charms have no tangible benefits. However, when the unfolding plot calls for something bad to happen to a random character, at the SM's discretion a character with a charm will be exempt. If all the characters carry charms (as most wise adventurers do) then it is up to the SM to choose which charms are the most potent.

### **Chrono**

Chronos are handheld or wrist-worn timepieces, generally dependable and simple to use.

### **Climbing Kit**

A compact spool-stored safety line, with a magnetic or hooked clasp. A character using a climbing kit to descend a vertical surface is in no danger of falling.

### **Clothing**

It's a very simple matter to find clothing, and the forms clothing can take are nearly infinite, from literal rags to bodygloves, suits, practical work clothing, military uniforms, religious garb, and so forth. The SM is free to set any availability for a given item of clothing, and there's always a way to spend more on yet more exclusive fabrics, clothiers, and jewelers.

### **Combi-Tool**

Commonly found in the hands of experienced engineers, combi-tools are versatile if somewhat bizarre mechanical devices. A character using a combi-tool is considered properly equipped for almost any Tech-Use Test.

### **Data Slate**

Data Slates are commonplace in the great wheel as the primary means of storing and reading

printed text and other media such as video or audio recordings. They are cheap and easy to make, and many only contain a single media recording, such as text, and can only play that one file. Others can re-record new information and transmit and receive data from other devices.

### **Implement**

Commonly used by sorcerers and clerics to focus and enhance their magical power, Implements come in a huge variety of shapes and sizes - wands, rods, staffs, orbs, holy symbols, and so forth. A sorcerer does not need to have an implement to use his power, but depending on their training and taste, it may be an important part of their style.

### **Magnoculars**

These are powerful vision aids, which magnify distant objects. More advanced, higher-quality magnoculars can also do such things as give range read-outs, detect heat sources, calculate target location positioning and take image snapshots for later analysis.

### **Medkit**

This is a vital bit of equipment for any medic. A typical medkit contains various cataplasm patches, contraceptics and synth-skin. A character that has a medkit at hand when using the medicae skill gains a free raise on the Test.

### **Micro-Bead**

A micro-bead or comm-bead is a short-range communication device worn in the ear, good out to about one kilometer. Such things as bad weather, dense terrain and intervening rock or plasteel can greatly reduce this range, however.

### **Multikey**

As it can open most standard locks, the multikey is not a standard item for most honest citizens. For the same reason, though, they are widely sought after by criminals and other disreputable elements.

### **Pict Recorder**

Pict recorders are relatively simple live-media recording devices and some have holographic capabilities. Most also allow for playback as well as recording, and some are even built into special robotic frames so they can capture important archaeological tech-quests, weapons Tests, interrogations and other possibly dangerous events.



**Rebreather**

Consisting of a mask or helmet, rebreathers contain their own air supply and are designed to preserve the user in even the most toxic atmospheres. A character wearing a rebreather is immune to the effects of gases and can even survive underwater. However, rebreathers typically have air canisters that last for about one hour and then must be replaced.

**Torch**

Depending on the quality of its manufacture, a Torch might be able to emit various levels of light, change the color of its beam of light, and so forth.

**Void Suit**

These sealed suits are intended to preserve the wearer in the most hostile environments. A void suit incorporates a rebreather and in addition allows the wearer to survive in a vacuum.

**Writing Kit**

A writing kit contains various papers, inks, and quills. Some strange people prefer water-proof paper and a ballpoint pen.

There is a price to be paid for such improvements, and this cost is measured not simply in flesh but, it can be argued, in humanity and even sanity. But generally you just get funny looks.

Thanks to superstition and the uneven level of technology across the Wheel, the sophistication and use of bionics varies wildly. Each different kind of cybernetic grants the user different benefits (and sometimes penalties) depending on its craftsmanship. The exception to this is that some Best quality cybernetics provide no additional benefits beyond those of Good quality, but are more impressive in their construction and design.

**CYBERNETICS**

Name	Availability
Bionic Arm	UnCommon
Bionic Heart	Rare
Bionic Locomotion	UnCommon
Bionic Respiratory System	Rare
Cybernetic Senses	Rare
Mind Impulse Unit	UnCommon



**Services**

Services indicate those things that are often essential to a Hero's life, such as finding a place to sleep, food to eat, and some fool with a ship willing to transport them to some tomb world, ash waste, drifting space hulk, or some other equally dangerous locale. Heros are not expected to actually have to roleplay and struggle to find food or lodging - the character's wealth or backing gives a good idea of what kind of lifestyle they have. A character with one or two dots in Wealth has a far more modest lifestyle than someone with five dots. Most services - finding somewhere to sleep and eat - don't take nearly as long to arrange as an acquisition. However, finding transport, getting long-term medical care, and so forth can take some time.

**Cybernetics**

Bionic implants and cybernetic augmentation are a fact of life in the Great Wheel. They enable damaged or diseased parts of the body to be replaced, improving on the abilities and power of the body and, in certain cases, extending life.

**BIONIC REPLACEMENT LIMBS AND BODY PARTS**

Bionic replacement limbs are assumed to operate at the same level of strength and dexterity as the body they are attached to (rather than risk ripping themselves out of their host through over-pressure), though their robust construction does add +2 to the owner's AP against hits scored to that particular location. Damage taken to these locations counts towards damage to the character and Critical Damage dealt to these locations function as normal. However, any result that causes Bleeding or some other inappropriate result renders the bionic limb useless. Critical damage to a limb that results in death has the full effect as it can be assumed that the limb explodes into shrapnel, incinerates, or discharges stored energy through its owner with lethal effect.



Note that bonuses and penalties relate



only to Tests made using the bionic limb and characters that have two bionic limbs do not gain double the bonus, but rather they may apply the bonus regardless of which bionic limb they are using.

### ATTACHING BIONICS AND IMPLANTS

Implants and bionics are only available if the character has access to the resources and skilled labor to have them installed: commonly this is only available in substantial medical facilities and worlds with a high technological base.

If a character can find a doctor willing to install a bionic or implant then the process takes 2d10 days, minus one day for each dot he has of Constitution (to a minimum of 1 day). How difficult it is to attach a bionic or cybernetic implant is up to the SM. He may decide that given enough time, and in an advanced enough facility, it is automatic, if the operating room is a mud hut the SM may call on the doctor to make a series of *Medicae* or *Tech-Use* Tests that could lead to such things as permanent crippling or blood loss.

### BIONICS AND MAGIC

If a character changes shape due to magic, their robot parts change to match the new shape and size, though they remain obviously artificial.



### Bionic Arm

Common versions of these systems mirror the function of the owner's arm and hand exactly, retaining strength, dexterity, and sense of touch.

Poor versions halve the user's Dexterity score when matters of fine dexterity are involved and *Weaponry* and *Ballistics* Tests take a -2k0 penalty when using the limb.

Good bionic arms provide a +1k0 bonus on Dexterity Tests requiring delicate manipulation (such as picking pockets) and add +1k0 to Strength Tests using that arm.

Best quality bionic arms are everything that the Good ones are and more. If they would become inoperable due to damage roll 1d10. On a 5 or less the arm is only inactive for a single round as a limited self-repair system fixes some of the damage.

### Bionic Heart

The paranoid (or prepared) are ever willing to replace crude flesh with more durable, armored materials. The light armor shielding of a bionic heart provides one last line of defense against attacks. A character with this implant gains +2 armor to the *Gizzards* - which stacks with any armor worn.

Poor versions apply a -1k0 penalty to all Constitution tests from their limited pumping capacity.

Good models can be triggered to pump more rapidly to increase physical capacity, though this risks stroke or other harm as the rest of the circulatory system is put under pressure. The character gains the *Fleet of Foot* feat.

### Bionic Locomotion

Common locomotion bionics must be fully integrated into the spine and nervous system to function properly; basic models accomplish this without any loss of function over the norm. In most normal humanoids this involves replacing both legs at once.

Poor versions halve the character's Speed (rounding up) and such characters that attempt to run must succeed on a Dexterity Test (TN 10) or fall at the end of their movement.

Good legs grant the owner +2 Speed.

The Best versions work as the Good versions and add a +2k0 bonus to *Athletics* and *Acrobatics* checks made to jump or leap.



### Bionic Respiratory System

Common bionic lungs and implanted respiratory systems mimic the action of lungs and keep the body supplied with oxygen. Such characters gain a +2k0 bonus to Tests made to resist airborne toxins and gas weapons.

Poor bionic lungs offer the same benefits as the Common system. However, they are raucously loud affairs and characters take a -2k0 penalty to all Stealth checks involving sound. A generally poor oxygen supply to the body means all Tests involving strenuous physical activity require an extra raise to succeed.

Good bionic lungs count as a full life support system (thus if for any reason the user's own respiratory system fails, his bionic lungs will keep his blood oxygenated), and their presence may be unnoticeable if designed to be so.

### Cybernetic Senses

Sight, hearing, and even touch and taste may be duplicated artificially, and more esoteric senses may be added. Common systems, while usually very obviously artificial and often oversize, manage to more or less duplicate the approximate human range of senses adequately and have no further game effects.

Poor cybernetic senses are troublesome and poor imitations of the real thing (hearing may be troubled by static, vision glitches or is rendered in low-resolution monochrome, and so on). A character with this system takes a -2k0 penalty to Tests made that involve the sense.

Good cybernetic senses grant the Heightened Senses talent for that particular sense, and a +2k0 bonus to Tests made to resist attacks on the sense itself (deafening noises, blinding flashes and so on). Basic and advanced cyber-eyes may also incorporate telescopic sights, a full photo-visor, or a system allowing the ability to see in the dark. Likewise, basic or advanced cybernetic hearing may also include an internal micro-bead system. Each of these 'extra' upgrades counts as a separate implant for the purposes of cost.

### Mind Impulse Unit

These devices, also known as sense-links or data-jacks, allow the owner to directly interface with a machine or technological device. They see widespread use among the military and engineers, who regard them as objects almost indispensable for trouble-shooting and repairing damaged machines. A basic or crude MIU rig involves a simple universal serial port either in the spine or wrist.

Common models add a +1k0 bonus to Tech-Use, Pilot, or Drive Tests used in conjunction with devices capable of MIU linking.

Poor MIU systems require an Intelligence Test (TN 15) to use because of their crude interface, but otherwise work the same as a Common MIU.

Good models grant a +1k0 bonus to Tech-Use, Pilot, Drive, Medicae, and Lore Tests when interfaced with MIU-enabled systems and often have wireless links that allow them to connect without need of direct plugs.





"So what are we going to do about Barbados and Lorgar?" Bethany asked. The tavern was nearly empty - it was too early for most people to drink yet. Only she and her companions were here for now.

"We have no choice but to try to kill them," Rufio said, with a shrug. Bethany gave him a look.

"But you said they couldn't be killed," she pointed out. Before Rufio could answer, someone spoke up from the other end of the bar.

"Correction: they won't be killed." The man smiled. He was a tiefling, taller than average, with a topknot. "And just to ensure that, we're all going to sit tight, right here, until the two idiots open up that portal relay."

"Hey...!" Junes said. Bethany sighed and looked at the elf and his stoic squat friend.

"He wasn't talking about you two," She muttered.

"There's only one idiot here, Abbadon," said a voice from the doorway. An Eldarin stepped into the room. "And that's you."

"The Farseer," Abbadon said "Just in time to join us for a drink." The bartender blinked and looked at him.

"Hey. Where'd you come from?" he asked.

"Formless chaos. And that's where I'm returning in approximately..." Abbadon looked at his wrist chrono. "One hour."

"Alright Plato - sounds like you've had enough drinks already. Let's go." Abbadon sighed.

"Come on, Barkeep - just one drink for the road. Then I'm gone." The Eldarin Farseer, Macha, walked over to join Bethany and Rufio.

"I was trying to find you - to tell you I'd figured out who was behind all this," she said. Rufio motioned slightly towards Abbadon

"Is that who I think it is?" He asked, quietly.

"None other than," Macha confirmed. The bartender, meanwhile, sighed and relented.

"Alright - one drink," the bartender said. "Then you're gone." Abbadon smiled.

"Gimme a Holy Bartender." The bartender blinked.

"Never heard of it," He said, with a shrug. Abbadon shook his head and smiled, turning to Macha and Bethany.

"He doesn't know how to make a Holy Bartender. You know - don't you, Farseer?"

"Abbadon... don't," Macha said. Abbadon ignored her.

"Anybody? Well - I know how to make a Holy Bartender." He pulled a Bolter from his coat and fired at the bartender, the bolts tearing through the man with wet splats. Three halflings with blades drawn burst through the doors. Everyone jumped to their feet, with the exception of the Bartender, who fell to the ground in a spreading pool of blood. Abbadon smiled.

"Get it?" the tiefling asked.



## ARTIFACTS

**A**rtifacts play many roles in *DUNGEONS THE DRAGONING*. You can approach Artifacts' roles from the character's perspective and the game's perspective. Several approaches are given below as extremes, but none of them are exclusive of any others.

**Artifacts as equipment.** They are magical tools, and that's about it. To a character, this makes an Orichalcum Sword just a better sword and a Rod of Might just a useful tool. This sort of Hero doesn't need to be buried with his equipment, and probably also won't respect the equipment of others, which might leave some unsettled spirits behind him.

When a player follows this standard, artifacts are things for players to pick out and give to their characters. There may be an excuse for that Darksteel Heart, but there is no real reason for it: players don't care much about their tools' origins or destinies. And that's okay. You can tell a thousand different stories in the Great Wheel without tying them to the character's artifacts.

**Artifacts as legacies.** Remnants of a greater past lure characters to greater heights and sadden them at what was lost. Every artifact tells a story. This motivates a character, driving her to seek out lost treasures not (just)

for power but for their legends. It colors the way she uses artifacts, because each has a special meaning to her and to history.

Games that use this role make artifacts' histories important to the story. Where it came from, who wielded it in what battle and when it was buried or lost are all relevant, perhaps clues in a grand mystery. The group can also use artifacts to play with themes on loss.

**Artifacts as objectives.** Acquiring them is a goal in itself, or an important means to another end. A character can have many reasons to make an artifact an objective. Seeking something that belonged to an ancestor or a famous hero is common. Artifacts can be mysteries to be discovered and solved. Characters can also seek an artifact that will help them defeat enemies or keep them safe. This applies equally to characters on a mission to create or repair an artifact.

This is one of the easiest roles for a Story Master to invoke, but it works better when the players are also interested. Artifacts can be classic, plot-driving MacGuffins - get enough of the ancient plot coupons and redeem them for one world saving! - and tied to Galaxy-spanning quests. Take care not to overuse this role, though; one treasure hunt



after another can get old.

**Artifacts as companions.** They have a character all their own that comes out in play. This doesn't refer to intelligent artifacts and magical automatons (though both are certainly possible), but to artifacts that color the way they are used and affect the nature of their wielders. A warrior might pull steel at the drop of a hat until she recovers a Necrodermis Daiklave that demands death every time it's drawn. A bard might go to great lengths to recover his stolen sitar because it is as dear to him as a sister. Many characters of legend had tools that became almost as famous as the characters themselves.

Most games need to apply a special level of importance to artifacts in order to give them character. Some players do this on their own, and some do not. It's not a problem unless you want to establish an overarching theme involving artifacts. Because the nature of an artifact is reflected in the character that bears it, players can easily make an artifact a special companion without assistance; they only need to make it a part of the character's attitude.

Most games mix and match these different roles for artifacts without a thought. Thinking about what you want artifacts to be about in your game allows you to fine-tune artifacts' involvement and themes until you're satisfied.

### SCRIPT IMMUNITY

A Story Master is usually free to arrange the theft of a character's assets, kidnap his family and kill off friends and allies, all in the name of story. Many players feel more protective about their characters' artifacts. Maybe they like having "stuff" or maybe they resent the loss of something they paid points at character generation to have. So, what's a Story Master to do?

Figure out which artifacts mean something to their players and which don't before you start messing with them. Don't start a new campaign and yank magical weapons from the players' hands - play a few sessions (at least) to see which players (characters also, but players especially) feel strongly about their artifacts. All you really need to do is make sure

that anything you do with an artifact is reversible. Create a story: hunt down the thief or find a Synchron workshop to effect repairs.

This applies more to artifacts purchased at the start of the game with background points than to artifacts found during play, with exceptions. The weapons and armor taken from the bodies of some well-equipped but ultimately unimportant enemies are easy come, easy go (unless someone becomes really attached to one as a great trophy). After the infiltration of a planetary armory to 'liberate' the weapon of a legendary hero (in addition to any earlier buildup to the theft), though, a player may be less willing to lose her new acquisition.

### GAME IMPACT

An artifact is only as useful as you allow it to be. A piece of paper that can change to look like any document is rather worthless if the entire campaign takes place in the wilderness. A magical sword is only useful in battle, and in a few additional circumstances (like intimidation or blowing your cover). Who needs a stone to repel animals when the game takes place entirely on a space station?

Players and Story Masters should both be aware of the game. Players should know better than to spend all their points on armor and weapons in a series about court intrigue. Story Masters should warn players against taking useless traits. On the other hand, Storytellers should also recognize that putting points into combat means the player wants to see her character kick butt.

A player might intend to take an artifact she never uses - like being the bearer of a mystical talisman or hearthstone but sworn not to use it, which is a story hook that the Story Master should seize like a pit bull. If there's no such intention, then something should change to bring unused artifacts into play.

Conversely, artifacts may be very, very useful. This can be a case of a man with a hammer seeing only nails, but it's also up to the storyteller to make sure that no single artifact dominates the game's conflicts. If a single artifact solves all the characters' problems, either it is too powerful or the characters are



meeting too limited a range of challenges. A soul-eating sword can't make the space pirate princess fall in love with you or repair a hull breach before the air runs out.

## COMMON TRAITS OF ARTIFACTS

Unless noted otherwise, all artifacts share a number of general traits.

\* **Artifacts register as magical.** They may be detected by the flow of warp-energy around them. Any effect that reveals magical flows. A character with the Arcana skill can make a Test (TN 20) to identify an object as an artifact.

\* **Artifacts are eternal.** Wonders do not wear down, wear out or break accidentally. A very few artifacts are, of necessity, fragile enough to shatter or tear if they are not well treated. Even these artifacts never just wear out, assuming they are not ill-used. The power of an artifact is bound into it forever and does not need maintenance.

\* **Artifacts are difficult to break.** Creation of a magical wonder solidifies magical flows in a harmonious manner, making artifacts difficult to break. Most require either a very specific ritual to break them or a truly extraordinary environment such as the heart of a star.

\* **Artifacts cannot easily be bought and sold.** While they do occasionally go on the market - low-powered artifacts are often made to turn a profit rather than for personal use, and there's sometimes a successful tomb raider looking to retire - Artifacts are far beyond the reach of most. Even the most common artifact would take Wealth 4 or 5 just to consider as a purchase. Finding a broker to sell an item is difficult. Finding a buyer even more so.

### Rating by Availability

Item Availability	Rating
Very Common	Artifact 1
Common	Artifact 2
Uncommon	Artifact 3
Rare	Artifact 4
Very Rare	Artifact 5

## Magical Weapons and Armor

Almost all weapons of better than common quality have at least some enchantment to them. Artifact weapons, though, are extremely powerful, typically ancient, and made of one of the five magical metals. The artifact level of magical weapons and armor depends on the base rarity of the weapon itself.

The bonuses listed for magical weapons and armor replace the normal bonuses for quality - each of these artifact weapons is already considered to be of best quality owing to the enchantments used to forge them. Only armor that is primarily made of metal can benefit from magical materials. while it's certainly possible to have, say, buckles or buttons made of one of the magical materials, this won't really give their intrinsic properties to the leather they're attached to.



Only weapons that use solid ammunition can benefit from special ammunition. The item availability, and thus the Artifact rating, is one less than the weapon it is designed for, to a minimum of Very Common (Artifact 1). Getting special ammunition as an artifact represents having enough of a supply that you can take one clip with you on missions. Pistol ammunition is a bit easier to get, and so you can have twice as much (two clips) if you get ammunition for a pistol. The effects of Special



Ammunition is added to the base stats of the weapon, including its Quality. Buying artifact ammunition does not give you the weapon it's for. You must purchase the weapon separately.

All magical weapons and armor have one hearthstone slot in addition to their listed effects. The damage they inflict counts as magical for purposes that care about magical damage.

## Magical Bionics

Just as it's possible to make weapons and armor out of the magical materials, it's similarly possible to create some bionics out of them. They follow the same general guidelines for pricing as weapons and armor, but only a few types of bionic are commonly made out of the magical materials: Bionic arms, locomotion and, very rarely, hearts. The bonuses they give, like weapons and armor, replace those normally given for quality.

Artifact bionics follow all the normal rules for bionics - They provide +2 AP to the replaced location, damage to those locations counts as damage to the character, and critical damage effects all work as normal. Just as all other bionics, effects that would cause bleeding or any other inappropriate result render the limb useless instead.



Artifacts are, however, not easy to destroy. While critical effects that result in severing the limb or death still sever the limb and/or kill the character, the limb is severed but can still be made functional later. If the character has some kind of fast healing or repair ability (like a Promethean's ability to rebuild their limbs), it does not help attach the bionics any faster. They must go through the normal process for attaching bionics and implants, as aligning artifact limbs is a delicate process involving chakras and spells and a fresh egg. Don't ask questions.

## ORICHALCUM

A golden magical material, with a sheen that bears the warmth and light of the sun, even when lit by as little as a candle or a display screen. People mistake it for gold only

when the light is dim or they cannot touch it to feel its inner fire. It is hard to mine and harder still to forge. Once incorporated into an artifact, orichalcum represents strength, superiority, order, glory and (to a degree) perfection or striving for the absolute.

Weapons and armor that are made of Orichalcum don't particularly excel in any one way. They're just generally better at everything they do.

**Melee Weapon:** +1k0 to all Weaponry tests with the weapon, +2 to damage, and +2 Penetration.

**Ranged Weapon:** +1k0 to all Ballistics tests with it, and it never jams or overheats.

**Special Ammunition:** The weapon never jams. It gains +2 damage and +2 Penetration.

**Armor:** +2 AP and reduces any Static Defense penalty for the armor by half.

**Bionic Arm:** Provides a +1k1 bonus on Dexterity Tests requiring delicate manipulation (such as such as picking pockets) and adds +1k1 to Strength Tests using that arm.

**Bionic Locomotion:** Gives the user +2 to Speed and +1k1 to Athletics checks.

**Bionic Heart:** +2 Hit Points and the user can take two more Fatigue before falling unconscious

## MITHRIL

This magical material forms only in the wild and undeveloped spaces, mostly on moons and in other areas with low gravity. Deposits of mithril look like normal silver, but they run through exposed surfaces in smooth, flowing patterns that veins of silver could never match unless melted and sculpted. Under the moonlight, mithril reflects things that aren't there, dreams and illusions sublimating from their owners.

Weapons and armor made of mithril are exceptionally light, emphasizing movement and fluidity over bulky strength.

**Melee Weapon:** +2 to your Static Defense, +1k0 to parry, feint, and disarm.

**Ranged Weapon:** No penalties for firing heavy weapons without bracing or using a Basic weapon in one hand. Pistols may be readied as a Free Action and used in grapples.

**Special Ammunition:** +2 Penetration and double the weapon's range.



**Armor:** +2 Static Defense, +1k0 to dodge, and +2 Maximum Dexterity of the armor.

**Bionic Arm:** You may make one Ready action as a free action each round. Add a +1k1 bonus on checks made to parry and throw.

**Bionic Locomotion:** The user gains +2 to Speed, and +2k0 to Acrobatics checks.

**Bionic Heart:** Gain the Fleet of Foot feat and +3 on initiative tests.

## DARKSTEEL

There is a substance so hard that it can only be shaped by the magic of the most powerful artificers. It is so durable that it never degrades, testing the patience of Time itself. Traditional weapons are useless against it; it is easier to put dents in the laws of physics than in its surface. It is the metal that is innocent of death. Darksteel is a magical, dark gray or black metal. Motes of magical energy orbit artifacts made from darksteel. The trajectories of the energy motes form golden-yellowish streaks around the artifact.

Weapons of Darksteel are heavy and often somewhat rough around the edges – you cannot sand down imperfections or burrs in darksteel. All items made of darksteel, no matter how great or small, are absolutely indestructible.

**Melee Weapon:** +0k1 damage and +2 to this weapon's Penetration.

**Ranged Weapon:** +1k0 damage and when this weapon strikes cover, double its Penetration and halve the AP value of the cover. The weapon cannot overheat or jam.

**Special Ammunition:** +4 to the weapon's Penetration and when the ammo strikes cover, double its Penetration and halve the AP value of the cover.

**Armor:** +2 AP and halve the Penetration of all weapons striking you, except for Darksteel weapons and ammo.

**Bionic Arm:** This arm cannot be destroyed by critical damage. Ignore critical damage effects to this arm unless they would kill the user or destroy the arm, in which case the arm is merely severed instead. Gain a +1k0 bonus to strength Tests made using that arm.

**Bionic Locomotion:** Your legs cannot be destroyed by critical damage. Ignore critical damage effects to this arm unless they would

kill the user or destroy the arm, in which case the arm is merely severed instead. Gain a +2k0 bonus to Tests made to stay on your feet. If an effect does not normally allow a test to stay on your feet you may make a test to stay on your feet, but without the +2k0 bonus.

**Bionic Heart:** Ignore the effects of critical damage to your Gizzards. Gain an additional +3 armor (for a total of +5 AP) to the Gizzards.

## WRAITHBONE

Wraithbone is a form of crystallized magical energy that can exist as a solid in real-space brought forth from the Warp and shaped by sorcery. It can only be shaped using sorcery, but is extremely malleable and can be made into any shape the magic-user desires. It is also very tough and resilient – despite appearing like porcelain, and often created in the most delicate forms, it is stronger than steel and quickly repairs itself. It is a natural conductor of magical energy, spells flowing along the surface of wraithbone constructs like water over glass.

Weapons and armor of Wraithbone are typically made of curved, sloping single pieces, it's easier to form wraithbone into curves than angles, and there's no need for multiple parts where one can flow into any form.

**Melee Weapon:** You can deliver melee-range spells using this weapon, Testing the appropriate weapon skill and Level rather than Brawl and Level. If the spell has a casting time of one half action or more, you may choose to add an attack with this weapon to the spell.

**Ranged Weapon:** Once per scene as a Free Action, this weapon can generate one clip (or three arrows, bolts, etc for weapons with a clip size of 1) of normal ammunition.

**Special Ammunition:** This ammunition is charged with magical power. It counts as a magical attack, ignoring Armor and having its damage reduced by Aura instead.

**Armor:** This armor provides +4 Aura.

**Bionic Arm:** A wraithbone bionic arm has a simple but powerful ability – it can be used to Parry any spell with Touch or Ranged Touch targeted at the bearer. If the parry is successful, the arm completely absorbs the spell, and the spell has no effect.

**Bionic Locomotion:** Once per scene,



you may use the magical energies in the Wraithbone to walk on air for a one round per Level. While using this ability, you can move at your full speed in all three dimensions.

**Bionic Heart:** A Wraithbone heart protects the soul of its bearer. Whenever you suffer a Perils of the Warp roll, you may roll twice and choose between those results.

## NECRODERMIS

Necrodermis is a dull matte grey, metal. Most people become uncomfortable when they are in the same room as the metal without quite knowing why, like there's a chill in the air or they are being watched. Necrodermis is a metal that wounds souls, lending its terrible properties to various works of death and destruction. Yet, the most horrible thing about Necrodermis is that it isn't simply a metal. It lives. The Metal Lives.

Weapons and armor of Necrodermis are always cold to the touch, not dangerous but uncomfortable. They can seem to move or pulse, more like a worm or some kind of foul thing than a wholesome living creature.

**Melee Weapon:** Opponents take -2k0 to attempts to parry or dodge this weapon.

**Ranged Weapon:** Opponents get -2k0 to attempts to parry or dodge this weapon.

**Special Ammunition:** The ammo seeks living flesh, it has +1k0 to hit, does +2 damage, and gains the Toxic & Tearing properties.

**Armor:** Opponents take -2k0 to hit.

**Bionic Arm:** At the beginning of your turn, all critical damage on this arm is removed as the metal heals itself. The arm also grants +1k1 to all Tests in a grapple.

**Bionic Locomotion:** At the beginning of your turn, all critical damage to your legs is removed as the metal heals itself. You may stand up from prone as a free action at the beginning of your turn without provoking Opportunity Attacks - the legs just stand you up, taking no effort or thought on your part.

**Bionic Heart:** A bionic heart made of Necrodermis is the rarest and most dangerous of all artifacts. You can take two more Fatigue before falling unconscious. If you would burn a Hero Point to survive, roll 1d10. On a 5 or less, the Hero Point is not burned and you lose 1 point of Wisdom as the horrid artifact forces your body back to life. If you have zero Wisdom when this happens you instead gain 50 insanity points.

## Wonders

There's a lot more to artifacts than just swords and armor. Most artifacts in circulation and use, and by far the most commonly found in Syrneth ruins, are tools and clothing left behind that has long outlived its bearers. Not all of these artifacts are ancient, but the Syrne were a people more advanced than even the most modern technology - their work is generally smaller, more reliable, and of finer design.

### Aetheroscope (Artifact 1)

There are many variations of Aetheroscope, the most common simply being a spyglass made of orichalcum, but with some variants using thin panes of precious stone as lenses in goggles or glasses. The Aetheroscope allows the user to see magical auras as a glow in the air. This enhanced vision goes out to about 10m. If the user does nothing in a round but steady the Aetheroscope and study what they see, they can determine the relative strength of the auras they're seeing and their source.

### Cloak of Invisibility (Artifact 3-4)

There are two forms of the Cloak of Invisibility, an actual cloak and a body-glove stealth suit. The cloaks are beautifully tailored, wondrously comfortable, perfectly weather-proof, and often made from cloth of gold. Once a scene they turn you invisible, like the magic spell of the same name, for about five minutes. Stuff you carry will be invisible as long as you can keep it completely under the cloak. This is the Artifact 3 version.

The body-gloves however provide near perfect concealment. Thermal cameras, x-ray screens, life scanners, pressure plates, motion detectors, keen nosed guard animals, nothing can detect you. Unfortunately they look exactly like what they are, a skin-tight stealth suit that's not going to fit over any form of armor. They have a handful of pockets capable of holding a pistol or knife, but nothing larger, and anything you carry in your hands will be visible to everyone. Otherwise they work about the same as the cloak, once a scene but for ten minutes. These are the Artifact 4 version.



✓ **Rod of Might (Artifact 2-4)**

This small rod can be found in many variations of style, from extremely simple to extremely ornate. They're rare but useful tools. They typically have between two and four functions. The two most common being extending to several meters in length and growing rungs to form a ladder; and growing a short blade (sometimes of force or magical energy) that allows it to be used as a fencing sword of Best quality. Other types can be fixed in space, becoming almost immovable until deactivated. A few rare ones can turn into spears or other weapons. This Artifact's cost depends on how many functions it has.

**Silvery Box (Artifact 1)**

One of the most simple and direct of all magical items, the silvery box is a small box (like a jewelry box or the like, only large enough for a few small objects) that can only be opened by its owner. When the box is without an owner, the first one to pick it up becomes the new owner. The current owner does not have to die to lose his connection to it, he can also willingly abandon it. All attempts to open or destroy the box automatically fail.

**Hearthstone Amulet (Artifact 1)**

These simple amulets can be made in a large variety of shapes and sizes, from extremely ornate baubles and pendants to very simple wire frames just large enough to serve their purpose - to hold a hearthstone and enable the wearer to use its abilities. It also keeps its wearer clean. As long as the Amulet is worn, dirt and muck are almost instantly cleaned off, even the worst stains vanishing and mud simply sliding away.

**Dragon Tear Tiara (Artifact 2)**

These Tiaras are forged from magical materials and enhance the perceptions of the wearer. Each has a setting for a hearthstone directly on the forehead of the wearer. While worn, in addition to the normal benefits for the hearthstone, the wearer gains +1k0 to all Perception checks. On Arcana checks made to detect spells or determine magical effects, this bonus increases to +3k0.

**Hearthstone Bracers (Artifact 2)**

Hearthstone Bracers are another fairly common magical item, each set containing a slot for a single hearthstone and proving their wearer significant defensive bonuses, giving +2 Armor Points that stack with other armor sources.

**Hat of Disguise (Artifact 2)**

The Hat of Disguise is a simple magical device that enables the wearer to change his appearance as he wishes. This gives a free raise on all disguise checks and means the wearer never needs to find makeup or other aids to use for his disguise. The hat itself will also change, and can assume the form of a crown, hairpin, hat, or head-wear of any sort. However, the hat only changes the appearance of the wearer, not his clothing, so he may need to find a change of clothes if he wants to look appropriate.

**Perfected Boots (Artifact 1)**

These boots are extremely comfortable, sizing to fit anyone that puts them on. They are always warm and dry, no matter the conditions, and the wearer finds that they don't tire as easily, never getting blisters. The wearer can move overland at surprising speed, averaging twenty kilometers an hour, and their Speed is increased by 2.

**Folding Vehicles (Artifact 1-4)**

The Syrme, probably just to show off, made an assortment of vehicles that can fold up through extra-dimensional spaces into small boxes. The boxes are no more than 40 cm in any dimension and usually mass 5 to 20 kg. People who figure out how to unfold them may end up with anything from a two person fly-cycle to a submersible meant for a crew of eight. The vehicles are otherwise rather ordinary. ✓

**Resplendent Personal Assistant (Artifact 2)**

Resplendent Personal Assistants are bracelet-like devices that combine the functions of a computer micro-frame, sensor analysis pack, and manufacturing fabricator. Versatile and reliable, they can be used for a



large variety of tasks. They have all the functionality of a Chrono, Combi-Tool, Data Slate, Multikey, Pict Recorder, and Torch. They also never run out of power, automatically adjust their time, and include a compass and altimeter that function on magical means to allow them to work in any environment.

### Bag of Holding (Artifact 2)

One of the oldest and most widely-used magical items, a Bag of Holding is simply a bag that's larger on the inside than the outside. While they come in a huge variety of styles, shapes, and sizes - from simple sacks to elaborate backpacks or belpouches - they're all extremely useful, especially since the extradimensional properties of the space inside the bag mean that anything placed inside does not add to the weight of the bag. Most look like they can hold about a quarter of a cubic meter but can actually hold two cubic meters.

### Essence Union Dart (Artifact 1)

The Essence Union Dart is a finger sized dart with glowing runes. The function of the dart is to use it as a tracking device. Each dart comes with a matching ring. As long as one is within a short distance (typically a kilometer or two), the ring pulses and indicates the direction to the target. If used in combat to hit a target, unless the target spends a half action to tear out the dart (assuming they even know what the dart does), the wearer of the matching ring can ignore penalties from not being able to see his target, such as from darkness or smoke.

### Jump Pack (Artifact 3)

A Jump Pack is a complex and arcane device that can be used to move at high speed over and around rough terrain. Anyone wearing a Jump Pack may, twice per scene, use it to take a Run action as a half action instead of a full action. While making this special run action, the character gains the power of flight, allowing them to move that run distance in all three dimensions.

### Psychic Paper (Artifact 2)

This paper is amazingly useful and,

like all amazingly useful things, it is extremely dangerous if you aren't careful with it. This paper can assume the form of any document the user has seen or can imagine, taking the form of an official document of the correct type, already filled out and with the correct stamps and signatures. It will pass any cursory inspection, since it really becomes that document in every way. However, the change in the psychic paper only lasts for one scene, so if the document is taken away for processing or examination, its true properties become readily apparent.

## hearthstones

Hearthstones are talismans of power, growing and forming naturally in wellsprings of great geomantic power. They are solid accumulations of pure magical power, usually about the size of a large chicken egg. Such crystals are of unearthly beauty, forming with their beautiful cuts already formed. Yet it is not for merely their luster that they are so prized.

Many magical items have sockets in them that permit the mounting of these crystals. When





a hearthstone is placed within an open socket in a magical item, the hearthstone resonates along with the enchantment in the item. Such a resonant hearthstone has a beneficial effect on the person carrying it. This effect is determined by the type of stone that is inserted into the item. Some provide minor bonuses, while more powerful hearthstones grant great magical powers.

### **Gemstone of Aura Detection (Artifact 2)**

This round, light-blue gem allows the bearer to read someone's aura. He just has to concentrate on his target, who must be within 20m, and the target's aura slowly comes into focus around them. The bearer rolls Wisdom + Perception against TN 10. The more raises he gets on the roll, the more detailed the information he gains. Just passing the roll will give vague impressions of the person's strongest emotion. Two or more raises will not only show the target's emotions but also reveal if they are of the Exalted. If the target suspects what is happening, they may resist with Willpower + Arcana, their result replacing the TN to use the stone.

### **Windhands Gemstone (Artifact 3)**

This hearthstone is perfectly clear – so clear that it becomes invisible if submerged in clear water. A character bearing this hearthstone has his reflexes enhanced, allowing him to knock aside or dodge arrows and thrown attacks with casual ease. When this character is subject to a ranged attack, they may attempt to parry that attack rather than dodge it without having to use a stunt.

### **Gem of Adamant Skin (Artifact 4)**

This hearthstone is a glittering, flawless black ovoid. The character who bears it is difficult to cut, and her bones are virtually unbreakable. Whenever the bearer loses Hit Points, reduce the number of Hit Points he loses by one (to a minimum of zero) and the bearer gains a level of Fatigue as the normally dangerous blows rattle him around. Characters that are immune to fatigue become Dazzled for 1d2 rounds instead.

### **Gem of Immortality (Artifact 4)**

This hearthstone is a smooth, darkest black, with the faintest rainbow sheen playing across its surface. While he bears the stone, the character does not age, nor does he suffer from the infirmities and illnesses of old age, should he already be old when he gets the stone. He cannot die of old age or illness, but he can be harmed and killed through other means. If the stone is lost or given away, the bearer merely begins aging where he left off – the years don't suddenly catch up to him. In addition the stone will let a character spend a Hero Point to survive certain death instead of burning the point. It can only do this three times. After the third time the Gem of Immortality shatters.

### **Gem of the Calm Heart (Artifact 1)**

This hearthstone is teardrop-shaped, and the bright red of heart's blood. It serves to bank the fires of the character's heart, allowing him to act out of reason rather than anger. The character gains the Common Sense feat.

### **Jewel of the Hungry Fire (Artifact 2)**

This gem is a bright orange-red around the edges, deepening to a glowing brick red at the center, like the coals of a banked fire. This hearthstone draws heat and flame into itself, protecting the character. The character can comfortably live in temperatures far above the norm, with deserts posing no problem. The character reduces all damage he takes from fire by 5.

### **The Freedom Stone (Artifact 3)**

This stone is a murky blue-black, full of shifting colors. A character who bears this hearthstone can never be physically restrained. Shackles and ropes will fall away, knots and nooses will come undone. All grapple moves attempted against the bearer are automatically parried or dodged. Note that while the character cannot be restrained, he can still be confined – this hearthstone does nothing to counter locked doors and barred gates.



### Seacalm Gemstone (Artifact 3)

In appearance, a fist-sized drop of brilliant azure seawater caught in perfect stasis, this hearthstone brings the character great protection against the dangers of the sea. The character may breathe water as though it were air, and so is never in danger of drowning. In addition, the character is protected against the other, less obvious ways the ocean can kill - unless he descends to truly stygian depths, the pressure of the sea will not harm him, and the cold will not chill his bones.

### Stone of Healing (Artifact 1)

This hearthstone is a healthy earth-brown, mottled with spots of green. It is round in shape and could have come from the bottom of any common streambed, were the colors not so vibrant. The stone enhances the medical talents and knowledge of any character who bears it, making an unskilled character into a skilled surgeon and a gifted physician into a brilliant healer. A character bearing this stone gains +2k0 to all *medicae* rolls made by the player.

### The Monkey Stone (Artifact 2)

This hearthstone is a rich reddish brown, with a surface that looks like bark. It gives the bearer the agility of an arboreal primate. Any character who possesses such a stone reduces the difficulty of all Athletics and Acrobatics rolls involving balance, jumping or climbing by 5 (to a minimum difficulty of 5).

### The Speech Gemstone (Artifact 1)

This common hearthstone is cobalt blue and perfectly egg-shaped. It constantly seems to whisper, and someone listening care-

fully to it can hear words in a language they don't understand. When worn, the stone enables the bearer to speak and understand one specific language. A Speech Gemstone has been found for every language save Synchrony - the curse of that ancient race seems to have even eradicated their tongue from the stars.

### Gem of Sending (Artifact 2 for a pair)

This common hearthstone appears as half of a cloudy white sphere.

It is always found in pairs, which remain mystically bonded to one another. The two halves of a Gem of Sending can be used to pass messages through any distance of space, but with some limitations - the gems can only send messages to the other half of their pair, both gems must be placed in settings in order to work at all, and the messages they pass on can be no longer than a sentence or two at a time.

### Dream-Stone (Artifact 4)

This hearthstone is a smooth black stone with abstract white markings. When its bearer remembers her dreams,

they will always be prophetic in some way. Once each session, the bearer's player may make a Wisdom + Scrutiny Test (TN 15) upon her character's waking. Any success at all causes her to remember a dream from the night before that gives some indication of events to come. The more raises on the Test, the clearer the dream.





### Golden Marble (Artifact 1)

This hearthstone appears to be a simple overlarge golden marble. It has an ability to remember a location. If the bearer concentrates and taps the gem, it will memorize its current location. After that, the gem is subtly attracted back to that place. The bearer is led back along the path it has traveled since then, no matter the means or speed of transport used.

### Wilderness Gem (Artifact 2)

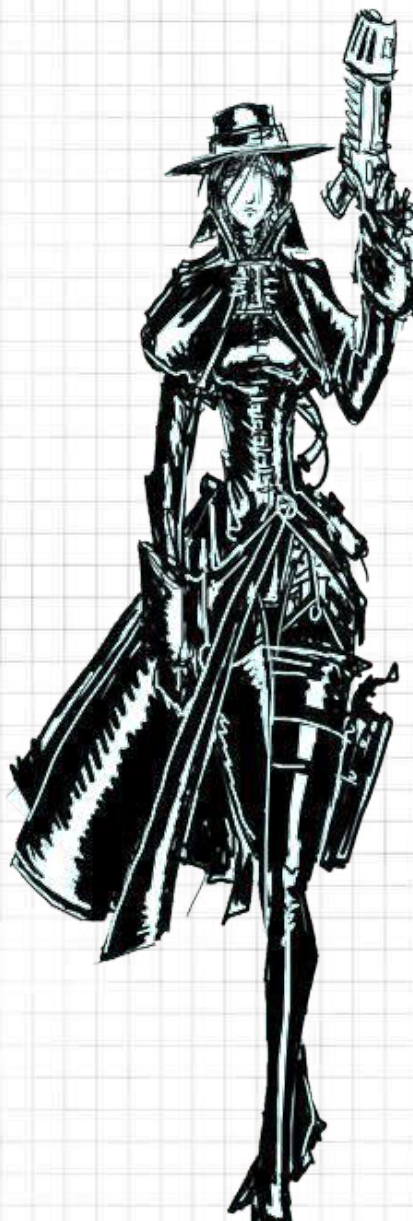
This hearthstone is pale purple and rough in texture. Regardless of the environment, this gem will allow its bearer to survive in the wilderness. This gem gives the bearer an instinctive knowledge of where safe shelter and campsites can be found, what plants and animals are safe to eat and how to recognize the signs of the onset of dangerous weather.

### The Gem of Day's Light (Artifact 4)

This hearthstone is a large yellow gem burning with an inner light that seems almost infinitely bright, as if the longer you stare at it the brighter it becomes. The bearer may concentrate on the gem in order to set it glowing brightly, illuminating everything within a kilometer with a light as bright as broad daylight. The effect lasts for as long as needed and can be ended in an instant.

### Spacer's Voidstone (Artifact 3)

This hearthstone seems to absorb all electromagnetic radiation without noticeable effect, placing it beyond the realm of color. It is as dark as infinite distance and prized beyond measure by space travelers. The possessor of a Voidstone does not need a voidsuit to survive the rigors of vacuum and is safe from micrometeorites and the hard radiation of space. It adds one dot to its owners skills for the purposes of flying, navigating, repairing, and operating spelljammers and spacecraft. Finally it protects against harm during unprotected atmospheric reentry, although it has no effect on the sudden stop at the end.





The lower levels of the Schola Progenium's library was claustrophobic and dank. The smell of old books filled the air as the three inquisitors made their way down a corridor lined with books. Argon kept his eyes fixed on his auspex as he led the way. Bheemu tried to record everything going on around him. For his part, Rock just wondered why he was bothering to come along on a wild goose chase.

"Look!" Bheemu whispered. There was a column of books reaching from the floor to the ceiling in the middle of the aisle. Argon scanned it with his auspex.

"This is hot, Bheemu."

"Symmetrical book stacking," Bheemu said, shaking his head. "Just like the Cadian mass disturbance of 947."

"You're right," Rock agreed. "No human being would stack books like this."

"Listen!" Bheemu interrupted. "Do you smell something?" They walked past the column of texts to find a corridor filled with the scattered remnants of an old-style punchcard file system, dripping with some kind of hideous warp ooze. Bheemu gasped. "Talk about sorcerous activity! Look at this mess!"

"Bheemu, look at this." Argon showed Bheemu his readings.

"Umbral residue!" Bheemu was smiling like a kid in a candy store. "It's the real thing!" Argon handed Rock a plasteel container.

"Rock, get a sample of this."

"Somebody blows their nose and you wanna keep it?" Rock muttered.

"I'd like to analyze it," Argon corrected.

"There's more over here!" Bheemu said. Argon followed.

"I'm getting stronger readings..." Argon said. Rock managed to get a sample of the ooze into the container... and his hand. He groaned in disgust and wiped it on the books as he followed Argon around a corner.

"Argon, your mucus," Rock said, handing the scientist the plasteel container. There was a creaking sound and all three looked to see a bookcase coming down. A quick step back was the only thing that saved Rock from being crushed. Rock looked at Bheemu. "...This happen to you before?"

Bheemu shook his head.

"Oh. First time?"

Bheemu nodded.

They followed Argon as he hit a hot lead on the Auspex. They followed the maze of bookcases around another corner. Argon looked up and just stared. "It's here..." he said.

Looking through the books was a woman, probably an elf given her browned skin and pointed ears. Black marks in blasphemous shapes writhed around her exposed skin, and the light almost seemed to bend around her to leave her in shadow.

"A Daemonhost!" Bheemu whispered. "And it's real!"



## XIV

# PLAYING THE GAME

**D**ungeons the Dragoning provides a rich game experience where players use creative thinking, tactics, strategy, and total overwhelming force to overcome a huge breadth of challenges. Life in the Great Wheel can be exciting, but it is seldom easy. Innumerable dangers, from untimely mechanical failures and bloodthirsty aliens to teacherous warp storms and deadly trapped ruins, await those daring enough to explore the cold, uncharted Crystal Spheres in deep space. This chapter discusses the fundamental rules of how such situations (and many others) are resolved.

## Tests

Tests are the basic way of determining success or failure in a game of DUNGEONS THE DRAGONING. When a hero performs any task that could have dramatic consequences - affecting the story, a character's health, a leader's reputation, the safety of the ship, and so on - a Test must be performed.

### Exploding Dice

Ten-sided dice generate numbers from one to ten. Generally, the ten on a die is indicated with a zero. Whenever a die rolls 10,

roll that die again and add the result to the 10. This is called an exploding die. If the hero rolls again and gets an additional 10, he may add that 10 and continue rolling until he doesn't get an additional 10. Some feats and abilities can change how explosions work, these apply to both initial and followup explosions.

### Rolling More Than Ten Dice ?

While most gamers like rolling lots of dice, ten is about as many as you can reasonably be expected to throw down at once and keep the game moving at any reasonable kind of speed. Therefore, whenever you are rolling more than ten dice at once, rolled dice over 10 are changed into kept dice at a 2 to 1 ratio. Thus, if you were rolling 12k6, you would drop the two extra rolled dice and Keep one extra die, for a roll of 10k7. Should you reach 10k10 and still have extra dice left over, each additional die (whether it's Kept or rolled) becomes a bonus of 5 to the roll. Thus, 15k10 becomes 10k10+25, and 11k11 becomes 10k10+10.

### SKILL TESTS

The most common type of Test. Each of the three main branches of skills is governed by the appropriate stats. You simply roll a



number of dice equal to the appropriate skill and characteristic and keep a number of dice equal to the characteristic. The SM will set a Target Number for this Test. The base TN for an ordinary skill Test is 15.

Success is more likely to occur in a skill Test where the character has training in the skill. An explorer can attempt a Skill Test with an untrained Basic skill, but in such cases, it becomes a characteristic Test with a -1 penalty to the characteristic. If an untrained basic skill Test involves situational modifiers, they apply as normal after the penalty to the characteristic. A character cannot attempt a skill Test with an untrained advanced skill.

TARGET NUMBER	
5	Mundane
10	Easy
15	Average
20	Hard
25	Very Hard
30	Heroic
35	Never Done Before
40	Never to be Done Again

## ! CHARACTERISTIC TESTS

If what you attempt isn't covered by a skill, the SM may ask you to make a characteristic Test. The SM determines the most appropriate characteristic for the Test, and the appropriate TN for the Test. Unlike a skill Test, you just roll dice equal to your characteristic and total them against the TN.

### Rank 0 Characteristics

It's possible, due to penalties or curses, to end up with zero dots in a Characteristic. This means that you're pretty much crippled in that aspect. A hero with a Rank 0 Dexterity may be literally crippled, while a hero with Rank 0 Strength might be sickly and weak.

A Hero who must make a roll based

on a Characteristic in which he has a 0 always rolls one die for the characteristic, applying skills and specialities as normal, but if he rolls a 10 on any of his dice, they count as 0 and not as 10, and the die never explodes.

### Raises and Checks

For most Tests, it's just enough to know if you succeeded, but sometimes it's good to know just how well you succeeded or failed. This is particularly important with social skills, such as Charm and Persuasion, as well as certain combat situations, such as firing a gun capable of automatic fire.

Measuring raises is straightforward. After the roll is made, compare the total against the Target Number of the Test. For each 5 points by which the TN was exceeded, one raise is achieved. Conversely, for each 5 points by which the Test failed, you have a Check.

If a feat or ability would give you a free raise to a Test, simply add +5 to the result of the roll for each free raise granted.

### OPPOSED ROLLS

Sometimes you'll need to Test your skill against another's. This is known as an Opposed Test. For example, if an explorer needed to hide from a guard, he could Test his Stealth skill against the guard's Perception skill.

In an opposed skill Test, both participants make Tests normally. Whoever succeeds at his Test wins. If both participants succeed, the participant with the highest total roll wins.

Should both parties fail, one of two things occurs. Either there is a stalemate and nothing happens or both parties should reroll until there is a clear winner.

For example to dodge you'd need to roll Dexterity + Acrobatics against the opponent's Dexterity + Weaponry. The process is simple - each participant rolls, and the highest roll wins. If there's a tie, the character with the highest applying Characteristic wins.



## ! Stunting

The rules of DUNGEONS THE DRAGONING reward players with drama dice, additional rolled dice granted for good roleplaying, for describing their characters' actions in an evocative manner. The out-of-game rationale for a stunt bonus is that well-described dramatic actions keep the game interesting for everyone and help the Story Master set the scene. In game, stunts represent the capacity of epic heroes to be truly spectacular when they take risks and act like heroes.

At the lowest level, one-drama die stunts require a good description of an action, adjudicated by the Story Master. In return, the player gains one drama die to use as an rolled die on that roll and the character may perform feats that border on impossible (such as running across the heads of people in a crowd, deflecting a blade barehanded and so on).

*Example:* Lyra snaps her switchblade open behind her back with a soft click, swiping it across the guard's throat in the same moment. She folds it back up as she watches him collapse in a gurgling heap at her feet.

Two-die stunts require that the character interact with the environment in some notable fashion, taking advantage of the scenery that the Story Master has provided. This can be physical environment or things the

character knows about the world, like an enemy's phobias or a lover's favorite flower. The player gets two bonus dice and may perform limited dramatic editing. No detail of the scene may be contradicted, but minor details may be 'revealed' in the context of the character's actions. For instance, a character might leap off a parapet to escape a hail of arrows, and the player could use a two-die stunt to reveal a banner fortuitously hung on the wall, which the character grabs to save himself. The Story Master may veto any editing that he feels strains belief or is otherwise inappropriate (such as an edit that contradicts a major detail he has not yet revealed). Players cannot generally use a stunt to draw a "hidden" weapon from nowhere, though some assassins might well have knives or other small weapons hidden all over your person, leaving exact placement vague until a good stunt opportunity arises.



*Example:* Lyra watches the two guards charging her from each side, intending to flank her. At the last moment, she crouches and flips back against the wall. In the instant she stands horizontal, she aims and fires at their knees with her twin bolt pistols held out to either side. The bolts tear through their legs, and both men collide with each other on momentum alone as she lands catlike leaving the two collapsed behind her.

Three-die stunts are singular acts of greatness, stunning bravado and visual poetry, defined by their capacity to leave the other players slack-jawed in astonishment. If any



doubt exists as to whether a stunt merits three drama dice, it isn't a three-die stunt. In addition to providing three drama dice, these feats allow for the same measure of dramatic editing as two-die stunts.

*Example: The daemon swings his burning fist at Lyra, and she leaps straight up in a somersault, balancing in a tentative handstand on his massive hand. Her feet connect with a lighting fixture above, breaking it away from the ceiling and causing it to swing into the daemon's head, the fluorescent lights shatter against the warp horror's head, not hurting it but distracting him long enough for her to release a hand and grab a bolt pistol from her belt. Still balanced on the monster's swinging arm, Lyra shoves her bolt pistol into the daemon's eye, firing directing into its skull.*

Players should note that the preceding examples set the scene as well as providing the action. In the first, the stunt is the description of the attack as something more than "I hit him." In the second, the stunt is Lyra's use of the wall as a springboard and arranging for her opponents to crash together. In the final example, it's her audacity to perform acrobatic feats while perched on her enemy as she sets him up to expose a point of vulnerability. During play, the Story Master should have already set the scene by the time a character acts, so a stunt does not need to be a five-minute narrative. Without exception, short and flowing is always better than long and clunky. Merely stringing adjectives and adverbs together isn't good enough. The description must be interesting without interrupting the flow of play.

Important Story Master characters

may also use stunts to benefit their actions but they should only do so sparingly since the Story Master is the final authority on all stunts. Unimportant characters should never gain the advantage of stunts, no matter how well the Story Master narrates their actions. In gritty games, Story Masters may limit the effect of stunts for all characters.



## Hero Points

Heroes are unusual people, individuals with abilities, backgrounds, and experiences well beyond those of ordinary citizens of the Wheel. More than anything, it's the hero's tie to fate that separates him from the masses. All adventurers begin play with a number of Hero Points. For some, these Hero Points represent destiny, a sign that the gods have marked them for greatness. For others, they represent simple luck.

### USING HERO POINTS

Hero Points allow an adventurer to manipulate situations by mitigating bad results or turning a mishap into fortune. Among other things, this allows players to take more risks, which makes the game faster and far more exciting. A hero has a limited pool of Hero Points, and when a Hero Point is spent, that pool is reduced by one. Spent Hero Points are restored at the beginning of the next gaming session, or possibly under special circumstances in the middle of a game session that the SM deems appropriate. A Hero Point can be used at any time, either on the character's own turn or in reaction to the action of another character. Spending a Hero Point is a Free Action.

Spending a Hero Point allows for one of the following effects:

- \* **Reroll a failed Test once. The results of the reroll are final.**
- \* **Reduce the TN of a roll by 5. This must be chosen before dice are rolled.**
- \* **Add an extra raise to an already successful Test.**
- \* **Count as having rolled a 10 for initiative.**
- \* **Instantly recover from being stunned.**

### BURNING HERO POINTS

Burning Hero points is much more severe. When you absolutely need to, you can burn a Hero point, permanently reducing the pool by one. The result is that the character survives whatever would have killed him. Most of the time it's just that the attack wasn't fatal but leaves you out of the fight, more complicated situations (being trapped in a collapsing

chamber) might require some working things out with the SM. The consequences of burning fate should largely be in the hands of the player - there might be no consequences, or the character might end up losing an arm or becoming heavily scarred or something of the sort. A Hero point may be burnt even if it has already been used for that gaming session.

### Gaining Additional Hero Points

Characters are awarded additional fate (or are allowed to replenish burnt fate points) at the SM's discretion. Such awards should be given out only for reaching milestones, accomplishing major goals, etc.





## Combat

The galaxy is a dangerous place, especially for those who choose to leave behind the relative safety of established Crystal Spheres and explore the unknown. Over the course of a Hero's journey, they're bound to encounter all manner of people, aliens, and worse that would see them dead. Unless they plan to spend their lives running away from their enemies (and they aren't very good heroes if that's all they do), they will have to fight. As a result, combat can form a key component to a game.

### Narrative Time vs Structured Time

The passage of time is flexible in a game of DUNGEONS THE DRAGONING and subject to the SM's discretion based on the needs of the story and the choices the players make. Sometimes the SM only needs to convey a very loose sense of time, which is known as narrative time. In other situations, especially combats, more precise time keeping is necessary, and the SM should adopt what is known as structured time.

### Narrative Time

Most of the time, you don't need to worry about exact timing, and it just passes as needed for the story. It's usually enough to know if a certain action takes a few minutes, or about an hour, or several weeks, or anything in between. Narrative time is most often used outside of combat and other situations where the precise order of actions is unimportant.

### Structured Time

In contrast to the abstract approach of narrative time, structured time is important for resolving complex encounters, such as combat, where every second counts and the order in which things happen is crucial. Structured time is divided into Rounds, Turns, and Actions.

\*A Round consists of every character participating in the encounter taking one turn each. It is assumed that characters act more or less simultaneously in an encounter, so a round is approximately ten to twelve seconds

long regardless of how many characters are involved.

\*Each character in an encounter gets one Turn each round. During a character's turn, he can perform one or more actions. While character's turns overlap each other slightly, Turns are resolved in a specific order known as Initiative order.

\*Actions are what a character does. A character can perform one or more actions on his turn. A character can take one Reaction Action per round, any number of Free Actions, and one Full Action OR two Half Actions. **A character may not take the same Half Action twice in one turn** (a character couldn't use Standard Attack twice, for example, but could use a Standard Attack and a Bull Rush).



## COMBAT OVERVIEW

Combat is usually resolved using structured time divided into Rounds, Turns, and Actions. Each character, including NPCs, takes one Turn each Round. The order in which turns are resolved depends on initiative order. When a new combat begins, follow these steps to determine what happens.



### Step 1: Surprise

At the beginning of a combat, the SM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there will be many combats where nobody is surprised. A surprised character loses his turn on the first round of combat because he has been caught unawares by his enemies.

### Step 2: Roll Initiative

At the start of the first Round, participants roll initiative to determine turn order. Roll 1d10 and add Dexterity and Composure. Highest result goes first. If two people are tied for result, the character with the higher die roll wins. If they're still tied, highest Dex wins. If still tied, roll again, winner goes first. The results of this roll apply for all successive Rounds in this combat.

### Step 3: Determine Initiative Order

The SM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their turns during each round of combat.

### Step 4: Combatants Take Turns

Starting with the character at the top of the initiative order, each character takes a turn. The character currently taking his turn is known as the active character. During his turn, the active character can perform one or more actions. Once his actions have been resolved, the next character in the initiative order becomes the active character and takes his Turn, and so forth.

### Step 5: Round Ends

The round ends when everyone has taken their turn, and any effects that last until the end of the round now end.

### Step 6: Repeat Steps 4-5 as needed.

Continue to play through combat rounds until the combat is resolved.

## SURPRISE

Surprise only affects the beginning of a new combat. It is up to the SM to decide if any of the combatants are Surprised. Ultimately, this comes down to a judgment call on the SM's part, based on the circumstances and the actions of the various combatants leading up to the encounter. The SM should take the following into account when determining surprise:

\* Is anyone hiding? Successful stealth checks may mean that some combatants are hidden.

\* Are there any unusual circumstances that would mask the approach of attackers? This can cover nearly anything, from pouring rain to whining engines to nearby explosions.

\* Are there any distractions? It's possible that something quite distracting is going on. A cultist's attention may be so fixated on the sermon of his confessor that he doesn't notice his attackers approaching.

Bearing all of this in mind, the SM must decide which combatants are surprised. Whilst it's often the case that one entire side or the other is surprised, there can be individual exceptions.

If no one is surprised, proceed with the combat as normal.

A surprised character loses his Turn in the first Round. he can do nothing except stand dumbfounded. Furthermore, he grants combat advantage to all non-Surprised attackers. After the Surprise round completely resolves, all surprised characters recover their wits and can act normally.

Some people cannot be surprised, Paragons and people with the Danger Sense feat are the most common. Usually there won't be any problems but sometimes you get an ambush predator that won't leap until the perfect moment or the Paragon will win initiative and take actions that cause the attacker to never have started anything. In these cases you should have people know that their danger sense was triggered, then determine what they know and what they will do before rolling initiative. This avoids problems with embarrassing retcons, pre-combat attacks, and other "timing" issues.





**ACTIONS IN COMBAT**

Name	Type	Description
Aid Another	H	Give another character +1k0 on their next Test.
Aim	H/F	+1k0 to hit on a Half Action aim or +2k0 to hit on a Full Action, applying to your next attack.
All-Out Attack	F	+2k0 to hit, +1k0 melee damage, cannot Dodge or Parry.
Brace	H	Brace a heavy weapon to fire it normally.
Bull Rush	H	Opposed Size + Strength, move target 2m, plus 2m per raise.
Called Shot	F	Attack specific location on your target at -2k0 to hit.
Charge	F	Must move 4 meters before attack, +1k0 to attack.
Delay	H	Before your next turn take any Half Action.
Disarm	H	Test opposed Level + Weaponry, disarm opponent on success.
Dodge	R	Test Acrobatics + Dexterity to try to negate a hit.
Feint	H	Opposed Level + Weaponry Test, if you win your next attack cannot be dodged or parried.
Fight Defensively	F	-2k0 to hit, +2k0 to parry and dodge
Focus Power	V	Cast a spell.
Full Auto Burst	F	+2k1 to hit, add +1k0 damage for every raise, up to the RoF.
Full Defense	F	Improve your Static Defense by +10, gain an additional Reaction.
Grapple	H/F	Affect a grappled opponent or escape from a grapple.
Healing Surge	H	Spend a Resource point to heal during battle.
Knock Down	H	Opposed Size + Strength and knock an opponent to the ground.
Move	H/F	Move up to your speed as a Half Action or double it as a Full Action.
Multiple Attacks	F	Attack more than once in the same round - requires two weapons, a feat, or both.
Opportunity Attack	Fr	Attack a target that has left itself open.
Overwatch	F	Shoot targets coming into a set kill zone.
Parry	R	Test Level + Weaponry to negate a hit.
Ready	H	Ready, draw, or prepare a weapon or item.
Reload	V	Reload a weapon.
Run	F	Move a long distance, enemies attack you at -2k0 on ranged attacks and +2k0 on melee attacks.
Shift	H	Make a small movement that doesn't provoke attacks.
Stand	H	Stand up from being prone.
Standard Attack	H	Make one melee or ranged attack.
Suppressing Fire	F	Force opponents to take cover with fully automatic weapons.
Tactical Advance	F	Move from cover to cover, retaining the benefits of your cover.
Use a Skill	V	You may use a skill.
Withdraw	F	Break off from melee and move without opportunity attacks.

## Actions

During each normal round, every character gets a Turn to act. On his Turn, a character can take one or more action. There are five types of actions in DUNGEONS THE DRAGONING, and every action also has one or more subtypes.

### TYPES OF ACTIONS

Every action is categorized into one of the following types: Full actions, half actions, reactions, free actions, and Extended actions.

#### Full Actions

A full action requires a character's complete attention to accomplish. A character can take one Full Action on his turn and cannot take any Half Actions. Grappling an opponent is an example of a Full Action.

#### Half Actions

A half action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire turn. A character can take two different Half Actions on his turn instead of taking one full action. A character cannot take the same half action twice in the same turn. Readyng a weapon or making a Standard Attack are both examples of Half Actions.

#### ✓ Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round, which may only be used when it is not his turn. Examples include making a Dodge Test or parrying an attack.

#### Free Actions

A free action takes only a moment and requires no real effort by the character. Free actions may be performed in addition to any other Actions on a character's turn, and there is no formal limit to the number of Free Actions one character can take. The SM should use common sense to set reasonable limits on what can be done in a few seconds.

Examples of Free Actions include dropping an item or speaking a few words.

#### Extended Actions

Some actions take more than a single round to complete. Once a character commits to an Extended Action, he is considered to be working towards completing it for as long as necessary. If the character abandons the Extended action, or is interrupted, all progress towards completing the Extended Action is lost.

#### Action Subtypes

In addition to its type, every action is also categorized into one or more subtypes. Action subtypes don't do anything in and of themselves, but they are used to clarify what a character is and is not allowed to do in a variety of special circumstances. For example, a character that is Immobilized cannot perform any Actions with the movement subtype.

### USING ACTIONS

During his turn, a character may perform one Full Action or two different half actions. A character could, for example, make a charge attack (Full action) or aim and shoot (two half actions). It's important to remember that a round is only a few seconds long, so the character's turn within that round is but a few moments.

Any action can be combined with talking, banter, battle cries, and other short verbal expressions - these are considered free actions. It is left to the SM to decide what a player might be able to say in that amount of time. A wry aside to a companion or a terse insult to an enemy is always reasonable, but recounting the intimate details of one's seven duels-to-the-death between swings of a daiklave should probably count as something more than just a Free Action.

Most actions are started and completed within the active character's same turn. For example, a character does not begin a charge one Turn and then finish it on a later turn; he performs the entire Charge (which is a full action) at once on his turn. But, there are two exceptions. Reactions are almost al-



ways performed when it is not the reacting character's turn, and Extended Actions take more than one Round to complete.

## AID ANOTHER

Half Action

Subtype: Miscellaneous

The character creates an opportunity for another character. By working together with them, the active character gives them +1k0 to their next Test. If the Test is to be a skill, the character must have at least one dot in that skill or this Aid Another bonus does not apply. Supernatural template abilities and spells cannot get bonuses via this method. The active character must be adjacent to the character performing the Test. The Aid Another bonus cannot be used on Free Actions, and the bonus cannot be given on Tests made to resist disease, poison, Fear, or anything else the SM deems inappropriate, and no more than two characters may attempt to assist another on a single Test.

## AIM

Half or Full Action

Subtype: Melee or Ranged

The active character takes extra time to make a more precise attack. You may take a half action to get +1k0 on your next attack or a full action to get +2k0 on your next attack. The next action the aiming character performs must be an attack or the benefits of aiming are lost. Aiming benefits are also lost if the character performs a Reaction before making his attack. Aiming can be used with both melee and ranged attacks.

## ALL-OUT ATTACK

Full Action

Subtypes: Attack, Melee

The character attacks with everything they've got, making a melee attack with a +2k0 bonus to hit and a +1k0 bonus to damage. However, the active character loses the ability to use Reactions until their next turn.

## BRACE

Half Action

Subtype: Miscellaneous

Heavy weapons must be braced before firing. Bracing a heavy weapon can involve using a stand, propping it up on a windowsill, or simply assuming a wide stance or kneeling. The firer cannot move after bracing without losing the benefits, and depending on how it's braced, may be unable to traverse the weapon very far. If a heavy weapon is fired without bracing, the firer takes -3k0 to his attack roll.

## BULL RUSH

Half Action

Subtypes: Attack, Melee, Movement

The character body slams into an opponent and attempts to move him. The character and a target in melee range make opposed Size + Strength Tests. If the active character succeeds, she moves the target 2m, plus 2m for every raise she gets on this opposed Test.

## CALLED SHOT

Full Action

Subtypes: Attack, Melee or Ranged

The character attempts to attack a specific or vulnerable area on his target. The attacker declares a location on his target (Head, Body, Left Arm, Right Arm, Gizzards, Left Leg or Right Leg), then makes an attack at -2k0. Instead of rolling for a hit location, if the attack is successful it hits the named location.

## CHARGE

Full Action

Subtypes: Attack, Melee, Movement

The character rushes at his target and makes a single melee attack. The target must be at least four meters away, and a character may charge up to twice their Speed in meters. The movement of the charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +1k0 bonus on the attack made at the end of the charge. If the charging character is unarmed, he can attempt to grapple his opponent instead of inflicting damage. The attack at the end of the charge can also be replaced by a Bull Rush or Knock Down attempt. ✓



? **DELAY**

Half Action  
Subtype: Miscellaneous

Instead of acting immediately, the character saves an action for later. At any time before her next turn, she may take any half action. If the character uses this stored action in response to someone taking an action, this action occurs first.

**DISARM**

Half Action  
Subtype: Attack, Melee

? The character attempts to disarm an opponent. Both the attacking character and her target make opposed Level + Weaponry checks. If the attacking character gets two or more raises on this opposed check, the opponent drops their weapon.

**DODGE**

Reaction Action  
Subtype: Movement

! Dodge is a Reaction that a character can perform when it is not her turn. After an attack is declared on the character, the character may spend a Reaction Action to make a Dodge Test (Dexterity + Acrobatics). A character must be aware of the attack in order to make the Test. Half of the result of this test is added to the character's Static Defense against the attack that they are attempting to dodge.

**FEINT**

Half Action  
Subtype: Attack, Melee

? The character attempts to use guile and combat training to trick her opponent into a mistake. The character and her target make an opposed Level + Weaponry Test. If the attacking character wins, her next melee attack against that same target cannot be dodged or parried. If the active character's next action is anything other than a melee attack, the advantage of feinting is lost.



**FIGHT DEFENSIVELY**

Full Action  
Subtype: Attack, Melee or Ranged

The character performs a careful attack, making sure she remains well poised to defend herself. The character suffers a -2k0 penalty to her Weaponry Test, but she gains a +2k0 bonus to all dodge and parry Tests until the start of her next turn. ?

**FOCUS POWER**

Variable Action  
Subtype: Varies by power, Provokes

The character casts a spell. The spell will list the Target Number and the magic skill Tested. If the character succeeds, the spell works. If not, the spell fails. !

**FULL AUTO BURST**

Full Action  
Subtype: Attack, Ranged, Provokes

The character hurls a roaring burst of fully automatic gunfire at her enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. If the



character has a pistol in each hand, both capable of fully automatic fire, she may fire both with this action.

The attacker makes a Ballistics Test with a +2k1 bonus. If she succeeds, the attack scored a hit normally. Furthermore, each raise on the Ballistics Test means another shot has hit the target. Each additional hit adds +1k0 to the damage of the attack, up to a maximum of the weapon's Rate of Fire.

A character using this action with a pistol or basic class weapon may also move up to his Dexterity in meters. However, if he does so, he gains no bonus to his Ballistics Test and instead suffers a -1k0 penalty.

### FULL DEFENSE

Full Action

Subtype: Melee

The character makes no attacks and instead concentrates entirely on self-defense. Until the start of her next turn, the character can make one additional Reaction Action and gains a +10 bonus to her Static Defense.

### GRAPPLE

Half or Full Action

Subtype: Attack, Melee

If the character is not in a grapple, she may use the Half Action Grapple to enter a grapple with target opponent. Make a Brawl Test to hit the opponent. If it is successful, she begins grappling the target as the controller of the grapple.

The controller of a grapple must spend a Full Action on every subsequent turn to maintain this grapple. If she doesn't, the grapple immediately ends. She may then make an Opposed Size + Strength Test. If she succeeds, she may take one of the following actions:

**Attack with Weapon:** The controller of the grapple can damage the opponent with her fists, teeth, claws, or a melee weapon. The opponent cannot make any Reactions to this attack. Roll damage normally. You cannot use weapons that normally require the use of both hands in a grapple.

**Throw Down Opponent:** The controller of the grapple can wrestle the Grappled opponent to the ground. The grappled opponent becomes Prone.

**Push Opponent:** The controller of the

grapple makes a Bull Rush attempt. The pushed distance cannot exceed the active character's Speed. The active character must move with her grappled opponent in order to maintain the grapple or she can choose to let go of her opponent, which ends the grapple, but allows the active character to keep her ground.

**Ready:** The controller of the grapple can ready one of her own items. Or if the SM allows, she can use the Ready action to grab an item belonging to her grappled opponent.

**Stand:** If both grappling participants are on the ground, the controller of the grapple can regain her feet with this action. She can also drag her grappled opponent up with her. If she so desires, both participants stand.

**Use item:** The controller of the grapple can use a readied item.

If the active character is the target of the grapple the first thing she must do on her turn is declare Grapple as a Half Action - this is part of the penalty for being grappled. After that, she may choose one of the following options:

**Break Free:** The grappled target can attempt to break free of the grapple by making an Opposed Size + Strength Test against the controller of the grapple. If the active character wins, she breaks free and may perform any regular Half Action.

**Slip Free:** The grappled target can attempt to wriggle out of the grapple by making an Athletics + Dexterity test opposed by controllers Athletics + Strength. If she succeeds, she slips free and may perform any regular Half Action.

**Take Control:** The grappled target can attempt to take control of the Grapple by making an opposed Athletics + Strength test against the opponent's Athletics (or Size) + Strength. If the active character wins, she becomes the controller of the grapple and her opponent becomes the grappled target. The active character then immediately performs one of the controller grapple options, but cannot take any other Half Actions.

### HEALING SURGE

Half Action

Subtype: Miscellaneous

While normally a character cannot spend resource points during combat to heal, they do





have the option of using this action to heal their wounds. They take a half action and spend Resource points up to their level, healing that many hit points. A character gains +5 to their static defense until their next turn when they use Healing Surge.

## KNOCK DOWN

Half Action

Subtype: Attack, Melee

The attacker smashes her opponent in the hopes of knocking him off his feet. Make an Opposed Size + Strength Test. If the attacker wins, the target is knocked prone and must make a Stand action on his turn to regain his feet. If the target wins the opposed Test, he keeps his footing. If the target wins with three or more raises, the attacker is knocked prone instead.

## MOVE

Half or Full Action

Subtype: Movement, Provokes

The active character can spend a Half Action to move a number of meters equal to their Speed. As a Full Action, she may move twice that distance. If the active character ends her movement adjacent to an opponent, she may engage that opponent in melee. If the active

character moves away from an opponent with whom she is engaged, he provokes Opportunity Attacks.

## MULTIPLE ATTACKS

Full Action

Subtype: Attack, Melee or Ranged

This action allows a character with an appropriate feat to make one or more attacks on his turn. The character must spend one Reaction Action for each attack beyond the first. A character must be wielding two weapons or have an appropriate feat such as Swift Attack or Lightning Attack in order to use this action.

## OPPORTUNITY ATTACK !

Free Action

Subtype: Attack, Melee

Whenever an character uses an action with the provokes keyword while engaged in melee with an opponent, she provokes an Opportunity Attack. All opponents in melee range of the Provoking character may use this action in order to make a Standard Attack against the Provoking character. This is a special free action that you can use once per turn, during any character's turn.



## **OVERWATCH**

Full Action

Subtype: Attack, Ranged, Provokes

The active character guards a specific area or target, poised to shoot at an opportune moment. When Overwatch is declared, the active character establishes a kill zone, which is any general area, such as a corridor or tree line, which encompasses a 45 degree arch in the direction the active character is facing.

The active character then specifies either Full Auto Burst or Suppressing Fire, along with the conditions under which she will perform the chosen attack. At any time the specified conditions are met before the start of the character's next turn, she can perform that attack. If a character on Overwatch performs any actions or reactions, such as Dodge, her Overwatch immediately ends. Note this does not include free actions such as speech.

## **PARRY**

Reaction Action

Subtype: Defense, Melee

If the character is wielding a melee weapon capable of parrying, she can attempt to thwart an incoming melee attack by making a Weaponry Test. This test is made just like a melee attack - roll and keep a number of dice equal to your Weaponry, and you get a +Xk0 bonus (X being your Level) if you're proficient with the weapon. Half of the result of this test is added to the character's static defense against this attack. A character must be aware of the attack being made on them in order to parry it.

## **READY**

Half Action

Subtype: Miscellaneous, Provokes

The active character draws a weapon or retrieves an object stowed in a pouch or pocket. A weapon or item can also be properly stowed away with this action (but note that simply dropping an item is considered a free action). This action can also be used to do things such as apply a bandage, coat a blade with poison, and so forth.

## **RELOAD**

Varies

Subtype: Miscellaneous, Provokes

The active character can reload a ranged weapon. The amount of time the reload action takes depends on the weapon.

## **RUN**

Full Action

Subtype: Movement, Provokes

The active character runs, covering a distance equal to six times their speed. This makes the character harder to hit with ranged weapons, but easier prey for melee attacks. Until the beginning of the character's next turn, ranged attacks made against her suffer a -2k0 penalty, while melee attacks gain a +2k0 bonus.

## **SHIFT**

Half Action

Subtype: Movement

The character moves a distance equal to her dexterity in meters.

## **STAND**

Half Action

Subtype: Movement, Provokes

If the active character is on the ground, she can stand.

## **STANDARD ATTACK**

Half Action

Subtype: Attack, Melee or Ranged

The active character makes one melee or ranged attack.

## **SUPPRESSING FIRE**

Full Action

Subtypes: Attack, Ranged, Provokes

The active character unleashes a devastating hail of firepower to force her opponents to take cover. This action requires a weapon capable of full automatic fire. When Suppressing Fire is declared, the active character establishes a kill zone (or uses one previously established, such as through overwatch), which is any general area, such as a corridor or tree line, that encompasses a 45 degree arch in the direction the active character is facing. Then, the active

character fires a Full Auto Burst and expends the appropriate ammo.

Targets within the kill zone must make a Pinning Test or become Pinned. The active character makes a Ballistics Test against TN 20 to determine if her wild spray of gunfire hits anyone, friend or foe, within the kill zone. If the Test succeeds, the SM assigns one hit to a random target within the kill zone. For each raise on the Test, the SM has to assign another hit, up to the weapon's automatic rate of fire. The active character cannot choose to fail this Test.



### TACTICAL ADVANCE

Full Action

Subtype: Movement, Defense

The active character moves from one position of cover to another position of cover. In so doing, she may cover a distance up to twice her Speed. For the duration of the move, she is considered to benefit from the cover she left, even though she is in the open for a brief time.



### USE A SKILL

Variable Action

Subtypes: Concentration, Miscellaneous

The active character may use a skill. How long this takes and what kind of check they need to make are covered in the descriptions of the individual skills.



### WITHDRAW

Full Action

Subtypes: Movement

The active character breaks off from melee combat and may move up to their Speed.

### Other Actions

If a player wants to take some action not covered in the rules, the SM should make a judgment about how long this will take and any relevant checks. Generally most actions should be resolved with some sort of Test: Characteristic Test, skill Test, or opposed Test. Keep in mind that a round is only a few seconds long, which is a very limited amount of time to accomplish a task.





## The Attack

The most common action in combat is the attack - the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before an attack is made, the SM should verify that the attack is even possible by checking the basic requirements for the attack.

Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol class weapon. In either case, the attacker must be aware of his target.

Assuming the attack is possible, follow these steps

- Step One: Apply Modifiers to the Attack Test**
- Step Two: Attacker Makes a Test**
- Step Three: Determine Hit Location**
- Step Four: Attacker Determines Damage**
- Step Five: Apply Damage to Hit Points**

### Step One: Apply Modifiers to the Attack Test

Attacks require the character to make a test using one of the attack skills (Weaponry, Brawl, or Ballistics). There are many instances where circumstances and factors will make the attack easier or more difficult than normal. For example, using the All Out Attack option gives +2k0 to the roll.

If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the appropriate roll.

### Step Two: Attacker Makes a Test

After the modifiers have been determined, the attacker makes his Attack Test. Attack Tests are made using the appropriate skill for the weapon used (Weaponry for melee, Ballistics for ranged attacks, and Brawl for unarmed). No characteristic is used for this test; the number of kept dice is equal to the skill used. If the character is proficient with the weapon used, they get +Xk0 to this test, where X is their level.

The TN for this test is the target's

Static Defense. A target's normal Static Defense is equal to 10, plus 3 for every dot he has in Wisdom and Dexterity. Bigger characters are easier to hit, though, so they take twice your Size as a penalty to their static defense.

### Dodge and Parry Reactions

If a character is hit by an attack, they have an opportunity to make a Dodge or Parry reaction as an opposed roll against the attack. If successful, the attack is negated and no damage is dealt.

### Step Three: Determine Hit Location

On a successful hit, the attacker needs to determine where the hit landed. Simply roll on the following chart to determine hit location:

HIT LOCATIONS	
Roll (1d10)	Location
1	Left Leg
2	Right Leg
3-6	Body
7	Gizzards
8	Left Arm
9	Right Arm
10	Head

### Step Four: Attacker Determines Damage

After the hit location has been determined, the attacker determines the damage dealt by his attack. Each weapon has a damage listing, usually a given number of kept and rolled dice. Melee weapons add the user's strength as rolled die on the damage roll. Roll the appropriate dice and apply any indicated modifiers. The result is the damage total.

### Step Five: Target Applies Damage

From the damage total, the target subtracts any Armor Points that protect the location hit by the attack. If the target is hit by a



spell, Armor Points do not apply, but the target may instead subtract his Aura value from the spell's damage. If this reduces the damage to zero or less, the target shrugs off the attack.

Any remaining damage is compared against the target's resilience. For every multiple of the target's resilience he takes in damage, he loses one hit point. For example, if the target has a resilience of 4, and he takes 15 points of damage from a sword attack, he loses 3 Hit Points. (15 divided by 4 is 3, with 3 left over. The left over damage is simply wasted.) If a target's resilience would be 0 or lower for some reason, it is considered to be 1 for determining hit points lost from damage.

If the target has run out of Hit Points, he begins taking Critical Damage, one point of Critical Damage for every Hit Point he'd otherwise lose.

### UNARMED COMBAT

Not every fight in DUNGEONS THE DRAGONING requires bolters and daiklaves. Some conflicts can be settled the old-fashioned way with fists (not to mention feet and, if you're the bloodthirsty type, teeth).

Unarmed attacks are resolved in the same way as any other melee attack, with some differences. Unarmed attacks can be used for any Melee combat action, but wherever the normal combat action calls for the use of the Weaponry Skill, an Unarmed attack uses Brawl instead.

Unarmed attacks cannot be used to parry attacks made with weapons except with a Stunt. Unarmed attacks typically deal 0k1 damage, adding the character's Strength as rolled dice as normal for melee attacks.

If a target loses at least one hit point from an unarmed attack, the attack also inflicts one level of Fatigue.





## Combat Situations

DUNGEONS THE DRAGONING offers endless potential for gripping, dramatic, white-knuckle action. Combat is an essential element for such action, and each combat, from simple corridor shoot-outs to titanic civilization-crushing battles, should offer unique experiences. The combat circumstances described in this section offer many ways to help make every combat exciting, varied, and dangerous.

Combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Many circumstances alter the difficulty of tasks by providing bonuses or penalties to Tests, while others provide opportunities for characters to leverage good fortune, or exploit misfortunes that befall their enemies. Adventurers should make as much use of beneficial circumstances as possible. A good plan, suitable equipment or skillful use of tactics can often mean the difference between life and death for a hero. The following circumstances are some of the most common ones encountered in combat.

For situations not covered here, use these as a guide. Remember, the SM has the final say about the difficulty of any particular Test or the outcome of any unusual situation.

### Combat Advantage

One of the most common attack modifiers is combat advantage. Combat advantage represents a situation in which the defender can't give full attention to defense. The defender is pressed by multiple enemies at the same time, stunned, distracted, or otherwise caught off guard. When you have combat advantage against a target, you get a free raise to hit them.

### Cover

Cover is a vital part of surviving a fire-fight and a good Adventurer knows that you go for cover first and draw your gun second. There are no penalties to Ballistics Test made to attack targets standing partly behind cover. However, there is a chance that the shot may hit the cover rather than the target. It is up to the Adventurer to decide which parts of his body

### Situations

Name	Description
Combat Advantage	Attackers get a free raise to hit.
Cover	Body parts behind cover have extra AP.
Concealment	Adds +5 or more to Static Defense.
⚠️ Difficult Terrain	-1k0 or more to melee attacks and dodging.
Engaged in Melee	Shooting into melee applies a -2k1 to hit.
Extreme Range	Shooting more than 3x the base range applies a -3k0 to hit.
Falling	Take damage for smashing into hard floors.
Ganging Up	Out numbering your foes 2 to 1 or more gives a bonus to hit them.
Higher Ground	Jump onto a table for +1k0 to melee attacks.
Long Range	Shooting more than 2x the base range applies a -1k0 to hit.
Off Hand	Take -2k0 unless you are Ambidextrous.
Point Blank Range	+2k1 to hit at ranges under 3m when not engaged in melee.
Short Range	+1k0 to hit when shooting at less than half the weapon's base range.
Two Weapon Fighting	Use the Multiple Attack action. Takes penalties without a feat.
Weapon Jammed	Rolling more 1s on an attack than your Ballistics skill causes a jam.



? he is exposing when behind cover, but as a general rule, a character firing around or over cover will have his body and legs concealed. If the shot would hit a body location that is concealed behind cover, work out the damage against the Armor Points of the cover instead, with any excess being applied to the target as normal.

### COVER EXAMPLES

Cover Type	AP
Armor-glass, Pipes, Thin Metal	4
Storage Crate, Sandbags, Ice	8
Computer bank, stasis pod	12
Rockcrete, hatchway, thick iron, stone	16
Armoplas, bulkhead, plasteel	32

### ! Engaged in Melee

If the attacking character is adjacent to his target, both the character and his target are considered to be engaged in melee. Ballistics Tests made to hit a target engaged in melee combat take a -2k0 penalty. If one or more characters engaged in the melee is granting combat advantage, this penalty is ignored.

### Extreme Range

Targets that are at a distance of more than three times the range of a character's weapon are at Extreme Range. Ballistics Tests made to hit targets at Extreme range take a penalty of -3k0 to hit.

### Falling

Characters can fall off things for any number of reasons, though the results are usually the same... Hilarious! A character takes 1k1 damage for every two meters they fall and adds their Size as rolled dice - even with a high Resilience, the bigger you are, the harder you fall. Armor only offers half it's normal AP against this damage but a character may Test Acrobatics against TN 15 to reduce falling damage. On a success, they take -1k0, and every raise further reduces damage taken by another -1k0. If a character intentionally jumps down, they may fall 2m per dot of their Acrobatics rating before taking damage. Intentionally dropping down will reduce the fall by 1m per dot of Dexterity. ✓

### Ganging Up

A character has an advantage when he and his allies engage the same foe in melee combat. If a group of characters outnumber their opponents by two to one, their melee attacks gain an +1k0 to hit. If a group of characters outnumber their opponents by three to one or more, their melee attacks are at +2k0 to hit instead.

### Higher Ground

Characters standing on higher ground, such as standing on a table, hill, or atop a mound of slain enemies and/or dead puppies, have an advantage. Melee attacks made by these characters are at +1k0.



### Long Range

Targets that are at a distance of more than double the range of a character's weapon are at Long Range. Tests made to hit those targets are at a -1k0 penalty to hit.

### Point Blank Range

When a character makes a ranged attack against a target that is two meters away or closer, that target is at Point Blank Range. Tests made to hit a character at Point Blank range are made at +2k1 to hit. This bonus does not apply when the attacker and the target are engaged in melee combat with each other.

### Short Range

Target that are at a distance of less than half the range of a character's weapon are at short range. Tests made to attack targets at short range are made at +1k0.

### Two Weapon Fighting

Many warriors fight with a weapon in either hand. There are important advantages and disadvantages to this style of fighting. A character fighting with two weapons may attack with either weapon when making attack actions. If he is able to make multiple attacks, he may split up his attacks between the two weapons if they are applicable (one can't use Lightning

Attack with a pistol, for example).

A character wielding two weapons may use the Multiple Attacks action to attack once with each weapon, but each attack is made at -3k0. If the character has the Ambidextrous asset, the penalties are reduced by 1k0 (to -2k0). If he has the Two Weapon Fighting feat, the penalties are reduced by 2k0 (to -1k0). If he has both, there is no penalty with his attacks.

### Weapon Jams

Unfortunately, no weapon is perfect. Sometimes a weapon will jam, either through age, neglect, or simply poor design. When a character rolls more 1s on a roll to hit with their weapon than their Ballistics skill (two 1s at Ballistics 1, three 1s at two dots, etc.) then the weapon has jammed. A jammed weapon can not be fired until it is cleared, though if the Test to hit was successful on the jamming shot, the weapon jams on the recoil - the shot is good but the weapon is now fouled. Clearing a Jam is a full action that requires a TN 15 Tech-Use or Ballistics Test. On a success, the jam has been cleared, and the weapon needs to be reloaded, any ammunition in the weapon is lost. If the Test fails, the weapon is still jammed and the character may attempt to clear the jam next round.

?





## Injury

A natural consequence of pushing one's luck in far reaches of the Wheel is getting hurt. Adventurers can get into fights with an endless array of enemies, machinery can malfunction, pilots can discover exciting new ways to land that don't involve leaving their craft in one piece, and careless sorcerers can invite all sorts of horrors from the Warp to show up and ruin everyone's day.

Common physical injuries to DUNGEONS THE DRAGONING characters are represented by Damage and Fatigue. Additionally, characters can also experience several types of conditions and special damage such as fire, suffocation, being stunned, and the amputation of limbs. With all these different types of punishment waiting to befall characters, it's important to know how much physical abuse a character can take and a key measurement of this is how many Hit Points he possesses.

### ? HIT POINTS

Hit Points are a measurement of how much punishment a character can take before suffering debilitating effects and, ultimately, death. Every character in DUNGEONS THE DRAGONING has a specified number of Hit Points. When you create your character, you determine his Maximum Hit Points, which is his Constitution plus his Willpower. There may be feats, racial abilities, or effects from your character's template that add to your maximum hit points as well. Whenever a character loses Hit Points, they are subtracted from the character's Current Hit Points. Once a character's current Hit Points drop to zero or below, he is in real trouble.

### DAMAGE

Damage is physical trauma dealt to a character. Characters can suffer damage in any number of ways - being shot by a boltgun, lacerated by daemon claws, falling into a lava-filled crevasse, exposure to the vacuum of space, and worse.

When a character suffers Damage, compare the damage he takes against his Re-



silience. For every multiple of his resilience, the character takes one wound. For example, if a target with resilience 4 takes 18 damage from an attack, he would lose 4 Hit Points. (18 divided by 4 is 4. The remainder of two is simply wasted.) A target with resilience 3, would lose 6 Hit Points from the same amount of damage.

Each time a character suffers damage, there may be an opportunity to reduce it. Armor Points reduce damage taken from most sources, but are ineffective against distinctly magical effects like spells. Aura, on the other hand, reduces damage from spells but is worthless against things like, say, bullets.

Some effects, such as fire and falling, can directly wound a character regardless of their resilience.

### Damage Types

All damage is divided up into four types: Energy (lasers, fire, plasma), Explosive (grenades, bolt rounds), Impact (clubs, bullets, falling), and Rending (swords, claws). If a source of Damage does not specify a type, treat it as impact. Damage type is usually only important for determining Critical Effects resulting from Critical Damage.



## ? CRITICAL DAMAGE

Whenever a character runs out of Hit Points, he begins to take critical damage. Each time a character suffers Critical Damage, he also suffers one or more Critical Effects. These are determined by consulting the appropriate Critical Effects Table based on the affected body location (Arm, Body, Gizzards, Head, or Leg) and the type of damage (Energy, Explosive, Impact, or Rending).

As with normal damage, Critical Damage is cumulative and remains with the character until he either heals naturally over time or receives medical attention. Each critical effect also has its own duration (including permanent). If a Critically Damaged character loses more Hit Points, the amount is added to his existing critical damage and a new set of critical effects are applied based on his Critical Damage.

## ✓ HEALING

A character who has gotten injured will probably like to get healed at some point. As a character takes wounds, he progresses through three different states: Lightly Wounded, Heavily Wounded, and Critically Wounded. Characters naturally recover from wounds at a slow rate that varies depending on the character's state. Rest, medical attention, and a few spells can speed up wound recovery.

### Lightly Wounded

A character is considered Lightly Wounded if he has lost Hit Points equal to or less than his Willpower. A lightly wounded character recovers 1 hit point per day through natural healing. If a lightly wounded character devotes an entire day to bed rest, he recovers a number of hit points equal to his Constitution.

### Heavily Wounded

A character is Heavily Wounded whenever he has lost Hit Points greater than his Willpower. A Heavily Wounded character recovers 1 hit point per week through natural healing. If a heavily damaged character de-



votes an entire week to complete rest, he recovers an amount of hit points equal to his Constitution. Once a Heavily Wounded character's hit points are equal to or less than his Willpower, he becomes Lightly Wounded.

### Critically Wounded

A character is Critically Wounded whenever he has lost Hit Points in excess of his hit points. Critical Damage does not heal on its own - it requires medical attention. With rest and medical attention, a character removes 1 point of Critical Damage per week. After all Critical Damage has been removed, a character becomes Heavily Wounded instead.

## Energy Critical Effects

Critical	Effect
<b>Energy Arm</b>	
1	A blast to the arm leaves it numb. All Tests using the arm are made at -2k0 for one round.
2	The energy leaves the target's arm burned and useless for 1d5 rounds and the character takes one level of fatigue.
3	The attack wreathes the arm in flame, scorching clothing and armor. The target's attack rolls require two additional raises to hit for one round and the target takes 1d5 levels of fatigue.
4	Energy sears through the arm at the shoulder, causing the limb to be severed from the body. The target suffers 1d10 levels of fatigue and is inflicted with Blood Loss.
5	The attack reduces the arm to a cloud of ash and sends the target to the ground where he immediately dies from shock.
<b>Energy Body</b>	
1	The blast takes the breath from his lungs. He can only take a single half action on his next turn.
2	The target is burned badly, cooking the flesh on his chest and abdomen, and suffers 1d5 levels of fatigue.
3	Struck by the full force of the attack, the target is sent reeling to the ground, smoke spiralling out of the wound. The target is knocked prone and stunned for 1d10 rounds.
4	The attack blackens and burns off the target's skin. The target is stunned for 2d10 rounds, and his Str, Con, and Dex are halved until the critical damage heals.
5	The target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.
<b>Energy Gizzards</b>	
1	Ripples of heat make the character stumble and vomit. The target is stunned for one round.
2	The target falls to the ground screaming and suffers 1 level of fatigue.
3	The intense power of the energy attack scorches the target's heart and lungs. The target is stunned for 2d10 rounds.
4	The character's flesh and organs are cooked completely through. He falls to the ground, splitting open and steaming.
5	The target falls to the ground in a heap of burning flesh. Any grenades or missiles on the character's body detonate. The character is very dead.
<b>Energy Head</b>	
1	A grazing blow to the head dazzles the target for one round.
2	All of the target's hair is burned off, and he is blinded for 1d5 rounds.
3	The attack cooks the target's face, melting his features and damaging his eyes. The target is blinded for 1d10 hours and reduces Fellowship by 1 permanently.
4	In a gruesome display, the flesh is burned from the target's head, exposing charred bone and muscle underneath. He does not survive.
5	Superheated by the attack, the target's brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby.
<b>Energy Legs</b>	
1	A grazing strike against the leg slows the target for a bit. The target's movement is halved for 1 round.
2	A solid blow to the leg sends electric currents of agony coursing through the target. Target's movement is halved for 1d5 rounds and suffers 1 level of fatigue.
3	The attack burns the target's foot, charring the flesh. The target must successfully Test Constitution (TN 20) or lose the foot. On a success, the target's movement is halved until he receives medical attention.
4	Energy sears through the bone, causing the leg to be severed. The target must Test Constitution (TN 20) or be stunned for 1 round. The target gains 1d10 levels of fatigue and is suffering from blood loss.
5	In a terrifying display of power, the leg immolates and fire consumes the target completely. The target dies in a matter of agonizing seconds.



**Explosive Critical Effects**

Critical	Effect
<b>Explosive Arm</b>	
1	The target's arm fractures, making the character's hand spasm in pain. The character drops anything he is holding.
2	The blast causes the target to scream in agony. The target is stunned for 1 round and the limb is useless until the critical damage is healed.
3	Fragments from the explosion tear into the target's hand, ripping away flesh and muscle. He must Test Constitution (TN 20) or lose the hand. The target takes 1d5 levels of fatigue.
4	In a violent burst of shattering power, the target's arm is mangled. He must make a TN 20 Constitution Test or else die from shock. He suffers Blood Loss.
5	The arm disintegrates into a red mist, taking a good portion of the shoulder and chest with it. The target is sent screaming to the ground, dying in a pool of his own blood and organs.
<b>Explosive Body</b>	
1	The target is blown backwards 1d5 meters and takes 1 level of fatigue per meter travelled. He lands prone.
2	As above, but if the character was wearing any armor, the armor is breached and no longer protects the body until it has been repaired.
3	Chunks of the target's flesh are ripped free by the force of the attack, leaving large weeping wounds. The target is stunned for one round, takes 1d10 levels of fatigue, and is now suffering blood loss.
4	Pieces of the target's body fly in all directions as he is torn into giblets by the attack.
5	As above, and anyone within 1d10 meters of the target is drenched in gore and must make a TN 20 dexterity check or else become dazzled for one round as blood fouls their sight.
<b>Explosive Gizzards</b>	
1	The target is blown backwards 1d10 meters, taking one level of fatigue for ever meter traveled.
2	The explosion sends the target sprawling to the ground. He takes 1d5 levels of fatigue and becomes prone.
3	Concussion from the explosion knocks the target to the ground and tenderizes his innards. The target falls down Stunned for 1 round, takes 1d10 levels of fatigue and is now suffering Blood Loss.
4	The target's chest explodes outwards, disgorging a river of cooked organs onto the ground, killing him instantly.
5	As above, and in addition if the character was carrying any ammunition or explosives, they detonate.
<b>Explosive Head</b>	
1	The flash and noise leaves the target Blinded and Deafened for 1 round.
2	The detonation knocks the target to the ground and stuns him for one round. The target takes two levels of fatigue.
3	The target's head explodes under the force of the attack, leaving his headless corpse to spurt blood from the neck for the next few minutes. The target takes -1k0 to all perception checks for one round and, worse, is killed instantly.
4	In a series of unpleasant explosions the target's head and torso peel apart, leaving a gory mess on the ground. You don't get much deader than this except...
5	As above, except such is the unspeakably appalling manner in which the target was killed that any allies of the target who are within 2m of where he once stood must Test against Fear 1.
<b>Explosive Legs</b>	
1	A glancing blast sends the character backwards one meter.
2	The concussion cracks the target's leg, leaving him stunned for one round and halving all movement for 1d5 rounds. The target takes 1 level of fatigue.
3	Explosive force removes part of the target's foot and scatters it over a wide area. The target must make a TN 20 Constitution Test or permanently lose the use of his foot, inflicting 1d5 levels of fatigue.
4	The explosion reduces the target's leg into a hunk of smoking meat. The target must make a TN 20 Constitution Test or die from shock. On a successful Test, the target is merely stunned for 1d10 rounds, takes 1d10 levels of fatigue, and suffers Blood Loss. He now has only one leg.
5	The leg explodes in an eruption of blood, killing the target immediately and sending bloody bits of him in all directions.

## Impact Critical Effects

Critical	Effect
<b>Impact Arm</b>	
1	The attack numbs the target's limb, causing him to drop anything held in that hand.
2	The impact leaves crushing pain and the target takes one level of fatigue.
3	The attack pulverizes the target's hand, crushing and breaking 1d5 fingers (a thumb counts as a finger). The target takes 1 level of fatigue and loses the use of his hand until he gets medical attention.
4	With a loud snap, the arm bone is shattered and the limb is left hanging limply. The arm is broken and useless until healed. The target also takes two levels of fatigue.
5	In a rain of gore, blood, and met, the target's arm is removed from his body. He screams incoherently for a few seconds before collapsing to the ground and dying.
<b>Impact Body</b>	
1	The target is momentarily knocked off balance by the attack, and can take only a half action on his next turn.
2	The attack breaks a rib and inflicts two levels of fatigue. The target is also stunned for one round..
3	A solid blow to the chest winds the target and he momentarily doubles over in pain, clutching himself and crying in agony. The target takes 1d5 levels of fatigue and is stunned for two rounds.
4	With an audible crack, 1d5 of the target's ribs break. The target can either lay down and stay still awaiting medical attention or continue to take actions, though if he takes any actions he begins suffering Blood Loss.
5	The target jerks back from the force of the attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.
<b>Impact Gizzards</b>	
1	The impact punches the air from the target's body, inflicting one level of fatigue.
2	The blow batters the target, almost stopping his heart. The target takes 1d5 levels of fatigue and is stunned for 1 round.
3	The attack knocks the target to the ground, sending him flying 1d5 meters away and falling prone. The target takes 1d5 levels of fatigue and is stunned for 2 rounds.
4	The force of the attack ruptures several organs and knocks the target down gasping in wretched pain. The target suffers Blood Loss and takes 1d10 levels of fatigue.
5	The target's organs are turned into a fine paste. While this would be great for spreading on crackers, it's not so great for being alive. The target dies instantly.
<b>Impact Head</b>	
1	The attack causes the target to see stars. The target takes one level of fatigue and becomes dazzled for one round.
2	The target's nose explodes in a torrent of blood, blinding him for one round and dealing two levels of fatigue.
3	The target's head is snapped back by the attack, leaving him staggering around trying to control mind-numbing pain. The target is stunned for 1d5 rounds and takes 2 levels of fatigue.
4	Blood pours from the target's nose, mouth, ears, and eyes as the attack pulverizes his brain. He does not survive.
5	The target's head explodes like an overripe fruit and sprays blood, bone and brains in all directions.
<b>Impact Legs</b>	
1	A light blow to the leg leaves the target stumbling. His movement is halved for one round.
2	The blow breaks the target's leg, leaving him stunned for one round and halving all movement for 1d5 rounds. The target takes one level of fatigue.
3	Several if the tiny bones in the target's foot snap like twigs with cracking noises. The target must make an immediate Constitution Test (TN 20) or permanently lose the use of his foot. On a success, halve all movement until medical attention is received. The target takes two levels of fatigue.
4	The force of the attack rips the lower half of the leg away in a stream of blood. The target must make a TN 20 Constitution Test or else die from shock. On a success, the target is stunned for 1d10 round, takes 1d5 levels of fatigue and suffers blood loss. He now only has one leg.
5	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Not only does he not even have a leg to stand on, but he also dies horribly in a spreading pool of gore.



**Rending Critical Effects**

Critical	Effect
<b>Rending Arm</b>	
1	The slashing attack tears anything free that was held in this arm.
2	The shredding attack sends the target screaming in pain. As above, and the target takes 2 levels of fatigue.
3	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process. The target takes 3 levels of fatigue and must make a TN 20 Constitution Test or lose the use of his hand.
4	With an assortment of interesting wet ripping sounds, the arm flies free of the body, trailing blood behind it in a crimson arc. The target is now missing an arm and suffering blood loss.
5	The attack slices clean through the arm and into the torso, drenching the ground in gore and killing the target instantly.
<b>Rending Body</b>	
1	If the target is not wearing armor on this location, he takes 1 level of fatigue from a painful laceration. If he is wearing armor, there is no effect.
2	The attack rips a large patch of skin from the target's torso, leaving him gasping in pain. The target is stunned for one round and takes 2 levels of fatigue.
3	The blow opens up a long wound in the target's torso, causing him to double over in terrible pain. The target takes 1d5 levels of fatigue.
4	The target is sent screaming to the ground, clutching at his wounds. He goes prone and takes 1d10 levels of fatigue.
5	The powerful blow cleaves the target in twain. Unfortunately, he doesn't survive the experience.
<b>Rending Gizzards</b>	
1	The attack hits a weak point on the target's armor, tearing at straps or between joints and reducing its Armor Points by 1 until it is repaired. The target takes one level of fatigue.
2	A torrent of blood spills from the deep cuts, making the ground slick with gore. He takes 1d5 levels of fatigue.
3	The attack cuts open the target's abdomen. The target suffers from blood loss and can either use one arm to hold himself together or else roll twice for blood loss each turn. He also takes 1d5 levels of fatigue.
4	The target is rent into several bits. He is now quite dead.
5	As above, except the area around the target is awash in gore and counts as difficult terrain for the rest of the fight.
<b>Rending Head</b>	
1	The attack tears skin from the target's face dealing 1 level of fatigue. If the target is wearing a helmet, there is no effect.
2	The attack scoops out one of the target's eyes, inflicting 1d5 levels of fatigue and leaving the target stunned for 1 round.
3	The attack opens up the target's face, leaving him stunned for 1d5 rounds and inflicting 1d5 levels of fatigue. If the target is wearing a helmet, the helmet is torn free.
4	With a sound not unlike a wet sponge being torn in half, the target's head flies free of its body and sails through the air, landing harmlessly 2d10 meters away. The target is instantly slain.
5	As above, only blood spews out in a torrent, drenching all those nearby and dazzling them as gore fills their eyes.
<b>Rending Legs</b>	
1	The target's kneecap splits open. He must make a TN 20 Dexterity Test or fall prone. He takes 1 level of fatigue.
2	The attack rips a length of flesh from the leg, causing blood to gush from the wound. The target takes 1 level of fatigue and suffers Blood Loss.
3	The blow slices a couple of centimeters off the end of the target's foot. The target must make a TN 20 Constitution Test or lose the foot. In either case, movement is halved until the character receives medical attention and takes 1d5 levels of fatigue.
4	In a single bloody hack the leg is lopped off the target. The target must immediately make a TN 20 Constitution Test or die from shock. On a success, the target is stunned for 1d10 rounds, takes 1d10 levels of fatigue, and suffers Blood Loss. He now has only one leg.
5	With a meaty chop, the leg comes away. The target pitches to the ground howling, before dying moments later.

## Conditions

Common injuries are far from the only forms of bodily harm facing those who dare to venture into the unknown. Spells, monsters, traps, and the environment can all afflict your character with various conditions. A condition imposes a penalty, a vulnerability, a hindrance, or a combination of effects.

### AMPUTATED LIMBS

A character that loses body parts (except for the head, which almost certainly means death) is also affected by Blood Loss and must be treated for it quickly. If the character lives, someone with the *Medicae* skill must be found to ensure that it heals well. If no medic is available, the character

becomes *Diseased*. Assuming the character survives the *Blood Loss*, he'll also have to cope with the disagreeable side-effects of the lost limb, which are explained below.

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### Lost Hand

The character suffers a -2k1 penalty on all skill and characteristic Tests that rely on the use of two hands and she cannot wield two-handed weapons. A shield can be strapped to the injured arm, however. Should this be the character's primary hand, she must cope with the customary -2k0 penalty to *Weaponry* using his secondary hand. For every 100 xp she spends, she can reduce this penalty by 1k0.

If a character loses both hands, she should either secure at least one replacement or get someone to sharpen her teeth.

### Conditions

Name	Description
Amputation	Causes <i>Blood Loss</i> , possible <i>Disease</i> , and other issues.
Blinded	Fail at <i>Ballistics</i> , -2k1 most other tests, grant <i>Combat Advantage</i> .
Blood Loss/Bleeding	Roll 1d10, die on a 1. <i>Medicae</i> TN 20 to staunch the flow.
Dazzled	Dazed and confused, -1k0 to all tests but -2k0 to vision tests.
Deafened	Fail all hearing tests.
Diseased	Cannot recover <i>Hit Points</i> . May have additional effects.
Fire/On Fire	Save <i>Dex</i> TN 15 or be <i>On Fire</i> , then lose <i>HP</i> and <i>fatigue</i> each round.
Fatigue	Take -1k0 to all tests. Fall <i>Unconscious</i> when it is greater than <i>Con</i> .
Helpless	Automatically gets hit. Roll damage twice and add.
Immobilized	Cannot take action with the <i>Movement</i> subtype.
Lost Eye	Halves effective weapon ranges and applies -1k1 to vision tests.
Pinned	Taking <i>Suppressing Fire</i> . <i>Willpower</i> TN 20 or must take cover.
Prone	Grant <i>Combat Advantage</i> at close range and take penalties to actions.
Restrained	Tied up. Grant <i>Combat Advantage</i> and may be <i>Immobilized</i> .
Stunned	Grant <i>Combat Advantage</i> and cannot take actions.
Suffocating	Test <i>Constitution</i> TN 20 or gain <i>Fatigue</i> .
Surprised	Grant <i>Combat Advantage</i> and cannot act until it is over.
Unconscious	Knocked out and <i>Helpless</i> . Lasts 10- <i>Constitution</i> hours.



### **Lost Arm**

As with a lost hand, but a character cannot strap a shield to the arm since he no longer has it. Losing both arms is bad, plus it's a bit difficult to reach those hard-to-clean spots.

### **Lost Eye**

Losing one eye permanently halves the effective range of all ranged attacks the character makes. In addition, he suffers a -1k1 penalty to all Skill and Characteristic Tests that rely on sight. If a character has the misfortune to lose both eyes, he becomes Blinded.

### **Lost Foot**

The character permanently reduces all his movement by half (round the remaining movement up) and suffers a -2k0 penalty to all movement Actions as well as Skill and Characteristic Tests that rely on mobility, such as Stealth. Losing both feet makes it hard to walk.

### **Lost Leg**

Treat this as a lost foot, but the character cannot use the Dodge action. Losing both legs renders the character half the person he was, but the good news is he also becomes half the target for his enemies.

### **BLINDED**

A blind character automatically fails all Tests based on vision and automatically fails all Ballistics Tests. She also suffers a -2k1 penalty to Weaponry Tests and most other Tests that ordinarily benefit from vision. Blinded characters grant Combat Advantage. Needless to say, most heroes find blindness very inconvenient.

### **BLOOD LOSS**

Blood Loss is an effect that can result from Critical Damage. Characters suffering from blood loss, she rolls 1d10. On a roll of 1, the character dies. If the suffering character is conscious, she may attempt a TN 20 Medicae Test each Round to staunch the bleeding. If the character is also trying to simultaneously engage in strenuous activity, such as running away from whatever caused the blood loss, attempts to stop the bleeding instead requires a TN 30 Medicae Test. If the suffering character is not conscious, or doesn't fancy her chances, another character may attempt the Test.

### **DAZZLED**

A Dazzled character has been dazed and confused. He takes -1k0 to all Tests and an additional -1k0 (that's a -2k0 total) to all Tests based on sight.

### **DEAFENED**

The character cannot hear at all, or at least not well enough to communicate with others. Until the character recovers or has his disability repaired, he automatically fails any Skill or Characteristic Test that relies on hearing. Apart from having trouble communicating with his fellow Adventurers, the SM is free to decide what effects a deaf character will have on the game.

### **DISEASED**

While Exalts are immune to the vast majority of diseases, there are some supernatural afflictions that can still knock them on their arse. While Diseased, a character cannot recover hit points. Most supernatural diseases have their own additional effects.

### **FIRE**

A character suffers damage from fire each round she is exposed to it. At the start of each round after the first in which a character is exposed to the same source of flames (or if he is hit by a weapon with the Flame quality) she must make a TN 15 Dexterity Test or catch on fire.

Once a character is on fire, she loses one Hit Point and gains and one level of Fatigue each round until the fire is extinguished. All damage from fire is Energy damage for determining Critical effects - if the hit location is not specified, use the Body location.

A character that is on fire may try to extinguish the flames herself by dropping prone and making a TN 15 Dexterity Test as a full action. The SM can make this Test easier or harder depending on environmental conditions and whether the blazing character receives any help from nearby allies.

### **FATIGUE**

Exhaustion, combat trauma, or swapping licks with bare fists can all leave a character battered, but more or less intact. Fatigue measures the amount of non-lethal injury a character can take. Characters gain Fatigue from certain types of attacks, some critical effects, and some weapons and feats.



Fatigue is measured in levels. A character can take a number of levels of Fatigue equal to his Constitution score and still function, albeit with some side-effects. Should a character take a number of levels of fatigue in excess of his Constitution, he collapses, unconscious, for 10-Constitution hours. After the character awakens, his levels of fatigue revert to a number equal to his Constitution. Characters suffering any level of fatigue suffer -1k0 to all Tests. A character recovers one level of fatigue per hour as long as they can rest and relax.

### HELPLESS

Tests made to hit an unconscious, tied up, or otherwise helpless target automatically succeed. When rolling damage against such a target, roll twice and add the results.

### IMMOBILIZED

Characters who are Immobilized have some serious problems moving. An immobilized character cannot use any action with the Movement subtype.

### PINNED

Being shot at is an unpleasant experience at the best of times, and even the most inexperienced Adventurers know to keep their heads down when the bullets are flying. Pinning is a person's survival instincts telling him to stay in cover. A character is on the receiving end of Suppressive Fire, even if he isn't hit, must make a Pinning Test. This is a Willpower Test at TN 20. Succeed and the character may act normally. Fail and the character is Pinned.

A Pinned character may only take Half Actions. If he is in cover relative to the attacker that Pinned him, he may not leave it except to retreat (provided he can remain in cover while retreating). If he is not in cover when Pinned, he must use his actions to reach cover. If there is no cover nearby, he must move away from the attacker.

A character can make a Pinning Test at the end of his Turn to escape Pinning, in which case he may act normally on his next turn. The Test is reduced to TN 10 if the character is no longer under fire. A character in melee combat automatically escapes Pinning.

### PRONE

Prone characters grant Combat Advantage against melee attackers and ranged attackers within Point Blank Range. Ranged attackers from further away need an extra raise to hit. A prone character suffers -1k0 to melee attack Tests and -2k0 to dodge Tests. Dropping prone as a free action.

### RESTRAINED

It's easy enough for a character to end up restrained. Perhaps he's gone and gotten himself arrested, or he's having to fight off attackers in the middle of something intimate involving fuzzy handcuffs. Either way, a restrained character grants Combat Advantage. If his legs are bound, he's also Immobilized. All attack rolls he makes are at -1k0.

### STUNNED

In addition to damage and Fatigue, characters may also become Stunned. Stunned characters grant Combat Advantage and cannot take actions. A stunned character is not Helpless or unaware.

### SUFFOCATION

There are many ways to suffocate, including drowning, smoke inhalation, and exposure to certain toxins. The rate of suffocation depends on the character's activity level. If a character is trying to conserve oxygen, he can hold his breath for a number of minutes equal to his Constitution. If he is engaged in strenuous activity (combat, swimming, etc.) he may hold his breath for a number of rounds equal to twice his Constitution.

While holding his breath, a character must make a TN 10 Constitution Test each minute (if conserving oxygen) or each round (if getting busy). If he fails, he gains one level of Fatigue. If the character has not gained a fresh source of oxygen by the end of the allotted time he automatically falls Unconscious regardless of his levels of Fatigue. If a character is both unconscious and deprived of a fresh source of oxygen, he loses one Hit Point per round until he dies.

### SURPRISED

When you're surprised or taken unawares, you grant combat advantage. Surprised characters cannot take actions until the second round of combat.

### UNCONSCIOUSNESS

Unconsciousness is usually a temporary state that typically results from excessive levels of Fatigue or Critical damage. The duration of a state of unconsciousness is usually included in the description of the effect that caused it. If no other duration is given, unconsciousness lasts for 10-Constitution hours. Unconscious characters are completely unaware of their surroundings and cannot take any actions. They are also Helpless.



## Movement

In many game situations, it is unnecessary to worry about how fast a character can run or how long it takes him to walk from his private quarters to the ship's armory. On the other hand, there are many situations that come up during a game, such as combat, where knowing how far a character can move over a given period of time becomes very important.

### Narrative Moment and Terrain

Terrain conditions affect how fast a character can cover ground during Narrative Time. Obviously, slogging through a waist-deep death world swamp is far more laborious than strolling through the steel corridors of an orbital space station. If you're moving through difficult terrain, you can only cover half of the normal distance in a given amount of time. The SM has the final decision about what, if any, modifiers apply to Narrative Time caused by the environment.

A character may hurry - either because they're running or because they're on a forced march - and cover more ground. Characters may double their movement during narrative time, but for every hour spent doing this they must make a TN 10 Constitution Test or take a level of fatigue, with the TN increasing by 5 for every hour after the first.

In general, a character may move 20x their speed per minute, a number of kilometers equal to their Speed per hour, and ten times that per day.

### Climbing

Climbing an object requires Athletics rolls. Under most circumstances, as long as a character has both hands free, has a dot in Athletics, and isn't being distracted (by, say, being shot at), a character can automatically succeed at simple climbing tests like fences, trees, boulders, and the like.

If he's trying to move quickly or is being distracted, he needs to make an Athletics Test to climb. On a successful Test, he can ascend up to half of his Speed. For every raise on the Test, he can move an additional meter.

If he fails, he falls, and might take damage.

The SM can adjust the difficulty of the Test based on the nature of the climb, and can rule that certain surfaces, like sheer surfaces like building faces and cliffs, require Tests and can't be attempted automatically. The default difficulty of most climbing Tests is TN 15.

### Jumping

A jump is, well, you should be familiar with this one. If a character gets a running start of at least 4m before his jump, he makes an Acrobatics and Strength Test against TN 10. On a success, he leaps a number of meters horizontally equal to his Strength, plus another meter for every degree of success. On a failure, he only leaps a number of meters equal to half his Strength (round up). He can achieve a height of one half of this distance travelled in meters (round down). If he's just making a vertical leap, make the Test as normal and simply ignore the horizontal distance travelled. A character can attempt to make the same jumps from a standing start, but the initial Test is made against TN 15 instead of TN 10.

### Swimming

A character doesn't need to make a Swim Test (Athletics and Strength) under ideal circumstances, but hazardous conditions such as rough waters, hands being tied, or swimming while fighting all require Swim Tests to move. A successful swim Test allows the character to move at half speed through the water. Normally, swim Tests are made against TN 10, but difficult conditions might increase the TN. A failed Test means the character doesn't get to move that turn. Heavy equipment, especially armor, makes swimming extremely difficult. Swim Tests made while wearing Medium or heavier armor is made against TN 20. A character must, normally, hold their breath if they're completely submerged.

## Social Combat

Of course, Heroes don't always need to solve problems and differences by punching each other in the face, launching bolts of plasma, and accidentally opening a gate to the Warp because someone rolled *really* badly on a Perils of the Warp check. There is also the option to simply talk things over.

Any great heroic epic has heroes who can motivate a nation through force of personality, making speeches to open up the hardest heart, wooing the princess, and so forth. While simple skill checks might be enough to pass for a lie or two, important debates and social situations with far-reaching implications shouldn't be left to succeed or fail on the basis of a single roll - or at least no more than combat.

A really serious social situation should be handled with the same seriousness and depth as a fight to the death - especially since death might really be on the line!

For the most part, Social Combat is handled like real combat. Initiative is rolled, actions are taken, and then people take turns until the situation is resolved.

### SOCIAL COMBAT OVERVIEW

Just like regular combat, social combat is resolved with structured time. Social combat rounds, however, are considerably longer than normal rounds - social combat rounds can be a minute or more long, though

really they just take however long is required for the actions people are taking. If someone is making a particularly long speech or monologue, a round might be several minutes or more. Social combat works in the same way as normal combat with the following notes:

A character can be just as surprised in a social situation as anywhere else - someone might just walk right up to a hero and try to persuade them to do them a favor or invite them into the back room. A character who is surprised loses their first turn in the combat.

A character uses their Wisdom and Composure to modify their initiative roll rather than Dexterity and Composure. Being quick on your feet isn't all that impressive in a battle of wits.

Social combat can be resolved in a number of different ways, not just killing everyone involved. Make sure to read over the resolution phase to understand how social combat can end.

### Resolve

Resolve is a character's defense against social attacks. Resolve is calculated by adding a character's Willpower and Composure together. Resolve recovers more quickly than Hit Points. Each morning, the character may roll her Composure against TN 10. If the roll succeeds, she regains one point of Resolve, plus one for every raise on the roll. The character gains a point of resolve if they perform a stunt that furthers their Alignment (at the SM's discretion).

### SOCIAL COMBAT ACTIONS

Action	Type	Description
Monologue/Study	H/F	Take time to make your next social attack more effective.
Move	Fr	Move around the area.
Poker Face	F	Focus on defending yourself from social attacks.
Refute	R	Negate someone's social attack.
Social Attack	H	Make a social attack.
Speak Carefully	F	Make a social attack while preparing a defense.
Support	H	Provide wingman support for someone.
Wordplay	H	Catch someone off-guard with tricky words.



### Mental Defense

Just as a character's static defense in normal combat is determined by their Dexterity, a character's Mental Defense is determined by their Composure. A character's base Mental Defense value is  $5 + (5 \times \text{Composure})$ .

## SOCIAL COMBAT ACTIONS

The list of actions in a social situation are somewhat different from the actions taken during normal combat - you'll find a distinct lack of options that involve stabbing someone. If a character does decide to use the point of his sword rather than his argument, then social combat ends rather abruptly and normal combat takes its place - possibly with one very surprised person who came expecting a debate.

### Monologue/Study

#### Half Action

The active character takes some time to prepare himself, building a fortress of words or considering carefully the arguments of another for flaws. You may take a half action to get +1k0 on your next social attack or a full action to get +2k0 on your next social attack. The next action the monologuing character performs must be a social attack or the benefits of this study are lost. These benefits are also lost if the character performs a reaction before making his attack.

### Move

#### Free Action

Unlike in a normal combat situation where bullets are going all over the place and cover is a very nice thing to have, movement during social combat is more for flavor than anything else. Unless someone is specifically making a withdraw action or otherwise fleeing the scene, movement is a free action that is simply taken while making other actions.

### Poker Face

#### Full Action

The character makes no social attacks and instead concentrates entirely on self-defense. Until the start of her next turn, the character can make one additional reaction and gains a +10 bonus to her static social defense.



### Refute

#### Reaction Action

Refuting a social attack can be done in a number of different ways. The two main methods of social refutation are as follows, though given the variety of social situations the SM may allow a character to use a stunt to Test other skills and characteristics:

**Wisdom and Scrutiny** - By Testing wisdom and scrutiny a Hero is seeing through the arguments people are making. A wisdom and scrutiny Test can be made against any social attack.

**Intelligence and Lore** - The last thing an adventurer wants to do is debate an expert on their chosen topic. Whenever a Lore would be appropriate, an Intelligence and Lore Test may be used to refute social attacks, and gains a free raise on his Test (he's got the facts on his side, after all).

### Social Attack

#### Half Action

Making a Social Attack depends on a number of factors. A hero must choose exactly which tactic they'll be using in order to determine what they'll be rolling. First, the character must decide if they're using Charisma (for honest persuasion) or Fellowship (for guile and seduction). A hero then selects from Charm (for seduction and simply improving disposition), Command (for giving orders), Deceive (for attempting to get their way through lies), Intimidation (for scaring the hell out of people), Performer (for influencing large crowds), and Persuasion (making an honest attempt to talk to someone).



### Speak Carefully

Full Action

The character presents a careful argument, making sure she remains well poised to defend herself. The character suffers a -1k0 penalty to her social attack Test, but she gains a +1k0 bonus to all Refute Tests until the start of her next turn.

### Support

Half Action

The character creates an opportunity for another character. He might support his argument, present more facts, or simply add another voice. By working together with them, the active character gives them +1k0 to their next social skill Test. It cannot be used on any actions the SM deems inappropriate, and no more than two characters may attempt to assist another on a single Test.

### Wordplay

Half Action

The character attempts to use guile and debate training to trick her opponent into a mistake. The character and her target make an opposed Test, the active character using Deceive + Fellowship and the defending character using Scrutiny + Wisdom. If the active character wins, her next social attack against that same target cannot be refuted. If the active character's next action is anything other than a social attack, the advantage of wordplay is lost.



## EFFECTS OF SOCIAL ATTACKS

Social attacks don't reduce a target's Hit Points. At least not under normal circumstances. The effects of a social attack are actually much more subtle, attacking a target's Resolve. The TN of a social attack is made against a target's Mental Defense.

Whenever a character is overcome by a social attack, he has two options: he may spend a point of Resolve to resist the effects of the social attack or he may consent to the attack, performing the behavior described in the initial attack declaration. Keep in mind that additional raises on the social attack have no effect - one that hits with ten raises has the same effect as one with no raises at all.

In a given scene, a character can suffer only two points of Resolve drain from social attacks. Once this has happened, the character becomes jaded and suspicious. Any further attempts at persuasion automatically fail unless the attacker uses a stunt to try a new approach. Whenever a social attack would make a character act against their alignment they must spend a Resolve point in order to resist. Social attacks can impose a range of possible effects:

**Building/Eroding Dispositions:** The most basic type of social attack effect, building and eroding dispositions simply makes a character like or dislike a given cause, belief, or other character. The results of a single social attack aren't going to win an enemy over as a lover or turn a patriot against their nation, though - whenever a character consents to this effect, their disposition only moves one place, and the change is typically temporary unless the same effect has been used a number of times equal to the defender's willpower (the average person with Willpower 2 would need to be subject to this effect twice for it to become permanent).

Typically characters will spend resolve to resist having existing loyalties eroded, but they are less likely to oppose attacks on a different



front targeting causes and people they don't have strong feelings for already.

**Compelling Behavior:** Characters who don't or can't resist a social attack can be convinced against their better judgement to spend the rest of the scene doing any one task, provided that doing so doesn't violate their Alignment. Typically a character will resist any course of action that violates their normal behavior, but they are not required to do so - a husband may have a loving wife and still accede to the proposition of a beautiful concubine, for instance.

**Breaking Alignment:** If a character is reduced to zero Resolve through social attacks and she is prevented from regaining their full Resolve for a number of days equal to their Devotion, her will is broken. In this state (which lasts until the character has fully recovered their Resolve), successful social attacks may compel her to take actions betraying her Alignment. Storytellers should be wary of inflicting such a dire fate on a protagonist.

## DISPOSITION

The disposition of a character determines the general difficulty of influencing their actions, as well as just what they're likely to do. A low disposition (like Hostile) is likely to be less than helpful, whereas a high disposition might see you getting favors and even some assistance. The following table shows the general attitudes of disposition as well as the effects they have on Mental Defense to change these attitudes and what they mean.

### DISPOSITION

Attitude	TN	Means
Kismesissitude	+10	FROM HELL'S HEART I STAB AT THEE.
Hostile	+5	Will take risks to hurt you.
Unfriendly	0	Wishes you ill.
Indifferent	0	Doesn't much care.
Friendly	0	Wishes you well.
Helpful	+5	Will take risks to help you.
Fanatical	+10	There is only the Emperor, and he is our shield and protector.





## ✓ Fear and Insanity

The Great Wheel is a dark and terrible place where billions inhabit a universe filled with unnumbered horrors and countless dangers. The rules presented here reflect these many threats to the mind and soul, and how the player characters interact with them. They are separated in two distinct sections: Fear covers a character's immediate reaction to frightening events and creatures and Insanity details the long term effects of trauma on a character. During combat encounters, the only rules that will be used from this chapter are those for fear. The effects of Insanity are dealt with in the aftermath of a battle rather than during it.

### FEAR

Fear comes into effect when the characters are confronted with scenes of atrocity or horror, or when they are called on to battle against terrifying aliens, insane perversions of science, and nightmarish entities from the warp. When a PC is confronted by such a frightening event or adversary, he must make a Fear Test. This is a Willpower Test, with the TN determined by how frightening the thing is. If the PC passes this Test, then he may continue to act as normal. If he fails, however, he succumbs to fear.

#### FEAR TEST DIFFICULTIES

Severity of Fear	TN	Examples
Fear 1 - Disturbing	15	Walking Dead
Fear 2 - Frightening	20	Ebon Wraith
Fear 3 - Horrifying	25	Incarnate Daemon
Fear 4 - Terrifying	30	The King in Rags and Tatters

If a character fails the fear Test in a combat situation, he must immediately roll on the Shock Table, adding +1 to the result for every Check on the Test. The effects listed are applied immediately to the character. If the character fails the fear Test in a non-combat situation, the character becomes unnerved and suffers a -1k0 penalty to any skill or Test that



requires concentration on his part. This penalty lasts while the character remains in the vicinity of the object of his fear. In addition, if any non-combat fear Test is failed by 10 or more, the character also gains +1d5 Insanity Points.

### Shock and Snapping Out of It

Characters may be able to shake off some of the effects of fear after the initial shock has worn off. Where on the Shock Table that a character may 'snap out of it', a character can make a Composure Test (TN equal to the initial fear's TN). If this succeeds, then he regains his senses, shrugs off the effects, and may act normally from then on. If he fails this Test, the effect continues. A character may Test again at the beginning of each of his subsequent turns until he succeeds.

### GOING INSANE

Characters in DUNGEONS THE DRAGONING face things in their travels that most people will forever remain unaware of, spending prolonged periods in the warp, visiting ancient and terrible worlds, and dealing with treacherous aliens are just a few of these. Such are the stresses and horrors of these tasks



that the slow slide into insanity is a constant threat. No mind, not even one hardened by the harsh rigors of life in the Great Wheel, is immune to the slow erosion of sanity by the horrors of the galaxy, and a party of Heroes is no exception.

In **DUNGEONS THE DRAGONING**, these dangers are represented by insanity points. Insanity points represent the strain put on a character's mind by his experiences; the more Insanity Points a character has, the more fragile his mind. The cumulative effects of gaining Insanity Points are divided into traumas, which represent the short term after-effects of particularly terrible experiences and Disorders, which are permanent mental afflictions that sign-post a character's slide into total madness.

### Mental Trauma

Mental Trauma represents the relatively short-term damage to a character's state of mind that he suffers after experiencing a horrific or supernatural event. Each time the character gains 10 Insanity Points in a session he must make a Trauma Test. This is a Composure Test with a variable difficulty. The Target Number for this Test is 15, plus one for every five points of Insanity the character has accumulated (17 at 10 Insanity Points, 25 at 50 Insanity Points, etc). If the Test is failed, roll on the Trauma table, adding one to the roll for every Check on the roll.

### GAINING MENTAL DISORDERS

Mental disorders reflect the permanent, long-term effects on a character's mind as a result of exposure to things horrific and unnatural. A character automatically gains a new disorder (or a more severe version of an existing disorder) each time he acquires a total number of Insanity Points. A character gains one Minor Disorder when he gains 40 Insanity Points, one Severe Disorder when he gains 60 IP, and one Acute Disorder when he gains 80 IP. If a character reaches 100 Insanity Points, they are removed from play – they've completely cracked and are now under the control of the SM.

### SHOCK TABLE

Roll (d10)	Result
1	Startled: You may only take one half action on your next turn unless you attack the source of the fear.
2	Startled: You may only take one half action on your next turn unless you flee from source of the fear.
3	Dazed: You are Dazzled (p.262) and may not take actions with the Concentration sub-type until you snap out of it.
4	Frightened: You gain 1 Insanity Point and may not approach the source of the fear in any manner.
5	Frightened: You gain 1 Insanity Point and must flee from the source of the fear if it is at all possible.
6	Stunned: You gain 1d2 Insanity Points and are Stunned (p.263) until you snap out of it.
7	Scared: You gain 1d2 Insanity Points and flee at top speed. If that is impossible you take -2k0 to everything and may only take Half Actions. You cannot try to snap out of it until the source of the fear is gone or you have escaped.
8	Panic: You gain 1d5 Insanity Points and must shoot or chop. Until you snap out of it you have the feats Fan The Hammer (p.123) and Lightning Attack (p.126), you must use Multiple Attack or Full-Auto Burst actions. You cannot snap out of it until the source of the fear is gone or you have escaped.
9	Fainting spell: You gain 1d5 Insanity Points and faint. You are unconscious for 1d5 rounds and then Dazzled (p.262) until the end of the scene.
10	Screaming: You gain 1d5 Insanity Points and succumb to panicked screaming and vomiting. You are Helpless (p.262) for 1d5 rounds and can only take a single Half Action on your turns until you get a chance to rest and recover.
11	Triggered: You gain 1d10 Insanity Points and begin panic firing. For this scene you have access to the feat Fan The Hammer (p.123), you must use the Multiple Attack or Full-Auto Burst actions. Once out of ammo you may take a single Half Actions on your turn until the end of the scene.
12	Down: You gain 1d10 Insanity Points and fall down weeping and wailing. You are Prone and Stunned (p.263) for 1d10 rounds. After that you take -2k0 to all actions until the end of the scene.
13+	Down and out: You take 1k1 Insanity Points and are completely catatonic for 1d10 hours. You are Helpless (p.262) until it ends.



Disorders can be selected by the SM, or the SM can allow the player to select one if he prefers. Some disorders would be phobia, obsessions and compulsions, hallucinations, and horrific nightmares. The exact effects of a disorder should be decided on by the SM. Rolls made to resist the effects of a disorder depend on their difficulty - Minor Disorders require a TN 10 roll, Severe Disorders require TN 15, and Acute Disorders require TN 20.

See the Appendix C (Insanity) for some optional therapy rules and derangement charts.



## MENTAL TRAUMAS

Roll (1d10)	Result
1	The character becomes withdrawn and quiet, suffering -1 to their Charisma attribute for 3d10 hours.
2	The character starts babbling with incoherent and rapid speech for 1d5 hours. The character cannot cast spells with verbal components or use voice activated devices during this time.
3	The character begins to perform a compulsive behavior and pays less attention to anything else. All Intelligence and social attribute based tests take -1k0 for 3d10 hours.
5	The character becomes angry and anti-social, suffering -1 to their Fellowship attribute for 3d10 hours.
6	The character sees danger everywhere. They gain +2k0 on Perception tests and suffer a -1 to their Wisdom attribute for the next 1d5 days.
7	The character becomes agitated and jumpy, suffering -1 to their Composure attribute for 3d10 hours.
8	The character suffers from a temporary severe phobia for the next 1d5 days.
9	The character becomes depressed and passive, suffering -1 to their Willpower Attribute for 3d10 hours.
10	The character becomes agitated and distracted in stressful situations. For the next 1d5 days all rolls in stressful situations (including all combats) are at -1k0.
11	Night Terrors. Treat this as the Night Terrors Hindrance (p.145) for the next 1d10 days.
12	The character is unable to speak for the next 1d5 days.
13	Homicidal or suicidal mania (roll 1d10, 1-5 is homicidal, 6-10 is suicidal). Begin combat as the character attempts to kill themselves or everyone around them.
14	The character suffers from temporary hysterical blindness for 1d5 days.
15+	Extreme trauma renders the character almost totally unresponsive for 1d5 days. They cannot initiate actions but may be gently led around.



The man walked down the street. In the small town, he cut an imposing figure, not least because he was an unknown, having ridden out of the dust storms on a ragged-looking grox. The town had enough troubles already with the Dark Eldarin raiders that had stripped it to shambles and the regular everyday human raiders that had taken over after the professionals had left. There wasn't even enough left for anyone to care about stealing.

When he got into town, the man's grox had been run off by a couple of local thugs with autopistols. He hadn't done anything then. He had just looked at them, the kind of look that would have given a wise man pause. The thugs just laughed.

But now he'd had a couple of drinks and learned enough about the town and its past to get properly angry. He sucked on a Lho-stick and paused near an old man hammering caskets together. The old man was singing to himself.

"Get three coffins ready," the man said, puffing on his lho-stick. The old man looked over and nodded, not really understanding. The smoking man walked away, towards the thugs that had run his grox off. The two strolled over casually to meet him. Two more watched from behind them.

"Hello, friend," the taller of the two thugs said. "Listen here, didn't you get the idea? We don't like to see sods like you in town. Why don't you go get your dirty lizard and..." he sneered and looked around. "What, you let him get away from you?" The two thugs laughed.

"See, that's what I want to talk to you about," the man said, calmly. "He's feelin' real bad."

"Huh?" the shorter thug asked, confused.

"My grox. You see, he got all riled up when you went and fired those shots at his feet." The two thugs looked at each other. The shorter thug narrowed his eyes.

"Hey, you makin' some kinda joke?" the short thug asked. The man shook his head.

"No. See I understand that you berks were just playin' around. The grox just doesn't get it." He looked around at the four men. "'Course if you were to all apologize..." The two watching thugs laughed. The shorter thug joined in. The tall one, though... he could sense something was wrong.

The man puffed on his lho-stick and opened his dust cloak. He was wearing a gunbelt. He clenched his jaw and looked at the laughing men with a gaze that could cut stone.

"I don't think it's nice of you, laughin'." They all shut up. That wasn't a normal look. "See, my grox don't like people laughin'. Gets the crazy idea you're laughin' at him. Now if you'll apologize like I know you're going to..." the thugs started slowly going for their guns. "I might be able to convince him that you didn't really mean it."

The tension in the air was so thick you could almost choke on it. The thugs were the first ones to lose their nerve. They scrambled for their guns and in the moment they did, the man drew his gun and fired, fanning the hammer of his hand cannon and catching all four of them. He waited a moment, then holstered his gun.

The man turned around and walked back towards the bar. He paused by the old man making caskets.

"My mistake. Four coffins."



## SETTING

✓ **T**he history of the Great Wheel is a great sprawling tapestry, embroidered in blood and steel and gold, stretching from the furthest reaches of the distant past to the current hour. Near-immortal wizard kings once shaped the Wheel to their will and made it a place of miraculous splendor. Today, men fight with sword and bolter in the ruins of ancient glory. The implacable Lady of Pain rules over Sigil and the Factions that founded themselves there constantly work to stab each other in the back. The forces of Law and Chaos make war on each other, the Warp presses against the fabric of reality, and newly reborn Heroes from the ancient past return to save the world - or doom it.

## HISTORY OF THE WHEEL

### THE WAR IN HEAVEN - 40,000 YEARS AGO

Long ago, a great race known as the Syrne emerged, the first race to progress in

magic and technology enough to become part of the larger universe. They were almost immortal, patient and wise. They are thought to be directly responsible for the uplifting of most of the currently active intelligent species in the Astral Sea, including the Eldarin, the Orks, the Gnomes, and the Dragons. The Syrne were potent mages who routinely used the powers of the warp for a large variety of applications, constructing the Portal Relays.

Eventually, a great conflict later known to the Eldarin as the War in Heaven arose between the C'tan, immensely powerful, incorporeal beings composed of pure energy who existed solely in the material universe, and the Syrne. The Syrne, physically weak and few in number, uplifted the Eldarin to serve as their soldiers. In response, the C'tan enslaved the Modrons, almost elemental creatures of pure order, bonding them within geometrical armored shells of a living metal called necrodermis. The C'tan directed the Modrons into Great Marches of all intelligent life. In response to this threat, the Syrne created the Orks and, finally, the Dragons to act as their greatest weapons.

How the war ended isn't known. The Modrons were forced into stasis in Mechanus and other forgotten clockwork worlds. The





C'tan were put into hibernation. The Syrne were rendered completely extinct, the Portal Network shut down. The only clues left to the Syneth mystery are among the most ancient records of the Eldarin, as much myth as history, speaking of Great Devourers that came to destroy and consume all life. No evidence of these so-called "Reapers" actually exists beyond this near-mythological record.

### THE DRACONIC ASCENDENCY - 10,000 YEARS AGO

When the Syrne were lost, their creations were left to their own devices. The Orks immediately turned on themselves, the joy of combat all they desired in life. Some of the Eldarin escaped their Crystal Spheres and constructed giant worldships, Craftworlds, to sail through the astral sea. They repaired and opened many Portal Relays, and found the city of Sigil. The Lady of Pain was, even then, the ruler of the city, already sitting on the throne of blades before the Eldarin arrived.

But the Dragons were not content to war among themselves, or to play at being mere caretakers of the Syneth ruins. The Dragons spread out into the Astral Sea, their personal power and their own uplifted soldiers, the Dragonborn, allowing them to conquer many worlds. They forged an empire, seeking to unite all worlds under the guidance of their ruler, the god Bahamut.

But nothing lasts forever, and the egos of the Dragons meant that it wasn't long be-

fore someone rose to challenge Bahamut's power. In a war known as the Tiamat Heresy, a warlord named Tiamat waged war on Bahamut, nearly half of the living dragons siding with her. The two armies clashed, and on the slopes of Mount Celestia itself, Tiamat was struck down. But the Draconic empire was shattered. The only legacy it managed to leave was spreading Dragons to nearly every Crystal Sphere.

### THE WAR OF THE MONSTER'S FALL - 7,000 YEARS AGO

Few details survive from this era, but it marked the beginning of the end for the Eldarin. The Dragon Empire was fragmented and lost, the Eldarin the dominant force in the universe. They continued their work of reopening Portal Relays until one day they discovered something horrible, something that had been locked away so long that even the Syrne had nearly forgotten about them.

At some point in their history, before the Eldarin had been uplifted, the Syrne had





encountered a race so hostile and dangerous that they felt the need to seal it off from the rest of the universe. This crystal sphere that they sealed off is today known as Pandemonium, a place forbidden entrance by all. The Portal Relay was not merely shut down, but completely disabled. It was nearly beyond the knowledge of the Eldarin to repair it. When it opened, the Eldarin were not prepared for what came out, a terrible enslaving race of abominations known as the Aboleth.

The War of the Monster's Fall was ended by the creation of the first Aasimar and Tieflings, supersoldiers moulded like clay by the Gods and forged in the fires of war. They were clad in great armor and armed with the mightiest blades. They were divinely inspired with tactics, strategies, and artifacts such that no foe could best them in battle. They were the bulwark against the terror, the defenders of all. Knowing no fear, they pushed back the Aboleth and sealed them back into Pandemonium, deactivating the Portal Relay once again. It became law that no Portal Relay should be opened without careful study of the Crystal Sphere it accessed. The Eldarin were left with no purpose.

### THE FALL OF THE ELDARIN - 5,000 YEARS AGO

The Eldarin were left the dominant race in the universe after the fall of the Dragons. With little to challenge them, they descend into decadence. Their extreme hedonism destroys what little government is

left on their homeworlds. The craftworlds cut off contact with the homeworlds.

The corruption of the Eldarin became a religion of its own. After centuries of feeding the fledgling god with prayers made from extreme experiences and twisted rituals of self-indulgence, the Chaos God Slaanesh was born. The violence of Slaanesh's birth turned the Eldarin Homeworlds and their Crystal Sphere into the terrible rip in reality today known as the Abyss. Most of the Elven gods died save Corellon, who either fought off Slaanesh or hid himself, depending on the story and who is telling it. Kaela Mensha Caine was the last of the gods to fall, in a battle so violent it sent his blood spilling throughout the cosmos.

The Eldarin were destroyed as a people. Now they are split into three groups. The 'true' Eldarin, who remained in their Craftworlds safe from the corruption and now travel in great migrant fleets. The Elves, now so distinct from the Eldarin that the Eldarin consider them lost, their souls weighed down by gravity and their powers lost. Finally, there are the Dark Eldarin, protected by oaths to the demon spider queen Lolth, striking as raiders and pirates from their hidden enclaves.

### THE COUNCIL ERA - 1,000 YEARS AGO

After the Fall of the Eldarin, much space was left open for other races to flex their muscles. The Elves, Squats, Dragonborn, and Eldarin formed a Council, ruling from Sigil, under the watchful eye of the Lady of Pain. The Aasimar and Tieflings became enforcers





for the Council, though the disputes of their gods meant that they were often at each other's throats more than any potential enemy.

The city of Sigil prospered, and four representatives became a dozen as Factions organized along philosophical lines became the ruling forces of Sigil and, thus, the entire universe. Of course, divided as they were, the Factions accomplished little more than just countering each other's moves.

## THE AGE OF THE IMPERIUM - CURRENT DAY

The emergence of Humanity into the Great Wheel is considered the beginning of the modern era. Humanity escaped their Crystal Sphere on their own. Syrneht ruins on their home world of Théah gave them the clues to build their own spelljamming ships. They emerged from their world into the Great Wheel. At first, the travels were slow and dangerous, requiring years and often ending in disaster. Eventually, they learned to activate the Portal Relays and use the Warp for fast travel, establishing a small empire for themselves.

The Eldarin encounter humans for the first time by finding them opening up an unknown Portal Relay. This led to a short, but violent war between a splinter fleet of the Eldarin and the humans. The Eldarin splinter fleet is wiped out by a human counterattack after occupying only a single Crystal Sphere. Before the weight of the Eldarin can be brought to bear on the humans, the Council learned of the events and humanity was introduced to the wider universe, the true expanse of the Astral Sea. War was cancelled on account of massive culture shock.

Today, Humans are still finding their way in the Astral Sea. They are explorers and risk takers, and the engine of much change in the universe. Several of the Factions in Sigil have had humans elected as their leaders, and the young race holds a very important place in the Council, something that other races occasionally look on with jealousy.

Many threats to the relative stability of the Council loom. Ork warbands, Eldarin



pirates, and Dragon attacks have become minor issues. The Modrons are reported to be awakening again, perhaps preparing another Great March against all life. Crystal Spheres have been lost, all the worlds within stripped bare. Whispers speak that the planets were so stripped by the Reapers who destroyed the Syrne. And as always, the forces of Law and Chaos wage their eternal Blood War.

In the grim darkness of the great wheel, there is only war.

## THE GREAT WHEEL

The Great Wheel is the galaxy, full of thousands of Crystal Spheres floating in the vastness of the Astral Sea. They're arranged in





a spiralling wheel, with Sigil at its hub. The Great Wheel is the ultimate frontier, a vast sea of darkness studded with outposts of civilization. There are an almost infinite variety of stories and peoples to be found, and most of the Great Wheel lies unexplored, entire Crystal Spheres like vaults - potentially full of treasure, death, or, in most cases, plenty of both.

## THE ASTRAL SEA

The Astral Sea is an empty place, as still empty and cold as death itself. But it is studded with bright lights, bubbles of safety large enough to contain worlds. Some contain only one or two worlds, others with dozens or more. These bubbles are known as Crystal Spheres. They present a formidable barrier to travel, spelljamming ships crashing into them if they don't know the safe routes.

Ships crossing the Astral Sea face massive, often impenetrable barriers of time. There are no shortcuts to be had, no quick route or tailwind to speed your way. There is only distance, an endless road. The distance between Crystal Spheres is almost incalculable, taking years in even the fastest ship. But aside from the sheer emptiness, the Astral Sea is safe, simply because there is nothing in it to be deadly.

## THE PORTAL NETWORK

Thankfully, most are not reliant on the Astral Sea for their travel. The Portal Network connects many crystal spheres, made of Portal Relays, giant constructs built by the Syrne before the dawn of man's civilization allowing fast travel through The Warp. The Warp is a roiling sea of chaos, a limbo between states, shaped by stray thoughts and desires, a swirling storm of earth, air, fire, and water. Unprotected people and matter quickly dissolve in this storm, torn to pieces.

But despite the danger, Warp travel reduces travel time between crystal spheres from years to mere weeks. Sigil serves as a beacon for ships in the Warp, a fixed point even there that allows navigation. For this reason, Sigil is considered the hub of the Portal Network.

## SPELLJAMMING SHIPS

It would be very difficult to get around the Great Wheel without Spelljamming ships. Very few beings can simply leave a gravity well under their own power, much less crack a crystal sphere or travel through the warp (true dragons, naturally, being the exception to those rules). A spelljamming ship is a mix of technology and sorcery, the exact mix depending on the skills of its builders and the culture it comes from.

A Spelljammer ship can travel through the vastness of space under its own power, but without using a Portal Relay to enter the Warp, their effective range is extremely low - even travel between two very closely-spaced Crystal Spheres might take decades.

Each race and culture has its own style and construction methods for ships. From the thickly-prowed human vessels of the warlike human Imperium, to the graceful skeletal shapes of Eldarin wraithbone ships, to the bashed-together mess that defines an Ork ship.

## THE WARP

The Warp, Limbo, the Immaterium. It is a co-existing universe that underlines the physical universe, an endlessly broad and infi-



nately deep sea of energy and churning elemental matter. It carries within it the random thoughts, unfettered emotions, memories, and unshakable beliefs of those who live in the material universe.

The Warp is the source of magic in the universe, providing power to spells and magic. Some think that sorcerers, straining the fabric of reality by casting spells and dragging the power of the warp into the real world, are a danger to the universe itself, and that the power of sorcery was what led to the fall of the Synchroneth.

The most important thing about the Warp, to the Wheel, is that it allows ships to travel from one Crystal Sphere to another in the span of weeks instead of generations. To travel through the Warp, a ship uses one of the Portal Relays to breach a hole into the Immaterium and travel into it. With the help of a Navigator, a ship in the warp can be directed nearly anywhere in the Great Wheel. Sigil provides a point of reference, a shining beacon that can be seen from anywhere in the Warp.

Warp travel is not without its dangers. It could be considered the most dangerous thing in the universe, in fact, which is hardly a title given to something that is safe. The most obvious danger in the warp is the roiling energy of the Warp itself, which can tear at ships. More pressingly, anyone looking into the Warp without protection can be driven insane, possessed, or worse. If the protective fields of the ship fail, warp creatures can invade the ship and corrupt or kill everyone on board.

Without a navigator, Warp travel can only be attempted in short jumps of five light years or so - any more than that and the unpredictable currents of the Warp make it impossible to tell where or when a ship will appear.

During a Warp jump, something like two weeks will pass for the ship and its crew, but how long this travel takes in the real uni-



verse is quite another matter. Most warp jumps take months, and a year or so is average for widely-placed points. With the unpredictable currents of time and space in the Warp, it is impossible to really predict the time taken, and travellers have no idea how long their journey has taken until their ship has finished its jump. Travel through the stars is not something to be undertaken lightly.

## THE UMBRA

The Umbra is a kind of shallow end of the warp, an intermediary between the full chaos of the warp and the real universe. It is something like a shadow, not really a true place or thing, just an image of the real universe that exists alongside it, separated by a thin barrier. The geography of the Umbra is a dark mirror of the real universe, warped by the emotions and history of the place, empty of people and changing to reflect the real world when no one is looking.

Many supernatural beings and spirits can cross between the Umbra and the real world. Ghosts and weaker daemons can use this shadowland to cause havoc. Damage done to things in the Umbra does not cause immediate harm to anything in the real world, though there are some odd parallels - something being destroyed in the warp tends to give it bad luck in the real world, as an example.



## SIGIL

The City of Doors. The Greatest Metropolis. The Hub. Sigil is the center point of the cosmos. The city itself is a beacon in the Warp, a bright light that remains as fixed as a north star, allowing travel through the infinities. Some say the light comes from the Lady of Pain, the city's silent eternal ruler. The Lady, naturally, has been mum on the matter. She does not pass many decrees down through her servants, the dabus, but when she does her word is absolute and disobedience is met with swift death. Even the gods themselves are not immune - no God may manifest in Sigil. It is said by the Eldarin that only one has tried in their living memory, a god of travel whose name is lost and whose worshippers were all found flayed with even their souls lost one day.

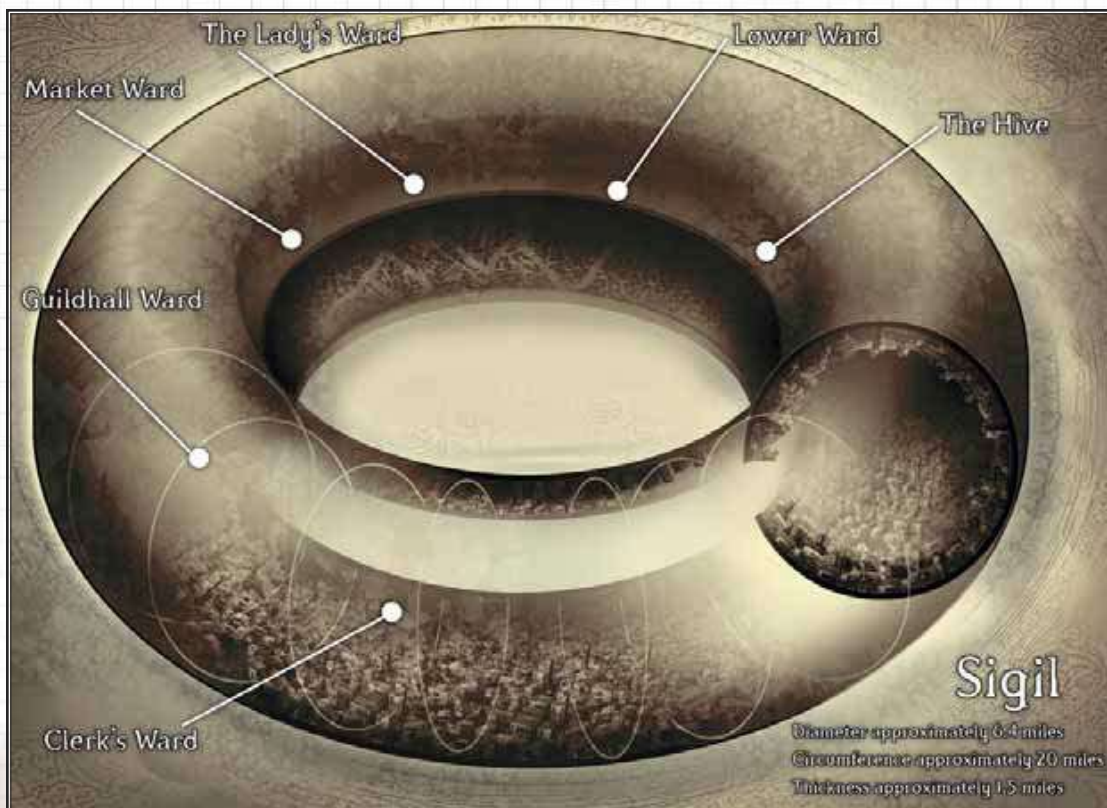
Sigil is a free-floating space platform, shaped something like a gigantic floating torus with tightly-packed structures lining its inner surface. It is located outside the Crystal Spheres, just like the portal relays, and shares a lot of technology with them. It is considered the greatest creation of the Syrne and acts as

the political, cultural and financial capital of the Great Wheel. It is, in theory, completely neutral ground - no wars are waged there and no armies pass through. However, it's hardly peaceful. Violence is common, usually befalling the foolhardy, the incautious, or the poor.

Anything can be found in Sigil. Anything. And peace is kept, strictly and absolutely, by the Harmonium, an army dedicated to law and order. Declared neutral ground by all, even direst enemies like Aasimar and Tiefling can be found sitting side by side in taverns and sharing tales. Far from a bright and shining city, though, Sigil is a study of barely controlled anarchy, too many different ideologies and peoples coming though for the city to be anything but a melting pot, confusing and disorienting to outsiders.

## SIGIL'S FACTIONS

The Factions of Sigil are something like political parties or philosophies, people organized along the lines of their beliefs and allegiances. While the Factions are, in many





ways, the rulers of the Wheel, it's important to note that they do not represent specific races or governments on their own. Most governments are officially unaligned, donating military men and equipment to the Council forces to use as a whole rather than to any one faction. The recent appearance of Humans into the general population of the Wheel has had a somewhat destabilizing effect on things as faction ranks swell and power bases change.

What most find out, very quickly, though, is that the Council and the Factions do not hold true power here. The Lady of Pain ultimately has control. She would take action against any real threats to the security of Sigil, but allows the Factions to handle the day-to-day running of the place. However, there are things she just won't tolerate - someone trying to summon powerful Warp entities, slaughtering the dabus, attempting to tear down the station, or inciting general rebellion against her rule. People who try those things end up dead, and quickly. Even the Factions aren't safe - if they go too far or overstep their bounds, she'd crush them like ants. And she has, in the past. There were fifteen factions at one point. Some of them got a bit too uppity. They're gone now, each one vanishing overnight with all its members when it became a threat.

Most of the factions run a particular part of the station, as it keeps them in the Lady's good graces. Some are better at it than others. No faction fully trusts another, no matter how noble or trustworthy their goals might seem, which makes the station's offices rather divided.

### Within the Ranks

The Namers of a Faction are the lowest level of the Faction that's really part of the group, with a grasp of the philosophy and ideals that they've been able to embrace as



their own. They serve the faction in an auxiliary function most of the time: they usually have other jobs outside of the faction that conflict with their loyalty to that group. However, they quite often are hired to do simple, mundane tasks: delivering parcels, asking a few questions, passing along a message, that sort of thing. None of these are really mandatory, but shying away from aiding the faction is a sure sign that they aren't going to get to the higher ranks.

Higher up on the ladder are the Factotums. They work full-time for a faction, getting their salary from them and their very way of life. They deliver the more important messages, contact people of interest to the faction, serve as guards, and do almost anything that their faction asks of them. At this rank, their loyalty is noted and they can easily rise within the ranks to gain wealth, fame, and other rewards. The life of a Factotum is never dull.

Those that gain enough influence and prestige throughout their faction rise to the rank of Factor. These are the highest up of the highups, right next to only the factol themselves. They have great sway in Sigil and often represent their faction in a public and official matter.

At the very top of the line is the Factol. Leader and guider of the entire faction, they set the tone for their members. Factols are the representatives of their groups: to get a basic idea about the current nature of a fac-





tion, one only has to look at their factol. When it comes time for factols to be replaced, whether it is through natural death or some foul play, a factol is chosen from among the available factors by a group decision.

### Believers of the Source

To these people, all things are godly. All things can ascend to greater glory - if not in this life, then in the next. Patience, that's all it takes. They see the universe as a giant test, where those who pass ascend and those who fail get reincarnated to try again. It's a simple philosophy, and very straightforward. They haven't figured out exactly what the tests are or how to beat them (should a person be good, evil, or what?), but they keep trying. Eventually, they believe everyone will ascend, and the Wheel will empty out and crumble as it stops being needed. The leader of the Godsmen is Factol Ambar. Anyone is welcome to join the Believers of the Source, though the fact that they ultimately lack utmost faith means their Devotion typically never gets very high. The

Godsmen are headquartered in the Great Foundry, and serve to settle disputes between people, keeping peace between warring faiths.

### Bleak Cabal

The Bleakers believe that there's no greater meaning to the universe. It doesn't make sense, and it isn't supposed to, and the people running around looking for meaning are just wasting their lives doing it. Things just are, and whatever meaning there is in the Wheel is what each being imagines into the void. Bleakers believe in the hard truth, that they live in a universe with no 'truth' and that they're the only ones able to face it. Factol Lhar keeps them moving, working through the deep melancholy that most of the members suffer through. He believes that since there is no meaning in the universe, no plan, that people have only each other to count on. Under his leadership, everyone is welcome to join the Bleak Cabal and the Cabal makes itself useful running orphanages, charities, soup kitchens, and sanitariums.

### Doomguard

Everything dies. People, places, and things. Entropy is a one-way street, and the ultimate fate of everything. They believe the purpose of the universe is to simply run to its end. And when it's all over, it will finally be the end of toil and pain. People who try to fix things, stop the decay and put things back together, they've got it all wrong. They're fighting the natural goal of the multiverse. It's important to note they don't just tear down everything that's built up. Building a house means quarrying stone, cutting down trees, and eventually termites get into the beams and the place comes down on its own. There's a long view to things. It'll all happen in time. Factol Pentar runs the faction from Sigil's armory, and she makes sure weapons get where they can do their work best.

### Dustmen

The Dustmen don't believe in life. Everyone is already dead, even if they don't know it yet. There wouldn't be such terrible pain and misery in the universe if it was a place



for living creatures. Some people - the ones who have gone all stiff and cold - are more dead than others, but everyone is just as dead. The thing everyone should strive for is to appreciate Death, to explore one's so-called 'life' and understand it and all its trials before moving on. Factol Skull is said to be a Vampire, as close to true Death as anyone can come and still talk about it. They care for the dead of Sigil, taking their bodies to their headquarters in the Mortuary until they're claimed, and disposing of the bodies that aren't.

### Fated

The universe belongs to those who can take it. Everyone makes their own fate and there's no one else to blame for it. People who whine about their luck are just weaklings - if they were meant to succeed, they could have. Everyone has the potential to be great but that doesn't mean it's going to happen. It takes sweat and blood for things to come true, not just a lot of hoping. Those that work hard get what they deserve. Nothing's free in this life or any other. The Takers handle the most hated and needed task in the city - they control the Hall of Records. It's a vital piece of city administration that records all the deeds, births, and deaths in the station. What makes them hated, though, is that they're the tax collectors. Duke Rowan Darkwood is the Factol of the Fated, and he's had the kind of hard life that shows he knows how to rebound from being reduced to nothing.

### Fraternity of Order

The universe has laws. Mankind has laws. Sigil's got laws. Even the Abyss has laws. Once someone learns the laws, he can use them to his advantage, and learn how to use loopholes in the laws, how to bend them to get an edge. If someone could learn all the laws of the universe, the power he had would make sor-

cery look like mere parlour tricks. Of course, that's not easy. The universe keeps its laws dark, and finding all of the laws isn't an easy task. It doesn't matter what it all means, just how it all works. Knowledge is power. It takes study, searching, and looking for the right answer. Factol Haskar is a man who has held onto his office for a very long time, after the last Factol apparently found exactly the loophole he was looking for and vanished without a trace. The Guvners run the city courts, from the small courts of the station's wards to the High Court of the Council. They also have all the best lawyers.

### Harmonium

The Harmonium have a simple philosophy: The Harmonium is always right. The goal of every enlightened being in the multiverse is to live in perfect harmony with all oth-





ers. Sharing the same views means that people don't have anything to fight over, and that's the secret to peace. And the only way to have peace is to get rid of opposing views. They'd rather people just followed orders, but they'll happily crack a few skulls to make things peaceful. It's all for their own good anyway. The Harmonium runs Sigil's city watch under Factol Sarin. They're always happy to crush crime, but because the Doomguard has control of the Armory, the tools to run the station the Hardhead way are kept out of the Harmonium's hands. That suits everybody but them just fine.

### **Mercykillers**

Justice is everything, and there is no one beyond its reach. The reason laws and societies exist is to see that justice is carried out, to purge the evil in folks and make them better, fit to belong in the multiverse. And once everything has been made just, once everyone has been cleansed, the Wheel will be a perfect place. The only tricky part of justice is making sure it's correctly applied. A body's got to know the criminals from the innocent so he doesn't make a mistake. Mercy's an excuse created by the weak and criminal, and every crime must be punished. The Factol, Alisohn Nilesia, is barely more than a child, and is one of the cruelest and most bloodthirsty factols the Mercykillers have ever had. If not for some of the more level-headed people serving under her, things could go very badly.

### **Sign of One**

Every person is a unique and special individual. This is the greatest glory of the Wheel, that each creature living and dead is different from all others. It's obvious, then, that the universe centers arounds the self. Each person is the most important person in the universe, because the world only exists because the mind imagines it. Each Signer believes they are the one dreaming the universe, but of course it's impossible to tell. The Signers' confidence that each person is the center of their own universe makes them probably the only folks who can internally govern Sigil, at least as much as the place can be governed. They run the Hall of Speakers, where the

high-ups meet to make the laws of the city, and the settle feuds, handle treaties, and do all the other little things that keep Sigil running. Factol Darius is well-respected by other factions for her ability to keep city business on the table and avoid personal interests.

### **Society of Sensation**

The Sensates are one of the most important and influential Factions, with a massive membership. According to them, the universe is known only by the senses. Without experience, without sensation, a thing isn't. A poem about a rose isn't a rose. Picking a rose, feeling its thorns, smelling its fragrance, seeing its color, that's real, and the only way to know it is to experience it. Until you've experienced everything, you can never know the secret of the universe. Factol Erin leads the Society of Sensation, a recent arrival in Sigil who has experienced a meteoric rise to power. The Sensates don't really have an official role, but the city would go mad without them. They run the Civic Feshall, a place where an incredible variety of experiences can be had, from Tiefling Ballet to debates between dragons and dragonslayers. The Sensates ensure that entertainment and diversion flow into the city.

### **Transcendent Order**

To become one with the universe, one must stop thinking and act. Action without thought is the purest form of thought. When a cutter can know what to do without even thinking about it, then he has become one with the universe. It is not enough to act without thinking - anyone can do that, especially when they're drunk. One must work hard to learn himself, learn his own mind and instincts until the right action comes automatically, training the body and mind to be one - the hand moves before the thought reaches it. Factol Rhys is a tiefling who epitomizes action without thought. No one knows much about her, and her motivations can only be described as following the flow of the universe. The Ciphers are the truest diplomats of Sigil, advisors accepted almost universally, even if not everyone takes their advice.



### The Verdant Guild

The wilderness is the foundation of all life. The wild places have existed for eons, and should continue to flourish for untold ages. Without the resources of the wilderness, civilization itself is doomed. Therefore, the wilderness must be preserved from the forces of civilization, evil, and destruction. All members of the sect wear some type of animal mask as a badge of office and sign of their reverence for nature. The Verdant Guild takes charge of Sigil's marketplace and customs, making sure people aren't trading in rare or illegal animals and plants. The Factol, an elf named Strongbow, feels trapped and rumors say he'd be happy to leave the leadership to someone else if there was anyone he trusted to do a good job. Their headquarters, the Sorting House, is typically the first place anyone sees of Sigil, as their luggage and possessions are scanned by auspexes for contraband.

### CRYSTAL SPHERES

A Crystal Sphere is a kind of natural barrier existing between planetary systems and the void of the Astral Sea. They are thought to represent barriers between different sets of physical laws, perhaps arising from some sort of energy or friction between those different sets of physics. Others think the Astral Sea itself is somehow alive, and the Crystal Spheres grew like pearls in an oyster as it protected itself from irritants.

Within a Crystal Sphere, the laws and physics of the universe itself can change. In most Crystal Sphere, the changes are too small and unimportant for all but the most scientifically inclined to notice, but some have wildly differing physical laws - there have been Crystal Spheres containing light years of fluidic space that somehow resisted gravitational collapse, Crystal Spheres where the flow of time was different or reversed, and even a Crystal Sphere where matter cannot exist, quickly breaking down into absolute nothingness.

Most Crystal Spheres contain only a single planetary system, centered on the star and with a diameter double that of the largest orbiting planetary body. The barrier of the

Crystal Sphere is dangerous to even attempt to cross without a proper navigator and spell-jamming ship.

### NOTABLE CRYSTAL SPHERES

While there are countless crystal spheres in the sky, there are a few that truly stand out from the rest.

## Abyss

Of all the Crystal Spheres, none is more recognized than the Abyss. It looms bright in the sky, a huge blight like a diseased eye visible in every corner of the Astral Sea. The Abyss is by far the largest Crystal Sphere, uncouped, perhaps uncountable, worlds within the roiling storms of glowing gas and vapor within. Every world is mutable, horrible, and different. The natives are the servants of the Ruinous Powers of Chaos, barely restrained from overrunning the Astral Sea because of a fortress-world known as Cadia built around the only Portal Relay out of The Abyss. Some ships still manage to escape from the Abyss' crystal sphere, but the chaotic currents around it make a journey near-suicidal for those not blessed by the gods of Chaos.

### PHYSICAL CONDITIONS

The Abyss is an extraordinarily hostile environment. A person would have to be insane to want to go there, but there's always





someone who's just dumb enough to think it can't be all that bad. Truthfully, it isn't all that bad. It's worse. The Abyss is much larger inside than outside, as vast as imagination and as timeless as infinity. Where the Warp overlaps and bridges the real world, the Abyss is like a vast knot that twists in on itself, a space that may truly be infinite in size and cruelty.

Unfortunately, it's almost impossible to predict what any part of the Abyss will be like. Some parts have been mapped (to some extent or another), but there is always infinitely more in every direction. The laws of physics and magic change from place to place, sometimes over distances so short that a person can walk from one set of physical laws to another. Still, there's bad and worse. Most places in the Abyss are desolate and dangerous, but not unlivable to someone with the power of an Exalt and a bit of magic, no worse than some normal planets. Trouble is, eventually a person's bound to wander off and find themselves somewhere they can't survive.

Not every place is hostile in an obvious way; some places steal memories, others rot bodies from within, and some places (especially near the realms of the Ruinous Powers, but also near some of the more powerful Daemons) slowly corrupt a person's mind and turn him towards worship of the residing darkness. Rumors on Cadia and in Sigil tell stories about planets that are just swarms of hungry insects, where a person's soul comes on display for all to see in its beauty or twisted horror, or where the cold doesn't just steal heat but freezes your thoughts.

Most of the Abyss could best be described as a thick nebula in riotous colors that makes it difficult to see just what trouble you'll get into next. Small stars provide illumination from all directions, with flows of the often-poisonous nebula vapors making the light inconstant and difficult to navigate by. Most of the planets in the Abyss orbit these stars, through a fair number are rogue wanderers that float through the aether.

Because the Abyss is a giant puddle of warp energy, there is no real Umbra to speak of. Any effect that would allow travel to or from the Umbra doesn't work here. Or more properly, it does work but simply doesn't seem

to do anything. Incorporeal creatures are therefore quite solid here, with nowhere to hide.

In the Abyss, the best thing to do is to act quickly. There's no way to predict what might happen, and being ready for anything just leads to being caught unaware by the one thing you forgot. Anyone in the Abyss has to be ready to make life-or-death snap decisions and to trust their gut instinct.

## ABYSSAL INHABITANTS

While the mix of creatures that inhabits the abyss is vast beyond understanding, there are some things that are the same on most planets. As the Abyss is a twisted realm that has the very warp itself hemorrhaging into it, it is effectively entirely within the Umbra. Ghosts, Elementals, and Daemons are all quite common, far more easily found than in any wholesome place. There are no native mortal sentient. While there are some Tieflings, they're typically recently born, changed in a pilgrimage to bathe in the raw power of the Warp. Most newborn Tieflings don't survive to escape the Abyss.

## ABYSSAL LOCATIONS

There are countless worlds floating in the Abyss, so trying to name them all would be foolish. Here are a few of the more important worlds and systems in the Abyss:

### Cadia

Cadia isn't a world, though it's as large as one. Layer upon layer upon layer of fortification and armor built right on top of the only known safe rout out of the Abyss' Crystal Sphere. Some of the deeper parts of Cadia are tens of thousands of years old. It has been over a decade since the last major attempt by warp-creatures to escape the Abyss, the fourteenth such attempt since the latest ruler, Gerrard Inkheart, took power. The place is a last resting point before the chaos of the Abyss. Enforcers are on hand at all times to give last rights to those going into the abyss and to





carefully inspect those coming out. Despite being a military outpost, the place has a surprising amount of civilian life, an industry and culture that formed around selling supplies and comfort to the garrison. Things there are generally clean, but confusing to outsiders as the millenia of construction have made the place a maze in three dimensions.

### **The Fortress of Khorne**

Khorne's realm within the Abyss is a monument to fury and bloodshed built on foundations of murder and conflict. The blood-soaked realm echoes constantly with Khorne's bellows and the clash of weapons. At the center of this mighty fortress lies the Brass Citadel, where Khorne's mighty throne resides. There, on a mountain of skulls in his castle of pain sits the God of Blood. Around the citadel flows a moat, and it is filled not with water but with the boiling blood of those who have lost their lives to war. Beyond this moat lies league upon league of cracked land, littered with the ravaged bones of those who have fallen in battle. Many champions and aspiring lesser gods of war have journeyed there to test themselves against Khorne's prowess, and just as many now lie dead, for he has never known defeat.

### **The Battlefield of Malal**

Malal's realm is one of stark opposition and paradox, just like the betraying god

himself. What one finds within the battlefield of Malal is no less than what one brings with them. The Daemons that reside there take on the aspects and powers that the intruders most prize, and even the very worlds shift and change to become familiar and deceptive. Everything in Malal's realm exists to destroy and betray, and the more an intruder cares for something the more dangerous it becomes. Worse of all, the more that seek to intrude in Malal's realm, the stronger each of his servants becomes. Only by going alone does anyone have a chance of reaching The Tumor a place of broken doomsday devices and world-ending weapons where the God of Destruction waits for his chance to strike out any anyone and everyone.

### **The Garden of Nurgle**

Nurgle's realm within the Abyss is an unwholesome realm home to every pox and affliction imaginable and alive with the stench of rot. It is not a barren wasteland, but rather a macabre paradise of death and pestilence. A thick sheet of buzzing swarms of black, furry flies litter the sky, and twisted, rotten boughs entangled with grasping vines cover the mouldering ground beneath an insect-ravaged canopy of leaves. Defiled fungi both plain and extraordinary break through the leaf-strewn mulch of the forest floor, puffing out vile clouds of spores. Muddy rivers slither across the bloated landscape. Nurgle's Mansion of



rotted timbers and broken walls resides at the heart of the garden, decrepit and ancient, yet eternally strong at its foundations. It is within these tumbling walls that Nurgle toils at his cauldron, a receptacle vast enough to contain oceans.

### The Palace of Slaanesh

Slannesh's realm takes the form of a number of worlds which must be visited in a certain order to proceed, each stop on the journey posing a greater and greater risk of leaving the traveller trapped forever. Each of the six worlds tempts the traveller, first with greed, then gluttony and carnality. The fourth world tempts with roars of adulation and the promise of ultimate power over others. The penultimate planet is that of vainglory, tempting with an ideal self-image - and even an instant of pride leaves one trapped there for all eternity. The last circle is the most perilous, a heavenly place seemingly perfect in every way. Every second fills the intruder with bliss, but a moment of rest or enjoyment results in falling into a coma and eventually dying in idle bliss. If one is able to successfully pass through the circles, he comes before the palace and Slaanesh himself. It is impossible for mortals to look upon the god without instantly losing their soul, for all who see her become willing slaves to the Dark Prince.

### The Maze of Tzeentch

The realm of Tzeentch is a maze woven of portals, magic, space and time. Of all the realms of the Ruinous Powers, this domain is the most bizarre and incomprehensible. The Maze's presence is felt throughout all of the infinite space of the Abyss. Hidden pathways built from lies and schemes lead out from the maze and weave themselves everywhere in the Abyss, gateways that bend space connecting them. There are no daemonic defenders in the maze, the realm's own illusory passages enough of a barrier to any intruder not possessed of the strongest mind imaginable. Its glittering, everchanging corridors reflect not only light but also hope, misery, dreams, and nightmares. At the center of the maze, hidden from those who have not the insane insight to find it, stands the Impossible

Fortress, a constantly changing fortress which constantly replaces its own architecture with new and ever more maddening spires, gates, and walls. Mortals find the fortress impenetrable. Only Tzeentch's most powerful servants can tread the secret paths that lead to the inner sanctum of the fortress, the Hidden Library, where Tzeentch, the puppet master himself resides, eternally plotting.

### ADVENTURE SEEDS

\* There are things, artifacts, coming out of the Abyss that break every law of physics and magic, and no one can explain how they work except with a guess that they're some form of solidified warp energy. Smugglers have been going into the Abyss to gather these artifacts and sell them for vast sums. But is this get-rich-quick scheme merely as dangerous as it sounds or do these artifacts represent something even worse just starting to rear its ugly head?

\* Cultists to one of the major Chaos gods have kidnapped one of their god's enemies alive and are dragging him through the abyss to sacrifice directly to their god. If the heroes can't stop them in time, the poor man (and probably the cultists as well) will suffer a fate infinitely worse than death and, worse, the magical significance of the act will allow the Warp-entities to launch another attack on Cadia, one that the fortress is ill-prepared for.

\* A second Portal Relay has been discovered near the Abyss. While it is currently inactive, it is also totally undefended, and it would be short work for some misguided soul to bring it online and give the Abyss a back door hanging wide open.

\* One of Cadia's most impressive features are the gigantic black pylons that jut through it. They are some of the oldest parts of Cadia, and no two are alike. No one has ever managed to discover just what they are or how they work, but they suppress Warp energy around themselves, making it difficult for magic to work anywhere near them.



## Arborea

Arborea is a Crystal Sphere that pulls in an incredible tourist trade. Ossa, once a dismal, rain-soaked and unstable planet, was terraformed with a sophisticated weather control network that provided nearly constantly desirable weather and seismic regulators to eliminate the geological instability. Today, Arborea is known for its beautiful tropical resorts, the abundance of pristine beaches, and the hospitality of its natives.

### PHYSICAL CONDITIONS

Arborea is a system that clearly has a long history of interesting events. The Sphere contains a planetary system that maintains a stable, but complicated, orbit between two stars. The natives name the two stars as Rah and Risa. Rah is the larger of the two stars, a pure-white sphere of flame. Risa is much smaller, burning orange like a hot coal. Spectral analysis has shown beyond a shadow of a doubt that Risa is billions of years younger than Rah - impossibly young, in fact. Syrne ruins and some legends from the Elves and Eldarin bear out the theory that Rah was a gas giant not too long ago (in cosmological time) and was ignited into a star by the Syrne.

Many think that the Syrne ignited Risa to make terraforming three of the planets in the system an easier task. It's certainly true that three planets in-system are habitable, but only the middle planet of the three, Ossa, is visited by tourists. Its tropical beaches and islands make it a beautiful place with extremely friendly natives who live to serve the tourists that come here. The sea over the planet is rarely more than a meter deep, though remnants of its geologically active past have left it with many rifts in the sea, most of which are dead rock but some of which have molten magma sizzling in their depths.

The other two planets are not so friendly. The first planet, Arvandor, is off-limits even to Elves from other systems. It's a very private planet that the natives are not willing to share with anyone. Now

that's not to say that people don't go there anyway, but they're typically sorry once the Elves catch up with them, and they tend to find out very quickly. Only those who are specifically invited to Arvandor are really welcome here, and the number of people who get invited are small. The place is a forest grown to impossible scale, everything twice the size or more that it should be. Even animals grow to surprising size, with trout the size of a man and wolves standing two meters tall at the shoulder.

The third planet is one that doesn't really get mentioned much by anyone. It's not the kind of place that even the curious would go - the entire planet is swirling dust storms and thin air. A body can breathe it, but it's dry as a bone and the dust will leave him choking for days afterwards and spitting up thin mud. There's a quarantine around the place, one that is surprisingly well-enforced. The Elves have some kind of large settlement here, but what they do is kept a secret from everyone. Rumors say it's connected to the reason the planet's terraforming failed, that they're protecting something of terrible power.

The rest of the system is a place of beauty. The night sky is dominated by a nebula of multicolored gas that makes the darkness shine like a rainbow of diamonds. The first planet has a single, large moon that hangs like an eye above the planet, whereas the other two inhabited worlds have a multitude of small moons that only serve to provide something to look at. The remaining gas giant in the system has a ring system considered a wonder of nature all on its own.







## ARBOREAN INHABITANTS

The Elves are the true natives of Arborea, Eldarin who long ago decided to settle here. Few can blame them for not wanting to leave again. The worlds are amazingly beautiful, after all. What most don't notice, at least not at first, is that they're alive with nature spirits. Faeries and elementals can be found all over the place in the system. The native elves make small sacrifices to the nature spirits to appease the elementals, and many of the ceremonies and parties that take place on the second world exist to keep visitors on the good side of these creatures - when the natives say you simply must give the Limbo a go, they really mean it.

## ARBOREAN LOCATIONS

### Realm of Corellon

Hidden away on the Arvandor, and one of the reasons the Elves don't allow others on the planet, is the Realm of Corellon. There's no proper boundaries or even buildings to show the extent of his domain. Corellon is a wandering god, appearing and vanishing like the faeries. It's considered very bad luck to praise anyone's skill too highly on Arvandor because there's always a chance it'll draw Corellon's attention and he'll appear just to show off that he's better than everyone else. While that sort of thing is really impressive the first few times, natives have gotten tired of

being outdone all the time. It's rumored that Corellon is restless, which is why he badgers the natives from time to time, but some force or perhaps simply fear keeps him from leaving.

### Aumaan

Aumaan is the most heavily defended point in Arborea, hidden away on Pelion among the swirling dust and broken mesas. It is a military facility, created by the Elves around a massive Syrne ruin that contained technology, weapons, and materials that other races would dearly love to have. The most important thing they've got is raw Metatron ore, a radical isotope that has psychoactive properties and is used in Portal Relays. The Custodian of Aumaan, Nephythys, is an Elven woman with a brilliant mind that has been reportedly using the Metatron ore to construct massive humanoid war machines with capabilities unmatched by anything built since the fall of the Syrne. The Elves have been keeping these machines secret, and it's unknown for what purpose Nephythys' creations will eventually be put.

### Gilded Hall

The Gilded Hall is a structure of supernatural beauty on Ossa, a golden palace of achingly beautiful spires and gracefully curving halls. Describing the beauty of the place is a thankless task, an overwhelming, thundering glory that stops viewers in their tracks and strikes each heart in a different light, as if it were magically tailored to appeal to each eye differently. The Gilded Hall's beauty seems to bring out the best in everyone, and all are welcome as long as they follow the same rules as on the rest of Ossa - no compulsions, only persuasion. Some have trouble leaving the Gilded Hall, and it's said that some visitors find themselves unable to leave, like flies caught in a spider's web spun of beauty and vice.

### Tribe of Tribes

On Arvandor, there is a secret society. Well, secret from outsiders. Everyone on the planet seems to know about it. Arvandor has the single largest society of werewolves any-



where in the Wheel, and it's here that they induct new werewolves into the tribes and meet to resolve situations. The ruler of all werewolves, the Marrok, lives here and spends almost all his time keeping people from tearing each other's throats out. Pretty much every werewolf comes to Arvandor to spend time here learning how to use their power and control their instincts.

### Master Weather Control

The Master Weather Control system is the most important place on Ossa. It is constantly manned by a team of thousands. Nautilla Colchea heads the department of weather, maintaining constant pleasant conditions all over the planet, a demanding task that requires constant small adjustments. Even a few minutes without attention could cause a massive storm to form, and given that the planet has no real solid structures aside from a few emergency shelters, this would cause massive destruction. Nautilla has apparently been growing bored with her position, though - not surprising considering her mastery of magic. Rumors say she's considering abdicating her post and setting out into the wider universe.

### ADVENTURE SEEDS

\* Ossa isn't quite as innocent and nice as it seems. One of the major species of plant life, a type of strange flower with an almost choking scent, is said to have a psychoactive effect on some, making emotions and passions run wild. The Elves encourage these plants for their own reasons, apparently to get blackmail material or just to have their own kind of fun. A major meeting of Faction heads is scheduled on Ossa, and with the influence of the elves, things might go poorly, or better than expected.

\* Somewhere on Arvandor is said to be a pool of pure glowing gold, a magical fountain of youth that restores health and life to all those who drink from it. It is said to reverse the aging process, which makes it worth a fortune to mortals. The fountain is said to move around the planet, and finding it is more than just a matter of knowing the location - rumors say it only appears to the worthy after

they've quested enough for it.

\* The Elves have experimented with various ways to make Ossa more appealing to boost the tourist trade. One of the most promising methods was to give the visitors exactly what they wanted, a perfect paradise tailored to each person. Using holofields and nerve interlinks, they managed to do just that. And for a while, it seemed like it was working. But something has gone wrong, and thousands are trapped in a pleasant hell that kills them upon awakening. Unless someone can go inside and resist the temptations therein, they may never awaken.

\* Some reports from nearby systems have mentioned attacks from pirates that don't meet any known criminal organization, using flying humanoid war machines with weapons and equipment that are impossibly advanced. Some fingers are beginning to point to the Elves, though the government of Arborea is denying any involvement. Has Nephythys gone rogue, or have some of her prototypes been stolen?

## Arcadia

Arcadia is one of the most important breadbasket Crystal Spheres. The two habitable worlds within Arcadia's Crystal Sphere have both been terraformed to the point that any original features have been completely erased and the worlds leveled so that only gentle hills and plains exist where once there were mountain ranges. Even the seas have been carefully regulated. The entire land mass of both worlds have been turned into endless farms, shipping out grain and produce across the Great Wheel.

### PHYSICAL CONDITIONS

Arcadia is one of the most predictable and stable crystal spheres. The planets move in nice predicatable orbits, there aren't any huge changes to normal physics, and even the sun is a nice happy yellow color. Even better, the natives are welcoming and the wildlife is tame. Of course, there are some small, minor caveats. They're really no big deal.





The main one is that if you step out of line, you're going to be in more trouble than you can handle. The planetary militias are extraordinarily strict, with no tolerance for anyone who doesn't fit in. And fitting in isn't just a matter of getting along with people, it's following every rule, even the ones that don't seem significant. A native of Arcadia would never think to disobey a posted sign, leave marked roads, or overstep their authority.

Well, that last one isn't quite true. Lately the militia has decided they need to keep a firmer grasp on things. They've chosen to go with the firm grasp of an iron fist rather than a velvet glove. Sorcery, for example, is frowned upon. And it's very unwise to do anything that is frowned upon on Arcadia.

Physically speaking, the system has three planets. Had three planets. Of course, ask a native and they'll tell you there have always only been two planets. The fact that the third orbit around the star has a debris field that hasn't even managed to spread out entirely, and is still glowing with residual heat, is just a strange but perfectly natural event.

Rumors that the third planet was destroyed by some mismanaged working of sorcery designed to make sure no one could even think out of order... those rumors are of course simply wrong. The militia ships around the debris field are merely keeping others safe from dangerous, but perfectly natural, radioisotopes and micrometers. So no ships may approach within several light-seconds under penalty of death.

Besides, the other planets are much more interesting. They're all flat land with only

a few gentle slopes, shallow seas full of fish, and happy natives. All so very happy. And anyone is welcome to stay, as long as they can follow the rules. Why, the people here are so happy they never want to leave! Can't blame them - the Wheel is a dangerous place.

## ARCADIAN INHABITANTS

There are all sorts on Arcadia. Humans, Elves, Squats, even Halflings and Aasimar. The people all work together to support the greater good. Even the animals seem to do their part for the benefit of all - the livestock of the farms is always cooperative, with animals actually lining up on their own to be slaughtered. To an outsider seeing it, it's a horrifying sight, but to the natives it makes perfect sense - that's what the animals are for, so of course they're happy to do it.

## ARCADIAN LOCATIONS

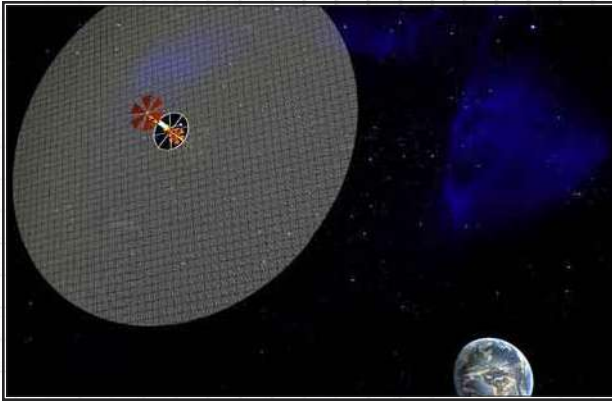
### Abellio

Abellio is a vast, flat grassland. Long ago, it was terraformed to be almost as flat as a cue ball. It's easily one of the smoothest planetary masses in the Wheel, the difference between the highest and lowest points on the planet a matter of only a hundred meters or so. Every tree is part of an orchard. Every field has grazing livestock. Every centimeter of Abellio's surface is made purposeful. Even the oceans hold great stocks of fish, with reefs keeping schools neatly separate from each other. The place runs like clockwork, and from the way the animals act, one gets the impression it would continue to do so for some time even without the people there.

### Buxenus

The second planet in the system, Buxenus, is more tightly controlled than Abellio. While the first planet is open to visitors (as long as they follow the rules), to get access to





Buxenus requires all sorts of passes and permissions, which makes it a really trying experience for anyone attempting to get there. Frankly, unless a person is sent an invitation along with clearance, they'll just be given the runaround and thrown at so much red tape that they drown in it until they lose interest and find something else to do. The militia keeps its headquarters here, and there are supposedly reeducation camps for troublemakers that are more like dog kennels, but proving the stories has been impossible and natives simply don't care.

### Great Mirror

A massive construction with a diameter measured in thousands of kilometers, the Great Mirror is a framework supporting huge sheets of a reflective material designed to provide additional sunlight to Abellio. Thanks to the Great Mirror, there is no real night, just a second sunrise following a short dusk. Workers are constantly replacing panels in the Great Mirror as they tear or lose their reflective coating, but the increased crop yields have been incredible.

### Nemausus

Nemausus was the name of the third planet in the system. Now it's a slowly expanding cloud of debris tainted with sorcery that creates dancing shows of violet energy through the rubble. A militia fleet keeps a full-time cordon around the area and gives people exactly one chance to turn away before firing on them. All official records within Arcadia say that the planet has been like that for billions of years.

Official records outside Arcadia have records showing Nemausus as a trading post only two centuries ago.

### ADVENTURE HOOKS

\* The planets of Arcadia are just a little too regular. Too well-defined and orderly on every level. When people can actually make detailed observations - and the militia usually kicks them out for disrupting things - the actions of the people and animals of Arcadia seem to approximate logic gates. It can't be proven, but some think the planets of Arcadia are some kind of massive computer. What they're computing is anyone's guess.

\* The destruction of Nemausus wasn't an accident. It was done very deliberately, and as a last resort after everything else had failed. Something terrible happened there - and reports say that something terrible was modrons awakening and deciding to clean the place up a bit. It's entirely possible that modrons are sleeping in other places as well, and unless a better way can be found to deal with them, there might be more asteroid fields in the future.

\* Buxenus is so well protected because the crops they grow there are extraordinarily valuable. There are medicinal herbs and, well, the other sort of medicinal herbs. The drug trade may seem like an odd thing to see in such a law-abiding place, but it seems that most of the drugs go to the native populations. New settlers sometimes have trouble adjusting, you see, and they're given certain medications to calm them and... erase those emotions and feelings that don't fit well with the way things are normally done here.

\* Maybe the mortal mind can only take so much law and order before it snaps. Maybe there's something dreadfully wrong about Arcadia. Rumors say that once every season, the farmers of Arcadia get together for big festivals. Festivals that involve sacrifices burned to the gods. Farmers offer some of their crop, an animal, or best of all, someone who isn't fitting into their perfect order.



## Acheron

A Crystal Sphere that holds an immense Ork empire, Acheron is a place of eternal warfare, Ork tribes fighting each other in an endless brawl between worlds so close together they occasionally collide and scrape against one another. While it's incredibly dangerous to visit, many smugglers bring endless caches of weapons that give one Ork tribe or another a momentary advantage in the war that consumes their lives. That said, the natives are content with their lot, Orks enjoying fighting more than anything except fighting and winning.

### PHYSICAL CONDITIONS

It would be wrong to say Acheron is unlivable. The place is a huge crystal sphere, not as large as the Abyss - not that anything could be - but still larger by an order of magnitude than the average Crystal Sphere. Inside, it isn't filled

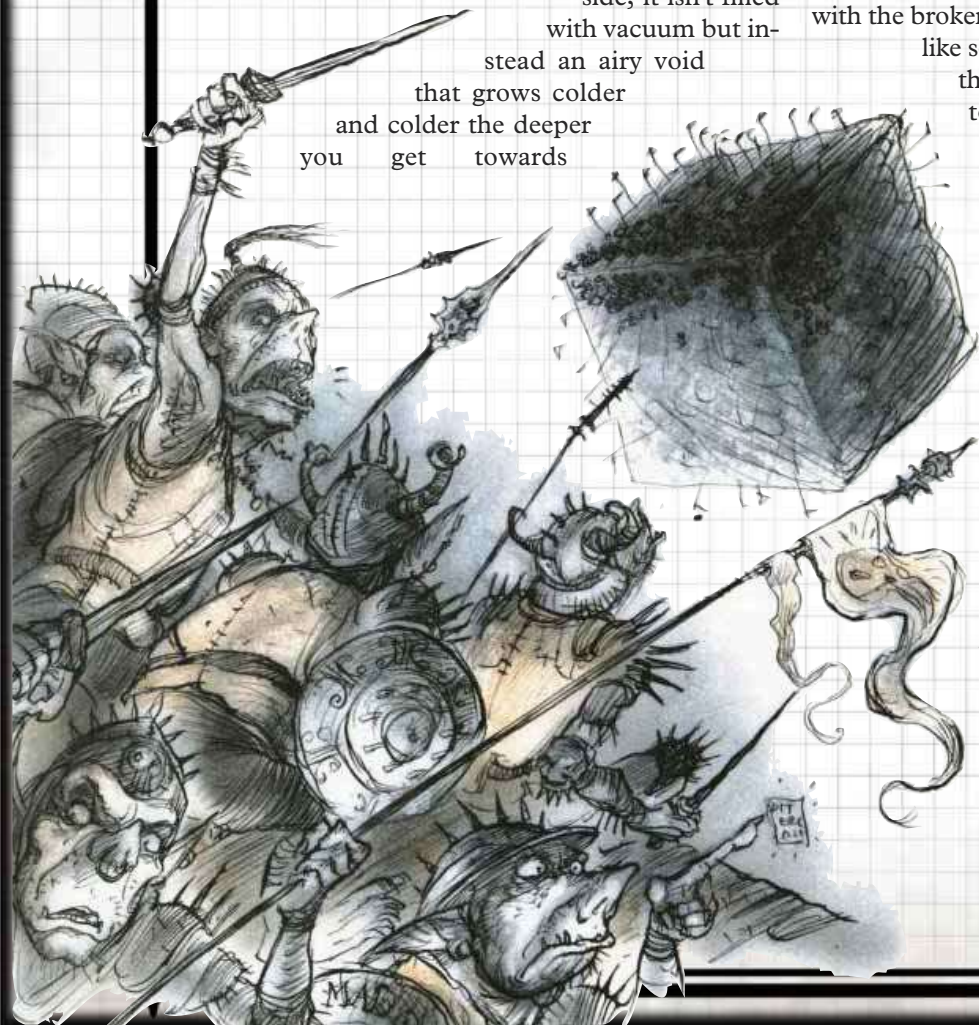
with vacuum but instead an airy void that grows colder and colder the deeper you get towards

Acheron's center. The entire sphere is lit by a dim grey light like twilight, not enough to read by but not so dark a man can't see his hand in front of his face. The source of this illumination has never been found.

The most striking and obvious feature of Acheron are its many, many worlds, huge cubes of iron dozens of kilometers across. Gravity here doesn't draw towards the center of the cubes, but just perpendicular to their surfaces. And on almost every cube can be found Orks. Now, there's only one thing that can happen when you have a bunch of Orks in one place, and that's fighting. The Orks spend almost all of their time forming into warbands and fighting each other in an endless self-consuming war. Despite the sheer number of soldiers, there are surprisingly few leaders. Any Ork who really has what it takes to lead typically leaves to find someone more interesting to fight.

Deeper into Acheron, and the cubes change, becoming pockmarked blocks like cubic meteors, the pits in their surfaces leading kilometers down inside, where they are filled with the broken scraps of thousands of devices like some giant's toy box. Great ships that have been lost to the Warp, toppled buildings, and weapons of every kind find their way here. Everything is inoperative, turning to the same iron-like stone as the rest of the cubes here over time. There are few orks here except for scavengers looking for a bit of extra dakka or choppy to take back with them. Deeper yet, and things get more and more hostile. Even the Orks don't go all the way down into Acheron's depths.

The most obvious danger in Acheron, aside from the natives, is the threat of collisions between the cubes. While the cubes are rarely damaged beyond a few dents and scrapes, but those dents and scrapes are in kilometers of solid iron - anyone caught between two





colliding cubes is as good as dead. Of course, the cubes aren't always entirely solid. Some cubes are riddled with tunnels, which make them favorites for permanent habitation since cities or structures built on the surface of a cube will eventually be crushed.

The tunnels are also crucial sources of food and water, for they support humid, fertile mushroom beds and a strange form of woody, black, earthy fruit called provender stones. Provender stones are edible, barely, and resemble square black blocks that sit on the iron plains and grow constantly, some reaching the size of a house or larger. Ice and sleet from blizzards fall into the tunnels and pool in caverns, providing a source of foul-tasting but live-giving water.

The most terrible danger of Acheron is one that only the most learned scholars know of - time on the cubes of Acheron simply stops if they sail through the void without colliding with another cube. While this does keep someone stranded on a cube from starving to death, anyone who can will get away before this happens before centuries pass back home.

### ACHERONIAN INHABITANTS

Acheron is the home of battalions and armies constantly at war. To most, this would be a place of oppressive death and encroaching horror, but to the native Orks it is nearly a paradise. They care not for glory or honor, just the sheer excitement of a battle well-fought, victory or death. Even the sides and comrades constantly change - an Ork might fight for one warband one day and against it the next. When a battle isn't on, the orks can be surprisingly cheerful and even good company. There are a surprising number of soldiers from other races as well, most of them dispossessed soldiers with nothing left to fight for. They don't typically last long, but most of them are just seeking a place to die anyway. There's no real native wildlife to speak of.



### ACHERONIAN LOCATIONS

#### Istvarhan, the Moving Fortress

Istvarhan is the kind of fortress that only an Ork would think to build. It's a huge place made of the only two resources that can be found in Acheron in vast quantity - iron and manpower. The walls of Istvarhan are literally made of armor and slaves, and the entire fortress can be set into motion on their backs. The jerky, bouncing motion of the fortress makes anything besides sitting still a difficult task. The Warboss commanding the fortress is Grazdeff the Wise, an Ork with a surprising grasp of tactics and an ability to put people where they can do the most good. Which is quite unfortunate for those who can do the most good bolted into the walls of the fortress. He allows anyone who wishes to join to become part of his warband, and has assembled a grand fighting force of blood brothers. It's said that he'll be the next to escape Acheron and head out in a WAAAAAGH to fight the greater foes of the Wheel, and his skill at diplomacy and technology will make him a dangerous foe when he does. For now, his main goal is to assemble a ship to effect such an escape.



### Hammergrim

An inward-turned realm of Squats and ironlike stone, Hammergrim is a dour realm of grey light, grey stone, and somber clothing. Even the squat festivals are grim, with much sonorous chanting and invocations of protection against the threat of the Orks. Hammergrim was founded long ago as a refuge and striking point against the Ork hordes of Acheron - the Squat's ancient hatred for the greenskins demanded they have a foothold against them. It is one of the best places in the Wheel to have a blade forged, and the squats there will do so (not happily, though - they're never happy) for a price. The ruler of Hammergrim is currently the Living Ancestor Branka, though no ruler of Hammergrim has ever ruled alone - the Court of Memory, where the ruler resides, is haunted by the spirits of rulers past. Every ruler of Hammergrim goes insane over time, losing themselves to the possession of these spirits and becoming little more than a limp doll when not being used by them. Branka has only ruled for a short time, so the ill-tempered squat has not yet lost herself to the whispering voices.

### The Mines of Marsellin

The mines are a treasure-trove of artifacts, magic, and strange jeweled machines. Heaps of spacefaring ships, enormous weapons, and steam-driven carriages are scattered everywhere. Unfortunately, most of them have been fused into lumps of solid black iron. The mines seem to generate new material daily, though no one has ever learned why. The mines include hundreds, even thousands of strip mines and bottomless well-like shafts. The best kept secrets are which mineshafts lead to the interior caverns, those echoing hollow spaces filled with the cast-offs of the universe. Most are dead ends, sunk into the black iron cubes by hopeful prospectors who soon turned to iron themselves. The area is overseen by an ancient dragon with rust-colored scales who calls herself Coiosis who hates thieves and claimjumpers and punishes them with swift death. Even the threat of the dragon, though, can't keep people away from the untold riches of the mine. Wise men do well to buy a deed from the dragon before at-

tempting to do any mining themselves - there are enough threats from scavengers and jealous miners, and no one needs an angry dragon added to that list.

### Tintibulus

Deep, deep within Acheron, things start to change. In the area known as Tintibulus, cubes give way to other geometric shapes, pyramids and prisms and octahedrons and shapes that have no name. The shapes here are much smaller than the iron cubes before, most scarcely larger than a house. The material of the bodies here is also different, not the iron of the first layer of cubes or the ironlike stone of the second, but dull volcanic rock that fractures when collisions occur, cracking along natural fault lines. The place is empty, even sounds hardly carrying at all. It mostly resembles a very thick asteroid belt, with little to recommend it except as a place to hide.

### Ocanthus

There are very few reports from this part of Acheron. There are no cubes or shapes to find here. Instead, there are razor-thin shards of black ice, some barely a centimeter across, others kilometers in width. Their collisions break them into progressively smaller shards, eventually into needles and then dust. The shards must all come from some single source, though the night-black space filled with flying razors doesn't lend itself well to exploration. Rumors speak of some bottom to Acheron, a central sea of black ice as large as a sun. The only ones who have claimed to have gone there and come back are insane and otherwise untrustworthy - but you'd have to be insane to want to make the trip in the first place. Tales of creatures made entirely out of blades are similarly almost certainly false, and even if they were true, who would want to go to Ocanthus to find out?

### ADVENTURE SEEDS

\* The most powerful ship ever constructed, The Emperor's Wrath, has been found floating in Acheron after thousands of years lost in the warp. There may be survivors, but more importantly the ship included an-



cient Syrneth technology that made it invincible in combat. The ship must be recovered before it can fall into the wrong hands or turn into stone, and it's quickly turning into a race between the Orks and everyone else in the Wheel.

\* Orks just seem to be everywhere in Acheron. The rumors say that they aren't born, but simply seem to come up out of the tunnels in some of the cubes. Are the cubes of Acheron some kind of massive farm of the Syrneth designed to produce warriors for their ancient war? And if so, what would happen if someone managed to get them up to full production - or stopped them in their tracks?

\* The Living Ancestor Braska will pay a high price to anyone who can find a way to keep her sane despite the spirits haunting her palace. While it is forbidden in her society to actually destroy the ghosts, she is more than willing to look the other way if it will mean she isn't doomed to insanity. However, the ruthless ruler isn't beyond selling out the PCs to her people if they're caught in the act.

\* The ocean at the very center of Acheron isn't just a rumor - it's a real thing and it isn't just a puddle of water. It's holding back some horror from ancient times. It is the reason for the cubes existing in their current state of disrepair, its power flinging them out of perfect geometric alignments. The shards of ice in Ocanthus are symptoms of its awakening, and it might take more than all the Orks working together to put it down.

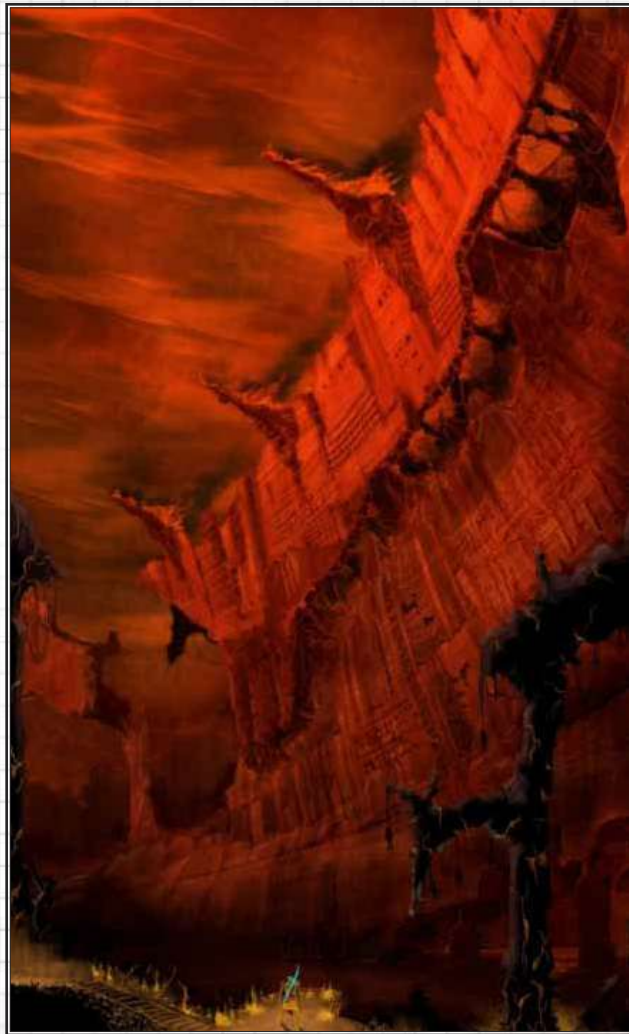
## Baator

Nine worlds, each different and each one sinister yet far from lawless. The chain of command here is absolute, and discipline is enforced as much to crush the spirits of those who don't conform as to maintain order. The natives here plot and scheme against one another, vying for power. It is a place of great opportunities to the ruthless, but the price of failure is absolute.

## PHYSICAL CONDITIONS

Baator is a fairly normal-looking place by most standards. One star, a red giant that looks like a diseased and dying thing, and nine planets. It's a dangerous place by anyone's standards, but compared to some of the really awful places in the universe, Baator's creeping evil and sinister tones can seem downright homey.

Baator is safe for ships to travel through, following the normal laws and physics of the Wheel at large. Of course, those ships had best pay very careful attention to the orders of the local traffic controllers - Baator attracts a surprising number of visitors from all parts of the Wheel and so traffic can be quite thick. Naturally, Baator being what it is, anyone breaking those orders has more to





worry about than just some minor fender-bender. The might of Baator's armies come down on those that dare break the law here, though for the right price it's possible to get them to look the other way.

## BAATORIAN INHABITANTS

Baator attracts all the wrong sort of people. The natives here have a long history of sorcery, the dangerous kind. Pacts with daemons are the only way to ascend in society, testing not only a person's ability to call on the daemons but also their cunning and ability to cut deals that leave them ahead (and alive). The more politically influential people in Baator are effectively immortal, with overlapping contracts and deals that have left them with little humanity in body or soul. Mutation and corruption are common among Baator's inhabitants. Most worlds of Baator have little in the way of wildlife - almost everything has been subjugated and planned, used up in quests for power. What there is was probably once human but fallen to mutation to become something less than a man.

## BAATORIAN LOCATIONS

### Avernus

Avernus is the world closest to Baator's sun, a parched world of blasted, rock-strewn fields. The atmosphere is a thick haze that turns the sky into a smear of glaring red. There is no real water here, just dried up riverbeds and dust. The greatest danger to anyone coming here is the ever-present threat of fireballs - seeping gasses from below waiting for the slightest spark to erupt into an explosion that can burn a man to ash. One of the few things to recommend on this world are the quality of its gemstones, mined in a city of depraved halflings called Draukari. The stones are all of the highest quality, often in shades and colors that seem totally unreal. The ruler of Avernus is a Tiefling named Bel. It's rumored that Bel runs training camps for the armies of Chaos beneath the haze of Avernus'

sky, though anyone who has learned the truth of it has ended up dead.

### Dis

Dis is the second world of Baator, and the destination that most travellers to Baator end up. The entire world is more or less a gigantic city, spires of blackened iron thrusting their way into the ashen skies in the few open areas surrounding the core of civilization on this world, the city of Dis, a place so nice they named it twice. The city is like a hive, crowded and dirty, made of darkened iron that turns red hot in the glare of the sun. The city of Dis is a tightly controlled place, with passes needed for almost everything and the activities of visitors being strictly recorded and their movements controlled. Most never leave the Port Quarter of the city, though that's where almost all the services for visitors are located anyway. At the center of Dis, looking over every part of the city from a tower so high it reaches nearly into orbit, is the Iron Tower. Edicts from the city's ruler, Dispater, come down from on high like iron slabs hitting concrete.

### Minauros

Minauros is best described as a stinking bog. Polluted acid rain washes down from a leaden sky like the burning tears of a god. The atmosphere is so thick and hot that lead runs like water, and the surface is a bog of acid muck and misery. Some very, very tough vegetation hangs on to life here, but nothing that would really resemble life can survive outside of Minauros' few cities. The most major city is, perhaps unsurprisingly, both simply called Minauros and also sinking into the swamp. Rumors persist that the swamp of Minauros has no bottom, and that you can sink forever without ever hitting bedrock. Minauros' ruler, Mammon, is terribly warped from the bargains he has made. His greed is said to be almost infinite, and he is willing to give up almost anything to sate his avarice. The fact that he has already given up his humanity (or whatever race he was - being that he's thirty meters tall with the lower body of a snake means that it's anyone's guess at this point) speaks volumes.

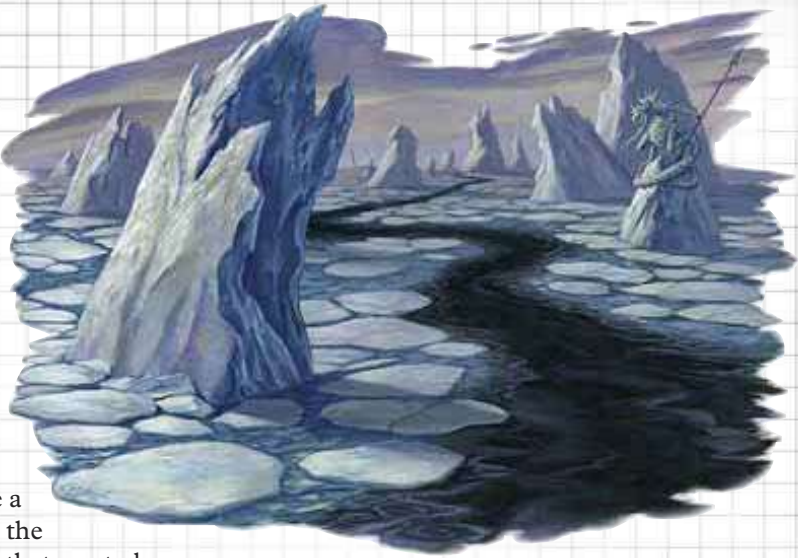


### Phlegethos

Phlegethos is, like most of Baator, a quite unpleasant place to live. Some quirk of planetary formation left it with a volcanic cycle that causes massive upheaval of the entire surface every few thousand years. The place is currently in the beginning of another of these cycles, and the entire surface is cracked and flooded with rivers of magma and seas of flame. It may seem like this would be the last sort of place a person would want to be, but the same quirk of planetary formation that created this cycle of volcanic activity also left the planet with an incredible mineral wealth that replenishes itself every cycle. The ruler of Phlegethos is technically Lady Fierna, though most in the know are aware that her father, Lord Belial, runs most of the planet from behind the scenes. Both have little to do with the mining operations directly, just managing the managers, and spend their lives in incredible hedonism.

### Stygia

A place that seems like a refreshing change from the heat-blasted first few worlds of Baator, Stygia is a water world, a great frozen sea, a place of crushing ice floes and mammoth icebergs. Floating plants of several types form floating swamps and forests on the water, places that are fairly hospitable. Constant storms and lightning make the sky a dangerous place to be, though strong currents create clear paths through the ice for those willing to risk them. Ice floes are the dominant surface here, upon which castles and cities are built. The ruler of this layer is rumored to have been imprisoned deep in the ice of a massive iceberg, trapped and unable to die by some badly-made contract with a daemon. The planet has reverted to a sort of controlled anarchy, with private armies enforcing the laws of their masters with an iron fist in the now-fractious city states.



### Malebolge

Malebolge is a gas giant, standing out among the other planets like a festering sore and looking like a diseased boil. While the planet itself is uninhabited, there are a number of small moonlets and stations around it that draw off valuable gasses from the planet. The most interesting feature of Malebolge are the massive corpses that orbit it, remnants of a species that is likely long dead, space whales hundreds of kilometers long. Their bone and ivory are a fair bit of the trade from Malebolge, the sheer size of the corpses meaning that the supply is almost inexhaustible. The ruler of Malebolge, Glasya, has only very recently been installed, and is said to be the daughter of the sovereign of Baator itself.

### Maladomini

Maladomini is a planet of ruins, a world of hard labor under a blood-black sky. Granite and wasted cities scatter the surface of the planet, polluted canals clogging up and spilling waste across the scarred surface of the planet. Everything natural has been defaced or destroyed. Strip mines, slag heaps, landfills, and crumbled ruins are the terrain of this planet. The ruler, Triel, is an Aasimar who has apparently been driven insane (or worse) by the pressures of Baator. No one has seen him in person in decades, and his orders have grown more and more insane - he demands perfection from all endeavors, and this is most



evident in the construction of his Capitol city. He has demanded that workers restart the effort again and again, always displeased. The entire planet has been torn apart and half-reassembled under his orders.

### Cania

Where Stygia is a frozen sea, Cania is a place of ice and land even harsher than that planet. Here the ice isn't just water, but the air itself freezing in the almost-perfect cold. The world has a unique industry, producing some of the finest plasma weaponry there is. The ruler of the planet, Mephistopheles, is a man who displays a facade of charm, civility, and wit. In reality, he has a terrible temper with endless ambition. He is a powerful sorcerer, and has recently developed a way to create a type of warp plasma with his spells. He has openly stated he intends to rule the entire system, and no doubt he intends to use this new power to fuel that ambition.



### Nessus

The final planet of the system, and one of the best-protected places in the entire Wheel. An armada of ships prevents anyone from getting close. It is from here that Baator is ruled. Nessus is a black planet crisscrossed by rifts and trenches, some little more than a few meters deep and others extending hundreds or even thousands of kilometers into the depths. In the deepest pit, of incalculable and impossible depth, broods Asmodeus, the ruler of Baator. He is, from reports, soft-spoken, articulate, chillingly reasonable, and so powerful as to defy comprehension.

### Adventure Hooks

\* The ruler of Stygia, Prince Levistus, is only allowed one day of freedom every year from his prison of ice. He is willing to give the heroes almost anything if they can find a way to free him, a task that may require the slaying of a Daemon before the more mundane task of cutting him free can even begin.

\* An assassination attempt has recently been aimed at Glasya, and failed. Now the entire crystal sphere is on lockdown and martial law is getting worse and worse. Unless someone can find the assassin soon, the paranoia and twistings of betrayal of the system will erupt into a real war. Fortunately, the heroes are beyond suspicion and have been hired - apparently by Asmodeus himself - to take care of the problem. Or else.

\* A warp storm has been building around Baator for some time now, and ships are finding it more and more difficult to get into the crystal sphere and out again. While this has driven the prices of Baatoran goods up, it appears that this may not be a natural warp storm, but an attack from one of Baator's enemies.

\* A man approaches the heroes begging for help - his child has been seduced and lured to Baator by the promise of wealth, wine, and women. The rumors suggest that this is a plot by a high-ranking Baatorian to gather a huge number of unwitting people to serve as a sacrifice to ascend to some



higher power. Other rumors say that the offer is just what it seems, an attempt to boost the tourism trade.

## Beastlands

The Beastlands are a mysterious Crystal Sphere. There are a number of planets circling the star that are habitable, each one covered in wilderness and with astoundingly deadly wildlife. There are some ruins on the planets and mysterious power signatures, but attempts to investigate the ruins or establish a colony have all met with failure as the fauna - and even flora - turned actively hostile, demonstrating abilities impossible for normal plant and animal life that only increased in response to resistance.

### PHYSICAL CONDITIONS

To a casual observer, the Beastlands seem like a fairly normal system, if one completely untouched by industry and the trappings of civilization. Someone more observant might note that the worlds in the Sphere are unusually flush and full of life, with every single solid surface - and even the system's sole gas giant - supporting an advanced ecology. The system has seven planets, and there's little point in describing each of them in detail - they are all nearly the same.

The sameness of the worlds is actually quite startling. Very nearly the same ecosystems exist in every world, just adapting to survive in the conditions present on each of the planets. From what few samples scholars have been able to gather, the native organisms developed an astounding ability to survive in nearly any environment, possibly thanks to a massive planetary disaster. There's little evidence to support that theory, though. With the active ecosystem on each system, finding craters and other signs of disaster are difficult. Any kind of active scan is almost inevitably met with a response from the planet.

Naturally, it's this response that is of greatest interest to people. Mostly because it's what ends up killing just about everyone. The



ecosystems are astoundingly deadly to outsiders, functioning almost like a massive defense system at every scale from microscopic to even defending from orbital threats. The things that the life forms on these planets can do border on the supernatural in scope, yet there doesn't seem to be much actual magic to it at all, merely biology so incredibly advanced that it seems impossible, from trees that grow as armored shells around high-energy hydrocarbons - firing upward as ballistic missiles that can even achieve orbit - to plants with leaves with almost perfectly reflective surfaces that they use to focus ambient light into deadly beams of heat.

The fauna is even worse than the flora. Dragons can't even compete with them, mostly because they all seem to work together when intruders are around. When observed from a great distance, the ecology seems to settle and act like a fairly normal world, the life forms preying on one another and so forth. It's only when someone from the outside comes in and disturbs things that they seem to spontaneously form an army. There doesn't seem to be any central planning or hivemind effect - all of the behavior seems to be emergent, developing from their normal behaviors.

Because of the sheer danger of the





ecologies, settlements are more-or-less impossible. One attempt was made to terraform the most temperate of the planets. The attempt ended badly, and the tales the few survivors told were enough to make sure a second mission was never launched. To date, the Beastlands lie relatively untouched, left to the dangerous animals within.

### BEASTLANDS INHABITANTS

The only real inhabitants are the strange, extremely advanced life forms. Nothing else can really survive for long, either ending up becoming food or being torn apart and then food. A few (very well armed) scientists still study the local life forms, but their expeditions have to be very fast and unobtrusive - even a slight disturbance can start the wildlife on a killing spree.

### BEASTLANDS LOCATIONS

#### The Mothership

The remains of the first terraforming attempt are still floating in-system. The massive ship is several kilometers long, and had a crew numbering in the tens of thousands. Had. Only a tiny fraction of the crew managed to escape, and the rest became food and biomass for a growing infection that started after

life forms from the planet got onboard. The Mothership has since become a crumpled wreck overgrown with tough fungus and massive vines that have developed thick skins that use metal drawn from the ship to form radiation-resisting hulls. Animals, most of them smaller and stranger than in the rest of the system, prowl the warped hallways which have become more like caves or the bowels of some massive beast.

#### The Sargasso Asteroids

Supporting the idea that the life forms here spread through space via some kind of impact event, asteroids have become collected in most of the stable Lagrange points and, over time, life has grown there. Weedy strings of plant matter and bacteria have joined the asteroids that fall here into loose nests and webs. They're one of the few places that are relatively safe to collect samples from, as there isn't enough biomass to create anything really dangerous, though occasionally asteroids will break free on suspiciously precise trajectories to hit ships that approach too closely.

#### The Great Circle

The Great Circle is the name given to the only ruins that have ever been discovered on any of the planets of the Beastlands. They're the only structures that aren't overgrown or destroyed quickly by invading plants and animals. The ruins are in the form of a ring, twenty kilometers around and a kilometer and a half thick. Several expeditions have tried to explore the ruins, but there doesn't seem to be a way inside the structure. For now, it remains one of the greatest mysteries in the Sphere.

#### Variable Gravity Well

On one of the moons of the system's sole gas giant (which itself harbors floating plants and animals like gliding wings and balloons) is a spot that's unique in the system.



Something buried deep within the moon is emitting a high amount of warp energy that's warping space around the moon, the effect most strongly felt as a, well, variable gravity well that changes in shape and power over time. The corpses of many thousands of the largest variety of predatory native are in a massive pile over the site of the gravity well, their hardened shells forming a tough barrier that would take battleship-level weapons to break through. Even approaching this moon is dangerous - it seems to represent a sore spot or sensitive zone for the wildlife, always drawing fire.

### Adventure Hooks

\* Recently, humanoid creatures have been spotted on one of the planets in-system. They didn't quite match the description of any known race, but seem to combine features from all of them. Are they intelligent life forms that have somehow escaped detection until now, a new development that has only recently evolved, or are they part of a rumored cult of survivalists that is said to have come to the Beastlands to escape the sprawl of civilization?

\* Some of the scientists returning from studies of the Beastlands have been vanishing after returning home. At the same time, there are reports of creatures that resemble the native life of the Beastlands appearing on their homeworlds. Is there some new disease or infection that is lying dormant in researchers and waiting to spread the taint of the bizarre life here across the Wheel?

\* Increasingly, as research efforts become more uncommon and unmanned probes become the norm, strange malfunctions and glitches have been occurring. Probes are recording passages of time that don't match the time that passes outside the Sphere. It appears as though the longer that the Sphere goes without being opened, the faster time passes inside it. Some have suggested that this time warp might be the cause for why the life here is so evolved - it's had many more billions of years without extinction-level events or outsiders becoming involved to become interconnected.

\* Reports speak of strange ships being seen around the Beastlands, both inside and

outside of the Spheres. The ships don't match any known class or even general design philosophy of the known races. At least one of the ships was destroyed after firing strange plasma weapons on a human ship. The debris recovered - and there wasn't much - was almost entirely non-metallic, made of strange polymers and plastics that seem organic in nature. Are these ships connected to the reports of space monsters attacking nearby Crystal Spheres?

## Bytopia

Bytopia is a place of intense industry, a pair of worlds that are covered in forges and factories, industrial complexes soaring into the sky and mine workings burrowing deep into the crust. Bytopia boasts the most impressive factories in known space, its massive production able to supply armies throughout the Wheel. Entire fleets are devoted to bringing raw materials to Bytopia and bringing consumer goods away. The very void within the Crystal Sphere of Bytopia is contaminated with enough industrial pollution and smoke to give it a thin atmospheric haze.

### PHYSICAL CONDITIONS

Bytopia is an old and used-up system. There are only two planets left, encrusted with factories and landing facilities for ships. Space elevators hang down from artificial, solid, rings around each planet that serve both as docking ports for massive freight ships and mass accelerators for launching cargo loads to waiting nets and waste loads into the sun. The planets are only barely habitable, wastelands of industrial waste and mining debris. The vast majority of the large population spends their lives inside, many never seeing the light of day.

Bytopia's system is thankfully free of magical hazards. The place operates much as you'd expect a space to, with few surprises in terms of the actual physical laws. The composition of the plane might surprise a person, though. As noted above, there's so much pollution and industrial waste floating around in the sphere that it's actually somewhat pressurized, thicker than a nebula and made entirely



out of pollution.

There's plenty of evidence that there were a number of other worlds in the system. The mined-out remnants of no less than three gas giants and two other rocky planets float in lazy orbits. There's little left now except ancient scaffolding from when they literally took the planets apart, too old and in much disrepair, everything of value already taken away. The only thing left are frameworks of metal too difficult to work or scrap.

The first planet of Bytopia, Dothion, is all rust-colored landscapes and tarnished metal. Most of the natives live in massive arcologies that supply all their needs. Monorails and moving walkways are the norm - there are almost no personal transports except for the very rich. Most live within walking distance of their jobs, only know their neighbors and workmates, and never even think about travel or the outside world. Vacations are spent in purpose-built recreation zones which offer some modest simulation of nature, albeit one crowded shoulder-to-shoulder with other people.

The second planet, Shurrock, is far less forgiving. It produces many items that are restricted or illegal on other worlds - lockpicks, weapons, military armor, and spelljammer components. The natives don't have the same sort of freedoms enjoyed on the first world - because of the dangerous nature of many of the items and the value of them all, they're constantly watched, searched, and screened for dangerous ideas. Outsiders are viewed with suspicion and kept away from the general population, distracted by areas set aside for just that purpose.

Going outside these areas carries the threat of immediate and often deadly police action.

Ships are constantly moving in and out of the system, making the traffic a hazard in its own right. Thankfully, the traffic control agents of Bytopia are excellent - the combination of Virtual Intelligence and extreme skill they use combines the best aspects of logic and instinct. The trade in raw materials and ore has priority over almost all other traffic, fuel for the furnaces of creation.

### BYTOPIAN INHABITANTS

The major inhabitants of Bytopia are Squats and Humans. Halflings are found in great numbers as well, though they typically live in the underbelly of the factory-cities, surviving on scraps and cunning. Gnomes can be found as well, working on the more arcane and ancient machinery and keeping it running from day to day. There is no wildlife to speak of, though there are some working animals used in a few factories, and pets kept by the affluent.

### BYTOPIAN LOCATIONS

#### Ring 0

One of the oldest parts of the system, Ring 0 is the scaffolding remnant of one of the inner rocky planets. It was one of the first planets completely strip mined, an overbuilt prototype that was refined as the Bytopians tore the rest of the system apart. The scaffolding surrounds a useless core of slag rock that no one has (yet) found a use for. What remains of Ring 0 is what they couldn't easy

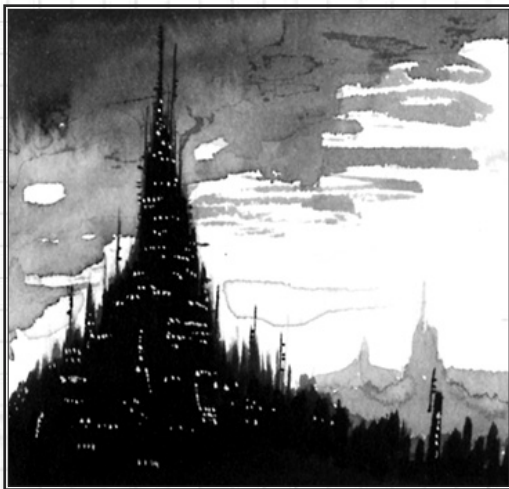




recycle - the mass driver and damaged parts that just weren't worth saving. It has become something of a tradition for the smaller independent traders to stop at Ring 0 at the end of a successful run. A bar has been built there, and the ancient Ring 0 docks are more than sufficient to handle the light traffic. The bar, Absolute Zero, is an inflatable structure that looks out into the void with transparent walls. It has been destroyed and rebuilt several times now, but the bartender, an Eldarin exile who goes by Moondog, refuses to make the structure more sturdy or quit. He says he enjoys the danger and excitement.

### The Last Ruby Rays of Dawn

A wrecked ship, the Last Ruby Rays of Dawn was carrying extremely hazardous cargo that broke containment and left everyone onboard ship dead. For over a century, the Dawn has floated in an extremely elliptical orbit that keeps it away from all other traffic lanes. No one has tried to salvage the ship - the filed reports say that it'll be another hundred centuries before anyone can go aboard without melting into a puddle of radioactive ooze. Or that's what the reports say. No one is willing to chance it. The ship floats with a hundred thousand kilometer no fly zone around it, though rumors say that transmissions and even running lights have been seen coming from the wreck.



### GWOTT Headquarters

A government building as large as a city, the Great Wheel Order of Trade and Tariffs is the organization that polices economic activity and acts as a kind of police force to protect the stability of the Wheel's economy and to curtail trade in illegal goods and services. GWOTT keeps its headquarters separate from Sigil to keep a distance both politically and literally from the interests of the Factions. The chief of GWOTT is a strict and collected woman named Eclipse who makes few public appearances. Rumors say that the GWOTT employs teams of Exalts to take on the most difficult and sensitive missions, often breaking or ignoring local laws for a greater good.

### Solar Observatory #14

A very plain title for one of the best-kept secrets in the system. For thousands of years now it has been watching a very strange object - a station orbiting the sun at extremely close range. Impossibly close. The station has been seen passing through arcs of solar plasma with no change to the structure. Ships haven't been able to get close enough to actually dock with it. The assumption among most scholars is that it's Surneth in nature, a relic of their golden age. Of course, it hasn't been proven, and some of the latest scans have presented somewhat worrying evidence of growing activity lately. The truth may never be known at all, as the orbit is slowly decaying and within a generation or so it is expected to simply drop into the sun and never be seen again.

### ADVENTURE SEEDS

\* In one of the best protected factories of Shurrock is a legion of massive war machines, titanic walking tanks called Warstriders. Whoever gets their hands on them can conquer entire Crystal Spheres, carve out empires among the stars. Next week, the bidding is due to start. Now, though, they're vulnerable (relatively) and an extremely tempting target. A surprising amount of information on their location and the security forces has been leaked to the wrong people, almost as if they're tempting someone to try taking them...



\* The inhabitants of Dothion are used to excavating geofronts, huge caverns underground, to house people and industry. However, in one of the latest excavations, the miners discovered a cave complex that was certainly not natural. Before contact was lost, they reported strange power sources, halls of black metal staring into them, stasis banks with sleeping things they refused to describe, and, towards the end, the sense that something was awakening, that the entire place was alive and full of hate for them, endless ancient hate.

\* The GWOTT would like outsiders to think that it is a perfect organization without any internal troubles and unparalleled authority throughout the Wheel. However, recently two very important high-ranking operatives went rogue, claiming that the GWOTT is being controlled by a cabal of merchants and aristocracy that have some nefarious plan. While the rogues might be right, unconfirmed internal reports suggest that they might be high-level exalts, and perfectly capable of doing a lot of damage on their own.

\* Shurrock has been experimenting with something extremely dangerous - a kind of mind control agent of extreme and subtle power delivered over multiple means. The food, water, and entertainment of the planet are all tainted with this system, and it has been very effective in keeping worker unrest down and happiness high. However, it appears long-term use of the drugs and psychological programming has a detrimental effect. An effect that drives people to murder everyone around them.

## Carceri

Carceri is an unusual formation, a matryoshka doll of Crystal Spheres nested one inside the other. Each layer contains equipment of incredible age - most assume that it's Surneth, but some scholars claim that it seems even older, though that is of course impossible. The center has never been reached, each Crystal Sphere proving to be more and more difficult to breach. But each new Crystal



Sphere opened has also had prizes, technology that even the most clever looters had been unable to claim. Despite the signs that Carceri was constructed to contain something terribly dangerous, the lure of Surneth technology has funded countless expeditions.

## PHYSICAL CONDITIONS

Carceri is located in the scenic middle of nowhere. It's not only out of the way, but the crystal sphere is shrouded in a dark nebula that makes it invisible until a spelljammer gets close to it, when it suddenly looms up out of the gloom. The portal relay that services Carceri is well outside the nebula, making the journey to the crystal sphere a trying task. The outermost crystal sphere is easy to breach from the outside. From the inside, though, the once-easy navigation becomes a trying task, the structure of the crystal sphere serving to funnel ships inside.

As already mentioned, Carceri is a unique structure, as far as is known. Inside are nested crystal spheres - the exact number of which aren't known. The first open area is the most well-known, especially by treasure hunters, as it's their first stop (and often the last place they're seen alive). The space between the spheres on the first layer is quite small, only a few kilometers like a shallow sea of space with crystal spheres above and below.

Even on the first layer of Carceri, the Sphere's various hazards appear. The two most obvious are the massive storms and clouds of floating debris. Because of a kind of strange extradimensional friction, massive





electrical storms roil across space, strange lighting striking out in all directions in unpredictable patterns. These bolts have been known to wreck smaller ships and slag electrical systems on larger ships. The debris is even worse, everything from ships wrecked by the storms to clouds of razor-sharp hull fragments that can cut through void suits (and the people wearing them) like a sword through butter.

There are other dangers as well, some of them less obvious. The first few layers have been relatively well-explored, and it has become quite clear that space is warped here, compressed so that impossible gulfs of space span the layers between the spheres. It seems to grow at an exponential rate, so where only a few kilometers are in the first layer, there are hundreds in the next, then tens of thousands. Always at the center, though, is the next layer of Carceri's crystal sphere. Exacting measurements have shown only a tiny decrease in the central sphere's diameter with each layer down. There might be hundreds of layers.

Syrne ruins are the main attraction for visitors. And the only visitors are foolish treasure hunters. There's a long history of treasure hunting here, thousands of years of people throwing their lives away for Syrne artifacts. All of the ruins that are easy to get to have been picked clean, driving the hunters deeper

and deeper in to find anything worth selling. Still, it's said that even one good find can set a man up for life, so those looking to get rich quick typically can't resist.

There are other, less obvious dangers to Carceri. While there's no atmosphere, there are occasional rains and snows of a black acid that can eat through unprotected starship hulls. Some kind of Warp turbulence makes it so that no one can manage to get sleep without having horrible nightmares that stay with them for the rest of their lives. Worst of all, the compression of space in the lower layers of Carceri carry with them a compression of time. Not just time flowing at a different rate, but cause and effect jumbling together, events being forced closer together even as perception of time stays the same and struggles to catch up.

## CARCERIAN INHABITANTS

No one sane would call Carceri home, which means that humans have naturally tried to colonize the place. The attempts have been universally met with failure. No one wants to stay here. The creatures that seem truly native to the place are among the worst, and toughest, known to exist. Aside from crawling things like giant bugs that scavenge



wrecked ships for anything they can eat, there are predators like large flying jellyfish that have proven resistant to even concentrated attacks and seem to drain the very life from their victims.

## CARCERIAN LOCATIONS

### The Vault

Carceri is a place that's hard to get out of, with no helpful natives and nowhere to really run. It's a great place to build a prison, or at least so thought some of the Factions. When someone really, really needs to disappear, this is where they're sent. It's a structure that resembles nothing so much as a blank sphere of iron, with just one dock for a ship, no windows, and no lights, guide beacons, or anything else to draw attention. The warden, named Staccato Thaman, is a man with a hard head and an iron fist. No one has ever escaped from the vault. As long as he's in charge, he's going to make sure no one ever does.

### Rostok

Rostok is one of the very few places in Carceri that offers travellers any services. It's a space station boded together with scrapped hulls of ships and garbage, giving it a ramshackle and overall dirty appearance. For the gatecrashers who attempt to penetrate deep into Carceri's layers, though, it's the place they come for supplies and the latest information. While no one is really in charge here, Sidorovich is an old gatecrasher who has retired here, and has ended up keeping the place running with repairs and patches. Anyone who comes here can find things to buy, people willing to buy almost anything even a little useful, and the occasional artifact brought back by a lucky adventurer who managed to find a scrap of Synchron technology that hadn't been scavenged yet.

### Shipyard X-18

Another highly defended point, X-18 is located three layers deep in Carceri, far from prying eyes. The place is extremely difficult to approach, as any unauthorized attempts to

close with it end in being fired on. Rumors say that the shipyard isn't government work, and that pirates run the place, but that seems unlikely given some of the ships seen there unless the pirates and government are working together - a theory only a conspiracy theorist would believe. What is certainly true is that the shipyard is building prototype ships designed to penetrate the extremely dangerous Crystal Spheres of the lowest Carceri layers, complete with a new and unique type of navigation system.

### Agathys

Agathys is the name scholars have given to the sixth layer of Carceri, the deepest one that has been reliably penetrated and partly mapped. While some gatecrashers tell stories of navigating through the crystal sphere at its center and reaching another layer full of ruins, but this is almost certainly nothing more than just stories or dumb luck. Current thinking is that no human can actually penetrate the Crystal Sphere here - the course changes needed are too much for anything but a computer, but actually building the program that can manage it and the ship that can fly the course have proven difficult.

## ADVENTURE HOOKS

\* The unique properties of the plane have inspired a group of mages to create a unique form of magic that affects time itself. They're not willing to just teach these secrets to anyone, but if someone was persuasive enough or managed to do some pretty impressive things for them, they might just be willing to give him a hint or two.

\* Beyond Agathys, in the deepest part of Carceri, is a thing, a monolith or obelisk that can grant wishes to anyone with what it takes to get to it. Many have tried to reach it, and almost all of them have failed. Their ambitions were mountains of artifacts and gold, and anything else their greedy minds could think of. Of course, it extracted from them a price, and some people tell horror stories of people who got exactly what they wanted.

\* In the void between the spheres, impossible music sometimes finds its way to peo-



ple, carrying promises and power in exchange for terrible sacrifices, always involving the betrayal or murder of someone close to the listener. There aren't many that can resist these calls, not because of any mind-controlling effects, but just because what they offer is tailored to the person that hears it.

\* Some very wild and unconfirmed rumors say that what the Syrne were protecting deep inside Carceri wasn't some amazing artifact or powerful weapon but the future of their race. Some of the more barmy and untrustworthy types have claimed to meet with real, living Syrne. But that is, of course, totally impossible. And you'd have to be even barmier than they are to go looking.

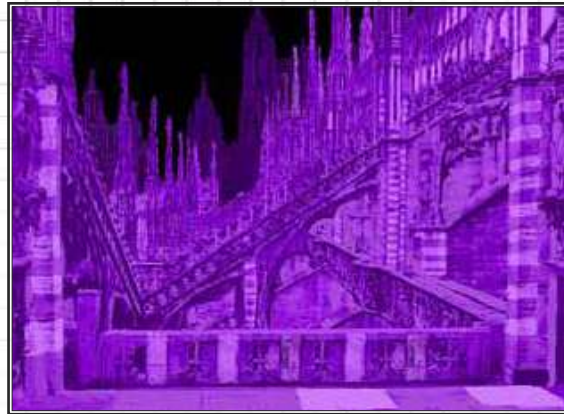
## Commorragh

Not a real Crystal Sphere, the city of Commorragh is a dark parallel to Sigil, a hidden place lying in the Warp itself, a place of anarchy and terror ruled by the Dark Eldarin and their dark god, Lolth, a demon spider queen who protects them from the ravages of the warp. Their depravity knows no bounds, and what happens to the slaves and captives they take is... unspeakable.

### PHYSICAL CONDITIONS

Commorragh is a difficult city to find, existing in the Warp itself. It is built in and on a massive series of constructs called the Webway, secret invisible passageways that create a space not unlike the Umbra - not quite the real world, but not quite the Warp either. It is a place of shadows, the color drained out of everything and leaving it black and white.

The Webway itself is akin to a giant spider's web woven out of a strange material that is rumored to be the lost souls of those who have been captured by the Dark Eldarin and sacrificed to the daemon Lolth. Lolth is the weaver of the Webway, either having developed the technique herself or learned it in some ancient time. Some parts of the Webway seem quite different from the chaotic tangle that Lolth has created, surprisingly orderly and structured, hinting at another weaver.



Within the city of Commorragh, it is much like being inside an immense cavern. The temperature is mild at all times but never quite comfortable, ranging from just a little too hot to just a little too cold. The air is damp and dank, gray fog rolling through the city daily. The light is inconstant and dim, though the bright neon lights of the city provide garish illumination at street level.

It is difficult to comprehend the sheer scale of Commorragh. When someone pictures a city, they typically think of some mere metropolis. Perhaps if they're well-travelled, they may think of a world entirely covered in construction like Dis. Commorragh is so much larger than that. The city is a megastructure that reaches for literally billions of kilometers. In the real universe, such a structure would collapse in on itself, but in the warp it hangs like a tumor in the endless expanse, growing and changing at the behest of Lolth.

The megastructure of Commorragh is connected and built around the webway like a particularly tasty morsel trapped in a spider's web. Because it is located in the Warp, ships can travel directly to it without ever exiting the Warp, making it almost impossible to track those ships or find the city. It's said that only the Dark Eldarin can truly find the city, their pact with Lolth giving them an internal compass centered on the Dark City.

The half-reality of Commorragh has strange effects on people. While the shadowy reality of the webway is fairly safe, certainly moreso than the Abyss that it shields from, it isn't quite the same as normal reality. Light does not travel as far, liquids seem thicker and ichorous. Even emotions are affected - within





the webway not only are lights and flame dimmed, but also anger, joy, and sadness. This is something of a boon for the Dark Eldarin, as outside of the webway they are controlled by their powerful emotions - though some say that their powerful emotional displays are a reaction to the webway itself, overcompensating for the normally muted feelings.

## COMMORRAGHAN INHABITANTS

The most common inhabitants of Commorragh are, of course, the Dark Eldarin. They are the masters of the city, decadent and full of terrible lusts. Slaves of all shapes and sizes can be found everywhere, outnumbering the Dark Eldarin but broken by the tortures and horrors they've experienced. Lolth's demonic minions wander the streets, toying with the Dark Eldarin as they toy with others. Almost any kind of person or creature could be found here, especially if one of the cruel mistresses of the Dark Eldarin would find it amusing.

## COMMORRAGHAN LOCATIONS

### Daemonweb Pits

The domain of Lolth herself, the Daemonweb pits are said to exist near the very heart of Commorragh, a tangle of webs in a space tens of thousands of kilometers wide. There, Lolth and her most trusted servants (who rarely last long before they're suspected of betrayal and replaced with new trusted servants) plot from a massive moving palace of darksteel and mithril shaped like a vast spider crawling across the web strands. Lolth herself is rumored to be a rogue or fallen pattern spider, one of the weavers of destiny. Lolth, of course, has anyone killed if they speak of her as less than a god, so the wise would take care to keep these rumors to themselves.

### Erelhei-Cinlu

Erelhei-Cinlu is one of the largest Kabals in Commorragh, a self-governing socio-economic paramilitary organization. Commorragh is simply too large for any single government to control it, and so the Kabals formed out of the old noble families and pleasure cults. Erelhei-Cinlu is... calling it safe would be improper, but it is slightly less dangerous than some of the other Dark Eldarin Kabals. The Dark Eldarin here have recently recovered from one of the civil wars common to their kind, and have become increasingly aware that they don't exist in a vacuum, and that the Great Wheel can offer them more than just slaves and toys. Outsiders are becoming increasingly common in Erelhei-Cinlu, merchants and mercenaries who have sworn blood oaths to obey the Kabal. The survival rate for outsiders is surprisingly high, and people have actually been known to come back from Erelhei-Cinlu. Few desire to return to the Dark City, but the lure of wealth and untold pleasures tempts many.

### Menzoberranzan

One of the oldest Dark Eldarin Kabals, Menzoberranzan is an archetypical Dark Eldarin city-state, with huge numbers of slaves



existing only to serve the needs of their mistresses. The city is a matriarchy where the most powerful rise to the top through assassination and torture. They say that visitors are welcome here, and that's certainly true. What most visitors learn quickly is that they're welcome as tools and playthings. Anyone visiting Menzoberranzan will quickly become part of the endless game of politics and death that underlies everything in the city. Because the city is so old, it is deeper within the megastructure of Commorragh than other Dark Eldarin Kabbals, often finding itself under siege from the terrors of the Underdark. Menzoberranzan's ruler is Triel Baenre, a priestess of Lolth who commands great respect and fear for her pacts with the Spider Queen. She doesn't rule with an iron fist but a cloaked blade, her enemies simply vanishing.

### Underdark

Vast spans of Commorragh are labyrinths of steel and mist, entire worlds worth of artificial caverns and illogical constructions that seem almost random in form and completely without function. They are often pitch-black, and in the vastness of these spaces, strange forms of life encouraged by the underlying taint of the warp and the radiation of its mutating energies grow into strange ecologies. There are nameless seas as wide and deep as entire worlds that no mortal eye has ever seen, endless twisting passageways through the dark, forests of fungus and vines, half-starved cannibalistic monsters descended from escaped pets and experiments of the Dark Eldarin, and roaming undead. There are rumors of grand treasures in the Underdark, of hordes of gold, weapons, and data that lie for the taking, abandoned or hidden in some lost scheme by one of the Dark Eldarin. Lifetimes could be spent wandering the Underdark, meeting no one, seeing nothing, just alone in the utter darkness and silence.

### Adventure Seeds

\* The population of an entire Crystal Sphere has vanished in a single day. Evidence suggests that the Dark Eldarin have taken them for some terrible purpose. But what could the Dark Eldarin need with such a vast

number of slaves, and how were they taken so easily? To find the answers, the heroes will need to find a guide who can lead them to the Dark City - and unless they hurry, there's no telling just what will happen to the captives.

\* A powerful merchant has made contacts in Commorragh. He's accepted their invitation to meet and discuss a trade agreement to use him as a front to sell their goods and buy what they want from the outside world. He is no fool, though, and requires powerful bodyguards in case this is just an elaborate plan to betray him. Anyone he hires will have to be careful not to anger or offend the Dark Eldarin, lest they decide to turn on the offender and make an example of him.

\* A recent slave revolt in Erelheicinu has made it clear that there is someone organizing the slaves to rise up and fight the Dark Eldarin. The Dark Eldarin have put an





extraordinary price on the head of the instigator. It has become a deadly race to find him, and the heroes might find themselves on either side of the conflict.

## Elysium

A small group of worlds, Elysium is a Crystal Sphere that almost seems an untouched paradise. Each world is blessed with fertile richness and unsurpassed natural beauty. However, these worlds are claimed by the Eldarin, and those who seek to settle there must take care not to disrupt the land or break any of the Eldarin's mysterious laws.

### PHYSICAL CONDITIONS

There are a half dozen worlds in the Elysium system, each one beautiful in its own way. The system is somewhere between a garden and a wild paradise, the ancient Eldarin allowing it to grow and trimming away undesirable growths. Speaking purely in terms of natural hazards, Elysium is one of the safest places in the Wheel. There are no deadly predators here (at least none that will attack people, anyway), no poisonous plants, and no massive rivers of fire or atmospheres of poison gas. The void between the planets is clean, free of all debris both natural and artificial. There aren't even micrometeorites here to scar a ship's paint.

However, there is one extremely real threat here. The Eldarin. While most Eldarin live their lives aboard world-ships and rarely even set foot on a planet, they still find planets useful for some things, and the world-ships of the Eldarin occasionally need repair. They jealously guard Elysium against all who would dare to enter. There are no permanent settlements on any of the

planets. The Eldarin do not want to live on the surface, even here, and space stations and remaining onboard ship are the norm.

The six worlds of Elysium are each suited to a different climate, though all are easily habitable. The first world is a desert, but with surprisingly abundant plant and animal life that makes survival easy for those who know how to look. It is a place of harsh beauty, perfect for those seeking a quiet place to meditate. The second world is a lush jungle bursting with life, hot and steaming and filled with color. Thousands of years of breeding have turned the animal life here tame - they prey upon each other as in a normal ecosystem, but they would never harm the Eldarin (or most sentients, who don't look terribly different in their eyes).

The third world is a hilly grassland with fields of boulders and creeping vines. There are small trees that dot the landscape, each one twisted and stunted and shaped into a pleasing form. Small songbirds and flying insects with glowing wings flutter through the sky. The fourth world is a broadleaf forest, a place of flowing rivers, streams, and wide oceans, with the sound of flowing water cascading everywhere.

The fifth world is much like the fourth, but where the fourth world is temperate, the fifth is chilled, with light snowfalls and needle-bearing trees. The temperature varies just enough to get a freeze and a thaw, allowing for beautiful ice formations and then a warming spring. The last of the worlds of Elysium is a frozen tundra, windswept fields of glaciers and pillars of ice like some natural city carved by erosion.

Just like the first world, this is a place of quiet meditation, with all the tools of survival easily at hand.





## ELYSIAN INHABITANTS

Elysium has a large amount of wildlife, the Eldarin having chosen only the most beautiful and interesting animals to place on their Maiden Worlds. Of course, there are also the working animals that keep the ecosystem working - earthworms and ants, for example. There are always Eldarin in the system, and it's one of the few places that Eldarin from different craftworlds are likely to meet. Visitors from other races are rare, as the Eldarin discourage other races. Violently. With lasers. Still, if one is a true ally of the Eldarin, being allowed to see Elysium is the greatest privilege they can offer, and so even if it is rare, other races can be found here (typically being watched at all times from a polite distance).

## ELYSIAN LOCATIONS

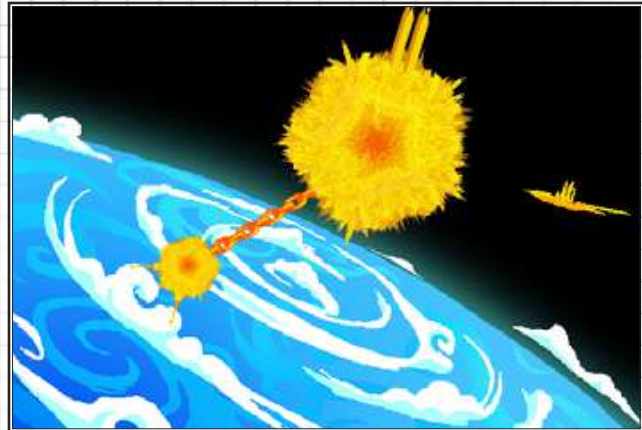
The names of most of these locations have been shortened from their extremely long and poetic Eldarin names to shorter terms that have roughly the same meaning.

### The World Harbour

The only docking platform large enough to accommodate a world-ship, this massive, skeletal space station floats beyond the sixth planet. While skiffs and smaller vessels are typically used to resupply world-ships, occasionally one will need refitting or massive repair work due to some accident or attack. The Eldarin perform all of their repair work here, away from prying eyes. The world-ships are their homes, and so they treat them with great care. This is also the birthplace of new world-ships, built here by sorcery and careful work, growing like a living thing of wraithbone. The process is said to take centuries, and none have been built in living memory.

### The Array

A massive solar array like a net around the sun, The Array provides power throughout the system. The main target for this power grid is to power weather-control devices buried beneath the crust of the six



maiden worlds, keeping them at the same biome from pole to pole all year long. The Array is maintained by a special sect of Eldarin that never leave the system. They are the youngest and the oldest of their race, those with much to learn and those who can teach and have left adventures behind them. Almost all Eldarin serve here, at least for a short time.

### The Axis

A massive space station built out of a massive asteroid, Axis is the closest thing to a real government capital of the Eldarin. It is a meeting place where Eldarin from different craftworlds come to meet and discuss events, trade agreements, and plans for the future. The tone of these meetings is always extremely formal, something like a ball crossed with a political debate. These formal meetings are where many young couples and political alliances are formed. The current commander of Axis is a young Eldarin named Haman Karn. She has distinguished herself as a fighter and a charismatic leader, and rumors say that she Exalted shortly before assuming leadership. She is a dangerous woman, who has a very dim view of the other races and would as soon have them exterminated.

### The Cradle

The Eldarin reproduce only slowly and require time and great care to bear young. The Cradle is a place they built specifically for the purpose. It is a large space station that is extraordinarily well defended. Outsiders are not allowed in under any circumstances, and automated systems ensure that even if every



defender should fall, the developing Eldarin will be taken care of. Rumors say that inside, The Cradle is just row after row of artificial wombs, countless millions of them. And despite this, the Eldarin are still slowly declining, losses from wars too much for them to bear.

### ADVENTURE HOOKS

\* Elysium isn't just where the Eldarin come to have children, but also where they come to die. Under the surface of the worlds are massive catacombs where the bodies and belongings of the most powerful Eldarin lie. A graverobber could make a fortune in a day if he could find his way into these catacombs, if he could somehow get in and out without getting killed in seconds.

\* The Eldarin have been keeping it a secret even from most of their race, but their ability to control the six Maiden Worlds has been slipping. Most recently, a terrible predator spawned on the second world, and has slain dozens of brave Eldarin warriors and only grown stronger from the experience. The Eldarin will reward anyone who can destroy this creature extremely well, though anyone taking the job had better make sure to get a promise of safe passage in and out of Elysium.

\* The Eldarin desperately need to bring some fresh blood into the fold. Elves and Dark Eldarin, though both are distasteful, are perhaps the only answer. The heroes are going to have to escort an Elven Prince and a Dark Eldarin Archon to Elysium and get them both there alive and happy - while defusing whatever plots they have.

## Gehenna

Gehenna is a Crystal Sphere of massive volcanic activity - some obscure change to the laws of reality have made every planetary body turn into geothermal furnaces, with four main planets like twin volcanoes hundreds of thousands of kilometers tall and joined at the base. Countless mountain-sized burning rocks orbit and float with these 'earthbergs'. The closer the 'earthbergs' are to their central star, the more intense their geological activity, with

the innermost constantly erupting and the outermost a cold, almost dead place aside from geothermal vents and cracks.

### PHYSICAL CONDITIONS

There's nowhere flat on Gehenna. That's inevitably the first thing anyone notices on entering the sphere, because it isn't just the planets that are affected, even artificial gravity systems can't compensate. Something about the place makes it utterly impossible for anything to stay stable and perpendicular to gravity. Most ships seem to 'list' at somewhere between ten and forty-five degrees, though some go nearly vertical. This makes getting around the system annoying, since most ships are forced to turn off their gravity - and the ones that can't are stuck with a hill climb just to get around.

There are four main earthbergs, hundreds of thousands of kilometers tall, far larger than a normal planet. Each is a hotbed of volcanic turmoil. Each has mostly cleared the space in its orbit, though it's not uncommon for smaller rocks to tumble out and smash into the earthbergs. The dark void between the orbits of these primary earthbergs is dark and almost impenetrable, a minefield of hot rocks and, away from the central sun, ice. It's impossible to see from one berg to the next, and even trying to get a glimpse of the central sun is difficult - not that anyone would want to. Gehenna's sun is a sickly, half-dead thing that produces dim red light and smoulders with dark shadows like a coal.

The first berg is called Chamada, and is pretty much the most hostile place in Gehenna. In addition to the heat it gets from the sun - the only berg to get much heat from it at all - it also steams with heat from the internal volcanic activity. Though really, little enough of the geological activity here is internal. Most of it seems ready to escape at any moment, and very good at it. At any given time, about half of the surface area of the berg is molten rock.

The second berg is considered to be the most gentle of the four. And it surprises some to think that Khalas would ever be con-



sidered gentle, considering the ground is hot enough to burn unprotected feet. Even so, it's one of the few places with running water. Of course the water runs in great rivers that cut canyons and ravines into the rock. The third berg is a place of ice and fire, occasional rivers of burning rock streaming through glaciers tainted foul and black with ash. It's always too hot or too cold on Mungoth, with nothing in between.

The berg farthest from the sun is Soltheim, a rough place of ice. The volcanic activity here is long dead, and any warmth it had is once gone. It's a brutal, dark place, totally inhospitable to life. Even the tough native life doesn't extend to this location. It's just an empty, dead rock.

### GEHENNAN INHABITANTS

The main inhabitants of Gehenna are, surprisingly, Dark Eldarin. Just as the Eldarin need somewhere in a gravity well to do their thing, the Dark Eldarin do as well - and Comorragh is in the middle of the warp, making it less than ideal for quite a few things. Gehenna isn't well-traveled otherwise, making it useful for them. The native plant and animal life here is limited to fungus and insects of surprising size, some of which are dangerously aggressive. There isn't much here that isn't trying to kill someone.

### GEHENNAN LOCATIONS

#### Vivec

Vivec is the largest Dark Eldarin settlement, a sprawling complex of small arcologies over roaring rivers, connected with bridges deliberately unsafe bridges. The Dark Eldarin decided long ago that safety railings were a lot less entertaining than making the edges of the bridges slippery and razor-sharp. Elite warriors called Mandrakes patrol the arcologies and dispense their own brand of swift and typically instantly-deadly justice. Of course, as to what crimes the people actually were guilty of, well... typically it's merely

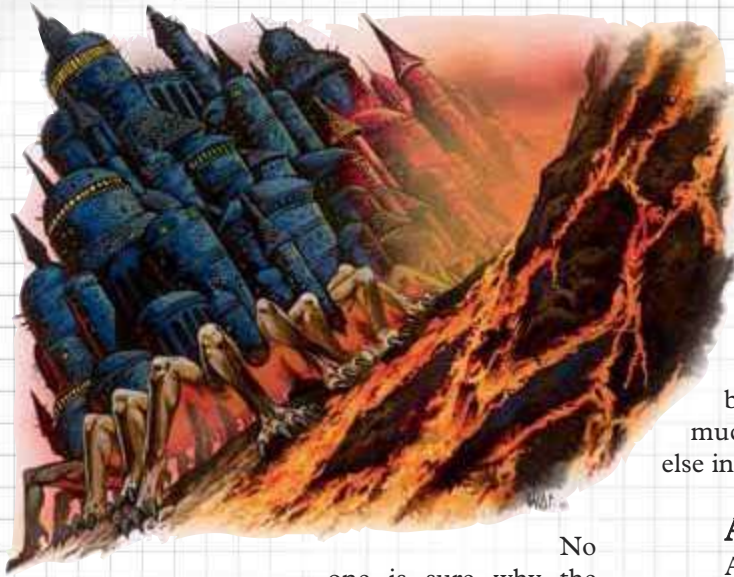


catching the interest of the Mandrakes. A massive temple to Lolth dominates Vivec, and it's said that one of her most powerful servants, half Eldarin and half Daemon, lives there and dispenses orders directly from her dark master.

#### Rura Penthe

Rura Penthe is a prison built on Soltheim by the human Imperium. The place has some of the harshest prison conditions in the Wheel. There are no walls, few guards, and a lot of cold, ice, and cliffs. Unlike most prisons, plenty of people have tried to escape Rura Penthe. The guards don't even give chase when people leave the perimeter - the cold is more than enough to take care of all but the hardiest escapees, and the fact that there's nothing to eat usually takes care of the rest. A few prisoners are wise enough to return. They're beaten, though it's more of a formality than anything else, and put back in their cells with no other mention made of the attempt.





No one is sure why the Dark Eldarin permit this, though the common belief is that they're given a suitable number of prisoners themselves to use as toys.

### Tower of the General

One of the few services that can be had here is mercenaries. There's never a shortage of people willing to hurt other people for a bit of money. The mercenaries here work for a mysterious figure known as the General of Gehenna, and they're some of the best that can be found anywhere, willing to take any job if you can meet their price. Of course, the trouble with mercenaries is that they're, well, mercenary. They'll turn against their employer for the right amount of coin, and they're far too well informed. For a mercenary band, they seem to have their eyes and fingers in everything. Some suggest they've been drumming up their own business and playing both sides.

### Nimicri

Nimicri is an extraordinarily strange place. At some distant time in the past, some race (possibly the Syrne, though it doesn't resemble any other examples of their technology) developed self-replicating machines about a centimeter across. What they were made for has never been proven, but Nimicri is a planetoid made entirely of them. They've formed into roads, terrain, buildings and even crude replications of people made out of small blocks of metal. The place is safe enough, and

the micromachines have surprisingly adept skill at making goods. While the rumors say that the replicators consume people, enough have returned from Nimicri speaking of its wonders and with goods that they got merely for information that occasionally merchants make the trip. And really - considering the number of Dark Eldarin in the system, it would be foolish to think that the place is much more dangerous than anywhere else in Gehenna.

### Acererak's Tomb

Acererak makes his realm here on Gehenna. It is not a place where people are welcome. Magic - powerful magic - is required to get around. The place is a dusty tomb, with many sections sealed off and filled with deadly guardians. There is no air, water, or food. Just dry bones and dust, stone and silence. Those who come seeking knowledge find themselves faced with test after test, with deadly consequences for those who fail and knowledge - gained in the passing of the test - for those who succeed. Acererak does not meet with people. He merely tests them, and lets them learn for themselves.

### ADVENTURE SEEDS

\* On Mungoth, there is supposedly a secret temple, a massive structure designed to entrap a Daemon named Hircine. It's full of traps, mazes, and lesser daemons - either Hircine's servants or spawned from his power. It's said that every hundred years, Hircine has a chance to escape, but that someone called by destiny always appears to gain entrance to his prison and defeat him, sealing him away again for another century.

\* Though it seems impossible, rumors say that there is someone living on Soltheim - a tribe of werewolves that have gone totally feral, preying on the prisoners of Rura Penthe like cattle in a pen. The guards either don't know, don't care, or they have some connection to the wolves that runs even deeper. Prisoners say that the guards \*are\* the wolves, and



stalk the corridors of the prison every night looking for food.

\* There's something actually worth having on Chamada, huge veins of raw dark-steel ore. Of course, they're extremely difficult to get to, since the molten surface sometimes manages to smelt it into its pure form and leave misshapen, unchangeable messes of metal. Anyone who could manage to set up a mine to get at the ore would become rich, but the Dark Eldarin native to the area don't care to have people intruding on them, and have already destroyed one expedition sent by the humans.

\* Under the Arcologies of Vivec, there are caverns driven into the rock that provide direct access to Commorragh, passages through the webway that a person can simply walk down them. They're a tempting target to invaders, especially the Eldarin, since they would provide an easy way to get to the dark city. However, the defenses around the webway passages are said to be some of the cruelest and most terrible known to exist, just deathtrap after deathtrap, designed so there's always the sense the person can escape, but it's just an illusion to make their torturous deaths more painful.

## The Grey Waste

The Grey Waste is a large and easily-navigated Crystal Sphere helpfully located right between Mount Celestia and the Abyss. It consequently is almost constantly turned into a battleground between the forces of Order and Chaos. There might have been life here once, but all of the planets within the Crystal Sphere have been blasted into grey rocks over time, and floating bands of asteroids provide even more pointless strategic points to take and retake in the endless

Blood War, as well as serving as a grim reminder of the forces at work.

## PHYSICAL CONDITIONS

The Grey Waste contains three star systems, though there isn't really much left of them. Endless war has reduced what planets there are to shattered husks, gravel and rocks floating around the three pale white stars of Oinos, Niflheim, and Pluton. There isn't a hint of color here - everything is a shade of grey ranging from charcoal to off-white.

What people learn, very quickly, is that this isn't a trick of the light or the material of the system. The physical laws of the Grey Waste simply don't allow for color. Even the most vibrant colors are reduced to shades of Grey. The effect is draining, emotionally and mentally. Worse, losing the ability to see colors is very bad on many ships that use colors to display things like, oh, warnings, damage, engine condition, and so forth. A ship that goes in unprepared can find itself with a number of meters and displays that are simply useless.

Worse, the lack of color does something to a person, emotionally. People just start losing hope, forgetting dreams and goals, like the Waste is just training them of everything that they ever wished to be. For the most part, the symptoms of this 'Waste Syndrome' resemble post-traumatic stress. Which is certainly something else common enough here. The Grey waste is a battleground, one that has been fought over again and again.





It's because of this constant warfare that almost nothing is left of worth here. The planets have been blasted to rubble, fortresses built and taken and lost and destroyed. Ships come fresh off of the assembly lines to meet their end here. The place is just an meatgrinder, turning men and machines into dust. And yet neither side will stop fighting, or can stop fighting. The Blessed Pantheon and the Ruinous Powers both want this place because the other also wants it.

Most of the fighting here takes place on massive floating rocks, some still bearing the marks of once having been life-supporting planets. The largest are a few thousand kilometers across, but most are only a dozen or so. Armies meet in the colorless dust, in the silent void, and fight battles that mean nothing. Untold billions have wasted their lives here.

### GREY WASTE INHABITANTS

There are only two permanent inhabitants of the Grey Waste. The dead, and larvae, and it's hard to know which of the two is more numerous. Larvae are a type of parasite that somehow survived the destruction of their planet and survived on the only kind of food that was in great supply - the corpses (mostly Aasimar and Tiefling) of the fools and soldiers who come here. They're relatively harmless things.

### GREY WASTE LOCATIONS

#### The Port at the Center

There's a point right at the middle of the Waste, where the gravitational forces are mostly stable and the orbits of the outermost rocks overlap. A massive spaceport was built there, and the owner and operator, Dandy Will, has worked hard to keep it as neutral ground. Mostly he does this by making the place useful to both sides at once - especially with medical technology. He's managed to ex-



tract treaties from both sides of the Blood War to make fighting here illegal, and he doesn't hold to any particular god worship, though Vectron seems to have a major following here, making this sort of an unofficial pilgrimage stop for Vectron's flock to come and see that Vectron is the only sane and stable god, or so they say.

#### Khin-Oin

This place is a massive tower, going right through the middle of an asteroid and out the other side. It looks like nothing more than a spine almost eighty kilometers tall. It's the most important fortress in the entire Crystal Sphere, and has traded hands over and over again in massive battles. The only ones that have held the tower for any significant length of time are mercenaries, though who they were accepting pay from changes fairly often.

#### Death of Innocence

The Death of Innocence is a small town, made of scavenged supplies and emergency shelters joined up together on a mid-dling sized rock (a kilometer or so across) that's well out of the way of the fighting or anything interesting. Death of Innocence is a haven for deserters and war criminals. People who have grown disillusioned of war or simply so shell-shocked they can't take any more. The ruler of the town, Viliki Cainor, is a human who signed up to help one side (she doesn't say which, and here it doesn't matter much) and found that it wasn't at all the glorious battle she had been expecting. She keeps the



place holding together, with a kind and gentle optimism that comforts and makes things work.

### Aeaea

Aeaea is the one remaining intact planetoid. In most other systems, the former moon would be an uninteresting lifeless rock, but here it's one of the most dominating features of the system. Aeaea is never held by anyone for long. There's always some fighting here, and more of the craters come from orbital bombardments than asteroid impacts - an impressive feat considering the Waste is filled with chaotic orbits.

### ADVENTURE SEEDS

\* There is a strange group that shows up to the largest and most important battles of the Blood War and bets on the outcome of the fighting. And when they fighting isn't interesting enough, the meddle to make things more exciting. No one is sure just who they are, but they must be extremely rich and extremely powerful. And very interested in the ebb and flow of the war.

\* The native Larvae are more dangerous than they look. If they're left alone long enough, they metamorphize into strange and unique creatures, beautiful and utterly deadly. They're hateful things, and rumors say they're partly made of the anger and wasted lives of the corpses they feed on, their faces twisted parodies of the fallen and with wings reflecting the moments of their lives they regret most.

\* The Grey Waste is a place of constant decay and death. Because of the Blood War, so much death occurs here that it would have been impossible for there not to have been some sort of major plague. There's a wasting sickness going around that completely destroys a person, body and mind (and, if the rumors are correct, it even eats the soul). People would pay a lot of money for the man who can cure the wasting sickness. Even more if, as the rumors say, it's a weapon that got out of control and someone could find the one who made the thing.

\* There are some exceptionally creative people in the Wheel, and some of them

are just a little too creative. With all the corpses in the Grey Waste, it was only a matter of time before a necromancer showed up to have some fun. But no one expected him to build a city out of the undead. Literally, out of the undead - walls, floors, furnishings, all of it made from corpses returned to a horrible half-life and melded together. Corpus is a fairly safe place, but it's said that the mysterious man who made it has an artifact of extraordinary power that's letting him do all of this.

## Mechanus

The Dead Worlds. Mechanus is ordered and set like clockwork, entire worlds merely gears within a great machine. It is a lifeless place of constant machine motion and cold law. This is not a place for living creatures, all traces of life quickly eradicated by the Modrons, horrible immortal things of living metal, nearly mindless, just cogs in the machine themselves. Where once they were just rumor, the Modrons are awakening from their great slumber. Some scholars warn of a great March that will see them eradicating all life from the Astral Sea, leaving it barren and pristine again.

### PHYSICAL CONDITIONS

Almost none have returned to speak of it, but the inside of the sphere of Mechanus is one great machine, a Dyson Sphere that presses against the confines of the Crystal Sphere. Gears the size of worlds turn in space, pistons pump, and everything is bathed in terrible green light. The Modrons are not yet fully awake, and so Mechanus is merely as dangerous as being inside of an engine while it's running, rather than actively attempting to destroy everything that infests it.

Mechanus is a hellish place, beyond the imaginings of most. It is like a vast clockwork tomb, lifeless and yet full of movement. Necrodermis forms the bulk of the structures of the realm, that nightmare metal that somehow lives. Warp energy simply does not function in Mechanus. Spells fail, enchanted



weapons dull, and magical protections vanish. The deeper one tries to go into Mechanus, the more powerful this effect. On the outskirts, only those effects needing the most magical energy fail, but eventually even the simple spell becomes too much.

Should someone be foolish enough to go deep into Mechanus, they will find seas of black oil, forests of pipes and chimneys, and arcs of terrible green energy like impossible lightning. It is an utterly hostile place, where nothing natural is wanted or permitted to exist for long. Merely being here can quickly draw the notice of whatever foul systems run this Sphere, defense systems coming online with enough power to destroy anything that stands against them.

The whirling gears and moving machinery of Mechanus pose their own threat to anyone hoping to explore the place. The sheer size and hostility of Mechanus means that no one has really been able to sit and map out safe routes through the gears. The smallest, most maneuverable ships can get quite a long ways in, though the ones that dare to almost never return.

## MECHANIAN INHABITANTS

Modrons, and nothing else. And the gods themselves can't help you if you run into a significant force of Modrons. Turn tail and run and hope that you're very quiet or you're with someone you don't care much for and can easily outrun. Fighting the Modrons here is a fool's task - not only will they just come back almost instantly, but every second a berk fights, more and more of the damned things will wake up to kill him.

## MECHANIAN LOCATIONS

### Black Oil Sea

One of the most obvious features in Mechanus are the seas of glistening black oil. The stuff seems to be as

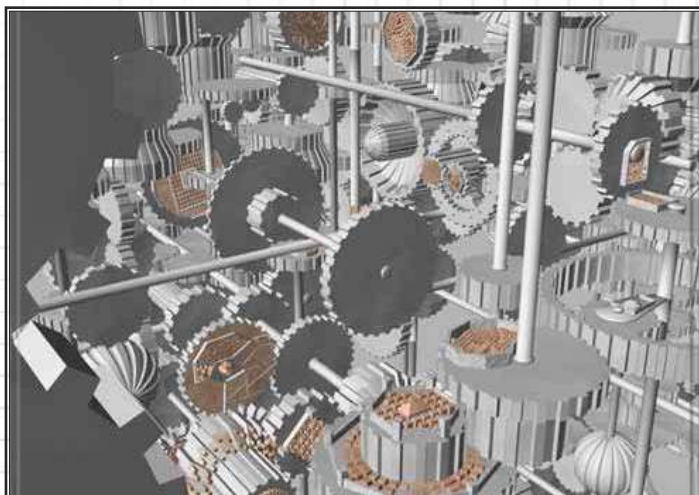
alive as the rest of the realm, horrible in its own way, pouring and pooling in ways that just don't seem natural, waves breaking in ways that are terribly wrong, and currents and flows like countless worms slithering around and over each other. The oil is dangerous on its own, carrying a terrible disease that destroys living tissue. Rumors say that it can even convert machines into Modron technology, the metal itself festering and turning to necrodermis, but no proof has ever been found to the wild stories.

### The Pylon Forest

A perfectly regular forest of identical and bizarre machines, all standing perfectly still. The Pylon forest seems like it should be just a note on a map, but the pylons themselves seem to somehow distort magic around them, like lightning rods or mirrors. No one has discovered just what they are for, or how they are able to achieve this effect, though some suggest that the pylon's branches might extend not just through three dimensions but into the warp or some other higher dimension, and serve as some kind of beacon for the Modron's unexplained ability to teleport without using spellcraft.

### The Afterlife

It's where you end up if you spend too bloody long here.





### ADVENTURE HOOKS

\* A worried scholar thinks that the Modrons are awakening, very soon. He needs hard data to back up his theories, though, and there's only one place he knows to get it. He needs the heroes to capture a modron alive (or whatever you call one that's still kicking) and extract the data from its clockwork shell.

\* The black oil of Mechanus is a powerful poison, one that can even fell one of the Exalted, and this fact is not lost on those who deal in death. An alchemist is willing to pay through the nose for raw Mechanus Oil, especially if the heroes can find a large supply for him. Getting in and out is only half the danger, though. Who knows what it might do, just sitting around. Or worse, if even a drop got into the workings of the ship...

\* It's a dangerous job, but someone needs to destroy the Mechanus Portal Relay. While it could serve as a way to mount an offense against Mechanus, the risk of the machines escaping is simply too great to ignore. The heroes must find a way to take the Portal Relay offline forever - no easy task when they've been running for tens of thousands of years with no sign of wear.

## Mount Celestia

An impossibly giant mountain, larger than worlds, rising from an ocean that fills half of a Crystal Sphere, Mount Celestia is the home turf of the Blessed Pantheon in the same way The Abyss is to the Ruinous Powers. No mortal has ascended to the top of the mountain and returned to tell what he found at its glittering peak. Aasimar call this place home.

### PHYSICAL CONDITIONS

Mount Celestia is one of the more impossible places in the Wheel. While some other impossible places are roiling chaos or great machines, Mount Celestia looks fairly normal at first. It's simply a mountain rising up out of the ocean. The problem is that the mountain is the size of a solar system, and

the ocean fills half of a Crystal Sphere. Gravity here, as you might expect, isn't quite normal.

Gravity, in fact, is the most interesting thing about Mount Celestia. It seems to vary not with time or place but with each person, as if they're weighed down by their guilt. Scholars have named the phenomenon 'Intelligent Falling'. It seems to be some form of Warp phenomenon, as anyone with sufficient magical resistance reduces the effect or even becomes next to weightless. Objects are all affected as though they were in a normal gravity well of average strength. The notable exception is that nothing can fly up the mountain. The only way to ascend Mount Celestia is by walking the paths or climbing the sheer cliff faces. Ships can only hover slightly above 'sea level'.

Natives divide the mountain into seven Traverses, starting at the seashore of white sand that marks the sea's end. The layers are like huge terraces the size of planets, yet the next highest is always just barely visible and shining brightly. Climbing from one Traverse to another is difficult, and dangerous for those who are feeling the effects of the Sphere's gravity. The next Traverse always looks beautiful and inviting, but the higher a body goes up the mountain, the farther off and more difficult they are to reach. Thin mist and haze prevents anyone from getting a good look at what lies ahead, though the glimpses and imagined sights are impressive indeed.

Mount Celestia contains the domains of the Blessed Pantheon. They make their homes at the very top of the mount, making them almost completely inaccessible to mortals. No one has ever conquered the mount and returned to speak of it. Whatever is up





there is either so beautiful that no one wishes to return or else so deadly that anyone who breaks into it is put down before they can escape with the secrets. Those who worship the Blessed Pantheon will assure you it's the former, but the dark of it is that the latter is more likely - no matter how much they might present themselves as benevolent, Mount Celestia is the center of the Pantheon's war effort, and it's likely they're doing something there that they don't want anyone to know about. The wise don't ask questions.

Justice and law here are meted out by the Aasimar. As servants of the Pantheon, they rule by divine will and make sure everyone knows it. Justice tends to be fair but immediate - the Aasimar here are ready for action and take it where they can find it. Death isn't the only punishment, though it comes pretty quickly if the criminal isn't willing to pay their fine or get thrown in jail or exile.

It's a nice place, really, despite the Aasimar occasionally taking a bolter to someone's skull. The weather is always pleasant and warm, with light rains that are more refreshing than annoying.

## CELESTIAN INHABITANTS

Almost any sentient race can be found on Mount Celestia. Almost any. Tieflings are not welcome, and any Tiefling that does happen to find their way here are kindly asked to leave. Asked once and then exiled. Animals here are universally tame and small, with nothing larger or more dangerous than the sheep

some of the farmers here raise on the lower Traverses. Aasimar are born here, and form a kind of upper class (though they'll deny that and say everyone is equal).

## CELESTIAN LOCATIONS

### The Fortress of Sigmar

Sigmar's realm on Celestia is a massive palace the size of a continent, centered on a golden throne that wouldn't fit in many nations. Sigmar's most trusted servants, the Custodes, are all Aasimar Chosen with thousands of years of experience. Sigmar has a large personal army, though they're almost always out among the Spheres, on one crusade or another. He isn't the type to have an army and not actively use it. Anyone approaching Sigmar's fortress finds that every stream and hill, every tree and rock, everything is purposeful and planned. There is nothing here that is untouched and made useful, and that includes the people. Any heroes entering his realm find that they're directed where they need to go rather than his fortress, and can only approach if Sigmar allows.

### Bahamut's Palace

Bahamut's Palace is a glittering wonder built entirely out of treasure, with windows of gemstones in settings of gold and silver, walls of inlaid copper and ivory, and floors of





jade and beaten electrum. It moves from place to place, and is one of the few realms of the Blessed Pantheon that mortals have much of a chance of really seeing, though approaching it would be foolish. Bahamut has the smallest personal army of any of the Blessed Pantheon, but the quality of that army is exceptional, as he leads a force of dragons, each one worth dozens of the best soldiers. This is also an exceptional way to discourage thieves. No one would be so foolish as to steal from Bahamut's Palace with guards like that. Well, no one who wasn't sure they could get away with it.

### The Soulforge

Moradin's realm is a gigantic forge, with an anvil forty meters high and a river of pure divine energy. Moradin creates great wonders here. The Squats say that the souls of their race are forged here, each one personally made by Moradin. It's also said that this is the place where the Aasimar are born, reforged from what they were before into their new forms, like tempering a sword. No one is sure just what the process entails - the Aasimar lose almost all their memories of their former lives and all memory of whatever is done to them. General consensus is that it's probably better that they don't remember. The process is likely a long and painful one, given the massive changes made to their bodies.

### The Unconquered Sun

Pelor's palace sits at the very highest point of Mount Celestia, providing the light that shines down over the rest of the Sphere. The palace shines like the Sun itself, blinding anyone who looks at it for too long. Most have to wear blindfolds here, as even a glimpse of the inside of Pelor's realm will render a man sightless forever. His servants are so familiar with the palace that they can guide visitors around without having to see their path, but to those who seek to invade the palace becomes a terrible maze that the unworthy cannot navigate. Thieves and spies find that every step twists and turns, and they soon find the ground under them changed to soft loam as they turn a corner and are abruptly outside of his realm. The entire structure is shaped like a sphere of orichalcum, glowing with heat and

yet never hot, just comfortably warm. Pelor's sanctum is said to be at the very center of the palace, a place of pure light, beauty, and hope, where he bathes in the light of all the stars of all the Crystal Spheres.

### The Halls of Justice

Cuthbert's Realm is not located on the seventh Traverse, but on the very first. He prefers to keep his distance from the other gods. His realm is a gigantic prison, where he seeks to 'reform' captives to the worship of more proper gods and ways of life. There's a kind of aura about this place that makes it difficult to resist following the orders of the guards, and most of the countless prisoners just kind of mill about, confused and lost, when they're not being told what to do. It's a peaceful place in its own way, just horribly oppressive and not a very nice place. No one gets to see Cuthbert. He deals with everyone through underlings, locked away reading through his giant book said to contain every transgression and broken promise.

### ADVENTURE HOOKS

\* There's a man willing to pay a small fortune to anyone who can get one of his friends out of Cuthbert's prison. The chap seems to know the location of some hidden trove of relics from a massive theft before getting locked up on Mount Celestia for some minor crime. Getting him out is only going to be half of the problem - the heroes are going to have to find some way to deprogram him, and he doesn't want to return to his old ways.

\* One of the Traverses of Mount Celestia has taken to worship of the Grey Council. The Blessed Pantheon is having the entire Traverse purged, and evidence suggests that this isn't the first time it has happened. The heroes are caught in the middle, and must find a way to escape or somehow stop this purge.

\* On the first Traverse, an underground trade in a strange new drug has surfaced. Apparently someone has managed to get their hands on some of the divine energy that Moradin uses to forge his wonders, and is using it as an ingredient in this new, highly-addictive drug. If they can find the alchemist

mixing it, the heroes could become rich. Or they could stop him from getting thousands addicted to his vile poison. Whatever floats their boat.

\* There are countless minor holy sites scattered throughout Celestia. The stewardship of one of these sites belongs to followers of Pelor, a small group of female paladins who are willing to lay down their lives to protect the shrine. A group of knights from another holy order has come to challenge their right to the shrine, as it is an important site to their god as well. Unless someone intervenes, and quickly, it will erupt into a holy war.

## Pandemonium

We don't go to Pandemonium anymore. Not since the reports came out. Endless screaming tunnels in the blackness. Madness and death are all that await here. Don't go to Pandemonium.

### PHYSICAL CONDITIONS

So for some reason you're stupid enough not to follow my good advice and stay away. More's the pity. The three things a person has to get used to in Pandemonium are

deafness, madness, and blindness. The very first thing more people notice about the Sphere of Pandemonium is the noise. Of course that's like saying the most noticeable thing about fire is that it's hot. In most places, the winds of Pandemonium blast with hurricane force, a deafening roar through the endless black caverns. There are some places where the wind is just a nerve-wracking moaning, but they're few and far between.

At this point one might wonder how winds can howl that strongly in space. Pandemonium is one of the stranger Crystal Spheres in structure. There's no planetary system, no giant megastructures. Just massive caves, starting as kilometers wide and enough for ships to find somewhere to dock and eventually narrowing to cracks in the endless black rock, wind moaning and pouring through them.

And that wind is the most dangerous thing in the sphere. It doesn't just blow air about and make noise, there's something about it that will drive a person completely insane. The constant howling is enough to drive a person barmy, sure, but everyone who hangs around the place long enough eventually goes crazy. Some are lucky and manage to go only a little insane, but spending any time here is call for a long session of therapy later.

The next thing most people will notice about the place is that it's dark. Pandemonium is utterly and completely without light sources. The only light anywhere in the sphere is that maintained by those visiting or living here. Most would think that the lack of light would be the first thing most people notice, given that most folks rely on sight as their number one sense. But that just goes to show you how thoroughly noisy Pandemonium is.

Carrying





around a light source in Pandemonium has its own dangers - it makes the person carrying it an obvious target, and in a place full of crazy people, whatever monsters are lurking in the dark, and the nameless horrors of the endless caverns, well, being a target might not be a wise idea. Luckily, actually traveling the tunnels of Pandemonium bears some resemblances to actual spelunking. Gravity here points towards some unseen center of the sphere. No one has found their way to the center (or at least no one has returned sane enough to talk about it).

Travel through Pandemonium's endless caverns is further complicated by the foul water flowing here. Most passages have a stream of one size or another, whether it's a bare trickle or a raging torrent. If they're moving very fast, these streams can throw up a spray that fills the air with an oily mist and makes footing horribly slippery.

The last effect that Pandemonium has is one that people don't typically notice at first - lights just won't go as far. They're as bright as ever, illuminate just as well, but at less than half the distance they should go... they just stop, like they're hitting a wall of shadow. The darkness here is almost a physical force. And speaking of that, anyone going into the Umbra here will quickly learn that that's a bad idea. The Umbra's psychic landscape is not a friendly place in a sphere that is all darkness and madness. The number of predators there is very high, and they are so very hungry.

## PANDEMONIUM INHABITANTS

Pandemonium isn't some summer resort where people go to spend holiday. There are not a lot of people who want to come here and spend any amount of time. It's one of the least populated Crystal Spheres, especially after some of the recent events. See, not too long ago one of the few permanent cities in Pandemonium was destroyed by something - no one knows what - and what was left behind



was so unspeakable that almost all of those who were sent in on the rescue operation were lost to the horror as well. Something lurks in Pandemonium's depths. Something horrible.

## PANDEMONIUM LOCATIONS

### The Black Flag

The one thing Pandemonium is really good for now is as a place to hide from the rest of the Wheel. There aren't many groups that'd pursue someone here - a thief would have to have something damned important for a government to consider the risk worthwhile. The Black Flag is the name of a huge pirate base, where pirates and crooked merchants meet to trade goods, stories, and to hide from the law. The exact location is a closely kept secret - the Black Flag is careful about just who is allowed to dock at their station. The place is built like an armored space station, airtight and with baffles and insulation to keep the worst of the noise out. The owner of the Black Flag is a pirate king named Atomsk, said to have such amazing skill as to steal entire planets.

### Ravenholm

Ravenholm used to be the largest city in Pandemonium. Used to be. It was established to act as a mining camp, with some degree of success. The most attractive part of the city, for most, was that absolutely anyone was welcome. They would take people in, find them work, and let them forget about their

past as long as they behaved themselves in the present. It was the kind of place where a person could redefine themselves and escape the horrors of their past. But a few years ago, something terrible happened. No one knows if it's the result of some daemon infestation or an artifact that was supposed to be sealed away or some kind of contagious psychosis, but every single person living in Ravenholm was killed in a single night, just a few hours of terrible violence. Or at least it's assumed that everyone died. The rescue effort turned up mostly fragmentary bodies, people torn limb from limb, before the rescue team succumbed to the same psychosis and contact was lost.

### **Phlegethon**

Phlegethon is a region of rare beauty in Pandemonium. This part of the Sphere is surprisingly cold, like the composition of the walls leeches heat away, but the walls are beautiful, dripping water giving rise to great columns, stupendous stalactites and stalagmites, and incredible curtains of rock in magnificent variations of color. The colors of this place make it great for sightseeing, but there are stories that there's something terrifying here, spirits of earth and air and cold, phantoms and faeries that lure people deeper into the tunnels where they're never seen again.

### **Agathion**

Somewhere close to the core of Pandemonium is an area that explorers call Agathion, where the passages stop, and caverns are sealed away, bubbles in the endless rock. Where breaches exist, the wind howls into

miniature tornadoes. Bubbles without a breach are utterly still. Only about half have air, the rest merely vacuum. They're obviously incredibly hard to find, and it's rumored that the gods themselves use them as vaults to hide away things they don't want stolen, things they don't want running loose. It's certainly true that things are found in the bubbles, things that couldn't possibly be there.

### **ADVENTURE SEEDS**

\* The eldest daughter of a royal line, next in line for their throne, left her home Crystal Sphere and became a pirate. Unfortunately, her father has just found his way into the next world thanks to an assassin, and even if she isn't a fan of the idea she's needed back at home. Someone is going to have to go to the Black Flag and find her - before the assassin can.

\* Whatever happened to Ravenholm, it's spreading. Several other small outposts have stopped responding after transmitting messages of such horror and fear that it's been hard to find anyone to even fly over the sites. Unless the cause of these disasters can be stopped, the entire place might become a charnel house. The last thing Pandemonium needs is to be an even worse place than it is.

\* Rumors say that Aboleth and Mind Flayers have a massive city here, hidden somewhere in some massive underground sea. If there's truth to these rumors, then this hidden city represents a grave threat to the Great Wheel.



Marina Pheonix waited, perfectly still, behind the chest-high wall of reinforced concrete. She had only noticed the trouble moments after she had entered the room and her sensors picked up the fresh exhaust fumes. She had only just barely managed to get her light-bending implants active before the walking tank locked onto her. The thing was just waiting for her to leave cover now.

And she didn't have much choice. Her target was down there, the tank standing over it like a mountain of steel. She checked her rifle. She wasn't sure why she was checking her lasgun. It'd be as effective as shining a flashlight at the hulk of metal. She was really starting to wish she'd brought a bigger gun.

"Marina, can you read me?" came the whisper on her comm implant. It was Chief Anya. Marina touched her chin, a reflex from when she had been merely human and wore a radio instead of being one.

"Yeah," Marina subvocalized.

"We have your transponder location again. What's the situation?" Marina quickly glanced over the wall. She was able to look for half a second before a hail of fire from the tank's heavy machine gun blasted into the concrete of the wall. She ducked down as the bullets tracked up and nearly hit her.

"He's in the back of a ground transport. There's a spider-tank covering him. It's going to be hard to get to him like this."

"The ship will be directly overhead in thirty seconds. If you can get it out in the open and give us a firing solution, we can give you fire support." The sound was nearly drowned out by the thundering impact of the shells against the concrete. Marina wondered how long it would hold out. She felt it crack. Not long enough.

Marina activated her Veil system, and light bent around her as she channeled warp energy through her artificial body. She got up and ran for it just as the barrier shattered. The tank must have had one hell of a sensor suite - the bullets started tracking her motions after just a moment. She'd have only one chance.

The arcane pyros flowing through her mechanical heart flared, and power surged into her legs. The promethean jumped down to the lower level of the room, level with the tank, and ran serpentine for it. A lucky shell bounced into her left arm, shredding her artificial flesh and exposing orichalcum bones to the air. Marina ignored the warning alerts flashing in her vision and jumped again, cooling vanes on her body springing out and flaring with discharge as the Pyros surged through her again.

She landed on top of the car, and with another quick motion as the tank scrambled to get a firing solution that didn't include the thing it was trying to protect, she got on top of it. The tank stumbled off to the side, confused, and got right under the shattered skylight.

Marina grabbed the hatch with both hands, pulling with all her might. The hatch popped, and her damaged left arm went with it. She swore, then drove her right hand into her chest, tearing her transponder free.

"I want you to fire directly on my transponder signal!" Marina shouted, forgetting to subvocalize. She threw the transponder into the tank's hatch, then jumped away, rolling as she hit the ground. The tank spun to face her. The gun started tracking her. She had landed wrong. She had no speed. She couldn't run.

"Understood. Firing lance battery." Just as Marina was looking into the black void of a gun barrel, a blinding red light struck down from the heavens, and a hole was burned right through the tank. There was a crack as the superheated air expanded. The tank shook like a leaf for a moment as the VI systems inside it crashed. The beam drifted slightly, cutting the tank in two. Molten steel dripped to the floor.

"I think you got it."

"Is the target still in one piece?" Marina walked over to the transport, a mixture of machine oil and blood dribbling from her severed arm. She opened up the back door and unzipped the black bag there. A blank face stared up at her. She smiled.





## THE STORY MASTER

**T**his chapter offers guidance for you to share stories about grand Heroes molding the fate of the Great Wheel and provides advice for running a game of DUNGEONS THE DRAGONING. You will learn the practicalities of running a DUNGEONS THE DRAGONING game, how to create your own campaign and how to simplify bookkeeping. You will also find some rules for character advancement and tips on the tone and themes of the game. Take what you need, ignore what you don't, and run the best damn DUNGEONS THE DRAGONING game you and your players can come up with.

### GETTING STARTED

As Story Master, your first goal is to focus the options for the DUNGEONS THE DRAGONING game. You need to create some general parameters for your game, and the players need to do the same for potential characters. Next, you need to figure out the style of game you're trying to run and where it will occur in the Great Wheel. Finally, you need to work with your players so they can figure out how their characters interact with your campaign.

### Initial Questions

Before you begin a DUNGEONS THE DRAGONING campaign, you and your players need to answer some basic questions about the characters, the setting and the rules. Story Masters need to figure out the following:

- \* Are there any elements of the setting that you want to explicitly avoid? Will you need to change or ignore any of the rules before you play?

- \* Who are the direct antagonists and recurring characters the Heroes will encounter throughout the campaign? With what allies do the heroes begin, or what aid can they initially procure? How far across the Wheel do you expect the game to span?

- \* Where are the characters from? How did they arrive at the game's starting location? How do they know one another?

- \* What areas of knowledge and expertise does each character bring to the party? Are there any hooks characters should possess or avoid? Should the characters have vastly different capabilities, or is it okay to overlap?

- \* Should the characters form a balanced party with healing, skills, fighting, and magic? Can they possess similar Backgrounds such as belonging to the same organization or



matching artifact armor?

Use these questions to get started. If you like to plan ahead, come up with useful questions of your own for current or future games.

## ✓ CHANGING THE RULES

You are in complete control of your game and can change any rule you want, at any time, for any reason. However, DUNGEONS THE DRAGONING rules often interlock with others, so be sure you understand what the rule affects before making changes. Players who find their spells and special attacks invalidated by your changes can become frustrated, particularly if they discover this during play. Be flexible in each case, and always apply the rules consistently.

## KEEPING CHARACTERS UNIQUE

It's okay if characters have similar Characteristics and Skills or have the same race or Exaltation. If players have character ideas that overlap, have them work together to make sure their concepts aren't too similar. As long as nobody feels her character is overshadowed by another (whether by numbers on a sheet or involvement in the story), each should be able to fill her own niche. Character choices are broad and customizable enough that no two characters need be alike.

# THEMES IN DUNGEONS THE DRAGONING

The universe of the Great Wheel, and the DUNGEONS THE DRAGONING game which resides within it, are different from any other science fiction setting. To better evoke this universe and weave its flavour and colour into his games, the Story Master should become familiar with its key themes. Being able to add these themes to a game will help to make it undeniably set within the



realms of the Great Wheel, and by extension, help the players to better sink into the roles of their characters.

## The Ancient and the Forgotten

The Great Wheel's standard calendar runs from the disappearance of the Syrne over 40,000 years ago. There is an incredible depth of time, tens of millennia, ages of galactic history that lie forgotten and lost, either destroyed in war or simply forgotten over time. The Great wheel is filled with mysticism, fear, and superstition, and people survive huddled together away from the darkest parts of the universe. Crystal Spheres lie unexplored, Syrneth ruins dot the stars, and the golden age of the galaxy is long past.

## Into the Unknown

Every hero has their quest, goals for their gods or their avarice or their own personal moral values. These quests drive them to become prolific explorers, some of the few in the Great Wheel willing to take on the dangerous task of charting pathways into Crystal Spheres and breaking the ancient laws to open new paths on the Portal network. Such is the vast scope of the Galaxy that entire empires of aliens, lost worlds, and never-before-seen ce-



lestial phenomena have all been found hidden within the folds of the known stars or on their edges.

### Points of Light

Civilization is not the norm in the Great Wheel. Most of the galaxy is unexplored wilderness and the centers of civilization are few and far between. There are great empires and powerful worlds, but the void and the unknown dangers in it separate them by huge gulfs of time and space. Anything could be lurking off the beaten path, and any journey carries with it the inherent dangers of Warp Travel. Almost anything could happen to a world without anyone noticing for a long time.

### One Minute to Midnight

The galaxy is tottering on the brink of ruin and disaster. There are enemies around every corner, from daemons to the ancient nightmare automatons of the modrons to the vile aliens that lurk in the shadows. Across the Great Wheel, there is a constant struggle to survive. Doom fills the air, and the end is nigh.

## Game Styles

There is no one true way to play DUNGEONS THE DRAGONING, but there are basic assumptions many players

bring to the table. If you need inspiration, or if your players want to try something different, use these style summaries for ideas. Each includes a 'focus' a general recommendation for building characters to suit that style.

### "Vanilla" Dungeons The Dragoning

The most obvious DUNGEONS THE DRAGONING game involves the Heroes returning to the world, confronting their enemies, establishing a power base, conquering the surrounding regions and becoming god-kings. Their grand conflict could involve drawing a line in the sand and fighting anyone who dares cross it. It could mean working behind the scenes to spy and assassinate. It could even mean actively seeking to bring down the Factions, either from within or without.

The players' characters eventually end up calling the shots in their own empire carved in the stars, defending their people and the Great Wheel from all who oppose them. This style can emphasize rebuilding and restoration of society from the tragic mess of things made by the Factions, or it could focus solely on the long, hard road to seizing Sigil itself.

Focus: No change.

### By Your Powers Combined

DUNGEONS THE DRAGONING is usually over-the-top, but this style cranks it to eleven and pours enough excess over it that Slaanesh would be pleased. This game might involve Heroes with color-coded powered armor riding drop pods down into a hot battle zone where they fight hundreds of enemies then return home to be embroiled in melodramatic, soap-opera relationships with storyteller characters (or each other). The players' charac-





ters may sport Lascannons, Null Rays, and the ability to call down orbital strikes upon their enemies. Powerful individuals and organizations will have complicated, intricate plots that might inadvertently destroy the world.

This style of game harks back to how the Wheel looked back when the Syrne were in charge, the golden age of the galaxy, but it can be really fun if you're going for a more extreme vibe. Be sure to throw in a vengeful Dragon Empire, an enraged behemoth that is slowly eating Crystal Spheres, and mysterious dead ship floating between the stars made of some terrible living metal.

Focus: Artifact Background.

### Outlander

Perhaps the known Crystal Spheres don't interest you much at all. Whether the call of the stars has lured the characters to a life of searching out lost treasure or simply exploring to see what lies at the second star on the right, there are alien ways of living and surviving in the stars that might appeal to the Heroes. An Outlander game brings the character in close contact with these foreign elements, letting them boldly go where no man has gone before.

The Storyteller should concentrate on the differences between the new expanses the players are exploring and the familiar places they come from, highlighting the peculiar denizens and the strange logic by which they operate. Remember that the Heroes are powerful on a large scale, so even in these alien worlds they represent a force to be reckoned with - don't make them the smallest fish in a very big pond.

Focus: Lore skills.

### The Clans

Similar to a standard game of DUNGEONS THE DRAGONING, this style of game focuses more on a single common background. Each character belongs to the same race or has the same Exaltation, allowing them to focus on the internal politics of that group.

This style of game can encompass smaller and more focused

problems, and typically allows characters to come together and focus because of their shared background. They might be seen as heroic special agents of their government, a special team of experts, or members of the same vampire clan or werewolf tribe. By having one element be the same for all characters, it gives everyone common ground to work from.

Focus: Social Backgrounds, Differing skillsets.

### Miscellany

There are many other game styles you can apply to your DUNGEONS THE DRAGONING game. Here are a few more suggestions:

*Bolter and Chainsword with Daiklave* is a lighthearted, goofy take on the DUNGEONS THE DRAGONING setting. Perhaps the characters are all teenagers in a Sigil academy or must prove their worth to be a ruler by finding the Lady of Pain a date for an exclusive ball. This style doesn't take much of anything seriously and is mostly played for the lulz.

*Invasion!* presents your standard DUNGEONS THE DRAGONING game with a massive influx of otherworldly beings bent upon conquering, enslaving, or destroying the Great Wheel. The characters attempt to fight, delay, or flee from the seemingly unstoppable enemy, be they Daemons, the armies of the Modrons, terrible beings from beyond the stars, aliens from a newly-opened Crystal Sphere, angry ghosts, or anything else.







Perhaps the characters can stop the invasion with some form of Synchron superweapon after finding allies among those who would normally seek to destroy them.

*The Hero Who Came in from the Cold* assumes a game of intrigue and espionage, perhaps with the characters working for one of the Factions, a powerful Rogue Trader, a particularly important government, or even a god. The characters won't always know who to trust, but they must rely on brains, skills, and cunning to survive rather than their combat capabilities.

*Sorcery & Sorcery* is similar to a standard DUNGEONS THE DRAGONING game, except every character plays a sorcerer. Should the players wish to emphasize this aspect, the game can take on a life of its own as the Story Master plays to their sorcerous ambitions.

*Walk the Earth* is perhaps the simplest form of game, for it follows the characters as they wander around the Wheel with no overriding purpose beyond a desire to see the universe and have unique escapades in new places. This style of game is a DUNGEONS THE DRAGONING travelogue, allowing Story Masters to alter the Wheel as they see fit to share cool, standalone stories set in a personalized backdrop.

## FORMING A PARTY

There are many reasons why a group of Heroes might form a party. Some of the most common are these:

### The Enemy of my Enemy

The easiest way for characters to encounter one another is when they're working against a common menace. They might be on the run from some terribly powerful evil, or they may simply be out to take down the same dark overlord or oppressive tyrant. Characters can come from almost anywhere in the Great Wheel, and even if they don't necessarily know each other, by the end of the first adventure they should decide to stick together for their own safety, at least for the time being.

### The Gods Will It

If the characters have similar alignments, they may have been thrust together by the will of the gods themselves. The Ruinous Powers, the Blessed Pantheon, and the Grey Council can all exert an otherworldly impetus to unite the characters. If this pull is not subtle, the Heroes might receive prophetic dreams full of places they have never been. The Heroes travel to find one another, for their visions clearly indicate the importance of the other characters to the accomplishment of their divine task. This backdrop works well in a game with an emphasis on the more mystic elements of the setting.

### Supernatural Conspiracy

There is no shortage of people looking to improve their position, and naive Heroes can make perfect tools if properly controlled. At least, that's how the ambitious and the arrogant view it, be they one of the Factions of Sigil, a collection of daemons, an ambitious government, a cunning Pirate Prince or any number of supernatural movers and shakers. While the characters begin the game serving a power they are told is greater than their own, they should have many opportunities to disabuse their controllers of this notion.

### Beyond the Call to Action

The characters knew one another be-



fore they became Exalted. Perhaps they were all close friends. Whatever their backgrounds, they are now Heroes who stick together because of their previous connections. The implications of so close a group all ascending to become Exalted at the same time could easily become a major plot point.

## RUNNING THE GAME

**DUNGEONS THE DRAGONING** is unlike a lot of roleplaying games when it comes to the level of control provided to the players. This can be daunting to even the most experienced Story Masters, to say nothing of those running a roleplaying game for the first time. The important thing for both you and the players to realize is that the characters control the direction of the game. While they regularly react to circumstances you provide them, you will just as often be the one improvising a response to what they are doing.

### The Prelude

You might want to run a short session called a prelude as the players get a feel for their characters' personalities. We recommend you do this with each player individually before the first session. A prelude should be a short session focused more on roleplaying and involve few, if any, dice rolls. They provide a way to explore a character outside of the nor-

mal pressures of the game. These minisessions are also useful for deciding exactly what characters do during their downtime and as something to do if not everyone can show up for a full session.

### The First Session

The first session of the campaign introduces your players to the game. Do everything you can to start it with a bang. Instead of the characters meeting in a dive onboard some space station before leaving to search through some ancient ruins for an artifact, have them start the game with the artifact in hand, escaping from the collapsing ancient ruins and being chased by beastmen hordes, then end it with a relaxing tavern visit.

Think of the opening to a James Bond movie - you see the action-packed culmination of an exciting adventure that seems unrelated to what comes next, but later on ties into the plot. Aim for this by setting an over-the-top scene and asking your players to describe exactly how they got into this predicament. Cut them some slack and let them get creative, because you can tie that into the ongoing campaign later.

If this is your first time running **DUNGEONS THE DRAGONING** or if you have players who are new to the game, you should primarily use this session to test out the limits of the system and show the players' characters exactly how cool they can be. Go lenient with stunt requirements to get people in the mood, giving examples of the kinds of things

they can do before letting them run with it. Encourage them to focus on the basics, to test out any rules they don't fully understand and to use any powers they're itching to try out.

While the characters should feel threatened in dangerous circumstances, killing off a character in the first session is discouraged. The point is not to show the players how easily you can destroy their characters, but for your players to test out what does and doesn't work. Should your players be





very timid and hesitant to put themselves into dangerous situations, you might want to tell them flat out that if they 'die' in this session you won't force them to Burn any Hero Points, but they'll just be incapacitated instead, maybe ending up with a cool scar for their troubles. Only do this if the characters are being too timid - DUNGEONS THE DRAGONING is a game about heroes, and knowing you're invincible doesn't make you brave.

### Reworking the Characters

You might want to allow players who were unsatisfied with the way their character performed in the first session to rework their characters. If any player finds a character fundamentally boring to play or poorly balanced, now is the time to change it. However, be sure to take an active role with the player to smooth out the rough spots. Some players might want to completely remove non-combat skills in favor of ass-kicking. If your first session was mostly action, encourage them to keep any non-combat skills you foresee coming up in your game. While combat skills can certainly tip the balance in a fight, non-combat skills can sway whole nations.

### Beyond the First Session

The first session lays the groundwork for your first DUNGEONS THE DRAGONING campaign. It is vital to recognize that the campaign itself is a shared experience. You are not dictating an unchangeable narrative, displaying the elaborate schemes of antagonists and extras punctuated by the occasional interruption of the players' characters. Instead, you are crafting a fun experience based around the characters themselves. Talk frankly with your players about what they want out of the game, and make sure you get their feedback, or you'll never be able to give them what they want.

## EXPERIENCE

Character growth is measured with numerical points provided by the Story Master to the players, known as Experience Points. There are two kinds of experience points:



banked and total experience. Banked experience is any experience stored by the player for future improvement of a character's traits. Players who spend experience in this manner reduce their banked experience by the amount spent.

Total experience is the total amount received from the Story Master and is never spent or reduced. When the Story Master awards experience, the player adds this amount to banked and total experience. Keeping track of total experience gives you a good idea of the overall power level of your character, and makes sure you have the same amount as the other characters in the campaign.

There are two main ways for the SM to award experience to his players: the Abstract Method and the Detailed Method.

### Abstract Method

This is the easiest and recommended (certainly for beginning SMs) way to award experience. It relies simply on the amount of time spent gaming and ensures a steady and smooth rise in power for the characters. For each game session each player should receive 500 xp. The SM can adjust the reward for longer or shorter sessions.



✓ **Detailed Method**

A more detailed method of awarding experience is also possible, in which each reward is broken down on a case-by-case basis and players gain experience for completing specific tasks. For this method to work, however, the SM must assign a value to each encounter. For example, he might have a session that includes a dangerous journey through the warp, a space battle against orks, and a tense negotiation with some hostile natives. In this case, each of the three encounters would be worth a set amount of XP that would be awarded to the players when the encounters are completed or overcome.

The Encounter Difficulty table gives examples of encounters based on difficulty. To work out the difficulty of an encounter, consider how much it taxes the resources of the group and what it costs them in Hit Points, equipment, or time.

When using this method, it is important to remember to award experience for only meaningful encounters and obstacles, lest the players embark on the wholesale slaughter of worlds simply for the 'experience'. Likewise, as the player characters gain in power, some challenges will be so easily overcome as to be worth little or no experience.

Encounter Difficulty	
Difficulty	Award
Easy	50
Routine	70
Ordinary	100
Average	130
Challenging	170
Hard	200
Very Hard	250

**Spending Experience**

Players can spend a character's banked experience to purchase new traits or increase existing ones. Increasing a trait costs banked experience equal to a multiple of its current rating. This is the value of the trait before it is raised. Players should always bring up

the desired increase with their Story Master. The rank of some abilities - your Power Stat, Magic Schools, and Fighting Styles - are capped by your character's level.

Example: Mistress Scarlet wants to increase her Charisma from 3 to 4. Charisma is a characteristic, so it costs (100 x current rank) to increase. Her current rank is 3, so it costs (100 x 3), or 300 xp. Should her Story Master approve, Mistress Scarlet can subtract 300 from her banked Experience and fill in one more dot of Charisma.

**Spending Experience**

Improve a Characteristic	100 x Current Rank	?
Improve Devotion	50 x Current Rank	
Improve a Skill	50 x Current Rank	!
Improve your Power Stat	200 x Current Rank*	
Improve a Magic School	100 x Current Rank*	
Improve a Sword School	100 x Current Rank*	
Buy a Feat	100	
New Skill	100	
New Magic or Sword	200	

\* Your Power Stat, Magic Schools, and Fighting Style ranks are all capped at your current level.

**Other Rewards**

There are plenty of other rewards that a player can get aside from raw Experience. Backgrounds are the most obvious of these - a character may well be rewarded with a high-ranking position in some group (gaining Backing), a mystical talisman of power (gaining an Artifact), or simply a lot of cash (gaining Wealth). Fame and Status are probably the easiest to get - an Exalt will naturally get both as long as they aren't trying to keep their activities a secret.

A character can also gain Assets in this way. They might necessitate some downtime - a promethean might be rebuilt to use Necrodermis in his construction, or a Chosen could undergo a ceremony to gain the Mark of their patron. Similarly, a Vampire or Werewolf can become a member of a clan or tribe. Some Assets might be rather difficult to get in this way - there's no simple method for someone to become Large, after all.



XVII

## ANTAGONISTS

**T**he galaxy of the Great Wheel is a strange and limitless place, filled with horrors and wonders in equal measure. So too are the individuals, creatures, and alien races in it. From the spires of Sigil to the darkest depths of Pandemonium, Heroes can encounter countless different foes, from mortal soldiers to otherworldly beasts and the most hideous terrors imaginable. The trick, of course, is to know which one is which...

### Traits

Skills and Feats represent ability and knowledge gained over a character's life. Traits, then, are innate abilities gained by virtue of birth and racial circumstance. They may be gained through other means later in life, but almost never by choice. Racial abilities are one example of traits, albeit extremely specific ones that are limited just to their given races. Other characters can have various traits, features inherited from their particular type of species or their environment.

### TRAIT DESCRIPTIONS

#### Amphibious ✓

Amphibious creatures are more suited for underwater movement than crawling around on the ground. When moving underwater, Amphibious creatures never need to make tests to advance through less-than-ideal conditions like rushing water. They also double their listed speed while swimming.

#### Amorphous

Amorphous creatures don't have body structures that lend themselves to easy understanding. All hits on an amorphous creature go to the body. An Amorphous creature doubles its hit points.

#### Armor Plating (X) ✓

Creatures with armor plating have a natural armor rating because of their tough skin, bone ridges, scales, or just generally being a tough bastard. The rating of a creature's armor plating is always listed, and by default protects all parts of a creature's body unless otherwise listed.



### Aura (X)

As armor reduces damage from physical sources, Aura reduces damage from magical ones. Aura always protects all hit locations. Creatures with this trait typically have great magical power of their own, or are warded against spells.

### Auto-Stabilized

The creature always counts as braced when firing heavy weapons and may fire on fully-automatic mode as a half action.

### Caster

A creature with the Caster trait can cast a number of spells. Their effective ranks in magic schools are listed after caster. They follow all the normal rules for casting spells. A creature with Caster always counts as being sanctioned.

### Crawler

Worms, serpents, and similar creatures crawl and slither rather than walk. The base speed for a creature with this trait is halved, but they don't take any penalties due to terrain.

### Daemonic

Daemonic creatures are creatures of the Warp, but can manifest in real-space through sheer strength of will, hunger, or occult rituals. Creatures with this trait gain extra hit points and armor equal to their Constitution score. This armor stacks with all other sources of armor.

### Dark Sight

A creature with this trait sees normally even in areas of total darkness, and never takes a penalty due to lighting conditions.

### Fear

✓ Creatures with a fear rating are horrifying things that can inspire terror in all those who see them. They gain the listed fear rating. When a hero encounters a creature

with this trait, they must roll against it as listed in the Fear and Insanity section.

### Flyer

A creature with this trait has the natural ability to fly, whether with broad leathery wings, strange Warp energies, or inflatable gas sacs. This trait typically includes a number to indicate the Speed it uses while flying. If not otherwise listed, this Speed is double the creatures normal movement speed.

### Machine

A creature with the machine trait is fashioned from inorganic materials and is generally more hardy than real people. Machines do not breathe, are immune to the effects of a vacuum, extremes of cold, any mind-influencing psychic effect, and they gain a number of armor points that apply to all of their body locations. ✓

### Mindless

Mindless creatures have no Charisma, Fellowship, Composure, or Intelligence scores. They automatically fail all social skill tests, are immune to social attacks, and are immune to any attempts to control their mind, since they don't have anything there to control.







### Phasing

A creature with this trait can transform its body into an insubstantial state, passing ghostlike through solid objects or barriers of any sort. A creature may change to and from corporeality as a half action. An incorporeal creature gains two extra raises on Stealth checks when hiding inside an object and are immune to normal weapons. Magic weapons and weapons with the Power Field property can affect them normally.

### Quadruped

Quadrupeds are much quicker over a distance than their bipedal counterparts. Their ground speed is doubled as they can use all four legs to sprint.

### Regeneration

Creatures with this trait heal very quickly. Every round, at the start of its turn, the creature may regain a number of lost hit points equal to its regeneration score.



### Resource Stat

A creature with a resource stat has a pool of points to pull from, just as an Exalt does. These follow all the normal rules for resource stats. The type and number of resource stats the creature has to spend are listed with the trait.

### Stuff of Nightmares

Some warp entities and bizarre creatures are so terribly powerful that the will perpetuating their bodies in our reality is almost impossible to break or disrupt. Such entities are completely immune to the effects of poisons, diseases, the need to breathe, most environmental hazards, bleeding, stunning, and any critical result other than one that would destroy them outright unless caused by a Spell, Power Weapon, or similarly unusual source.



### Undead

An undead creature isn't really alive. They're animated by terrible forces of sorcery and warp energy. They don't need to breathe, eat, drink, or really to do anything. Mindless

undead creatures can just stand in one spot until they rot away. They don't suffer blood loss or fatigue, and ignore stunning effects.

### Unnatural Toughness

Creatures with Unnatural Toughness are almost impossible to put down. Their hit points are doubled, including from sources like Sound Constitution.

## Dramatis Personae

There are a lot of berks out there looking to hurt someone because they're in a bad mood, they're on the wrong side of a fight, or just because someone slipped them a few Thrones to do it. Or maybe they're just hungry. Here are statistics for a few sample enemies to get you started.

### General Noncombatant

The Wheel contains countless billions of men and women, from the hab-workers trudging to and from factories day after day, to the ratings that blister their hands working impossible hours onboard military ships, to ore miners providing fuel and raw material to fuel the galaxy's lust for wealth.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	2	2

<b>Skills</b>	Common Lore 1, Perception 1, Craft 1
<b>Speed</b>	4
<b>Size/Resilience</b>	4 / 4
<b>Static Defense</b>	14
<b>HP</b>	4
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Unarmed
<b>Gear</b>	Drab garb, a few coins.
<b>Level</b>	1



## Green Troops/Common Outlaws

The lowest of the low, these men represent barely trained conscripts and thieves. They present little threat to anyone armed or ready for them, preying upon the weak and afraid. Every day, wars and hardship drive more people to these extremes - many are not even bad people, just hungry and not able to see any other way out.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	2	2	2	2

**Skills** Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 1, Ballistics 1.

**Speed** 5

**Size/Resilience** 4 / 4

**Static Defense** 14

**HP** 5

**Feats** Weapon Proficiency (Ordinary, Parrying)

**Armor** Leathers (2 AP; Arms, Body, Legs)

**Attacks** Knife (4k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)

**Gear** Threadbare clothing, leathers, 2 autopistol clips, a few coins.

**Level** 1

## Regular Troops/Rebels

A common, every day soldier, armed with standard service weapon and armor. They've gone through basic training, unlike conscripted soldiers forced into service, and can present an actual threat if there are enough of them around to concentrate fire.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	2	2	2

**Skills** Acrobatics 1, Perception 1, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 2.

**Speed** 6

**Size/Resilience** 4 / 4

**Static Defense** 17

**HP** 7

**Feats** Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium)

**Armor** Flak Vest, Gauntlets, (5 AP; Arms, Body)

Helmet (4 AP; Head)

**Attacks** Knife (4k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)

**Gear** Uniform, Flak Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch

**Level** 2



## Elite Soldiers/Raiders

Elite Soldiers are special forces, distinct not just in having somewhat better equipment, but also in having better training and experience. They tend to not only perform better in combat than the standard soldier, but also know when it's time to leave.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	2	2	3	2	2	2

**Skills** Acrobatics 1, Perception 2, Common Lore 1, Intimidate 2, Scrutiny 1, Weaponry 2, Ballistics 3.

**Speed** 7

**Size/Resilience** 4 / 5

**Static Defense** 14

**HP** 8

**Feats** Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 3, Jaded, Armor Proficiency (light, medium, Heavy)

**Armor** Carapace Armor (7 AP; Arms, Body, Legs, Head) ✓

**Attacks** Knife (5k2 R; Pen 0), Lasgun (60m; S/3; 3k2 E; Pen 0; Clip 60; Reload Full)

**Gear** Uniform, Carapace Armor, Lasgun, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades

**Level** 3



**Mortal Hero**

The mortal hero represents a warrior near the very peak of mortal ability, armed with some of the best equipment and training that a person can get. To a newborn exalt, they present a threat in one-on-one combat, pure luck and bloody-mindedness taking the place of supernatural power.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	4	3	4	3	2	2	4

**Skills** Acrobatics 2, Perception 2, Common Lore 2, Intimidate 2, Scrutiny 1, Weaponry 3, Ballistics 3.

**Speed** 9  
**Size/Resilience** 4 / 6  
**Static Defense** 13  
**HP** 10

**Feats** Weapon Proficiency (Ordinary, Parrying, Las, Chain). Sound Constitution x 2, Jaded, Armor Proficiency (light, medium, heavy, extreme, power), True Grit, Blind Fighting, Luck

**Armor** Light Power Armor (10 AP; All)

**Attacks** Chainsword (8k2 R; Pen 4, Tearing), Las-gun (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full)

**Gear** Flashy clothing, Light Power Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch, Rebreather, 2 Frag Grenades

**Level** 3

**Sabbat Thug**

The Sabbat is a kind of vampire mafia, an organization whose tendrils reach into many major planetary cities and with political influence that stems from simply being around for over a thousand years and gaining lots and lots of wealth. The lowest members of the Sabbat are thugs, soldiers and enforcers who are at the bottom rung of the organization with nowhere to go but up.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	2	2	2	1	1	2

**Skills** Acrobatics 1, Athletics 1, Ballistics 1, Brawl 2, Drive 1, Intimidation 1, Perception 2, Weaponry 2

**Speed** 6  
**Size/Resilience** 4 / 4  
**Static Defense** 14  
**HP** 6

**Feats** Sound Constitution, Weapon Proficiency (Ordinary)

**Armor** None

**Attacks** Bite (4k1 R, Pen 0), Brass Knuckles (3k2, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

**Abilities**

*Undead Resilience* - As the Vampire power.

*Sunlight Weakness* - As the Vampire power.

*Blood Dependency* - As the Vampire power.

**Traits** Resource Stat (Vitae; 5), Dark Sight

**Gear** Dark clothing, Brass Knuckles, Hand Cannon, Chrono, 5 reloads for the Hand Cannon.

**Level** 2





## Sabbat Prince

A Sabbat Prince is considerably higher up in the organization than the thugs they command. They have a huge amount of personal power, not just from their undead abilities, but also because they're so well connected with the local political scene. They are rarely seen alone or in any kind of vulnerable position, usually accompanied by bodyguards and hired thugs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	4	2	4	2	3	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 2, Brawl 4, Drive 1, Intimidation 3, Perception 3, Politics 3, Weaponry 4

**Speed** 9  
**Size/Resilience** 4 / 5  
**Static Defense** 23  
**HP** 12

**Feats** Sound Constitution x 3, Weapon Proficiency (Ordinary), Quick Draw, Swift Attack, Fearless, Wall of Steel

**Armor** None

**Attacks** Bite (6k2 R, Pen 0), Brass Knuckles (5k3, Pen 0), Hand Cannon (35m; S/-; 3k2 I; Pen 3; Clip 6; Reload 2 Full)

**Abilities**

*Undead Resilience* - As the Vampire power.

*Sunlight Weakness* - As the Vampire power.

*Blood Dependency* - As the Vampire power.

**Traits** Resource Stat (Vitae; 15), Dark Sight, Fear 1

**Gear** Sharp black suit, Brass Knuckles, Hand Cannon, Expensive Chrono, 5 reloads for the Hand Cannon.

**Level** 3

## Zoanoid Thug

Werewolves are a divided group, and Zoanoids are the worst of the worst, changed and mutated by the powers of the Warp. They're barely distinguishable from daemons in their warforms, and it's entirely possible that they'll have abilities and traits that aren't listed here as a consequence of these mutations.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3[6]	2	4[6]	2	1	3	2	2	2

**Skills** Brawl 2, Perception 3, Intimidate 2, Weaponry 2

**Speed** 5 [8]  
**Size/Resilience** 4 / 4 [6 / 5]  
**Static Defense** 14 [10]  
**HP** 6 [8]

**Feats** Furious Assault, Heightened Senses (smell), Iron Jaw

**Armor** None

**Attacks** [Claws (7k1 R), Bite (8k2 R)]

**Abilities**

*Shifting* - As the Werewolf power. Stats in brackets are for Warform.

*Lycan Resistance* - As the Werewolf power.

*Silver Bane* - As the Werewolf power.

**Traits** Resource Stat (Rage; 6), Regeneration 1

**Gear** Torn street clothing.

**Level** 2



## Zoanoid Heavy

More powerful than the standard Zoanoid, these monsters are deadly, sometimes simply berserk monsters that go wild in the streets but occasionally one with exceptional power or charisma will form a gang of mutant monsters and terrorize a city. Most appear as horrible abominations in their warform, a mix of insect and aquatic features that look unreal and terrible.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5[8]	3	5[7]	2	1	3	2	2	4

**Skills** Brawl 4, Perception 3, Intimidate 4, Weaponry 4

**Speed** 8 [11]

**Size/Resilience** 4 / 5 [6 / 6]

**Static Defense** 17 [13]

**HP** 11 [13]

**Feats** Sound Constitution x 2, Furious Assault, Power Attack, Heightened Senses (smell), Iron Jaw

**Armor** None

**Attacks** [Claws (9k1 R), Bite (10k2 R)]

**Abilities**

*Shifting* - As the Werewolf power. Stats in brackets are for Warform.

*Lycan Resistance* - As the Werewolf power.

*Silver Bane* - As the Werewolf power.

**Traits** Resource Stat (Rage; 10), Regeneration 1

**Gear** Expandable suit, sunglasses.

**Level** 3

## Monodrone Modron

Modrons. The very name causes some of the bravest heroes in the Wheel to shudder in terror. They are immortal things, battle shells of an unholy living metal. Their weapons fire beams that tear their targets apart layer by layer. They slowly and methodically seek out living things and destroy them, implacable and terrible. Monodrones are the most common Modron, simple creatures like metal spheres of skeletal metal with baleful eyes and long, birdlike legs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	-	-	-	-	4	5

**Skills** Weaponry 3, Ballistics 3, Brawl 3, Perception 3

**Speed** 3

**Size/Resilience** 5 / 5

**Static Defense** 18

**HP** 10

**Feats** True Grit

**Armor** Armor Plating 4 (All)

**Attacks** Gauss Flayer (80m; S/-; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (8k3 R; Pen 4)

**Abilities**

! *Gauss Weapon* - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 crit-

ical damage to that location even if they have HP remaining.

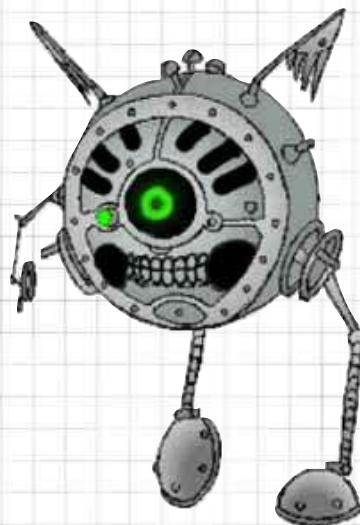
*Frightful Presence* - Whenever this creature charges or makes an all out attack, all creatures within melee range of it must test against its fear rating.

*We'll Be Back* - When 'killed', roll 1d10 at the start of each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

**Traits** Armor Plating (4), Aura (4), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares

**Gear** -

**Level** 3



## Duodrone Modron

Duodrones are more advanced and powerful than monodrones, capable of not only destroying life, but seeking out new targets when they have eliminated their targets. They have even more deadly weapons than monodrones, and are even tougher and stronger.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	8	-	-	-	-	4	8

**Skills** Weaponry 4, Ballistics 4, Brawl 4, Perception 4

**Speed** 4

**Size/Resilience** 6 / 6

**Static Defense** 21

**HP** 16

**Feats** True Grit



**Armor** Armor Plating 6 (All)  
**Attacks** Gauss Blaster (80m; S/3; 2k2 X; Pen 12; Clip -; Reload -; Tearing), Melee Attachment (10k3 R; Pen 4)

**Abilities**  
**!** *Gauss Weapon* - Whenever a creature takes damage from the Modron's Gauss Flayer, they suffer 1 critical damage to that location even if they have HP remaining.  
*Frightful Presence* - Whenever this creature charges or makes an all out attack, all creatures within melee range of it must test against its fear rating.  
*We'll Be Back* - When 'killed', roll 1d10 at the start at each of its turns. On an 8+, the creature fades away, teleporting somewhere else. After three rounds, the creature comes back to life at 0 wounds.

**Traits** Armor Plating (6), Aura (6), Crawler, Fear 2, Mindless, Regeneration 1, Stuff of Nightmares  
**Gear** -  
**Level** 4

### Cultist

A cultist is, naturally, a member of one of the more extreme arms of a religion. They're not any stronger, faster, or smarter than the average person, but they've got just enough crazy to make them really dangerous and the blessings of their gods mean that they shouldn't be underestimated.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	2	2	2	2	2	2	1	3

**Skills** Academic Lore 2, Forbidden Lore 2, Arcana 2, Weaponry 2, Persuasion 2  
**Speed** 4  
**Size/Resilience** 4 / 4  
**Static Defense** 11  
**HP** 5  
**Feats** Lucky, Powerful Charge, Weapon Proficiency (Ordinary)  
**Armor** None  
**Attacks** Hand Weapon (5k2 R; Pen 0)  
**Traits** Resource Stat (Favor; 6)  
**Gear** Tattered Robes, Hand Weapon, Heretical Writings, Charm  
**Level** 1

### Arch-Heretic

A dangerous and fanatical champion of their god, typically the leader of a radical sect. They might even worship a daemon directly. Regardless of their cause or master, they are dangerous, not just because they have magical blessings but because they cannot be reasoned with.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	4	3	4	4	3	3	5

**Skills** Academic Lore 2, Forbidden Lore 4, Arcana 3, Weaponry 3, Persuasion 3, Ballistics 3  
**Speed** 4  
**Size/Resilience** 4 / 5  
**Static Defense** 16  
**HP** 11  
**Feats** Lucky, Powerful Charge, Weapon Proficiency (Ordinary, Flail, Flame), Armor Proficiency (Extreme), Sound Constitution x2, True Grit, Divine Ministration  
**Armor** Plate Armor 8 (Arms, Body, Legs) ✓  
**Attacks** Dire Flail (6k2 I; Pen 3; Two Hands, Flexible), Hand Flamer (10m; S/-; 3k2 E; Pen 4; Clip 3; Reload 2Full, Flame)  
**Traits** Resource Stat (Favor; 8)  
**Gear** Ornate Robes, Dire Flail, Hand Flamer, extra fuel tank, Plate Armor, Heretical Writings, Charm  
**Level** 3



## Heretek

A Heretek is a failed promethean, a being more machine than man and often driven insane by the bionic upgrades and surgeries that they've suffered in their attempt at immortality. Some are the poor victims of mad scientists, others are the mad scientists themselves, men with the will and drive to experiment even on themselves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	4	2	2	3	4	2	3

**Skills** Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3

**Speed** 5

**Size/Resilience** 4 / 4

**Static Defense** 14

**HP** 7

**Feats** Weapon Proficiency (Las, Ordinary)

**Armor** Subdermal Plating (2, All)

**Attacks** Laspistol (30m; S/-; 2k2 E; Pen 0; Clip 30; Reload Full; Reliable), Wrench (4k2 I)

### Abilities

*Man of Iron* - The Heretek ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.

**Traits** Armor Plating (2), Stuff of Nightmares, Resource Stat (Pyros, 3)



**Gear** Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Laspistol, 2 power packs, Heavy wrench

**Level** 2

## Dark Mechanius

A powerful and dangerous opponent, the Dark Mechanius is almost everything the Heretek wants to be, merely the barest traces of flesh remaining inside a machine shell. Nearly every part of them has been replaced with bionics, and many are little more than a few scraps of brain tissue controlling a machine.



Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	6	3	2	4	5	2	5

**Skills** Academic Lore 3, Ballistics 2, Drive 2, Forbidden Lore 3, Pilot 2, Tech-Use 3

**Speed** 8

**Size/Resilience** 4 / 5

**Static Defense** 17

**HP** 14

**Feats** Weapon Proficiency (Las, Ordinary, Plasma), Crack Shot, Sound Constitution x3, Iron Jaw

**Armor** Subdermal Plating (4, All)

**Attacks** Integrated Plasma Gun (90m; S/2; 3k3 E; Pen 8; Clip -; Reload -; Recharge), Power Sword (9k2 R; Pen 4; Power Field)

### Abilities

*Man of Iron* - The Dark Mechanius ignores critical effects that would cause death except for effects resulting from critical damage to the gizzards or head.

*Mechendrites* - The Dark Mechanius has a number

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of extra mechanical limbs. These allow him to take an extra half action on each of his turns that can only be used for something those extra limbs could do, such as a ready action or attack.

**Traits** Armor Plating (4), Stuff of Nightmares, Resource Stat (Pyros, 9)

**Gear** Tattered robes, Combi-tool, Data Slate filled with illegal data, Chrono, Power Sword

**Level** 4

## Incarnate Lesser Daemon

A daemon brought from the warp and into the real world, the incarnate daemon presents a deadly threat. They're almost impossible to kill by normal means, made more out of warp stuff than any real matter. A lesser daemon is little more than an animal, clever and dangerous but not truly intelligent or with much magical ability.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	3	1	3	1	3	3

**Skills** Perception 1, Arcana 2, Brawl 3

**Speed** 6

**Size/Resilience** 4 / 4

**Static Defense** 20

**HP** 9

**Feats** None

**Armor** Daemonic Toughness (3, All)

**Attacks** Claws and Teeth (5k2 R; Tearing)

**Traits** Daemonic, Dark Sight, Fear 1, Resource Stat (Essence; 7)

**Gear** None

**Level** 2

## Incarnate Greater Daemon

Where the lesser daemon is essentially a wild animal, the greater daemon is an intelligent opponent that uses its abilities to their all. With its massive size and sheer toughness, the Greater Daemon can shrug off all but the most impressive attacks.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	3	3	3	5

**Skills** Perception 1, Arcana 2, Brawl 4

**Speed** 10

**Size/Resilience** 8 / 7

**Static Defense** 15



**HP** 17

**Feats** Frenzy, Swift Attack

**Armor** Daemonic Toughness (6, All)

**Attacks** Claws and Teeth (8k3 R; Tearing), Warp Fire (50m; S/-; 4k3 E; Flame)

**Traits** Daemonic, Dark Sight, Fear 2, Resource Stat (Essence; 14)

**Gear** None

**Level** 4

## Beast of Burden

This stat block represents a great variety of creatures. From oxen to heavy horses or grox, the Beast of Burden takes as many shapes as there are worlds. They're hardly dangerous, but they're usually stubborn.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	4	1	1	1	1	3	2

**Skills** Perception 2, Athletics 2, Brawl 1

**Speed** 12

**Size/Resilience** 8 / 6

**Static Defense** 9

**HP** 6

**Feats** -

**Armor** None

**Attacks** Kick (5k2 I)

**Traits** Quadruped

**Gear** -

**Level** 1



## Ferocious Creature

A predatory creature much more dangerous than the simple beast of burden, the Ferocious Creature is typically cat- or wolf-like. They tend to be much less fearful than most animals, and many are not afraid to hunt people for food. Or sport.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	4	3	1	1	1	1	3	3

**Skills** Perception 3, Athletics 3, Acrobatics 2, Stealth 2, Brawl 3

**Speed** 16

**Size/Resilience** 4 / 4

**Static Defense** 23

**HP** 6

**Feats** Heightened Senses (Scent), Step Aside

**Armor** None

**Attacks** Bite (6k3 R)

**Traits** Quadruped, Dark Sight

**Gear** -

**Level** 2

## Flying Creature

From large hawks to severely pissed off swans, there are plenty of things that fly around that might give a Hero some trouble. They are more dangerous because their mobility and agility makes them difficult to hit than because of their low damage potential.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	5	2	1	1	1	1	4	2

**Skills** Perception 3, Athletics 2, Acrobatics 1, Brawl 1

**Speed** 7

**Size/Resilience** 3 / 3

**Static Defense** 30

**HP** 4

**Feats** Swift Attack

**Armor** None

**Attacks** Claws (3k1 R)

**Traits** Flyer (21)

**Gear** -

**Level** 1

## Slithering Creature

Most worlds have some form or another of sneaky ambush predator that uses poison and stealth to get to its prey. Snakes are a surprisingly common type of creature, with variants throughout the stars. This stat block represents something like a large rattlesnake or viper with a dangerous enough bite to prove toxic even to a Hero.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	1	1	1	1	4	2





<b>Skills</b>	Perception 2, Stealth 4, Brawl 2
<b>Speed</b>	3
<b>Size/Resilience</b>	2 / 2
<b>Static Defense</b>	30
<b>HP</b>	4
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Bite (4k2 R; Toxic)
<b>Traits</b>	Crawler
<b>Gear</b>	-
<b>Level</b>	1

## Walking Creature

A primitive humanoid creature like a gorilla or vegetarian, these beasts are fairly rare creatures on most worlds, but are sometimes surprisingly intelligent and capable of learning limited speech.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	3	1	1	1	1	3	3

<b>Skills</b>	Brawl 4
<b>Speed</b>	7
<b>Size/Resilience</b>	6 / 5
<b>Static Defense</b>	16
<b>HP</b>	6
<b>Feats</b>	None
<b>Armor</b>	None
<b>Attacks</b>	Fist (4k2 I)
<b>Traits</b>	-
<b>Gear</b>	-
<b>Level</b>	1

## Combat Servitor

A robot designed to kill, the Combat Servitor is a dangerous machine with an integrated multi-barrel las weapon that can put down an impressive volley of fire. It isn't a terribly intelligent machine, however, and its programming typically has it do little else but keep an overwatch over an area and fire at anything that moves.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	6	1	1	3	1	1	2

<b>Skills</b>	Brawl 1, Crafts 1, Tech Use 1, Ballistics 3
<b>Speed</b>	9
<b>Size/Resilience</b>	6 / 6

<b>Static Defense</b>	13
<b>HP</b>	18
<b>Feats</b>	-
<b>Armor</b>	Machine Toughness (10, All)
<b>Attacks</b>	Claw (6k2 I; Snare), Multilas (60m; S/8; 3k2 E; Pen 0; Reliable)
<b>Traits</b>	Machine (10)
<b>Gear</b>	-
<b>Level</b>	3



## Industrial Servitor

A more modest machine, the industrial servitor is designed to work in environments where people would be put too much at risk. They have hardened plating designed to stand up to the difficulties of an industrial workplace and an arc welder that can be set to an amazingly dangerous power level if it is programmed or ordered to defend itself.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	5	1	1	3	1	1	1

<b>Skills</b>	Brawl 1, Crafts 1, Tech Use 1
<b>Speed</b>	6
<b>Size/Resilience</b>	5 / 5
<b>Static Defense</b>	9
<b>HP</b>	10
<b>Feats</b>	-
<b>Armor</b>	Machine Toughness (4, All)
<b>Attacks</b>	Claw (6k2 I; Snare), Arc Welder (10m; S/-; 3k3 E; Flame)
<b>Traits</b>	Machine (4)
<b>Gear</b>	-
<b>Level</b>	2

**Dragon**



Giant killing machines made of scales, wings, and fire. They're also smarter than you are, centuries old, and with more magic in their fingernail than the typical wizard has in his entire body. The stats presented here are only representative of a fairly small and young dragon. Ancient wyrms can be far, far more powerful.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
7	4	6	6	3	4	5	5	5

**Skills** Academic Lore 3, Acrobatics 2, Arcana 4, Athletics 2, Ballistics 3, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 2, Intimidation 5, Perception 3, Politics 2, Scrutiny 4, Weaponry 3

**Speed** 11  
**Size/Resilience** 12 / 10  
**Static Defense** 15  
**HP** 22

**Feats** Danger Sense, Eidetic Memory, Iron Jaw, Power Attack, Powerful Charge, Strong Minded,  
**Armor** Iron Scales (10, All)

**Attacks** Claws and Teeth (10k3 R; Tearing), Dragon Fire (80m; S/-; 6k3 E; Flame)

**Abilities**  
*Frightful Presence* - Whenever this creature charges or makes an all out attack, all creatures within melee range of it must test against its fear rating.

**Traits** Flyer (22), Unnatural Toughness, Armor Plating (10), Dark Sight, Caster (Evocation 3, Divination 4), Fear 2

**Gear** -  
**Level** 5



**Lich**



Not everyone can become an immortal Exalt. That doesn't mean there aren't other paths to immortality. Well, being a Lich isn't quite immortality - being an undead horror is more accurate - but it's a pretty attractive option for a sorcerer getting on in his years and feeling mortality creeping up on him. Becoming a lich is a terrible process that involves the death of someone the lich deeply cares about as a sacrifice.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	3	5	1	4	5	4	4

**Skills** Academic Lore 3, Acrobatics 2, Arcana 5, Athletics 2, Brawl 4, Charm 3, Command 5, Common Lore 2, Forbidden Lore 5, Intimidation 2, Perception 3, Politics 2, Scrutiny 4

**Speed** 5  
**Size/Resilience** 4 / 5  
**Static Defense** 23  
**HP** 7

**Feats** Wizard Tradition (All), Spell Specialization (All), Tested

**Armor** None  
**Attacks** Unarmed





**Abilities**

*Phylactery* - Every Lich has hidden their death somewhere safe. They cannot be killed as long as their Phylactery exists. A lich's phylactery is invariably a constructed and typically valuable item.

**Traits** Undead, Dark Sight, Caster (Evocation 4, Illusion 3, Abjuration 3, Conjuraton 3)

**Gear** Musty but expensive robes, staff, ancient gems and jewelry.

**Level** 4



**Mind Flayer**

Mind Flayers are some of the most dangerous creatures in the Wheel. They are evil, mind-controlling things with only simple desires. Desires like the subjugation of all living things, brains to eat, and countless slaves. They're humanoids with slick slimy skin, long fingers, and tentacles sprouting around a beaked mouth. They use those tentacles to pry open skulls from their victims and extract their brains.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	3	2	4	5	5	5

**Skills** Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5

**Speed** 5

**Size/Resilience** 3 / 4

**Static Defense** 28

**HP** 7

**Feats** Danger Sense, Eidetic Memory, Strong Minded

**Armor** None

**Attacks** Tentacles (2k2 I; Snare)

**Abilities**

*Mind Blast* - The mind flayer may spend a half action to fire a 60' cone of psychic power. All targets within the cone must make a TN 25 Willpower test or else become stunned for one round.

*Eats Your Goddamn Brain* - A mind flayer's attacks in a grapple always hit the head. While grappling, a mind flayer's tentacles gain Tearing.

**Traits** Dark Sight, Caster (Divination 3, Enchantment 3, Illusion 3)

**Gear** Blasphemous Robes

**Level** 3

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**Aboleth**

Aboleths come from the same blasted and forsaken place as the Mind Flayers. They're even more powerful and evil than Mind Flayers, if that's possible. They're bloated, scaled fish things with bony ridges and four powerful tentacles. They don't eat brains with them. They just poison with the barbs on them, and anyone who dies from this poison turns into a sludge that the aboleth consume. They typically have a few slaves on hand to deal with interlopers.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	1	4	6	5	6

**Skills** Academic Lore 4, Acrobatics 2, Arcana 4, Athletics 2, Brawl 4, Command 3, Common Lore 2, Forbidden Lore 5, Perception 3, Scrutiny 5

**Speed** 4

**Size/Resilience** 8 / 7

**Static Defense** 18

**HP** 10

**Feats** Danger Sense, Eidetic Memory, Strong Minded, Swift Attack

**Armor** Bone Ridges (3, All)





**Attacks** Tentacles (4k2 I; Snare, Toxic)

**Abilities**

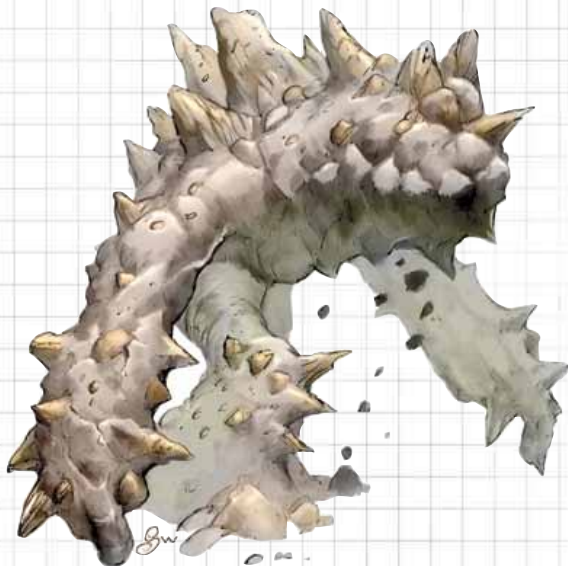
*Mindslaver* - An Aboleth can concentrate to maintain Enchantment spells as a free action, and targets do not get extra dice to resist the effects of those spells based on the orders given.

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**Traits** Dark Sight, Caster (Divination 4, Enchantment 4, Illusion 4), Crawler, Amphibious, Armor Plating (3)

**Gear** Slime

**Level** 4



**Elemental**

Elementals are spirit creatures that create and inhabit bodies made of one of the four primary primal elements - Earth, Air, Fire, or Water. They're not really properly life forms, and are quite common in the Umbra and places where one of the elements is found

in exceptional natural purity. They're typically not dangerous as long as they're left alone.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	3	1	2	3	1	2	3

**Skills** Perception 3, Brawl 3

**Speed** 6

**Size/Resilience** 6 / 5

**Static Defense** 13

**HP** 12

**Feats** None

**Armor** None

**Attacks** Slam (6k3 I)

**Abilities**

Elementals get one of the following, depending on their composition:

*Earth* - An earth elemental gains 9 armor to all locations.

*Air* - An air elemental gains Phasing and Flyer.

*Fire* - Fire elementals deal E damage with their attacks and all targets within melee range must test Constitution against TN 15 every turn or gain a point of fatigue from waves of heat.

*Water* - Gains Regeneration 2 and Amphibious.

**Traits** Amorphous, Stuff of Nightmares

**Gear** None

**Level** 2

**The Walkin' Dead**

Zombies. Shamblers. They go around biting people and eating their flesh. Sometimes they're caused by a plague or curse, but they're more often the result of evil sorcery and warp energy. While they only really pose a threat in huge numbers and to ill-prepared people, they still manage to cause a lot of trouble on more primitive or run-down worlds. ✓

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	1	2	-	-	-	-	2	2

**Skills** Brawl 2, Perception 2

**Speed** 5

**Size/Resilience** 4 / 4

**Static Defense** 11

**HP** 4

**Feats** None

**Armor** None

**Attacks** Claws and Teeth (3k1 R)

**Traits** Undead, Mindless

**Gear** Bloody and torn clothing.

**Level** 1





### Ghost

When someone dies, their spirit can linger, vengeful and angry. A ghost is just such a spirit, a warp echo of someone who has died. They're most commonly seen in the Umbra, but their influence can extend to the real world in places where the veil is thin.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	2	4	1	2	2	2	2

**Skills** Brawl 2, Perception 2, Arcana 3

**Speed** 5

**Size/Resilience** 4 / 4

**Static Defense** 14

**HP** 4

**Feats** None

**Armor** None

**Attacks** None

**Abilities**

*Possession* - The Ghost may test Charisma and Arcana to affect a target as the Dominate spell.

? **Traits** Undead, Flyer (10), Phasing, Fear 1

**Gear** None

**Level** 2

### Fire Warrior

Fire Warriors are the Tau's standard military force, armed with better weapons and excellent training. They're somewhat shorter and stockier than the average Tau, and most are trained from birth for their expected lifetime of fighting for the Greater Good.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	3	2	2	2	3	2	2	2

**Skills** Acrobatics 1, Perception 1, Persuasion 2, Common Lore 2, Scrutiny 1, Weaponry 1, Ballistics 3.

**Speed** 6

**Size/Resilience** 4 / 4

**Static Defense** 17

**HP** 5

**Feats** Weapon Proficiency (Ordinary, Parrying, Las). Sound Constitution x 1, Armor Proficiency (light, medium), Deadeye Shot

**Armor** Flak Vest, Gauntlets, (5 AP; Arms, Body) Helmet (4 AP; Head) ✓

**Attacks** Knife (4k2 R; Pen 0), Pulse Rifle (100m; S/4; 2k2 E; Pen 2; Clip 40; Reload Full; Reliable)

**Abilities**

*Fall Back* - As the Tau racial power.



**Gear** Uniform, Flak Armor, Pulse Rifle, 2 Energy Packs, Micro-bead, Torch  
**Level** 2



## Ratling

Halflings typically live their life on the wrong side of the law. They've fallen through the cracks in modern society, and Ratlings are just such halfling, thieves and pickpockets that prey on unsuspecting people to survive in the slums and gutters of the Wheel.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	2	2	2	3	2

**Skills** Acrobatics 2, Perception 2, Common Lore 3, Deceive 2, Scrutiny 1, Weaponry 1, Larceny 3, Ballistics 1.

**Speed** 5  
**Size/Resilience** 2 / 3  
**Static Defense** 24  
**HP** 5

**Feats** Weapon Proficiency (Ordinary, Parrying), Sneak Attack

**Armor** Leathers (2 AP; Arms, Body, Legs)

**Attacks** Knife (3k2 R; Pen 0), Autopistol (30m; S/6; 2k2 I; Pen 0; Clip 12; Reload Full)

### Abilities

*Shifty* - As the Halfling racial power.

**Gear** Threadbare clothing, leathers, Autopistol, Knife, 2 autopistol clips, a few coins.

**Level** 1

## Slayer

When a Squat does something truly disgraceful and dishonorable, there is only one option left for them in their society. They go to find an honorable death, taking only the most basic equipment - an Axe, their body marked with the traditional paint used to bless those who are already dead, and a grenade to give them a way out that can take an enemy with them.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	2	3	2	2	3	2	2	3

**Skills** Athletics 2, Crafts 2, Intimidation 2, Weaponry 3, Common Lore 2

**Speed** 5  
**Size/Resilience** 3 / 6  
**Static Defense** 15  
**HP** 12

**Feats** Iron Jaw, True Grit, Sturdy, Sand

**Armor** None

**Attacks** Axe (6k2 R)

### Abilities

*Squat Toughness* - As the racial ability

**Gear** Axe, boots, loincloth, body paint, mean look, Plasma Grenade.

**Level** 2





## Living Ancestor

A wise and respected member of Squat society, the title of Living Ancestor is only given to those with wisdom and ability that comes only once in a hundred years. All other Squats try to emulate the Living Ancestors, and whenever a Squat is declared a Living Ancestor, they become the head of a new noble house founded in their name. While they have no special political position save as the head of their noble family, they have great pull in Squat society thanks to the respect others give them.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	2	5	4	2	5	2	4	5

**Skills** Athletics 3, Crafts 4, Intimidation 2, Weaponry 4, Common Lore 2, Command 3, Academic Lore 2

**Speed** 7

**Size/Resilience** 3 / 5

**Static Defense** 14

**HP** 20

**Feats** Iron Jaw, Armor Proficiency (Power)

✓ **Armor** Power Armor (12, All)

**Attacks** Power Axe (8k2 R, Power Field), Plasma Pistol (30m; S/-; 3k3 E Pen 8; Clip 10; Reload 4Full; Recharge, Overheats).

**Abilities**

*Squat Toughness* - As the racial ability

**Gear** Power Axe, Power Armor, Plasma Pistol, 2 extra plasma charges, mean look, beard jewelry, embroidered clothing

**Level** 3

**Skills** Command 2, Weaponry 3, Intimidation 2, Ballistics 2, Brawl 2, Athletics 2, Acrobatics 2, Perception 2

**Speed** 6

**Size/Resilience** 5 / 5

**Static Defense** 15

**HP** 6

**Feats** Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing)

**Armor** Flak Jacket (5; Arms, Body, Legs)

**Attacks** Fencing Sword (6k2 R; Balanced), Pump Shotgun (30m; S/-; 3k2 I Pen 0; Clip 8; Reload 2Full; Scatter)

**Abilities**

*Dragon Breath* - As the Dragonborn racial abilities

**Gear** Flak Jacket, Pump Shotgun, 24 extra shells, Fencing Sword, Micro-Bead, Tough clothing

**Level** 2



## Talon of Tiamat

Tiamat's followers have never died out. Some dragonborn carry on in her name, seeking to destroy Bahamut and avenge their fallen lord. Some rumor that Tiamat is still alive, taking a hundred centuries to recover from her wounds, almost ready to resume her war against Bahamut and forge a new Draconic Empire in her fivefold image.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	4	3	3	2	3	3

## Dragonfire Adept

Some Dragonborn focus on the power within themselves, training themselves in magic. Especially fire magic. And when that doesn't work, they carry a really big gun that they can use to shoot people to death. Typically one or the other will work in any given situation.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	3	4	5	3	4	2	3	4



**Skills** Command 2, Weaponry 3, Intimidation 2, Ballistics 3, Brawl 2, Athletics 2, Acrobatics 2, Perception 2, Arcana 2, Academic Lore 2

**Speed** 7

**Size/Resilience** 5 / 5

**Static Defense** 18

**HP** 8

**Feats** Armor Proficiency (Medium), Weapon Proficiency (Ordinary, Fencing), Spell Focus (Evocation)

**Armor** Flak Jacket (5; Arms, Body, Legs)

**Attacks** Fencing Sword (6k2 R; Balanced), Meltagun (20m; S/-; 4k3 E Pen 12; Clip 5; Reload 2Full)

**Abilities**  
*Dragon Breath* - As the Dragonborn racial ability

**Traits** Caster (Evocation 3)

**Gear** Flak Jacket, Meltagun, 2 extra reloads, Fencing Sword, Micro-Bead, Brightly colored robes

**Level** 3

## Tinkerer

Gnomes are generally harmless people, more concerned with playing with new technology (and fixing old technology) than hurting anyone. Sometimes, though, they have to defend themselves against thieves or, worse, saboteurs.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	3	2	2	3	2	3	1	2

**Skills** Academic Lore 3, Acrobatics 2, Arcana 2, Ballistics 2, Common Lore 3, Drive 2, Perception 2, Pilot 3, Scrutiny 1, Weaponry 2, Craft 4, Tech-Use 2

**Speed** 5

**Size/Resilience** 3 / 4

**Static Defense** 16

**HP** 4

**Feats** Armor Prof (Light), Weapon Prof (All)

**Armor** Mesh Vest (4, Body)

**Attacks** Laspistol (30m; S/-; 2k2 E Pen 0; Clip 30; Reload Full; Reliable), Web Pistol (30m; S/-; Clip 1; Reload Full; Snare), Katar (2k2 R, Pen 3)

**Abilities**  
*Improvise* - As the Gnome racial ability

**Gear** Laspistol, 3 energy packs, Web Pistol, 2 web loads, Katar, Mesh Vest, Auspex, Backpack, Chrono, Combi-Tool, Data Slate, Torch, Void Suit, Clothing with a lot of pockets.

**Level** 2



## Ork Freeboota

Orks love nothing more than a good fight. An Ork freeboota is a fairly typical ork warrior with little experience, almost no scars, and all his own teeth. All of which mark him

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
4	2	3	3	2	2	2	3	3

as being very low on the totem pole indeed.

**Skills** Intimidation 2, Scrutiny 2, Ballistics 2, Weaponry 3, Brawl 2

**Speed** 6

**Size/Resilience** 5 / 5

**Static Defense** 15

**HP** 6

**Feats** Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary)

**Armor** Heavy Leathers (3, Arms, Body, Legs)

**Attacks** Choppa (7k2 R), Autogun (90m; S/10; 2k2 I Pen 0; Clip 30; Reload Full)

**Abilities**  
*WAAAAAGH!* - As the Ork racial ability.

**Gear** Charm, Heavy Leathers, Choppa, Autogun, 3 clips, Patchwork clothing

**Level** 2



## Ork Nob

An Ork Nob is much larger than a mere freeboota, with the scars and a few bionik bitz to prove it. They're good at yellin' really loud and givin orders to make sure no one is muckin' about. Most Ork Nobs love nothing more than gettin' stuck in, and so they can be found in the very thickest fighting.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	4	4	2	2	2	3	4

**Skills** Intimidation 3, Command 4, Scrutiny 2, Ballistics 3, Weaponry 4, Brawl 3

**Speed** 8

**Size/Resilience** 6 / 6

**Static Defense** 16

**HP** 12

**Feats** Cleave, Crushing Blow, Power Attack, Fearless, Armor Proficiency (Light), Weapon Proficiency (Ordinary), Sound Constitution x4

**Armor** Heavy Leathers (3, Arms, Body, Legs)

**Attacks** Big Choppa (9k2 R; Pen 4), Autogun (120m; -/10; 3k2 I Pen 5; Clip 100; Reload Full)

**Abilities**

WAAAAAGH! - As the Ork racial ability.

**Gear** Charm, Heavy Leathers, SAW, Autogun, 3 belts of ammunition, Patchwork clothing

**Level** 3



## Aspect Warrior

Aspect Warriors are Eldarin warriors, members of one of their great fighting schools. Many fighting schools have extremely specialized equipment or tactics - the following is a kind of baseline warrior type with standard (very deadly) weapons and armor.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	4	2	3	4	3	4	4	3

**Skills** Academic Lore 2, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 3, Deceive 2, Perception 3, Scrutiny 2, Weaponry 4

**Speed** 7

**Size/Resilience** 3 / 4

**Static Defense** 28

**HP** 7

**Feats** Blademaster, Armor Proficiency (Light), Blind Fighting, Catfall, Defensive Mobility, Fleet of Foot, Swift Attack, Weapon Proficiency (Fencing, Synchroneth)

**Armor** Mesh Overcoat (4, All)

**Attacks** Fencing Sword (5k2 R; Balanced), Lighting Gun (30m; S/2; 4k2 E Pen 4; Clip 6; Reload 2Full; Scatter, Shocking), Sound Constitution x2

**Abilities**

Warp Step - As the Eldarin Racial ability.

**Gear** Lightning Gun, 2 Lightning Charges, 3 Photon Flash Grenades, Fencing Sword, Mesh Overcoat, silk suit.

**Level** 3

## Eldarin Farseer

Eldarin Farseers are leaders in their race, using powerful divinations and other magics to see through the veil of the warp and determine the best course of action. They're really too valuable for the Eldarin to lose, but because their powers are so useful they end up in all sorts of dangerous situations. Most Eldarin have the sense to start running once they see the Farseer absconding.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
2	4	2	4	4	2	4	3	4

**Skills** Academic Lore 1, Acrobatics 3, Arcana 4, Athletics 2, Ballistics 2, Common Lore 3,



Deceive 2, Forbidden Lore 3,  
Perception 3, Scrutiny 3, Weaponry 2

**Speed** 6  
**Size/Resilience** 3 / 4  
**Static Defense** 25  
**HP** 6

**Feats** Common Sense, Danger Sense, Defensive Mobility, Fast Reflexes, Foresight, Spell Might, Spell Penetration, Strong Minded, Weapon Proficiency (Fencing, Synchrony)

**Armor** Leathers (2, Arms, Body, Legs)

**Attacks** Fencing Sword (5k2 R; Balanced),

**Abilities**

*Warp Step* - As the Eldarin Racial ability.

**Traits** Caster (Divination 4, Enchantment 2, Illusion 3, Evocation 2)

**Gear** Fencing Sword, Staff, Leathers, Elaborate robes

**Level** 3

## Space Marine

Armed with the best weapons, the thickest armor, knowing no fear and with the sole purpose of bringing the forces of Chaos to their knees. These are the Space Marines. They are Aasimar who are part of the elite forces of the Blessed Pantheon, going out into the Wheel to smite the enemies of their gods.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	3	5	3	3	4	3	5	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Scrutiny 3, Weaponry 3

**Speed** 8  
**Size/Resilience** 5 / 6

**Static Defense** 16

**HP** 12

**Feats** Sound Constitution x3, Combat Master, Armor Proficiency (all), Weapon Proficiency (all)

**Armor** Power Armor (12, All)

**Attacks** Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

**Abilities**

*And They Shall Know No Fear* - As the Aasimar racial ability

**Gear** Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 3

## Grey Knight

If the Space Marines are the best of the best, the Grey Knights are the best of the best of the best. They are issued relics and equipment that is of such value that it must only be given to those who can make the best use of it. They have training superior even to that of a Space Marine, and are sent to carry out missions with nearly no chance of success but which they cannot afford to fail.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	3	5	4	3	5	3	5	5

**Skills** Acrobatics 3, Athletics 4, Ballistics 4, Common Lore 3, Forbidden Lore 3, Perception 3, Scrutiny 4, Weaponry 4

**Speed** 9

**Size/Resilience** 5 / 6

**Static Defense** 16

**HP** 15

**Feats** Sound Constitution x5, Combat Master, Armor Proficiency (all), Weapon Proficiency (all), Blind Fighting, Danger Sense, Luck, Strong Minded

**Armor** Power Armor (12, All)

**Attacks** Power Sword (9k2 R; Pen 4; Power Field), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

**Abilities**

*And They Shall Know No Fear* - As the Aasimar racial ability

**Gear** Power Armor, Power Sword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 4





## Chaos Marine

As the Space Marines serve the forces of the Blessed Pantheon, the Chaos Marines serve the Ruinous Powers of Chaos. They are a more varied lot than the Space Marines, their armor altered to serve the various mutations each Tiefling gains over time, and covered in spiky bits and garish colors for good measure.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
5	4	5	3	3	4	3	4	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 2, Common Lore 2, Perception 2, Intimidate 3, Weaponry 4

**Speed** 8

**Size/Resilience** 5 / 6

**Static Defense** 16

**HP** 12

**Feats** Sound Constitution x3, Armor Profi-



ciency (all), Weapon Proficiency (all), Frenzy

**Armor** Power Armor (12, All)

**Attacks** Chainsword (8k2 R; Pen 4; Tearing), Boltgun (90m; S/3; 4k2 X Pen 6; Clip 24; Reload Full; Tearing)

**Abilities**

*Bloody Minded* - As the Tiefling racial ability

**Gear** Power Armor, Chainsword, Boltgun, 2 Bolt clips, Plain clothing, charms

**Level** 3



## Obliterator

There is a kind of curse or magic or virus (or all three) that infects some Chaos marines. They become one with their weapons and armor, mutating to become a mass of weaponry with flesh stretched over gunmetal. They've almost all been driven insane by the torment of their condition, but serve well as engines of death and destruction.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
6	4	6	3	1	4	2	1	4

**Skills** Acrobatics 2, Athletics 3, Ballistics 3, Common Lore 2, Perception 2, Intimidate 3, Weaponry 3

**Speed** 10

**Size/Resilience** 8 / 8  
**Static Defense** 9  
**HP** 15  
**Feats** Sound Constitution x5, Armor Proficiency (all), Weapon Proficiency (all), Sturdy  
**Armor** Armor Plating (15, All)  
**Attacks** MP Lascannon (300m; S/-; 5k4 E Pen 10; Clip -; Reload -; Recharge), Heavy Bolter (120m; -/10; 4k2 X Pen 8; Clip -; Reload -; Tearing), Crushing Fist (6k3 I).  
**Abilities**  
*Bloody Minded* - As the Tiefling racial ability  
*Integrated Weapons Array* - The Obliterator can create nearly any weapon from its body. In addition to the listed attacks, it can generate nearly any Ordinary, Las, Plasma, Melta, Bolt, or Flame weapon it needs to. An obliterator has effectively infinite ammunition with all of its weapons. It requires a full round action to shift weapons, and can have any two at a time.  
**Traits** Auto Stabilized, Machine (15)  
**Gear** -  
**Level** 4

## Dark Eldarin Raider

The Dark Eldarin have a culture of slavery, sacrifice of souls to the Daemon Lolth, and incredible decadence that would make even the most jaded whore blush. They often send raiding parties out to capture fresh prey to bring, screaming, to their hidden dark city of Commorragh. Those that they take are typically never seen again.

Str	Dex	Con	Cha	Fel	Cmp	Int	Wis	Wil
3	5	2	4	4	3	3	3	3

**Skills** Academic Lore 1, Acrobatics 3, Arcana 2, Athletics 2, Ballistics 2, Common Lore 2, Deceive 4, Forbidden Lore 2, Perception 3, Scrutiny 2, Weaponry 4  
**Speed** 8  
**Size/Resilience** 3 / 4

**Static Defense** 28  
**HP** 5  
**Feats** Blademaster, Armor Proficiency (Light), Backstab, Catfall, Defensive Mobility, Decadence, Fleet of Foot, Sneak Attack, Weapon Proficiency (Fencing, Exotic, Parrying)  
**Armor** Mesh Overcoat (4, All) ✓  
**Attacks** Officer's Cutlass (5k2 R; Shocking), Needle Gun (180m; S/-; 2k2 E Pen 0; Clip 6; Reload 2Full; Accurate, Toxic)  
**Abilities**  
*Warp Miasma* - As the Dark Eldarin Racial ability.  
**Gear** Needle Gun, 2 Needle Packs, 3 Smoke Grenades, Officer's Cutlass, Mesh Overcoat, spider silk suit.  
**Level** 3





## ✓ Minions

In a setting Where heroes are expected to be more than human, some people simply aren't a threat. While there are supplied statblocks for peasants and the like, in larger combat areas it can be more fun and easy to abstract large groups of enemies into Minion Squads.

✓ Minions come in groups of up to six, since it's hard for more people than that to attack a single person at once. These groups are referred to as "Minion Squads". Minions do not attack the same way as everything else in DUNGEONS THE DRAGONING does. Since they appear in large groups, they use a simplified version of the combat rules that allows them to act en masse.

Minions have a Threat Rating (from 1 to 5). This represents their general competence and ability. Peasants, hobos, and untrained men would have a threat rating of 1; Pirates, military men, and so on would be around a threat rating 3; and Lusty Vampire Bitches and Ninja Assassins would be a threat rating 5.

All combat rolls they make use this Threat Rating as the number of Kept dice they have, and roll a number of dice equal to the number of them attempting the action. Remember that you cannot keep more dice than you roll.

*Example: A group of five rowdy Space Pirates decide to get all up in Haruhara's face. They have a Threat Rating of 3. If all five decide to attack Haruhara, they roll 5k3 for their attack test. However, if only two of them attempt it, they roll 2k2. The Space Pirates are a lot more dangerous when they can gang up on someone.*

Next, each Minion Squad has its Static Defense. It is normally equal to their Threat Rating, multiplied by 5. Whenever a Minion Squad is hit, one of the minions is removed from the squad (typically to the grave). For every raise a Hero makes on the attack, an additional Minion is removed. If Minions are hit with a Blast weapon, remove a number of minions equal to the Blast rating of the weapon.

*Example: Normally, to get rid of one of these Space Pirates, Haruhara would have*





to roll a 15 or higher on her attack test. If she wants to take out three of them at once, she must make two Raises, one for each Minion beyond the first, requiring a 25 or higher.

Finally, Minions have a Damage Rating (from 1 to 4). If a group of Minions hits a hero, rather than rolling for damage they simply deal 5 points of damage per Damage Rating, plus 5 more for every raise they get on the roll to hit. The Damage Rating of a Minion Squad will note the type of damage they do. If they have a ranged attack, it will be noted here. The Range of a Minion's ranged attacks is equal to 10x their Threat Rating.

*Example: The Space Pirates attack Haruhara with their various blades. They need a 20 to hit her, and they roll a 26. Their damage rating is 3 and they got one raise, so they deal 20 damage (3 for their rating, +1 for the raise, all multiplied by 5).*

? Minions can also team up with Heroes or their enemies instead of acting as a Minion Squad. A character teamed up with Minions adds the Treat Rating of the highest threat minion to every skill roll they make. A character cannot benefit from more minions than their Fellowship. Minions teamed up in this way must be targeted separately from the character, but multiple Minions may still be felled for one Raise per Minion beyond the first.

! Minions, flamers, and grenades. You can just smell the charred corpse piles from here can't you? Minions getting hit by flamers roll against the TN to dodge the flamer. On a success one Minion survives, plus another survivor per raise. On a failure they all die, and some ammo might cook off if there were any checks on the roll. Minions armed with flamers work as follows: Assuming they all shoot the same area, the TN to dodge their flamer blasts is 5 times the number of Minions in the squad, and they do their normal damage. Or they can spray about a 30 degree arc per Minion in the squad, but the TN to dodge them is only 10 and they do half damage. After each shot they have to wait a round to unjam and reload their flamers. They're all taking that time to help each other, even if any one particular minion didn't jam his flamer. Minions armed with grenades explode. Seriously, it's like giving the Three Stooges a lit stick of dynamite. It's just a matter of time.

## SAMPLE MINION SQUADS:

### Kobold Stabbers

Threat Rating: 1  
Damage Rating: 1R (Daggers)

### Ninja Slayers

Threat Rating: 4  
Damage Rating: 2R (Short swords), Ranged 2R (Shuriken)

### Fluffy Bunnies

Threat Rating: 1  
Damage Rating: 5R (Sharp pointy teeth)

### Space Pirate Crew

Threat Rating: 3  
Damage Rating: 3R (Various blades), Ranged 3I (Various guns)





## Appendix A: Perception and Stealth

These optional suggestions for seeing things are based on actual research done by real people and interpreted for the game. They are intended to model people actually looking for things that can reasonably be missed. Noticing a tank with camouflage netting on it in the jungle is a proper use of these rules, spotting a drunk fan in the middle of an empty football field isn't.

Now, lets talk vision, hearing, and stealth. Perception skill tests under normal everyday circumstances shouldn't be penalized for not having dots in the skill. People notice stuff just fine all the time without special training. Apply the penalty for not having the Perception skill when it's a special trial, like spotting a specific coin in a big pile. If you would say "Yeah, I'd use that situation to train someone to be a better spotter." then you can apply the no-dots-in-the-skill penalty if you're interested.

First we'll get the very simplified version out of the way. If this is good enough then you don't need to look any further.

People looking for stuff **automatically** spot things at a distance of Size x10 meters. Double that distance if the terrain is open and clear. Double it again if there's nothing else out there. Double it again if it's the only thing moving. Double it again for large (size 11+) vehicles (Book 2, p.97). If it's out past automatic success range the spotting TN is 10 at 100m and +5 for every 100m more, then subtract the target's Size or subtract twice the Size if it's a vehicle or something of Size 10+. Figure out the number of things in the spotter's favor and the number of things in the target's favor. Add rolled dice for things that favor the spotter and subtract rolled dice for things that favor the target. Stealth attempts add to the spotting TN.

The not so simple version.

Assumptions: First we're assuming that most normal people are looking at a range from 2k2 to 4k3. The 50% chances of these are; 2k2 = 11, 3k2 = 14, 4k2 = 16, 3k3 = 17, 4k3 = 20. So you're safe in assuming that normal humans in normal conditions **automatically** spot a TN 10 thing instantly and a TN 15 object in under 30 seconds. In a crowd of 40 average people who are actively looking for something you can safely assume that 10 of them get TN 20, three get TN 25, and someone gets a TN 30 result

immediately. Second we assume that this is all about people putting in actual effort and attention. These numbers are for spotting cars and pedestrians while driving at night, finding birds when you're out bird watching, searching for you're lost car keys in your kid's toy box. They are not for randomly noticing a spot of gum on the sidewalk while you're out jogging.

When: When a character wants tries to find something, might notice something important, or is trying to hide something. Note that in these examples; 1) nobody is shooting at you while you're reading this, 2) the easy ones aren't trying to hide, 3) spotting and identification are different things.

### Don't bother, automatic success:



You see the zebra, red shirt, and helicopter.

### Easy checks, TNs 10-15: ✓



Still easy to see the dog and the guy in a blue hats.



**Hard checks, TNs 20+:**

A feline, a boat, and a sniper.

**Don't bother, automatic failure:**

✓ Top: Guy with a snake tattoo. Bottom: ???

**The When of hearing.**

Don't bother, automatic success: Nukes & orbital strikes anywhere closer than way past the horizon, gunshots on the same floor of a building or in the same neighborhood, people shouting and trying to be heard with anything less than chainsaws and explosions going off, multi-ton armored vehicles driving around right on the other side of a wall.

Easy checks: People shouting at you during a rock concert, identifying the calibers of close gunshots, a squad of troops stomping around on this floor of a building, rioting at 2km.

Hard checks: The tiger sneaking up on you in the jungle, eavesdropping several rooms away in an office, a silenced gunshot during a party, someone breathing in a dark room.

Don't bother, automatic failure: A laser shot during a rock concert, a (normal) fish under the surface of the water, a midsize automobile engine idling inside of a closed garage across the street, a jet plane flying 10km up.

**Then When of hiding.**

This is basically the inverse of the spotting pictures and hearing stuff with the exception that a stunt, distraction, or taking actions to change the circumstances could allow someone or something to sneak around even if they would normally be automatically seen.

Who rolls: The perceiving character rolls unless there isn't one or the SM is feeling lazy and using an average. Spotters trying to spot something, guards on watch, etc. Stealth makes it an opposed or modified roll. You can check stealth against a static TN to deal with mechanical or automated sensors, like moving slow enough to not set off a motion sensor. If you would need to roll lots of dice for a bunch of spotters you can use averages (see the Assumptions section above).

How: Perception often uses Wisdom and stealth often uses Dexterity, but not always. Here are some examples. Deducing that if something was there then it would logically be in such-and-such a spot or figuring out a path through the blind spots of security cameras (Stealth + Intelligence). When fighting boredom for long periods of time (Perception + Willpower). Imitating a statue for an hour (Stealth + Constitution). Getting a good look at an identifying tattoo without being rude (Perception + Fellowship).



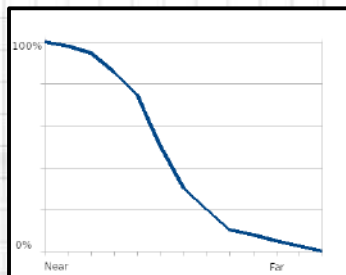
**Looking the other way:**

Half rolled dice after modifiers. If you really have to know if someone driving a car spotted a sale sign in a shop window as they went past you use half the rolled dice. They were paying attention but not looking for window signs, drivers are (OK, they should be) looking for other cars and pedestrians on the road. If they're specifically searching for sale signs as they drive past then you halve the dice and make them roll to notice the little old lady crossing the road. And even this is when they're still sort of paying attention. Someone zombified by sitting in front of the TV binge watching their favorite action movie franchise? They don't even get to roll.

**! Perception vs. Stealth:**

You can run this different ways. If someone casts Invisibility or uses some artifact stealth cloaking device then that's a straight opposed check. You should also do straight opposed checks when range isn't going to be a factor and the sneaker would be automatically spotted if they weren't trying to be stealthy. Circumstances can give the sneaker a bonus or penalty, or give the spotter a bonus or penalty, just don't double them up. If someone is sneaking through a green forest in a sequined neon pink body suit don't give them a penalty and the spotter a bonus, just pick one roll to modify. The issue comes up when there's already some distance modifier or perception interference going on. You can take the higher of the general spotting TN or the stealth test, add those two numbers, or add half of the stealth test to the general spotting TN. Any of those approaches work, but they scale the difficulty of spotting the sneaker differently. As a default you probably want to take the higher of the two numbers, that results in the lowest TN of these options. If that repeatedly turns out to be too easy in your game you can then move up to adding half or all of the stealth test to the spotting TN. This pretty much all applies to the hearing perception tests as well.

**The visual spotting TNs:**



It turns out that human perception follows the general shape of this graph. The details will vary, exact shape, distances, accuracy, etc. But the general shape holds true for daytime, nighttime, spotting tanks in the desert from a jet fighter, seeing people moving through a forest, and picking out a "-" in fields of "=" (clutter or 'noise' filtering ability). People are really good up to a certain distance/item count, then there's a steep drop-off in accuracy and speed until some point where it's generally a very low chance for any distance or situation until it becomes impossible. Seriously, the military is really interested in this stuff, you can check the bibliography at the end of this section. The result of research into other's research is this chart:

Range(m)	TN
50	5
150	10
250	15
300	20
350	25
400	30
450	35
500	40
550	45
600	50
700	55
800	60
900	65
1km	70

Each additional 200m is another +5 up to 5km (that's another +25/km, total TN 95), then each additional kilometer is another +5 out to about 50km (total TN 140, and yes some people can roll that once in a while), after that you're on your own.

**Modifiers**

Subtract twice the target's Size. *Always do this.*

Extreme shortcut for all the other modifiers: Figure out the number of things in the spotter's favor and the number of things in the target's favor. Add rolled dice for things that favor the spotter and subtract rolled dice for things that favor the target.

**Cover:** Short version: More cover removes more rolled dice.

- 1k0: Light cover & low obstacles, a few modest bushes and tall grass.
- 2k0: Some underbrush and a few trees large enough to hide behind,
- 3k0: Significant clutter, lots of bushes and many trees, a forest.
- 4k0: Extreme visual cover and short LoS, a lush rain forest/jungle.

**Lighting:** Short version: Worse lighting removes more kept dice.

- 0k1: Just enough light to read by, dim restaurant, thick cigarette smoke.
- 0k2: Full moonlight, dark corners of a dance club, smoke & fire extinguishers.
- 0k3: Half moon, badly lit parking lot, bathroom nightlight.
- 0k4: Only starlight, can barely see your own body, obscuring smoke.
- 0k5: Total darkness, zero visibility fog, unable to see your own body.



**Movement:** Short version: People see moving object more easily but have a harder times spotting things when they are the ones moving.

- 5: Target is continually moving
- 10: Target is running or moving at 20+ kph momentum 6+ (Book 2,p.97).
- 15: Target is leaving a trail (exhaust clouds, dust plumes, etc.).
- 20: Target is the only thing moving against the background.
- +5: Observer is continually moving.
- +10: Observer is running or moving at high speed (this is the inverse of the -10 TN bonus for spotting runners).

**Contrast:** Short version: Those black letters on the white board at the eye doctor are easier to see than a chameleon.

- +15: Extremely low: black cloth on a black screen at night.
- +5: Low: common camouflage outfit or colors matching the background.
- 5: High: clothing intended to be visible, hunter's orange safety vests.
- 15: Extremely high: lit up with lights at night.

**Sound:** If you can hear it coming take another -10 off the TN.

**Distractions:** Because boredom kills.

- 1k0: Minor, your partner keeps flicking his lighter on and off.
- 2k0: Major, that guy over there keeps shooting at me.
- 4k0: Deadly, if you take your eyes off the statue it will kill you.
- +4k0: Helps you concentrate wonderfully, bonus to watch the statue moving
- +2k0: Which window are the shots coming from (even if you get shot for looking).
- +1k0: Blessed silence, your partner is off to the medics to get the lighter pulled out of his nose.

**Example:** Incoming jet fighter! At about size 12 (Book 2, p.113) screaming along at Mach 2 on the afterburners during a clear day is... high speed(-10) + noisy(-10) + leaving a trail(-15) + size(-24) + the only thing in the sky(-20) = -69 to any TN and automatically spotted at a minimum of 2km (1920m) anyway. Under the optional rule you can set the spotting TN at 2km to be 5 and add another +5 per 2km of additional distance. **!**

**Bonus Extra:** How far can we see in this crap?

The chance of a line of sight existing, as function of altitude and terrain. This is of course assuming Earth normal trees, animals, and stuff. If your planet normally has 400m tall trees and animals you'll have to figure out your own bloody chart.

Halve the distances for bad lighting and quarter them for night time. Halve the distances again for bad weather (fog, rain), and quarter it for terrible weather (hurricane, pea soup).

%	Terrain	Alt=2m	75m	200m
80%	Smooth	300	2100	yes
50%	Smooth	750	3600	yes
20%	Smooth	1400	yes	yes
80%	Rolling	300	750	1200
50%	Rolling	600	1200	2500
20%	Rolling	1000	2500	yes
80%	Rough	150	600	1000
50%	Rough	300	900	1400
20%	Rough	600	1700	1200

To use this chart: For a given terrain at a given altitude, that is the percent chance that an unobstructed view out to the chart distance exists in the direction they you're interested in looking. So in rolling terrain there is an 80% chance that you can see 300m in any particular direction.



**Hearing stuff TNs:** Decent data is really hard to come by on this. You mostly get lots of decibel charts and people talking about possible variables, very little about how far away people really hear and accurately identify the sounds of things. Here is a best guess rule of thumb.

Locating the source and identifying the content of a sound (like making out what someone said, identifying a motor as a 2-cylinder as opposed to a 4-cylinder, or figuring the direction of a safety switching off in the dark) happens at about 1/4th or 1/5th the detection range, or about 1/10th the detection range if you're unprepared or facing the other way.

To notice the sound	TN 10	TN 20	TN 30	TN 40
Whisper, library, laser shot	5m	10m	20m	40m
Running shower, office or forest	10m	20m	40m	80m
Conversation, busy restaurant	20m	40m	80m	160m
Household appliance, passing truck	40m	80m	160m	320m
Alarm clock, crying baby	80m	160m	320m	640m
Lawnmower, shouting	250m	500m	1km	2km
Circular saw, busy highway	500m	1km	2km	4km
Disco, light rioting, las cannon	1km	2km	4km	8km
Rock concert, gunpowder pistols	2km	4km	8km	16km
Jet engines, gunpowder longarm	5km	10km	20km	40km
Grenades, rockets, collapsing tower	10km	20km	40km	80km
Artillery, thunderbolts	50km	100km	200km	400km

Silencers on guns move the distance down by an amount equal to their quality level with poor quality silencers moving pistol shots down to 'light rioting' distances and best quality silencers moving it down to 'baby crying' distances.



**Apply modifiers in order:**

x2 TN for each: Intervening wall (without large openings), background noise of a higher level, each level layer of hearing protection or sound-proofing.

Distance modifier: -1k1 or +10 TN per doubling of the distance (a crying baby at 160m is TN 20), -10 TN for each halving of the distance (a crying baby at 40m is automatic)

+5 TN for each: Intervening chunk of forest, hill, or neighborhood (outdoors), intervening light interior door or open room (indoors), background noise of the same level.

Once the TN goes over 65 go back to adding +5 to the TN instead of doubling the TN.

Examples: A ganger shoots a silenced hand cannon. The gunshot is TN 10 at 2km, reduced to TN 10 at 500m for the silencer and 120m to discern it's a hand cannon instead of a light pistol or revolver. Inside a house 1km away would be TN 30 (10, x2 for the exterior wall, +10 for distance) to hear it and identifying it a TN 60 (10, x2 for the wall, and 4x10 for distance). A crying baby in the next room would double those TNs (the baby is louder at that range). Without the silencer but still 1km away and inside would be a TN 10 to hear it and TN 30 to identify it. Remember, this is out in the open. In a suburb or city you would add +5 or more to the TN from intervening houses and trees, and with another doubling of the base TN if there is a busy highway within 250m or cars passing within 20m.

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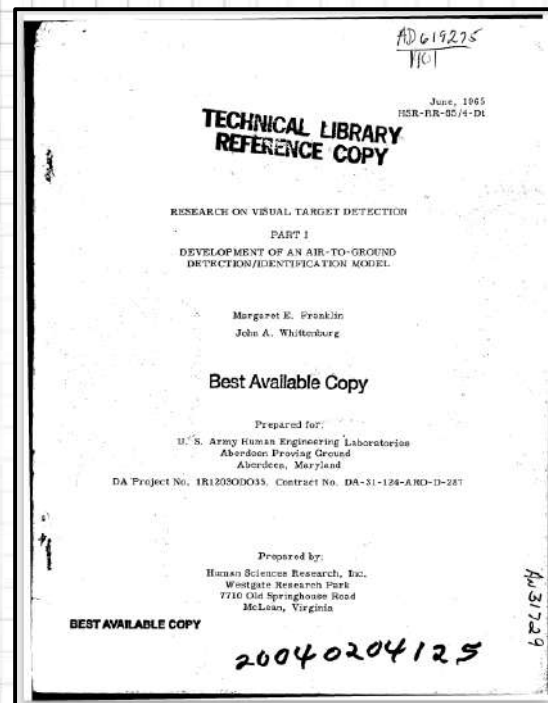
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RESEARCH ON VISUAL TARGET DETECTION PART I DEVELOPMENT OF AN AIR-TO-GROUND DETECTION/IDENTIFICATION MODEL

Margaret E. Franklin, John A. Whittenburg  
June 1965

Detection of random low-altitude jet aircraft by ground observers (Tech. Memo. 7-60; AD 238 341)

AD-758 875: CAPABILITIES OF GROUND OBSERVERS TO LOCATE, RECOGNIZE, AND ESTIMATE DISTANCE OF LOW- FLYING AIRCRAFT  
Robert D. Baldwin  
Human Resource's Research Organization, March 1973





## Appendix B: Codes of Honor

This is all shamelessly cribbed from the Palladium and Rifts RPGs because they're absolutely better than the most common crap out there.

### Principled:

1. Always keeps her word.
2. Avoids all lies.
3. Never kills OR attacks unarmed foes.
4. Never harms an innocent for any reason.
5. Never torture. Never.
6. Never kills for pleasure.
7. Always tries to help others.
8. Works well with others.
9. Respects authority, laws, discipline, and honor.
10. Never betrays a friend.
11. Never break the law unless conditions are absolutely desperate.

### Scrupulous:

1. Keeps her word to any honorable person.
2. Lies only to people who have proven themselves dishonest and without honor.
3. Never kills OR attacks unarmed foes.
4. Never harms an innocent for any reason.
5. Never tortures for pleasure, but may need to extract information from criminals or evil people.
6. Never kills for pleasure, and will always try to bring villains to justice alive.
7. Always tries to help others.
8. Works within the law whenever possible.
9. Bends laws when absolutely necessary.
10. Distrusts authority because it may be corrupt.
11. Work with groups, she but dislikes confining laws and bureaucracy (red tape).

### Aberrant:

1. Always keeps his word of honor.
2. May lie and cheat those not worthy of respect.
3. May or may not kill an unarmed foe.
4. Never kill an innocent, particularly a child. But he may kidnap them.
5. Never kills for pleasure.
6. Never resorts to inhumane treatment of prisoners. But torture, although distasteful, may be a necessary means of extracting information.
7. Never tortures for pleasure.
8. May or may not help someone in need.
9. Works with others to attain his goals.
10. Respects honor and self-discipline in others.
11. Never betrays a friend.

Although let's be serious, 99% of players are just going to go with Aberrant and never look back. As consolation, you can remind yourself that at least they aren't being totally amoral murder-hobos again.

That's it. If you're looking for advice on honorable characters, it isn't here. We'd be thrilled if a character ever made it as far up the honor ladder as Aberrant.





## Appendix C: Insanity, Therapy, Fruit, Nuts, Phobias, and Derangement.

### Optional Therapy To Reduce Insanity Rule:

If a character wishes to try and reduce their insanity score by undergoing therapy, follow these steps:

1) Check every  $2d10$  minus Willpower months (minimum 2 months) of twice or more per week therapy sessions. If the character is under constant and uninterrupted therapy (and drugs, better living through chemistry) by professionals reduce the time spans from months to weeks.

2) The therapist makes a Academic Lore + Intelligence or a Scrutiny + Wisdom test against TN 80 minus the patient's insanity points. If that succeeds the therapist makes a Persuasion + Fellowship test at +5 per raise on the previous test, the TN for this test is the patient's insanity score. Assistants may aid the therapist to the usual limit of two assists.

3) If step #2 succeeds and the patient has not increased their insanity score by more than 10 points since the last time that they got this far, then they can test Wisdom + Composure minus their Forbidden Lore skill against a TN equal to their insanity score. The patient may add 1 point for each of their dots in Devotion, and +5 for each raise on the final roll in step #2 to the result of this roll. Nobody except maybe a Spirit Mentor (p.134) can aid the patient on this test.

4) If step #3 succeeds reduce the patient's insanity score by  $1d5$ , plus 2 per raise on the previous test, but not by more than 1/10th of the patient's insanity score.

5) If all of the dice on any of the tests came up all 1s the patient gains 1 point of insanity. It's an extremely tiny risk (1/10,000 chance) for most people.

**Example:** Bob the Nutter (Will 3, Wis 4, Com 1, Forbidden Lore 3) undergoes intensive therapy at Dr. Frankenstein's "Home For The Criminally Insane" to reduce his insanity score of 43. After  $2d10-3$  weeks of therapy and drugs the doc (Int 4, Fel 3, Academic Lore 4, Persuasion 3) and her two assistants get to make a  $8k4+10$  test against  $80-43=37$ . They succeed with two raises and the doc plus assistants then tests her  $6k3+20$  against TN 43. With Dr. Frankenstein making that test with a single raise Bob can test  $3k3+11$  against TN 43. If he succeeds he can reduce his insanity by  $1d5 + 2/\text{raise}$  points, up to  $43/10=4$  points. If he rolls all 1s he gains a single point of insanity.

## DISORDERS

### Optional Disorders table.

Roll  $1d100$  or select an appropriate disorder. Unless otherwise notes episodes are triggered 3 in 5 times (1 - 6 on a  $d10$ ) on tests or situations similar to that which caused the disorder. Episodes will last  $5d10$  minutes if no duration is listed in the description.





## ! DISORDERS

01-04: Schizophreniform disorder: Mental concentration diminishes; halve all test results requiring concentration, including all Focus Power tests. Reduce Composure by -2 until the end of the scene.
05-08: Motor tension: Spasms, aches, twitches, restlessness, easily startled, easily fatigued, etc. Halve the results of all physical attribute tests.
09-12: Boufee Delirant: Sudden outburst of aggressive, agitated behavior, with paranoia (-2k0 all social skill tests, +1k0 Perception) and auditory hallucinations (-2k0 hearing Perception). These episodes last for 1d10 hours.
13-16: Brain Fag: Impaired concentration and feeling fatigued; pains in the neck and head; the sense that worms are crawling inside the head. All mental attributes at -2 until the episode passes. These episodes last for 1d10 hours.
17-20: Ghost Sickness: Weakness, loss of appetite, feeling suffocated, nightmares, and a pervasive feeling of terror. Gain a level of Fatigue and take -10 on all Constitution or Willpower tests. These episodes last for 1d10 hours.
21-24: Piblokto, "Arctic madness": The afflicted rips off his clothes (and armor, and drops equipment) and runs howling like an animal through the snow (or out an airlock, or into the jungle, or through a window).
25-28: Anthropophobia: An intense anxiety in the presence of other people; fearfulness that one's appearance, odor, or behavior is offensive. Halve the results of all social skill and attribute tests. These episodes last for 1d5 hours.
29-31: Wendigo Syndrome: The afflicted believes he is a cannibalistic monster. The character's Fellowship and Composure attributes drop to zero. Initiate combat in an attempt to eat the nearest person.
32-36: Depression: symptoms include change in appetite, too much or too little sleep, feelings of worthlessness or guilt, and suicidal thoughts, hallucinations, delusions, or stupor. Skills are rolled at -2k0 for 1d5 days.
37-41: Mania: ca general increase in activity, garrulousness, increased self-esteem to the point of delusion, easily distracted, penchant for dangerous activities and bizarre behavior. Roll skills at -1k0, roll social attributes at +1k0, Intelligence, Wisdom, and Willpower are all at -1 dot. These episodes last for 1d5 days.
42-45: Amok: "Running amok", an outburst of violence and homicidal behavior. Amnesia, return to consciousness, and two levels of Fatigue occur following the episode. The killing spree is done using whatever weapons are on hand.
46-50: Autonomic hyperactivity: Sweating, racing heart, dizziness, clammy hands, flushed or pallid face, high resting pulse and respiration, etc. All mental rolls are at -2k0. These episodes last for 1d10 hours.
51-55: Expectations of doom: Anxieties, worries, fears, and especially anticipations of misfortune. All mental attribute rolls are at -2k0. These episodes last for 1d10 hours.
56-59: Vigilance: Distracted, inability to focus, insomnia, irritability, impatience. All social attribute rolls are at -2k0. These episodes last for 1d10 hours.
60-65: Panic Disorder: A period of extreme fear. Sweating, trembling, choking, etc. appear, strong enough that the person fears immediate death. The character automatically fails all social tests and is treated as being Pinned (p.262)
66-69: Obsessive Compulsive Disorder: The character involuntarily experiences persistent ideas, thoughts, impulses, etc. These ideas are frequently repugnant to the character, but they are so strong that during times of stress the character may be unable to concentrate apart from them, even if necessary for survival. Halve the result of all tests.
70-76: Compulsions: Ritual actions performed by the character. The character may agree the actions are senseless, the need to perform them is over-powering and the character may ignore his or her survival in order to perform the ritual. In a severe condition for instance, a sufferer might need hours to clean up before he or she was able to leave one room for another. These episodes last for 1d10 hours.
77-80: Post-traumatic Stress Disorder, "shell shock": The character begins to relive the trauma on thoughts, dreams, and flashbacks and loses interest in daily activities. The character hallucinates that the triggering event is the same as the original traumatic experience. Record the original experience and begin replaying that whenever this disorder is triggered. Alternately halve the result of all tests until the episode passes.
81-87: Phobia: The character persistently fears a particular object or situation. Treat this as a basic failed Fear check for the duration of the exposure to the subject of the phobia, however it cannot increase the character's insanity score. If the subject of the phobia triggers a Fear test the character rolls at -2k1 and automatically fails even if the roll succeeds.
88-91: Hypochondriasis: The character believes he or she suffers from a serious disease. Take -1k0 on all physical attribute and skill tests. These episodes last for 2d10 days.
92-94: Dissociative Fugue: The character flees and cannot recall his or her past. The character attempts to escape their current circumstances, suffers from amnesia, and adopts a new identity. These episodes last until someone tracks the character down and offers irrefutable proof of their previous life.
96-100: Impulse Control Disorders: These include pathological gambling, pathological lying, kleptomania, and pyromania. Find or choose an activity, the character will pursue the activity whenever an opportunity is presented and when under severe stress.

## Phobias

If no phobia seems appropriate you could roll 1d100 or consult <https://www.verywellmind.com/list-of-phobias-2795453>

01-02: Acrophobia: fear of heights	51-52: Necmophobia: fear of dead things
03-04: Ailurophobia: fear of cats	53-54: Noctophobia: fear of night
05-06: Androphobia: fear of males	55-56: Nyctophobia: fear of darkness
07-08: Aquaphobia: fear of water	57-58: Ondontophobia: fear of teeth
09-10: Astraphobia: fear of lightning	59-60: Onomatophobia: fear of a certain name
11-12: Astmophobia: fear of stars	60-62: Ophidiophobia: fear of snakes
13-14: Bacteriophobia: fear of bacteria	63-64: Ornithophobia: fear of birds
15-16: Ballistophobia: fear of bullets	65-66: Pediphobia: fear of children
17-18: Belonephobia: fear of pins and needles	67-68: Phagophobia: fear of eating
19-20: Botanophobia: fear of plants	69-70: Pyrophobia: fear of fire
21-22: Blennophobia: fear of slime	71-72: Scoleciphobia: fear of worms
23-24: Claustrophobia: fear of enclosed spaces.	73-74: Spectrophobia: fear of ghosts
25-26: Clinophobia: fear of beds	75-76: Taphophobia: fear of being buried alive
27-28: Demonophobia: fear of demons	77-78: Thalassophobia: fear of the sea
29-30: Demophobia: fear of crowds	79-80: Tomophobia: fear of surgery
31-32: Dendmophobia: fear of trees	81-82: Vestiophobia: fear of clothing
33-34: Doraphobia: fear of fur	83-84: Xenophobia: fear of foreigners
35-36: Entomophobia: fear of insects	85-86: Zoophobia: fear of animals
37-38: Ergophobia: fear of work	87-88: Rhabdophobia: fear of magic
39-40: Gephyrdmophobia: fear of crossing bridges	89-90: Arithmophobia: fear of numbers
41-42: Gynophobia: fear of females	91-92: Atychiphobia: fear of failure
43-44: Hematophobia: fear of blood	93-94: Bathmophobia: fear of stairs or steep slopes
45-46: Iatrophobia: fear of doctors	95-96: Cyberphobia: fear of computers
47-48: Ichthyphobia: fear of fish	97-98: Heliophobia: fear of the sun
49-50: Monophobia: fear of being alone	99-00: Koumpounophobia: fear of buttons





### Random Mutations / Daemonhost Tells

1d200 (or 1d100 and flip a coin to see if you add 100 to the result)

1	Your legs end in hooves.	51	One of your eyes becomes black and weeps tar-like tears.
2	Hook Fingers.	52	1000 Ears. They cover your body.
3	Patterned Skin: Stripes.	53	Wattles. Like a rooster.
4	Mysterious hole right through your head.	54	Donkey Ears. Tufted.
5	You gain a bright blue spot, the size of a coin on an exposed surface	55	One arm gains several extra joints.
6	1000 Noses. They cover your body.	56	Two Necks. Can sing in harmony with self.
7	Extra Mouths.	57	1000 Sores. They cover your body.
8	Neck Frill.	58	Comb. Like a rooster.
9	Hinged Head. Enormous toothy grin, ear to ear. Head opens like a box.	59	Drill Bit Teeth.
10	Leathery Purple Hide.	60	Iron Skin. Flakes in rusty layers.
11	Your teeth become long and serrated.	61	Bristly Beard. Black, long, and coarse.
12	You emit clouds of stinking yellow vapor from your ears.	62	Head shrinks to a narrow point. Eyes on either side like tennis balls.
13	Monkey Tail.	63	Temperature Sensitive Hair. Varies from purple (cold) to red (steaming hot).
14	Your skin flickers between two colors (red, orange, yellow, green, blue, indigo, violet).	64	Your legs become goat legs.
15	Your skin becomes lumpy and warty.	65	Your skin becomes a new color Red, orange, yellow, green, blue, indigo, violet
16	Bird Wings. Vestigial.	66	Strange words to appear on your arms and face, it is bad poetry.
17	Unusual Genitals. Whatever you had going on down there is different and weird now.	67	Horse Tail.
18	Single Bird Wing.	68	You are covered in rainbow feathers.
19	Feeble Jaw. Enormous overbite.	69	One of your eyes becomes green and wobbly.
20	Extra eye on your forehead.	70	Hunchback. You store a huge heap of fat on your back.
21	Dog Face.	71	Your head becomes silver and swollen.
22	Skin Flaps. Like flying squirrel wings. Cannot use them to fly or even fall slowly.	72	One of your eyes extends on a tube.
23	Your nose becomes long, protruding, and sharp.	73	Neuter. Your genitals fly away on little bat wings.
24	Strange Walk. Your joints fire in an odd order.	74	Rabbit Ears.
25	Tiny tentacles grow in a ring around your head.	75	No Lips. Exposed teeth and gums. Dribbly.
26	All of your hair migrates to one side of your head in a huge tuft.	76	Goat Horns. Large and curled.
27	You swell up and bloat out	77	Forehead homunculus. A tiny version of you, from the waist up, grows from where your face used to be.
28	Every finger ends in a tiny lamprey mouth.	78	Patterned Skin: Halved, with each half a different color.
29	A pocket of writhing fly legs appears on you. Roll for location.	79	1000 Mouths. They cover your body.
30	Your voice sounds like a distressed cat.	80	Skin becomes jet black with faint white stars.
31	Bloated Tongue.	81	Your eyes move as far apart on your face as they can, as if repelled by magnets.
32	1000 Eyes. They cover your body.	82	You grow a migratory lump on your back.
33	Neck Pouch. Inflates, becomes big and red.	83	You are covered in white and black feathers.
34	Frog Tongue.	84	Long Nose. Bulbous, like a mushroom.
35	Face Bubble. Eyes are protected by a clear dome across face.	85	Enhanced Genitals. Whatever you had going on down there is different and better now.
36	Goat Horns. Small and pointy.	86	Frog Eyes. Bulge and retract every time you swallow.
37	Elastic Face. Features slide around in wild animation as you talk.	87	You grow tiny fingers up and down your neck and rib cage
38	Chameleon Eyes.	88	Warts. All over the place.
39	Pelican Mouth.	89	Tiny arms grow in a ring around your head.
40	Detachable Tail. Newt-like. Instantly falls off and wiggles away.	90	Long Neck.
41	Tentacle Fingers. All wiggly.	91	Lamprey Mouth.
42	Your voice sounds like a faxed duck.	92	Rabbit Teeth.
43	Turtle Shell.	93	Teeth Warts. Molars all over.
44	Breasts. Many. In rows.	94	Bat Wings. Vestigial. Cannot fly.
45	Patterned Skin. Squares or checks.	95	A pocket of writhing fly legs appears on your face.
46	Pig Tail. Curly.	96	Your legs become bird legs.
47	You have strangely colored pupils. Red, Orange, Yellow, Green, Blue, Indigo, Violet	97	Additional heads grow on your neck. The size of apples. They mutter and glare.
48	Compound Eyes. Whole bunch of little eyeballs, like a raspberry.	98	Tentacle Leg. Horrible and bendy, but it still works.
49	Baby Bird Heads. A ring of them around your neck. They cheep silently.	99	Your nose disappears.
50	Your voice sounds like a clogged drain.	100	Worm Warts. All over. Like earthworms half embedded in your skin.

101	Stump Teeth. Little white pegs.	154	Fins. One on your back, two on your sides.
102	Extra Eye. Roll for location.	155	Iron Hair. Spikes and wires.
103	Long Nose. And extra nostrils. Like a pepper pot.	156	Dead Black Eyes. Like a doll's eyes.
104	Your breath comes out in foggy white burps.	157	Crystal Skin.
105	Antlers.	158	Goat Eyes. Square pupils.
106	Flesh Hose. Connects arm to torso.	159	Boils. Horrible red lumps all over your body.
107	Brightly colored feathers emerge around your neck.	160	Snake Arm. A new one. Like an eyeless, noseless boa constrictor. Disobedient.
108	Your teeth are now glassy, horrible and pointy.	161	Chameleon Skin. No bonus to hiding, as it always shifts to vibrant colours.
109	Ridges. All over, up and down your back and sides.	162	All pigment and colour leaches from your body. Your eyes are pink.
110	Frog Eyes.	163	Giant Antlers.
111	Emaciated.	164	Lizard Tail.
112	Grey Hairs.	165	Your lips are replaced with a sharp pointed beak. Too delicate to use as a weapon.
113	Spike Chin. Like a doorstep.	166	Ant Face.
114	Ant Feelers.	167	Feather Crest. Wiggles up and down with your emotional state.
115	Your skin falls off, exposing muscles and sinew. No effect, but it looks gross.	168	Ant Feelers.
116	You extend useless, floppy spines on all sides.	169	Cilia Lips. Wriggly. Seals food inside. Like kissing a millipede.
117	Whiskers.	170	Vertical Eyelids. They blink sideways.
118	Lantern Jaw. Enormous underbite.	171	Your canine teeth sharpen and lengthen
119	Slit Nostrils. Like a snake. Nose disappears.	172	Elongated skull. Grows backwards, bulging oddly.
120	Your mouth becomes a chicken's beak.	173	Migratory Mouth. It roves across your body like a slug.
121	Flesh Hose. Connects head to torso.	174	Mane of Hair. Sticks out in all directions, untameable.
122	Two tentacles grow from your shoulders. The tips glow like matches.	175	Your teeth swim around under your skin, reemerging at random. No effect.
123	Proboscis. Can extend to drink water or other liquids from tall glasses.	176	Instead of blinking, little tongues come out to clean your eyes.
124	Your skin becomes soft, smooth, and luminescent.	177	Your sinus passages become twisted and musical. Woodwind sneezes.
125	Fur. Sprouts in tufts..	178	One of your eyes becomes red and glows in the dark.
126	Flipper Feet.	179	Cow Tail.
127	Second Mouth. Inside the first one. Repeats what you say with a very slight delay.	180	Compound Eyes. Like a fly's.
128	Glass Flesh. Blue-white	181	Strange glowing pancake-like things grow from your limbs.
129	Patterned Skin. Spotted.	182	1000 Tongues. They cover your body.
130	Owl Eyes.	183	All facial features migrate to one side and smush together.
131	Tentacle Arm. One arm only. Works as normal, but slimy and flexible.	184	A long prehensile trunk grows on your face.
132	Your head spins around several times.	185	Migrating Genitals. Whatever you had going on down isn't going to be down there for much longer.
133	Lumps. All over the place. The size of apples.	186	Crocodile Face.
134	Hole. Mysterious hole right through your torso.	187	Color Ripple. You are always the color of the thing you are looking at.
135	Wheezing Voice.	188	Large Ears. They double in size.
136	Your voice drops three octaves.	189	your voice rises three octaves.
137	Breast. Just the one. If you already had some, you get a spare.	190	Spike Tongue. Good for opening bottles but not much else.
138	A bony ridge sprouts along your forehead.	191	Spike Warts. All over.
139	Snake Tongue.	192	Head Crest. Waving tentacles.
140	Your skin glows a new color (red, orange, yellow, green, blue, indigo, violet, ocarine)	193	Tusks. Like a boar.
141	Toenails and fingernails vanish.	194	Thick Fur. Coats your entire body.
142	Petal Ears. Like flowers. Big, fleshy flowers.	195	Full Body Dandruff. It just flakes off of you.
143	Anemone Head. Crown of orange tentacles.	196	Your head shrinks to the size of an apple.
144	Mis-matched Flesh. Lots of lines and ripples.	197	Single Bat Wing. Roll for location.
145	Colour Ripple. You are always the colour of the sky overhead.	198	Arms. Little feeble ones, emerging from one point, just under an armpit.
146	Occasional Scales. Not quite lizard, not quite fish, not quite total coverage.	199	You gain some extra fingers on each hand.
147	You develop patches of feathers.	200	Goggle Eyes.
148	Rabbit Legs.		
149	Fur. Coats your head and back.		
150	Second Face. On the side of your head.		
151	Goat Face.		
152	Extra Thick tendons and joints.		
153	Bat Ears.		



**General Mind Control Rules:**

Mind control is one of the perennial issues with magic. The mechanics presented here are intended to cut a middle path between the SM screwing the PCs over, and the players fucking off by 'misinterpreting' everything in their favor.

Failing a saving throw against mind control by 2 checks (10 points or more) means you have to follow the *spirit and intent* of the command.

Failing by less than 10 points allows you to spend a Resolve point or a Hero point to *subvert* the command. If you spend a Resolve point you can obey the *letter of the command*, but you cannot intentionally misunderstand it. Spending a Hero point allows you to *misunderstand the command*.

Spells that exert ongoing control require the expenditure of Resolve or Hero points *every round* that you wish to subvert that control.

**Example:** The if someone is compelled to "Disarm" and the save is failed by 10 or more they will divest themselves of all weapons. If the save was failed by less than 10 they can spend a Resolve point to attempt to disarm someone else with their next action. If they spend a Hero point they can choose to attempt to blow the caster's arm off ("dis"-arming them) if they are pretty sure that they can get that level of critical damage on a single called shot on their next action.

**Do I Know I Saved?**

Successfully saving against a mind control spell feels really weird unless the spell has the Subtle keyword. The subject will know that someone attempted to influence them on an Arcana + Intelligence test of TN 15 or a Forbidden Lore + Wisdom test of TN 20. They get a free raise if they have been subjected to mind control spells before. Mind control spells with the Subtle keyword do not allow such identification attempts because they have no side effects to detect.

**General Illusion Rules:**

Illusions are another area that people have issues with. Some people want illusion to be perfect replicas that can't be detected as fake, others think that they're inherently flawed to the point where they nearly always fail. The illusion spells were written to be used like this:

Visual illusions look like real things and by default include the appropriate shadows or minor water ripples and dusty footprints. Audible illusions sound like real things and have echoes, etc. You can generally assume that the quality of the illusion is sufficient to fool any casual observer unless the caster has nearly zero information and experience with the object being faked. The entry in a D&D style monster atlas combined with a couple of online videos of good CGI renderings of a creature are enough to allow the caster to produce an acceptable illusion of such things as beholders, dragons, and world leaders. Illusionary mirrors and windows work just fine.

If there is a question on this, and the spell does not have any other indications of what to roll, use the Focus Power as the target number for an observer to make both a Scrutiny + Wisdom test and a Perception + Intelligence test. Any perception or distraction penalties apply to both rolls, and bonuses only apply to the appropriate rolls. If the observer makes one roll but not both, then they are allowed to have a suspicion that the illusion may be some sort of a fake. Possible fakes include inflatable dummy tracked war vehicles (yes, inflatable tanks were used in WWII and it worked), disguised robots, high-tech holograms, doppelgangers or clones of people, and wooden walls painted to look like concrete or steel buildings.

Illusions appear on recordings and audio/visual equipment. They fool robots and zombies pretty reliably. Obvious reality breaks like walking through walls, or a heavy vehicle not leaving tracks in soft mud, will give away the fakery but do not necessarily immediately indicate a magic illusion. Illusions do not 'turn transparent' or otherwise go away when they are identified as illusions, an illusionary wall still blocks vision even when you know it's an illusion (just use a flamer or grenade).

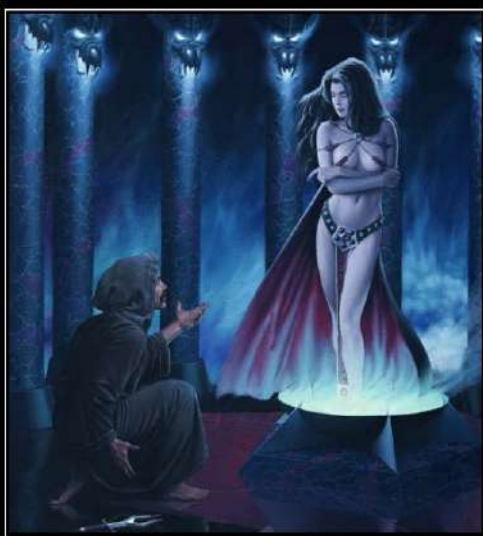


**Daemon Summoning:**

Because you know you want to.

First the name. There are, technically, an infinite number of possible daemons and elementals (and other assorted spirits I guess). Therefore anything you can hammer out on a keyboard (an a large number of thing you can't) is the name of a daemon. The big issue here is which daemon it is and what it has going on. Bob the Malodorous could be a threat level one elemental minion or a daemon prince of the highest power. Calling up what you can't put back down is a bad idea. There's also the fact that Bob might be dead-dead, or imprisoned, or wandering around a crystal sphere and not even in the Warp where he's summonable. This means that those musty tomes (or bloated data files) full of daemon names are important because they'll also tell you things like relative power level, availability, vulnerability to coercion or bribes, and if you need a gas mask after the summoning.

The process starts with a Forbidden Lore + Intelligence test (free raises for being able to do research in grimoires) at TN 15, plus 10 per threat level of the daemon you want. This does mean that even a lesser daemon is a 35 TN and a greater is a 55 TN, unless you already have a name of course. I mean, you'll end up with a name anyways, just not the one you want depending on just how much you miss the target number by. Probably by +/- a level per check with a 70% chance of getting something weaker than you wanted.



**ROCK HARD NIPPLES**

#1 reason to use cold fire when summoning a succubus

Part of the reason for the really high check is A) Hero points, B) the availability of assorted bonuses, and C) at this point retries are still a thing as long as you have time and resources. Grimoires with names are going to provide a bonus of about 1/5th the Wealth test TN to acquire them, and can only help with summoning things of a level equal to the book's bonus. A grimoire with greater daemon names is going to run a 25 TN wealth test, which is expensive and wealth stressing for all but the richest people. This step takes a week per level of the daemon you're hoping to get.

Second is setting up the summoning circle and trap. Test Arcana + Wisdom (patience is more important than smarts here) vs. TN 20 + 5 per level of the daemon. Time is 1 hour, and you can get a +1 to the roll per additional hour you spend, up to a max of +10. If you intend to trap the daemon it requires a gem of Wealth test TN 5 + 5 per level of the daemon. Raises and failure here don't really do anything. Well, for failure you'll have to remake the circle. Verifying that the runes, pentacle, etc. have been correctly done is Forbidden Lore + Wisdom vs half the original TN and takes as long as creating the circle. Of course you can choose to skip the verification process.

Third is the ritual of summoning. Test Conjunction + Willpower vs. TN 25 + 5 per level of the daemon. The base time is one hour, you can get another +1 to the roll for every 2 more hours you spend, up to a maximum of +10 (+20 hours for the max bonus and its gonna call for a Con test of TN equal to the hours for Fatigue if it's over 5 hours). Failure at this step is predicated on the number of checks. At no checks nothing happens, you just fail to summon anything. For each check something is summoned (and no form of control will work on it of course) at a level equal to half the level of the daemon you meant to summon plus the number of checks.

Congratulations you've summoned something. If you didn't summon it into a trap gem then you'll probably get right into social combat to get it to agree to something (with a pool of +1k0 dice equal to the raises you got on the summoning test). If it's trapped... well since you can't communicate with it in there you'd better have a plan for when you let it out. And letting it out is just a command word or an Arcana + Conjunction test vs TN 10.



### Traps, Wards, and Enchantments

Look, this is a game about heroes, villains, cyber-mutant mud wrestlers, and soulless murder-hobos. This is not a "crafting" game, if you're looking to play **Knitting: Wool Vs. Acrylic** you can bloody well go somewhere else. That said it's sometimes useful to whip up a magic trap or enchant a golem. These rules provide a sort of framework for that stuff.

**Step 0:** Set aside some time, each check takes 2d10 hours. The power and binding tests are the only ones that can't be interrupted.

**Step 1:** Decide what effect you want. Make sure you have a spell or magic school that is somewhat vaguely appropriate. Don't go trying to make a fiery explosion trap using Divination.

**Step 2:** Test Arcana + Intelligence to design the ward. TN 10 + 5 per level of the magic and +5 for each additional function or complication you introduce. Add another +5 to the TN for something that's going to last more than a week, +10 for something that's going to go for more than a month or just wait until it fires off once, and +15 for something effectively permanent. At this point the SM adds another +5 to +25 based on how they feel about all of this. The SM must not tell you if you succeeded on this test.

**Step 3:** Make a casting test as per the spell(s) or magic level (Focus Power test) of a TN 20 + 5 per dot of magic school used in the ward. If multiple schools are used the caster rolls their lowest of the schools of magic and attributes involved. Then you make a binding test of Level + Willpower against the higher of the casting test TN or the design TN from Step 2. The SM is *still* not allowed to tell you if you've succeeded or not, but they should keep track of any raises you get on these two tests.

**Step 4:** Test Arcana + Wisdom to detect flaws, identify problems, and safely dismiss what you've done. The TN is same as the Focus Power test but with bonuses equal to the raises you got in Step 3. This is when you're told if you succeeded or not. Since you probably didn't you go back to Step 1, but now one of the TNs from Step 2 or Step 3 is 5 lower and you get one bonus die to roll on any of the next set of checks for every raise you get on this test.

### Example:

A lich wants to put a "simple" ward on a door that tells it if anyone tries to open the door and blasts that person with some harmful energy.

In Step 1 we decide that it's a combination of Scry (Divination 3) and Magic Missile (Evocation 1), we want a password, and we'll add that it will reset and rearm after 30 seconds (making it a permanent enchantment).

Step 2 tells us that this a TN 25 (Scry) + 5 (Magic Missile) + 5 (password) + 15 (duration) + 5 (SM nuisance factor), or TN 55. The lich tests 10k5 and gets a nice average 44. It's a flawed design but the lich doesn't know that.

The lich tests Divination + Wisdom since those are lower than it's Evocation and Charisma. That's 7k4 against TN 40, we'll say it gets a nice average 33 result. Then the binding test of 8k4 against that first TN of 55, with an average roll of 35.

At Step 4 the lich checks it's work, rolling 9k5 against TN 40, with another average 42 roll. It now knows that it didn't succeed. After 8d10 hours of work (probably about 44 hours, a reasonable work week if it weren't an undead that didn't need to sleep or eat) it gets to knock 5 off of one of the TNs on the next go around.

The lich can either go through all this again a few more times, lowering one of the three TNs in Step 2 or Step 3 by 5 more points each time, or it can give up and go with a less powerful ward. Assuming similar rolls each time it will have to go through nine more iterations of this process to complete it's ward.





## ✓ Animate Dead: Beyond the Basics

It's highly likely that at some point a player whose character has the Necromancy school will want to animate something other than the low quality default zombies (p.349). That or the SM will want a legion of skeletons with autoguns. This section details some options for you to work with.

We start by treating the basic zombie and skeleton as a "template", just an adjustment to the base creature that the Animate Dead spell is being cast on. So start by choosing zombie or skeleton

### Base Zombie Template:

Attributes: +1 Strength, ½ Dexterity, social and Intelligence attributes are nil.

Skills: All skills are replaced by Brawling 2 and Perception 2.

Other: All feats, traits, and other special abilities are replaced with Mindless and Undead.

Attacks: The creature gains a "Claws and Teeth" 1k1 R melee Brawling attack if it lacks any other natural Brawling attacks.

### Base Skeleton Template:

Attributes: +1 Dexterity, ½ Constitution, social and Intelligence attributes are nil.

Skills: All skills are replaced by Brawling 2, Ballistics 1, and Weaponry 1.

Other: All feats, traits, and other special abilities are replaced with Mindless and Undead.

Attacks: The creature gains a "Claws and Teeth" 1k1 R melee Brawling attack if it lacks any other natural Brawling attacks.

### The Better Than Average Undead

#### Size:

First off, any critter from Size 0 to Size 4 needs the TN 25 Focus Power test that Animate Dead usually requires. Then each point of Size for the critter being animated adds +5 to that TN. Animating a Size 12 young dragon is a TN 65 Focus Power test.

#### Level:

Next the caster has the option to increase the Level of the critter, up to the Level it had when it was alive. Each level is also a +5 to the TN. You have to take the Level up to the maximum if you want to add any more improvements.

#### Attributes:

Now we get to the good stuff. Once the Size is paid for and the Levels are added the sorcerer can increase any of the creature's nine base attributes, up to a maximum of what it had when it was alive. However if he wants to add dots in a social attribute he has to add at

least one point of Intelligence. Once the caster adds a point of Intelligence, the resulting animated undead loses the Mindless trait and people can start using social skills on it.

The sorcerer may also choose to add some of the simpler special abilities or traits that the original creature possessed. These are things like Amphibious, Armor Plating, Quadruped, Darksight, Crawler, Unnatural Toughness, a breath weapon, and passive racial traits like an ork's Whaagh ability or a squat's Squat Toughness trait.

Everything that gets added increases the TN by another +5 for each dot or ability.

### Skills & Feats:

Once the undead will have at least one point of Intelligence it can get the skills and some of the feats that the creature had when it was alive. Each dot in a skill, and each armor or weapon proficiency feat, adds yet another +5 to the TN. And it still can't go beyond what it had when it was alive.

### Traits & Other Feats:

After all of the creature's attributes are up to the maximum the sorcerer can choose to add certain other abilities that it had in life. The available abilities include things like Aura, Daemonic, Stuff of Nightmares, Fear, Mind Blast, Regeneration, and active racial abilities like a dark eldarin's Warp Miasma or an elf's Elven Accuracy.

Spell casting ability and sword school ranks can also be bought, each dot counts as one instance of an ability and the undead gets the spells and special attacks that the living creature had at those levels of mastery.

Each advanced trait or additional feat adds another +10 to the TN.

Another option at this point is for the caster to turn the creature into a ghost. That adds +25 to the TN but the ghost gets the Phasing and Possession abilities for free.

### Yeah, No:

Completely unavailable are things like exaltation, Power stat, Devotion, Resource points, Hero points, and anything the original creature lacked. In addition, skeletons don't get things that require fleshy bits. Flight with wings, breath weapons, vocal chords, or an elephant's trunk are a no-go for a skeleton.

### The Focus Power Test:

Once the final TN is determined the sorcerer gets to make the Focus Power test. If he succeeds he gets exactly what he asked for. Failure will either melt the corpse into useless goo and ash, or bring forth "only the liveliest awfulness".



## Foot Chases

Vehicle chases are already covered in Book 2, this just uses the same style of action to give you a framework for something that might come up. As will all optional rules, don't use it if you don't like it.

### At the Races

For straight, flat sprints the higher movement speed wins. Look, unless you're Olympic sprinter material, Usain Bolt is beating the pants off you without breaking a sweat. Likewise on a kilometer stretch a good, healthy, horse is totally faster than you are. So what can you do? Pull a stunt, go off the track, or do something to slow down the pursuit.

In these rules we're assuming that everyone involved is running (or swimming, flying, whatever) at maximum speed, although you can go less than that any time you want to. If you want to drop down to your 'combat' speed then you can, it's probably going to cost you any hope of participating in the rest of the chase but you'd be basically taking a regular combat round.

A chase scene isn't exactly combat structured time, but it isn't unstructured time. We want to acknowledge the fact that everyone is dashing all over the place at the same time without stopping, making the stop & go style of combat time inappropriate. But we need to keep some sort of order and the action-reaction system of combat time is useful. So a hybrid system is used. Everyone is assumed to be constantly moving and we won't consider distances or movement until the end of the round, but some people are still acting before others who then need to react to those events.

- 0) Decide on the Leader(s) and Follower(s).
- 1) Roll Initiative every round.
- 2) Winners decide what to do. Losers react.
- 3) Losers decide what to do. Winners react.
- 4) Everyone checks for Fatigue.
- 5) The SM checks distance and if it makes sense to end the chase scene.
- 6) Repeat from step 1.

### Step 0: Follow the Leader.

The Leader is whoever is in front and trying to open up more distance or lose the pursuers. A Follower is one of the ones after the Leader. Complicated chases may have more than one person being a Leader to any particular Follower. Also the SM should write down the distances between people or otherwise decide how to track who is where.

### Step 1: Roll Initiative.

Same as combat.  $1d10 + \text{dots in Dexterity} + \text{dots in Composure}$ . Remember that this may be modified by actions taken last round.

### Steps 2 & 3: What are you doing?

For steps 2 & 3 you pick an action, pick a TN, and then roll something. The other side may be able to react to it. This is also when you want to decide to use any speed boosters like the Fleet of Foot feat or a jet-pack.

### More Speed. (Action)

This is just trying to go faster. This is generally an Athletics or Acrobatics test, often using Constitution, Strength, or Dexterity. It depends on the terrain you're racing across. This move is special in that it has two TNs, the one you pick and one that is five times your regular Speed. Pick your TN and roll you dice. If you make your chosen TN you'll add +1m to your Speed and  $1/5\text{th}$  of the TN to your Initiative roll next round. If you beat both TNs you get an additional +1m of Speed and another +1m for each raise over the higher TN. There's no reactions or penalties for this, people just have to keep up or stay ahead.

### Sharp Turn. (Action/Reaction)

Throw a sudden change of direction at into the race and the pursuit might miss the turn. This is more likely to use Acrobatics than Athletics, but skills like Common Lore (for knowing the area) or Perception can be justified too. Don't try this in the open where Followers can just cut your corner. Pick a TN and the Followers has to make the same roll as a Reaction, or stunt for an alternate method of turning on their turn. Anyone who succeeds gets to add one meter to their Speed for every two raises they get on this test. Any losers of this move lose half of their movement, it's been wasted getting back to the corner. This is one move that it normally doesn't make sense for the Follower to try, but if you can convince the SM that your Sharp Turn is a shortcut it might work.



**Risky Move. (Action/Reaction)**

Rooftop parkour chases involve a lot of this. Pick a TN and do something inherently dangerous. Jumping a nasty gap is popular but you can dive through a hole in a wall, swing on a vine, surf a crowd, whatever. Just as long as it's more dangerous than simply running. Pick a TN and make your roll, your Followers have to do something similarly risky as a Reaction or on their turn using the same TN.

Success adds 1/5th of the TN to your next Initiative roll. Failure will be pretty punishing: a 20m fall, running face first into a wall, or falling under the bus... That's gonna leave a mark. Fail and you take damage, Fatigue, or lose at least half of your movement this round. When this is tried by a Follower it's generally taking a shortcut to get the bonus to the next Initiative roll, but the Leader can take a Reaction to try a similar Risky Move at the same TN to gain the same Initiative bonus.

**Duck Out Of Sight. (Action)**

Justify a Stealth test (it's almost never anything else unless you're really really fast at disguises or something), pick a TN, and lose half your movement this round. Fail your TN and it didn't work, you take 1/5th the TN as a penalty to your Initiative roll next round. Succeed and the other side has to use a Reaction or their turn to make an opposed Perception test or lose track of you. You may well lose the "chase" but if they can't find you then what does it matter?

Please note that there are times where this is an utterly useless thing to do, most Followers will never try this move. If you want to stay still and not move anymore you can keep the result of your test, but if you keep moving you'll have to try something new or make another check to stay unnoticed.

**Create An Obstacle. (Action)**

Possibly the most variable of all the actions. Do something like knocking over a fruit cart, punching an ork, starting an avalanche, or blowing up cars. Just pick a TN for your blockade and roll the appropriate dice. The other side has to take a Reaction or use their turn to evade the obstacle at the same TN or lose half their movement. If they get any checks on the test they are stopped in their tracks and lose all movement this turn.

The downside is that if you screw up then the obstacle affects you too, including losing all movement if you take any checks on the test. This is normally an action taken by a Leader, but a Follower with a rocker launcher can often make a really good case for taking this action.

**Attack While Running. (Action)**

If you're in range (guns are way better for this than knives) you can either take half your movement and make a quick Called Shot or you can take your full movement and make a regular half action or full-auto burst attack (and if the SM is nice a half move and a -2k0 instead of half dice). The attack is made at -2k0 dice (this replaces all the usual penalties and bonuses for running targets and the called shots, but not range penalties). The attack has it's normal effects.

Obviously you could always drop out of the chase in order to take a full-on regular combat style turn, but then you're out of the race unless there's some seriously mitigating circumstances. This works best with webbers, flamers, and people you can get critical hits on.

The TN for this is important, it's both your chosen TN and the opposing target's unmodified Static Defense. The other side can use a Reaction to Dodge, Parry, or Counter Attack against your chosen TN. In each case their Reaction only has to beat your TN to work (unless they want to use the regular Dodge and Parry rules for combat). If the person taking the Reaction chooses to use their Weaponry, Ballistics, or Brawling skills, then they also take -2k0 dice on their roll.





**Serpentine. (Action/Reaction)**

Duck and weave while running as fast as you can. Pick a TN, that's your new Static Defense until your next turn. Any raises add (+1 per raise) to your Initiative roll next round. Fail and your normal Static Defense is halved. Any checks when you fail reduce your Speed by that many meters (1m per check). This usually involves Acrobatics, but if you can justify stuff like Animal Ken to weave through a herd of cows then that'll work too.

This action can be taken as a Reaction to Attack While Running, but you won't get to take any other actions until your turn in the next round (taking more Reactions is still OK if you're able to do so).

**Help Out. (Reaction)**

If there are more than a few people involved in the chase you might want to help an ally instead of shooting them in the leg like you usually do. If you're close enough you can take a Reaction in response to someone failing a test. Using their TN, roll the same check that they're trying or stunt something that ought to help them. If you succeed they get to reroll any one die, plus they get a bonus to their roll equal to five times the number of raises you got. If you fail... Well at least the situation didn't get any worse.

**Other actions. (Varies)**

There's just no way to anticipate everything the players will try. Just use the same pattern as the actions above. Try to keep things moving, actions takes during chases are fast and chase scenes should run pretty fast too.

Pick a roll and a TN. Success gives them more speed, more defense, or negates an opponent's advantage. Failure slows them down, does damage or Fatigue, or makes it easier for the opponents to escape/catch up.

The opposition often gets a Reaction of the same skill or attribute at the same TN to negate the move. Reloading or un-jamming a weapon comes under this heading. The SM may decide that you can reload a clip fed pistol at full speed but have to come to a full stop in order to swap out the power cells on your MP Las Cannon.

**Note: Magic spells.**

Generally speaking anything that isn't a Free action or Reaction spell isn't going to be something you can cast during a chase. For Half Action spells they can maybe cast at half their rolled dice and still get half of their movement in. For Full Action and Non-Combat spells you just have to come to a stop, at which point you're usually out of the race.

**Step 4: The Fatigue Check.**

Everyone who is moving more than their normal maximum speed this turn tests Constitution + Willpower (keep the higher attribute) against the TN of their check. Failure inflicts a level of Fatigue. As a bonus, if you're running away from something that caused you to fail a fear check you get an additional +2k0 to the roll. Robots and zombies are bloody annoying in long distance races.

**Step 5: The SM Does Heavy Lifting.**

Since this is a chase some sort of distance measurement is involved. The SM will have to tally up how far everyone moved and see if the distances grew or shrank. Keeping a tally on a sheet of paper is useful here. If everyone is running, like in a normal footrace, you use the 6x Speed attribute in meters. Remember that Speed can be adjusted round by round depending on the actions that were taken. Make those adjustments first before applying any doubling or halving of movement rates.

If the distance between the Leader and Follower is zero (or close enough) the chase may be over. Or it may just be enough to call for some Attack While Running moves, or grappling actions. If the distances are long enough, or someone made a good Duck Out Of Sight move, then the chase may be over because the Leader got away. This is a pretty subjective call on the SM's part, barring people falling over unconscious from Fatigue or wounds of course. A sprint through a crowded slum could end very quickly because short lines of sight conceal halflings really well, or it could take a while as you follow the sounds of people screaming "Werewolf! Werewolf!"

There's also a possibility that some of the Followers didn't make it far enough in this round to get to an obstacle or another action taken by a Leader. The SM should write down how long it will take them to reach whatever it is, the TN, and the type of check they need to make when they get there. But frankly if the speed and distance differences are that big it's probable that a couple Sharp Turn or Duck Out Of Sight moves are going to end the chase pretty soon, at least for those laggards.

Sad to say, but there are no good mechanics for this (except for "blown off heads and legs usually end chases") so the SM just has to make their best guess.

**Step 6: Rinse and repeat.**

If the chase is still going on you get to start over at Step 1.



## Chase Summary

### Step 0: Follow the Leader.

The Leader is whoever is in front and trying to open up more distance or lose the pursuers. A Follower is one of the ones after the Leader.

### Step 1: Roll Initiative.

1d10 + dots in Dexterity + dots in Composure.

### Step 2: Winners Turn.

Winners decide what to do, picking a TN and an action. Losers react.

### Step 3: Losers Turn.

Losers decide what to do, picking a TN and an action. Winners react.

### Step 4: Fatigue Check.

Everyone who moves more than their normal maximum speed this turn tests Constitution + Willpower (keep the higher attribute) against the TN of their check. Failure inflicts a level of Fatigue.

### Step 5: Check Distances

Update distances and have the SM decide if the chase scene continues.

### Step 6: Return to Step 1 If Necessary

If the chase isn't over go back to Step 1 and start the next turn.

## Chase Actions

### More Speed. (Action)

Generally an Athletics or Acrobatics test, often using Constitution, Strength, or Dexterity. This has a secondary TN of 5x Speed. Make the chosen TN to add +1m to Speed and 1/5th of the TN to Initiative roll next round. Make the secondary TN for another +1m of Speed and another +1m per raise.

### Sharp Turn. (Action/Reaction)

Usually Acrobatics or Athletics, but skills like Common Lore or Perception can be justified. Followers make the same roll as a Reaction, or stunt for an alternate method of turning on their turn. Success adds +1m to Speed for every two raises on this test. Failure loses half of the movement.



### Risky Move. (Action/Reaction)

Something more dangerous than simply running. Followers have to do something similarly risky as a Reaction or on their turn using the same TN. Success adds 1/5th of the TN to your next Initiative roll. Failure takes damage, Fatigue, or loses at least half of total movement.

### Duck Out Of Sight. (Action)

Normally Stealth, sometimes Disguise or other skills. Failure takes 1/5th the TN as a penalty to Initiative next round. Succeed and the other side has to use a Reaction or their turn to make an opposed Perception test or lose track of you.

### Create An Obstacle. (Action)

Uses almost any skill. Always succeeds at creating an obstacle. Ranged attacks may create obstacles ahead of the Leaders. Obstacles usually last at least until the end of the scene and may also affect the character creating the obstacle. Those affected use a Reaction or their turn to evade the obstacle or lose half their movement. Checks on the test indicate the loss of all movement for this round.

### Attack While Running. (Action)

Melee attacks depend on close range or passing. Take a half move and Called Shot or a full move and a regular Half Action or Full-Auto Burst attack. A -2k0 replaces the normal movement and called shot penalties. The attack has normal effects and still has to beat the normal Static Defense. Targets may use a Reaction to Dodge, Parry, or Counter Attack against the TN. The Reaction only has to beat the TN unless they want to use regular Dodge or Parry rules. Reactions using Brawling, Weaponry, or Ballistics also take a -2k0 penalty that replaces the normal movement penalties. Counter Attacks may not use Called Shots or Full Auto Burst.

### Serpentine. (Action/Reaction)

Generally uses Acrobatics. The TN becomes the character's Static Defense until their next turn. Raises add (+1 per raise) to Initiative next round. Failure halves Static Defense and checks reduce the character's Speed by that many meters (1m per check).

### Help Out. (Reaction)

The character must be close enough to the other person. Take a Reaction in response to someone failing a test. Using their TN, roll the same check or do a stunt. Success allows them to reroll any one die, plus they get a bonus to their roll total equal to 5x the number of raises. Failure has no effect.



## Antagonists

Some games have concepts like "level appropriate" or "challenge rating". Those games can go... We've edited out what they can go do because it involved rabid badgers, STDs, and those games ending up crying in a corner. In Dungeons the Dragoning it is normal and acceptable for a batch of beginning characters to go sailing, have their 100m long boat trashed by a 160m long Daemonhost Exalt fish, win the fight, and have epic sushi for lunch while the crew makes repairs. However, since some people may be worried about slaughtering the PCs in the first fight we offer the following guidelines.

Look at the character sheets and decide if the group as a whole, falls in to one of these three categories:

### Type A: Raging combat monsters.

More than half of them have three or more dots in one or more combat skills or they can reliably cast damaging spells, *plus* they either have 7+ AP and a Resilience of 5+ or they have static defense of 24+ and a combined Acrobatics + Dexterity of six or more dice. Then the ones that aren't combat whores shouldn't be too far behind that. Basically, nobody has fewer than 10 Hit Points, everyone is quite proficient with their weapon of choice, their weapons aren't cheap trash, and they can take some hits.

### Type B: Competent fighters.

Pretty much all of them have two or three dots in a combat skill, an appropriate weapon proficiency, and no less than 8 Hit Points. They either have AP and Resilience in



the four to six range, or 20+ static defense and a non-pathetic Dodge/Parry roll. If they don't match that then they at least have some decent magic that will contribute to a fight, something like lots of Resource Points and a healing spell or a strong roll with a mind-control spell. If nothing else they invested in a bunch of grenades and maybe a flamer.

### Type C: Not as above.

They at least have really good social skills, right? Hopefully they can talk things out before it comes to blows. Honestly you have to pretty much actively avoid making characters that are competent in combat to get to this level.

Run simulations or throw a test fight at them.

Try something like a Dark Eldarin Raider (p.357) and 16 quality 2, threat 2, minions in four groups of four. Put the fight on the beach of a tropical island, start the enemies out in the jungle about 100m down the beach from the PCs.

The A type groups will mow the minions down and the Raider will go down as soon as they get a couple hits in (probably by ganging up on him in melee).

The B type groups may have a little trouble if they let the minions gang up on them or they can't reliably hit the Raider, but they'll succeed in the end.

Your C type group needs to seduce their way out of this or something, but frankly as long as some of them have even a single dot in Brawling they should be able to take out all the minions and at least vaguely threaten the Raider.

Use this fight to calibrate your expectations of the characters. Groups that are super uncoordinated may under perform a bit, others that work really well together and have combat synergies can punch well above their nominal weight class.

The starting point for threat assessment is the 'Level' of the monster, NPC, critter, or unholy abomination.

There are, technically, no 'level zero' threats, but some things just aren't an issue. A single basic zombie (p.349) should barely be a speed bump, if it doesn't get trashed as a side effect of whatever the PCs are actually dealing with. Treat three minion squads as a threat of half their quality rating. So that's 18 minions of quality 2 in three squads equaling a level one threat (an actual real threat, not the zombie speed bump). As you continue playing you will get a feel for what the characters can handle



and can make your own judgments. The rest of this is a rough guideline for how to challenge starting characters without being totally overwhelming.

Your **Type A** groups can easily handle threats with levels equal to the sum of their own levels, plus one or two. Perhaps keep it down to threats equal to their level if there's a level 4 creature in the fight. This means that you can expect a group of four starting characters to win against two level 3 threats, or 12 full minion squads of quality 2. This is assuming that the enemies are actually coordinated and organized and that the PCs aren't. Well coordinated groups of type A PCs can usually take down a single level 5 threat, or a surprisingly high number of quality 3 minion groups, as beginning characters.

The **Type B** groups can usually handle threats equal to their level. There was a worked example but it got cut for space. In it three type B beginning characters waded into melee with an Ork Nob (p.354), the example was possibly among the worst ways to defeat the Nob and a type B group still handled it well even without stunts, exalt abilities, or armor. As time and experience accrue (for both players and characters), these groups will probably move into the A type classification.

For **Type C** groups, you can start out throwing stuff of the same level (one) as the group, and not in more numbers than the group themselves. Give a group of four PCs four green recruits (p.338) or four ratlings (p.351) to fight and be sure to leave them an out of some sort, even if it's just throwing some money down and running away. However, don't be afraid to beat them up a bit, maybe they can accidentally insult a slayer (p.351) and get involved in a duel. Player characters are pretty tough and usually fall unconscious before they die as long as they aren't facing very strong attacks. Even so these groups should be able to feel pretty 'great warriors of destiny' if you throw minion squads of quality 1 (a six member, quality 1, minion squad has a 53% chance of rolling less than 10, and they only roll 20+ about 6% of the time) at them in batches of up to almost twice the groups number of characters.

After a while you'll have a better feeling for what the characters can handle. Plus, they'll have made some enemies (and hopefully allies) by then. Eventually you may find yourself dealing with 4 tridrone modrons, 32 duodrones, and 256 monodrones, facing off against a couple of heavy tanks, an infantry battalion, and the PCs who are all wearing jet-packs. You're on your own at that point.

## Minions

The 'inverse ninja' rule is in effect in Dungeons the Dragoning. If you have one ninja you should use a beefed up Dark Eldarin Raider (p.357), if you have 30 ninjas you should use five minion squads. It makes the players feel better, it's easier for you to run the game that way, and you can use regular six sided dice as squad counters (one pip per person in the minion squad).

In fact you can beef up a minion squad into a minion mob by increasing your squad counting dice to eight and twelve sided dice. That works particularly well with large numbers of critters that lack ranged attacks and tend to swarm, plus you can finally use those 20 twelve sideders that you've collected over the years. Don't use 10 person minion squads if you're using dice to keep track of them. The people at the table who manually roll and count their dice will get confused when they throw their dice into the middle of the minions. They always do that and some of them never seem to learn. It's annoying. So save yourself from a murderous rage and don't use ten sideders for minion counting.

## DIY Monsters

Sooner or later you'll want or need to upgrade and create more creatures for the characters to fight. A simple upgrade is to give any critter with a resource all the benefits of an exalt that their resource type indicates. For example, Lesser Incarnate Daemons (p.344) are punks, but if you give them the Daem-onhost (p.64) exaltation powers... Well first they get another 3 AP that doesn't protect from magic or silver, two points in a magic school, the Unholy Might ability (p.64), and the ability to regain Resource points by biting people. As a bonus if you randomize their magic schools it gives them a bit of variety. Now they aren't total punks that two or three regular soldiers can easily handle. This is a simple thing to do and it improves the creatures with Resource stats quite a bit.

The next step is figuring out a quick and dirty way to make NPCs. We suggest just taking the appropriate attribute scores from a similar creature (identify these by broad type categories; melee brute, gunner, magician, etc.) of the threat level that you want. Then choose a class for it and assume it has all the important feats up through it's level. You can ignore stuff like Peer and Skill Focus most of the time, but not Sound Constitution. Then give them some dots in any sword schools, gun katas, or magic schools (you don't have to but it provides variety). Assign any gear and calculate the final important attributes.



## The Setting

I got nothin'. The setting presented in this book is incomplete and contradictory. Which is good because it gives the SM freedom to take what they want and ignore or change the rest. Or it's bad because the SM can't just pick up and play without doing any work or planning. Presented here are some thoughts on Astropaths, Navigators, and what different implementations of them will do with the setting. Good luck.

### ✓ Astropaths

If you want a setting that involves faster than light travel and survives it's first contact with logic you'll need to consider the existence, role, and impact of Astropaths(p.148). If you have Astropaths ask yourself how fast and reliable is the communication, what can they communicate, how many of them are there, and who controls them?

If the speed and reliability of Astropath messages is the same as that of a spelljammer then there's very little reason to use Astropaths for normal communications along frequent trade routes. In this case Astropaths will be reserved for communications that are off the regular routes. You'll also see sets of Astropaths within factions acting as a sort of secure communications network that can't be hacked. In addition any messages are going to be sent at least three times to ensure that the information arrives intact. If the messages are faster than spelljammers then there will be a great deal of demand for their services. A very, very, great deal of demand.

Another thing to think about is 'broadcast' versus 'connection' models. With the broadcast model an Astropath can send out a general cry for help, or attempt to send a message to a place without knowing if there is any possibility of it being received. It also allows you to intercept of messages by other Astropaths. Under the connection model the Astropath has to somehow find another Astropath to 'meet' in order to give them the message. This could be by familiarity or by a vague sense of 'location'. If it's by familiarity then it's like using cellphones, when Alice in Aborea sends a message to Bob in the Beastlands then it's a bugged up if Bob turns out to have scuttled off to Sigil, the message can't go to the Beastlands unless Alice knows another Astropath there. If you use this option then networks of Astropaths who know each other become very important, the guy who

knows lots of people is suddenly much more important and useful than an introvert Astropath who only knows two other people. If you want to use the 'location' version then the Astropaths don't need to know who is on the other end, they just need to be able to get 'there'. This is more like land lines, you call the house and if anyone is there they can pick up the phone.

Do Astropaths know that they have an 'incoming call'? If they do then an Astropath is possibly subject to 'denial of service' attacks if an enemy has enough opposing Astropaths to constantly hit them with useless messages. If they don't then the Astropaths need to figure out some way to arrange meeting times. This is less important if you use the 'make a connection at a location' style, as an Astropath can just sort of hang around waiting for another Astropath to show up and take the message.

For what Astropaths can relay there are three options.

1) No Astropaths: Communication happens at the speed of the fastest spelljammer going to the destination. Reference the Traveller RPG Xboat and courier systems.

2) Astropaths can only 'talk' to one another: Summaries of very important news spread quickly, but the details are slow. Weirdly this look like the Star Wars universe, where those interstellar holograms are widely used to speak to other people but actually moving more information than a simple conversation requires people taking a trip through hyperspace to hand off a physical data disk.

3) Astropaths can 'send' data files: This ends up looking more like the BattleTech RPG setting where ComStar controls FTL communications.

How many Astropaths there are is important. Are they as common as electricians? Doctors? Specialized brain surgeons? Nobel Prize physicists? If they're pretty common then a decently big business concern could hire a dozen per Crystal Sphere and have 24/7 communications available across their entire network. If there are two for every billion people, then Earth in the 2020's would have maybe eight of them, and you can be sure that the big nations are going to be the ones controlling them. Rarity will dictate how big of a deal is the discovery of a new Astropath or the death of an existing one. If they are too rare then they'll actually be less important because having access to the two Astropaths that it takes to pass a message will be so uncommon.



Who controls the Astropaths makes a difference. Are they locked down by governments and factions, used only for secret messages and emergencies? Can anyone rich enough have their own Astropath on staff? Did they form a guild that lets them wield political power?

Where can Astropaths operate? What sort of access to the Warp do they need? Are they essentially a sort of specialized sorcerer who's spells work almost anywhere? Then you can stash them in dingy hotel rooms while they work. Can they only function in the Astral Sea, outside the Crystal Spheres? There will be heavily armed stations or ships hanging around outside of the major spheres and the messages will have to get hauled across the boundary of the Sphere to be relayed inside. Then the speed of light will then limit communications within a Sphere more than the distance between Spheres, causing militaries to put their bases on the outside of the Spheres rather than on a planet. Maybe they need absolute silence and a fancy techno-magic signal booster to work? Then it's big business, government, and factions, with a few rich solitary do-it-yourself types working out of secure buildings or special chambers on the largest spelljammers.

Generally there are two overall answers to all this that are minimally loony.

1) No Astropaths, all inter-Sphere communication is by spelljammer. This is really the simplest way to go about it. Traders will commonly carry news and information update packages as part of their usual business and you can send messages for a small fee. Information gets around at the speed of trade or, for really important stuff, as the speed of a fast courier.

2) Astropaths are relatively rare but not amazingly so. Sort of specialist doctor rare, the ultra rich can have one on staff if they really want to and there may be a few rogues out there. They need special equipment to work safely, but they can function almost anywhere if they're willing to risk madness and death. They contact each other by meeting in the Warp at general 'locations' that map approximately to different Spheres. An Astropath can hang about the area being obvious and talk to any other Astropath that shows up, they can seek out another Astropath that they've met before if that one is in the area, or they can lurk about being quiet and waiting to see who else shows up to take a message. They can literally only talk to one another, no data packets, no files, just talking. If you want to send the plans to a supersized space station, or even a diagram of a circuit board, you're going to load it on a memory crystal and send it by spelljammer.



## Navigators

If you want a setting that involves faster than light travel and survives it's first contact with logic you'll need to consider the existence, role, and impact of Navigators(p.148).

What you care about is what it takes to be a Navigator and how many people qualify. If you're using *Book 2: For a Couple of Subtitles More* (where the spelljammer rules are) you'll see that it is assumed that every spelljammer has a Navigator and that these are individuals with dots in the Divination magic school. The implication of this is that every single ship, from gigantic Eldarin WorldShips to the meanest broken-down tramp freighter, has been able to find a sorcerer (usually a sanctioned sorcerer) who is capable of casting at least minor divination spells and willing to do so for whatever wage or threat was offered. These are people capable of casting Augury, Detect Thoughts, and (on average) Luck pretty much as often as they wish.

Either you can have few spelljammers, or many sorcerers. Although if they only have one or two dots in Divination they aren't super powerful. It's possible there could be a Navigators Guild that exerts subtle control over all trade and exploration like there is in the Dune books. There could be national and corporate training camps that teach basic Divination to anyone who signs up for a tour of duty. You could have schools or unions that train, certify, and advocate for diviners. You'll just want to keep in mind that there are, in the default assumed setting provided here, lots and lots of people who can cast Augury or Detect Thoughts.



## Implicit Wealth vs. Explicit Wealth

Many games use explicit money and wealth. **Dungeons the Dragoning** uses an implicit wealth system in the form of the character backgrounds. This section tries to cover some of the possible issues and their solutions.

## Habits Inherited From Other Games

D&D, Pathfinder, ShadowRun, and WHFRP players (mostly) will want to kill people in order to take their stuff in order to sell it so that they can buy more stuff. Politely inform them that the PCs should be seeking things like the Backing, Status, and Wealth backgrounds instead of trying to loot their way to riches.

If you're feeling nice you can allow them to trade 10 rarity X items in decent condition for a +1k0 die to roll on a wealth test that cannot purchase anything more expensive than another item of the same rarity. These bonus dice do not count, and cannot be used, for the wealth strain calculations or rolls. If they can get 50 or more such items they can have a +0k1 die to roll (it still won't help with wealth strain) but they 'buyer' will want the whole pile of junk, so no splitting 100 bolt pistols into two sets of 50 for more dice. As the StoryMaster you should decide if you want to limit this to items that are a maximum of Rare or of Very Rare. It's suggested that you limit it to the Rare items, just to keep the PCs hungry for the good stuff.

## Penniless Murder-Hobos

If you have a bunch of poor characters on your hands (Seriously? Nobody in the party took even Wealth 1 as a background?!) there are some options to still be able to use the wealth system even though the characters are counting pennies and living hand-to-mouth. As a rule of thumb you can trade 10 rarity X items in decent condition for a poor rarity X+1 item, or 50 for a regular rarity X+1 item. They cannot use this method to get Very Rare or rarer items, even if the poor quality version would only normally be Rare. It's not a good rate of return, the PCs should be seeking stuff like the Backing, Status, and Wealth backgrounds instead of trying to loot their way to riches.

## The Economics of Piracy

*"But I wanna count money!"*

Ok, simple. The Thrones that the character has on hand equal 1d5 + zeros equal to their Wealth background. Wealth 5 is 1d5 x 100,000 Thrones. In their pockets, or the trunk of their car, or somewhere. This is pretty much what they have available for this game session (or in-game financial restocking time span). If the character has no Wealth then they can probably scrounge up 1d10-1 Thrones. Yep, just like rolling a test they have no dots in. People with backing usually have ready cash of about 1/10th the amount that someone with actual Wealth has.

### Ready Cash

Wealth : Money x 1d5

1	: 10
2	: 100
3	: 1,000
4	: 10,000
5	: 100,000

Remember folks: Flashing around 1,000 Throne bills in the bad part of town is a good way to get robbed.

*"But I wanna sell loot!"*

My local used book store, employee owned and just staying afloat (not trying to make big bucks), gives 25% of the cover price. They're being generous. In general stuff "sells back" at one or two Rarity less than what it's worth, if anyone is buying. Let's be honest, on a war-world where the locals are teaching toddlers to make poisoned shivs the characters aren't getting crap for that box of knives, and the super-tech world doesn't have a market for the 10,000 bloodstained shivs they just looted. Plus they can't trade for anything of a higher base rarity that what they're offering. No piles of revolvers in exchange for a lascannon (especially since the characters probably didn't think to pick up ammo for the revolvers).





*"But I wanna buy stuff with money!"*

Also simple. Ubiquitous items are a 0 cost rating. Very common are a 1 cost rating, common are a 2 cost rating. See where this is going? Very rare items are a 5 cost rating and Mythic rare items are a 6 cost rating. That's how many zeros you put behind the TN to determine the price in Thrones. Ubiquitous is 2 Thrones and very rare is 2.5 million.

#### Prices

Rarity	: Typical Cost
Ubiquitous	: 2
Very Common	: 50
Common	: 1000
Uncommon	: 15,000
Rare	: 200,000
Very Rare	: 2,500,000
Mythic Rare	: 30,000,000

A note on buying black-market weaponry: You're trying to hand over large amounts of money to heavily armed criminals. What could possibly go wrong?

*"But I can't buy anything now!"*

Well, Wealth tests are things that could have been done. See the stuff rolled into a Wealth test represents someone going around and finding a good deal, bargaining, scrounging up a little extra cash, and all the stuff people do when they want to stretch their funds.

If the characters want to skip all that and do some accounting they can. If the SM is feeling really nice they might bump certain things down an availability rating in places where they're particularly common. Go find some backwater Crystal Sphere with it's worlds stuck in Generic Fantasy Medieval Stasis and I'm sure you can find a flail for less than 15,000



**"DUDE, LOOK WHAT I FOUND!"**

Thrones. You can be certain that pulse rifle on such a world is probably not for sale at any price, if you can even find one. In an actual technological society that uses guns you're paying someone to drop everything they're doing to make that flail by hand, right now, at a premium for you being such a pushy customer.

What, complaining about a hand cannon being 15k? If I walk into the antique shop next door and demand the biggest, fanciest, handgun they have, then I'm sure I can spend more than 15k in real money. Why an antique shop? Because it's closer, more common than a gun store, and I went to the nearest source instead of taking the time to go bargain hunting. If the SM is completely at a loss for setting a price they can try this: In areas where a thing is easily available the price may be one Rarity less, or 10% to 50% (1d5 x 10) off the base price. Anywhere something is relatively difficult to find the price could be the next higher Rarity, or just 20% to 100% (2d5 x 10) more expensive.

Pro Tip: Being a heavily armed criminal and mugging rich people is a good way to acquire lots of things fast. Money, enemies, and "Wanted Dead Or Not-Alive" posters being the most common.

*"But I want to go bargain hunting!"*

Congratulations, you're role-playing the Wealth test. Go nuts.

### An Alternate Loot Boot

If you're keeping the Wealth tests but there's still an itch for piles of cash you can try "loot boots". Call them whatever you will, treasure bundles, money bags, wealth packets, whatever. Players can use a number of boots equal to the number of dice they're keeping to gain an additional rolled die on a Wealth test, to a maximum of doubling their rolled dice. They can also use the boots after a test, spending up to their rolled dice in boots to get another +1 to the total result for each boot. They can also use the boots in the same manner to avoid wealth strain.

#### Tipping Well

Wealth	: Boots	: Roll
1	: 1	: 2k1
2	: 2	: 3k2
3	: 3	: 4k3
4	: 4	: 5k4
4	: 16	: 8k4
5	: 5	: 6k5
5	: 25	: 10k5



If the characters are utterly desperate and have zero Wealth or Backing among them, they can get kept dice at [dice# x dice# x 10] loot boots each, up to a limit of their character's Level. But those rolled kept don't come with the associated rolled dice, they'll have use more loot boots for that. So a level 3 character can use 69 loot boots to get a 3k3 Wealth roll. This only applies if they aren't using (or don't have) Wealth, Backing, or something else to roll. They cannot spend wealth to gain additional kept dice on their normal Wealth tests.

Level	: Boots	: Roll
1-5	: 11	: 1k1
2-5	: 44	: 2k2
3-5	: 99	: 3k3
4-5	: 176	: 4k4
5	: 275	: 5k5

Hint: This is a really bad way to 'spend' loot.

When the SM is rewarding the loot boots remember that each one is a fair chunk of change. We've guessed it's somewhere in maybe about the range of approximately 1d10 x 10,000 Thrones of value, give or take 75% (probably, depending on who's buying). 10k5+10 gets a 40+ result about 95% of the time, and that's 35 treasure boots. Generally you can throw down a loot boot as the pocket money of Wealth 4 or Backing 5 individual, more often it's a significant haul of stuff. It doesn't have to be cash or jewelry either, credit cards, bank info, pay data, state secrets, a treasure map, small antiques, all valuable stuff. Supposedly Pablo Picasso paid for meals with sketches.

If the SM is tired (or drunk) and not thinking straight they might be conned into declaring that a brand new Very Rare item counts as a loot boot. But you know how things go, once it's out of the packaging and the receipt is lost, it loses more than half it's value.

### Yanking the Availability Chain

So what about those primitive screw-heads, their tin suits, and pointy sticks? Well it's pretty simple to say that the low tech worlds don't have belts of bolter ammo on the all-night Quickie-Mart shelves and those post scarcity, super-tech worlds probably aren't banging out muskets and katars on a mass-market basis. So what's a SM to do? Guess.

No, really, just guess. The game's mostly about being heroic and awesome, don't sweat the basic shopping trips. Anything that's less than Very Rare and could reasonably be located within the given time frame is OK. It's the artifact, holdings, and Very Rare levels of stuff you want them to really work for. If you low-ball the occasional TN by 5 or 10 that's fine.

Bonus: Finding some shady dealer who has what a character wants is a TN 5 or 10 lower than the item itself. This is a good time to roll Contacts. Yes, a character that is such an amazing and connected trader they have Contacts 5 can find someone willing or able to supply *anything*. Getting what they want is usually the adventure.

### Backing

Character's with Backing are associated with some organization or power broker. Backing really just works like slower Wealth and Contacts rolled into one, with the occasional odd job or request to fulfill. Plus, if the character is say, an admiral in the Elven Imperial Navy, it might be appropriate for them to misdirect a training exercise and have a human colony nuked from orbit. You just can't buy that sort of thing with mere money.





### How Good Is Good?

To figure what the chance of rolling with a raise add 5 to your TN and look at those dice. So TN 20 has a 50% chance at success with a raise at 6k3 or 5k4. For figuring checks go the other way, TN 20 has a 50% chance of failure with two checks at 7k1.

TNs at 50% chance	Dice
TN 5	1k1
TN 10	7k1 or 2k2
TN 15	10k1 or 3k2
TN 20	7k2 or 4k3
TN 25	6k3 or 5k4
TN 30	9k3 or 6k4 or 5k5
TN 35	8k4 or 7k5 or 6k6

TN 15 is hit 50% of the time with 3k2 (OK, *really* it's 47.something% of the time, but that's close enough to 50/50 for us). That's your bloody nobody mook making a Craft or Common Lore check while being shot at. TN 15 is what average common people can do when they have *any* level of skill above "none". But remember, **this is for when the pressure is really on.** A TN 15 driving test is not the morning commute. It's for red-lining the engine and making a sharp turn while the Killer Klown gang is chucking baskets of rabid weasels at you.

### Different types of rolls.

The simplest test a a roll versus a TN. Simple, easy, obvious. Here's the types of straight rolls that are called for.

Straight roll vs. TN	Target shooting. Stopping bleeding.
Straight roll vs. raises over TN	Jumping distance. Full-auto bursts.
Straight opposed rolls	Spell saves. Knock Down. Disarming,

Number of successes: This is a time measure roll. How long it takes to complete some task. If you like it maybe simplified to a slightly higher TN, one roll, and shift the time based on the number of checks or raises.

Number of successes before number of failures: This is a time check with a chance of failure in the middle. If you want to use this learn from the D&D 4e mistake → more rolls equals more average results and less rolls equals more random results. If the players are rolling at better than 50% for each roll then more rolls mean more chances of success and the series of tests is thus easier to succeed than a series with fewer rolls. If you wish to shortcut this whole thing you can do something like add +5 or +10 to the TN for each test you remove from the series. However the strength of this set of rolls is that you can have multiple characters involved or use different skills and attributes.

Total amount: Add up the rolls to a gigantic TN. This is another "how long will it take" check.

Total amount over a TN: A slower "how long" that can gate out characters with fewer dice. I like using this for opening really big stuck doors. Strength+Size TN 20 to total 50. Or you can say 10 raises over TN 20. But keep in mind that 8k4 has a 10% chance to throw a 50+ result.

Total amount with reducers: This is a form of extended opposed rolls. Even if it's a constant -10 on the total that's like being opposed by a 7k1 or 2k2. Again, this is a time check with a chance of failure. Barring the dice god's curse it's "do you have more dice than the reducer?". This is the sort of roll to use for a tug of war game.

### Decision Making

Choose what you're really rolling for:

- 1) Straight success or failure.
- 2) How well you rolled.
- 3) How long it took.
- 4) How long with the possibility of failure.





## The Undefined Contact Problem

✓ To be a bit more fair when the fool doesn't bother to define a background like Contacts here's an idea you can use. Consider the background to have three parts: Availability, Power, Responsiveness.

Treat these as a sort of 'attribute' for the background, they all start at 1 'dot' and you can add 1 'dot' for each dot of the background. Thus a Contact 3 could be Contact 3(A:1, P:2, R:3), with availability 1 representing the contact only being in a single Crystal Sphere, power 2 representing that they can pull some minor strings like getting traffic tickets forgiven or looking up confidential information linked to spelljammer registry numbers, and response 3 meaning that after you give them a call they'll try to get back to you tomorrow.

Generally speaking it looks something like the following:

**1) Availability:** Going from 1 (limited to a single planet, sphere, space station) to 3 (can be accessed from most civilized places with inter-sphere trade & communications) to 5 (you can still use this even sitting in jail on a no-tech newly discovered backwater planet).

**2) Power:** Going from 1 (minor favors that don't involve taking risks or require wealth rolls) to 3 (able to risk money and reputation for you) to 5 (capable of orbital bombardments or granting pardons for really bad capital crimes).

**3) Response:** Going from 1 (they'll make an appointment to meet you next week and your issue will go on their 'to do' list) to 3 (you can probably get hold of them in a day and they'll have something to report tomorrow) to 5 (they take action immediately and may be able to produce results in minutes).

As an alternate, and simpler, option you can treat them like a virtual "Wealth" background. Figure out what the TN for the background to "buy" whatever it is the players is asking for and just roll using the wealth and purchasing rules.

## The "Allies Are Not Slaves" Issue

They want to bring their ally on an adventure. OK, that's sort of what they're for, to be a helping hand for the player. But a character could start with 20 points in Allies

backgrounds if they tried (Vampires, ya?). Then they start asking about the allies getting XP, and wanting the allies to do do stuff for them.

Bloody heck. Right. Base rules:

**1) Allies, not followers.** These are *friends*, they are doing friend things. You may have friends to whom you would lend a big chunk of money because you know they'll pay it back. You may have friends you wouldn't lend more than spare change to.

**2) They've got lives of their own.** The ally gets their own character sheet, a complete one. Remember to fill in their backgrounds, allies (the PCs should be an ally on the sheet) and *enemies*. They'll need time to deal with those or else they'll be involving the PCs in it.

**3) They've got their own personality.** Give them a hiccup or two. Make them a drug addicted Cocaine Wizard. Heck give them one of the PC's bad habits, like their tendency to take stuff like they were playing a kleptomaniac in a CRPG. Maybe they're really really fond of explosions or will try to seduce anything that talks.

**4) The player is not in control.** Yeah, a good ally is more work for the SM. The SM builds them, the SM plays them, the SM levels them up. With a good player they may be allowed to run the ally in combat just to help the SM. But the SM retains override authority at all times.

Mechanical widgets and suggestions:

**1) Dots equal Levels.** It's OK for a player to have 5 Level 1 allies or one Level 5 ally.

**2) Allies are available to based on their level.** This is as often as  $1/(\text{Levels})$  fraction of the time. The rest of the time treat them like a Contact.

**3) Allies get XP and the SM spends it.** They get  $\frac{1}{2}$  as much XP as the PCs do when they're on an adventure, and they should only be worth that much as help, about half a PC. When they're not with the PCs they still get the  $\frac{1}{2}$  PCs XP but divided by their Level.

**4) Devotion equals Friendship.** Add a Friendship score to the ally. This works exactly like Devotion treating their relationship like an alignment. Stuff that annoys the ally calls for a roll and at zero Friendship they turn into an Enemy. It can go up when the PC does stuff that super helps the ally. They also have to make a Friendship roll every time they make an Alignment roll.



## Pets

The feats **Divine Bond** (p.122), **Obtain Familiar** (p.126), and **Animal Companion** (Book 2, p.58) allow characters to have ~~unwitting pawns to sacrifice~~ loyal companions to frolic with. Naturally there's no useful guidance of any of them. Well here's the guidance. We've tried to keep the critters relevant

### Divine Bond

Use the **Ferocious Creature** from the **Antagonists** section (p.336). Increase it's **Size** to 150% of the character's normal **Size** if needed. The bonded companion can use any weapons, armor, or bionics that it's physical and mental capabilities allow for, and that the character can convince the companion to accept.

Every time the character gains a higher level add the following: one additional weapon or armor feat, one feat from the **Bonded Companion Feat List**, and one dot in two appropriate skills. The bonded companion's **Level** is 2 or one less than the the character's **Level**, whichever number is higher. When the bonded companion's **Level** increases add a dot to one physical attribute, **Willpower**, or **Wisdom**.

**Bonded Companion Feat List:** **Armor Proficiency** (Light, Medium, or Heavy), **Blind Fighting**, **Cat-Fall**, **Defensive Mobility**, **Evasion**, **Heightened Senses** (Any), **Light Sleeper**, **Danger Sense**, **Sound Constitution**, **Weapon Focus** (Any), **Combat Mastery**.

### Obtain familiar

For ease of use you may choose a creature from the following list of entities from the **Antagonists** section (p.336); industrial servitor (without the arc welder, p.346), animal /creature (p.344), zombie (p.349), spirit/ghost (p.350), or elemental (p.349). Reduce it's **Size** and **Strength** to 1 or 2 and it's **Level** to 1/2 the character's **Level** (to a minimum of 1). Each time the character's **Level** increases the familiar gains 1 dot in any one attribute or skill. It may not increase the same attribute or skill twice in a row. If the familiar dies or is completely destroyed the replacement will not have the increased attributes or skills. The familiar may use any weapons or armor that it's physical and mental capabilities allow. Familiars with normal fleshy forms (animal, zombie, etc.) or that are constructed (robots, golems, etc.) may be given bionics.

## Animal Companion

The character may choose to use the minion rules (p.358) or an actual naturally occurring critter (p.344). If they choose the minion animal companion gang then it begins at one critter with **Threat** and **Damage** ratings of 1. If they choose an animalistic creature they need to be aware that befriended wild creatures do not take well to bionic augmentation or combat drugs. Continued mistreatment of the companion counts as a violation of the **Druid's Oath** feat under the "respecting nature" clause (hint: just go back to treating it nice after you deal with the possible **Alignment** check).

The **Improved Animal Companion** feat (Book 2, p.60) advances the companion in this manner:

If they are using the minion rules (p.358) for the animal companions then the number of minions in the animal companion minion squad is now always equal to their **Level**, if it is not already higher than their **Level**. In addition, every time that they gain this feat add 1 point to either the **Threat** rating or the **Damage** rating of the minion squad, up to a maximum rating of 5 points.

If they're using the animalistic creature (p.344) option then the critter's **Level** is the higher of it's normal **Level** or one less than the character's current **Level**. Each time they gain the feat choose one feat from the **Bonded Companion Feat List** and increase one of the critter's physical or mental attributes, except **Intelligence**, by one dot. They cannot increase the same attribute twice in a row.

The **Beastmaster** feat (Book 2, p.58) advances the companion in this manner:

If they are using the minion version of the **Animal Companion** feat then increase the **Threat** rating and **Damage** rating, each by 1 to a maximum of 5, and the number of animals in the minion squad is now one more than the character's **Level**.

If it's the animalistic creature version increase one of the creature's physical characteristics by 1, one of it's mental characteristics by 1, and increase it's **Size** and **Level** by 1. Assign the creature one of the following feats and one of the following attributes:

Feats: **Devastating Critical**, **Fearless** (Angry), **Improved Weapon Focus**, **Iron Jaw**, **Swift Attack**, **True Grit**.

Attribute(p.335): **Armor**(4), **DarkSight**, **Regeneration**(1), **Unnatural Toughness**.



## Dat Lance

There's a lance in the equipment section, a feat that gives you a 'horse', and you get +1k0 to hit plus +1k1 damage for stabbing a pedestrian during a mounted charge. This section attempts to cover some common questions and problems that came up when we tried that.

**Important:** In this section all of the references to "rider" denote the character in control of the mount, everyone else is a passenger. If the "mount" is an independent character like a dragon or an ork, then there is no "rider" and you're not using this section.

## How Do?



We're using a minor variation of the vehicle rules for this. They work pretty well and some "mounts" like armored cyborg dinosaurs can be better written up as vehicles anyways. Mounts act once a round, just like other characters.

The primary benefit to the "living creature" type mounts over vehicles and robots is that they're usually smarter and will take steps to preserve their own (and thus usually the rider's) life and health. The downsides are that they are susceptible to fear and poisons, don't want to do things they think are dangerous to them, and they object to abuse like being set on fire or getting driven through walls. The secondary benefits and drawbacks of animals vs. machines are up to the players and the SM. How often your followers have to muck out the stables or top off the gas tank, and how you feel about driving them off a cliff, just aren't things we're concerned with here.

The core of mounted combat (this is about combat mostly, non-combat doesn't need this much text) is the '**Control the Mount**' action. This is a Half Action to (duh) control the mount and tell it to perform a Half Action of it's own. Without the control action the mount will do whatever it wants. Very well trained mounts may just stand there or adopt a defensive stance, but mostly they just turn around and run away from the explosions.

The rider may make the 'Control the Mount' action a Full Action to command the mount to take a Full Action or they may use an additional Half Action to command the mount to do something else. For the rider these actions fall under 'Miscellaneous/Other' actions and are an explicit exception to the

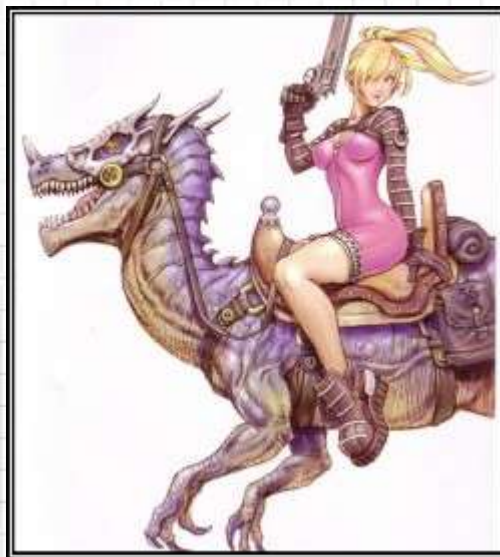
"characters may not take the same Half Action twice in a round" rule. Yes this allows faux multi-attack via riding a mount, when a character uses the 'Control the Mount' action to command the mount to attack and then makes their own attack. This is intentional, it's OK, everything will work out fine.

**Reactions:** The character may use their Reaction to have the mount Dodge. Most mounts will dodge on their own without prompting. The character may use a Reaction Action to prevent the mount from dodging. Combat trained mounts will take attacks of opportunity and the rider may use a Reaction Action to prevent that (less than excellently warhorses tend to bite or kick anyone, even allies, during the heat of battle).

**Special:** The rider may make the mount continue it's previous action. This takes the 'Control the Mount' Half Action but the mount continues to do what it did last turn. This is most often used when someone wants their mount to do a Full Action Run but still make their own attack(s).

**Special:** The rider may take a Full Action as a Half Action. The rider can take this after the 'Control the Mount' Half Action and use it to preform any of their normal Full Action options, however the rider cannot then take any Reaction Actions until the start of their next turn.

**Roll:** Animal Ken + Fellowship. The TN is 5 times the Level of the mount, and getting an animal that isn't aggressive and combat trained to make an attack requires an extra raise.





**Roll When:**

The rider is mounting up and taking control if the mount was uncontrolled and panicking or free-running in combat.

The mount fails a Fear test or the rider is trying to get the mount to shake off fear effects (use the Fear test TN, untrained mounts require an extra raise)

The rider or mount takes critical damage (it may not matter depending on the damage, three-leg a horse with a bolter and that sucker is going down).

The mount performs a stunt (extra long jump, special trick, etc.), either at the rider's command or on their own.

Two characters are contesting for control. If the "mount" is the other one contesting for control (cyborg T-Rex's are notoriously touchy and prone to eating their riders) it should roll Level + Willpower or it's Brawl attack test.

**Do Not Roll When:**

The rider is just mounting up and there's nothing really unusual about the situation, even mounting a warhorse during combat doesn't take a roll.

The rider is just doing normal maneuvers, even in combat.

The mount takes a minor nick or a level a Fatigue. Half it's Hit Points in not 'minor', though.

The rider and mount are in total agreement (running away from the 30m tall spiked-tentacle-rape daemons).

They're already rolled once for the action. "Do something" is one roll, "do something, then fail a fear test, then take a sucking chest wound critical" can be two or three rolls.

! When there is doubt about when to roll, think back to old movies; westerns, war movies, etc. Those were trained mounts and riders doing stunts. The dangerous stunts would require rolls. When they're just riding around and shooting blanks at one another? No rolls. Jumping off cliffs and riding down really steep slopes without anyone falling or getting hurt? That's a roll, but just one.

**Mounts, not vehicles:****Warhorse/ Mad War-Cow**

Str 5, Dex 2, Con 5, Cha 1, Fel 1, Com 2, Int 1, Wis 3, Wil 2, Level 1, Speed 12, Size 8, HP 7, Resilience 6, Defense 9, Initiative +4, Perception 2, Acrobatics 2, Athletics 2, Brawl 2, Quadruped, Kick (melee) 3k2 -> 6k2 I pen0, Dodge 4k2, Senses 5k3, Jump/Swim 7k5.

**Dire Riding Wolf**

Str 4, Dex 4, Con 4, Cha 1, Fil 1, Com 1, Int 1, Wis 3, Wil 3, Level 2 Speed 16, Size 9, HP 7, Resilience 7, Defense 13, Initiative +5, Perception 3, Athletics 3, Acrobatics 3, Stealth 2, Brawl 3, Quadruped, DarkSight, Heightened Sense (Smell)[+2k0], Step Aside[1/round free Dodge], Bite (melee) 5k3 -> 6k3 R pen0, Dodge 7k4, Sense 6k3[+2k0 scent], Sneak 6k4, Jump/Swim 7k4.

**Vehicles (Book 2, p.91), not mounts:**

**Bicycle** - civilian model, Price: Very Common. Size:3, HP: 2, Resilience: 3, Static Defense@ M=0:0, M=1-5:16, M=6-9:23, M=10+:30, Maneuver: 5, Acceleration:0, Base Speed:7, Total Speed: 7, Speed: 35m/momentum, 10.5 kph/momentum, Drive: Wheeled (x5) No special modifications. Open Topped, Effect: People can shoot in to & out of the vehicle. Control System: Alternate Controls, Effect: Use a Athletics skill for piloting. Flaws: Fragile & Inefficient Controls & External Power, Effect: Vehicle HP reduced by 25% & Requires an extra action to maintain control & The rider provides the power.

**Robot Horse** - For when the fresh meat smell is inconvenient, Price: Uncommon. Size: 8, HP: 8, Resilience: 8, Defense@ M=0:0, M=1-5:11, M=6-9:18, M=10+:25, Maneuver: 10, Acceleration: 3, Base Speed: 7, Total Speed: 7, Speed: 28m/momentum, 8.4 kph/momentum, Drive: Walker (x4) Treats impassible terrain as if it were merely difficult; if flipped over or knocked down it may stand back up as a half action., Armor: Light Standard (5 ap). Modular Cargo/Passenger Space: 2m<sup>3</sup> or 1 passenger. Open Top, Effect: People can shoot in to & out of the vehicle. Control System: Alternate Controls, Effect: Use a Animal Ken skill for piloting. AI System: Programmed to act a like a real horse. Unfortunately the limited AI is easily overwhelmed in combat situations and has very little ability for autonomous action before requiring a reboot to flush it's action memory. AI Coprocessor: Co-2(Wis), Effect: The AI has a 2 Wis, all other mental/social attributes @ 1 dot. AI TAPS-1, Effect: Skill(Perception) @ 1 dot. Also has a default 1 'drive' skill dot.



## Hacking AIs

Hacking an AI or someone connected through a MIU (p.219) is resolved as a form of social combat. The character's computational Static Defense is  $5+(5 \times \text{Wisdom})$  and the Tech-Use skill replaces all other skills unless you're stunting. When the target reaches zero Resolve the attacker gains control. As usual the opposing side can take actions and reactions against you while you're trying this. The exact details will be depend on exactly what's happening, two teams trying to counter hack each other to control a weather satellite will play out differently than a cyber-psychologist trying to repair the mind-scape of an insane android.

## Hacking Computers

Dumb computers are simpler and safer to hack, they don't hold grudges like people do. The TN to hack on them is the roll that they were programmed with and their Resolve is the programmer's dots in Tech-Use. If the programmer is unknown the hacking TN is  $10 \times \text{Level}$  (for robots, androids, murder-servitors, etc.) or  $10 + \text{the Wealth test}$  to buy the computer, while it's Resolve is  $\text{Willpower} + \text{Level}$  or  $1/2 \text{ the Wealth test}$ .

## Administrator Privileges

There's one major exception to all this, the Master Control Program. The MCP is the central control for a computer or network and control over the MCP gives you control over everything. All dumb computers have

them, most AIs do as well, and almost no Promethean would ever admit to having one (the ones who do are almost certainly lying about it so they can trap those who would try). In a dumb computer the MCP is normally the control commands of the operating system, often accessed through some sort of system administrator log-in. But it can be nearly anything; a short range RFID tag, specific voice pattern commands in a specific language, secret codes sent on specific radio frequencies, or even a separate micro-computer on a specialized data-chip. Whatever form it takes, it bypasses nearly all the security and checks that make hacking difficult and usually grants the user instant (and often total) control over the machine. !

## Syrne Computers

Of course the Syrne, annoying fucks that they were, weren't content with just machines. They often made magi-tech hybrid devices that used Arcana (spelljammer sensors tend to use a lot of these), which would be OK if they'd stopped there. No, they liked to go and bind spirits into their computers, turning them into literal machine-spirits. If you're lucky you'll only ever run into the ones that are a cross between a hyperactive puppy and a wet cat. If you're trying to hack one of those you'll need to split your efforts between hacking the machine (with both Arcana and Tech-Use applying at different times) and placating the machine-spirit using a similar social combat that uses the Forbidden Lore and Arcane Lore skills.





# General Guidelines

Some general rules and simple rules quandaries are sorted out in this section, along with a glossary, and a guide to the slang of Sigil.

## RULE ZERO

It bears repeating that this is a game. It's about having fun. If it ain't broke, don't fix it. If it is broke, though, don't be afraid to nudge things around to solve a problem.

## ROUNDING FRACTIONS

In general, if you wind up with a fraction, round normally. Thus 0.01 to 0.50 rounds down, and 0.51 to 0.99 rounds up.

## CHARACTERISTIC CHANGES

If a character's characteristics change because of magical effects, transformations, or so forth, it can have an effect on more than just their rolls. For example, a bonus to Strength or Dexterity will increase a character's Speed. More interesting is when a character's Constitution or Willpower changes, which affects a character's Hit Points. If a character's maximum Hit Points would increase, they get the additional Hit Points right away. If a character's maximum Hit Points would decrease, though, things get dangerous for them. The amount of damage they've taken has not decreased, so they lose Hit Points immediately. However this *cannot* put a character into critical damage or kill him. Trust us, it's just too messy and awkward to do it any other way.

## STACKING BONUSES

Bonuses from different sources stack unless they specifically say they don't. Bonuses from the same source don't stack. So two mithril weapons don't stack their bonus to static defense, but a Werewolf using the Get of Fenris' ability to increase their Strength stacks that Strength bonus with the ability changes of Warform.

## ROLLING MORE THAN 10 DICE

For every two *rolled* dice over 10 you keep another die. For every *kept* die over 10 you add +5 to the total. But if that's too much trouble you can totally do something like 20k8 or 12k12 instead of 10k10+10. Statistically 20k8 and 10k10+15 are almost exactly equal in their middle range of results, and 12k12 lags behind them by about 2 points. Converting rolled dice to kept dice to bonuses is better across every range, but it's not a big difference.



# Glossary

**Action:** A character activity. Actions are divided into the following categories, according to the time required to perform them: Full Action, Half Action, Reaction Action, and Free Action.

**Adventuring Party:** A group of characters who adventure together. An adventuring party is composed of player characters plus any followers, familiars, pets, minions, or hirelings they might have.

**Alignment:** The character's morality base, based on which deity is closest to his personal views on the universe.

**Ally:** A creature friendly to you. In most cases, references to 'allies' includes yourself. A character may freely designate creatures as allies or enemies at will.

**Armor Defense Penalty:** The penalty wearing a suit of armor gives to your Static Defense. Without the correct proficiency, the penalty is equal to the Armor Points the armor provides.

**Armor Points:** The amount a suit of armor reduces damage taken. Armor Points are not applied against purely magical effects like spells.

**Artifact:** A magical item or weapon. They're of higher quality or have effects that can't be matched by standard gear.

**Astral Sea:** The void of space that lies between Crystal Spheres. There is no air, almost infinite room, and the general kind of unpleasantness that one would expect from outer space.

**Attack:** Any of numerous actions intended to harm, disable, or neutralize an opponent. The outcome of an attack is determined by an attack test.

**Attack Test:** A roll made to determine whether an attack hits. The test is made with Weaponry, Brawling, or Ballistics. If you're proficient with the weapon you're using, you add your Level as rolled dice.

**Aura:** Armor reduces damage from physical attacks, Aura reduces damage taken from magic attacks like spells but has no effect on physical effects like being stabbed or shot.

**Blinded:** Blind characters fail all tests based on vision and automatically fails all Ballistics tests, suffers a -2k1 penalty to Weaponry test and most other tests that benefit from vision. They also grant Combat Advantage.

**Blood Loss:** When someone's suffering Blood Loss, they're in great danger of death. They must roll 1d10 every round, and die if they roll a 1 on it. Medicae tests can be made to staunch the bleeding.

**Bonus:** A positive modifier to a test, expressed as +XkY, where X is the number of extra rolled dice the bonus gives and Y is the number of extra kept dice. Some bonuses modify the end result of a roll rather than the number of dice, and are instead expressed as +Z.

**Character:** A fictional individual within the confines of the game. The words character and creature are often used synonymously within these rules, since almost any creature could be a character and every character is a creature (as opposed to an object).

**Characteristic:** One of the nine numerical statistics that defines a character's physical, mental, and social abilities.



**Characteristic Test:** A test made that uses only a character's characteristics, almost always with the same number of kept and rolled dice.

**Charisma (Cha):** A character's personality and how good they are at making first impressions, their personal magnetism and persuasiveness.

**Check:** A check is missing the target number by 5 points. For every additional 5 points you miss the target number by, you get another check.

**Class:** A package of skills, feats, and abilities that defines what a character is studying and working towards. Most characters will change class at least once during their career as a Hero.

**Composure (Cmp):** A character's ability to control themselves and their emotions and remain strong in the face of challenges to their beliefs.

**Concealment:** Something that prevents an attacker from clearly seeing his or her target. Concealment makes it more difficult to hit a target, increasing their Static Defense.

**Concentration:** Some effects, especially spells, require that a character spend actions on each of their turns in order to maintain the effect.

**Constitution (Con):** A character's sheer toughness and physical health and stamina. It helps determine hit points and resist some deadly effects.

**Cover:** Cover is what helps you survive a fire-fight. It's been said that the only way an army can achieve victory in the modern age is through the use of chest-high walls.

**Creature:** A living or otherwise active being, as opposed to an object. The terms 'creature' and 'character' are sometimes used interchangeably.

**Critical Damage:** Wounds that have lasting, sometimes deadly, effects on a character. A character starts taking critical damage after they've lost all their hit points and someone is still pounding on them.

**Crystal Sphere:** A crystal sphere is the barrier around a star system that makes entry difficult. A ship must find a way through it like they'd find a way through a reef at sea. A crystal sphere looks like a kind of dull hazy glass from outside, and it's difficult to make anything out on the inside.

**Current Hit Points:** The number of hit points a character currently has remaining, as opposed to their normal full maximum hit points.

**Daemon:** One of the creatures of the Warp, made of magic, thoughts, and emotions. They take many forms and are nearly impossible to understand.

**Damage:** Hurt incoming on someone. Damage comes in several forms - Impact, Rending, Energy, and Explosive. When a character takes damage, their hit points are reduced. Characters determine just how many hit points they lose by dividing the damage by their resilience - larger characters take more to hurt.

**Dazzled:** Dazzled characters are dazed and confused. They take -1k0 to all tests and -2k0 to all tests based on sight.

**Dead:** A character dies when they take enough critical damage for the critical damage charts to say he's dead, or he bleeds out. Dead characters really can't do much, what with being corpses, though others might manage to use them as decorative pieces, doorstops, or interesting furniture.

**Deafened:** Deafened characters can't hear. They automatically fail any test based on hearing. They also have quite a lot of trouble with understanding what people are trying to tell them.

**Dexterity (Dex):** Dexterity is the measure of a character's nimbleness, agility, and reflexes.

**Dodge:** A defensive action that can be made to counter any attack, ranged or melee.

**Engaged in Melee:** Characters are engaged once they're in melee combat with each other. Characters in melee combat are kind of stuck there unless they take a with draw or shift action to end their engagement.

**Exalt or Exalted:** The champions of destiny, with power beyond that which any mortal can hold, near limitless potential, and abilities that make them unmatched. The most prominent types of Exalted are

*Atlanteans* - People with the reincarnated souls of the Synchroneth. They have the elder secrets of sorcery and skill flowing through them.

*Chosen* - The Chosen are given their power by the gods, their souls elevated to be divine in their own right.

*Daemonhosts* - People that, on the edge of life and death, allowed the powers of the Warp to get a hold on their souls in exchange for life.

*Paragons* - Paragons are people who were born with exceptional ability, that top one-tenth percent of one percent of one percent, the one in ten million chance.

*Prometheans* - Very expensive and powerful cyborgs using the best and newest technologies to create a perfect being.

*Vampires* - Vampires are cursed by the blood of the fallen Eldarin god of war, filled with blood lust and predatory power.

*Werewolves* - Werewolves are those blessed by Luna to have the ability to change their form, to become and be whatever they want.

**Experience Points (XP):** A numerical measurement of a character's personal achievement and advancement. Characters earn experience points by overcoming challenges and defeating opponents. At the end of each adventure, the SM assigns XP to the characters based on what they have accomplished.

XP are spent to buy new feats, and improve skills and characteristics.





**Exploding Dice:** Whenever a die comes up as a natural 10, the dice 'explodes'. Roll an additional die and add it to the first die's result. If this second die also comes up 10, roll a third. Continue rolling dice until they come up with something other than 10.

**Failure:** An unsuccessful result on a check, saving throw, life, or other determination involving a die roll.

**Fatigue:** Tired to the point of impairment. Many critical effects, as well as some weapons, can cause Fatigue effects. When a character has more Fatigue than their dots in Constitution, they fall unconscious and become helpless. Even if they have only one level of Fatigue, suffering -1k0 to all tests.

**Fellowship (Fel):** The measure of how attractive and expressive a character is, and their power to coerce or manipulate others.

**Free Action:** A free action is a type of action that takes almost no time at all. During their turn, a character may preform any number of free actions, to reasonable limits of what the SM allows, and no more than one action of a given type per turn.

**Full Action:** Full Actions take up a character's full concentration. When a character takes a Full Action, it pretty much takes their entire turn aside from Free Actions.

**Half Action:** Most common actions are Half Actions. A character may preform two Half Actions instead of one Full Action. A character may not take the same Half Action twice in a turn.

**Hero:** A Hero is a character with heroic traits like an Exaltation or Hero Points.

**Intelligence (Int):** The measure of how good a character's memory, understanding, reasoning and deductive ability.

**Kept Dice:** How many dice are kept from a roll. Typically this is equal to the characteristic used in the roll.

**Level:** A character's level could be said to be a measure of his mastery and focus rather than raw ability or experience. The more a character devotes himself to a single path, the faster a character's level increases. The very best characters gain all the levels. All of them. Yeah!!!!!!!

**Grapple:** Engaging in wrestling or some other form of hand-to-hand struggle with one or more attackers. Grappling and being grappled reduces the types of actions you can take.



**Great Wheel:** The Galaxy. The collection of Crystal Spheres spinning together in the Astral Sea like a big spiral wheel.

**Helpless:** A helpless character is effectively at the mercy of his opponents. A helpless target is in great danger of death. They are automatically hit by any attacks made on them and any damage is rolled twice and added together

**Hit Points (HP):** A measure of a characters health, luck, skill and divine favor, all the factors that combine to protect a character from getting seriously hurt by an attack (getting seriously hurt would be Critical Damage).

**Immobilized:** Unable to use movement actions.

**Incorporeal:** Incorporeal creatures aren't solid. They can move through and inside objects and can't be hurt by normal weapons. Only artifact weapons and weapons with the Power Field property can hurt them.

**Initiative:** A system for determining the order of actions in battle. Before the first round of combat, each participant makes a single Initiative check. Each round, participants act in order from the highest Initiative check to the lowest.

**Initiative Check:** A check used to determine a creature's place in the initiative order for a combat. An initiative check is made by rolling 1d10 and adding the character's Dexterity and Composure scores.

**Maximum Hit Points:** A character's maximum hit points is how many hit points they have when they're fully healed and rested.

**Melee:** Melee combat consists of physical blows exchanged by opponents close enough to threaten each other with pointy sticks, as opposed to ranged combat.

**Melee Weapon:** A handheld weapon designed for close combat.

**Natural Weapon:** A natural weapon is any weapon like a claw, bite, sting, or so forth. Natural weapons have their own damage profiles and use the Brawl skill when making attacks. Natural weapons cannot be disarmed or broken.

**Non-Player Character:** One of the characters that's controlled by the Story Master.

**Opportunity Attack:** A single extra melee attack per turn that a combatant can make when an opponent within reach takes an action with the Provokes keyword.

**Parry:** A defensive action that can be used to negate a melee attack.

**Party:** A group of Heroes that adventure together.

**Penalty:** A negative modifier to a die roll. Typically they're noted as -XkY, where X is the reduced number of rolled dice and Y is the reduced number of kept dice. Some penalties apply to the end result of a roll rather than the number of dice, and are expressed as -Z.

**Player Character:** A murder-hobo controlled by one of the players.

**Prone:** A prone character has been knocked on their ass. They have to spend an action to stand up and until they do, they have some penalties, though it does make them a bit harder to hit with ranged weapons.

**Raise:** Beating the target number by 5. You get an additional raise for every 5 you beat the target number by. If an ability says you get an additional raise on a test, you simply add 5 to the result.



**Range:** Guns and other ranged weapons have a given range. Beyond this range, they're less likely to hit, and past a certain point they simply become ineffective. At short range, it's easier to hit with weapons and at point blank range you get big bonuses. Of course, at point blank range you're also more likely to have the enemy walk up and stab you.

**Ranged Attack:** Ranged attacks are attacks made with guns, bows, and missile launchers (among other things). They're made with the Ballistics skill, and often can't be used in melee range.

**Ranged Weapon:** Ranged weapons are the guns, bows, and missile launchers mentioned above, ideal for putting someone down without getting your hands dirty.

**Reaction Action:** A Reaction Action is the effort a character keeps in reserve to deal with problems as they come, their reflexes and reaction time. Typically, Reaction Actions are made to Dodge or Parry an attack, but there are other actions that use up Reaction Actions as well.

**Resilience:** Resilience represents just how tough you are, and how much it takes to truly hurt you.

**Resolve:** Resolve represents how well a character can resist charms, arguments, and the points of view of others.

**Restrained:** A restrained character has managed to get himself tied up, figuratively or literally. They grant Combat Advantage and take -1k0 to attack rolls. If someone has thrown him in leg irons, he's also Immobilized.

**Result:** What you determine by rolling dice. It's compared against a Target Number to see if you succeeded or failed.

**Rogue Trader:** One of the insanely rich and powerful merchants who plies their trade across the stars.

**Rolled Dice:** The first number in the equation, the X in the XkY that tests are expressed as. This is how many dice you roll during a test, rather than how many dice you keep. This is usually the sum of the characteristic and skill used in a test.

**Size:** How big a creature is. Along with Level this determines their resilience. One point of Size is equal to about 1/2 a meter in the longest dimension.

**Skill:** One of the many fields in which a character can apply his characteristics. They represent education and training they've acquired.

**Skill Test:** A test made using a skill and characteristic, the most common type of test a character will be asked to make.

**Sorcerer:** A character with the ability to cast spells. A Sorcerer is viewed with respect, or at least fear, in most places. See also: Psyker.

**Sorcery:** Spell casting ability. Sorcery is a rare talent, since not everyone has the ability or talent needed to rip power out of the Warp and bend it to their own ends. Most Heroes at least have some ability to learn the basics.

**Speed:** How fast a character moves. Equal to the sum of Strength and Dexterity.

**Spell:** A one-time magical effect created by a Sorcerer. A spell is powered by Warp energy and controlled by the will of the Sorcerer using it.



**Spelljamming:** The process of sailing a spelljamming ship through the void. It's more a traditional name than anything else, as very few ships are purely driven on spells.

**Spelljamming Ship:** A ship that moves through the Astral Sea. Also called starships, voidships, space-ships, and so forth.

**Static Defense:** How hard it is to hit someone. A person's Static Defense is the Target Number needed to hit them.

**Strength (Str):** How physically strong a character is, how much they can lift and how much damage they do when they hit something.

**Stunned:** A stunned character grants combat advantage and cannot take actions. They are neither helpless nor unaware.

**Success:** The opposite of a failure. The good kind of opposite! Try to get lots of these.

**Syrne:** The Syrne were one of the first races in the Great Wheel, and most of the artifacts and ruins are attributed to them. While some claim there is evidence of even earlier civilizations, there is almost no evidence.





**Syrneth:** The descriptor attached to what's left of the Syrne's works. Syrneth ruins and artifacts are well respected and extremely valuable.

**Target:** The intended recipient of an attack, spell, supernatural ability, or magical effect.

**Target Number:** The number that one needs to reach for a test to be successful. Don't get up to the target number, and you fail.

**Tell:** The supernatural appearance or aura that an Exalt gets when he overextends his power. It's different for each type of Exalt, and even with individual Exalts.

**Test:** A roll made to see if a character succeeds or fails at a given task. Tests are made whenever determining failure is important. Most everyday tasks don't require tests.

**Threaten:** To be able to attack in melee without moving from your current space. You threaten all characters you're engaged in melee with. You can make opportunity attacks if people you threaten take actions with the Provoke keyword.

**Throne:** A throne is the most standard currency in the Wheel, issued by the Council and with the backing of Sigil's economy behind it.

**Turn:** The point in the round at which you take your actions. On your turn, you may perform one or more actions, as dictated by your current circumstances.

**Umbra:** A shallow part of the Warp, existing as a shadow parallel to the physical universe. Werewolves and many spiritual creatures can enter this place.

**Unarmed Attack:** A melee attack made using fists, kicks, or headbutts instead of weapons. Unarmed attacks use the Brawl skill instead of Weaponry.

**Unconscious:** A character who accumulates enough levels of fatigue falls unconscious. Unconscious characters are helpless and can't take any actions. Better than being dead, though.

**Warp:** The Warp is an alternate dimension of chaotic raw matter and energy. Because space and time work differently here, it's the only way known for ships to get around the Wheel in a reasonable amount of time.

**Willpower (Wil):** A character's strength of will and their ability to resist mental commands and magic.

**Wisdom (Wis):** Alertness and comprehension, how well a character notices the world around him and interprets what he sees and hears.

## Knowing the Cant:

### A guide to Sigil's slang

**Addle-Cove:** A not-particularly friendly way to call someone an idiot. "Did you hear what that addle-coved commissar wanted us to do?"

**Bar That:** An almost-polite way to say "shut up" or "don't talk about that." it's quick and to the point, and it can be used as a warning: "Bar that, Nicodemus, there's Space Marines over there."

**Barmies:** The insane folks, especially those in Sigil, who've been "touched" by the impossible vistas of the Wheel.

**Basher:** A neutral reference to a person, usually a thug or fighter.

**Berk:** A fool, especially one who got himself into the mess when he should have known better.

**Birdcage:** A cell or anything that compares to it.

**Bleaker:** A faction, one of those dispo-  
nent members of the Bleak Cabal.

**Blood:** Anyone who's an expert, sage, or a professional at his work. A champion gladiator can be a blood, just like a practiced sorcerer. Calling someone a blood is a mark of high respect.

**Bob:** The business of cheating someone, whether it's of their cash, honor, or trust. A good guide to Sigil will warn a cutter when someone's bobbing him. Thieves boast that they "bobbed some leatherhead on the street."

**Bone-box:** The mouth, named because of its teeth, fangs, or whatever.

"Stop rattling your bone-box," is telling a berk to lay off the threats or bragging.

**Bub:** Booze, wine, or ale that's usually cheap and barely drinkable.

**Bubber:** A drunk, especially if he, she, or it has fallen on hard times. Bubbers don't get any sympathy from most folks in Sigil.

**Burg:** Any town smaller than Sigil, either in size or spirit - at least that's how folks from Sigil see it. Other bodies don't always agree.

**Cage, the:** This is a common nickname for Sigil, used by locals. It comes from Birdcage, so it's a pretty harsh judgement on this place.

**Case:** The house or place where a cutter lives.

**Cipher:** A faction nickname of the Transcendent Order, because most folks don't know what they're talking about.

**Clueless, the:** The folks who just don't get it, usually someone who's never been off-world. Use this on an experienced traveller and it's likely there'll be a fight.





**Chant, the:** An expression that means news, local gossip, the facts, the moods, or anything else about what's happening. "What's the chant?" is a way of asking what's the latest information a basher's heard.

**Cross-trade:** The business of thieving, or anything else illegal or shady. "A cross-trading scum" is a thief who's probably angered the Mercykillers.

**Cutter:** A term that refers to anybody, male or female, that a person wants. It does suggest a certain amount of resourcefulness or daring, and so it's a lot better than calling somebody a berk.

**Dark:** Anything that's secret is said to be a dark. "Here's the dark of it," is a way of saying "I've got a secret and I'll share it with you."

**Doomguard:** One of the factions in Sigil. They think everything's going to run down and decay, and want to help it along.

**Dustmen:** One of the factions of Sigil. They believe everybody's dead.

**Fated, the:** A faction of Sigil which holds that if they've got something, it's because it belongs to them. This doesn't always sit well with others.

**Garnish:** A bribe, as in "Give the irritating petty official a little garnish and he'll go away."

**Give 'em the Laugh:** Escape or slip through the clutches of someone. Robbing a tiefling's house and not getting caught is giving him the laugh.

**Give the Rope:** What happens to condemned criminals who don't manage to give the law the laugh. Usually thieves are the only folks who use this term.

**Godsmen:** A faction of Sigil that believes everybody's got the chance to ascend to godhood.

**Greener:** A nickname for the Verdant Guild, one of Sigil's factions. They have very strong views on the way people treat animals.

**Guvner:** A faction in Sigil that believes knowing physical laws will give a cutter power over everything. Not the kind of folks to argue logic with.

**Harmonium:** A faction of sigil. "Do it our way or no way," could be its slogan.

**High-up Man:** This is what everybody - man, woman, and thing - in Sigil wants to be: somebody with money and influence. It's bad form to call one's self this; it's a phrase others bestow.

**Jink:** The goal of the poor; money or coins. "That's going to take a lot of jink!" for an expensive bit of garnishing.

**Kip:** Any place a cutter can put up his feet and sleep for a night, especially cheap flophouses. Landlords of good hotels get upset if a fellow calls their place a kip.

**Knight of the Post:** A thief, cheat, and a liar - clearly not a compliment unless, of course, that's what the basher wants to be.

**Long Walk:** Being pushed out an airlock, which is where some berks wind up after they've been scragged.

**Leatherhead:** A dolt, a dull or thick-witted fellow. Use it to call somebody an idiot.

**Lost:** Dead. "He got lost," means he ain't coming back.

**Mercykillers:** A faction of Sigil that believes there is an absolute justice.

**Music:** The price a cutter usually doesn't want to pay, but has to anyway. "Pay the music or you'll never find your way out of here."

**Out-of-Touch:** Outside of the material universe. A body is said to be "out-of-touch" when he's traveling through the warp. It derives from the fact that a spelljammer in the warp can't be contacted by any normal means.

**Out-of-Town:** In a different Crystal Sphere.

**Peel:** A swindle, con, or a trick is the peel. It's often used as a verb. Peeling a Space Marine is usually a bad idea.

**Pike It:** A useful, all-purpose phrase, as in, "Take a short stick and pike it, bubber."

**Put in the Dead-book:** Dead. Some people have others "put in the dead-book."

**Scragged:** Arrested or caught.

**Sensates:** Nickname for the Society of Sensation, a faction. It's members believe life's got to be experienced to be understood.

**Signers:** A faction nickname for the Sign of One. Its members figure everybody is the center of their own universe

**Sod:** A poor, unfortunate soul. Use it to show sympathy for an unlucky cutter or use it sarcastically for those who get themselves into their own mess.

**Turn Stag:** To betray somebody or use treachery. Saying "he's turned stag" is about the worst thing that can be said about a cutter.



There was a scream. Princess Claudia was used to hearing screams in the dungeon. That scream sounded different, though. Someone was walking up to her cell now. The footsteps were light, not at all like the heavy boots of the guards.

"Princess Claudia?" Asked a voice at the door. A woman's voice. That wasn't normal. All the guards here were men. And totally resistant to her charms. She had heard a woman could use feminine wiles to get out of any jail, but they hadn't helped her one bit.

"Ah... yes?" Claudia said. There was a pause from outside.

"Please stand away from the door and close your eyes." Claudia frowned. What was that supposed to mean? Before she could ask, there was a blinding flash of light and the door was punched inwards by a blast from outside. The princess screamed. The lights flickered as the explosion damaged power leads.

Before the smoke could clear, someone was already stepping into her room. Claudia coughed on the dust and looked at them. The girl there couldn't have been any older than she was, though her tone suggested she was athletic. A sword was strapped to her side and she wore a flak jacket.

Princess Claudia took a step back. She didn't like the person looking at her. There was something about the way she was staring, like the Princess was barely a person at all. It was a... very hungry look. Claudia swallowed. There was a moment when she wasn't sure if the person was going to attack her. The strange woman held out a hand.

"Come with me if you want to live." Claudia hesitated, then took the hand. The woman smiled. Claudia saw fangs. Lots of fangs. Just for an instant. The woman half-dragged her outside, past two dead guards. Claudia tried not to look at them. They looked like they had been... eaten. They ran out into a courtyard.

"STOP RIGHT THERE CRIMINAL SCUM!" Spotlights bloomed, blinding Claudia for an instant. A VTOL swung over them, dust kicking up. The woman let go of Claudia's hand. As the Princess' eyes adjusted to the light, she could see Harmonium guards, weapons drawn, in a semicircle around the door.

"Oh my~" the strange woman said, laughing. "All this for little old me and a princess?"

"YOU WILL COME PEACEFULLY WITH US OR PAY THE PRICE!" The speaker gave the impression that they really, really hoped the woman would choose the second option. "YOU CAN'T ESCAPE THIS TIME, HARUHARA!"







Special Abilities

Lined area for Special Abilities

Allies and Contacts

Lined area for Allies and Contacts

Description

Lined area for Description

Spells and Special Attacks

Lined area for Spells and Special Attacks

Class List

Lined area for Class List

Derangements

Lined area for Derangements

Equipment

Lined area for Equipment

Languages

Lined area for Languages

Characteristics 6/4/2 \* Skills 8/6/4 \* Backgrounds 7 \* (Buying the fifth dot in any area costs two points) \* Hit Points = 2 x (Con + Willpower) \* Resolve = Composure + Willpower \* Static Defense = 10 + (3 x Dex) + (3 x Wis) - (2 x Size) \* Speed = Strength + Dexterity \* Starting Hero Points = 2 \* Starting Devotion = 6





# DUNGEONS THE DRAGONING 40,000 7<sup>th</sup> Edition .5

## ROLEPLAYING IN THE BRIGHT NOBILITY OF THE 41ST MILLENIUM

Prepare to venture forth with your bold companions into a world of heroic fantasy. Within these pages, you'll discover all the tools and options you need to create characters worthy of song and legend for the Dungeons the Dragoning game, and how to create adventures to show them the horrors and wonders of the Great Wheel.

Wars rage over airless moons, in the dark, twisted depths of hive worlds and in the cold waste of the Astral Sea. From the immaterial realm of the Warp, malicious entities send their unspeakable horrors to corrupt the universe. Terrible beings from the depths of ancient time awaken to begin their March. The Blood War between the forces of Law and Chaos leaves only ruin and death in its wake. Even the bastion of galactic civilization, Sigil, isn't safe.

There is no time for peace.

No respite.

No forgiveness.

There is only adventure.



# Dungeons the Dragoning 40,000 7th Edition Die Calculator

Format WkXrYxZ[+ or -]N

Required: W = rolled d10s, X = kept dice

Optional: Y = reroll numbers  $\leq$  this number on a die

Optional: Z = explode on numbers  $\geq$  this number on a die

Optional: N = add this much to the final tally

Limitation: W, X, and N are limited to one or two digits

Limitation: Y and Z are limited to the number 1 through 9

Limitation: +N absolutely must come last

Examples: 7k4 or 4k2-5 or 4k2r2 or 5k3x9 or 7k4r1x9+10

Output format: The calculator does a million rolls, lines up

all the numbers in order, and then counts them. The C

column on the left is the raw probability, where 0.01 = 1%.

The T column on the right is the number rolled. The percentile

breakpoints try to be as close to the 1/10<sup>th</sup> mark as possible.

If you want to find the 25<sup>th</sup> percentile just go to the 20%

breakpoint and start adding the C column until you get to 0.05

above the 20% line, that's your 25<sup>th</sup> percentile number. One

quarter of the rolls for that set of dice will be that number

or lower.

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# Dungeons the Dragoning 40,000 7th Edition Spaceship Mishap Roller

Extended repairs and shipyard repairs: Any issues left unresolved (assuming they don't destroy the ship or kill all the crew) are completely fixed during an extended repair or shipyard repair. Unless, of course, they say they can't be fixed that way.

All caps: Statements in all caps refer to ship stats or other mishap results. Ship stats indicate crew damage, hull damage, sensor roll modifications, etc. The phrase CREW QUALITY in reference to a roll means that you should roll (2x crew quality)k(crew quality) if a generic crew member needs to make a roll. [Crew quality 1 = 2k1, quality 2 = 4k2, quality 3 = 6k3, quality 4 = 8k4, quality 5 = 10k5].

EVA & hazardous EVA: Someone has to go outside the hull to fix things. If this is done in a hazardous environment (space, toxic atmosphere, high gravity, combat, etc.) failing the check by 10 results in a CREW casualty for regular EVA. For a hazardous EVA failing check by 5 results in a CREW casualty and failing by 15 inflicts another mishap on the ship.

Time references: Some things may happen during space combat and some of them may happen outside of space combat. In space combat use the 'rounds' reference and make engineering action, arcana action, etc., rolls. Out of combat use the 'minutes/hours' reference and the individual characters leading the repair, rescue, or other fix attempts make the skill+attribute rolls as usual. Some things only really matter out of combat, at least after the initial rolls are resolved, and thus their repairs may not mention a time in rounds. You can still assign crew to fix them in combat if you wish.

No skill or attribute mentioned: These rolls are generally reserved for things that require a significant number of the crew members to resolve, but that they'll resolve in the normal course of their duties. In ship combat make a free (no CREW allocation required) CREW QUALITY check. You may also allocate crew to the action as normal during the combat round. Out of combat it takes the listed amount of time for each check to happen, just in case time matters.

No crew action mentioned: If an entry has a skill + attribute roll but no crew action (engineering, arcana, tactical, command, etc.) then it's a one person job. If a random crew member is attempting it they normally roll as per a CREW QUALITY roll.

Fire. Decompression of the affected section automatically puts out the fire.

Illness. SERIOUS and MORTAL illnesses can be contained by the complete isolation of infected CREW. Treat this as rolling zero on the medicine checks but the illness cannot continue through the rest of the crew.

Ship's Craft malfunction. If a shuttle is unavailable no more than 4 CREW can be used in any shuttle based boarding action until the damaged shuttle is fixed or a new shuttle is acquired. Ships normally have 2 shuttles.

Some entries may call for rolling another mishap. If they say to roll a 1d5 or on the low table use the 'low' button. If they say to roll 1d5+5 or on the high table use the 'high' table. In general the results on the 'low' tables are less dangerous than the rolls on the 'high' tables. In general, if you care the 'low' tables are the hull damage, electrical systems, crew injuries and illnesses, computers, and environmental control system tables. The 'high' tables are the computers, power plant, engines, weapons & shields, shuttles & fighters tables.

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This tool creates variant daemons and heroes. These are a significant boost up from the pansy default opponents in the book. The daemons, lesser and greater, have all the appropriate Daemonhost exalt powers plus some spells. Their “casting” is an innate part of them that doesn’t require focuses or material components and doesn’t trigger warp effects, but they can’t choose to overcast either (unless an entry specifically says so). The heroes are all Paragon exalts and, being “regular” people, are heavily reliant on gear. If you get a list of seven different weapons just choose about three that you want to use.



## Dungeons the Dragoning 40,000 7th Edition Warp Roller

Enter a number and hit the go button. It's expecting a number between 0 and 999 because it's based on d100 tables. However, there are four tables of increasing severity and each time it gets a number over 95 it goes up to the next table. Each time that happens it subtracts 10 from the number entered and reroll on the new table. It will not, however, produce or accept a negative number at any point.

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Format  $WkXrYxZ[+ \text{ or } -]N$

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Optional: Y = reroll numbers  $\leq$  this number on a die

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Limitation: W, X, and N are limited to one or two digits

Limitation: Y and Z are limited to the number 1 through 9

Limitation: +N absolutely must come last

Examples: 7k4 or 4k2-5 or 4k2r2 or 5k3x9 or 7k4r1x9+10

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