



VIKINGR

CORE RULEBOOK

BASED ON THE WEBCOMIC
STAND STILL STAY SILENT
BY MINNA SUNDBERG

THE FIRST RULE

for survival within the silent world

If you come across
a Beast, a Troll, or a Giant,
do not run or call for help.
Stand still and stay silent.

It might go away.



One hundred and eleven years after the fall of civilization, humanity has established a foothold against the darkness of the Silent World, the world that once was. Cities are growing and commerce is exploding, all thanks to the vikingr – warriors, pathfinders, and adventurers that bear the title of their ancient ancestors.

Emboldened by tales of recovering the Old World's glory (and the massive profits to be found in doing so), these vikingr plunder the Silent World for lost knowledge, weapons, luxuries, and raw materials, all of which are in high demand.

However, their profession is a dangerous one, for beyond the walls of civilization lie the Trapped Ones - monsters of unfathomable horror that guard the ruins they once called home with zealous fervor. Though they cower in the cold and avoid the light of day, these creatures infest every kilometer of the Silent World. Out there, there is no refuge. No escape.

When confronted with these monsters, it is best to remember the time-honored adage...

Stand Still, Stay Silent.

THE GAME

Vikingr is based off Minna Sundberg's webcomic *Stand Still, Stay Silent*, a post-apocalyptic tale about a band of intrepid explorers as they make their way across a ruined and desolate Scandinavia. As such, *Vikingr* is a RPG best suited for players who enjoy tense exploration, role-playing, teamwork, and atmosphere.

It takes place twenty-one years after the events of *Stand Still, Stay Silent*, and assumes that the expeditions depicted within are successful and immensely profitable,

creating a demand for adventurers where none previously existed.

The system *Vikingr* uses is built to reflect the brutality, despair, and glimmers of hope found within the world of *Stand Still, Stay Silent*. Survival in the Silent World is difficult at best, and worsens the farther one strays from civilization. Death is never distant.

But that is not to say that danger comes from the Trapped Ones alone - hand-in-hand with the explosion of commerce, a new criminal element has surfaced in Scandinavia, one that profits off the influx of goods by dodging suffocating governmental oversight. Though it is rare, they will resort to violence when they feel as though their interests are threatened. Competing bands of vikingr may also pose a threat depending on the nature of their expedition, though such encounters are few and far between.

GAMEPLAY

Besides simply sharing the world of *Stand Still, Stay Silent*, no game of *Vikingr* is the clone of another. Everyone has gathered to enjoy their own experience in Year 111, but the focus of the game will vary depending on the players.

Despite this, games of *Vikingr* possess a handful of commonalities between them, each designed to engage and immerse the player in the world of *Stand Still Stay Silent*.

Expeditions

Expeditions are the primary framework for *Vikingr* gameplay. Comprised of Encounters - story events or confrontations that can include puzzles, preparation, combat, exploration, negotiation, looting, travelling, and more - expeditions can span many sessions. A viking's ability to plan intelligently is just as important as their skill





in the field, and both are required for survival.

Oftentimes, vikingr will be hired by interested parties who have the resources to cover the cost of an expedition. They might provide a contract in order to specify the role the vikingr will play, and how they will be compensated. Read the fine print, and remember that supplementing an expedition's budget with your personal kronur can mean the difference between life and death.

All adventures are dangerous. The silent world is a perilous place, and though vikingr are not frail, they are far from superhuman. Death comes swiftly, and the Rash is always lurking, waiting for a single slip in quarantine protocols.

Stress and Horror

The twisted forms of the trapped ones, their endless whispering, the loss of a comrade... all can have a profound effect on a person's mind. Going viking can be lucrative, true, but it is not a career for those weak in spirit.

During your viking's adventures, they will acquire stress. Stressors can vary, but the results are the same - suffer too much mental strain, and a mental break becomes inevitable. Recovering from such an event is difficult, and will put a strain on yourself and your loved ones.

Suffering repeated mental breaks might induce debilitating mental afflictions. Too many ambushes from hidden trapped ones, and a viking will never part from a torch again. Losing too many friends might cause a spiralling depression, one that pushes away any chance of recovery.

Bravery has its place, but does not stand forever.

Camaraderie

Much like *Stand Still Stay Silent, Vikingr* is about friendship as much as it is about adventure and horror. Facing the silent world is easier with comrades than it is with strangers, and adversity is a crucible that makes fast companions of fellow vikingr.

Trust and teamwork are essential among all who rove into the unknown. Those possessed with greed rarely live long enough to see their avarice sated, and lone wolves die cold and lonely deaths.

To reflect this, *Vikingr* uses Camaraderie, a pool of points awarded to the players by the Game Master for consummate roleplaying and clever teamwork. Your viking might be an unparalleled soldier, but a single soldier never toppled a troll.

Always remember that man is the joy of man.

Downtime

Not every moment of *Vikingr* is spent in the silent world. Your characters will need time to rest, recover, and spend their hard-earned kronur. Time spent in the known world will help them manage stress, maintain relationships, train skills, and prepare for the next expedition.

Depending on the time between expeditions, each viking will roleplay a handful of vignettes of their downtime, each serving as individual snapshots of the intervening months. Keep things concise, and avoid hogging the spotlight. Downtime is also the best time to train skills.





See the Downtime chapter for details.

CORE MECHANICS

Standard Rolling

When a Player wishes to accomplish an action and there is a chance that the action might fail or return sub-optimal results, they must roll to measure their success. Whether they are attacking, performing repairs, scouting, or scouring a ruin, all actions with a chance of failure must be rolled against a skill check. This is done by rolling 1d100, and comparing the result against the character's skill or attribute. Rolling under that value means they succeeded.

The higher the total skill value is, the more effective the viking is at using it. Oftentimes, a high enough skill means a roll is unnecessary.

Degrees of Success/Failure

Whenever rolling a d100, success and failure is measured in degrees. For every distance of '20' between the skill or attribute total and the roll result, a degree of success or failure is earned. The higher degree, the more dramatic the result.

For instance: rolling a 35 against a skill check of 40 counts as 1 degree of success – a decent success. Rolling 87 against a skill check of 10 is 3 degrees of failure – a horrendous failure that will likely introduce additional complications.

Will of the Gods

Any roll divisible by '9' is considered a critical success or failure, depending on the challenge presented – rolling a critical above the skill means it is a critical failure, while rolling on or below means a critical success.

These numbers include: 9, 18, 27, 36, 45, 54, 63, 72, 81, 90, 99.

A critical roll automatically counts as 3 degrees of success/failure.

Conditional Effects

Many rolls in *Vikingr* will also include situational or equipment-based effects, netting a player bonuses or penalties.

This takes two forms - increasing/decreasing the skill value the check requires, or increasing/decreasing the roll result itself.

Be aware of how different situations and environments might affect skill rolls.

Opposed Rolling

Whenever two parties are in direct opposition, they must roll opposing skills or attributes in order to determine the triumphant party. The victor is determined by the degree of success. If two critical successes are rolled, the lower wins.

Time Consuming Tasks

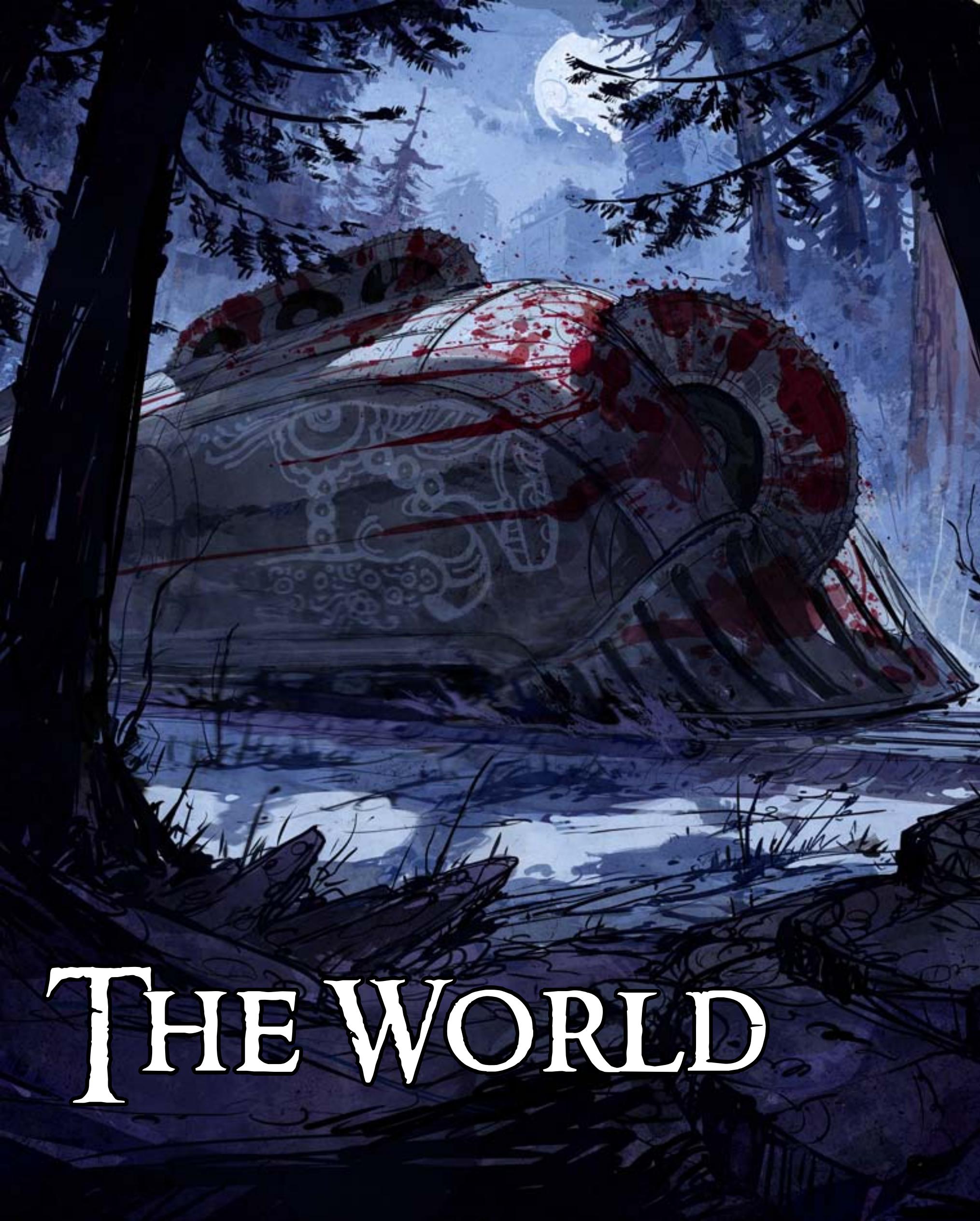
Some tasks cannot be accomplished immediately. When confronted with a time-consuming task, the difficulty of the task at hand and how long such a task normally takes are determined by the GM, and they will inform you of how many successful skill or attribute checks you need to acquire, and how long each check takes to complete.





LET THE ADVENTURE BEGIN!





THE WORLD



THE WORLD

OVERVIEW

Swift and dark was the death of the Old World. Millennia of history, culture, and knowledge were wiped from the face of the Earth in the span of three months. It began innocently. A handful of patients, their symptoms minor. Treatable? Of course. A handful of rashes, no more.

But then it *was* more. By the time doctors and scientists realized it, the disease had spread too far. Too fast. Countries closed their borders, quarantines were established, but it did little good. The disease – the Rash as it came to be known – devoured all that it touched. All mammals (except felines) suffered.

Though the Rash was painful and debilitating, the true horror arose when it claimed its first victim. Shortly after they died, they rose again. Alive, yet not. A shambling, misshapen parody of its former self. And society collapsed. People fled where they could, but there was no shelter, no respite from the beasts that roamed the land. What exactly happened after that has been lost to time.

Now only a fragment of humanity remains - a handful of cities, settlements, and colonies in Scandinavia. There, the monsters could withstand neither the cold nor the treacherous terrain. Its people fight tooth and nail to reclaim what was lost, rifles in their hands and prayers to the old gods on their lips. Some exceptional individuals are bestowed the gift of magic, and wield their abilities to guard against the monsters that lurk in the Silent World – the remnant of what once was.

They have adapted, overcome. Now is a crucial moment in their history. Emboldened by the legendary Västerström Expedition – the first non-military scouting and reconnaissance mission ever attempted – a new breed of explorers and adventurers have arisen: the Vikingr.

The Rash

Countries

Society

Technology

The Silent World



CHARACTER CREATION





—∞— CHARACTER CREATION —∞—

A character is a player's primary method of experiencing the world of *Stand Still, Stay Silent*. This is the most important part of *Vikingr*, as it is any RPG, as it determines the personality, abilities, and history of an important character in the story.

Unlike many RPGs, *vikingr* do not fall into Classes with specific sets of skills and abilities. Instead, all characters share the same skills and attributes. With the exception of Magic, any skill can be learned given a good tutor or enough training. It is up to the player how to build their character.

Every *Vikingr* character is built using the following steps:

1. Basic Information
2. Character Bio
3. Core Attributes
4. Derived Attributes
5. Background Selection
6. Relationships
7. Starting Equipment

Examples will be provided alongside each step to help explain the character creation process. Be aware that the rules provided are for creating *vikingr* that are beginning their careers. If you wished to begin with a more experienced character, speak with your GM.

—∞— BASIC INFORMATION —∞—

A viking's Basic Information describes their most fundamental characteristics, which will help their player make informed decisions regarding all other aspects of their viking. Some are arbitrary choices, while a few have mechanical ramifications.

Nationality

A viking's nationality is crucial to their identity. The choices are as follows:

1. Danish
2. Finnish
3. Icelandic
4. Norwegian
5. Swedish

Selecting a nationality other than Icelandic or Norwegian is to close your viking off from the old gods, barring them from becoming Seiður. Selecting Finnish is the only way to become a Noita - the gods of the fens and forest claim only those who are known to them.

Sex

The gender of your viking. Selecting male or female does not result in any gameplay effects.

Name

Your viking's surname and family name. These are most often determined by nationality, but not restricted by it. Perhaps an unusual name is the result of a curious family history.

Physical Characteristics

'Physical Characteristics' describes the age, height, and weight of your viking. These do not convey any gameplay effects, but are instead present to help provide players with a better impression of their character's appearance. Be aware that *vikingr* over the age of sixty are very rare.

Immunity

A character's immunity to the Rash is an important facet of who they are. While it might seem obvious to create a character that is Immune, Non-Immune characters





begin with additional bonuses that reflect their typical skill sets and life experience.

Bonuses

Characters susceptible to the Rash begin with extra 20 ranks - and training for - any non-Weapons, non-Magic skill. They also allowed an additional 10 ranks in two other skills already included in their Background (these can include Weapons or Magic).

The Unthinkable

If at any time during the game your non-immune viking is exposed to a Rash vector, ask the GM to secretly pick a number between 0 and 99 . Roll a d100. If this number matches the one the GM selected, you have miraculously avoided infection. Otherwise, your infected state will become known to you shortly.

Rolling for Immunity

If a character's immunity is something you would rather leave to chance, consider the Immunity rate of your viking's nationality. Roll a d100, and if the roll meets or falls short of the threshold, the character is Immune.

Iceland: 11% immunity rate.

All Other Countries: 50% immunity rate.

EXAMPLE: Ellena wants to create an Seiður for her first game of *Vikingr*. To facilitate her choice, she decides her viking will be Icelandic, a Seiðkona by the name of Aslaug Brandsdottir. Ellena decides that Aslaug is a young woman of average height (160cm) and weight (54kg). Ellena is undecided on whether or not she wants Aslaug to be immune, so she decides to roll for it. She rolls 1d100, and the result is 34.

Since it's above Iceland's immunity rate of 11%, Aslaug is not immune to the Rash.

Character Bio

Now that your viking is nearly complete, it's time to flesh out more of their character. Though ostensibly divided into three sections (Life Story, Goals, and Fears), additional defining information can be provided as necessary.

This section will help you establish guidelines for engaging and consistent roleplay. Keep things concise.

EXAMPLE: Ellena decides Aslaug was born and raised in Reykjavik, her father a mechanic, and her mother a viking. Her mother and her crew disappeared on an expedition when Aslaug was nine, around when her magical abilities revealed themselves. Her rough-and-tumble personality was ill-fitting at the College of Seiður, so after her expulsion, she decides to go viking to pay her tuition debt.

Aslaug wants to make enough kronur to pay back her loans and provide for her little sister Askatla. Secretly, she also desires to find out what became of her mother.

Aslaug fears for the fate of her struggling family if she were to fail. She also dreads the idea that her mother was infected and became a trapped one.

CORE ATTRIBUTES

At the center of each character are the characteristics that define them, their most basic talents boiled down to into five categories – these are the Core Attributes. One of the most important aspects of a character, these Attributes can radically affect how *Vikingr* is played.





Core Attributes affect a viking's derived attributes, as well as their skills. For all skills your viking is trained in, add the relevant Core Attribute to skill ranks to obtain the final total. For untrained skills, add $\frac{1}{2}$ of the relevant Core Attribute to any present skill ranks.

List of Core Attributes

Fitness (FIT): The measure of a viking's physical prowess, athletic ability and resilience. Affects available Wounds, Stamina, their skill with melee weapons, as well as resistance to Status Effects.

Celerity (CEL): Swiftness of thought and action. Affects a viking's ability to sneak, their accuracy with ranged weapons, and their initiative in combat.

Intellect (INT): A measure of the character's ability to store, process, and extrapolate information. Affects Icelandic Magic, knowledge, their skill with indirect-fire weapons, and their prowess with technology.

Wisdom (WIS): The character's drive, focus, intuition and willpower. Affects a viking's Stress, Resilience, Finnish Magic, and judgment-based abilities.

Charisma (CHA): A viking's force of personality, their likeability, and how well they get along with others. Affects Camaraderie, Leadership, social abilities, character interactions, and Relationships are all affected by Charisma.

Interpretation of Core Attribute Values

1-3: Atrocious. A nearly crippling deficiency - a viking with this level of Fitness should be kept in a sterile, reinforced bubble, and far from the Silent World.

4-6: Awful. A severely underdeveloped aspect. A viking with this level of Charisma is either staggeringly ugly, obnoxious, or has a backbone made of seafoam. Possibly all three.

7-9: Below Average. Not a central facet of their life. A viking with an Intellect of this level had great difficulty finishing Secondary school, or never bothered attending.

10-12: Average. Not bad, but not great either. A viking of average Wisdom has common sense and decent judgement.

13-15: Above Average. An area of casual interest. A viking with this level of Celerity is quick, nimble, and hard to spot.

16-18: Superb. A natural talent honed by experience. A viking with superb Intellect is likely a professional academic, or a talented and well-learned Seither.

19-20: Near-Superhuman. Renowned for their ability. A viking with this level of Fitness can shrug off wounds that would cripple a lesser character and run for hours without effort.

Determining Core Attributes

No matter their origin, all vikingr begin with 50 Core Attribute points, which can be assigned however they wish. However, no Core Attribute can go beyond 18 during character creation. During the game proper, they - barring temporary magical enchantments - cannot exceed 20.

If you don't want to manually assign each and every point, there are alternate methods of determining Core Attributes.





Array: assign the following series of numbers to any Core Attribute you like.

Completely Average: 10, 10, 10, 10, 10
A Focused Individual: 6, 8, 8, 12, 16
Highly Specialized: 6, 6, 8, 12, 18

Rolling: roll dice to determine your Core Attributes.

Roll 4d6 and drop the lowest die. Do this five times, then assign the scores to desired attributes. For the truly random experience, roll 3d6 then input each result into Core Attributes as they are rolled from Fitness down to Charisma.

EXAMPLE: Ellena sees Aslaug as a sharp yet willful young woman. She decides to select the Array “A Focused Individual”. Ellena puts the highest stat, 16, into Aslaug’s Intellect, and the second highest, 12, into Wisdom. She decides Aslaug’s Fitness and Charisma are her weaker attributes, giving them both an 8. Her Celerity is a 6, making Aslaug with poor reaction times and no talent for firearms.

—∞— DERIVED ATTRIBUTES —∞—

Derived Attributes are determined by a viking’s Core Attributes, and, like their parent values, can have a drastic impact on gameplay.

Wounds

(FIT)

‘Wounds’ describes the amount of punishment your viking can withstand, be it physical or mental.

Stamina

(FIT/2)

‘Stamina’ is a measure of your viking’s ability to press on to the task’s end, to persevere despite exhausting physical hardship.

Spending Stamina brings you closer to your limit. Every time you breach that limit, you gain a level of Exhaustion, each of which has devastating effects. The first time you cross it, you suffer a -20% on every skill attempt. The second, you suffer -60%, and are in danger of collapsing. Upon the third, you are functionally in a coma.

Stress

(WIS)

A viking’s ‘Stress’ is the amount of stress they can withstand before suffering a Mental Break. Equal to their WIS score, a character will undergo a Mental Break once this number is reached.

Mental Breaks – besides having a number of ramifications themselves – also serve as ‘stress checkpoints’, which means that your viking does not lose all their stress by undergoing a Mental Break. The stress they have gained will not vanish, not even after a Mental Break is healed.

Resilience

(WIS x 2)

Representing personal drive and willpower, a viking’s Resilience is a measurement of how well they stand up to stress and mental trauma. Begins at WIS x 2, and will be increased later by Relationships.

Camaraderie

(CHA)





Camaraderie is a pool of GM-awarded points, capped at your CHA score. Representing a viking's sense of kinship with their comrades, these points can be used before an ally's roll to lower the result, and are replenished by quality roleplaying. If the new roll result is a critical value, it will count as a critical. Cannot be used on one's own rolls.

EXAMPLE: Based on the Core Attributes she selected, Ellena calculates Aslaug's Wounds to be 6, Stamina to be 3, Stress to be 12, Resilience to begin at 24, and her Camaraderie to be capped at 8.

SKILLS

Whenever vikingr attempt a feat, they employ a skill.

List of Skills

What follows is a list of all the skills used in *Vikingr*. A percentage below that skill indicates the default skill rank for that skill.

The free skill ranks do NOT represent Training. Only Backgrounds can grant Training.



Animal Handling (CHA): How well a character interacts with animals, and their ability to influence their actions.

+0%

Athletics (FIT): Utilizing your Fitness in the most expedient manner. Effects sprinting, climbing, swimming, throwing, etc.

+10%

Awareness (WIS): How well the character can discern the truth of what surrounds them. This can range from scanning the environment, to seeing through Deception.

+20%

Explosives (INT): A character's skill in handling, constructing, and deploying explosives such as grenades, shaped charges, and mines.

+0%

Finance (INT): A character's skill with money, as well as their ability to invest, appraise, and budget responsibly.

+10%

Interpersonal (CHA): A viking's skill at lying, and judging the intentions of others based on words and body language.

+10%

Lore (INT): General knowledge about a subject.

The Silent World: A character's knowledge of what lies beyond civilization, its geography, and its dangers.

The Old World: A character's knowledge of what came before, its history, its legacy, and its technology.

Monsters: A character's knowledge of what lurks in the Silent World, how the creatures act, their various archetypes, and their abilities.

+0%





Leadership (CHA): The Silent World is full of horrors, and those with the temerity to face it must aid those who cannot. A measure of the character's judgment, as well as their ability to inspire and direct others.

+0%

Magic (INT/WIS): A measure of the character's mystical might and knowledge. Mages in the Icelandic school learn in a college, and cast spells via glyphs and their imagination. Finnish mages employ their innate spirituality and appeals to their deities in order to cast spells.

Magic is a special skill in that it cannot be used by any character that does not start as a mage. You can obtain ranks and training in Magic as a non-mage, but you cannot cast spells.

+0%

Mechanics (INT): A character's ability to repair, operate, and understand machinery of all kinds. This also applies to simple electronic devices such as radios, flashlights and other gadgets.

+0%

Medicine (INT): How well-versed a character is in repairing the human body.

+5%

Pathfinding (WIS): Pathfinding measures a character's scouting, hunting, and map-making ability.

+5%

Piloting (CEL): A measure of the character's ability to steer a vehicle.

Land Vehicle: Cars, trucks, tanks, and other motorized vehicles.

Sea Craft: Both sailing ships and motorized boats.

+0%

Search (INT): How well a character can uncover secrets, treasures, or clues that have been hidden away.

+10%

Stealth (CEL): The character's ability to sneak, lay low, avoid detection, and strike unexpectedly.

+10%

Weapons:

Melee (FIT): The character's ability to attack another at point-blank.

+10%

Firearms (CEL): The character's skill with low-caliber small arms, as well as larger firearms such as assault rifles, marksman's rifles, squad support weapons, and shotguns.

+0%

Heavy Weapons (CEL): The character's skill with heavy weapons such as turrets and anti materiel rifles.





+0%

Indirect (INT): The character's skill with indirect fire weapons, such as mortars, artillery cannons, ship cannons, and self-propelled artillery guns.

+0%

Utility (CEL): The character's skill with uncommon or unusual weapons such as harpoons, crossbows and flamethrowers.

+0%

Language (Any):

Miscellaneous Skills:

Though very uncommon, some vikingr possess skills that, while unhelpful in the Silent World may bring benefits in the Known World. These include talents such as Smithing, Writing, Art, Performance, Programming, etc. Talk with your GM if you would like your character to possess such a skill.

Skill Totals Interpretation

0-10: Untrained or used on extremely rare occasions.

11-20: A solid grasp on the fundamentals.

21-30: The fundamentals have been mastered.

31-40: Average capability with this skill.

41-50: Above average, or a lower-tier professional.

51-60: A professional skill, possibly received tutoring from an expert.

61-70: A natural talent routinely fostered.

71-80: Upper-tier professional. Requires serious dedication.

81-90: A foremost expert.

91-100: An undisputed master of the skill.

BACKGROUND SELECTION

Select a single background that encompasses your vikingr's previous profession or areas of skill.

Unless specified, all skills listed under a background count as 'Trained'.

List of Backgrounds

Criminal: Hailing from the underbelly of post-Rash society, criminals have become particularly crafty in order to avoid the Government. Relying on their wits and cunning, they make natural vikingr.

Interpersonal: +%40

Search +30%

Weapons - Melee: +%40

Weapons - Firearms: +%15

Friends in Low Places: Criminal Relationships are more beneficial.

Pick one:

() Skulker - +25% Stealth OR 25% Athletics

() Enforcer - +25% Athletics





Priest: An attendant to a Goði or a Gyðja (or perhaps one themselves), those sworn to the Old Gods are central figures in their communities in Iceland and Norway. The roles they play are varied, but they share some commonalities.

Finance: +15%

Interpersonal: +25%

Leadership: +20%

Pick one:

() Warrior Priest – In the seclusion of a wooded glade or stony hill, you trained in traditional martial arts, a proud heritage for those dedicated to the old gods, particularly Valiant Týr.

+15% Weapons (Melee)

() Faith of Blood and Stone – Dedication to the sagas and spiritual enlightenment

Healer: Working in a city or settlement's hospital or healer's hut, these individuals have dedicated most of their lives to aiding others. As such, they are peerless healers.

Interpersonal: +25%

Lore - Old World: +15%

Leadership: +15%

Medicine: +%35

Pick one:

() Herbalist: You spent many hours gathering medicinal herbs, and can identify them on sight. +%15 Pathfinding.

() Physical Therapist: Soldiers and vikings frequently return from the Silent World maimed. You've learned how to best treat them, and many things about the human body in the process. +15% Athletics.

Driver/Sailor: Functioning as truckers, haulers, and deliverymen, drivers and sailors are some of the lucky few who have been trained to operate vehicles. They are critical for establishing links between settlements, colonies, and cities. Though instances of monster attacks on convoys are few, they are not unheard of.

Awareness: +30%

Lore - Silent World: +25%

Mechanics: +35%

Pathfinding: +20%

Piloting (Land Vehicles OR Sea Vehicles): +%40

Man the Guns!: You couldn't count on your fingers how many times monsters attacked your convoys. Well, on the fingers you have left anyway... Add +25% to Weapons - Heavy Weapons OR +25% to Weapons - Indirect

I Know a Guy: You know which mechanics to trust, and you know the shadier ones' tactics. +20% to Interpersonal when bartering for Vehicle parts or repairs.

Agricultural Worker: A life spent tilling soil, raising animals, tending greenhouses, or hauling fishing nets might be tedious, but it has its benefits. While utterly necessary to society's continued existence, it does not pay very well.

Animal Handling: +30%

Athletics: +25%

Crafting +15%

Pick one:

() Shepard - +20% to Animal Handling

() Greenhouse Laborer - +15% Athletics





() Tractor Driver - +15% Piloting (Land Vehicles)

() Fisherman - +20% Piloting (Seacraft)

Jack-of-all-Trades: Not all who wander are lost – sometimes they just have difficulty holding down a job. Perhaps a life of poverty or restlessness leads such wanderers to adopt a number of useful skills.

+15% to any Weapons skill.
+10% to six different non-Weapon (and non-Magic) skills.

Quick Learner: Without a primary talent to rely upon, you've had to learn a lot and learn fast. Gain one extra Experience Point whenever experience is earned.

Latent Mage:

Sometimes, peasants that live peaceful or disconnected lives discover their magical talent later than their contemporaries do. A few with meager faith also fail to recognize their calling when it arrives.

Magic: +10%

Choose an additional Background from the following:

- () Agricultural Worker
- () Merchant
- () Skald

Halve all Skill points from that Background (round down), but retain any additional bonuses.

Mage: Able to wield the magic of their Gods, mages are a rare yet valued and respected cadre of society. Depending on their school of magic (Icelandic or Finnish), they will practice their craft in different ways, but no one can doubt their utility.

Lore (Monsters): +25%
Magic: +%35
Hobbies: Add 10% to three different non-Magic, non-Weapons skills.
Last Resort: Add +10% to any Weapons skill.

Kinship of Dreamers: Securing support from fellow mages is easier.

Of the Forest: Noita (Finnish mages) are solitary by the nature of their craft. Begin with 1 less Relationship.

Merchant: The provider of goods and services within the safety of a city, merchants keep the krónur flowing. There is no one better at striking a deal or scamming an unsuspecting mark.

Crafting: +20% OR Finance +35%
Interpersonal: +30%
Finance: +35%

Investor: +80.000 starting kronur.

Professional Networking: Begin with an extra Relationship.

Knowing the Business: When paying kronur to Contacts for services rendered, spend less.





Military – Cleanser: The success of the Swedish Cleansing programs has led the other nations to creating their own Cleansing Battalions. Equipped with flamethrowers, explosives, and well-trained Cats, they push the Silent World back slowly but steadily.

Animal Handling: +10%
Athletics: +15%
Explosives: +25%
Lore - Silent World: +15%
Weapons - Utility: +30%

Specialization: While each Cleanser is skilled with their ubiquitous flamethrowers, further training was assigned based on their role in their squad. Weapons - Firearms: +15% OR Weapons - Indirect: +25%

Military – Medic: The non-combatants responsible for saving their comrades' lives. They aren't as well-trained in fighting as others in the military, but they can defend themselves if pressed.

Athletics: +15%
Medicine: +25%
Weapons - Melee: +15%
Weapons - Firearms: +5%

Military – Officer: The leader of the rank-and-file, officers lead the charge into the Silent World, guiding their comrades into hell and doing their best to bring them back alive.

Athletics: +10%
Awareness: +20%

Lore - Silent World: +10%
Leadership: +30%
Weapons - Melee: +15%
Weapons - Firearms: +15%

Military – Rifleman: The most basic soldier in any nation's military, riflemen function as support for tanks and heavy ordinance, as well as providing town watch and patrol duty for colonies.

Athletics: +15%
Awareness: +20%
Medicine: +5%
Weapons - Melee: +10%
Weapons - Firearms: +40%



Military – Support Mage: A mage that has decided to join their nations' military. They are not as magically adept as their more devoted contemporaries (or the battle-mages who wield decades of magical experience) but make up for it with a healthy respect for combat.

Medicine: +15%
Magic: +20%
Specialization: Add +15% to one Weapons skill, and +10% to another.

Military – Scout: Some members of the Known Worlds' militaries are specially trained to scout ahead and report their findings to their commanding officer. A valuable – if extremely dangerous – endeavor.

Awareness: +30%
Lore - Silent World: +25%
Stealth: +30%
Pathfinding: +30%





Weapons - Melee: +20%

Weapons - Firearms: +15%

Pick one of the following:

() Looter - add +25% to Search

() Hunter - add +25% to Lore - Monsters

Skald: Administrators and educated learners, skalds are bookish but highly intelligent. They largely function as record-keepers, translators, and writers, though they may perform other tasks as needed. Their jobs leaves them poorly suited to front-line combat, but they can perform supporting tasks excellently.

Lore (All): +25%

Finances: +15%

Mechanics: +25%

Techhead: Add an additional +10% to Mechanics OR gain +20% in the miscellaneous skill Electronics.

Researcher or Writer: Add +15% to Medicine OR +10% to Interpersonal and +20% to miscellaneous Writing skill (such as Creative Writing, Journalism, Communications, etc.).

Polyglot: You know all Nordic languages, OR three of them and a single non-Nordic languages.

Custom Backgrounds

ADD

Relationships

RELATIONSHIPS

The people vikingr value most in their lives make up their Relationships. Relationships are critical character aspects that can help define who someone is, what they cherish,

and why they're going viking. Relationships also provide benefits to vikingr that work hard to maintain them, as well as avenues for engaging roleplay.

Beginning Relationships

Unless otherwise specified, every background begins with 3 Relationships. They can include parents, siblings, extended relatives, their children, significant others, spouses, best friends, treasured mentors, fellow vikingr, etc.

When crafting a character, you may choose to begin with fewer Relationships. You cannot begin with more.

Think about who your viking treasures. Why? What is their history together?

Fidelity

How close vikingr are to their Relationships is measured by Fidelity, an abstract value that represents how close a viking is to the person they share the relationship with. Fidelity begins at your viking's base CHA. The higher it is, the closer your viking is to that person. The closer they are, the more they can help you through difficult times and maintain a lucrative career as a viking.

Fidelity can be increased through dedication and devotion, but can be damaged by stress and shirking responsibilities. Once Fidelity reaches 20, it cannot be increased any further. Once it reaches 0, the relationship is lost.

The exact mechanics for how this works can be found in the 'Downtime' chapter.

Interpretation

0: This Relationship has ended.





- 1-4: This Relationship is strained.
- 5-7: The parties involved are friends.
- 8-10: These people are good friends.
- 11-14: These people are very close.
- 15-17: This is a treasured Relationship.
- 18-20: Complete devotion.

Roles

If you are particularly close with a Relationship, they might offer you goods and services at a discounted rate. The Fidelity required to successfully obtain their assistance will differ depending on their career. Ultimately, the difficulty of securing their support is at the GM's discretion.

Basic guidelines to use when asking for help will be a Fidelity x 5 check, or a CHA x 5 check. Some roles do not require checks.

Remember that even cherished friends will rarely assist your viking for free.

List of Roles

Note that these are only common roles found within *Vikingr*. Players and Game Masters alike are welcome to devise a new type of role not listed below.

Bureaucrat: Employed by their nations' respective Government, these individuals are incredibly useful for navigating the quagmire of bureaucracy that has swallowed up their lives. They can help vikingr obtain funding, restricted scouting information, purchase or rent reserved vehicles, and, if they cannot obtain the desired object, they can often point you in the direction of someone who can.

Blacksmith: With the death of industrialization came the renaissance of traditional craftsmanship, exemplified in the profession of Blacksmiths. Forging

everything from spades to swords, blacksmiths are crucial for maintaining most aspects of post-Rash life. They can offer vikingr discounts on swords, spears, axes, arrows, bolts, as well as forge new, master-crafted melee weapons.

Cat Breeder: Though felines have a reputation of being stupid, lazy assholes, time and dedication can turn any household cat into an intelligent, lazy asshole. The people who make this happen are Cat Breeders, and they are a boon to any vikingr expedition – cats are the only mammals completely immune to the Rash, and have a sixth sense for detecting its presence. A Breeder can provide vikingr with trained cats, pet food, and will purchase any healthy felines rescued from the Silent World at a hefty price. Well-connected breeders may also obtain 'Grade A' cats that are usually restricted for military use.

Criminal: Making nice with criminals isn't always a good idea, but it is usually profitable. Criminals such as fences, dealers, and smugglers can provide vikingr with contraband, luxury foodstuffs, stolen goods, sketchy loans, and drugs. They can also help unload and sell any illicit, pornographic, or otherwise restricted items and tech that the vikingr recovered from the silent world (charging a finder's fee, of course).

Engineer: Vehicles can be clunky, uncooperative beasts, and knowing someone who can pick them apart and put them back together can be a priceless commodity. They can perform repairs, install vehicle upgrades, and develop improvements for vikingr to use in the silent world.

Gunsmith: Making functional firearms from recycled metal, plastic, and wood is no easy task, but Gunsmiths make do. Though they might not be able to provide high-tech, top-





of-the-line weapons, they are happy to stock vikingr with functional, reliable, and cost-effective weaponry. They will also custom-forge firearms, and often put their clients in contact with friendly powdersmiths.

Goði or Gyðja: Those who are dedicated to the old gods and lead their communities in prayer are blessed people. They will help vikingr recover from stress and Mental Breaks upon their return from Expeditions, and may supply moral and spiritual support while the vikingr is away.

Farmer: Pre-packaged, processed rations are nutritious and long-lasting, but that is all they are. Knowing someone that can provide healthy, unaltered, and appetizing food does wonders for Expeditions. Not only can you purchase more food at a cheaper rate, but the party will not suffer stress from eating candle-flavored food.

Lector: The Silent World is often just that – silent. Sometimes, a distant, staticky voice is enough to make Expeditions less stressful, and remind vikingr that comfort and wealth awaits them upon their return. Lectors maintain frequent radio contact with vikingr, reading poetry, novels, and textbooks to keep their spirits high. They can provide skill rank training for all INT and WIS-based skills during an Expedition. They also allow vikingr to re-roll Resilience rolls when healing Mental Wounds.

Loved One: Though unemployment is extremely rare in the post-Rash world, there are still simple homemakers and child labor laws. Children, spouses, and other dependents might not offer more direct benefits, but they are stark reminders of your vikingr's love and duty. No matter the Fidelity, add an additional +5 Resilience per Loved One. All Loved Ones require your vikingr's financial support, increasing their

living expenses. Failing to support them will drastically reduce Fidelity. Also, if this Relationship is ever lost for any reason, lose the +5 Resilience bonus as well as an additional 5 Resilience permanently.

Medical Researcher: Though most medical research is aimed at curing the Rash, there are plenty of grants supplying krónur to more traditional (and wildly more successful) medical pursuits. Recovering lost pharmaceutical and surgical knowledge is extremely profitable, but only if it produces results – that's where vikingr come in. Researchers need to know if their latest development is successful, and there is no better place to practice medicine than on a battlefield. They can provide vikingr with standard medical supplies, cutting edge (if untested) medicine, and in rare cases, might accompany vikingr on their expeditions to test their skills firsthand, or help them recover upon their return to the known world.

Military Officer: A ranking officer actively serving in their nation's military, these people have what it takes to combat the dangers that dwell within the Silent World, and lead others to do the same. Due to their station they can procure restricted or experimental weapons, extra ammunition, quality armor, gadgets, and medical supplies.

Noita: Far more prodigious in their ability to use magic than their fellow Finns, these mages call upon their gods to cast spells. They can influence spirits, change the weather, or if they are a truly powerful battle-mage, cast supporting spells during a dire moment in the Expedition. No matter their level of training, they can be communicated with during Dreams (provided a mage is on the team of vikingr).





Powdersmiths: Predominantly employed by the military, ammunition forgers are responsible for forging cartridges, musket balls, grenades, and other explosives. Though they can supply standard ammunition easily, they might also be able to re-allocate experimental or variety ammo types to parties of friendly vikingr.

Quarantine Staff: All vikingr are subject to a two-week quarantine upon their return to the known world. Knowing someone in the business can help vikingr secure cheaper and more comfortable cells while they await the all-clear order.

Scrap Dealer: Recycling is a critical component of post-Rash society, and anything that's thrown away will end up in the hands of a Scrap Dealer. It is their job to ensure that any item or material that's not being used is fixed up, melted down, or otherwise made useful once more. They might not have the shiniest stuff, but they can sell vikingr scrap metal, engine parts, weapon parts, reclaimed steel, plastic, vehicle upgrades, and other associated odds and ends.

Seiður: One of the rare men or women born with the ability to use magic, these individuals call upon Freyja, Óðinn, and the channeling power of runes to weave their spells. They can prepare your ammunition, armor, weapons, and vehicle with protective runes, as well as divining the best course of action for the vikingr to take. No matter their Ability, they can be communicated with during Dreams (provided a mage is on the team of vikingr).

Skald: Well-read and intelligent, skalds are the jack-of-all trades administrators and civil servants of the post-Rash world. Usually skilled in communication and bartering, they can arrange re-supply drops, deployments,

extractions, and hire replacement vikingr. They can also provide translation services, sell looted books to merchants at a premium (they usually know exactly how much the knowledge within is worth), secure extra funding for Recovery Expeditions, and provide a network of other Skalds.

Train/Ferry Conductor: Formerly reserved for the military, trains and ferries are vital for moving personnel, weapons, equipment, and freight between settlements quickly. Conductors operate these vehicles, and have a hand in planning every journey they undergo. Making friends with a Conductor allows vikingr opportunities to easily (and cheaply) visit different settlements, smuggle contraband, ferry gear, stowaway, arrange for resupply during an expedition, and expand their network of purchasers.

Vikingr: Comrades in the viking business tend to stick together – very few emerge from the Silent World unscathed, and knowing a veteran adventurer can be a boon to any Expedition. Whether consulting their own comrades, lending special equipment, vehicles, krónur, or even launching an Extraction, other vikingr make for excellent friends.

STARTING EQUIPMENT

All vikingr begin with 250.000 kronur. This can be spent on any weapons or equipment listed in the Equipment section. Saving some money for your vikingr's first expedition might be wise - contracts rarely cover every possible expense.

CHARACTER ADVANCEMENT

Character creation is not the end of the character's development – they have many adventures to undergo, and survival means they learned something.





Utilizing this knowledge for self-improvement is the primary way vikingr can improve at their jobs, and as people.

Experience Points

During the span of their adventures, characters acquire experience. They gain faith both in their comrades and themselves, allowing them to expand their abilities, growing in both prowess and reputation.

After every few of Encounters, characters will receive a handful of Experience Points, usually between two and three. Obtaining loot, navigating a difficult social situation, slaying enemies, repairing a vehicle or weapon, surviving in the Silent World, and returning from an Expedition are all means of earning Experience Points. Longer or more intense Encounters can yield as many as six or eight Experience points. It is important for vikingr to know that they do not gain Experience solely based on how many enemies they slew, nor how tough those enemies were.

Simply surviving is the best way to earn Experience.

Utilizing Experience Points

Vikingr can use Experience Points to increase their Core Attributes, Skills, Spells, or assist in improving other aspects of their character, such as Contacts, Reputation, and their wallets. As stated earlier, Experience Points may be spent at any time, but training must occur before the upgrade can take effect.

As vikingr accrue more and more experience, upgrading their stats becomes more difficult – reaching the upper echelon of their respective skills takes countless

hours of training, so the time it takes to improve the Attribute, Skill, or learn a spell is directly correlated to how many Experience Points are spent.

Mages can also use them to either improve their spellcasting, or learn new spells.

Core Attributes

Because they represent the most basic aspects of who a person is, Core Attributes require lots of experience and considerable training to improve.

1-4: Costs 10 Experience Points and ?????? of training.

5-6: Costs 15 Experience Points and ?????? of training.

7-8: Costs 20 Experience Points and ?????? of training.

9-10: Costs 25 Experience Points and ?????? of training.

11-12: Costs 30 Experience Points and ?????? of training.

13-14: Costs 35 Experience Points and ?????? of training.

15-16: Costs 40 Experience Points and ?????? of training.

17-18: Costs 45 Experience Points and ?????? of training

19-20: Costs 50 Experience Points and ?????? of training

Train a Skill

No matter their background, no vikingr has learned every skill. Spend **40 Experience** Points and an entire month to train yourself in the use of a single skill.

Skills

An approximation of a character's talent with specific tasks and abilities, Skills are initially easier to train and improve than





Core Attributes, but their highest ranks require serious dedication and effort to reach.

Skills cannot exceed 80 Ranks.

Rank 1-10: Costs 10 Experience Points and ???? of training per rank.

Rank 11-20: Costs 15 Experience Points and ???? of training per rank.

Rank 21-30: Costs 20 Experience Points and ???? of training per rank.

Rank 31-40: Costs 25 Experience Points and ???? of training per rank.

Rank 41-50: Costs 30 Experience Points and ???? of training per rank.

Rank 51-60: Costs 40 Experience Points and ???? of training per rank.

Spells

Experience Points are used differently according to the school of magic a character employs.

Seiður know all of the runes and galdrastafir available to them, but must spend Experience Points in order to improve their understanding of specific galdrastafir and gain enough magical proficiency to utilize their runes properly.

Noita simply use their gained Experience Points to learn new runo. They can learn any runo they wish, but some will be impractical to use based on their current level of power.

The Role of Kronur

The almighty krona plays just as an important role in progression as Experience. Funds can purchase better gear, pay for expensive training, premium medical care, and healthy living. They can also be invested into Relationships and future Expeditions.

More krónur is always better, but there are countless ways to spend it.

During a viking's Downtime, krónur may be converted into Experience Points.

Relationships

Returning the Favor

"Those who give to each other will ay be friends / once they meet halfway."

This ancient adage from the Hávamál still rings true in the post-Rash world, as Relationships (even if they are family members) will expect compensation for any time, effort, krónur, and materials they expended in their effort to aid you. Meeting their price in a timely manner goes a long way to both improve a viking's Fidelity and advancing their Relationships' careers.

There are five primary methods for vikingr to repay their Contacts for the goods and services provided: krónur, assistance, loot, Shares in the Expedition, and favors.

Krónur: Everyone likes money. The simplest and most common method of payment, simple krónur will appease most people.

Assistance: Sometimes, money is not enough. Sometimes, a Contact will value a vikingr's time and services more highly than their krónur. This can come in several different forms. A Relationship might ask for the viking's help with a personal or professional matter, spawning an entirely new adventure. Occasionally, they might ask for skill training, or free, simple labor.

Loot: In exchange for their help, Relationships might request the first pass at any loot salvaged in the Silent World. They might want it for free, or they would like to purchase it from you at a cheaper cost than





they would normally pay - it all depends on the people involved. Another possibility is that they will request that the vikingr search for specific items or materials.

Shares: For supplying a large amount of krónur, supplies, weapons, ammunition, or high-quality services, particularly well-connected friends and family members might request a share of the Expedition's total profits. Since this can add up to a heavy sum of krónur, this is usually requested not by Relationships (they cannot normally provide the level of support required to demand Shares) but by governmental bodies and criminal syndicates.

Favors: Some friends and family members are ready and willing to exchange their help to vikingr for nothing more than an I.O.U. These people strongly believe that a man's word is his worth, and expect the vikingr to follow up on their promise. Take great care who you owe a favor.

A note: these are just the general means with which to repay your loved ones. Both Players and Game Masters may communicate to develop alternate methods of repayment. It must be noted however, that the method of repayment should eventually cost the your viking *something*. Even if they're extremely close, Relationships will rarely provide goods and services without proper compensation.

Failing the Debt

Failing to properly compensate Relationships for their efforts will damage a viking's Fidelity with them, depending on how severely their trust was shattered.

For those that request a Favor, Fidelity costs for failing the Relationship's trust are tripled.





EXPEDITIONS



EXPEDITIONS

Planning an Expedition is a critical skill in a vikingr's arsenal. Everything must be accounted for in order to keep a voyage into the Silent World on track. Weapons, ammunition, fuel, food, medicine, clothing, must all be managed, to say nothing of the salaries and expectations of the crew. Sponsors (if a vikingr obtains them) must also be appeased, and while they understand going viking is dangerous, returning from an Expedition bloody, broken, and empty-handed will not incline them to provide funds again.

However, securing funds and supplies is only one facet of Expeditions. Resupply drops must be planned and paid for; a support crew must be hired to keep the vikingr on-track, and an Extraction must be arranged, lest they be left to cruel, violent deaths.

All of this can add up rather quickly, and it is up to the vikingr involved to secure the krónur, manpower, and supplies involved.

The first question to ask when considering an Expedition is an inquiry about its nature.

TYPES OF EXPEDITIONS

Not every Expedition is a far-ranging plunge into the Silent World. Some only venture a few dozen kilometers beyond the safe areas to salvage resources or construct a temporary fortress for eventual settlement. Every Expedition is dangerous however, and contains its own set of challenges.

Using the right tool for the right job is important, and the same principal applies to Expeditions. Supplying, equipping, and gearing up for each type of Expedition will be different, according to what it is trying to accomplish.

Failure to prepare properly or secure adequate funding ends in death.

CONSTRUCTION

Premise

A wealthy merchant or governmental body wants to build something out in the Silent World. This can range from stringing up electric fences, laying train tracks, putting up wind turbines, watch towers, laying troll-traps, to building walls, fortresses, and even entire colonies.

To that end, construction crews and their building materials must undergo weeks or months of work to accomplish their goal. During this time, they are vulnerable – the sponsoring group reallocates military detachments or hires well-armed vikingr crews to protect the workers.

Benefits

These Expeditions are one of the most common, as all of Scandinavia is seeking to reclaim what was lost in some way or another. As such, funding and supplies are readily available – obtaining both is relatively easy.

Construction projects are rarely distant from civilization – a hundred kilometers at the most. This means that support, supplies, and safety are never too distant.

Successful completion of the mission will often result in a flat krónur bonus, and a positive relationship with the crews vikingr guarded might net new contacts, Expeditions, and equipment in the future.

Detractions

Expeditions such as these are not quiet endeavors. Construction vehicles, saws,





hammers, welding torches, bricklaying, and concrete-pouring are very, very loud when played in symphony. This will inevitably stir any nearby monsters from their slumber, and set them upon the builders with ravenous hunger.

Experienced and knowledgeable construction crews are not an expendable asset – if any of them are lost during the Expedition, expect a significant reduction in pay, and negligent vikingr can kiss their bonus goodbye, even if the construction was eventually finished.

Loot is also very hard to come by during Construction Expeditions.

Important Considerations

In order to prevent losing valuable personnel, vikingr must strike a delicate balance between guarding the crews while they work, and ranging out to destroy troll nests or monsters preemptively. If the latter is not accomplished in a timely matter, the project will likely be overrun.

CLEANSING

Premise

Sometimes, troll nests and bestial menageries crop up where they are least expected. Perhaps some scouts found a particularly well-hidden nest but did not have the means to cleanse it. Maybe hordes of trolls have been found infesting the ruins along a critical road or railway.

In any case, such gatherings cannot be permitted continued existence. If the military is otherwise occupied, unavailable, or disallowed from venturing out - vikingr step in.

For a tidy sum of krónur, naturally.

Benefits

Doing the military's job isn't easy, but it is profitable. It also helps enhance a vikingr's reputation, granting them a strong negotiating position next time they ply sponsors for Expedition funding.

It is up to the vikingr how they approach the Expedition. A slow and steady cleansing might net some loot, but it will be far more dangerous. Purging everything with fire and explosions is safer (somewhat), but valuable loot may be destroyed in the process.

No matter what, Cleansing Expeditions are a great way to earn Experience.

Detractors

Actively seeking out troll nests is a hazardous prospect even for the military. Cleansing Expeditions are seething with monsters, ghosts, and other dangers.

They also occur deep within the Silent World, meaning that resupplies and safety are often very far away, if not impossible.

Important Considerations

Vikingr must also be extremely thorough – leaving a single scrap of a nest behind will spell disaster for any secondary crews sent near the area.

EXTRACTION AND RESUPPLYING

Premise

Another team of vikingr has run into difficulties during their Expedition, and they are in a precarious situation. Either food is running low, their vehicle broke down or ran out of petrol, a host of trolls is pursuing them, their original resupply never arrived, they are trapped in a ruin, or they cannot carry all the loot they found.





Sometimes, vikingr crews are forced to abandon their loot in order to return to civilization unscathed. They will often bury, stash, or otherwise squirrel away their findings for a second Expedition to find. The sooner done, the better, and sometimes the original vikingr crew is too tired and wounded to recover their findings.

Benefits

Unless they are particularly misanthropic, rescued vikingr are extremely grateful for the arrival of a relief crew. Extractions and Resupplying is a great way to form Contacts with other vikingr, or increase a current Contact's Dedication.

Extraction crews may also be entitled to shares, loot, and completion bonuses from the original party's Expedition. They don't have to do the hard work of scouring ruins – they just have to show up.

Detractions

There's a reason the original team ran into trouble, and it is very likely any Extraction or Resupplying team will learn what put them in that position. Stranded vikingr are magnets for trouble, and bailing them out will usually require a tense, difficult battle.

There is also the risk that the Extraction crew will become stranded themselves, making an already dangerous situation worse.

Important Considerations

Speed and timing are critical in any Extraction or Resupplying effort. If a team is in danger, they cannot last forever against the Silent World. Take too long or encounter too many setbacks, and the team will perish waiting for aid to arrive. They will succumb to hunger,

frostbite, or monsters – whichever gets them first.

For resupplying, it is important to be at a specified place at a specified time. Failing to make a rendezvous might be lethal to the original vikingr crew. Poor pathfinding can lead to the same result.

HUNT

Premise

A truly monstrous horror has emerged from the depths. It stalks the Silent World with hatred and purpose, feasting upon foolish vikingr that wander near its ruins. Such a danger cannot be allowed to live, and must be hunted down with all available haste.

Most governments in their infinite, unique wisdom, believe that sending a surgical strike team from military out is not a prudent expenditure of resources. They prefer to wait for the next cleansing cycle, where the monster can be overwhelmed with superior firepower. While certainly the safer option, it is rarely the preferable one – the military will still be forced to fight this creature, and each skilled officer or soldier that falls in the Silent World is a crippling blow to its efforts.

Therefore, Hunting Expeditions are mostly funded and supplied by a nation's military, preferring to send out expendable vikingr to take care of their problem before they are forced to face it themselves.

Benefits

A nation's military is always its best-equipped and well-funded branch. High-ranking officers are often willing to reallocate funds, equipment, and special training to vikingr that succeed in their hunts. This might also net vikingr very able Contacts for later Expeditions.





Detractions

A nation's military is always its best-equipped and well-funded branch. *And they do not want to fight this creature.* Monsters that require Hunting Expeditions are insanely dangerous, and require extensive preparation to defeat.

Important Considerations

A mage is critical for Hunting Expeditions. If the monster's body is struck down, its soul might still wander the earth as a Kade or other such powerful ghost. Guiding the monster's soul (or souls) to the afterlife is the only way to rid the Silent World of this monster permanently.

INTELLIGENCE

Premise

True to human nature and their ancient ancestors, the Nordic Council is eager to explore the Silent World. To this end, they commission highly experienced and lethally equipped vikingr to push the boundaries of the Known world, ranging far and striking deep into the unknown. As one of the most dangerous Expeditions, Intelligence runs are also one of the most prestigious Expeditions vikingr can pursue.

Relying on swiftness, efficiency and specialized vehicles, vikingr crews on Intelligence Expeditions are sent to scout out areas well in advance of any formal governmental body. Returning with maps, photographs and exhaustively recorded journals (called rutters), the Nordic Council (or perhaps a curious eccentric with more krónur than sense) can get a better picture of the Silent World, and perhaps begin plans for what to do with the obtained knowledge.

There still burns a faint but distant hope that somewhere out there, an Intelligence Expedition will find survivors from other regions of the world.

Benefits

Undergoing an Intelligence Expedition is lucrative work for a viking. Not only are they excellently funded, but they are often granted extensive vehicle upgrades and specialty gear. Returning alive can make or break the fortunes of an entire team of vikingr.

Setting foot where no living human has gone in a hundred years is not only rewarding in a spiritual sense, but it can be rewarding in a loot sense too – any ruins the Expedition discovers are untouched, providing a wealth of treasures for vikingr to find.

Being the first explorers of a region also makes the Expedition crew experts on that region by default. It also makes them famous (if the mission is public in nature).

Detractions

What is not known is dangerous. Exceedingly so. While many consider Hunts to be the most difficult Expedition, Intelligence runs contain their own set of challenges. Foremost among them is that they run far. Well outside radio contact for most of their journey, there is little opportunity for resupplying. Therefore, the primary danger of Intelligence runs lies in the very slim room for error – any wasted resources, any damage to the vehicle, any mistake can be the end of the Expedition and the deaths of its entire crew.

Furthermore, no one can say what lies beyond the known regions of the Silent World. The types of monsters known to most vikingr might be totally absent, replaced with fresh horrors, or doubled in number.





This makes looting difficult – though there are many opportunities to explore untouched ruins, the strict timetable of Intelligence Expeditions makes them precarious opportunities at best.

Important Considerations

Intelligence Operations are the stuff of legend. Very few obtain the funding and support required for departure, let alone success. They are risky investments, and only seasoned, experienced vikingr are suited for their dangers.

RESEARCH MISSION

Premise

The type of Expedition first featured in *Stand Still, Stay Silent*, Research Missions might be conducted to recover lost knowledge, specific items of cultural or scientific import, and help piece together the past.

Enterprising skalds, researchers, or historians might assemble a crew of vikingr to investigate a specific region of the Silent World, or hunt for certain artifacts. Particularly eccentric academics might insist on accompanying the vikingr on their Expedition.

Benefits

Research Expeditions are one of the most profitable runs vikingr can make. Books are extremely valuable scientific, cultural, and historical artifacts. Governments and wealthy merchants will pay krónur out the nose to obtain them, occasionally entering bidding wars to purchase the best loot from viking expeditions.

Should a viking crew return with particularly useful information, they will gain a significant boost in reputation, and will be known worldwide - songs will be sung about their bravery.

Detractions

It goes without saying that the Silent World is dangerous, but that goes double for Research Missions. Every ruin that is best at preserving books and other such artifacts also make perfect troll nests. Burning down a ruin during a research mission destroys valuable data, so room-to-room, close-quarters combat is paramount.

And every experienced viking knows that close-quarters combat with monsters is never ideal.

Important Considerations

Vikingr that possess a wealth of Old World knowledge are exceedingly useful during Research Missions. They can prioritize items and books to return with, evaluate how much each is worth, and better decide what comes back if space runs out.

SALVAGE

Premise

Much like Construction Expeditions, a wealthy merchant or governmental body requires protection for crews about to enter the Silent World. Unlike construction projects however, Salvage Expeditions are mobile, and often require large hauling vehicles.

Focused on stripping down ruins, abandoned vehicles, or recovering assets from failed Expeditions, salvage teams prowl the Silent World for anything useful in civilization. They are mobile operations, requiring constant relocation and lightning-fast disassembly to avoid monsters.

Benefits

Salvaging Expeditions are excellent opportunities to obtain materials and resources





valuable to any viking. Since they are the primary party responsible for the safety of the Expedition, vikingr are often allowed shares of the Expedition, payable in hard krónur or raw materials.

Though not nearly as close to civilization as Construction Expeditions, Salvaging operations rarely over-extend themselves, meaning that resupply drops and reinforcements are never too far away.

They are also ideal for securing valuable materials that might be difficult to find in the Known World. This will help upgrade any Contacts that regularly use raw materials.

Detractions

Also like Construction Expeditions, salvaging crews are extremely loud. Buzzsaws, metal cutters, chainsaws, jackhammers, and plasma torches clearly advertise the Expedition's location. Expect trouble. If any of the vehicles in the convoy break down, the Expedition is in dire position.

Valuable loot is also hard to come by – most of the areas deemed safe enough to launch salvaging crews into have been picked clean of the most valuable and easy-to-haul stuff by other Expeditions.

Important Considerations

Keep moving. Salvaging teams need as much cargo space as possible in order to maximize the Expedition's success, so preparing intelligently is necessity.

PLANNING AN EXPEDITION

THE BASICS

Putting together an Expedition is no easy task, and rarely happens the same way. Usually, a group of vikingr are looking to go raiding, so they talk

to their Contacts, see if they can't scrounge up some funding for a Research Expedition. Occasionally, their Contacts come to them with offers.

Less often, wealthy merchants, skalds, or governments post viking contracts, seeking experienced raiders to conduct an Expedition. Sometimes they only accept full crews, other times they choose from the best applicants.

Regardless of how the Expedition begins, however, the next steps are always the same - once the vikingr know what kind of Expedition they are embarking upon, they must allocate their resources to maximize their chances of success.

FUNDING

The amount of krónur funneled into an Expedition is always its most crucial component. Provided by the government, Contacts, friends, family members, or even the vikingr themselves, each króna is valuable. It is used to purchase everything in an Expedition, and pay the vikingr who staff it.

Some vikingr are tempted to reallocate some of the provided funding to the 'salary' section of the ledger. While this can be a handy way of filling one's purse, the extra krónur within it are only useful if their owner is alive.

Vikingr must also consider the support crew for the upcoming Operation. Without properly arranging resupply drops or an Extraction, an Expedition is doomed. Arranging these things also costs money, as very few individuals possesses the temerity to risk their lives freely.

Typical Expedition Costs

In *Stand Still, Stay Silent*, the Västerström Expedition (as it came to be known) was criminally underfunded, mostly due to poor





communication during its pitch. The sum total of krónur provided for vehicle rental, personnel, fuel, ammunition, food, and other miscellaneous supplies reached 6,450. Twenty years later, a Research Expedition of their scope and ambition would be considered fully funded at 10,000 krónur.

VEHICLES

The second most important facet of any Expedition is the vehicle (or vehicles) attempting it. They are also the most expensive part, as they are extremely valuable pieces of equipment. Governments usually reserve them for their own purposes, so obtaining one can be a challenge. Salvaging runs in the past fifteen years have allowed some privately owned manufactures to open up business, but these are rare.

After the repair of the Øresund Bridge and the soaring profitability of Expeditions was confirmed, armored, fuel-efficient, track-based personnel carriers became the vehicles of choice for vikingr. They provide protection, storage, and relative comfort out in the Silent World, and enable teams to reach distances that would otherwise be impossible to reach.

All vehicles, from the rattiest scouting buggy to the heaviest tank, have seven primary considerations: weaponry, durability, crew, storage space, top speed, and fuel efficiency.

A full list of vehicles that vikingr can rent, purchase, and modify can be found in the ‘Equipment’ chapter.

PERSONNEL

Vikingr are the most common members of any Expedition into the Silent World. They might be warriors, healers, mages, or scholars, but they are vikingr for a reason – they like money. Now, this might not necessarily be true, but humans

have always been drawn to high-risk, high-reward professions. That reward might not always be krónur, but very few vikingr turn down the opportunity to make some money. As such, they will expect to be paid for their skills, whether in hard cash or shares of the expedition’s total loot.

Vikingr usually accept a salary of 1,000 krónur for an Expedition, half paid in advance, half paid upon safe return. Green and fresh-faced vikingr can expect a salary of 600+ krónur. Hardened and experienced vikingr are akin to celebrities. They will expect around 3,000+ krónur for their efforts.

NPC characters and specialists might also be present during expeditions. Depending on why they have joined the Expedition, their profession, and their personality, they will expect differing amounts of krónur. Some expect an equal amount to vikingr, others might be funding the Expedition themselves, and thusly do not require compensation.

SUPPORT CREW

The term ‘Support Crew’ envelops everyone involved in an Expedition that does not enter the Silent World. This can be as few as two people who keep in radio contact with vikingr, waiting for word for how they can help. It can also mean a dedicated crew of skalds, advisor, and helpful Contacts that keep the Expedition well supplied and functioning at peak efficiency.

This also covers costs of shipping out coastal supply drops and calling in favors from friends and Contacts.

Most Support Crew only require a few hundred krónur for their services, vital though they are. Depending on how much they contributed, their role in establishing the Expedition, and their personalities, they might require more. They





might also request non-monetary compensation for their efforts.

Maximizing support on minimal resources is a critical skill when it comes to vikingr support crews.

EQUIPMENT

The weapons, armor, gear, gadgets, and other miscellaneous items employed by vikingr during an Expedition.

A complete list of equipment available to vikingr can be found in the ‘Equipment’ chapter.

Weapons

Most vikingr own their own weapons, though it is possible to rent more advanced rifles through Contacts and other official channels.

Experienced raiders know that one weapon is not enough – more is always better. Well-equipped vikingr will often carry one rifle, a sidearm, and a melee weapon (usually a knife).

Ammunition

Rifles, pistols, submachine guns, and light machine guns all require ammunition in order to fire. Each types of cartridge fired produces a different effect on the target.

- Hollow Point: The most common form of ammunition, this type of bullet is designed to cause the maximum possible damage to organic targets. Deals Standard Wounds, and might cause the [Bleeding] Status Effect to humanoid and beast targets.
- Armor Piercing: Full metal jacket rounds designed to cut through metal, chitin, bone plating, and similarly tough material. They might not have the flesh-

tearing power of hollow points, but they do have the ability to rend or ignore armor. Before making an attack with Armor Piercing, the Player must decide how to use their ammunition.

- Targeting the armor deliberately - all possible Wounds inflicted will destroy the targeted armor’s ability to nullify Wounds. Any overflow (where the total number of Wounds inflicted destroys the target’s armor and has some left over) will treat Wounds normally.
- Targeting what lies underneath – the character deals standard Wounds and subtracts one from the total. If only one Wound is scored, do not subtract it.

Incendiary: These rounds detonate on impact with a target, dealing reduced Wounds but reliably inflicting the [Burning] Status Effect. Ludicrously expensive, but worth every króna.

- Whenever Incendiary rounds score Wounds, subtract half of the Wounds inflicted, and inflict [Burning] Status Effect. If only one Wound is scored, it Wounds normally.

Runic: Cartridges blessed by a Seiður, these must be specially made by the handful of mages that are also powdersmiths. These can deliver a custom-ordered effect, but are extremely expensive, and best saved for only the most pressing threats.

- Effects vary EXPAAAAAAAND

Explosives

A common (if dangerous) tool of many intrepid vikingr, explosives are perhaps the best example of a ‘last resort’ measure. They are deadly and immensely effective, but attract even more attention from monsters. Use sparingly.





They can also be used as tools to enter otherwise inaccessible areas, again at the cost of broadcasting one's location within a kilometer+ radius.

Gadgets

Various gadgets and pieces of equipment can help fill out a vikingr's arsenal, adding an extra degree of lethal force, adaptability, or maneuverability. This may also include weapon attachments such as upgraded sights, magazines, stocks, and barrel attachments.

These can range from the high-tech and heavily restricted night vision goggles, thermal sights, and suppressors, to simple but inexpensive items like grappling hooks, tactical webbing, or noisemakers.

Misc. Equipment

This describes common or otherwise unremarkable gear like sewing kits, tents, skins, splints, bulbs, jumper cables, **lighters**, quarantining equipment, candles, whetstones, pens, ink, cameras, sampling vials, maps, motion sensors, spare parts, flashlights, etc.

WHEN TO DEPART

Choosing when to depart is another crucial choice for vikingr to make. Each season can have a radical effect on how the Expedition plays out, and how it is planned.

Winter

By far the most common season for vikingr to depart. Winter may be cold, but it keeps many monsters dormant, and they will allow Expeditions to pass by undisturbed, provided their nests are not encroached upon.

However, there is also the chance for a blizzard, which can stall Expeditions for days, and might leave it stranded. Crews undergoing winter Expeditions will also have to compete with many of their fellow vikingr.

Fall

The second most common season to depart, this is the most active season for Cleansers, who purge infected lands with fire. Hibernating monsters are building their nests, and slowing down for the year. The weather is often quite pleasant, making for easy travelling.

Unlike winter, many monsters are still active during this season. They will not range far from their nests, but they are as deadly as ever.

Spring

The third most common season to depart. During this time, monsters are awakening from their hibernation, as well as many uninfected fauna. Hunting should be plentiful during the spring, but expect frequent rains.

Summer

The least common time to depart. During this time, most monsters are active, patrolling the Silent World with unknowable purpose. This presents an extreme danger to any vikingr on an Expedition, but at least they won't have to contend with too many of their comrades. Optimal weather.

WEATHER

Blizzards

Downpour

Fog

Storms





SURVIVAL

"An axe-age, a sword-age. Shields shall be cloven; a wind-age, a wolf-age, ere the world's ending."

Thus spake the Völva, that the gods' suffering in their twilight shall be matched on Earth.

Whether due to an unfortunate miscalculation, shortsightedness, or bad luck, an Expedition must occasionally stretch its resources – and its vikingr – thin in order to survive. Not succeed.

Survive.

Losing money, reputation, a truck, and months of planning might sound disastrous, but a failed Expedition might still save its remaining members. The vikingr forced into a survival situation are facing dire odds, and must treat the Silent World with dread respect, or die.

Given extenuating circumstances or an incredible stroke of luck, they still might be able to succeed in their Expedition, but it is unlikely.

Survival situations typically arise when an Expedition's vehicle is broken beyond repair, most of its crew are ill or wounded, or lax preparation has left Expedition with little to no food remaining. They must haul their remaining supplies to the closest shore or riverbed and prey to every god they know that the Extraction arrives on time.

More challenging and realistic rules for survival can be found in the Helvegen Chapter.

HUNGER

One of the most pressing issues in a survival situation, vikingr must eat to continue their trek (or vigil) in the Silent World. When a character has not eaten for more than a day, they will suffer stat penalties that mount over time.

Supplementing Food Stocks

They can supplement their remaining rations by hunting, foraging, or fishing, but this is not always easy. Any wild animal large enough to sustain a crew of vikingr is likely infected with the Rash, and therefore less than useful.

Foraging can be difficult as well, as only the most experienced woodsman know which berries, mushrooms, and roughages are edible. Fishing is easier, but Expeditions rarely have time to stop and wait for a bite.

- Hunting – Pathfinding skill check. Baseline hit Threshold of 5. For every viking that must be fed, add +1 to the Threshold. This is not a ‘pass or fail’ check – the check can be attempted as many times as needed until the Threshold is met, with the drawback that each check simulates two hours of hunting.
- Abundant: This area of the Silent World is either relatively untouched by the Rash, or full of animals that are immune. +4 to dice pool.
- Good: This area of the Silent World has more than the usual number of healthy hares, deer, or dogs around. +2 to dice pool.
- Standard: This area of the Silent Word is typical for the endless wastes - game is very difficult to find. Not an overly-concerning problem for the discerning pathfinder, but things could always be better.
- Stark: There are very few animals here, if any. Perhaps a few cats survive, but beyond that, it is difficult to say. -2 to dice pool.





- Desolate: Here, nothing lives. Barren, lifeless wastes stretch out until the horizon. -4 to dice pool.

- Foraging - Pathfinding + Intelligence check. Baseline hit Threshold of 4. For Every viking that must be fed, add +3 to the Threshold. Like hunting, this is not a ‘pass or fail’ check – the check can be attempted as many times as needed until the Threshold is met, with the drawback that each check simulates an hour of foraging.
 - Lush Forest: +4 to dice pool.
 - Good Harvest: +2 to dice pool.
 - Standard Foraging: +0
 - Stark Vegetation: -2 to dice pool.
 - Desolate Wasteland: -4 to dice pool

- Fishing – Pathfinding check. Baseline hit Threshold of 3. For Every viking that must be fed, add +3 to the Threshold. Like hunting and foraging, this is not a ‘pass or fail’ check – the check can be attempted as many times as needed until the Threshold is met, with the drawback that each check simulates two hours of fishing.
 - Hungry Fish: +4 to dice pool.
 - Good Fishing: +2 to dice pool.
 - Standard Foraging: +0
 - Polluted Waters: -2 to dice pool.
 - Desolate Waters: -4 to dice pool

The Yawning Hunger

When a character has not eaten, they begin to suffer stat penalties that will affect their ability to function in combat. Go too long without food, and the character will begin to starve. Death comes shortly afterwards.

One day without food – the character is really hungry, but nothing more.

Two days without food – weakness sets in, faintly at first. -1 to Fitness.

Three days without food – slowly, they succumb. -2 to Fitness

Four days without food – the hunger is maddening now. They will eat anything in an attempt to sate their bellies. -3 to Fitness, -1 Wisdom.

Five days without food – the body begins to digest itself in an attempt to secure nourishment. -4 Fitness, -2 Wisdom.

A week or more without food – starvation is now in full effect. -5 Fitness, -3 All other Core Attributes. Without hunger relief, the character will die by the second week.

THIRST

If characters are trapped somewhere and have exhausted their available water supply, they will begin to feel thirsty. This is an annoyance at six hours. At seventy hours, it is lethal. Vikingr can resupply their water supply by boiling snow or river water, and collecting rain.

Dehydration

Much rarer than starvation due to the abundance of rivers, purification tablets, and snow, dehydration must still be confronted during a survival situation. Its effects set in much faster than hunger, and it is far more deadly.

One day without water – the body is struggling to adapt, and the thirst is unbearable. -2 to all Core Attributes.

Two days without water – the character is weak and faint, barely able to function. -4 to all Core Attributes.

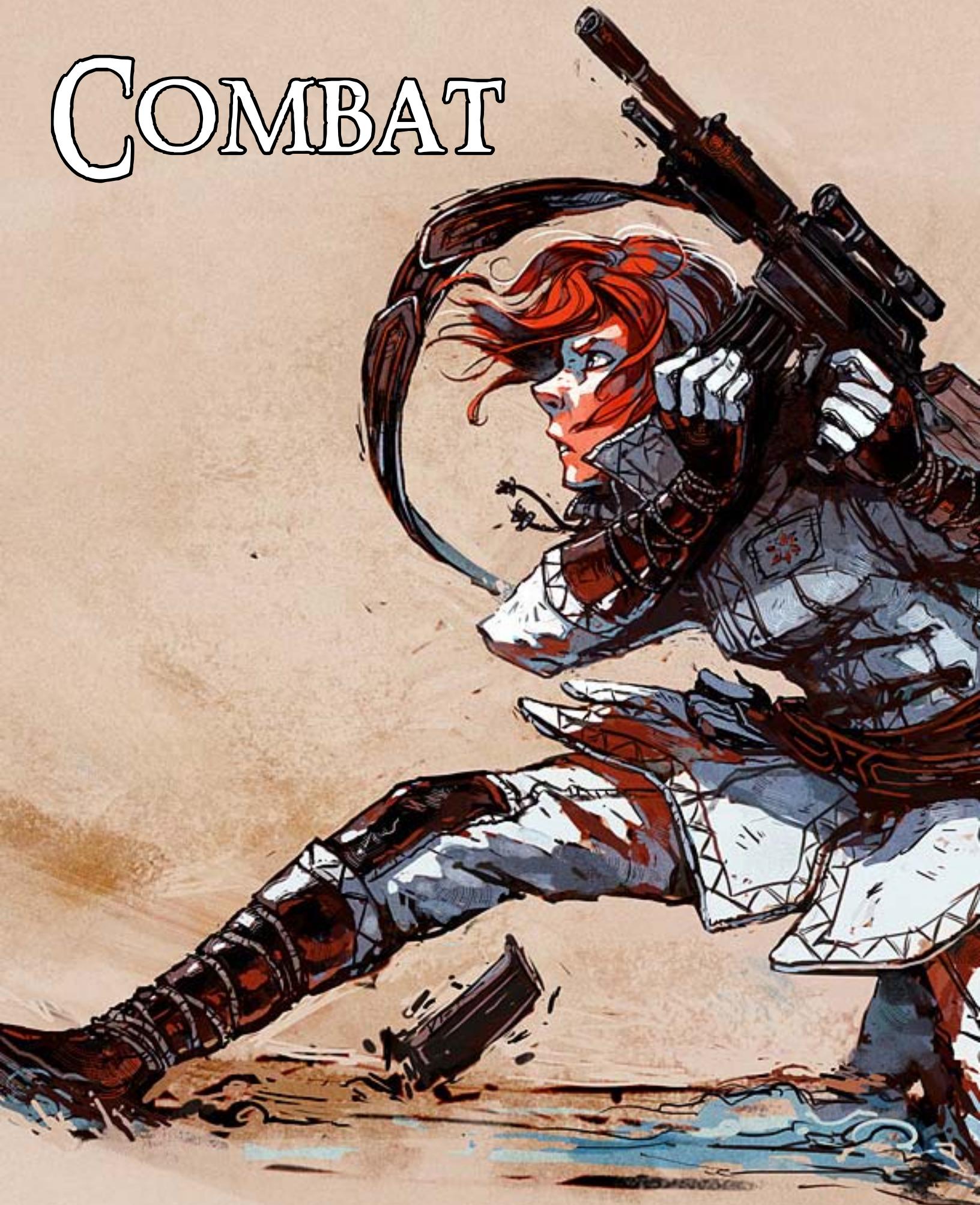




Three days without water – the character is
dead.



COMBAT





COMBAT

Unless you are hunting a particular monster or desire a swift and gruesome death, open combat should be avoided at all costs. Vikingr cannot withstand more than a handful of wounds before they are brutally scarred, maimed, or killed. Going weapons-free means that stealth has failed, and the next priority is escape.

The longer a battle lasts, the more likely it is to draw additional unwanted attention. The roar of gunfire and the scent of blood draws more trapped ones, a siren song that promises a temporary satiation to their endless hunger.

Battling human foes is similarly lethal. Two or three bullets are enough to end a viking career in the best of circumstances, which are rare enough as it is. Such engagements are triply dangerous in the Silent World, where monsters will consume both sides with impunity.

Most dangerous and feared, however, are the malicious spirits that haunt the world-encompassing graveyard that is the Silent World. Though extremely rare outside of areas where the short-sighted ‘cure’ was deployed, treading upon their territory is to invite death and madness upon yourself.

GENERAL TIPS

Monsters

Whether exploring crumbling ruins or creeping through an infected forest, it is best to remember the timeless adage - stand still, stay silent. If possible, dispose of small, isolated beasts with blades and brawn before they can alert others to your presence.

Engage them during the day, where they are weaker and vulnerable - even the largest giant cannot survive the daylight for more than six or seven hours.

Always remember that there are more monsters than there are bullets. If your viking is forced to open fire, plan an extraction swiftly and carefully. One misstep can result in an exposed viking and an untimely death. Very few trapped ones can outrun motorized vehicles.

Monsters are capable of terrible feats in battle. Never underestimate their capability, and never expect one to behave the same as another. They will ambush you, drown you in a horde of misshapen bodies, lure you into a trap, or shrug off damage that would destroy a tank. Some prefer to torture their victims, assaulting their minds with foul images and maddening screams.

When planning to assault a nest or explore a large ruin, bring flame.

Humans

Human opponents are rare, especially when what remains of human civilization is so fragile. People are hesitant to kill one another. Even though each country is more populous than ever before, manpower is a priceless resource. Killing other human beings inevitably brings consequences. Engage in diplomacy with hostile groups whenever possible - unless they are insane or truly desperate, they want to avoid a slaughter as much as you.

Unlike the trapped ones, human beings value their lives. If things look hopeless, they will flee the battlefield or surrender. Exploiting this helps mitigate loss of life.

When forced to do battle, the cardinal tactic of small-arms warfare is no less relevant than it was during the wars of the old world - Suppress and Flank. Keep their heads down with fire superiority while another group assaults the enemy position at an exposed angle.



Mages have introduced a new element into warfare, however. They are vital for the continued effectiveness and survival of a squad, and are able to fulfill a number of battlefield roles. The sooner an enemy mage is defeated, the longer you will survive.

Remember the difference between cover and concealment. Concealment will hide you, but cover will save your life.

Though tempting, avoid the use of weapons meant for battling monsters. Flamethrowers are effective, but if their use against fellow man is ever discovered, such cruelty will forever be a black stain on a viking's reputation.

Spirits

Battling spirits is a uniquely difficult prospect in that they cannot be seen by non-mages, nor can they be harmed by physical means. Some spells might render them vulnerable to conventional arms, but these are exceedingly rare and difficult to perform.

A mage is required to defeat or ward away spirits. Without one, the best course of option is to flee.

Trust the sacred felines. If the team cat is going ballistic, turn around. It doesn't want food. It isn't stir crazy. It *knows*.

While malicious spirits are feared by even the hardiest viking, they are infrequently encountered. Most spirits are sad, fleeting things that only wish to share their misery with the living before moving on. Though not seeking death against intruders, they will act as powerful stressors, inflicting misery in the form of nightmares and endless, droning whispers.

Some lingering spirits with exceptional willpower remain human (or at least lucid) in the Dreamworld. Speaking with them might

yield valuable information, but can be dangerous - they might not be entirely truthful.

STEALTH

Avoiding combat is the best way to become a wealthy viking... or at least remain a living one. Stealth, careful movement, and workable intelligence are vital during an expedition. The Silent World is littered with monsters and other dangers. Navigating safely between them is a matter of life and death.

Knowing where threats lurk is the first step to slipping past them. Here, scouts are vital. They brave the night in order to obtain valuable information about the expedition's surroundings, the location of troll nests, and other hazards. When day comes, this data can be shared with the group to chart a course onwards.

And moving during the day is essential. The trapped ones are nocturnal, and only the most bloodthirsty ones will attempt an attack during daylight hours. Most will also be resting while the sun is up - use this time to slink into their nests or explore a ruin. Tread carefully! Down in the deepest, darkest lairs, some creatures prowl restlessly, their gurgling lamentations endless and unsleeping.

HOW STEALTH WORKS

THE FIRST STEP - PATHFINDING

Scouts play a critical role in any expedition. At night, they range out from their camp into the dark, seeking out dangers to report. Lightly armed and armored, they rely on agility to slip past wandering monsters and approach festering ruins.

They can progress in any way they'd like, but they usually have three main objectives:

1. Make note of upcoming obstacles or impassable terrain.





2. Notify the others of likely troll nests.
3. Map out the surrounding area.

When beginning the night as a scout, describe to the GM how you would like to proceed. Then, you will likely make a handful of Pathfinding rolls in order to navigate the terrain and accurately store information. Know that successes do not automatically result in unerring accuracy and that failures do not necessarily mean danger. Your GM will inform you of what you see.

What you report is up to you.

THE SECOND STEP - STAYING QUIET

When the trapped ones are near, silence and stillness are your best options. If you do not declare you are attempting a quieter approach, foes will have little difficulty finding you. Different terrain is also more conducive to stealth than others - fallen pine needles are infinitely preferable to creaky, rotten floorboards. Use your environment to your advantage. Noisemakers and flashbangs make for decent - if temporary - solutions.

Rolling for Stealth - By Yourself

When attempting to avoid an enemy, make a Stealth roll against the enemy's Awareness roll. If your Stealth roll succeeds and the enemy's fails, you've avoided the danger... for now.

If your Stealth roll fails while the enemy's succeeds, you may spend 2 Stamina to attempt a reroll with a +15% penalty. This represents you holding your breath to the point of agony to avoid being heard. Critical failures cannot be rerolled. Similarly, if the enemy rolls a critical success, you cannot attempt a re-roll.

If both you and the monster fail, any party that rolls a critical failure fails automatically.

Otherwise, the party with the lowest margin of error succeeds.

Similarly, if both you and the enemy succeed, any party with a critical success is the victor. If there are no critical successes, the party with the largest difference between the roll result and the relevant skill will be the victor.

Example: Tiia is creeping through the woods when she encounters a lone troll loping through the trees. Remembering her training, she freezes behind an oak tree. Her player rolls Stealth, and the GM rolls Awareness. Tiia's Stealth skill is at 60, and she rolls 11, a success. The troll's awareness is at 50, and the GM rolls a 46, also a success. Since the difference between Tiia's skill and her roll is higher, she lives another day. The troll presses on, unaware it has missed out on a meal.

Rolling for Stealth - In Groups

The larger the group, the harder it is to keep quiet. The more enemies present, the more likely it is they will detect intruders (provided they are alert).

When rolling Stealth as a group, all relevant party members roll a Stealth check. Add all margins of failure together, and make note of the widest margin. This total is counted as a bonus to any nearby enemies rolling Awareness. If these enemies still fail, the vikingr were lucky. If the enemy is successful, they detect the clumsiest viking.

As when alone, failures can be rerolled for 2 points of Stamina, but at a +25% penalty.

If any vikingr critically fail, they are detected. However, if any critically succeed, they can 'cancel out' a single failure in their party (critical or otherwise).





If any enemies critically succeed, they detect the vikings regardless of the number of successes (critical or otherwise) made by the vikingr.

EXAMPLE:

Aslaug has roped her comrades Tia and Tor into stealing a valuable rifle from a small Icelandic armory. Her galdrastafir unlocks a street-level window, allowing them to sneak inside. There are a handful of guards within. The intruders roll Stealth, while the guards roll Awareness. Of the three vikingr, Aslaug's player rolls the worst - her Stealth skill is a measly 20, and she rolls a 62. Tia succeeds, but Tor rolls a 38, failing by only 6.

The Captain-of-the-Guard is a sharp man with an Awareness of 52. He rolls poorly however, scoring a 74. 74 minus the abysmal total failing difference of 48 is 26, well under his Awareness score. Even though he's tired after a long shift, the Captain hears Aslaug's fumbling three rooms away and calls out a challenge. The vikingr promptly flee into the night, cursing Aslaug and their own foolishness for listening to her. They'll lay low for the next few days.

BE AWARE: Rarely are Stealth checks are 'one and done' affairs. Taking an action such as looting a container, climbing a tree, or reloading your rifle require separate Stealth checks.

Note that at the GM's discretion, a failed Stealth roll will not always result in a confrontation. Some trapped ones prefer to stalk their prey for some time, letting them proceed unimpeded for the time being. Some particularly intelligent human enemies know the value of letting your foe think they have the upper hand.

Conditional Stealth

Rarely do two parties meet on an equal playing field - as with many other Skills, different situations, environments, and items can determine a vikingr's success with Stealth. Consider each when approaching the task.

Armor:

Heavy armor can save your life, but it makes stealth difficult. For every point of armor you have, add a +4% penalty to your Stealth roll (Armor Value X 4). This only applies when moving.

Sleeping Enemies:

Commonly, trapped ones will be sleeping the day away in their horrid, festering nests. When creeping through such a nest, each involved vikingr rolls a stealth check. This time, only critical failures will cause outright failure. As above, critical successes in a group Stealth effort can 'cancel out' critical failures.

These rules apply to resting human enemies as well. Only a critical failure will alert sleeping (or otherwise incapacitated) foes.

Unfavorable Environment:

In some situations, even Stealth rolls that critically succeed will fail. Attempting to be stealthy while climbing atop a giant will not succeed. Attempting to hide from a patrolling beast while occupying the same short, narrow hallway will not succeed (barring the intervention of an extremely powerful spell).

Helpful Equipment:

Some mastercrafted gear can greatly enhance your stealth capabilities against certain opponents. Ghillie suits are effective at hiding from humans and sight-reliant monsters in the woods, while special rigging can keep your





equipment from rattling and scraping in tight spaces.

Magical Assistance:

A handful of spells can aid you in your skulking. Use these to maximize your advantages, or escape a dangerous predicament.

Attacking From Stealth

Against isolated enemies or the threat of being discovered, exploiting your viking's advantage while it lasts is often prudent. Attacking an enemy from stealth begins combat, but nets you several bonuses.

Melee Attacks: Melee attacks from Stealth do not need to roll to hit, nor do they need to roll for damage - they are considered automatic criticals at maximum damage. (i.e. a dagger with 1d6+3 damage will instantly deal 18 Wounds).

Ranged Attacks: Opening up with a firearm also does not require rolling for success - as long as the targets are within the 'short' range of the weapon. Unlike melee attacks, they will not automatically deal maximum damage - roll damage twice instead. This applies to ranged Utility weapons as well, such as crossbows and slings.

Ambushing parties have an entire Turn to themselves. Initiative is rolled at the beginning of the next turn, provided there are surviving enemies.

COMBAT

Combat is swift, decisive, and deadly. Do not pursue a battle you cannot fully control - the slightest error can result in tragic consequences. Brace your body and soul! May the gods be with you!

The Basics

In *Vikingr*, combat functions on a turn-based action system, and each turn of combat lasts approximately five seconds of in-game time. During this time, characters and their adversaries compete to destroy, infect, drive away, or flee from each other.

Combat is over when all player characters are unconscious or dead, all enemies are dead or unconscious, or the vikingr escape successfully. The consequences, however, will last much longer.

Initiative:

At the beginning of combat, all involved parties roll Initiative with 1d100. Unlike most other rolls in *Vikingr*, rolling high is desired - add your CEL and Leadership ranks to the roll, and the total is your Initiative score.

Once all parties have an Initiative score, combat proceeds from the highest score to the lowest. This is the Turn Order. However, battle rarely begin so cleanly, and there are several advantages both humans and monsters can bring to bear.

Ambushes:

If one party is ambushing another following a successful Stealth check, they are allowed an entire Turn to themselves. Initiative is rolled at the start of the following turn.

Battle-Order:

If a human with trained Leadership is at the top of the Initiative order, they may choose to trade spots with another Expedition member. This lasts until the end of combat, or a successful Leadership check changes the order once more.





Unpredictability:

The trapped ones act with vicious alacrity, and their varied tactics ensure that no viking is ever truly prepared to face one. At the end of every turn, they may choose to re-roll their Initiative.

Options During Combat

Each viking may attempt one of the following actions during their turn:

Actions:

Activate Gadgets: Turn on any gadgets you haven't already, such as radios, flashlights, holographic sights, or other electronic equipment.

Attack: Use a weapon or explosive with its related skill. Rolling under the skill total results in a successful hit. Each weapon deals different levels of damage. Factors such as hollow point ammunition or runic enchantments can drastically improve effectiveness.

Cast: Cast a spell. Some spells require multiple turns to complete.

Called Shot: Make a targeted attack against an opponent. No matter the skill, this is a more difficult task, and will suffer a penalty of -20%. Other factors such as cover and range might increase this penalty.

Hunker Down: If you have solid cover, the next ranged attack against you has a penalty of -30% against their attack skill.

Move: Move as double the number of meters as you have ranks in Fitness (FIT x 2). Sustained springing - If Moving two or more turns in a row, make an Athletics check each turn. If failed, lose two points of Stamina. Otherwise, continue as normal.

Radio: Use a radio or other communication device to contact a member of your support team.

Spot: If your viking can see the result of an allied Weapons - Indirect attack, roll INT x 5. If successful, relay information to the attacking comrade to grant them an additional +25% on their next attack (even if they were successful).

Reload: Reload a firearm. Some weapons (such as heavy weapons, LMGs, and mounted guns) require multiple turns to reload.

Suppressing Fire: If your firearm is capable of full or semi-automatic fire, empty the magazine towards an enemy position. This forces enemies (or your viking, if they are receiving it) to automatically suffer Mental Wound if they emerge from their cover. The person suppressing will also get to roll a free attack on any foe brave (or stupid) enough to fully expose themselves. Suppressing fire only works on humans. If your viking only have a handful of rounds left in their magazine, they cannot lay down suppressing fire.

Use Skill: Use a Skill. This may range from piloting a vehicle to patching up a wounded comrade. Depending on the desired task, multiple turns might be required.

Miscellaneous: Any other action taken by the player character during their turn. Some actions might take multiple turns.

FREE

Some actions are free to perform during combat. They are as follows:

Talk: Characters can say anything that can be said in five seconds or less.

Give Orders: Once per Combat encounter, Characters with trained Leadership can attempt a Leadership roll to reorder a comrade in the





Initiative. They cannot put them before any foes they are not already above. Critical Success - reorder an additional party member. Critical Failure - Human enemies can reorder their Initiative, and Monsters can choose.

Gesture: Characters can gesture freely during turns.

Spending Stamina

Stamina is an attribute derived from Fitness. Besides simply aiding your viking in stealth and survival, it has combat applications and magical functionality for noita.

Decisive Blow: Before attacking with a melee weapon, select a number of Stamina points. If the attack is successful, add those points to the damage dealt. Vikingr can only add as many points as they have until the next limit, i.e., if they have a limit of 8 and have spent 2, they can only add 6 to Decisive Blow, suffering a level of Exhaustion in the process.

Desperate Attack: Once per combat encounter, if your viking missed a melee attack, instantly gain a level of Exhaustion to attempt it again. Your viking will not suffer the penalty of doing so until their next turn. Previous penalties still apply. The current Stamina value does not change.

Hysterical Strength: Spend 4 Stamina points when attempting a FIT x 5 roll or Athletics check to obtain a +20% advantage. Roll an additional WIS x 5 roll. If failed, suffer 1d4-1 Wounds from overexertion.

Luonto: A noita's body and soul are tightly interwoven with their luonto. Many Finnish spells are difficult to cast without their assistance, which costs Stamina to employ. Further details can be found in the Magic chapter.

Overburdened: Sprinting with heavy weapons is next to impossible. Make a FIT x 5 roll. If failed, lose a point of Stamina.

Wound Total: You have as many Wounds as you have ranks in Fitness. These represent your fortitude to resisting damage both physical and mental.

RECEIVING WOUNDS

Types of Wounds

Wounds: Standard damage dealt by weapons and monsters.

Take more than 6 Wounds from firearm or bladed weapon: Inflict Bleeding.

Take half or more of your total Wounds from firearms or bladed weapon (rounding down): A body part is lost at the GM's discretion.

Take more than 6 Wounds from impacts or blunt weapons: Inflict Fracture. Affected body part is determined by the GM.

Take half or more of your total Wounds from impacts or blunt weapons: Inflict Stunned.

Mental Wounds: Psychological trauma. This can come in many ways in many sources. Mental Wounds sit at the 'bottom' of your Wound Total, i.e. EXAMPLE. When you have no Wounds remaining except those afflicted by Mental Wounds, a character undergoes a Panic Attack. Each Mental Wound inflicts 2 points of Stress.

Example Sources of Mental Wounds:

Supernatural Event: 1d2 Mental Wounds.
Supernatural Attack: 1d4 Mental Wounds.





Supernatural Assault: 1d6 Mental Wounds.
Murder in Cold Blood: 1d6 Mental Wounds.
Death of a Comrade: 1d6 Mental Wounds.
Death of an Innocent: 1d8 Mental Wounds.
Murder of an Innocent: 1d12+4 Mental Wounds.

Defending against Mental Wounds and Stress:
Roll WIS x 2. If you fall under, you acquire no Stress or Mental Wounds.

Afflictions

Afflictions:

Aflame: Suffer 4 Wounds and 1 Mental Wound whenever you acquire the ‘Aflame’ affliction. Must pass a WIS x 5 roll in order to extinguish the flames. Every round the flames are not put out, lose 4 Wounds and 1 Mental Wound. This does not apply for minor burns or

Bleeding: Lose 2 Wounds per Turn. Can be triaged with a successful Medicine check or Spell.

Poisoned/Ill: Cannot use Stamina.

Entangled: Cannot take action except for trying to free yourself (FIT x 5).

Fracture: A broken bone. All Skill checks requiring that body part take a -%30 penalty, and may inflict additional

wounds on Critical Failures until properly treated.

Stunned: Cannot take an action. Possible concussion. Contusions certain.

Infected: Infected with the Rash. Death comes.

Possessed: This character’s will has been taken over by a Spirit.

Maiming and Disfigurement

When suffering a critical attack or more than 10 Wounds in a single blow, suffer a critical injury.

ADD MAIMING STUFF

Recovery

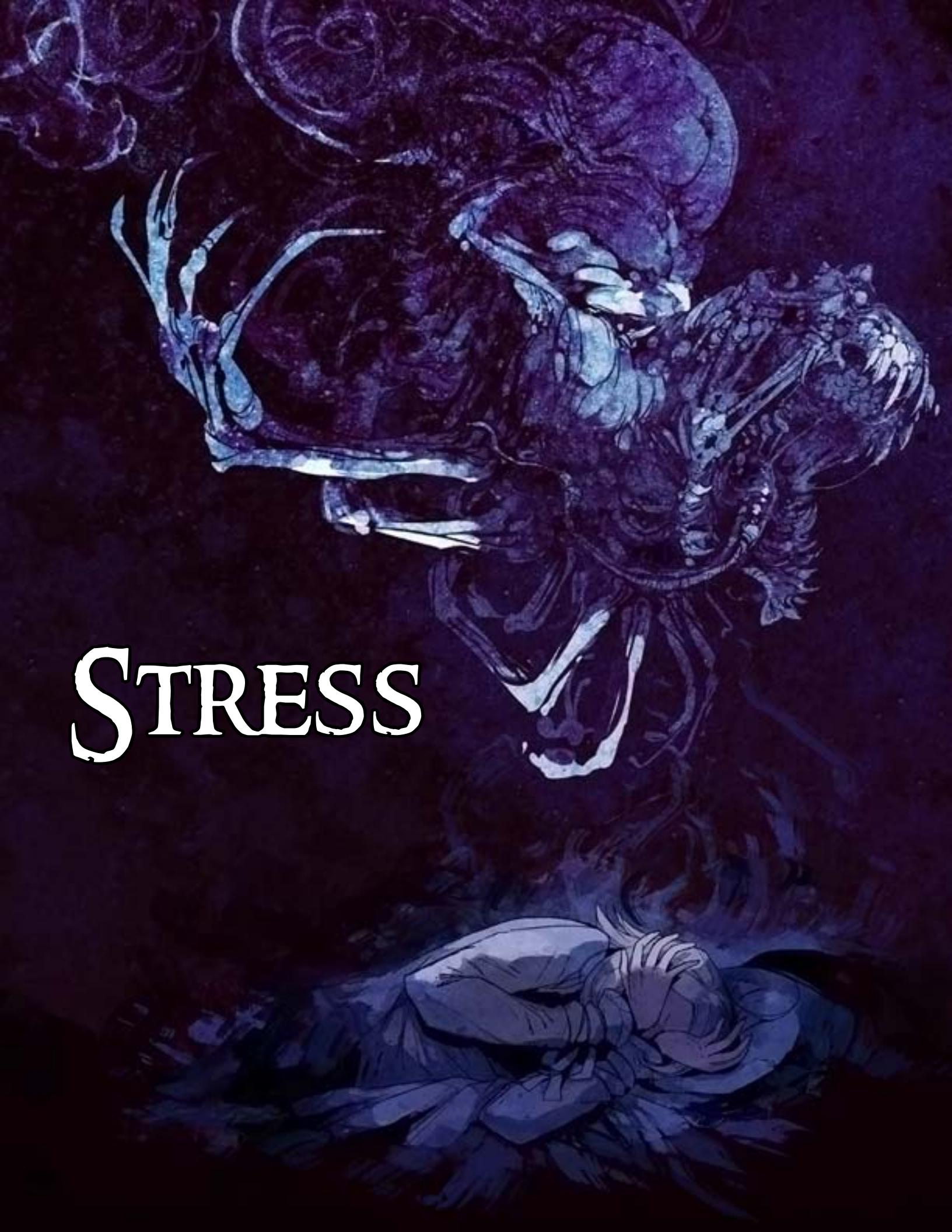
Each standard Wound takes Three days to recover in standard restful conditions. Too much activity can extend or halt recovery.

For Mental Wounds, make a Resilience roll. Each success removes the mental wound, but not the stress it added.

Mental Breaks must be dealt with during Downtime in the Known World. More information can be found in the ‘Stress’ chapter.

Fractures and other grievous damage cannot be fully repaired in the field.





STRESS



STRESS

Not every scar is left on the body. Exploring the silent world takes a mental toll as much as a physical one, and it is a price not easily paid. Punishing expeditions and exhausting encounters inflict stress, a slow, insidious serpent that worms its way around the hearts of even the hardiest vikingr.

ACQUIRING STRESS

Stressors

Stress can come from anywhere. Most often, it comes from battling the trapped ones, seeing their twisted bodies and hearing their pleading cries. Suffering debilitating wounds, making contact with grieving spirits, deeply unsettling dreams, losing a comrade, and going hungry can all inflict stress on a viking.

No matter the source, stress is gained in set amounts. Minor stressors such as a vehicle breakdown will only inflict 1 or 2 stress, while major events like watching a friend succumb to the rash can inflict as much as 8 or 10.

Mental Wounds

Mental Wounds are attacks on a viking's psyche made by telepathic trapped ones or grieving spirits. Each mental wound automatically inflicts 2 stress. They 'convert' standard wounds from your viking's total, meaning that if they suffer too much physical damage, they'll be consumed by the strain wreaked upon them.

RESISTING STRESS

Resilience

When confronted with a stressful situation (or Mental Wound), the GM will ask you to "roll resilience". Make a resilience roll. If the result falls under your viking's resilience, you do not gain any stress. However, some events so traumatic that even

a successful resilience roll will add a small amount of stress.

RECOVERING STRESS

During Expeditions

Even when the sun is shining and the monsters are sleeping, it is difficult for a viking to be at peace in the silent world. Threats lurk around every corner, and to let one's guard down is to die an early death. Vikingr will not automatically lose stress during an expedition.

However, achieving catharsis by defeating a powerful trapped one or freeing a tormented soul can significantly reduce one's stress.

At the GM's discretion, extraordinary displays of heroism or companionship and other such events may also reduce stress.

During Downtime

Stress is much easier to manage within the known world. See the 'Downtime' chapter for more information on how to reduce your viking's stress.

MENTAL BREAKS

When the strain upon a viking's psyche becomes unbearable, they undergo a mental break, a state of utter panic where their mind comes unanchored from reality.

There are two reasons your viking will undergo a mental break - reaching a stress cap (WIS/2), or suffering too many mental wounds.

Suffering a Mental Break

When suffering a mental break, roll 1d20.

Roll Result:





1: Stand Heroic - your vikingr shrugs off the stress, and sets themself to the task at hand. No mental break gained. -5 Stress.

2-4: Suppressed - your viking pushes down the swelling panic in favor of immediate survival. Gain 1 additional stress.

5-9: Primal Reaction - Your viking either retreats into a catatonic state, enters a berserk rage, wanders off, or mumbles absentmindedly to themselves. The exact reactions depends on the character. Gain 2 additional stress.

10-14: Traumatized. Undergo a primal reaction, and add an additional 4 Stress.

15-19: Brutally Traumatized. Undergo a primal reaction, add 6 Stress, and reduce resilience by 10 for the remainder of the expedition.

20: Complete Breakdown. Undergo a primal reaction, add 6 Stress. Make a resilience roll, and if failed, immediately undergo another mental break and gain a disorder. Reduce resilience by 15 for the remainder of the expedition.

Unbearable Strain

Each viking can undergo three mental breaks before they completely shut down. At that point, they are no longer capable of self-control or rational thought. Until they are able to remove one of their mental breaks, they are now a GM-controlled character.

Removing Mental Breaks

Mental breaks are black stains on a viking's well-being, and difficult to remove- moments of total failure and utter panic do not heal easily. Once in the known world, there are a handful of options your viking can take to recover their stability.

1. Project. Offloading a viking's trauma onto their loved ones is the easiest way to absolve oneself of mental torment. This places a great strain on the Relationship. Pick one of your vikingr's Relationships. Roll a d6, add the number of Mental Breaks remaining, and reduce the Relationship by the result.
2. Therapy. Paying for therapy is expensive (trained counselors are few and far between), but will help your viking come to terms with their suffering. Three months and one million kronur will remove a mental break. This can be done as many times as needed. Therapists will also charge wealthier vikingr more kronur, but will take less time.
3. Suppress. A viking might choose to swallow up their trauma deep within them. Though they might think themselves resilient, their pain surfaces in ways they cannot see. Reduce all Relationships by 1, and permanently reduce Resilience by 5 for each mental break removed.
4. Distract. A popular option among emotionally stunted vikingr, one can choose to wallow in momentary pleasures and distractions in order to reduce the damage done to one's psyche. Reduce all Relationships by 2, and make a resilience roll. If failed, gain a Disorder, and do not remove a Mental Break.
5. Solitude. An extended removal from society and worldly concerns can help vikings cope with their pain. However, they inevitably let other responsibilities lapse in the meantime. Spend six months in isolation to remove a mental break. Reduce all Relationships by 3. Your financial responsibilities lapse.

DISORDERS

ADD DISORDER EXAMPLES



MAGIC





MAGIC

INTRODUCTION

Isolated and alone, Iceland watched the old world die. Civilization vanished, the great nations of the earth withering away into forgotten empires of rusting metal and crumbling concrete. Before reconnecting with the other Scandinavian peoples, Icelanders questioned their salvation. How did they alone survive?

The answer they found was the old gods, the gods of wood and blood and stone. The gods of their ancestors. A similar story played itself out in Finland, where ancient gods of the fens and forests were reborn in desperate prayers.

Prayers that were answered in the form of magic - a power that defied all reason, a power that was purged in the old world and born again in the new.

It is uncertain who the first mage was, though preliminary skaldic research points to Árni Reynisson in Iceland, and an early matriarch of the Leppälä family in Finland. All that is known for sure is that prayers to abandoned gods were being answered.

Was it faith alone that revived them? Was it the Rash? Is the Rash itself a magical entity?

It is unlikely these questions will ever be answered, but the results are the same regardless - the old gods have returned, and mages are their instrument.

From the outside, it is easy to see magic simply as a convenient and useful talent. While this is true, magic is much, much more. Magic is intertwined with the spirits, with the self, and with the world. It is not a list of spells or runes to memorize – it is a

way of life. Those who understand this are Mages, and they are new to the world.

SCHOOLS OF MAGIC

In the Known World, there are currently two schools of magic: Icelandic, and Finnish. Each draws on a different aspect of the soul, but neither is superior to the other. They rely on their own system of belief, casting, and spirituality.

Icelandic School

Icelandic mages (Seiður, Seiðkona is feminine, Seiðkarl is masculine) are found within communities that worship Freyja and Óðinn, and it is from this ancient nordic pantheon that they draw their power. Though originally confined to Iceland, Norwegian communities that adopted the old faith eventually developed Seiður as well.

All seiður channel this power through the use of runes and runic images known as *galdrastafur*, allowing them to affect the physical world. These runes can perform a range of functions, from healing, warding, warning, and protecting, to reinforcing, damaging, and banishing.

But galdrastafur are not an Icelandic mage's only form of magic – the art of prophecy and dream-seeing is a central skill for all Icelandic mages. In the silent world, catching a glimpse into the future can be the difference between life and death.

In order for Icelandic mages to function at their full potential, runes, galdrastafur, and their effects must be memorized. Visions and prophecies must also be carefully analyzed and deciphered. Thus, a Seiðkona or Seiðkarl's most important Core Attribute is their Intellect.





Finnish School

Though most Finns have minor magical abilities, only the most powerful become *Noita* – mages. By beseeching spirits, elements, and deities through a prayer or incantation (referred to as *runo*), they can shape the weather and influence the spirits that surround them. They also consider escorting the souls trapped within trolls and giants to Tuonela (the Finnish afterlife) a sacred duty.

Besides their *runo*, *Noita* possess *Luonto*, an aspect of their spirit that helps them cast spells at the cost of their stamina.

Due to their deep connection to nature, spirits, and knowledge of the inner self, Wisdom is the most important Core Attribute attribute for Finnish mages.

COMMONALITIES

Despite their radically different approaches to magic, the two schools have some similarities between them.

The Dreamworld

All mages can enter (and pull others into) the Dreamworld, an immaterial realm accessed by dreaming mages. Here they can meditate, speak with others, explore the spiritual footprints of regional souls, and commune with the deceased.

This is a dangerous endeavor. Insane, malicious spirits wander the Dreamworld, and can cause irreparable damage to a mage's mind. The souls of the trapped ones may also assault trespassers. In order to avoid being seized by these spirits, all mages establish a Sanctuary upon their first entry into the Dreamworld, a place unique to them, one that represents who they are. It is

safe from maddened spirits, but only as long as the mage remains within it.

Venturing outside has its benefits, however. *Seiður* receive visions and prophecy by peering beyond the veil, while *Noita* may catch a glimpse of serenity and enlightenment, as well as the grace to guide lost souls to Tuonela.

Each magical discipline will further expand on the Dreamworld.

Seeing Spirits

All mages also possess the ability to see spirits and omens. Though the vast majority are benign and harmless - if somber - others are not. They can wreak havoc upon an expedition and its members, so without a mage or a cat, vikingr may end up in serious danger.

Oftentimes, vikingr pay mages a nominal fee to cast protective enchantments on themselves or their vehicles to ward away





FINNISH MAGES (NOITA)

Deeply connected to the fens and wilds of their homeland, Noita utilize runo to call upon their primeval gods, spirits, and the elements themselves to heed their supplications. Through their will, they can summon the elements, divine vengeance, or the innate power of their soul. Their spontaneous casting and spiritual guidance makes them vital for safely navigating the Silent World, as well as purging the battlefield of monsters.

Unlike seiður, noita cannot prepare spells beforehand. They might write and memorize runo before they are used, but they must still chant their spell. While this does limit their ability to prepare, their ability to cast a runo quickly makes them adaptable casters. Longer, powerful, and more involved runo will take more time to cast.

Noita possess three types of runo: Elemental (appeals to the spirits of the Earth), Spiritual (appeals to the spirits of beings both living and dead), and Divine (appeals to the Finnish deities). Each branch of Finnish magic focuses on different aspects of nature, and are used for different purposes. However, all casting can be enhanced by an aspect of the soul unique to those who pray to the Finnish gods – the Luonto.

Luonto

An inherent facet of the soul as well as an external being, a luonto is a spiritual animal that reflects its owner's strength and personality. Whenever you wish to play as a Noita, you must select a luonto that embodies your character. Note that this animal must also be native to Finland, as the Finnish gods do not recognize creatures outside their spheres of influence.

A crucial aspect of the Finnish school of magic, luontos can be employed by noita to

augment their runo at great physical cost. Should the drain be too great, a luonto will depart the body, leaving its owner fatigued and debilitated. Part of a noita's skill is balancing when to draw from their luonto and when to leave it untapped.

A luonto is also the form a Finnish mage can take if their soul is summoned by a friend or ally, allowing them to provide magical support. This can occur in the physical world or in the Dreamworld.

Finnish mages can use their luonto at any time as long as they are conscious, at the risk of exhaustion and a coma-like state.

Creating a Noita

When creating a character that is a noita, you must answer a handful of questions. All Finns possess some magical talent, but only noita can harness it, hear the spirits, and utilize their luonto to effect a change in the physical realm.

Who taught them? Why? What form does their luonto take? How did they react to seeing and hearing spirits?

These questions will help you establish how your noita interacts with the world, with spirits, and with the gods of the fens.

Selecting Starting Runo

Finnish mages must learn from another, more experienced mage. By the time your noita viking chooses their newest career, they will have acquired a modicum of specialized runo they have developed over the years. They know how to petition minor spirits, and use their luonto to enhance their casting.

Each runo costs Experience Points to learn, depending on how complicated the chant is, the power of the summoned spirit, and the favor required of them. Some are known





automatically, like Osoitus and Haasta. Most others require Experience Points.

For the purposes of runo, all noita begin with **100 Experience Points** to spend on spells. Any runo with additional requirements cannot be selected. Leftover Experience Points can be invested in a runo, to be finished later during play.

Casting Runo

The Finnish gods and the spirits of the earth will heed the calls of their faithful anytime, anywhere. But they have a preference for talented mages, ones that compose beautiful runo and truly respect the forces they summon – this is the Finnish mage’s skill with magic.

All runo have individual skill levels called a ‘Summoning Cost’ (SC) that must be matched or exceeded by the caster’s Magic skill level. A noita can temporarily ‘boost’ this number with the use of their luonto in order to match a SC.

Their casting might also be helped or hindered by conditional effects like storms, a full moon, or a stormy sea.

Using Luonto

When attempting to reach a required Summoning Cost, spend a single point of stamina for every +5% to a noita’s magic skill level when casting. This must be done before a casting attempt is made.

Also, a noita can spend a point of stamina to lower their roll result by -5. Obtaining a critical value by doing so does not result in a critical result, but degrees of success can still be increased. This can be done after a casting attempt is made, but cannot be used to offset a critical failure.

Important - no matter how much a noita employs their luonto, their original Magic

skill level still ultimately determines the success of a spell. Summoning Costs do *not* replace your noita’s Magic skill when rolling, i.e., a runo with a SC of 70 will fail if the caster’s magic skill totals 50, and they roll a 55.

Exhaustion from Luonto

Using one’s luonto can be physically draining, and after extensive use, it can even flee its owner’s body. A noita without their luonto is little more than a vegetable, and the time it takes for them to recover from their exhaustion can be much longer.

Depending on the level of exhaustion inflicted by straining one’s luonto, the recovery process can be a long one. Noita must roll under FIT x 2 for the first level, twice under FIT x 2 for the second, and three times under FIT x 2 to recover the third level of exhaustion.

These checks are made at the beginning of the day. Use of rituals by other noita will help accelerate this process.

EXAMPLE:

Tiia is a novice noita. During a nighttime scouting mission, she is ambushed by a pair of trolls, and calls upon a powerful runo she learned from her father - Salama. A prayer to the spirits of the storm and Old Man Ukko to strike down her enemies with a bolt of lightning. However, it is not currently storming, and the runo is beyond her current capabilities.

Salama has a SC of 80, and Tiia’s Magic skill is currently at 50. Calling to her luonto - an arctic fox - for assistance, she spends 6 points of Stamina to reach the required SC of 80. Tiia’s player rolls 62 - a failure, as her original Magic skill is 50. Knowing doom awaits her otherwise, Tiia spends 7 more points of Stamina to lower





the roll result to 27, making her attempt a success with an additional degree of success.

An image of an arctic fox with crackling eyes bursts into existence, and with its cry a blinding spear of lighting is summoned from the heavens. The bolt obliterates the two trolls in a shower of gore and a whiff of ozone.

Having spent 13 points of Stamina - and gaining two levels of exhaustion in the process - Tiia is functionally crippled, and cannot maintain consciousness for long. She makes it some ways before collapsing in a snowdrift. Fortunately, the thunderous report of her runo awoke her comrades, who find her before she freezes to death.

List of Runo

All runo are divided into three categories, defined by the nature of the spirits beseeched - Elemental Runo, Spiritual Runo, and Divine Runo. Runo bear generic names, as the actual content of the prayer might vary wildly even if the effects are the same.

No matter the type, all runo have four attributes - the number of actions required to cast it, the Summoning Cost, relevant conditional modifiers, and the Learning Cost required to learn the runo, which usually takes the form of XP, but may have a higher price.

Elemental Runo

Appeals to elemental spirits such as the winds, the skies, the waters, and the earth are considered 'Elemental Runo'. They possess a wide range of utilities, from influencing the weather, to shredding enemies apart with shrieking spirits.

Aamunkoito: Pleading to the spirits of the winds and the clouds, a noita beseeches

them to part, to open and reveal the sun. Often a useful chant when hounded by monsters on an overcast day.

Actions Required: Ritual (2 minutes)

SC: 65

Conditional Modifiers: Bonus - Light cloud cover. Malus - Heavy cloud cover or it is currently storming.

Learning Cost: 20 XP

Ennustus: Listening to the songs of spirits that suffuse the earth, a noita consults their wisdom, observes them, listens to them. Pairing it with their own knowledge of nature, a noita can make a competent prediction of incoming weather.

Actions Required: Ritual (5 minutes)

SC: 50

Conditional Modifiers: None

Learning Cost: 10 XP

Helvetti: Calling upon a primeval spirit of wildfire, a noita behests its assistance. If heeded, the spirit latches itself to the caster's palm and spews fire in the opposite direction. Can summon enough fire to engulf eight square meters. If the noita attempts to limit the fire's spread, roll Resilience to avoid suffering a Wound for every meter not used. Everything caught in Helvetti's path must make a CEL x 5 check or begin to burn.

Actions Required: 1

SC: 70

Conditional Modifiers: Bonus - a natural fire is burning nearby. Malus - it is currently raining or snowing.

Learning Cost: 30 XP





Jäälehti: A sorrowful storm spirit obeys its caller's will, forming itself into a blade of ice before rocketing towards a target. Deals 1d8+3 damage, and causes the target to bleed. Does not pierce armor.

Actions Required: 1

SC: 60

Conditional Modifiers: Bonus - it is winter. Malus it is spring, summer, or fall.

Learning Cost: 30 XP

Juoksuhiekka: At the behest of a Noita, a six-by-six meter stretch of earth becomes a pit of quicksand, entrapping all that it touches. Unlike natural quicksand, however, this pit will swallow its victims whole if no one comes to their aid. All affected targets must pass a CEL x 5 check to avoid becoming entrapped. At the beginning of their turn, they may repeat the check to free themselves. If they cannot do so, they will be totally swallowed into the earth within two turns, and take 1d10+4 of non-lethal wounds until they are rendered unconscious.

Actions Required: 2

SC: 75

Conditional Modifiers: Bonus - the surface is sand or dirt. Malus - the surface is man-made.

Learning Cost: 35 XP

Kallohonka: One of the most ancient rites of the Finns, 'Kallohonka' is the process of placing a beast's head atop a pine tree so that its spirit may return to the skies. Originally reserved for only bears, the nature of the Rash and its soul-corrupting properties requires all creatures who have fallen to the plague to be released. Performing Kallohonka will prevent infected

beasts from encroaching upon an expedition, and inure local spirits and animals to a noita.

Actions Required: (Ritual, 1 Hour)

SC: 45

Conditional Modifiers: None.

Learning Cost: 10 XP

Kuura: Hailing the frost spirits, a noita extends their palm, from which a whorling hoarfrost explodes. Blasting everything before them with a ten meter cone of frozen rime, a noita can quickly halt an inopportune advance, or in dire circumstances, freeze opponents solid. Requires visual contact with the affected area. Deals 2d10 damage to all affected targets. Scoring a critical hit on a trapped one will freeze it solid, rendering it incapacitated for the rest of combat. Extremely large monsters will not stay frozen for long, however.

Actions Required: 2

SC: 75

Conditional Modifiers: Bonus - The wind is blowing, and winter has come. Malus - It is a calm day in a warm season.

Learning Cost: 40 XP

Pyörre: With thunderous fury, a Noita summons the angriest and most impetuous storm spirits to action. Any storm already in progress intensifies, upending the heavens unto Earth. If no storm is present, one begins to brew directly over the caster's head.

Actions Required: (Ritual, 2 minutes)

SC: 60





Conditional Modifiers: Bonus - it is already storming. Malus - the weather is totally calm.

Learning Cost: 20 XP

Tuuli: Bellowing a mighty chant, the noita calls forth the wind spirits, those flighty and capricious beings. From the speaker's mouth, a howling gale bursts forth, flattening foes with sheer force. Overturns foes, and halts their advance. Does not work on the largest trapped ones. For each degree of success past the first, add ten feet of knockback and wounds 1d4 Wounds.

Actions Required: 1

SC: 60

Conditional Modifiers: Bonus - winds are blowing. Malus - it is a calm day.

Learning Cost: 20 XP

Tukapilvi: Crying out to the spirits of wildfires long-cooled, a noita bids them to engulf a large swath of a battlefield in ash. A choking cloud of cinders bursts into existence, able to fill a full 50 square meters before the caster. For every degree of success achieved, add 5 square meters to the area of effect. Perception beyond the cloud is impossible, and for every FIT x 5 roll failed while caught within its grasp, suffer a point of Stamina damage, as well as a single Wound.

Actions Required: 2

SC: 75

Conditional Modifiers: Bonus - the noita possesses ashes, has painted themselves with ashes, or is casting while a fire rages. Malus - it is raining, snowing, hailing, or the earth is damp.

Learning Cost: 40 XP

Vihainen Rake: A minor storm spirit is summoned to obey a mage, forming itself into a hailstone the size of a football before launching itself at a target. Deals 1d8+1 of non-lethal damage. Ignores armor.

Actions Required: 1

SC: 45

Conditional Modifiers: Bonus - it is storming. Malus - the earth and heavens are warm and dry.

Leaning Cost: 15 XP

Spiritual Runo

Spiritual Runo primarily call out to the souls of the dead, omens, and nature spirits, but are also used during the direct use of luonto and manipulation of the Dreamworld.

Haastaa: Very few lingering spirits are sensible beings, but those that are can be spoken to and reasoned with. Casting Haastaa convinces a reasonable spirit to begin a safe dialogue with the noita, where neither party may harm another. When cast upon a spirit, the target rolls against their remaining Resilience - if they fail, they will listen. If they succeed, they may choose to accept or ignore the summons.

Actions Required: 1

SC: 50

Conditional Modifiers: None.

Leaning Cost: None

Karkotus: A powerful command, Karkotus directly compels a singular spirit to abandon its earthly attachments and progress to the afterlife. The chant appeals to its remaining humanity, purges its enmity and entropic apathy. Inflicts 2d10 Resilience damage.





Actions Required: 1

SC: 85

Conditional Modifiers: Bonus - the noita knows anything about the spirit's past. Malus - the spirit is unknown to the caster.

Leaning Cost: 35 XP

Suon Neulat: Calling upon the fen spirits that reside in all trees, a Noita can summon a whirlwind of splinters, launching them at a foe with terrible abandon. Cast in a ten meter cone, and causes Bleeding upon more than one degree of success. Deals 4d4 Wounds.

Actions Required: 1

SC: 70

Conditional Modifiers: Bonus - there are trees within ten meters. Malus - the noita is in a building or very distant from the woods.

Leaning Cost: 40 XP

Viiniköynnös: Hailing the old spirits of the bog, a Noita beseeches nearby vegetation to aid them. Vines, and thorned branches burst forth from the earth and mercilessly bind a single target. Will not work against the largest trapped ones, but is excellent at restraining beasts, smaller trolls, and hostile humans. Escaping from these vines requires a FITx5 roll, and costs an action. Upon achieving more than one degree of success, thorns spring from the entanglement inflicts 1d4 Wounds.

Actions Required: 1

SC: 70

Conditional Modifiers: Bonus - there are trees within thirty meters. Malus

- the noita is in a building or very distant from the woods.

Leaning Cost: 30 XP

Osoitus: Osoitus loosely translates as 'manifestation' and is the act of bringing one's luonto into the physical realm. The most basic of runo, all who call themselves noita know Osoitus. While present in the world, a luonto serves as an extension of the caster's will, acting as a weapon, a shield, or a scout. Inflicts 1d8 + (Degrees of Success)d6 Wounds (or Resilience against spirits). Summoning one's luonto as a shield can be exhausting, but will well-guard its user when employed - blocks 6d6 +(Degrees of Success)d6 Wounds. When scouting, the noita must be unconscious.

Actions Required: 1

SC: 40 (Scouting), 70 (Attacking), 90 (Shielding)

Conditional Modifiers: Bonus - the Noita has no levels of exhaustion. Malus - the Noita has obtained levels of exhaustion.

Learning Cost: None.

Tyynnyttää: Few souls still clinging to the earth are directly harmful, but most are anguished and morose, desperate to share their suffering with the living. Assuaging them with Tyynnyttää will temporarily soothe them, granting a noita peace for a time. After rolling, determine the degrees of success. Multiply the degrees of success by ten, then temporarily reduce the Resilience of nearby spirits by that number. They are banished an hour for each degree of success obtained.

Actions Required: 1

SC: 50





Conditional Modifiers: Must be spirits present.

Learning Cost: 20 XP

Verenimijä: An effective non-lethal means of incapacitating human foes and stunning the trapped ones, Verenimijä directly saps a singular foe of their energy, inflicting a terrible fatigue upon them. Requires visual contact. Inflict 1d10 Stamina damage upon a target. For every two points dealt, a human foe may roll Resilience. A trapped one rolls Resilience twice for every four points inflicted, and may choose the result.

Actions Required: 2

SC: 60

Conditional Modifiers: Bonus - the target has already accrued stamina damage. Malus - the target is fully rested.

Learning Cost: 10 XP

Divine Runo

The most powerful of all Finnish spells, Divine Runo call upon the direct intervention of the Finnish pantheon to aid the Noita. Only employed by the most advanced (or desperate) casters.

Hyökyalo: A supplication to Vellamo and Ahto, the gods of water, the noita calls out for their intervention. Forcefully, violently, the waters boil and surge, erupting into a giant wave that consumes all it reaches. Deals 2d8+2 of crushing damage, and washes away anything that cannot hold its ground. All targets within a fifteen meter radius in front of the noita must make a FIT x 2 test or be hurled away.

Actions Required: 2

SC: 90

Conditional Modifiers: Can only be casted if there is a nearby body of water.

Learning Cost: 50 XP

Ilmestys: Deep in the bellows of the earth, a dead giant dreams - Antero Vipunen. Wise and knowledgeable, he is in possession of fell magical power, and can be petitioned by daring, powerful noita. When they collapse from exhaustion, they will visit the lair of Vipunen.

Ritual: 9 Hours

SC: 150

Conditional Modifiers: None

Learning Cost: 80 XP

Kulo: Calling out to Kokkolintu, the noita summons an avatar of the Great Phoenix into the physical realm, an avatar that can bathe entire battlefields in cleansing flame. Everything within a fifty meters that is not allied with the noita will be consumed by the resulting inferno. Only a handful of specially trained battle-mages have the requisite skill and self-knowledge to summon such a terrible vision of Kokkolintu.

Actions Required: Ritual - 1 Minute Preparation

SC: 100

Conditional Modifiers: None

Learning Cost: 60 XP

Salama: The mage calls upon the storm-spirits and their patron Old Man Ukko to summon a bolt of lightning from the sky. It strikes enemy targets with vicious force,





setting their body and soul alight with unimaginable power.

Actions Required: 2

SC: 80

Conditional Modifiers: Bonus - a storm is brewing or is already raging.
Malus - the skies are clear.

Learning Cost: 55 XP

Pysyvä Lepo: In dire situations, the most hateful and brooding of spirits must be forcibly recused from the world of the living. Desperately calling out to the Swan of Tuonela, a noita bids it visit the mortal realm and rescue a reviled soul. Deals 4d12 Resilience damage.

Actions Required: Ritual - 30
Seconds preparation.

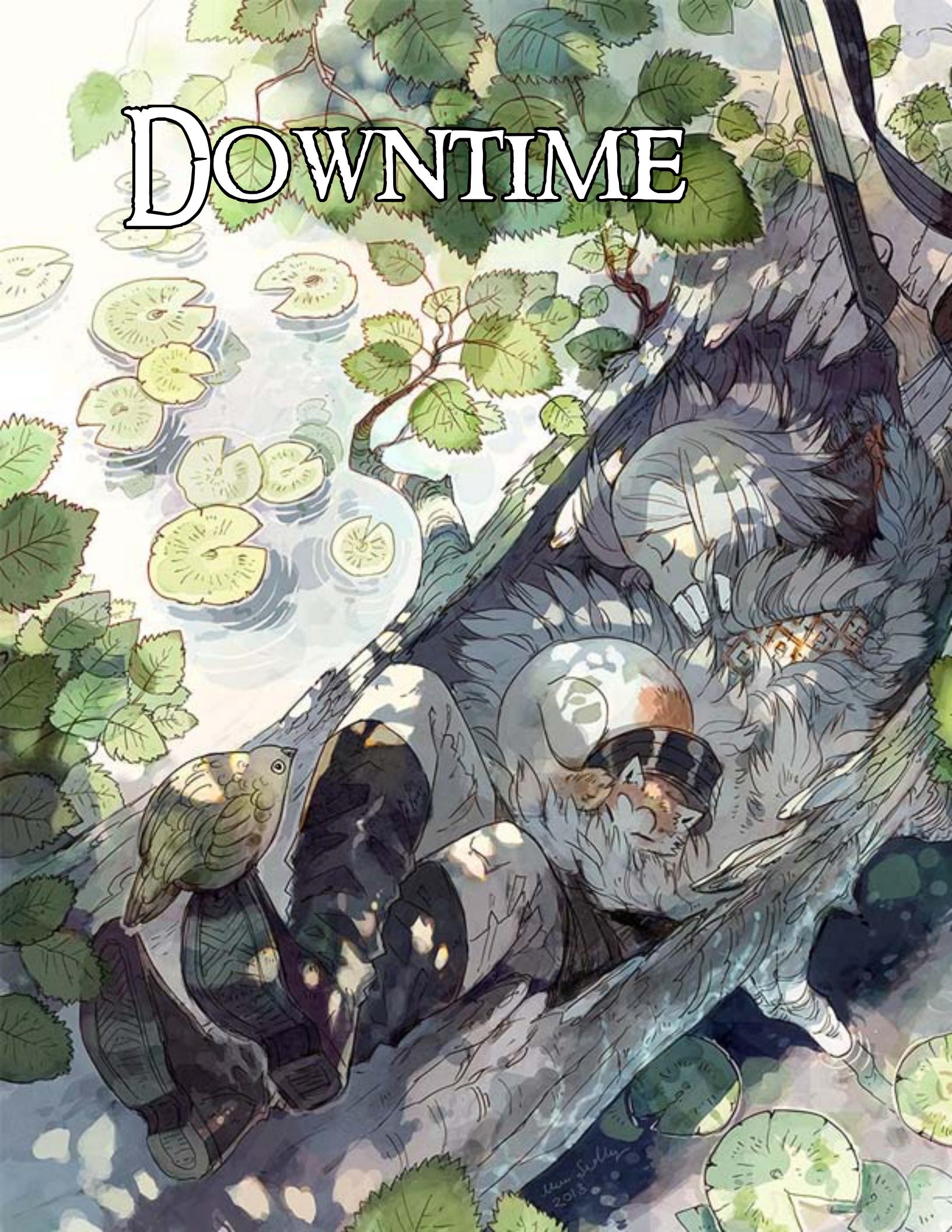
SC: 110

Conditional Modifiers: Bonus - the noita knows anything about the spirit's past. Malus - the spirit is unknown to the caster.

Learning Cost: 80 XP, Witnessed a loved one's passing.



DOWNTIME





DOWNTIME

Any time spent within the safety of the Known World. Measured in month-long increments.

THINGS TO DO

Mandatory

Some things must be taken care of before - and during - your viking's return to the known world.

Quarantine: Even if your viking is immune to the Rash, a two-week minimum quarantine must be completed. Even the sketchiest criminal syndicates will not shirk this responsibility, as to do so is to potentially doom an entire nation.

Living Expenses: Pay your bills! How thrilling! Remember that any dependents can add to the listed costs.

Homeless: ~0 kr/month. - Cannot select a choice for Downtime, all your effort is focused on staying alive and warm. Add 10 Stress.

Unpleasant: ~150.000 kr/month Poor accommodations and food. Add 5 Stress.

Standard: ~350.000 kr/month. A decent apartment and food.

Quality: ~500.000 kr/month. Automatically reduce 10 Stress.

Extravagant: ~1.500.000 k/month. Fanciful living and luxurious boarding does wonders for the body and mind. As well as one's free time... Reduce all stress, and you can attempt two choices for Downtime.

Recover Wounds: You cannot select a choice for Downtime unless all Wounds are cured.

Mental Breaks: Dealing with a Mental Break sustained during an expedition cannot be ignored. Choose a coping mechanism, all of which can be found in the Stress chapter.

Free

Some actions can be done freely, as they do not require too much time to engage in or arrange. Such activities include socializing, investing, purchasing or repairing items, and planning for thefor the next expedition.

Choices

Some activities require investments of both time and dedication, and will consume the majority of your free time. Common options have been included below, but what your viking does during their free time is up to you.

Craft: Use your Craft skill to create a new item. Requires several Craft tests.

Train: See Character Advancement.

Hire a Tutor: Convert liquid krónur into additional Experience Points.

Busywork: Spend time at another job or the 'family farm' to earn some extra krónur.

Network: Work at increasing the Fidelity of your Relationships, or creating new ones. Requires a CHAx5 test. If successful, add 1d4-1 Fidelity to the Relationship. If failed, add nothing.

Vacation: Spend some hard-earned krónur (at least 500.000) on a vacation. Reduce all stress.



EQUIPMENT





EQUIPMENT

WEAPONS

Whether a rusty shiv or a state-of-the-art autocannon, every viking needs a weapon to survive the horrors of the Silent World. These can come in many different forms, require very different skills to wield, and are used for a multitude of purposes.

They can be a family heirloom, purchased from a vendor, requisitioned by a Contact, or even made by the viking themselves, but they are almost always owned by their wielder. A familiar weapon is worth double its weight in books.

Overview

Some weapons are better suited for specific situations than others. Most often, vikingr will want to use blades and other primitive weapons to slay their foes – bows, knives, swords, axes, and spears are quiet, and their use does not stir additional monsters from their slumber.

But when the scent of blood fills the air and dangers assault the Expedition, firearms excel. Loud yet punishing, bullets shred their targets better than any blade can. Be careful whenever you pull the trigger – in the Silent World, a single bullet will echo across a city.

Weapon Statistics

Each weapon has its own set of statistics that describe what it is, how it functions, and how well it is made. Selecting a weapon that best fits the user is an art form, and each viking has their own preferences.

Name

What the weapon is called. Often enough for a user to determine its type and function, but necessary regardless.

Attacking Modes

Depending on the Type of weapon, this describes the possible methods of using the weapon. For instance, some rifles are semi-automatic, while others have full-auto capability. Some melee weapons also have limited capabilities – axes cannot stab, while a spear cannot slash.

Damage

How much damage the weapon can deliver to a target. This can be affected by factors such as premium ammunition, firearm accuracy, and runic enchantments.

Ammunition

The size of ammunition required, and how many cartridges can be stored in a single magazine or clip. This can be adjusted by applying different weapon attachments. Does not apply to melee weapons.

Special Qualities

A weapon's 'special quality' provides the weapon with an extra edge or ability that other weapon platforms do not provide.

Custom-Make Weapons

ADDADDADDADDADD

Melee Weapons

Melee weaponry is essential to any expedition's success, as stealth in the Silent World is critical – a good blade does not require ammunition,





and firearms inevitably draw more monsters to a battle. Sometimes, a properly applied blade will be worth more than a relic assault rifle. All Melee Weapons utilize the Weapons: Melee skill when rolling attacks.

In order to use a melee weapon, the target must be within at least two (2) meters.

Knives

‘Never go anywhere without a knife.’ This is a common adage across the Known World, for it is always practical. Useful both as a personal defense and a survival tool, knives are a viking’s best friend.

Combat Knife:

A Nordic military combat knife designed for battle with the worst the Silent World can offer. Shorter than a seax, they are cheaper and better suited for survival tasks.

Puukko:

The traditional knife of Suomi, these small general-purpose belt knives are carried by almost every Finn. Receiving a good puukko as a gift is a great honor in Finland, and their handles are typically carved with great pride by their owner and are made specifically for their wielder's hand. The Swedes have produced a cheap, mass-produced utilitarian variant called the Morakniv.

Sami Knife/Leuku:

Known to the Sami as the Stuorranibbi ("Big Knife"), and the Finns as the Lapinleuku or Leuku. Possesses a long, wide, and strong blade suited for chopping tasks such as de-limbing, cutting small trees for shelter poles,

brush clearing, bone breaking and butchering tasks. Similar in size and function to a machete. The handle is generally made from birch for a better grip when used in snowy conditions.

Seax:

A large, traditional blade designed for combat. Some are even large enough to be considered short swords, but most are under a foot long.

Morakniv:

The Swedish version of the puuko. Each member of the Swedish military receives one upon enlistment.

Väkipuukko: Larger even than the Sami Knife, this is the Finnish version of the seax weapon. Useful in combat and survival alike, the väkipuukko can even ably chop wood.

Swords

Though less common than knives, seaxs, and axes, swords remain useful weapons for vikingr. Able to hack, stab, slash, as well as block incoming melee strikes, they are most useful against Beasts, though they are gaining popularity with Scandinavia's criminal element.

Arming Sword:

A classic, standard longsword. Useful for hacking at beasts or dueling with an opponent, they are well-balanced, offering extended reach without sacrificing slashing power.

Greatsword:

Typically a ceremonial weapon due to its inconvenient size which hampers effectiveness on expeditions, some





vikingr afflicted with large egos or berserker battle rages carry these massive weapons into the Silent World. Something most sane people would never attempt.

Short Sword:

Shorter than other swords, these are excellent tools when crawling through the ruins of the Silent World, as they can offer the same killing power as their larger brethren, with the bonus of being more maneuverable in confined spaces.

Ulfberht:

Found in the hands of high-ranking generals, collectors, and history enthusiasts, Ulfberht swords are a cultural icon in Scandinavia. A long sword forged by the finest smiths, they are often decorative, but make excellent swords should they ever be used.

Axes

Though they are not as wieldy as a knife or sword, a sturdy axe can never be found far from an Expedition. Excellent for hacking at monsters and cutting down crumbing ruins, they are a useful tool as much as they are a weapon.

Breiðök:

A hacking tool mostly used for shipbuilding or lumber work. Can make a decent weapon in a bind.

Dane Axe:

A legacy weapon from the original vikingr, a Dane Axe is a testament to the wielder's Fitness, as well as their dedication to hacking things apart. A huge two-handed shaft is required to provide the massive axe head atop it

with enough energy to strike killing blows.

Fire Axe:

Even though they were designed more as a tool than a weapon, fire axes serve both roles handily. Often constructed from a strong wooden stock and a steel blade, this is a two-handed weapon that can destroy a door just as readily as a person.

Skeggöx:

A skeggöx, or bearded axe, is another legacy weapon from the original Viking Age. More often designed as a weapon than a tool, they possess immense killing power in the correct hands.

Spears and Polearms

Oftentimes, keeping monsters and other enemies at a distance is the most preferable method of engagement. Enabling the user to strike from a distance and quickly retreat, spears and polearms are the most common and versatile weapons found throughout history.

All Spears and Polearms possess Extended Reach capabilities – their effective melee range is three meters.

Atgeir:

A viking weapon similar to a halberd, it combines elements of a spear and axe. Functional and deadly despite its ponderous weight, the atgeir is a specialists' weapon.

Bleeder Pole:

An invention of Post-Rash necessity and viking ingenuity, a bleeder pole is a





long, hollow metal shaft that is studded with holes, and has an open, piercing tip. Designed to be thrust deep inside a troll or monster and then abandoned, the weapon's porosity will soon bleed the creature dry. It is equally effective against human targets, but doing so is heavily frowned upon.

Javelin:

A spear designed to be thrown at the enemy. Effective use of javelins takes great skill, but their killing power cannot be questioned.

Spear:

The most common weapon found in the Known World, the spear is a versatile and functional weapon that requires very little training to use effectively.

Pike:

A spear with extended reach, pikes are best used in formation, where a forest of points can be used to dissuade enemies from approaching.

Blunt Weapons

Bladed weapons are not the only option for melee combat in the Silent World – sometimes, brute force and unyielding conviction are all that a viking needs to deliver the final blow. Blunt Weapons are only usable by the strongest vikingr, as delivering a proper blow with one requires incredible force.

All Blunt Weapons require Fitness of 10 or more in order to wield without penalties. If a character with a Fitness score of 9 or lower attempts to use one, subtract 1 from damage scored.

Club:

There is something to be said about a heavy stick – the first weapon ever wielded by man, clubs are crude but effective weapons against human targets.

Nightstick:

Often employed by police and watchmen for use against particularly unruly or violent civilians, nightsticks are slim yet dense batons made from wood, heavy plastic, or metal. Their compact design allows them to bypass most penalties suffered by blunt weapons in cramped combat environments.

Sledgehammer:

A large, two-handed hammer made from a reinforced shaft and weighty metal head, sledgehammers are effective as both tools and weapons. Their unwieldiness makes them difficult to use swiftly, however, resulting in penalties when attacking with a single action.

Warhammer:

Warhammers are weapons built for pitched battle. With broad, piercing head with an armor-piercing pick on its reverse side, warhammers are a rare but peerless choice for melee combat with monsters or humans.

Two-handed variants are even less popular, but those who can wield them properly make them even more deadly.

BALLISTIC WEAPONS

Though their use is avoided at every cost by experienced viking crews, firearms are necessary for survival in the Silent World. Only a few warriors possess the skill and audacity to





engage monsters in melee on equal footing, necessitating the use of firearms. They offer tremendous killing power at the cost of a thunderous report and limited ammunition - whenever a gun is fired, expect one's troubles to intensify before they relent.

Every kind of firearm in the Known World can be found custom-made by a number of cottage-industry gunsmiths. They do not adhere to the factory precision of many Old World models still in production by the larger manufacturers, and they vary widely in quality. Post-Rash firearms can be given names based on their designer or manufacturer's name or hometown and vary in naming schemes, with some given unofficial production designations, such as "Birgisson's 'Haglabyssu'", "Angurvadal", "Legbiter", "Ichaival Mk. 2", "Dorhammer", "Skellefteå m/92", or "Vittukivääri".

Each class of firearm has a different effective range based on their construction and caliber. This usually takes the form of a penalty that is applied after certain ranges.

Firearms

All firearms use the Weapons: Firearms skill when rolling attacks. Though varying wildly in size, caliber, and design, the skill of wielding them can carry across most weapons.

Pistols

Small yet utilitarian in nature, pistols make excellent side arms, holdout pieces, or last resort weapons. While their size makes them useful in close quarters combat (especially against human enemies), they have an extremely limited range compared to other firearms.

When firing at targets fifty (50) meters away, apply a +10 to the attacking d100 roll. For every 10 meters past this, apply an additional +10 to the attacking d100 roll.

Glock:

A common sidearm for many in the Silent World, the Glock is an old Austrian weapon that sees extensive use in the Known World. Steadfast and reliable despite its plastic parts. Fires the standard 9x19 Parabellum.

Kongsberg Colt:

A Norwegian copy of the M1911, the Kongsberg Colt is a vikingr favorite, enjoyed for its larger caliber cartridge and all-steel design.

USP:

Mostly found in Known World militaries, the USP is an old world standby, and has found its way into the hands of many vikingr.

Submachine Guns

The tried-and-true balance between size and firepower in CQC, submachine guns allow vikingr to unleash a storm of bullets without sacrificing their ability to maneuver in a cramped combat environment. Like pistols, submachine guns are ineffective at long ranges, but their longer barrels and two-handed designs allow for longer engagement distances.

When firing at targets fifty (150) meters away, apply a +10 to the attacking d100 roll. For every fifteen (15) meters past this, apply an additional +10 to the attacking d100 roll.

Carl Gustav m/45:

A common, Swedish submachine gun hailing from World War Two. Inevitably found among their Cleanser squads as they prowl their reclaimed territory. Its





simple steel design leads itself well to mass production, and can thusly be found across the Known World. Uses the standard submachine gun cartridge, the 9mm Parabellum.

Kriss Vector:

An extremely rare and priceless weapon, only six or so models are in active use in the Special Forces of the Nordic militaries. The remainder are found in private collections or are being studied by weapons manufacturers. Featuring a unique ‘delayed blowback’ system, the weapon has extremely low recoil and a high rate of fire, making it a perfect choice for clearing rooms in cramped environments. Models either use 9x19mm Parabellum or .45 ACP pistol ammunition.

MP5:

A storied and useful submachine gun, the MP5 is commonly found among Scandinavian Special Forces and vikingr that prefer urban exploration. Its reliability and compact design make it a perfect tool for close-range encounters.

Suomi KP/-31:

Truly an Old World relic, the Suomi KP/-31 was first designed a few years after the first World War. Featuring a wooden stock, large drum magazine, and innovative design, it had a solid reputation in the Old World, one that has been revitalized in the Known World. A common sight in both Finnish, Swedish, and Danish armories. A useful tool for vikingr prowling a decrepit ruin.

Rifles

The subcategory of ‘Rifles’ can include assault rifles, bolt-action rifles, marksman rifles, battle rifles, carbines, and machine guns.

Assault Rifles

Assault rifles are powerful weapons, and standard equipment for every soldier and most vikingr. Able to put large numbers of rounds down-range, they are effective tools for battling monsters, but their noise inevitably draws more.

When firing at targets four hundred (400) meters away, apply a +10 to the attacking d100 roll. For every twenty-five (25) meters past this, apply an additional +10 to the attacking d100 roll.

AS Val:

A recent yet exceedingly rare addition to the armories of the Known World, the Avtomat Special'nyj Val is a Soviet-era assault rifle with an integrated suppressor. Previously limited to a handful models in all of Scandinavia, manufacturing blueprints found during a long-ranging vikingr expedition to the ruins of St. Petersburg allowed for resumed production. Almost exclusively used by the military to quash dissidents with the utmost discretion, but incredibly useful for a scout in the Silent World as well. Uses the equally rare and expensive 9x35mm SP5 cartridge.

HK416:

A highly modular assault rifle employed by the pre-Rash Norwegian military, many HK416s can still be found today, either recovered from warehouses, handed down, or made anew. The Special Forces of the Norwegian military equip most available models, but they beloved by Norwegian vikingr as well. Uses the second-most common





type of ammunition: 5.56x45mm NATO cartridges.

Kalashnikovs:

'Kalashnikovs' is a catchall term for Russian-patterned assault rifles, and the most common assault rifles in the Known World. A common sight in the hands of vikingr and low-ranked riflemen. Whether an AKM, AK-74, or an AK-74M, these weapons are easy to manufacture, reliable, and use the most widely available ammunition: 7.62x51mm NATO.

M/95:

The Danish designation for the Colt Canada C7, M/95s are a common sight in the Danish military and their colonies, with a good deal found in the Norwegian military as well. Though they do not support automatic fire, they make up for it by possessing remarkable accuracy for an assault rifle. Uses 5.56x45mm NATO cartridges.

Valmets:

The second most common type of assault rifle, Valmet rifles are Finnish adaptations of common Kalshnikov patterns. Like their Russian cousins, they are adaptable, reliable, and easy to manufacture. They also use 7.62x51mm NATO rounds.

Battle Rifles

Striking a balance between assault rifles and marksmans' rifles, battle rifles provide a sustainable rate of fire at longer distances, at the cost of short-range capabilities due to their smaller magazines.

When firing at targets four hundred (400) meters away, apply a +10 to the attacking d100 roll. For every twenty-five (25) meters past this, apply an additional +10 to the attacking d100 roll.

FN FAL:

Once the 'right arm of the free world', the FN FAL was a weapon that spread across the world, yet failed to see extensive use before it was phased out of production. However, its ubiquity makes it a common find in the Silent World, some still ready to fire a century later (after some minor touching-up).

HK G3:

The official rifle of the Icelandic Military, the HK G3 is an old-world weapon that has stood the test of time. Just behind Valmets and Kalashnikovs in quantity, their ease of use and selective fire capabilities make them a valuable asset for any Expedition. Uses the ubiquitous 7.62x51mm NATO cartridges.

Madsen LAR:

A common sight in the Danish military due to its simplicity, low cost, and wooden parts, the Madsen LAR is a functional, able weapon that uses 7.62x51mm NATO cartridges.

Marksman Rifles

Engaging monsters at maximum range is always preferable, and marksman rifles are the best way to accomplish that. Often slow-firing but lethal, they are an excellent choice when engaging both monstrous and humanoid targets at extreme range. Their slower rate of fire makes them a poor choice for close-quarters combat, however.





When firing at targets five hundred (500) meters away, apply a +10 to the attacking d100 roll. For every twenty-five (25) meters past this, apply an additional +10 to the attacking d100 roll.

Barret M82:

The largest and heaviest sniper rifle, this is an extremely rare and valuable piece of equipment, and rarely found outside Special Forces teams. Firing the enormous .50 BMG cartridge, anything it hits will not be long for the mortal realm.

Unlike most other firearms, this weapon uses Weapons: Heavy when rolling attacks.

Blaser R93 Tactical:

A rare sight outside of the Icelandic military, R93s are an old-world sniper rifle that has persisted for decades. Their rarity, limited manufacture, and devastating effectiveness make them prized possessions for those outside the military. Most are chambered for 7.62x51mm cartridges, but a few are modified for the scarce yet highly lethal .338 Lapua Magnum.

Mosin-Nagant:

An ancient rifle from the annals of history, this weapon was the mainstay bolt-action rifle of the Soviet military during the Second World War. So many were produced that they are still a common sight in the Known World, some 140 years later. All but the poorest villages have a case of them for emergencies, and they are the most commonly found bolt-action rifle in

every Scandinavian military. Vikingr that prefer engaging monsters at a range also enjoy the Mosin-Nagant's reliability. Fires specialty 7.62x54mmR cartridges.

Lee-Enfield SMLE

Another old rifle pattern recovered from the Icelandic Coast Guard storage, the Lee-Enfield is the second most common bolt-action rifle in the Known World. Well renowned and a veteran of both world wars, a Lee-Enfield is a sturdy, reliable rifle. Uses the specialty .303 British Cartridge.

Sako Rifles:

A catch-all term for the many lines of sniper rifles by the Finnish Sako corporation, they are a mainstay of the Finnish armed forces, and well regarded for their quality. The relics from the old world still have polycarbonate housing, but all models made in the post-Rash world have replaced it with wood. The most common variant is the Sako TRG-22, chambered in both 7.62x51mm and .338 Lapua Magnum. Some collector's models are chambered for the luxury .308 Winchester Magnum.

SVD Dragunov:

An increasingly popular weapon among the world's special forces and experienced vikingr, the SVD Dragunov is an old-world designated marksman's rifle. Formerly impossible to find, a vikingr expedition in the year 98 recovered several crates of them, allowing for examination, study, and resumed production. Striking a balance between the precision of bolt-action rifles and the fire superiority of battle





rifles, they are excellent support weapons, and work best in rural environments. Chambered for the specialty 7.62x54mmR cartridge, its shared ammo type with the Mosin-Nagant makes it a popular choice for wealthier villages' elite marksmen.

VSS:

A marksman's variant of the AS Val, the VSS is just as valuable, though found in even lower quantities than its cousin. For their most-used purpose (hunting down criminals and dissidents), most Scandinavian militaries prefer the AS Val, but the VSS is better suited for targets outside of the cities, and trolls that prowl beyond their nests in the winter. A few vikingr swear by its integral suppressor and ranged capabilities, but they are usually very wealthy and very experienced. Uses the equally rare and expensive 9x35mm SP5 cartridge.

Carbines

Carbines are often modified and shortened versions of longer rifles, allowing for increased maneuverability and lighter weight at the cost of long-range capabilities.

M1/M2 Carbines:

Fifty carbines in the Icelandic Coast Guard's storage formed the basis for weapons manufacturers in the post-Rash world. M1 and M2 Carbines are American innovations made before World War Two. Lightweight and capable, they still see use by vikingr in the Silent World and the Icelandic Coast Guard. Uses the specialty .30 Carbine round.

SKS:

The most common carbine rifle in the Scandinavian militaries, this old Soviet standby can also be found in remote villages or in the hands of retired veterans. Its balance between effective range and maneuverability make it a common choice for vikingr. Uses the 7.62x39mm M43 cartridge.

Machine Guns

Destructive giants of noise and sheer firepower, machine guns are best used as defensive emplacements rather than an assault weapon. They are difficult to fire from a standing position, and will suffer aim penalties if they are not resting upon a surface. However, once unleashed, they are powerful and effective tools.

M2 Browning:

The quintessential mounted machine gun, this monster cannot be carried by vikingr, and instead must be mounted in order to fire. Its long service and ubiquity in the militaries of the Known World speak to its effectiveness, as does its massive .50 BMG cartridge, which rips through giants as easily as it can armored vehicles.

Use Weapons: Heavy skill when attacking with this weapon.

M249:

The Squad Automatic Weapon and its derivatives were once a common sight in the Old World, but the Rash hid away most of the models, leaving a few behind in the hands of the Scandinavian militaries. Its belt-fed capabilities and





common 5.56x45mm cartridge make it a popular choice for wealthy vikingr.

Rheinmetall MG 3:

The standard light machine gun of all Scandinavian militaries, this weapon has been in service for decades, and its design has yet to be improved upon. Firing a blistering 1300 rounds per minute, this weapon will chew through soft targets with ease. Fires the ubiquitous 7.62 x51mm cartridge.

RPK:

Cheap and easy to produce, the RPK can be found in the hands of wealthier vikingr or sponsored colonies. Another Soviet standby, this weapon has seen considerable use in both pre and post-Rash worlds. Fires 7.62x39mm M43 cartridges.

Utility Weapons

Explosives





WEAPON TABLES

The hard stats that accompany each old-world weapon.

Knives

Name	Damage	Damage	Special Qualities	Price
Combat Knife	Slash, Stab	1d4+2	Maneuverable	10.000 kr
Morakniv	Slash, Stab	1d4+2	Maneuverable	10.000 kr
Puuko	Slash, Stab	1d4+2	Maneuverable	10.000 kr
Sami Knife/Leuku	Slash, Stab	1d4+3	-	15.000 kr
Seax	Slash, Stab	1d4+3	-	15.000 kr
Väkipuukko	Slash, Stab, Hack	1d4+3	-	15.000 kr

Swords

Name	Attacking Modes	Damage	Special Qualities	Price
Arming Sword	Stab, Slash	1d4+4	-	75.000 kr
Greatsword	Stab, Slash	1d6+6	Large Blade	150.000 kr
Shortsword	Stab, Slash	1d4+3	Maneuverable	60.000
Ulfberht	Stab, Slash	1d4+6	Large Blade	90.000

Axes

Name	Attacking Modes	Damage	Special Qualities	Price
Breiðöx	Hack	1d6+2	-	60.000 kr
Dane Axe	Hack	1d8+8	Large Blade	200.000 kr
Fire Axe	Hack	1d6+3	-	100.000 kr
Skeggöx	Hack	1d6+4	-	125.000 kr

Spears and Polearms

Name	Attacking Modes	Damage	Special Qualities	Price
Atgeir	Thrust, Hack	1d6+3	-	80.000 kr
Bleeder Pole	Thrust	1d8+4	Keen, Disposable	35.000 kr
Javelin	Thrust, Throw	1d6+4	-	110.000 kr
Spear	Thrust	1d6+4	-	100.000 kr
Pike	Thrust	1d6+5	Extended Reach	120.000 kr

Blunt Weapons

Name	Attacking Modes	Quality	Special Qualities	Price
Club	Bash	1d4+2	-	2.000 kr
Nightstick	Bash	1d4+3	-	50.000 kr
Sledgehammer	Bash	1d8+4	-	100.000 kr
Warhammer	Bash	1d8+6	Piercing	180.000 kr





FIREARMS

Pistols

Name	Attacking Modes	Damage	Ammunition	Special Qualities	Price
Glock	SA	1d6+2	15/mag, 9x19 Parabellum	Maneuverable	150.000 kr
Kongsberg Colt	SA	1d6+4	7/mag, .45 ACP	Maneuverable	175.000 kr
USP	SA	1d6+2	15/mag, 9x19 Parabellum	Maneuverable	150.000 kr

Submachine Guns

Name	Attacking Modes	Damage	Ammunition	Special Qualities	Price
Carl Gustav m/45	FA	2d4+4	36/mag 9x19 Parabellum	Maneuverable	300.000 kr
Kriss Vector	SA, BF, FA	4d4+8 (9x19) 4d6+4 (.45)	20/mag 9x19 Parabellum, 13/mag .45 ACP	Rapid Fire, Short Range	Priceless
MP5	SA, BF, FA	2d4+4	32/mag, 9x19 Parabellum	Adaptable	500.000 kr
Suomi KP/-31	FA	2d4+4	50/drum, 9x19 Parabellum	-	300.000 kr

Shotguns

Name	Attacking Modes	Damage	Ammunition	Special Qualities	Price
TOZ	SS				
Mossberg	Pump	(2d8)*2 (2d4)*2 (2d4+2)			
?????	SA	(2d8)*2 (2d4)*2 (2d4+2)			
Saiga SK12	SA, FA	(2d8)*2 (2d4)*2 (2d4+2)			





Rifles

Name	Attacking Modes	Damage	Ammunition	Special Quality	Price
AS Val	SA, FA	3d8+8	10/mag, 9x35mm SP5	Rapid Fire, Integrated Suppressor, Short Range	Priceless
HK416	SA, FA	1d8+4	30/mag, 5.56x45mm NATO	Adaptable	800.000 kr
G36s	SA, FA	1d8+4			750.000
Kalashnikovs	SA, FA	1d8+6	30/mag, 7.62x51mm NATO, 7.62x39mm, or 5.45x39mm	Rugged	500.000
M/95	SA, BF	1d8+4	30/mag, 5.56x45mm NATO	-	700.000
Valmets	SA, FA	1d8+6	30/mag, 7.62x51mm NATO	Rugged	500.000

Battle Rifles

Name	Attacking Modes	Damage	Ammunition	Special Qualities	Price
FN FAL	SA, FA	1d10+6	20/mag, 7.62x51mm	Reliable	1.500.000
HK G3	SA	1d10+6	20/mag, 7.62x51mm	-	1.500.000
Madsen LAR	SA	1d10+8	20/mag, 7.62x51mm	-	1.500.000

Marksman Rifles

Name	Attacking Modes	Damage	Ammunition	Special Qualities	Price
Barret M82	SS	2d12+8	10/mag .50 BMG	Massive Round, Extremely Long Range	Priceless
Blaser R93 Tactical	SS	1d10+8	5/mag, 7.62x51mm, .338 Lapua Magnum	Large Round (with Lapua Magnum)	1,000 kr (+1,000 chambered in .338)
Mosin-Nagant	SS	1d8+8	5/clip, 7.62x54mmR	Rugged	225.000 kr
Lee-Enfield SMLE	SS	1d10+6	10/clip(s), .303 British Cartridge	Large Round	300.000 kr
Sako Rifles	SS	1d8+8	5/mag, 7.62x51mm, .338 Lapua Magnum, .308 Winchester	Large Round (Lapua Magnum, .308 Winchester)	215.000 kr (+250.000 chambered in .338 or .308)
SVD Dragunov	SA	1d8+8	10/mag, 7.62x54mmR	Long Range	4.000.000 kr
VSS	SA, FA	2d6+8	10/mag, 9x35mm SP5	Integral Suppressor, Short Range	Priceless

Carbines

Name	Attacking Modes	Damage	Ammunition	Special Qualities	Price
M1/M2 Carbines	SA	1d8+5	15/mag, .30 Carbine	-	1.000.000 kr
SKS	SA	1d8+8	15/mag, 7.62x39mm M43	-	1.000.000 kr





Machine Guns

Name	Attacking Modes	Damage	Ammunition	Special Quality	Price
M249	FA	2d8+4	100/belt/box, 5.56x45mm	Belt-Fed, Bipod	8.500.000 kr
M2 Browning	FA	3d12+6	-/.50 BMG	Belt-Fed, Massive Round Mounted	10.000.000 kr
MG 3	FA	2d10+4	100/belt/box, 7.62 x51mm	Belt-Fed, bipod, Rapid Fire	9.000.000 kr
RPK	FA	1d8+8	20-40/mag, 70/drum, 7.62x39mm	Bipod	2.000.000 kr

Utility Weapons

Name	Attacking Modes	Damage	Ammunition	Special Quality	Price
Bow	Draw	1d6+1	Arrow	Silent	45.000 kr
Crossbow	Crank	1d6+2	Bolt	Silent	50.000 kr
Sling	Draw	1d4+2	Stone	Silent	20.000 kr
Flamethrower	Spray	1d8+2	4/Drum	Immolator	





VEHICLES

Though not required to undergo an Expedition, vehicles are vital for any long-ranging mission. They are very expensive to rent, purchase, and maintain, but allow vikingr to earn the most profit.

Every Vehicle has six qualities: Crew Capacity, Durability, Equipment, Hull, Speed, and Weapons.

These affect what the vehicle is best at, and provides a rough estimate of their capabilities.

Crew Capacity

The optimum number of vikingr that a vehicle can support. Since most Expedition trucks are much larger than the Armored Personnel Carriers (APCs) or Infantry Fighting Vehicles (IFVs) from the Old World, and (as they are built for long-ranging missions) they often include bunks, seats, and cramped living space for their crews.

The most common Expedition trucks can support six people, while larger vehicles, larger quarters, and some inventive engineering can push this number up to ten or more.

Durability

A vehicle's Durability rating describes its ability to not only withstand attacks, but function through inclement weather and avoid breakdowns. Adding armor plating might seem like a obvious choice to inexperienced vikingr, but veteran explorers of the Silent World know that increased armor doesn't always translate into more safety.

Ease-of-repair is another function of Durability. Highly-engineered vehicles with monstrous performance might seem attractive, but they are prone to breakdowns and mishaps. Repairing

them can also prove a challenge to all but the most skilled mechanics.

Durability is rated on a scale of 1 to 100. This includes

Hull

'Hull' describes how resistant a vehicle is to damage, and how much armor it possesses.

After a vehicle's armor is destroyed, its core hull begins suffering damage, which can drastically affect the vehicle's performance.

Example: 80/20 – This is the Hull of a moderately armored vehicle. It can withstand 80 'Wounds' of damage before its inherent systems (and the crew within) begin suffering damage.

The more damage suffered by the vehicle, the more difficult and time-consuming the repairs. Once a vehicle reaches 0/0, it is totaled, with no hope of repair.

Equipment

Equipment describes the suite of upgrades, components, parts, and gadgets that make up a vehicle. These can include anything from engine upgrades, reinforced armor plating, comfier bunks, a holding pen, enhanced radios, ammunition storage, etc.

These are measured by 'Equipment Slots', a catch-all term that applies to the space available for all non-weapon modifications that can be made to a vehicle, and often have an effect on a vehicle's other stats.

Each piece of equipment shares the same pool of Equipment Slots.





Equipment List

Equipment List: Name	Effect	Slots Occupied	Price
Floodlights		8	
Radial Floodlights		16	
Flare Launcher		10	
Proximity Scanner	Detects living entities within 25m of vehicle.		
Pressure Washer	Decontaminates clothing.		
Dozer Blade			
Creature Comforts	-1 Stress/Week		
Nitrous Injection System			
Efficient Engine			
Camouflage Netting			
Cargo Racks	+Storage Space		
Titanium Plating			
Depleted Uranium Plating			
Animal Pen	-Storage Space		





Speed

Weapons

‘Weapons’ describes the number of small arms, flamethrowers, cannons, or blades that can be integrated into a vehicle’s design. Most vikingr cannot afford (or even obtain) pintle-mounted machine guns, let alone cannons. Given enough krónur and dedicated Contacts however, some experienced vikingr can range out in heavily-armed fighting vehicles rarely seen outside the military. Weaponry can also include more esoteric monster-repellant strategies, like a wire cage that thrums with electricity, or grenade launchers that shoot out clouds of white phosphorus. Weaponry can also include more esoteric monster-repellant strategies, like a wire cage that thrums with electricity, or grenade launchers that shoot out clouds of white phosphorus. Blades, however, are relatively common improvements that take minimal technical expertise to install, and are relatively inexpensive to purchase. Ranging from blades welded to the axels to buzz saws that mimic the Dalahästen’s armaments, they can make a colossal difference when facing down a horde of beasts.

Vehicle-mounted armaments are similar to infantry-based ones, but also include the number of Weapon Slots occupied, as well as a few unique special properties:

Annihilator: If this weapon successfully hits a human, that human is dead. Everyone around them is also dead.

Hullborne: These are ‘melee’ weapons attached directly to the hull of a vehicle, and require a Piloting skill test when attacking with them.

The ‘price’ stat also includes labor fees for installation.

Weapon Slots

Weapons are attached to vehicle chassis via Weapon Slots. Unlike Equipment Slots, weapons must be placed in specific areas of the vehicle (Top, Front, Sides, Rear), each of which can have a different number of Weapon Slots. Every weapon occupies a different number of slots, representing the amount of refitting and modification that must be applied to the vehicle in order to equip it.





Name	Attack Mode	Damage	Ammunition	Special Qualities	Slots Occupied	Price
Autocannon (30mm)	SA, FA	6d8+12	6/30mm HEAT	Annihilator, Piercing, Immolator	30	
120mm Cannon	SF	10d10 +12	1/120 AP OR 1/120 HEAT	Annihilator, Piercing	80 (Top Only)	Priceless
Mark 19 Grenade Launcher						
Axle Blades	Slice	6d4+3	-	Hullborne, Keen	5 (Side only)	
Buzzsaw	Slice	8d4+6	-	Hullborne, Keen	15 (Front and Sides only)	
Flamethrower	Spray	2d8+6		Long Range	10	
Cattle Plow		Momentum+10	-	Hullborne	5 (Front only)	
Machine gun nest(Pintle-mounted)	Varies	Varies	Varies	Varies	20	
Machine gun nest (CROWS)	Varies	Varies	Varies	Varies	20	
Grenade Screen	Gas	4d10+5	3/ WP Grenades	Immolator	5	





VEHICLE LIST

PEsv-82 "Drage"

Nearly a decade ahead of its time, the Pansrede Ekspeditionsstyrkevogn-82 (Armored Expeditionary Strike Vehicle) was initially conceived as an experimental scouting car by the Danish Reclamation Forces. Developed eight years before the Vasterstrom Expedition (and far, *far* beyond their meagre budget), most PEsv-82s languished on Oresund Base until the viking business exploded.

A truly massive vehicle, the PEsv-82 or "Drage" dwarfs old world main battle tanks, and its designation as a 'scouting car' is considered a laughable understatement by everyone except the Danish, who have a reputation for building monstrous vehicles. Its wheels are three and a half meters tall - large enough to grind giants into paste - and its armor outstrips most non-Danish tanks. Its crowning feature is the .50 caliber CROWS system mounted near the driver's seat, allowing the crew to unleash a punishing volume of fire from inside the safety of the crew cabin.

However, the Drage's titanic size is matched only by its price. The original models are exclusively owned and operated by elite viking crews, but for those with the requisite capital, there is no better choice. With plenty of cabin space, a generous cargo hold, unconquerable composite armor, and capable armament, it is the premier option for premier vikingr. Smaller, cheaper models without the CROWS turret have been leased to the Swedish Cleansers, and are a popular choice among mid-level vikingr.

The Drage's design also makes it a poor choice for expeditions that span mountains

or muddy terrain. It destroys whatever remains of the old world roads, and will crumble any bridge it traverses. Therefore, the Drage is primarily used for exploring Saejelland, Jylland, the Swedish mainlands, and the British Isles. It also requires a freight ship to carry it to its destination and retrieve it once its mission is complete.

Name: PEsv-82 "Drage"

Type: Wheeled Expeditionary "Car"

Hull: 65/30

Crew Capacity: 10

Equipment Slots: 40

Speed:

Storage Space: 100

Weapon Slots:

Top:30

Front:0

Side (left):15

Side (right):15

Rear:15

PF/A-77 "Cat-Tank"

Developed in year 77 by Danish military engineers during preparation for the reclamation effort, the Pansrede-Fragtman/Afskiber (Armored Carrier/Shipper) quickly acquired the nickname "Cat-Tank" due to its distinctive triangular floodlights and grill-plating. During the attempted reclamation of Copenhagen, it played a vital role ferrying soldiers and supplies to the front lines. Some were equipped with bulldozer blades in order to help dig fortifications. Once night fell on Kastrup and the slaughter commenced, the PF/A-77 once again came to the rescue (literally). Some crews made multiple trips through the troll-infested warzone to recover stranded soldiers. By dawn, they had saved dozens of lives.

Despite its tried-and-true reputation among the Danish, the PF/A-77 was made famous





across the Known World by the first Vasterstrom Expedition. It carried its crew over most of Saejelland, and was eventually abandoned after a fierce battle. Dedicated fans of the Vasterstrom crew went viking to recover it, and managed to salvage most of the original vehicle. Currently, the Vasterstrom Cat-Tank stands guard upon the front lawn of the Nordic Cultural Council alongside a humble statue of the fallen, both serving as monuments to the ceaseless drive of human exploration.

Boasting a dependable engine, a dedicated crew cabin, and a spacious trunk, the PF/A-77 was designed to be no-nonsense and reliable. Its main drawback is that does not possess Weapon Slots, as it was reasoned that its crew complement could adequately defend the vehicle when pressed.

Name: PF/A-77 “Cat-Tank”

Type: Treaded Logistical Transport

Hull: 40/20

Crew Capacity: 7

Equipment Slots: 30

Speed:

Storage Space: 50

Weapon Slots:

Top:0

Front:0

Side (left):0

Side (right):0

Rear:0

Mountain Buggies

Less ‘developed’ and more ‘slapped together’, mountain buggies are fragile norwegian speedsters. As horses are too vulnerable outside of safe areas (and sea-trolls lurk between many a fjord), these vehicles are built to scout troll-held territory and bolt at the first sight of trouble. During the long and arduous process of establishing a colony, they are often used to carry

ammunition from a forward operating base to the frontlines.

Troll-hunter, daredevil, and all-around madman Arvid Holstad can often be seen hurtling past settlements in his mountain buggy, the “Skrikenda Bille” (Shrieking Beetle), his war-banner and long braided beard flapping behind him wildly.

Mirroring the rugged nature of their creators, mountain buggies are robust creations, usually built with superb suspension systems and wide, grooved tires for superior traction. Though very lightly armored, they can mount a single light machine gun for lightning-fast hit and run tactics.

Name: Mountain Buggy

Type: Wheeled Scouting Buggy

Hull: 10/5

Crew Capacity: 2

Equipment Slots: 15

Speed:

Storage Space: 5

Weapon Slots:

Top: 10

Front: 0

Side (left):

Side (right): 0

Rear: 0

IRV-B7 “Bryngaðurhrútur”

An armored personnel carrier developed by Íslensku Ríki Vopnabúnaður (Icelandic State Arms), the B7 “Bryngaðurhrútur” (Armored Ram) was designed to profit off the growing number of vikingr, specifically those making salvage runs into the Silent World. A tracked adaptation of the old world MRAP, the B7 boasts an adaptable design, allowing customization for more specific tasks.





Though unable to sustain a large crew or long-term expeditions, the B7 has sufficient storage space for assisting and screening slower, heavier salvage vehicles. Currently, rumors abound that a heavily-armed version of the Brynjaðurhrútur is being developed as a mage-carrier for an upcoming military campaign.

Many first generation vikingr have fond memories of this vehicle, though often in hindsight - cramped living conditions for larger crews often brought tensions during expeditions to a boiling point. Rarely, however, will a better vehicle be found for a similar price.

Name: IRV-B7 “Brynjaðurhrútur”

Type: Treaded Support Vehicle

Hull: 35/15

Crew Capacity: 5-6

Equipment Slots: 20

Speed:

Storage Space: 15

Weapon Slots:

Top: 15

Front: 0

Side (left): 0

Side (right): 0

Rear: 0

Jokitela

Made possible by the success of Finnish salvaging crews, the Jokitela is a heavily armed riverboat designed specifically for patrolling Lake Saimaa, as well as expeditions into the northern lakelands. Though its viability was initially questioned due to the resources involved in building one, it soon proved its worth by coming to the rescue of Hankasaa, which was under siege by lake trolls.

It is often equipped with pintle-mounted flamethrowers and machine guns, and occasionally improvised mine-layers or

depth charges for deeper lakes and riverbeds. A Jokitela's armaments, armor and roaring engine are not quiet, and therefore unsuited to long-term or particularly stealthy expeditions. They are instead best used when attacking or raiding, able to make quick assaults and rapid disembarkation.

They also possess a reinforced cargo hold when volatile or important shipments must be made between the many islands of Lake Saimaa. This also allows the Jokitela to function as an long-range scouting vehicle, although its weapon-focused design limits its crew size.

Name: Jokitela

Type: Riverboat

Hull: 25/10

Crew Capacity: 5-6

Equipment Slots: 15

Storage Space

Weapon Slots:

Top: 15

Front: 15

Side (left): 15

Side (right): 15

Rear: 15

Snekkja

In the Post-Rash world, sailing ships once again dominate the world's waterways, and the foremost sailing vessel amongst vikingr is the snekkja. A longship favored by their ancient old-world ancestors, they are designed for both rapid amphibious deployment and traversing the stormy Atlantic. Their shallow drafts and extremely light weight makes them ideal expeditionary craft.

Able to sail in waters only a meter deep and beach themselves on riverbanks without fear of getting stuck, snekkja are versatile and





adaptable vessels. They are best employed in the sprawling Finnish wetlands and the fjords of Norway, but can handle themselves expertly in the rivers of the British Isles and the Netherlands. Many of the earliest expeditions to western Scotland and Northern Ireland were made via snekkja.

However, snekkja possess a number of downfalls inherent to their design. Being sailing ships, they are quiet and do not require fuel, but can fall prey to foul weather and doldrums. Lacking a motor also makes them vulnerable to alacritous monsters. Their wooden hulls are also easily shredded by giants, and cannot support weapon hardpoints, making its defense rely entirely on its crew.

Name: Snekkja

Type: Longship

Hull: 10/5

Crew Capacity: 8-15

Equipment Slots: 25

Storage Space: 50

Weapon Slots:

Top: 0

Front: 0

Side (left): 0

Side (right): 0

Rear: 0

Drakkar

Ripped straight from the old Icelandic sagas, Drakkar are massive longships built to carry vikingr and their loot. Though rare during the historic Viking Age due to their size and expense, modern shipbuilding techniques and the threat of the trapped ones have vastly improved their design and popularity.

Particularly favored by Norwegian sea-troll hunters, drakkar are filled to the brim with capable warriors, and occasionally mounted with pneumatic harpoons and other crude

yet effective weapons. The great arsenal of Aurland has grown particularly wealthy in recent decades, as their peerless shipbuilders have begun supplying vikingr crews and the Scandinavian fishing industries with dozens of Drakkar.

Commercial vikingr and criminal syndicates are fond of the drakkar's large crew complement and generous storage space, as well as its versatility. Able to navigate shallow waterways like its smaller cousin the snekkja, it is the premier craft for coastal raiding and exploration. However, it has many similar drawbacks to the snekkja, primarily due to its wooden hull and limited weapon hardpoints.

Name: Drakkar

Type: Longship

Hull: 15/10

Crew Capacity: 15-30

Equipment Slots: 20

Storage Space: 75

Weapon Slots:

Top: N/A

Front: 5

Side (left): 10

Side (right): 10

Rear: 5

FFV-99 "Hirdsman"

After the disastrous Battle of Kastrup in Year 80, Danish military analysts reevaluated their main battle tank, the superheavy Troldknuser. Realizing that massive cannons and heavy armor were completely ineffective - if not actively self-sabotaging - they completely rehauled their stratagems, as well as how to wage armored warfare against the Trapped Ones.

The result is the Forward Fighting Vehicle 99. Nicknamed the 'Hirdsman' by its developers, the FFV-99 is an adaptation and





upgrade of a British Warrior IFV recovered by an Icelandic scouting expedition to Scotland in Year 93. Existing primarily as a platform for a rapid-fire 30mm HE/Incendiary autocannon, it is also equipped with crew-served flamethrowers and machine guns, while also capable of embarking six soldiers in its rear section.

For now, only a handful exist - during recent testing expeditions near Copenhagen, the Hirdsman performed exceptionally, and many more will be entering production in the months to come.

They are prohibitively expensive for vikingr to obtain, but they might be commissioned to recover one that hasn't reported in from a

test. They make poor expeditionary vehicles, as there is little space within them to store provisions or loot.

Name: FFV-99 "Hirdsman"
Type: Forward Fighting Vehicle
Armor: 70/40
Crew Capacity: 3+6
Equipment Slots: 25
Storage Space: 5
Weapon Slots:
 Top: 50
 Front: 30
 Side (left): 20
 Side (right): 20
 Rear: 0