

VIKINGR: THE SSSS RPG

INTRODUCTION

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 expedition depicted within is 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 occasional glimmer 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

No viking has set off alone. Though some tasks are solitary in nature, no successful Expedition has ever consisted of a single person. The only way to survive the Silent World is to be part of a cohesive team, one that makes up for each others' weaknesses, and watches each others' backs.

Expeditions are the primary framework for *Vikingr* gameplay. Expeditions are comprised of Encounters, story events or random confrontations that can include puzzles, preparation, combat, exploration, negotiation, looting, travelling, and more. All Encounters – even those that end in failure – award characters Experience, which can be used to improve their Core Attributes and Skills. As there is no 'Class' or 'Level-Up' system, Experience can be spent immediately after it is acquired, but a training period dependent on the amount of Experience spent must be observed before the improvements take effect. For instance, if a Player wants to improve their

character's Fitness attribute, they cannot get stronger by simply deciding to – they must spend some time working out or otherwise improving their physique.

CORE MECHANIC

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 have a Threshold, that is, a number of hits that must be met or exceeded in order to claim success.

When performing the action, add the ranks of the involved Skill to the associated Core Attribute rank, and roll that number of d10's. Eights, Nines, and Tens are all 'hits', while all other numbers are 'misses'.

The maximum rollable number of d10's is twenty. Any Skill ranks or Attributes that would add dice beyond this number are converted into a flat bonus that can be applied to the dice you have already rolled.

Example: If you should be rolling twenty two dice, you can add two to a missed roll of '6', converting it to an '8' and thereby scoring another hit.

Opposed Rolling

Whenever two parties are in opposition, they must roll opposing dice pools in order to determine the action's victor.

This usually takes the form of checking the opposing characters' Skills (with the party scoring more hits winning).

During combat and casting, different conditions, skills, and attributes are combined and

compared. Again, the party with the more hits is considered the victor.

Precision

Similar to 'Exploding dice' seen in other systems, anytime a Player rolls a '10' on his or her d10's, they may re-roll a corresponding number of misses on the same roll. If any of the re-rolled die land on '10', the process **does not repeat**. If there are no misses to re-roll, there is no additional rolling.

Adding a die's sum to 10 with dice overflow or weapon stats will not initiate Precision rolls.

Conditional Effects

Many rolls in *Vikings* will also include situational or equipment-based bonuses, netting a player more (or fewer) dice to roll. Make sure the Game Master is aware of how different situations and environments might affect skill rolls.

Time-Consuming Tasks

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. Slowly, ever so slowly did it begin. 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 it died, it 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 Vikings.

THE RASH

The Death of the Old World

The disease that brought Earth to its knees is still a mystery a century after Patient Zero appeared. Crumbling records suggest the first case was reported in Spain, but the veracity of those claims has been questioned as the past fades away. What is known is that it spread like wildfire, and only a few countries managed to impose a quarantine in time. Briefly referred to as 'the Illness', it soon became known as 'the Rash', due to the red and angry lesions that spread across its victims' skin.

Within a month it had broken society, and within three months, the disease (and the collapse it caused) claimed the lives of 99% of humanity's population, leaving a small remnant of survivors scattered across Scandinavia. It is possible that pockets of survivors exist elsewhere in the Silent World, but none have been found as of yet.

After several years of discussion, the Nordic countries decided to re-align the calendar, with Year 0, Day 0 being the date that the first reported case of the illness

Pathology

An airborne disease with a nefariously nebulous incubation period of a few days to as long as two weeks, and is communicable throughout this time. The Rash is a slow yet efficient killer - the first symptoms appear as large patches of weeping sores. Though painful, they do not hamper the victim overmuch. These rashes are shortly followed by vomiting and fever spells, then a coma by the end of the first week. During this time the rashes worsen, and begin to eat away at the victim's skin, turning the flesh necrotic. Death occurs in two week's time.

In some cases (roughly estimated to be 10% of all afflicted victims), the body dies yet lingers on in a monstrous, mutated form. Generally referred to as 'trolls' by Scandinavians, these beings still possess a semblance of their mind and soul, trapped within a body they cannot control or contain. The rapid rate of mutation, inhibited cognitive functions, and puzzling tissue samples suggest that the Rash is not a natural disease, and could be a product of magic. These creatures can inflict the Rash upon any mammals that they bite, scratch, or spit upon.

So far, all attempts to synthesize a cure have failed.

Immunity and the Dagrenning Program

In the decades following Year Zero, handfuls of individuals were observed to be immune to the effects of the Rash. The vast majority of them were located in Sweden, Norway, and Denmark, whereas Iceland (who managed to successfully quarantine their island) only possessed a few such individuals. Immunity spread slowly yet surely through the surviving populations, and has nearly reached %50 in mainland Scandinavia.

Despite endless, extensive research conducted by the Nordic countries, the immunity mechanism has still not been elucidated, the only concrete knowledge gained about it is that it can be inherited genetically.

The Dagrenning Program is a selective breeding program established by the Icelandic government to help increase up the number of immune citizens. Immune donors and recipients volunteer for the program, and successful results enable the participants to try re-enroll. Dangrenning enrollment and large families are highly encouraged by the Icelandic government - often, they offer tax breaks, higher education, and career opportunities to fertile families.

COUNTRIES

The Nordic Council

Of all the countries that once were, only five remain - Iceland, Sweden, Norway, Denmark, and Finland. Due to a combination of favorable (yet harsh) weather conditions, remote island chains, and early quarantining measures, they are the last bastions of civilization. Despite nearly two decades of expeditions, no evidence has been found of another country surviving as Scandinavia has.

These five countries form the Nordic Council, a representative government that works to ensure that every constituent member flourishes and expands. The council arbitrates trade disputes, immigration, security,

containment protocols, and colonization efforts across all five nations. They also have a number of smaller departments focused on technological, cultural, and scientific advancement and recovery.

So far, the conflicts between the Nordic countries have been rare and minor. In a century of existence, the Nordic Council has never seen a war flare up between its member nations - in the Known World, armed conflict between nations would benefit no one, and could possibly wipe out entire swathes of humanity. Most conflicts, if any, are centered around trade during times of famine, and recent colonization efforts.

Iceland

One of the first nations to quarantine itself when the Rash struck, Iceland remains the only safe haven from the omnipresent disease. The most populous and technologically advanced nation, they nonetheless suffer from lower immunity rates when compared to the other Nordic nations. The government is primarily concerned with increasing its immune population and expanding its agricultural efforts, as famines in the decades past have devastated the small island country.

After the death of the Old World, they returned to the faith of their ancestors, once more offering sacrifices to Oðinn, Freyja, and Thor. Icelanders attribute their survival and the return of magic to the old gods, who are said to have sacrificed much to protect their own.

Norway

Making their homes among the fjords, Norwegians are a hardy and adventurous breed. Regularly faring out to hunt beasts that roam the sea and the old forests, they are peerless warriors, and make up a disproportionate number of vikingr despite their smaller population compared to the other Nordic nations. The government prioritizes military

ability over education, and is focused on defending their settlements.

Like their Icelandic cousins, Norwegians have reverted to the worship of the old gods. As such, they are the only non-Icelandic nation able to produce mages.

Denmark

Hounded from their homeland by monsters, the Danes voraciously seek to return, and have undergone many attempts to redaim old territory. Each one ended in failure. Currently, Denmark only exists on the island of Bórnholm and the peninsula supporting Øresund Base. Recent colonization efforts are proving successful, however, and more are planned for the future.

They are also obsessed with recovering lost knowledge and historical documents, providing the primary market for vikingr to sell their loot and recovered technology. As most expeditions also depart from the Øresund Bridge, they have seen an explosion in commerce in the last decade, as many adventurers and fortune-seekers unload their cargo for shrewd merchants.

Unlike Iceland and Norway, they have not returned to their ancestors' faith, still adhering to Abrahamic faiths with unyielding rigidity.

Sweden

Homeland of the fiery Cleansers, the Swedes have aggressively expanded their borders in the century since the Rash first struck the world. Once scraping together a meagre existence along the riverlands of Mora and Östersund, they have pushed outwards against the Silent World, scouring the earth with flame. Now, they boast the safest and most expansive territory outside of Iceland. Their territory expands every year, and they hope to one day reclaim their homeland in its entirety.

Sweden also boasts the swiftest and most expansive transportation system in the Known World, ferrying civilians, cleansers, and soldiers to their destination on revitalized railways. New train engines (such as the legendary Dalahästen) carve a violent path through the Silent World, ensuring their passengers always arrive safely.

Self-reliant and individualistic, the vast majority of Swedes do not engage in religion, preferring to look to themselves and their works for inspiration and comfort.

Finland

Simplistic and hermetic, the Finns are closely intertwined with nature, the vast majority of the country's population making their homes in the countless islands that dot lake Saimaa. Shunning technological advancements and rapid expansion, they have sought spiritual enlightenment instead, and worship the old gods of the fens and forests. They boast the highest percentage of mages among any Nordic country, and are peerless scouts and pathfinders.

Their territories have seen a recent uptick as vikingr expeditions seek to rediscover the wonders of lost Helsinki, and the ruins of old Russia. In order to accommodate the adventurers, they have established a number of forward camps and outposts, and are hoping to construct an agricultural settlement in order to support their steadily growing population.

SOCIETY

Overview

Though the dangers of the Silent World and the Rash are ever-present, the majority of the Known World's citizens lead comfortable and peaceable lives. Norwegians and Finns face the majority of threats due to perilous geography, resulting in difficulties when securing their

settlements. In these countries, everyone knows how to handle a firearm, and few leave home without one.

Still, safer nations like Iceland and Sweden maintain a decent standard of living for their citizens - they farm, hunt, and herd with relative ease, rarely concerning themselves with what lies beyond the borders of civilization. Education is also common among the middle and upper classes, allowing for a more capable, intelligent workforce.

Only those that venture out or live on the fringes of society live in fear of monsters.

Professions

Most of the Known World adheres to a class system similar to those found in medieval times, though not nearly as rigid or stratified.

Peasants make up the majority of the world's population - farmers, shepherds, factory workers, merchants, and sailors, civilization would crumble without them.

Academics - scientists, engineers, doctors, artists, historians, and administrators (skalds) are a necessary component in the Known World, though their contributions to society are not as immediate as the other classes, but are just as necessary.

Members of the military make up the final third of society, and their numbers vary depending on their country of origin. Though most soldiers are removed from society as a whole, they work tirelessly to ensure the safety of settlements and colonies, patrol larger cities, apprehend criminals, and expand their country's borders.

Food and Famine

Previously reliant on subsistence farming, the growing populations of the Nordic countries have necessitated more advanced farming

techniques and equipment. Lack of proper industry and a series of crop blights in decades past have given rise to famines, devastating food shortages that threaten the very fabric of society.

With so few humans left compared the billions of the Old World, large population losses are unacceptable. In the interest of avoiding further deaths (and improving the lives of their citizens by producing a surplus), many nations seek to secure more land for agricultural purposes.

Due to the harsh climate of Scandinavia, many foods that were once common are now luxury items. Sugars, spices, and fruits are exceedingly rare and expensive, reserved for the upper classes and military elites.

Crime and Punishment

The sheer lack of luxury items, drugs, and mobility has kept crime exceedingly low in the first century following the Rash. Also, only a handful of the Known World's citizens are impoverished, and they are cared for by their government, disincentivizing them from seeking alternative means to alleviate their situation. Recently however, the explosion of commerce and expansion following the vikingr expeditions has revitalized the ambitions of those with less than solid moral consistencies.

As many expeditions are government-funded (and the profits taxed, or loot outright seized by government officials), smuggling artifacts and items from the Silent World is the primary crime committed by citizens of the Known World. The second is 'Breach of Quarantine', a far more serious crime, with harsh ramifications. Most criminal syndicates are wary of this, however, and are as equally stringent as the government when it comes to keeping safe areas clear of the Rash - outbreaks are bad for business.

Due to the limited population of the Known World, imprisonment as a punishment for

crimes is impractical and costly. Those that commit misdemeanors and minor crimes are universally assigned to public service. More serious crimes such as theft, ration fraud, smuggling, and substance manufacture and distribution are met with a forced enlistment period, extended public service, or corporal punishment. Only the most serious crimes - murder, arson, treason, and breach of quarantine are met with a death sentence.

A few isolated groups and factions within the Nordic nations also engage in sedition, dissatisfied with their government for one reason or another. Most are ignored as long as they do not step out of bounds, but organized acts of sabotage or tax fraud result in swift and merciless retribution.

TECHNOLOGY AND MAGIC

Summary

The limited availability of raw materials, precision machinery, and factories has resulted in a large-scale decline in amount of technology employed by the citizens of the Known World. While light bulbs are still a relatively common sight, automobiles, telephones, computers, televisions, and air conditioning are few and far between, with some phased out entirely. The level of technology and knowledge is roughly on par with the Old World - more advanced in some areas (locomotives, medicine), yet behind in others (electronics, automation).

Magic has returned to the world, inherently tied to worship of the old gods. Icelandic mages (Seiður) harness their power through runes and galdrastafir, ancient staves that channel the will of Óðinn and Freyr. Finnish mages (Noita) weave their magic through runo, beseechment to their gods to act upon the spirits of the world. More detail on magic in *Vikingr* can be found in the Magic chapter.

THE SILENT WORLD

Stillness Everlasting

The world beyond the walls of civilization is known as the Silent World, so named for the endless quiet that pervades it. Every town, city, and nation outside of Scandinavia has fallen to monsters and decay, while nature slowly reclaims its lost territory. Even the most radical and optimistic cleansers know that it will be decades before Scandinavia is cleared of taint, and centuries before civilization arrives to other corners of the world.

The Trapped Ones

Monsters are an ever-present danger in the Silent World. Though they shun daylight and seldom lurk in the wilderness, extreme caution is advised - given the sheer variety of trolls and beasts that stalk the land, safety is never guaranteed, even on the brightest of days.

The Colonies

On mainland Scandinavia and Denmark, colonies of enterprising citizens are cropping up, braving the wilderness and the Trapped Ones to stake their own fortunes and do their part to beat back the darkness. There is much to risk by building a colony, but much to gain as well - virtually unlimited living space, loot from nearby ruins, free weapons and limited military assistance as well as freedom from suffocating governmental oversight are all benefits provided to colonists.

CREATING A CHARACTER

INTRODUCTION

A character is a player's primary method of experiencing the world of *Stand Still, Stay Silent*. This is 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 most 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

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BASIC INFORMATION

When creating a character, each Player must pick their sex, age, height, and nationality. While these do not have any gameplay effects, they are important for role-playing and immersion purposes.

IMMUNITY

The 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 suit their less combat-oriented roles.

Bonuses

Characters susceptible to the Rash begin with eight (8) extra Skill Ranks they can invest into anything except Weapons skills, and two (2) extra Core Attribute points.

Rolling for Immunity

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

Iceland: 9% immunity rate.

All Other Countries: 48% immunity rate.

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.

No matter their origin, Characters begins with 10 Core Attribute points, which can be assigned however they wish.

All *Vikingr* begin with '1' in each Core Attribute: they are a hardy, adventurous breed, and the decision to go viking elevates them above most of humanity. Status effects can, however, lower Core Attribute points into the negative or zero range, which will apply to any check made by the player.

At any time, a Core Attribute cannot exceed 10.

List of Core Attributes

Fitness: The measure of a character's physical prowess, athletic ability and resilience. Affects available Wounds, Melee attacks and damage as well as resistance to Status Effects.

Dexterity: How quickly, deftly, and precisely a character can move. Affects speed, flexibility, accuracy with ranged weapons, and reflexive abilities.

Intelligence: A measure of the character's ability to store, process, and extrapolate information. Affects Icelandic Magic, knowledge, and prowess with technology.

Wisdom: The character's drive, focus, intuition and willpower. Affects Finnish Magic, mental resilience, and judgment-based abilities.

Charisma: How charming, likeable, and attractive the character is. Affects conversational abilities, character interactions, and Contacts.

SKILLS

No matter their origin, Characters begin with 20 Skill Points, which can be assigned however they like – this represents a character's interests, and what they have spent their free time pursuing.

To purchase a Skill Rank, spend the equivalent of the Rank. This means that to purchase Rank 1 of a Skill, you must spend 1 Skill Point. To increase it further, spend 2 Skill Points to reach Skill Rank 2, and so on and so forth.

Skill Ranks cannot exceed 15 during a Campaign, but temporary bonuses may briefly increase a Character's Skill Ranks.

Skill Ranks may enter the negatives due to Quality selection, but this will not subtract dice when attempting to perform this skill (unless a related Core Attribute pushes the dice pool past one (1). Then, the skill is subtracted according to its negative rank until the dice pool reaches one again. This means that when rolling a skill check, **characters should always be able to roll at least one die.**

In order to overcome the negative skill deficit, you must instead spend double the required Experience Points to overcome the difference.

List of Skills

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

Barter (CHA): When a character must trade, purchase, sell, haggle, or otherwise engage in matters in commerce, their barter skill is crucial.

Crafting (INT): How well a character crafts items in the discipline of their choosing. This can include Blacksmithing (blades and metallic tools), Powdersmithing (Ammunition and Explosives), Plastismithing (Working with plastics), and Armorsmithing (Crafting Armor).

Deception (CHA): Lying, misdirecting, intimidating, and deceiving NPCs is a crucial skill.

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

Knowledge (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.

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.

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.

Mechanics (INT): A character's ability to repair, operate, and understand machinery of all kinds.

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

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

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

Piloting (DEX): 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.

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

Weapons:

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

CQC (DEX): The character's skill with small, low-caliber small arms.

Rifles (DEX): The character's skill with larger firearms such as assault rifles, marksman's rifles, squad support weapons, and shotguns.

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

BACKGROUND

Introduction

Before they became vikings, most characters have learned a trade or profession, which has shaped and molded them into who they are.

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Only one Background may be chosen per character.

List of Backgrounds

Craftsman's Apprentice: Studying a trade is an excellent way to learn a craft, earn extra money, and avoid more laborious farm work. There are many possible professions to pursue, but almost every one requires apprenticeship first.

Skills: +4 to Crafting.

Criminal: Hailing from the underbelly of post-Rash society, criminals have become particularly crafty in order to avoid the Government. Relying on their

Skills: +4 to Deception, +2 to Barter.

Colonist: Born in one of the newer settlements, colonists are hardy, resilient folk, constantly on watch for trolls and beasts. Their lives may be difficult, but that has made them a hardy people. They are skilled in navigating forests and other untamed areas.

Skills: +4 to Pathfinding, +2 to Barter.

Doctor/Nurse: 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.

Skills: +4 to Medicine.

Driver: Functioning as truckers, haulers, and deliverymen, drivers are one of the lucky few who have been trained to operate land-based 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.

Skills: +4 Piloting (Land Vehicles), +2 Mechanics, +2 Knowledge (Old World)

Farmer: A life spent tilling soil, raising animals, and tending greenhouses might be tedious, but it has useful benefits.

Skills: +2 Crafting, +2 Animal Handling, +2 Pilot (Land Vehicles).

Hirdsman: Hirdsman are vikingr, bodyguards, and mercenaries that serve the wealthy elite or criminal kingpins. Expensive to arm and maintain, these soldiers are as much status symbols as they are warriors.

Skills: +2 to Weapons (Melee), +2 to Weapons (CQCF).

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.

Skills: +1 to three different skills.

Qualities: Raise Quality Point cap to 14.

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.

Skills: +1 to Magic, choose an additional, non-Mage Background.

Halve all Skill points from that Background.

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 many different ways, but no one can doubt their utility.

Skills: +4 to Magic.

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.

Skills: +4 to Bartering, +2 to Deception.

Military – Cleanser: The success of the Swedish Cleansing programs has led the other nations to creating their own Cleansing Divisions.

Equipped with flamethrowers, explosives, and well-trained Cats, they push the Silent World back slowly but steadily.

Skills: +4 to Weapons (Utility), +2 to Explosives.

Military – Mage: A mage that has decided to join their nations' military, they are not as magically adept as their more scholarly contemporaries, but make up for it with regular exercise and a healthy respect for combat.

Skills: +3 to Magic, +2 to any Weapons skill.

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.

Skills: +2 to Medicine, +2 to Weapons (Any)

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.

Skills: +4 to Leadership.

Military – Rifleman: The most basic soldier in any nations' military, riflemen function as support for tanks and heavy ordinance, as well as providing town watch and patrolling services for settlements.

Skills: +4 to any Weapons Skill, OR Explosives.

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.

Skills: +2 to Weapons (Rifles), +2 to Knowledge (Silent World, Monsters) OR +2 to Pathfinding.

Socialite: Most of the Known World's upper class has little to do other than network and gossip. It might seem frivolous to peasants, but such activities reap their own rewards.

Skills: +2 to Deception, +2 to Perception

Contacts: Begin with an extra three Contact Points.

Sailor: Like drivers, sailors are responsible for shipping, hauling, and patrolling the waters near cities. Also like drivers, they keep colonies and settlements afloat while facing the occasional monster. They are also critical for establishing trade between the nations.

Skills: +4 Piloting (Sea Craft), +2

Mechanics, +2 Knowledge (Old World)

Shepherd: Sheep are a common source of meat, milk, and wool for the expanding Nordic population. Watching after them is a very important and widespread (if unexciting) profession.

Skills: +4 to Animal Handling, +1 to Medicine.

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.

Skills: +4 to Knowledge (Any), +2 to any non-Weapons skill.

Special: Automatically begins with an extra language. Only Skalds can begin *Vikings* knowing a non-Nordic language.

QUALITIES

Qualities are aspects of a character that reflect their personality, their body, or their life experience. They are what make vikings unique, and help or hinder them during their journeys.

Purchasing Qualities

Every character upon creation has 10 Quality Points to spend. Every Positive Quality costs points, while Every Negative Quality adds points back. Mixed Qualities both add and subtract Quality Points.

A total maximum of -10 Quality Points can be spent on Positive Qualities, while a total maximum of +10 Quality Points can be spent on Negative Qualities. Some Backgrounds can raise this number.

QUALITIES LIST

POSITIVE QUALITIES

Strong: This character is a font of physical strength. +2 Fitness

Brave: To fear is human. To defeat that fear and push forwards is heroic. +1 Mental Defense die against Mental Wounds.

Berserker: In their darkest hour, a primal madness befalls this character. +1 Fitness, gains an extra +4 dice to all Attack rolls when only one Wound remains until the end of Combat. Wounds will then take twice as long to heal.

Chanter: A steady, haunting voice stirs the attention of the gods. +3 to Magic for all Rituals.

Woodsman: Lots of time spent in the woods has taught this character how to navigate its dangers, and properly respect its natural beauty. +2 to Pathfinding

Honorable Discharge: A period of distinguished service has elevated this character in the eyes of others. +2 Charisma when dealing with military NPCs.

Troll Hunter: Years of hunting trolls in the Fall and Spring has given this character an intimate knowledge of what lurks in the Silent World. +3 to Knowledge (Monsters).

Spear-Caller (Seiður only): The One-Eyed God of Wisdom smiles upon this character. +2 to Magic.

Storm-Walker: Ignores all negative effects in inclement weather.

Swift-Walker: Slightly more movement speed during combat.

Rune Lore (Seiður only): Countless hours of studying runes have well-prepared this character for casting. -1 SRR to all Futhark runes.

Völva (Seiðkona only): Trained in the ancient ways of her ancestors, this mage is a learned and solitary mystic. +3 to all Prophecy rolls.

Goði/Gyðja (Icelandic and Norwegian only): A community prayer-leader and spiritual bastion of their group. +1 Charisma when dealing with others of the same faith.

Survivor: This character has grown past a traumatic event in their past, speaking volumes about their mental resilience. +1 Wisdom.

Family Legacy: This character hails from a lineage of heroes. Bonus starting reputation and kronur.

Boisterous: This character is a hearty companion. Gives self and other characters +2 to Stress Recovery during Downtime.

College Graduate: This character hails from a wealthy family, and was able to complete a University education. +1 Intelligence, +2 Old World Knowledge.

Born Leader: A natural-born commander of men. +4 Leadership.

Healthy Luonto (Noita Only): When using a luonto to aid in spellcasting, reroll one miss per two dice added.

Miser: An obsession with saving money has granted this character generous business savvy. +3 to Barter.

Quick Thinker: The ability to think on one's feet is a prized ability. +1 Dexterity.

Inventor: This character enjoys creating and inventing. +2 Intelligence, +2 to Crafting OR Mechanics.

Paranoid: Never restful, always alert - this character is acutely aware of any possible threat. +4 to Perception.

Networker: Every person you meet might provide help in the future. Begin with two (2) extra Contact Points.

Quick Learner: Learning fast is as much of a skill as anything else. -5 to all required Experience Points for any skill.

Socialite: An expert navigator of upper society. +2 to Charisma during any social event.

Smuggler: What the government does not know will not hurt them. +4 to Deception during inspections.

Expert Nose: Often an under-rated sense, a properly-trained nose provides scouts with a great boon. +2 Pathfinding.

Athlete: Dedicated to sports and physical prowess, this character never skips leg day. +2 to Fitness.

Stubborn: Never gives up, even when they should. +1 Wisdom.

Nocturnal: This character prefers living during the night, and has attuned their senses accordingly. Suffers no penalty from Darkness.

Swift: Always quick on their feet, this character never stops moving. +2 Dexterity.

Weird Cat Lady/Guy: Either this character has an affinity for felines, or they do for them. Either way, they gain +2 to Animal Handling when interacting with all Felines.

Grease Monkey: No matter their profession, this character was always relegated to repairing mechanical items. +3 to Mechanics.

Pious (Noita Only): A healthy respect and reverence for the Finnish pantheon is returned in kind. +2 to Divine Runo.

Musician: This character knows how to play an instrument. +1 to Stress Recovery during Downtime when playing selected instrument. -2 to Hit Thresholds for Reputation gain.

Padfoot: A light step helps keep the Silent World silent. +2 to Stealth.

Efficient Trainer: Knowing how to practice is just as useful as practicing relentlessly. -1 Week to all Training times.

Polyglot: Even though the Scandinavian languages are very similar, knowing another one intimately can help tremendously. Choose one additional Scandinavian language to speak fluently.

Wise One: Dark birds show an odd affinity for this character. +3 Animal Handling with all corvids.

Bow Hunter: Experience hunting with a bow helps tremendously in the Silent World. +2 to Weapons (Utility) when using a bow.

Urban Explorer: Concrete ruins and building-dense areas are a natural home for this character. +2 Pathfinding in urban areas and ruins.

Lucid Dreamer: Though this character is not a mage, they have always had a strange prescience regarding their dreams. Allows brief bursts of communication with dreaming mages,

as long as that mage has recently visited their dream.

NEGATIVE QUALITIES

Arrogant: An abrasive personality keeps this character at a distance from others. -2 Contact Points.

Addict: This character is addicted to a specific substance, and without its use, becomes slow and sluggish.

Anxious: Frequently working themselves into a frenzy, this character deals poorly with attacks on their psyche. +1 Mental Wounds whenever Mental Wounds are acquired.

Gluttonous: An avaricious appetite can strain resources in tight situations. Eats twice as much as a regular character. Suffers a -2 Wisdom penalty until properly sated.

Known Criminal: Thankfully, the limited population of the Known World makes permanent imprisonment impractical – otherwise, this character would still be behind bars. This character's crimes were more prolific than others', if not as severe. -2 Charisma with all Government and Military NPCs.

Prodigal: Enjoying luxuries (even briefly) is of paramount importance to this character. Must spend at least 25% of all profits made on frivolities (drink, brothels, etc.), or suffer -2 Wisdom until the situation is rectified.

Hesitant: A nervous and indecisive nature cripples this character's ability to lead. -2 Leadership.

Oblivious: This character wanders through life carelessly, without a care in the world. -2 Wisdom.

Slow Learner: While not stupid, this character requires some extra time to learn new skills. +5 Experience Points required for all Skill Ranks.

Put Some Leaves On It: Filled with Old Wives' Tales and hearsay, this character's knowledge of medicine can be generously described as 'horrendous'. -4 to Medicine.

Ugly: This character is unattractive. -2 Charisma.

Animal Repellent: Something about this character actively repulses animals – not an ideal situation, considering cats are used to detect infection. – 4 Animal Handling.

Loot Goblin: An insatiable, obsessive itch to explore and loot often leads this character into tough situations and anxiety. +5 Stress Event if the character cannot explore a likely looting location.

Weak Arms: A character's Fitness does not always translate to upper body strength. -2 to Weapons (Melee).

Shaky Hands: This character's hands tremble frequently, a trait that makes precision tasks difficult. -2 to Weapons (CQCF, Rifles, Utility), and -2 to Medicine.

Kleptomaniac: Somewhere between insatiable greed and compulsive need lies kleptomania – the overwhelming desire to steal. After every loot haul, this character must pass a Wisdom Hit Threshold of 2, or attempt they will attempt to pilfer from the latest haul, when applicable.

Fragile: Some vikings are quicker to bounce back from trying times than others. This character is one of the others. All Wounds take twice as long to heal.

Ignorant: Either too poor, too remote, or too proud to attend school, this character displays a shocking lack of knowledge about how the world works. -2 to Knowledge (All).

Slow: No one would ever call this character smart, even by accident. -2 to Intelligence.

Hoarder: Hard-won treasures are often difficult to let go. At the end of every Expedition that found loot, this character must pass a Wisdom check with a Hit Threshold of 2, or they must keep (and cannot sell) 50% of their share, even if it is no use to them.

Melancholic: +1 to all Stress gain Hit Thresholds.

Neurotic: +2 to all Stress gain Hit Thresholds, +1 Stress Points from all Persistent Stressors.

Fat: This character is exercise-adverse. -2 Fitness.

Coward: To flee from battle is to dishonor yourself, your family, and your gods. If this character suffers from a Mental Break, they will automatically Flee, with no chance to Stand Heroic.

Poor: At rock bottom, there is nowhere to go but up. -25% starting money.

Easily Distracted: An inability to focus has crippled this character's ability to process information. -1 Intelligence.

Squeamish: Blood and viscera disgust this character, so they shun viewing it up close. -4 to Weapons (Melee).

Fragile: This character crumbles at the slightest touch. -1 Wound.

Blasphemer: Having been caught saying some untoward things regarding the gods, religious figures are extremely intolerant of this character. -4 Charisma with religious figures and mages.

Compulsive Reloader: A full magazine is of the utmost importance to this character. Every time the character knows the magazine is not full, they must pass a Wisdom check with a Hit Threshold of 2, or be forced to reload. This does not apply if there are enemies within melee range.

Lethargic: This character is not inclined to move quickly. -1 Dexterity

Loud: This character struggles to keep quiet, hampering their ability to gracefully navigate the Silent World. -3 Stealth.

Disrespectful: Always struggling with authority, this character has difficulty taking orders. Cannot receive bonuses from Leadership Tactics.

Hypochondriac: Constantly believing that they hurt or are falling ill, this character is a great annoyance to the crew's medic. -2 to Medicine, -1 Charisma with all characters that have 4 or more Medicine ranks, and requires double the medicinal supplies when wounded, or they will begin to suffer a wisdom drain of 1 point per day.

Bloodlust: Often inflamed by the passions of war, this character cannot retreat when in melee range of an enemy.

Poor Attention Span: An inability to focus on anything for any meaningful period of time ensures this character misses countless details. -4 Perception.

Naïve: Sweet and innocent, this character has a difficult time believing that the world is as harsh as others say. -4 Deception, -2 to Knowledge (Monsters).

Trusting: This character is inclined to trust others, and believes others are the same. -2 to Deception.

Nearsighted: Without specially designed glasses, this character struggles to see objects from afar. -2 Perception, -2 to all non-Melee Weapons if prescription glasses are not worn.

MIXED QUALITIES

Over-Confident: A character swelling with confidence can be a source of comfort and bad ideas. +2 Charisma, -1 Wisdom.

Elemental Resonance (Noita only): Some Noita are drawn to the skies, the seas, and the fens, yet distant from the gods that created them. +3 to Elemental Runo, -2 to Divine Runo.

Boastful: This character has a tendency to spread their accomplishments as far as they can, even if their 'accomplishments' might contain a few embellishments. +3 Charisma, -2 Intelligence. Increased Reputation Gain.

Determinist (Seiður only): A belief in the forging of one's one destiny can a positive thing, but it makes this character unsuited to look into the future objectively. +2 Leadership, -2 dice to all Prophecy rolls.

Grimoire Collector: This character has an unsettling and consuming fascination with the dark dangers of the Silent World. Countless hours spent pouring over scouting reports and monster compendiums has colored their personality deeply. +2 Intelligence, +4 Knowledge (Monsters), -2 Wisdom, -2 Charisma.

Hateful: Unable and unwilling to forgive blood debts, this character often seethes with resentment over slights both real and imagined. Can frequently be seen grinding axes... literally. +1 to Weapons (All), -2 Wisdom. Must avenge all slights.

Insomniac: This character has incredible difficulty obtaining quality sleep, so they are often restless and irritable. However, they have kept themselves busy in the hours when everyone else is asleep. +6 Skill Ranks, Immunity to 'Insomniac' poison. -2 Wisdom, -2 Charisma, -2 Fitness.

Rusher: This character prefers the violence of action to patience and balance. +2 to Weapons (CQCF, Melee, Utility), -4 to Weapons (Rifles).

Hyper-Focused: An unrelenting focus has dominated this character's life, and while it has its benefits, it often interferes with their ability to function normally. +3 Wisdom, -3 Charisma.

Mercenary: *Fe* is the serpent that waits beneath, *Fe* is the strife between all men. +2 Bartering, -2 Charisma with kind or generous Characters.

Pyromaniac: An unstable fascination with all things that burn has taught this character much, but affected their judgment severely. +4 to Explosives, -2 to Wisdom.

Kind: This character has a kind disposition. +1 Charisma, -1 to Wisdom.

WOUNDS

A character's Wounds are based on their Fitness. Every character begins with three (3), then increases by one (1) every odd level of Fitness until they reach 7 at Fitness level 9, and an additional Wound at Fitness level 10, bringing the maximum to 8 Wounds.

[FILL IN MORE LATER]

CONTACTS

Introduction

Contacts are NPCs that play a vital part in any Expedition. Though they are not considered vikingr, they certainly should - without funding, support, and radio communication, a vikingr Expedition is doomed. Each Contact provides a different service in exchange for shares of the profit, favors, or assistance.

They perform according to two statistics: Dedication and Ability. Dedication describes their connection, availability, and loyalty to their vikingr, and how far they're willing to go to pursue a request from them. Ability is a

measurement of their talent and experience with their given profession.

Each character begins with 6 Contact points, which can be spent on upgrading a Contact's (or multiple Contact's) Dedication and Ability. Each stat costs one Contact point to rank up, and more Contact points may be earned by converting earned Experience. Performing assistance or donating desired loot to Contacts may also increase their Dedication and Ability.

Types of Contacts

Note that these are only common Contacts found within *Vikingr*. Players and Game Masters are welcome to devise a new type of Contact 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 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 contact 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, 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: Vehides 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 powder-smiths.

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 Wounds upon their return from Expeditions, and may supply moral and spiritual support while the vikingr is away.

Icelandic Mage: 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).

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.

Finnish Mage: 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 mage, cast supporting spells during a dire moment in the Expedition. No matter their Ability, they can be communicated with during Dreams (provided a mage is on the team of vikingr).

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, as well as reducing Mental Wound recovery time to a single day.

Medical Researcher: Though most medical research is aimed at curing the Rash, there are plenty of grants supplying krónur to more traditional (and 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.

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.

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.

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.

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 Conductor: Formally reserved for the military, trains are vital for moving personnel, weapons, equipment, and freight between settlements quickly. Conductors operate these trains, and have a hand in 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 Contacts, lending special equipment, vehicles, krónur, or even launching an Extraction, other vikingr make for excellent friends.

Returning the Favor

“A man must be a good friend, both for himself and for his friend.”

This ancient adage from the Hávamál still rings true in the post-Rash world, as Contacts (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 improve a viking's relationships with their Contacts.

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, cold, hard krónur will appease most Contacts.

Assistance: Sometimes, money is not enough. Sometimes, a Contact will value a vikingr's time and services more highly than his krónur. This can come in several different forms. A Contact

might ask for the vikingr's help with a personal or professional matter, creating a Side Encounter for the Players to enjoy. Occasionally, they might ask for skill training or free, simple labor.

Loot: In exchange for their help, Contacts 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 Contact. 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, Contacts might demand 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 Contacts (they cannot normally provide the level of support required to demand Shares) but by Governmental bodies and Criminal Syndicates.

Favors: Some Contacts 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. This I.O.U. can take any form, but it will always be at the Contact's behest.

A note: these are just the general means with which to repay Contacts. 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 characters *something*. Contacts providing goods and services to the Players without reward cheapens the game and ruins immersion.

Failing the Debt

Failing to properly compensate Contacts for their efforts will damage their relationship with a vikingr. Depending on how severely the

contract was broken, different ranks of Dedication will be subtracted from their Contact statistics. If their Dedication is already low, they will break off contact with the vikingr and never work with them again. They may also spread rumors and slander about them.

For Contacts that request a Favor, Dedication costs for failing the Contact's trust are tripled.

Contact Mechanics

When helping player characters, Contacts roll to determine if they can procure the desired results for the player.

Their dice pool is made from their Dedication and Ability, with Dedication acting as a multiplier. For example, if they have a Dedication of 3 and an Ability of 2, they'll roll 6 total dice.

The Hit Thresholds can be rolled against multiple times, with each roll consisting of a week of effort.

Some of the rarer items and more difficult favors have a minimum Ability requirement, meaning that the Contact cannot attain them without sufficient Ability.

PUTTING IT ALL TOGETHER

If there are any unspent points, they are converted into Experience Points.

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.

EARNING 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.

1-2: Costs 20 Experience Points and two weeks of training.

3-4: Costs 30 Experience Points and four weeks of training.

6-8: Costs 40 Experience Points and six weeks of training.

9-10: Costs 50 Experience Points and eight weeks of training.

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.

Rank 1-2: Costs 8 Experience Points, and two weeks of training.

Rank 3-4: Costs 10 Experience Points, and three weeks of training.

Rank 5-6: Costs 12 Experience Points, and four weeks of training.

Rank 8-10: Costs 18 Experience Points, and five weeks of training.

Rank 11-12: Costs 30 Experience Points, and six weeks of training.

Rank 13-15: Costs 50 Experience Points, and eight weeks of training.

Spells

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

Seiður know all of the runes and galdrustafur available to them, but must spend Experience Points in order to improve their understanding of their craft, 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 power.

COMBAT

INTRODUCTION

The Silent World is a deadly place, fraught with danger and peril the instant one steps foot within its boundaries. Any vikingr worth his salt knows this, and prepares accordingly. Firearms and munitions are the most effective tools at battling the Trapped Ones, allowing vikingr to engage their foes from a distance without fear of reprisal. However, ranged combat is not always an option, and different strategies and equipment are required.

Combat with the Trapped Ones will make up the majority of Encounters during expeditions, as well as providing the primary source of challenge. In order to maximize the Expedition's chances of success, it is best to engage foes that they are equipped to handle, and avoid high contamination areas if they are not heavily equipped. Never forget that in fighting the Trapped Ones, the noise of combat and the scent of blood will draw more. Use firearms sparingly.

However, monsters born from the Rash are not the only enemies vikingr might encounter – sinister spirits and one's own kind are equally dangerous, and require different approaches.

HOW IT WORKS (THE BASICS)

In *Vikingr*, combat functions on an 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, or flee from each other.

Combat is over when all player characters are unconscious or dead, all enemies are dead or unconscious, or the characters flee.

INITIATIVE

When Combat begins, each PC, NPC, and human opponent makes an Initiative Roll by adding their [Dexterity] + [Leadership] ranks, and rolling the resulting number of d10s. Unlike most rolls in *Vikingr*, this roll **does not count hits**, but rather **adds the face value of the dice**.

All monsters roll Initiative based on their 'Speed' attribute, which is also comprised of face-value d10 rolls.

Turn Order

Whichever score is the highest acts first, followed by the next highest, and so on. This is the Turn Order.

To reflect their Leadership and lightning-fast decision-making, if a viking is at the top of the Turn Order, they may choose to trade spots with another member of the Expedition. This revised Turn Order lasts until the end of Combat.

In order to reflect their unpredictability and lethality, all Trapped Ones regardless of archetype re-roll their Initiative at the end of each round of combat, dictating their place in the Turn Order for the next Turn.

Surprise Attacks

Any creature or character that are making a surprise attack is allowed a full turn to itself (or themselves, in the case of a collaborative effort) before each party rolls Initiative. The attack ignores armor, and has a chance to inflict Mental Wounds if the target is human.

ACTIONS (SUMMARY)

Every character or monster has a series of actions they are allowed to complete during their turn. For all human characters and most Trapped Ones, the number of actions is two. Some rare and extremely dangerous forms of the Trapped Ones may have three or four actions per turn.

These actions are classified in the following ways:

Attacking

Action costs vary. When a character attacks, they select the weapon they wish to use, how they wish to use it, then apply the associated conditional modifiers, Skill ranks and Core Attributes to obtain their dice pool.

Reloading

Costs one action. If a character's firearm is out of ammunition, they must reload the weapon before it can be used again. If the character is wearing the Tactical Rigging equipment, they can attempt a Tactical Reload, which will allow them to refund the action spent on reloading. If it fails, they will be forced to try again, and their first action is spent.

Moving

Costs one action. A character will move to a desired location with all available haste. Fitness dependent. May be restricted by armor.

Casting

Action costs vary. If a character is a mage, they will cast a spell, and determine its dice pool via the Magic skill and associated Core Attribute.

Using Tactics or Equipment

Tactics' describes maneuvers or actions that don't fit neatly into the above categories. 'Equipment' describes utility gear like grenades, rocket launchers, traps, lures, explosives, or animal assistance. A full list of each will be provided later.

ACTIONS

This section contains a more in-depth discussion of each action type, and will provide examples and walkthroughs for each type of action.

ATTACKING

During combat, an 'attack' is declared by a character when they wish to damage or kill an enemy.

Declaring an Attack

Whenever a character declares an attack, they select their target, then describe how they wish to inflict damage. To do this, first select the weapon with which you wish to attack, then decide how many actions you wish to spend in the attack.

Selecting Action Costs

Attacking can cost one or two actions, depending on what weapon is being used, and how the characters want to attack. Attacking with one action implies an attack that is made hastily, or on the move, while a two-action attack implies a more focused and dedicated attack.

One Action Attacks

Attacking with a single action conveys no benefits or penalties (mostly), and can be

repeated if the character so wishes. Each action counts as a separate attack, and is rolled separately.

All melee attacks can be performed in a single action. This includes:

- **Bash:** An attack from a blunt weapon. Before the attack is rolled, the character can choose whether to make the damage Physical or Stunning. May inflict [Broken Bone] Status Effect. Requires a full swing (weapon dependant) to use.
- **Hack:** An attack made with axes and other large, broad blades. Requires a full swing (weapon dependant) to use.
- **Slash:** An attack made with a bladed weapon. May inflict [Bleeding] Status Effect. Requires a full swing (weapon dependant) to use.
- **Stab:** An attack made with a bladed weapon with a point solid enough to deal wounds. May inflict [Bleeding] Status Effect.

All ranged attacks can be performed in a single action as well, though it consumes a different amount of ammo depending on the weapon involved and the fire selection mode. This includes:

- **Single Shot (SS):** Any weapon that requires manual bolt cycling is considered a Single Shot weapon, and consumes a single cartridge per firing action. Aiming, firing, and cycling a bolt takes one action (2.5 seconds).
- **Semi-Automatic (SA):** Any weapon that automatically cycles a new cartridge into place during firing is considered Semi-Automatic. An attack using a single action in SA mode consumes five rounds of the weapon's magazine.
- **Burst-Fire (BF):** Some weapons have selective fire capabilities, and can fire three-round bursts for better recoil

control and ammunition management. An attack using a single action in BF mode consumes three rounds.

- **Full-Automatic (FA):** Any firearm capable of sustained automatic fire (continuous firing and replacement of cartridges) is referred to as Full-Automatic. An attack using a single action in FA mode consumes eight rounds of the weapons magazine. At ranges of <20m, this confers an additional +2 d10 to the attacking dice pool.

Two Action Attacks

Making a single attack with two actions usually adds additional chances to succeed in an attack, at the cost of taking an entire turn, and sacrificing a chance to attack again. This usually means the character takes a few additional seconds to line up an attack, or hoists their weapon for a proper, full-bodied strike.

All melee attacks can be performed in two actions. This grants an additional +3 d10 to the attacking dice pool, and additional 1 Quality point to be spent on a missed roll.

All ranged attacks can also be made in two-actions, and can also consume differing amounts of ammo.

- **All Firing Modes – Careful Shot:** A Careful Shot means the character took their time to line up a singular, exacting shot. Decreases range penalties by 2 d10, and adds 3 d10 to the attacking dice pool. Consumes a single bullet. Obviously.
- **SA, BF, FA - Constant Fire:** A character lays down a constant stream of fire, a deadly hail of bullets for whoever is on the receiving end. Adds 3 d10 for an attack made within <100m. Consumes 1/5th of the weapons magazine.
- **SA, FA - Mag Dump:** Only viable in truly desperate situations, the character upends their entire magazine into a

target. Adds 5d10 for an attack made within <25m, and requires the current magazine to be more than ½ full. Consumes the entire magazine.

RELOADING

All ranged weapons require reloading at some point, be they simple bows or state-of-the-art machine guns. The action costs for each type of weapon can be found below.

All firearms with the 'mag' or 'drum' tag in their ammunition stat require a single action to reload.

Firearms with the 'clip', 'box', or 'belt' tag in their ammunition stat require two actions to reload.

Crossbows, Flamethrowers, Pump-Action Shotguns, and Lever-Action Rifles require two actions to reload.

MOVING

Moving during combat is a risky yet necessary maneuver. Whether closing in with cold steel, escaping the clutches of a monster, or angling for a better position, the party that maneuvers best will often be the victor.

Basic Movement Speed

How fast a character can move is dependent on their Fitness. A single action allows a character to close 15m. A two-action move allows them to move 30m. At every interval of 2 Fitness Ranks (2, 4, 6, 8, 10), a single-action move is increased by 1m, and a two-action move is increased by 2m.

Moving With Armor

Armor might save your life, but it can restrict your movement as well. Depending on the class of armor worn, it can even cripple a character's ability to maneuver. Remember that a

character's Fitness is factored into armor restriction.

Light Armor does not restrict movement.

Medium armor restricts one-action moves by 2m, and two-action moves by 5m.

Heavy Armor restricts one-action moves by 5m, and two-action moves by 15m.

Moving Through Difficult Terrain

Difficult or punishing weather conditions can create battlefields that are less than ideal for quick movement. Traversing a ruin that is littered with debris is not easy either, and in order to make a full move under these conditions requires a Dexterity check.

Debris: Hit Threshold of 2 to move normally, otherwise movement is cut to 3/4ths normal.

Heavy Snow (Snow ≥.5m deep): Hit Threshold of 4 to move normally, otherwise movement is quartered.

Mud: Hit Threshold of 3 to move normally, otherwise movement is halved.

Water: Water that is more than knee-deep requires a Hit Threshold of 2 to move normally, otherwise movement is halved.

CASTING

Casting a spell has a varying action cost, but most require two or three in order to perform. For spells that stretch between turns, the character cannot move or receive damage, otherwise the spell is canceled, the actions spent preparing it wasted. If the caster was a Seiður, the medium on which the rune or galdrastafur was written is lost.

TACTICS

Tactics are specialized maneuvers, strategies, or attacks that function outside normal 'attack' and 'move' parameters. Vikings that make proper use of Tactics are inevitably richer and more alive than those that do not.

Most Tactics also require enough ranks in different skills in order to perform.

List of Tactics

Analyze: (2 Actions) Calmly and carefully, this character scans the tactical environment.

Blind Fire: (1 Action) A character with a non-SS firearm points it over his or her cover and fires. This will not hit anything, but it will at least check the advance of any opponents rushing into melee range, and not expose the attacker. Consumes 1/8th of a magazine, -8 d10 to the attacking roll, +1d10 to the next ranged Defending Roll.

Called Target (1 Action): Learned in monstrous lore, this character is adept at pointing out weak spots in the Trapped One's twisted forms. By calling them out to their party, they can drastically increase their effectiveness. Provides a re-roll on one die to all party member attacks on the monster until 3 or more Wounds are scored. Then, the Tactic must be employed again. Skill Rank Required (Knowledge - Monsters): 8.

Command: (1 Action) This character gives precise orders to a comrade, sacrificing an action (or actions) to give their fellow viking an action in their place. Skill Rank Required (Leadership): 5.

Distract: (1 Action) This character heroically draws the attention of a foe, in order to save a comrade or lure their foes into a trap. Rolls a [Deception] test. The test is opposed by a [Perception] test. If the character's [Deception] roll is met or bested, the Distraction attempt fails. Skill Rank Required (Deception): 4.

Hunker Down: (1 Action) If a character is in cover, he huddles inside it, increasing his defense Value against incoming ranged attacks. Adds 2d10 to Defending dice pools against ranged attacks.

Overwatch: (1 Action) A character stands at the ready, waiting and listening for the enemy to strike. Cannot be surprised attacked. Skill Rank Required (Perception): 5.

Lure: (1 Action) If a character has yet to be detected by the enemy party, they can attempt to lure one of their number to them, splitting them from the group. Does not work when the enemy party consists of a single member. The character rolls [Stealth] check. The targeted party must oppose it with a [Perception] check to determine its source. Skill Rank Required (Stealth): 4

Rally: (2 Actions) If any of a character's party members are suffering from more than two Mental Wounds, this character inspires them to finish the fight and stand tall in the face of adversity. Rolls a [Leadership] test. Each hit removes one Mental Wound from all party members within earshot, but only until the current Combat is over. Skill Rank Required (Leadership): 10.

Stand Still, Stay Silent: (2 Actions) A character stills themselves to the best of their ability, hoping the nearby Trapped Ones leaves them alone. The character makes a stealth roll, and all hits create a Threshold that the monsters must meet or best in order to detect them. Skill Rank Required (Stealth): 2.

Spot: (1 Action) This character provides an ally with accurate information on their accuracy at range, increasing each subsequent attack roll by 2d10. Skill Ranks Required (Weapons - Rifles): 4, (Perception): 4.

Suppressive Fire: (2 Actions) A character with a firearm unloads their weapon at a nearby enemy, keeping their heads down under a

withering storm of bullets. The character providing the Suppressive Fire rolls an attack with no conditional modifiers, creating a Hit Threshold that must be bested by a [Wisdom]+[Leadership] test. If the test is failed, the character is pinned, and cannot act during their turn. If the test is passed, the character can act. However, if the character moves beyond its current cover, the character providing Suppressive Fire makes a normal, free attack against them. Requires a Weapon with SA or FA capabilities, and consumes 3/4ths of a magazine. Only works against human enemies. Skill Rank Required (Weapons, CQCF, Rifles): 4.

The Good Stuff: (2 Actions) A medic or healer attempts to restore Mental or Stunning Wounds accrued by a character by applying proper stimulants and pain relief. They can target themselves, if they wish. The character rolls a Medicine check. Three hits can restore a single Stunning Wound, while four hits can restore a single Mental Wound. Doubling these hits can restore double the wounds. Skill Rank Required (Medicine): 10.

Triage: (2 Actions) A medic or healer attempts to provide stabilizing treatment to a wounded comrade. They cannot restore Physical Wounds, but they can heal crippling Status Effects and prevent the character from dying. The healing character rolls a Medicine check, and must defeat the Hit Threshold of the Status Effect. Skill Rank Required (Medicine): 3.

Wall of Flame: (2 Actions) A flame thrower-wielding character unleashes a searing blast of flame at the earth in a selected pattern, making the terrain impossible to pass through without acquiring the [Burning] Status Effect. Skill Rank Required (Weapons - Utility): 5.

EQUIPMENT

Unless otherwise specified, using a piece of equipment (such as throwing a grenade or

activating a gadget) requires a single action to perform.

DEALING DAMAGE

HITTING THE TARGET

Attacking

Weapons can attack in different ways and different distances, each of which apply different modifiers to the dice pool based on the range, type of weapon, and skill of the user. This always takes the form of [Conditional Modifiers] + [Core Attributes] + [Weapon Skill Ranks].

This is an Attack Roll.

Defending

When a character or Trapped One is attacked, the defending party adds [Conditional Modifiers] + [Dexterity] + [Fitness], creating the defending dice pool. This is a Defense Roll.

Each 'hit' on the defending dice cancels out a 'hit' on the attacking dice. When all defending 'hits' are spent, the remaining attack hits inflict Wounds.

Armor

When a wound (or wounds) is suffered by a character, their Armor is used to negate the damage. There are four different classes of armor: None, Light, Medium, and Heavy. Each class negates different numbers of Wounds, and helps prevent the acquisition of different kinds of Status Effects.

No Armor: Misc. clothing that is not combat-rated, only protecting the wearer against the elements. Does not negate Wounds - all Wounds scored against the wearer are counted automatically. Does not protect the wearer from Status Effects.

Light Armor: Clothing or padding made from leather, dense furs, or similarly tough material. Will generally negate 1-2 Wounds. Can potentially protect against the [Bleeding] and [Infected] Status Effects. Does not restrict movement.

Medium Armor: Wrought from chainmail, Kevlar, hardened leather, or molded steel, medium armor can negate 3-4 Wounds. Can protect against the [Bleeding], [Infected], and [Broken Bone] Status Effects. Slightly restricts movement.

Heavy Armor: Expensive, top-of-the-line military equipment, this armor is designed around pointmen who cannot avoid entering Troll nests or similarly dangerous areas. Made from reinforced steel, relic Kevlar, and hardened plastic, it is the ultimate form of physical protection. Can negate 5-8 Wounds. Will help protect against the [Bleeding], [Infected], [Broken Bone], and [Burning] Status Effects. Restricts movement.

Some attacks (and armor-piercing rounds) have a chance to rend Armor, stopping it from negating the inflicted wound. Each attack of this nature has a chance of decreasing the armor's ability to negate Wounds, and full functionality will not be returned until the armor is repaired.

WOUNDS

Wounds reflect the toughness and resilience of a character, and are the primary method of determining their health during combat. Each character and creature has a number of Wounds they can suffer, called a Wound Pool.

A Wound Pool starts out at its maximum value, then decreases as Damaging Wounds are accrued.

Types of Wounds

Damaging Wounds: The standard form of wounding, this is damage that is intended to be

lethal. These Wounds can be incurred in many ways; from monsters, weapons, equipment failure, or even environmental hazards. When a character reaches zero wounds due to a Damaging attack, they die. Each Damaging Wound takes three days of recovery to restore. Status Effects may increase this time.

Stunning Wounds: The second most common method of wounding, Stunning Wounds are suffered when a character, ghost, or Trapped One deals non-lethal damage. They do not deduct Wounds from the total, but instead 'convert' available Wounds to Stunning Wounds. If a character has no non-stunning Wounds remaining, they acquire the [Unconscious] Status Effect. If they are dealt any Damaging Wounds when unconscious, they die. Each Stunning Wound takes one day of resting to restore.

Mental Wounds: Mental Wounds only affect humans, and reflect the horror and despair suffered by vikings during their adventures. Like Stunning Wounds, they do not deduct Wounds from a character's total, but rather 'convert' the available Wounds. If a character has no non-Mental Wounds remaining, they suffer a Mental Break, causing them to act unpredictably. However, all the Mental Wounds accrued thus far can still count as available Wounds – if these Wounds are spent normally, the character will die. Mental Wounds take three days of resting to restore, but a Mental Break may cause lasting damage.

Factoring Stunning and Mental Wounds Into Combat

It is helpful to think of Mental and Stunning Wounds converting the "bottom" Wounds in a Wound Pool. As more Damaging Wounds are suffered, Mental and Stunning Wounds remain, and trigger when the remainder of Wounds in a Wound Pool have been converted.

If both Mental and Stunning Wounds have been accrued, and the player loses the remainder of their available Wounds, a Mental Break always occurs first.

Wound Calculation

When Wounds of any type are suffered during combat, they (and the Status Effects they may induce) are not applied until the end of the Turn. This simulates combat in real time, allows humans to retaliate if struck down before they can act, and demonstrates the primal resilience of the Trapped Ones.

Status Effects

Suffering a Wound is not the end of a viking's misery. Sometimes, the weapons, appendages, or methods used when attacking a target can inflict Status Effects. These effects vary, but all are best avoided.

- **Bleeding:** The character is suffering acute bleeding, and will suffer Wounds until the bleeding is treated.
 - Light – The character suffers 1 Wound every 10 Turns.
 - Significant – The Character suffers 1 Wound every 5 Turns.
 - Major – The Character Suffers 1 Wound every turn. This does not stack with the Wound that cause the bleeding. May lead to [Severed Limb].
- **Blinded:** The character or monster cannot see, reducing its ability to attack and defend.

STATS

- **Broken Bone:** The character has suffered a critical fracture in one of their bones, rendering it useless. The character suffers a -8 penalty to the dice pool on all Skill attempts that would involve the limb or body part containing the broken bone.

Furthermore, the Wound (or Wounds) that inflicted the [Broken Bone] Status Effect takes two weeks to heal apiece.

- **Burning:** The character is on fire, and must put themselves out immediately or suffer a Wound. Extinguishing the wound costs two actions.
- **Frostbitten:** The character has been exposed to extreme cold for too long, or their protective apparel has failed. They suffer a -4 to the dice pool for all Skill attempts.
- **Infected:** If a character suffers a biting Wound from a Trapped One (or inserts contaminated material into their mouth) and is not immune to the Rash, they are now infected. Death will come in two week's time.
- **Ill:** This character has fallen ill with a disease. Depending on the disease and its effects, Skill attempts will be compromised.
- **Mental Break:** This character has accrued too many Mental Wounds, and their mind refuses to function normally. They must roll to determine the kind of Break they suffer, or make an unlikely recovery. The dice pool involved is calculated by adding [Leadership] + [Fitness] + [Wisdom], then comparing the result against various Thresholds. Some spells can counteract the effects of a Mental Break.
 - **Catatonic** – Fewer than 8 hits. If a character cannot make 8 hits, he will curl up and lie still, whimpering and crying. He cannot take an action until Combat is concluded.
 - **Panicked** – Fewer than 12 hits. If a character cannot make 12 hits, she will abandon her

weapons, loot, and equipment, fleeing in the opposite direction of any visible Trapped Ones. She cannot take an action until Combat is concluded.

- Berserk – Fewer than 16 hits. If a character cannot roll 16 hits, a he resorts to a primal, unquenchable fury, wildly lashing out at the creature that inflicted the latest Mental Wound. He will not take cover, and all attacks suffer a -4 dice pool penalty.
- Stand Heroic – 20 or more hits. The character overcomes the assault upon her mind, standing fast against the darkness. She recovers from all Mental Wounds suffered, and gains an extra action during her Turn.
- Poisoned: This character has been poisoned by toxins, radiation, spoiled food, or ingesting the meat of a Trapped One, or a Wound from a poisonous Trapped One. Though they do not take Wounds, their Core Attributes suffer according to the degree of poisoning.
- Severed Limb: A grievous blow (when half or more of a character's Wounds are suffered in a single strike) has caused this character to lose a limb. The character is immediately removed from combat, and suffers the Status Effect [Bleeding: Major] as well. Their career as a viking is effectively over.
- Unconscious: A character has been rendered unconscious by a ghost or Stunning Wounds. In this state, they are removed from Combat, and cannot awaken until 6-12 hours have passed. If any lethal Wounds are directed towards this character while they are [Unconscious], death is immediate.

MAGIC

INTRODUCTION

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*) are found within communities that worship Freyja and Óðinn, and it is from the old gods that they draw their power. They channel this power through the ritual 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 Attribute is their Intelligence.

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 the 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 and spirits, Wisdom is the most important 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 the Dreamworld, a non-physical realm accessed by dreaming mages. Here, they can communicate with other mages, as well as explore the spiritual footprint of souls, spirits and history that permeate the region they occupy.

This is a dangerous endeavor. Insane, malicious spirits infest the Dreamworld, and can cause irreparable damage to a mage's mind. 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.

Seeing Spirits

All mages also possess the ability to see spirits. Though most are benign and harmless, 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.

MAGIC MECHANICS

OVERVIEW

No matter the school employed, casting runes, *runo*, and *galdrastafur* (henceforth collectively referred to as spells) requires rolling. This can take the form of standard Thresholds, which must be bested by rolling a dice pool comprised of [INT (Icelandic Mages)/ WIS (Finnish Mages)] + [Magic Skill], or opposed rolls that roll a given pool of dice. If the caster's hits exceed the defending creature's, the spell connects, and its effect is delivered.

Conditional modifiers may also apply to this roll, but they are rarer than regular Skill checks.

Each spell requires a certain level of magical proficiency to perform. This is indicated by the Skill Rank Required (SRR) statistic of each spell. In this case, 'Magic' is the relevant skill. Relevant Core Attributes (either INT or WIS) are **not** considered when determining which spells are available to the mage.

A mage can learn any spell at any time provided they have enough Experience (even if he or she has not met the SRR), but they must first be learned. Seiður can seek instruction from the Academy of Seiður in Reykjavik, while *Noita* must learn from a more experienced mage that knows the desired spell.

Rituals

Mages cannot perform complex, intricate, and truly fell magic in the heat of battle. Some spells require preparation, time, sacrifices, and precise timing. Both schools have access to

rituals, although the nature of them varies widely.

They often require cooperation between multiple mages, and their length makes them dangerous to perform in the Silent World – monsters and ghosts are drawn to power like moths to a flame.

ICELANDIC MAGES (SEIÐUR)

Overview

Runes, galdrastafur, and prophecy are the realms of Seiður. With sufficient mastery of their art, Icelandic Mages are powerful additions to any vikingr expedition. Armed with knowledge, they are masters of battlefield control and navigating the murky waters of the future.

The nature of their spell casting allows them a large degree of flexibility in how they practice their art. Unlike Noita, they can prepare spells days or even months in advance by inscribing them on paper, carving them on stone, or painting them on a canvas. The Magic skill check is rolled whenever the spell is cast (not when it is transcribed).

Icelandic mages divide their magic into two classes: Runic spells (runes and galdrastafur) and Prophetic spells.

Hail, hail, hail! I dedicate to the Spear!

The Nordic gods are ancient, capricious creatures. Though they lay forgotten for centuries, they have not left us. They are here. And they are greedy. Seiður can augment their spells by offering sacrifices during their casting period.

This most often takes the form of transcribing the spells in one's own blood, though there are alternate options available. Each medium provides different bonuses.

- Human Blood (companion's): +8 dice to all Magic checks. Lowers SRR by five. Companion must be sacrificed to acquire bonus.
- Human Blood (own): +2 dice to all Magic rolls. Lowers SRR by one.
- Human Blood (another's): +2 dice to all Magic rolls. Donor does not need to be sacrificed.
- Animal Blood (companion): +4 dice to all Magic rolls. Animal must be sacrificed to acquire bonus.
- Animal Blood (hunted yourself): +1 dice to all Magic rolls. Additional +1 dice to all spells involving prophecy.
- Animal Blood (hunted by another): +1 to runic spells.
- Ash (from a burial): +2 to runic spells.
- Monster Remains: +4 to prophecies.
- Carved Onto Stone: +2 to runic spells that increase defending rolls. +4 to runic spells left on immobile rune stones.
- Ink/Paint/Dye/Sand/Chalk/Ash (regular): +0 to all Magic.

Spellbooks

Whether an actual book of runic spells or pages of spells draped from their person, they must carry a physical item that contains their prepared runes.

A full list of Spellbooks and their effects can be found in the 'Equipment' section

Runes

Runes are the simplest form of the Seiðurs' magic. Drawn from Óðinn's holy Futhark, the effects of runes arise from their meaning. They cost two Actions to perform, and provide small but useful boons.

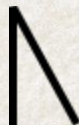
Each rune has five ranks of power. Seiður can increase this rank with Experience and the help of a Professor.



'Fehu'

Meaning 'wealth' or 'cattle', casting Fehu induces a state of intense greed, envy, and short-sightedness in humanoid targets. Target must be within sight. This heavily impairs their judgment, and leaves them susceptible to influence. SRR of 4. SRR increases by 2 for each Rank purchased.

- Rank 1 (free): Target's judgment is moderately hampered by a flood of envy. -2 to target's Barter and Deception. 4d10 casting dice pool.
- Rank 2 (?): Target's judgment is hampered by a flood of envy. -3 to target's Barter and Deception, and Perception. 5d10 dice pool.
- Rank 3 (?): Target's judgment is heavily hampered by a flood of envy. -4 to target's Barter and Deception. 6d10 dice pool.
- Rank 4 (?): Target's judgment is seriously hampered by a flood of envy. -5 to target's Barter and Deception. 7d10 dice pool.
- Rank 5 (?): Target's judgment is severely hampered by a flood of envy. -6 to target's Barter and Deception, and Perception. 8d10 dice pool.



'Uruz'

The rune for 'aurochs', casting Uruz grants any character within sight (including oneself) with a short Fitness boost. SRR of 3. Hit Threshold of 3. Hit Threshold increases by 1 for each Rank purchased.

- Rank 1 (free): Uruz grants allied human and animal targets +1 Fitness for two turns.
- Rank 2 (?): Uruz grants allied human and animal targets +1 Fitness for three turns.
- Rank 3 (?): Uruz grants allied human and animal targets +2 Fitness for three turns.
- Rank 4 (?): Uruz grants allied human and animal targets +2 Fitness for four turns.
- Rank 5 (?): Uruz grants allied human and animal targets +3 Fitness for four turns.



'Thurs'

Meaning 'Giant', casting Thurs makes the humanoid target temporarily perceive the caster as a Giant, inflicting Mental Wounds. Target must be within sight. SRR of 5. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 2.

- Rank 1 (free): Caster perceived as a Giant, attacking target's mind with a pool of 3d10.
- Rank 2 (?): Caster perceived as a Giant, attacking target's mind with a pool of 4d10.
- Rank 3 (?): Caster perceived as a Giant, attacking target's mind with a pool of 5d10.
- Rank 4 (?): Caster perceived as a Giant, attacking target's mind with a pool of 6d10.
- Rank 5 (?): Caster perceived as a Giant, attacking target's mind with a pool of 7d10.



'Ansuz'

Ansuz refers to a deity of the Nordic pantheon. Casting Ansuz fills allies (or oneself) with pious courage, increasing their Leadership. Target(s) must be within sight. SRR of 5. Threshold of 5. Each rank increases Hit Threshold by 1.

- Rank 1 (free): Ansuz grants allies pious courage. Adds 1 Leadership for 2 turns.
- Rank 2 (?): Ansuz grants allies pious courage. Adds 1 Leadership for 3 turns.
- Rank 3 (?): Ansuz grants allies pious courage. Adds 2 Leadership for 3 turns.
- Rank 4 (?): Ansuz grants allies pious courage. Adds 2 Leadership for 4 turns.
- Rank 5 (?): Ansuz grants allies pious courage. Adds 3 Leadership for 4 turns.



'Raido'

Meaning 'ride' or 'journey' casting Raido increases a single viking's swiftness (can target oneself). Target must be within sight. SRR of 3. Threshold of 3. Threshold increases by 1 for each Rank purchased.

- Rank 1 (free): Raido grants allied human and animal targets +1 Dexterity for two turns.
- Rank 2 (?): Raido grants allied human and animal targets with +1 Dexterity for three turns.
- Rank 3 (?): Raido grants allied human and animal targets with +2 Dexterity for three turns.
- Rank 4 (?): Raido grants allied human and animal targets with +2 Dexterity for four turns.

- Rank 5 (?): Raido grants allied human and animal targets with +3 Dexterity for four turns.



'Kauna'

The rune for 'ulcer', Kauna inflicts a temporary sensation of intense stomach pain on both humanoid and monstrous targets. Targets must be within sight. SRR of 5. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 2.

- Rank 1 (free): Target besieged with stomach pain, lowering their next defending roll by 1 die.
- Rank 2 (?): Target besieged with stomach pain, lowering their next defending roll by 2 dice.
- Rank 3 (?): Target besieged with stomach pain, lowering their next defending roll by 3 dice.
- Rank 4 (?): Target besieged with stomach pain, lowering their next defending roll by 4 dice.
- Rank 5 (?): Target besieged with stomach pain, lowering their next defending roll by 5 dice.



'Gyfu'

The rune denoting 'gift' or 'generosity', Gyfu occasionally brings comfort to allies suffering a Mental Break, returning them to combat and casting off their panic. Targets must be within sight. SRR of 8. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 2.

- Rank 1 (free): Caster attempts to calm panicked vikingr with a pool of 1d10 dice.
- Rank 2 (?): Caster attempts to calm panicked vikingr with a pool of 2d10 dice.
- Rank 3 (?): Caster attempts to calm panicked vikingr with a pool of 3d10 dice.
- Rank 4 (?): Caster attempts to calm panicked vikingr with a pool of 4d10 dice.
- Rank 5 (?): Caster attempts to calm panicked vikingr with a pool of 5d10 dice.



‘Wunjo’

Meaning ‘joy’ and ‘bliss’, casting Wunjo can off-balance Trapped Ones by briefly reminding them of their humanity. Targets must be within sight. SRR of 6. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 2.

- Rank 1 (free): Target glimpses their lost humanity, lowering their next attacking roll by 1 die.
- Rank 2 (?): Target glimpses their lost humanity, lowering their next attacking roll by 2 dice.
- Rank 3 (?): Target glimpses their lost humanity, lowering their next attacking roll by 3 dice.
- Rank 4 (?): Target glimpses their lost humanity, lowering their next attacking roll by 4 dice.
- Rank 5 (?): Target glimpses their lost humanity, lowering their next attacking roll by 5 dice.



‘Haglaz’

The rune for ‘hail’ casting Haglaz spits a freezing stream of hail at a humanoid or monstrous target, possibly inflicting the [Frostbitten] Status Effect. Targets must be within sight. SRR of 8. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 1.

- Rank 1 (free): Target is assaulted by a biting storm of wind and hail, inflicting [Frostbitten] with a casting pool of 3d10.
- Rank 2 (?): Target is assaulted by a biting storm of wind and hail, inflicting [Frostbitten] with a casting of 4d10.
- Rank 3 (?): Target is assaulted by a biting storm of wind and hail, inflicting [Frostbitten] with a casting of 5d10.
- Rank 4 (?): Target is assaulted by a biting storm of wind and hail, inflicting [Frostbitten] with a casting pool of 6d10.
- Rank 5 (?): Target is assaulted by a biting storm of wind and hail, inflicting [Frostbitten] with a casting pool of 8d10.



‘Nauðr’

Meaning ‘need’ or ‘distress’ Nauðr will inflict stress upon monstrous targets, lowering their Spell Defense. Targets must be within sight. SRR of 10. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 2.

- Rank 1 (free): Target is flooded with stressful images of its former self,

reducing its next Mental Check by 1 die.
Cast with a 2d10 dice pool.

- Rank 2 (?): Target is flooded with stressful images of its former self, reducing its next Mental Check by 2 dice. Cast with a 3d10 dice pool.
- Rank 3 (?): Target is flooded with stressful images of its former self, reducing its next Mental Check by 3 dice. Cast with a 4d10 dice pool.
- Rank 4 (?): Target is flooded with stressful images of its former self, reducing its next Mental Check by 4 dice. Cast with a 5d10 dice pool.
- Rank 5 (?): Target is flooded with stressful images of its former self, reducing its next Mental Check by 5 dice. Cast with a 6d10 dice pool.



'Isaz'

The rune denoting 'ice', Isaz freezes humanoid and monstrous targets to themselves, possibly inflicting the [Restricted] Status Effect. Targets must be within sight. SRR of 6. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 2.

- Rank 1 (free): Target is enveloped in freezing mist, freezing their limbs together, inflicting the [Restricted] Status Effect Cast with a 3d10 dice pool.
- Rank 2 (?): Target is enveloped in freezing mist, freezing their limbs together, inflicting the [Restricted] Status Effect Cast with a 4d10 dice pool.
- Rank 3 (?): Target is enveloped in freezing mist, freezing their limbs together, inflicting the [Restricted] Status Effect Cast with a 5d10 dice pool.
- Rank 4 (?): Target is enveloped in freezing mist, freezing their limbs

together, inflicting the [Restricted] Status Effect Cast with a 6d10 dice pool.

- Rank 5 (?): Target is enveloped in freezing mist, freezing their limbs together, inflicting the [Restricted] Status Effect Cast with a 7d10 dice pool.



'Jera'

The symbol representing a harvest or good year, Jera is the only rune explicitly tied to Prophetic spells. Foretelling a positive future improves a Caster's perception of what is to come; lowering the Threshold for all Prophetic spells under 5 SRR. Jera has a SRR of 8. Threshold of 6. Threshold increases by 2 for each Rank purchased.

- Rank 1 (free): Jera improves Prophetic Spells under 5 MMR by adding 1d10 to their dice pool.
- Rank 2 (?): Jera improves Prophetic Spells under 5 MMR by adding 2d10 to their dice pool.
- Rank 3 (?): Jera improves Prophetic Spells under 6 MMR by adding 2d10 to their dice pool.
- Rank 4 (?): Jera improves Prophetic Spells under 6 MMR by adding 3d10 to their dice pool.
- Rank 5 (?): Jera improves Prophetic Spells under 8 MMR by adding 3d10 to their dice pool.



'Eihaz'

Meaning 'yew', the Eihaz rune emulates the sacred tree's longevity, temporarily restoring a character's Damage Wounds, and halting any [Bleeding] Status Effects. Target must be within

sight. SRR of 5. Threshold of 4 to restore Wounds, Thresholds of 4/5/6 for degrees of [Bleeding]. All thresholds increase by 1 for each Rank purchased.

- Rank 1 (free): Eihaz temporarily restores 1 Damage Wound and halts [Bleeding] for one turn.
- Rank 2 (?): Eihaz temporarily restores 2 Damage Wounds and halts [Bleeding] for two turns.
- Rank 3 (?): Eihaz temporarily restores 3 Damage Wounds and halts [Bleeding] for three turns.
- Rank 4 (?): Eihaz temporarily restores 4 Damage Wounds and halts [Bleeding] for four turns.
- Rank 5 (?): Eihaz temporarily restores 5 Damage Wounds and halts [Bleeding] for five turns.



'Pertho'

Pertho, or the 'Pear-Wood' from which instruments and game boxes are made. Creates the sound of distant, pleasant music, distracting any humanoid target(s) for a short time. Targets do not need to be within sight. SRR of 8. Runic effect roll must beat opposed Mental check. Each rank increases the SRR by 1.

- Rank 1 (free): A single target is distracted by distant sounds of levity, lowering their Perception by -2. Cast with a 4d10 dice pool.
- Rank 2 (?): A single target is distracted by distant sounds of levity, lowering their Perception by -3. Cast with a 5d10 dice pool.
- Rank 3 (?): Two or fewer targets are distracted by distant sounds of levity, lowering their Perception by -4. Cast with a 5d10 dice pool. Add one die to

the dice pool if only one target is selected.

- Rank 4 (?): Two or fewer targets are distracted by distant sounds of levity, lowering their Perception by -5. Cast with a 6d10 dice pool. Add one die to the dice pool if only one target is selected.
- Rank 5 (?): Three or fewer targets are distracted by distant sounds of levity, lowering their Perception by -6. Cast with a 7d10 dice pool. Add two dice to the dice pool if only one target is selected. Add two dice to the dice pool if only two targets are selected.



'Algiz'

The rune for 'elk', Algiz imitates the wise, lumbering lords of the forest by increasing an allies' Wisdom for a short time. SRR of 5. Hit Threshold of 4. Hit Threshold increases by 1 for each Rank purchased.

- Rank 1 (free): Algiz grants allied human and animal targets +1 Wisdom for two turns.
- Rank 2 (?): Algiz grants allied human and animal targets +1 Wisdom for two turns.
- Rank 3 (?): Algiz grants allied human and animal targets +2 Wisdom for three turns.
- Rank 4 (?): Algiz grants allied human and animal targets +2 Wisdom for four turns.
- Rank 5 (?): Algiz grants allied human and animal targets +3 Wisdom for four turns.



‘Sowilo’

Representing the sun, Sowilo creates an orb of warm, glowing sunlight in the caster's hand, illuminating the surrounding area and possibly inflicting [Blinded] on monsters. SRR of 4. Hit Threshold of 3. Hit Threshold increases by 1 for each Rank purchased. Illumination only requires the Caster to meet the Threshold, while [Blinding] roll must beat opposed Mental check.

- Rank 1 (free): An orb of sunlight provides illumination within 25m.
- Rank 2 (?): An orb of sunlight provides illumination within 35m.
- Rank 3 (?): An orb of sunlight provides illumination within 45m, and blinds monsters with a dice pool of 4d10.
- Rank 4 (?): An orb of sunlight provides illumination within 50m, and blinds monsters with a dice pool of 5d10.
- Rank 5 (?): An orb of sunlight provides illumination within 55m, and blinds monsters with a dice pool of 6d10.



‘Tiwaz’

Named for the God ‘Tyr’, Tiwaz is one of the only Icelandic spells that does not call upon Freyja or Óðinn, instead calling on the favor of the war god. Blades appear from the rune and slice into the target, dealing Damaging Wounds. Target must be visible. SRR of 6. Runic effect roll must beat opposed Defense check. Each rank increases the SRR by 2.

- Rank 1 (free): Blades hound the target, attacking with a dice pool of 3d10.
- Rank 2 (?): Blades pursue the target, attacking with a dice pool of 4d10.
- Rank 3 (?): Numerous blades pursue the target, attacking with a dice pool of 6d10.

- Rank 4 (?): Numerous blades hunt the target, attacking with a dice pool of 8d10.
- Rank 5 (?): A storm of blades hound the target, attacking with a dice pool of 10d10.



‘Berkanen’

Meaning ‘birch’, Berkanen spawns an explosion of birch leaves, obscuring a portion of a ranged battlefield. Target area must be within sight. SRR of 5. Hit Threshold of 3. Hit Threshold increases by 1 for each Rank purchased.

- Rank 1 (free): A small flurry of birch leaves obscures 6m² of a battlefield. All ranged attacks on characters within or behind the spell's location suffer a -1 to their Attacking dice pool.
- Rank 2 (?): A small flurry of birch leaves obscures 8m² of a battlefield. All ranged attacks on characters within or behind the spell's location suffer a -2 to their Attacking dice pool.
- Rank 3 (?): A small flurry of birch leaves obscures 10m² of a battlefield. All ranged attacks on characters within or behind the spell's location suffer a -3 to their Attacking dice pool.
- Rank 4 (?): A small flurry of birch leaves obscures 14m² of a battlefield. All ranged attacks on characters within or behind the spell's location suffer a -4 to their Attacking dice pool.
- Rank 5 (?): A small flurry of birch leaves obscures 18m² of a battlefield. All ranged attacks on characters within or behind the spell's location suffer a -5 to their Attacking dice pool.



'Ehwaz'

The rune for 'horse', Ehwaz temporarily grants a target the stamina of a horse, curing Stunning Wounds for the remainder of Combat. Stunning Wounds will return upon Combat conclusion. If the target is eventually made [Unconscious] from Stunning Wounds regardless, each Stunning Wound will double in recovery time. Target must be within sight. SRR of 5. Hit Threshold of 4. Hit Threshold increases by 1 for each Rank purchased.

- Rank 1 (free): Ehwaz temporarily restores 1 Stunning Wound for the remainder of Combat.
- Rank 2 (?): Ehwaz temporarily restores 2 Stunning Wound for the remainder of Combat.
- Rank 3 (?): Ehwaz temporarily restores 3 Stunning Wound for the remainder of Combat.
- Rank 4 (?): Ehwaz temporarily restores 4 Stunning Wound for the remainder of Combat.
- Rank 5 (?): Ehwaz temporarily restores 5 Stunning Wound for the remainder of Combat.



'Mannaz'

Representing 'Man', Mannaz is a reflection of humanity, and the wholeness of the self. Casting Mannaz upon a target will repair their broken bodies to a limited extent. Target must be visible. SRR of 6. Each rank increases the SRR by 2.

- Rank 1 (free):

- Rank 2 (?):
- Rank 3 (?):
- Rank 4 (?):
- Rank 5 (?):



'Laukaz'

Laukaz means 'water', and creates a jet of pure water that soon vanishes. Will cure [Burning] Status Effect on allies. Target area must be within sight. SRR of 5. Hit Threshold of 3. Hit Threshold increases by 1 for each Rank purchased.

- Rank 1 (free): A single jet of water douses a nearby ally.
- Rank 2 (?): Two jets of water douse two nearby allies.
- Rank 3 (?): Three jets of water douse three nearby allies.
- Rank 4 (?): Four jets of water douse four nearby allies.
- Rank 5 (?): Five jets of water douse five nearby allies.



'Ingwaz'

An alternative (and perhaps the original) name for the god Freyr, the Chain-Breaker, one of the chief Aesir in the Nordic pantheon. Invoking Freyr temporarily infuses an ally's bladed weapon with godly might, granting it additional attack dice. SRR of 5. Hit Threshold of 3. Hit Threshold increases by 1 for each Rank purchased. SRR increases by 2 for each Rank purchased.

- Rank 1 (free): Enchanted sword obtains an additional dice to its next attack.

- Rank 2 (?): Enchanted sword obtains two additional dice to its next two attacks.
- Rank 3 (?): Enchanted sword obtains three additional dice to its next three attacks.
- Rank 4 (?): Enchanted sword obtains four additional dice to its next four attacks.
- Rank 5 (?): Enchanted sword obtains five additional dice to its next five attacks.



'Odal'

The rune representing 'Inheritance', Odal can remind ghosts and spirits that fell to the Rash of their children and parents, causing them to dispel for a time. Odal has a range of 10m², and all ghosts caught within the area must roll an opposed Mental check. SRR of 8. SRR increases by 2 for each Rank purchased.

- Rank 1 (free): Odal wards against restless spirits and ghosts by providing them brief direction. Cast with a 3d10 dice pool.
- Rank 2 (?): Odal wards against restless spirits and ghosts by providing them brief direction. Cast with a 4d10 dice pool.
- Rank 3 (?): Odal wards against restless spirits and ghosts by providing them brief direction. Cast with a 5d10 dice pool.
- Rank 4 (?): Odal wards against restless spirits and ghosts by providing them brief direction. Cast with a 6d10 dice pool.
- Rank 5 (?): Odal wards against restless spirits and ghosts by providing them brief direction. Cast with a 7d10 dice pool.



'Dagaz'

The rune for 'day', Dagaz will temporarily intensify the effects of sunlight on beasts, trolls and giants.

???

Galdrastafur

Galdrastafur

Larger, more complex runic diagrams are known as galdrastafur, and these magical staves are the backbone of Icelandic magic. They are an adaptable system for channeling the gods' power into reality, and bending existence to suit a Seiður's whims.

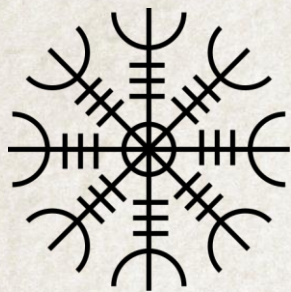
Each galdrastafur must be inscribed in the mage's spellbook before use, though, like runes, they can be drawn on-the-spot if the spellbook does not contain the desired stave. Due to their more complex designs, each stave requires six seconds (two turns, four actions) to draw.

Casting galdrastafur requires two actions to perform, though matrices might increase this number.

'Að unni'



Að unni is a stave meant for ???



'Ægishjálmur'

One of the most common staves, Ægishjálmur is a ward against evil and madness. It is used against the monsters of the Silent World, actively repelling them from the area where it is transcribed. And though it cannot always keep their hunger at bay, any monster that sets foot upon this rune will catch on fire. Can also be used to detect evil spirits.

Skill Rank Requirement of 4 in Magic.

Warding: Repels monsters from the area it is transcribed. (All Monsters)

Warning: If kept in a pocket on a piece of paper, it will begin to burn.

Set Aflame: Monsters that stumble upon this stave burst into flame. (All Beasts are automatically affected by [Burning], trolls and giants must pass a Spell Resistance check with a Hit Threshold of 3. Burning inflicted by Ægishjálmur deals double damage.



'Angurgapi'

A withering curse upon monstrous Beasts, Angurgapi causes the spirits bound by mutated flesh to weaken and decay, forcing it to long for

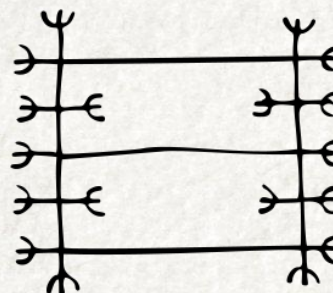
release. Can only be used against Beasts, or giants that contain a majority of bestial parts. Target must be visible.

Skill Rank Requirement (Magic): 5

Skill Rank Requirement (Knowledge – Monsters): 1

Soul-Famine: All beasts must pass a Spell Resistance check with a Hit Threshold of 2, or their Spell Resistance will be lowered by -2 dice for six turns.

Weak Spirit, Weak Body: Beasts afflicted by Angurgapi must also make a Physical Resistance check with a Threshold of 2, or their Physical Resistance will be lowered by -2 dice for six turns.



'Brýnslustafir'

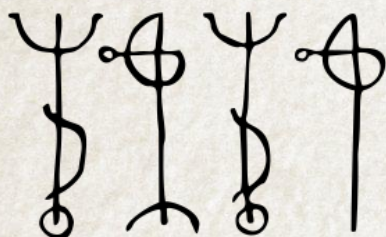
Previously carved on whetstones, Brýnslustafir is now directly carved onto bladed melee weapons and bullets, bestowing upon them the 'Keen' Special Quality. After the blade has met flesh (caused a Wound) 10 times, the stave must be re-cast. For bullets, the casings can only be imbued with Brýnslustafir once.

Skill Rank Requirement (Magic): 5

Skill Rank Requirement (Crafting - Blacksmithing): 2 (Only applied if using it on a blade)

Skill Rank Requirement (Crafting – Powdersmithing): 2 (Only applied if using it on a cartridge)

Runic – Keen: Bestows the bladed weapon or cartridge it is applied to with the ‘Runic – Keen’ special Quality.



‘Draumstafir’

A stave to aid in prophecy, Draumstafir is carefully drawn on the Seiður’s forehead before sleeping. Can only be cast once every nine days, as it tests the Seer’s patience to provide additional foresight.

Skill Rank Requirement (Magic): 9

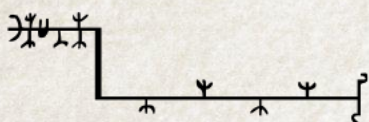
Seer-Stave: Aids in attempts at Prophecy. Must roll a Magic check with a Hit Threshold of 3 in order to award +4 dice to the upcoming Prophecy roll.

‘Dreprún’

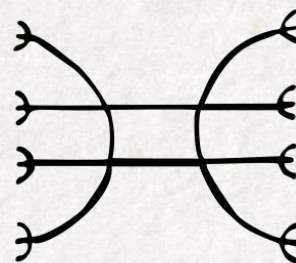


A curse ???

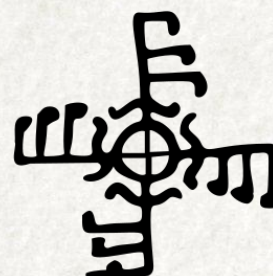
‘Feingur’



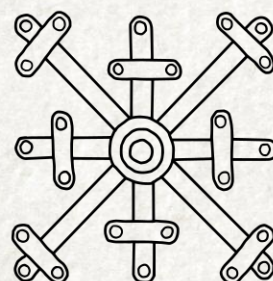
‘Gapaldur’



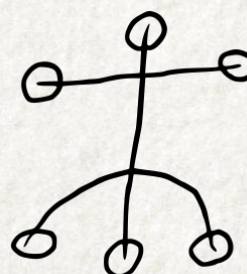
A blessing upon the receiver, Gapaldur fills the target with strength.



‘Ginfaxi’



‘Hólastafir’



‘Kaupaloki’

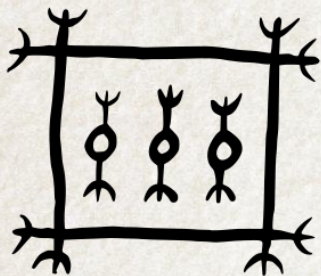
Meant for healing and luck, Kaupaloki seals gaping wounds and helps protect the receiver against receiving more. Though it cannot restore a target’s vitality, it will hasten the healing process and is more effective at curing afflictions than ‘Mannar’. Target must be visible.

Skill Rank Requirement (Magic): 4

Skill Rank Requirement (Medicine): 1

Health: When cast, the mage must pass a Magic check of two (2) to cure Minor Status Effects, three (3) to cure Moderate Status Effects, and four (4) to cure Major Status Effects.

Fortune: An additional Magic check is made if any degree of success is made with ‘Health’ – if a Hit Threshold of two (2) is met, the target receives +2 dice to their next defense roll.



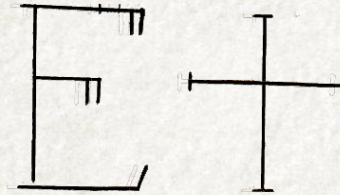
‘Lásabryjótur’

There are a great many hidden places in the Silent World, their locks rusted and keys lost long ago. Lásabryjótur helps Seiður and their comrades enter places that have gone unseen by human eyes for more than a century. Or they simply forgot the keys to their house.

Skill Rank Requirement (Magic): 8

Lockbreaker: In order for Lásabryjótur to take effect, the mage must roll a Magic skill check with a varying hit threshold that depends on the complexity of the lock. Simple tumbler systems

have a threshold of one to three, while complex systems have as many as five. Note that Lásabryjótur can have an effect on electronically-dependent locks.



‘Lukkustafir’

The spiritual equivalent of Ægishjálmur, Lukkustafir specializes in repelling the malicious spirits that are not bound to a monstrous body. It is also used primarily as a ward than as a damaging stave – if harmful spirits approach it, Lukkustafir begins glowing in a vibrant golden hue. Also, any spirit that touches the Lukkustafir has part of its incorporeal form bubble away into nothingness, rendering this stave one of the only ways for non-mages to banish ghosts.

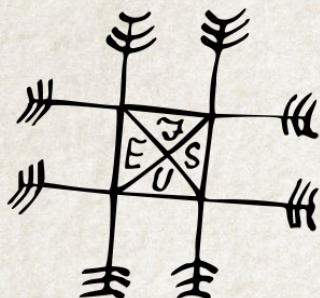
Skill Rank Requirement (Magic): 6

Skill Rank Requirement (Crafting - Blacksmithing): 1

Skill Rank Requirement (Crafting - Powdersmithing): 2

Warding: Repels malicious spirits from the area it is transcribed. Cannot ward off more powerful entities, or a large number of ghosts.

Encounter No Evil: When applied to weapons or bullets, they deal damage to spirits as if they were corporeal.



'Máladeilan'

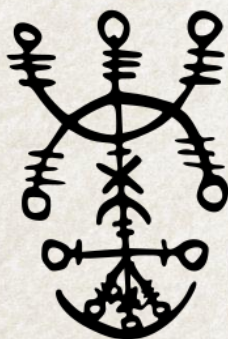
A stave meant to provide victory in court, Máladeilan is also adept at generally improving the likeability, decisiveness, and persuasiveness of the target receiving it. Since it can transfer these abilities onto whoever bears the stave, it can often be found on Seiður's clothing.

Skill Rank Requirement (Magic): 8

Skill Rank Requirement (Crafting - Any): 4

Sharpened Mind: When applying Máladeilan to a target directly (not imbuing a piece of armor or apparel), the caster must roll a Magic check with a Hit Threshold of 3 to imbue the target with +3 Charisma. This effect lasts for three minutes.

Lucky Totem: When imbuing an item or piece of apparel with Máladeilan, the caster must pass a Magic check with a Hit Threshold of 2 to imbue the item with +1 Charisma runic modifier. This effect will last for two weeks.



'Nábrókarstafur'

Horrfying scrotum spell. CHANGE.

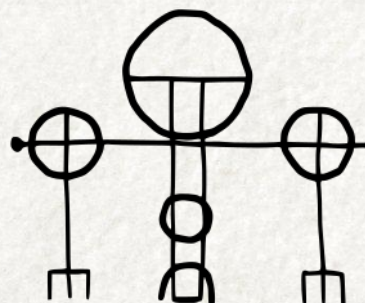


'Skelkunarstafur'

Invoking the primal sensation of fear, Skelkunarstafur is used against human opponents, flooding their mind with horrific, debilitating images and sensations. Its use is publically frowned upon, but it remains an indispensable tool for controlling unruly crowds or troublesome prisoners. Target must be visible.

Skill Rank Requirement (Magic): 10

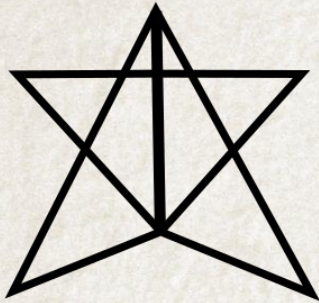
Mind-Killer: When casting Skelkunarstafur, the caster rolls a Magic check against a target as an attack. Any successful Wounds are counted as Mental Wounds.



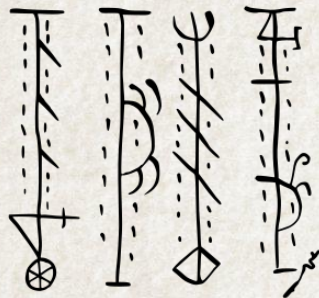
'Rosahringur minni'

A lesser version of Ægishjálmur, Rosahringur minni is used for imbuing weapons and ammunition with monster-repelling powers. When an object transcribed with this stave contacts a monster, it will deave much easier through the trapped one's flesh, and confer the [Sunlight] Status Effect on the monster.

Sun-Sword: ???

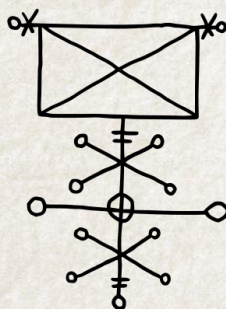


'Smjörhnútur'



'Stafur gegn galdri'

Another warding stave, Stafur gegn galdri defends against the wills of other mages, be they Finnish or Icelandic. When cast, it envelops an area around the caster with a golden shield that massively increases their resistance to spells.

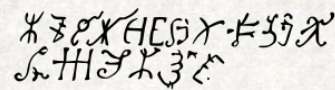


'Stafur til að vekja upp draug'

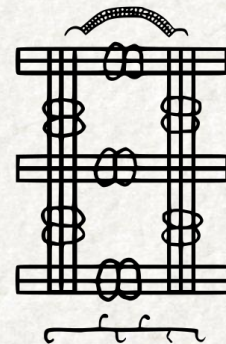
The only galdrastafur that is strictly banned by the College of Seiður, 'Stafur til að vekja upp draug' summons malicious spirits to the place it is transcribed.



'Þjófastafur'



'Tóustefna'



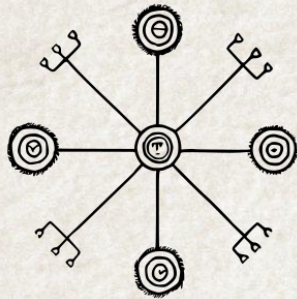
'Varnarstafur Valdemars'



'Vatnahlífir'



'Vegvísir'



'Veiðistafur'

Matrices

Matrices are special runes and runic words that can be applied to galdrastafur, enhancing their effects, but increasing the spell's difficulty immensely.

Prophecy

FINNISH MAGES (NOITA)

Overview

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 storms, guidance, or divine vengeance. 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 speak or sing the spell. While this does limit their ability to prepare, their ability to cast a runo quickly makes them adaptable and nimble casters. Longer, powerful, and more involved runo might 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 living things), 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. Crucial to the Finnish school of magic, a mage can draw from their luonto's power 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. For every two (2) d10 a luonto adds to any spell's dice pool, a single Stunning Wound is rolled against the caster. The basic Hit Threshold to resist this Wound is four (4), rolled by adding [Fitness] + [Wisdom] to create the dice pool.

Stunning Wounds inflicted by luonto overextension take three (3) days to heal instead of one (1), and until they are all recovered, the caster is [Unconscious].

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. Unlike Seiður, Noita can cast a spell quickly and efficiently. They also do not need to learn new runo from another, though the Experience cost is much higher.

Runo do not have a specific Skill Rank Requirement, but some will be very difficult to use without enough skill and experience.

Every runo has 'actions-to-cast' and a 'Threshold' that must be met in order for the spell to be cast effectively. To cast a runo, Noita must roll their Magic Skill against the spell's Threshold. Dice obtained from use of a luonto **must be included before the initial roll**. All damage received from runo can be negated by armor.

Elemental Runo

Appeals to elemental spirits such as the winds, the skies, the waters, and the earth are considered 'Elemental Runo'. Though mostly

employed for ritually improving weather conditions, they possess a wide range of utilities.

Given the prevailing weather conditions the Noita inhabits, conditional modifiers apply. For instance, Salama (a bolt of lightning) will be far easier to summon in a storm than it would be when the skies are clear.

Helvetti: Calling upon a primeval spirit of fire, a Noita behests its assistance. If heeded, the spirit latches itself to the caster's palm and spews fire in the opposite direction for the rest of the caster's turn. Can summon enough fire to engulf eight square meters. For every meter not set aflame (for instance, if the mage is targeting a single object), add a Physical Wound. Costs one action to perform, Hit Threshold of six (6). All targets caught within the arc must roll to avoid [Burning].

Jäälehti: A sorrowful storm spirit obeys its caller's will, forming itself into a blade of ice before rocketing towards a target. Costs one action to perform, Hit Threshold of four (4). Deals two Physical Wounds before melting away.

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. Costs two actions to perform, Hit Threshold of four (4). Will swallow anything caught inside in five turns, causing organic targets to take Stunning Wounds until they are rendered [Unconscious], at which point the Juoksuhiekka spirits will vomit them back to Earth.

Kivi Terä: A Noita summons the spirits of the earth to hear his angered call and strike at his enemies. A single blade of stone erupts from the earth, piercing the target. Costs two actions to perform, Hit Threshold of eight (8). Deals five Physical Wounds. Can cause [Bleeding]. Cannot be cast on a target that is not standing on bare earth.

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. Costs four actions to perform, Hit Threshold of five (5).

Salama: The mage calls upon the spirits of the storm 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. Costs two actions to perform, Hit Threshold of six (6). Deals six Physical Wounds.

Vihaisella Raekuurotuksella: 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. Costs one action to perform, Hit Threshold of three (3). Deals three Stunning Wounds.

Spiritual Runo

Karkotus: A plea to tortured spirits, Karkotus temporarily banishes malicious spirits.

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. Costs one action to perform, Hit Threshold of four (4). Deals one Physical Wounds, and automatically induces [Bleeding – Light].

Viiniköynnös: Hailing the old spirits of the bog, a Noita beseeches nearby vegetation to aid them. Vines burst forth and bind the target. Costs one action to perform, Hit Threshold of four (4). The vines can be avoided by humanoid and animal targets by meeting a [Dexterity] Hit Threshold of two (2).

Divine Runo

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.

Detractions

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, 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 specific 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 world-wide - 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 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. Not to mention the certain death that awaits any vikingr determined to walk.

All vehides, 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 (or purchase) can be found in the 'Equipment' chapter.

Weaponry

Weaponry describes any small-arms, cannons, or blades that are 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.

Blades on the other hand are relatively common improvements that take minimal technical expertise to install, and are 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.

Weaponry can also include more esoteric monster-repellant strategies, like a wire cage that thrums with electricity, or sirens that draw monster attention (these are usually mounted on faster, more nimble buggies).

The full range of Vehicle weaponry can be found in the Equipment Chapter.

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 no-brainer to inexperienced vikingr, but veterans 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.

Crew

The optimum number of vikingr that a vehicle can lodge. Since most Expedition trucks are much larger than the Armored Personnel Carries from the Old World (and built for longer-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.

Storage Space

An Expedition (particularly those focused around research) is centered on a vehicle's storage space. How much supplies, loot, and

equipment it can carry are critical not only to the Expedition's success, but its crew's odds at survival.

Acquiring additional Storage Space can be done by expanding cargo space, attaching external racks or netting, and using spare crew space.

Storage Space is measured in 'Storage Units', which can be used to store food, water, fuel, ammunition, equipment, and loot. Common Expedition vehicles have 50 available Storage Units.

Food: Enough food to feed a fit, active viking for a week consumes 4 Storage Units, provided the food is composed of tasteless, tightly-packed military rations. Tastier, more nutritious food will consume more storage units, per the Game Master's discretion.

Water: Though water is rarely hard to come by (most Expeditions can take place during the Winter, and snow can always be boiled), it is important to keep a supply of sanitized, purified water on hand for emergencies. Enough drinking water to sustain a crew of six for a single day consumes 1 Storage Unit. The same number of Units applies to other liquid consumables, such as mead, ale, or juice.

Fuel: The petrol that keeps the vehicle running, it is a precious and expensive commodity. Enough fuel to run an average Expedition vehicle for three days of ranging consumes 1 Storage Unit. Higher-grade fuel might be purchased from Contacts, increasing the efficiency of the fuel stored.

Ammunition: Rifles are useless if their magazines are empty. A crate (100 rounds) of the most common caliber (7.62mm) consumes 5 Storage Units.

Equipment: Most weapons are stored in personal compartments, but sometimes, larger pieces of equipment like RPGs or grenade crates can take up significant space in a cargo hold. Since equipment sizes and weights vary widely, the number of Storage Units expended should be left up to the Game Master's discretion.

Loot: Much like Equipment, what constitutes 'loot' varies substantially. A stack of books might be worth the same as a section of a famous Old World statue, but they will take up very different amounts of Storage Units. Again, this is best left up to the Game Master's discretion. It should be noted that a crate of books (given that they are not textbooks or massive encyclopedias), takes up the same amount of Storage Units as a week's worth of rations.

Top Speed

The maximum numbers of kilometers covered per hour is not an often-considered statistic when it comes to expeditionary vehicles, but it is still an important one – putting distance between pursuing monsters and everything else that lurks in the Silent World is completely dependent on how fast a vehicle can move.

Measured in km/hr.

Fuel Efficiency

How efficiently a vehicle's engine converts fuel into distance. Vehicles with high fuel efficiency might seem attractive at first, but they are usually more expensive and highly engineered models, leading to lower durability scores and increased repair times.

The Helvegen Chapter also expands upon Fuel Efficiency, lowering it according to the amount of Storage Units used.

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 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 powder-smiths. These can deliver a custom-ordered effect, but are extremely expensive, and best saved for only the most pressing threats.

- Effects vary EXPAAAAAAND

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 viking'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 vikingr 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 World 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.

GEAR

A viking's weapons, ammunition, equipment, gadgets, and vehicle constitutes his or her gear, each component vital for survival and success.

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 triple its weight in books.

OVERVIEW

Some weapons are better suited for specific situations than others. Most often, vikings 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, one bullet can 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.

Accuracy / Quality

The flat bonus added to every attack roll made with this weapon. A weapon's accuracy score can be added to any missed rolls, potentially increasing the number of hits scored. A relic sniper rifle will have a large accuracy score, while a ratty custom-made Kalashnikov or ancient muzzle-loader will not. This is called 'Quality' for melee weapons.

Attacking Modes

Depending heavily 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.

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 Properties

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

Adaptable: This weapon is manufactured with rails or other attachment housings – it does not require additional mounts.

Belt-Fed: This weapon requires a constant feed of ammunition from a belt in order to fire. If the belt is broken, bent, filthy, or misaligned, the weapon will not fire.

Extended Reach: This melee weapon has an attack range of an additional meter.

Extremely Long Range: Designed to strike and penetrate targets at extreme distances, this weapon has a 200% increased Effective Range.

High Rate of Fire: This weapon has an absurdly high rate of fire. All non-single-shot attacks take double the ammo, but double all rolled Wounds. (Attacking Wounds are doubled **before** Defense rolls subtract them).

Integrated Suppressor: This weapon was engineered with silence in mind, from its construction to the cartridges it uses – use of this firearm will not alert other monsters to the user's location, and human enemies must make a Perception check with a Hit Threshold of three (3) to determine the source of the shots.

Keen: Sharpened to a razor's edge, this blade will automatically inflict [Bleeding – Moderate] if more than 2 Wounds are scored at once.

Large Blade: This weapon's blade is large and unwieldy, but devastating when it strikes. Add +2 Wounds to any successful strike, and increase effective melee range by a meter.

Large Round: This weapon uses a larger round than most other firearms, a round that deals a lot more damage. All successful Wounds (Wounds scored after a target's Defense roll hits have been subtracted from the attack) are doubled.

Long Range: This weapon has been designed to function at a longer range than most others in its class. Effective Range is increased by 150%.

Maneuverable: This weapon can be used in extremely close quarters with ease, negating all penalties to attack roles due to confined spaces.

Massive Round: Currently, only weapons that use the heavy .50 BMG cartridge can be classified as using a 'massive round'. All successful Wounds (Wounds scored after a target's Defense roll hits have been subtracted from the attack) are quadrupled. Rends armor.

Master-Forged: Created by one of the best smiths of the Known-World, this blade combines ancient techniques and modern metallurgy, forging a truly spectacular weapon. Adds two Wounds to all successful Wounds rolls.

Piercing: If this weapon scores more than two Wounds, it ignores armor.

Rugged: This firearm was designed to fire in all conditions, and withstand a tremendous amount of abuse.

Short Range: This firearm possesses a shorter effective range than others in its class. Its effective range is halved.

Price

How much the weapon is worth, valued in krónur. Modifying the weapon, repairing it, or otherwise increasing its quality will likewise increase its price.

WEAPON LISTS

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.

Name	Attacking Modes	Quality	Special Properties	Price
Combat Knife	Slash, Stab	1	Maneuverable	20
Morakniv	Slash, Stab	1	Maneuverable	25
Puuko	Slash, Stab	1	Maneuverable	25
Sami Knife/Leuku	Slash, Stab	2	-	50
Seax	Slash, Stab	2	-	60

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 Stuorraniibi ("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

Even though they are less common than knives, seaxes, and axes, swords remain useful weapons for a 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.

Name	Attacking Modes	Quality	Special Properties	Price
Arming Sword	Stab, Slash	2	-	100
Greatsword	Stab, Slash	3	Large Blade	400
Shortsword	Stab, Slash	2	Maneuverable	250
Ulfberht	Stab, Slash	4	-	975 kr

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 by 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 crumbling ruins, they are a useful tool as much as they are a weapon.

Name	Attacking Modes	Quality	Special Properties	Price
Breiðöx	Hack	1	-	150
Dane Axe	Hack	3	Large Blade	450
Fire Axe	Hack	2	-	200
Skeggöx	Hack	2	-	250

However, they cannot be used in extremely tight quarters – their design does not allow for jabbing or thrusts, instead requiring a full swinging motion to produce damage.

Breiðöx:

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 vikings, 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.

Name	Attacking Modes	Quality	Special Properties	Price
Atgeir	Thrust, Hack	3	-	180 kr
Bleeder Pole	Thrust	2	Keen	250 kr
Javelin	Thrust, Throw	2	-	75 kr
Spear	Thrust	2	-	100 kr
Pike	Thrust	3	Extended Reach	190 kr

Atgeir:

A viking weapon similar to a halberd, it combines elements of a spear and axe. Functional and deadly despite its 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 a 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 its use is 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 viking, as delivering a proper blow with one requires incredible force.

All Blunt Weapons require Fitness of 3 or more in order to wield without penalties. If a character with a Fitness score of 2 or lower attempts to use one, subtract one hit from every roll, and do not apply the 'Quality' bonus to rolls.

Name	Attacking Modes	Quality	Special Properties	Price
Club	Bash	0	-	Free
Nightstick	Bash	1	-	100
Sledgehammer	Bash	2	-	200
Warhammer	Bash	3	Piercing	350

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.

RANGED 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 ‘Haglabysu’”, “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 negative dice pool modifier that is applied after certain ranges. For every three (3) Skill Ranks in either Weapons: (CQCF) or Weapons: (Rifles), this penalty is decreased by 2.

CLOSE-QUARTERS-COMBAT FIREARMS

Close-Quarters-Combat Firearms (CQCF) use the Weapons: CQCF skill when rolling attacks. ‘CQCF’ includes pistols, revolvers, machine pistols, and submachine guns. They usually employ lower caliber ammunition than their rifle counterparts, but make up for their deficiencies with extremely low weight, increased fire rate, and maneuverability.

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 -2 d10 to the attacking dice pool. For every ten (10) meters past this, apply an additional -2 d10 to the attacking pool.

Name	Attacking Modes	Accuracy	Ammo	Special Properties	Price
Glock	SA	0	15/mag, 9x19 Parabellum	Maneuverable	150 kr
Kongsberg Colt	SA	1	7/mag, .45 ACP	Maneuverable, Large Round	200 kr
USP	SA	0	15/mag, 9x19 Parabellum	Maneuverable	150 kr

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.

Machine Pistols

Submachine Guns

The tried-and-true balance between size and firepower in CQC, submachine guns allow vikings 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 -2 to the attacking dice pool. For every fifteen (15) meters past this, apply an additional -2 to the attacking pool.

Name	Attacking Modes	Accuracy	Ammunition	Special Properties	Price
Carl Gustav m/45	FA	0	36/mag 9x19 Parabellum	Maneuverable	225 kr
Kriss Vector	SA, BF, FA	2	20/mag 9x19 Parabellum, 13/mag .45 ACP	High Rate of Fire, Short Range	2,500 kr
MP5	SA, BF, FA	1	32/mag, 9x19 Parabellum	Adaptable	750 kr
Suomi KP/-31	FA	1	50/drum, 9x19 Parabellum	-	800 kr

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 thus be found across the Known World. Uses the standard submachine gun cartridge, the 9mm Parabellum.

Kriss Vector:

An extremely rare and priceless weapon, only a dozen or so models remain in active use in the Special Forces of the Nordic militaries. The remainder are found in private collections or are being studied by weapons manufactures. Featuring a unique 'delayed blowback' system, the weapon has extremely low recoil and 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 vikings 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

Rifles use the Weapons: Rifle skill when rolling attacks. 'Rifles' includes assault rifles, bolt-action rifles, marksman rifles, battle rifles, carbines, and machineguns.

Assault Rifles

Assault rifles are powerful weapons, and standard equipment for every military 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 -2 to the attacking dice pool. For every twenty-five (25) meters past this, apply an additional -2 to the attacking pool.

Name	Attacking Modes	Accuracy	Ammunition	Special Properties	Price
AS Val	SA, FA	1	10/mag, 9x35mm SP5	Integral Suppressor, Short Range	2,500 kr
HK416	SA, FA	3	30/mag, 5.56x45mm NATO	Adaptable	500 kr
Kalashnikovs	SA, FA	2	30/mag, 7.62x51mm NATO, 7.62x39mm, or 5.45x39mm	Rugged	250 kr
M/95	SA, BF	4	30/mag, 5.56x45mm NATO	-	400 kr
Valmets	SA, FA	2	30/mag, 7.62x51mm NATO	Rugged	300 kr

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 of 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 vikings 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 Kalashnikov 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 -2 to the attacking dice pool. For every twenty-five (25) meters past this, apply an additional -2 to the attacking pool.

Name	Attacking Modes	Accuracy	Ammunition	Special Properties	Price
FN FAL	SA, FA	3	20/mag, 7.62x51mm	Reliable	500 kr
HK G3	SA	3	20/mag, 7.62x51mm	-	450 kr
Madsen LAR	SA	2	20/mag, 7.62x51mm	-	400 kr

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. However, its ubiquity makes it a common find in the Silent World, some still ready to fire a century later.

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 and Sniper 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 -2 to the attacking dice pool. For every twenty-five (25) meters past this, apply an additional -1 to the attacking pool.

Name	Attacking Modes	Accuracy	Ammunition	Special Properties	Price
Barret M82	SS	4	10/mag .50 BMG	Massive Round, Extremely Long Range	3,250 kr
Blaser R93 Tactical	SS	5	5/mag, 7.62x51mm, .338 Lapua Magnum	Large Round (with Lapua Magnum)	1,000 kr (+200 chambered in .338)
Mosin–Nagant	SS	4	5/clip, 7.62x54mmR	Rugged	150 kr
Lee-Enfield SMLE	SS	3	5/clip, .303 British Cartridge	Large Round	250 kr
Sako Rifles	SS	4	5/mag, 7.62x51mm, .338 Lapua Magnum, .308 Winchester	Large Round (Lapua Magnum, .308 Winchester)	400 kr (+200 chambered in .338 or .308)
SVD Dragunov	SA	3	10/mag, 7.62x54mmR	Long Range	1,500 kr
VSS	SA, FA	2	10/mag, 9x35mm SP5	Integral Suppressor, Short Range	2,750 kr

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.

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 Russian 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 every world war, 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 militias from wealthier villages.

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.

Name	Attacking Modes	Accuracy	Ammunition	Special Properties	Price
M1/M2 Carbines	SA	2	15/mag, .30 Carbine	-	300 kr
SKS	SA	3	15/mag, 7.62x39mm M43	-	350 kr

M1/M2 Carbines:

Fifty carbines in the Icelandic Coast Guard's storage formed the basis for weapons manufactures 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 vikings 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 vikings. 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.

Name	Attacking Modes	Accuracy	Ammunition	Special Properties	Price
M249	FA	2	100/belt/box, 5.56x45mm	Belt-Fed, Bipod	2,250 kr
M2 Browning	FA	3	-/ .50 BMG	Belt-Fed, Massive Round Mounted,	5,000 kr
MG 3	FA	2	100/belt/box, 7.62 x51mm	Belt-Fed, bipod, high RPM	2,500 kr
RPK	FA	2	20-40/mag, 70/drum, 7.62x39mm	Bipod	1,900 kr

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.

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 machinegun 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

Bows

A weapon nearly as old as civilization itself, bows are classic and timeless. Though their range is limited, their silence and versatility make them useful tools in the Silent World.

Longbow

Recurve Bow:

Crossbows

Flamethrowers

The favored weapon of the Cleanser squads, flamethrowers are the perfect tools for clearing bunkers and other enclosed spaces. Eradicates every trace of infection, often at the cost of the entire structure that contained it.

Shotguns

EXPLOSIVES

Carl Gustav: A recoilless rifle found in the Scandinavian heavy-weapons squads.

Claymore Mine: A remotely-triggered directional explosive device perfect for shredding unsuspecting targets. When activated, it blasts the chosen direction with seven hundred steel balls, annihilating anything within a 100m cone.

Fragmentation Grenade: An explosive device designed to fill a 3m area with deadly shrapnel. Utterly lethal against human targets, beasts, and trolls.

High-Explosive Grenade:

Rocket Propelled Grenade:

SEMTEX Device: Plastic explosive that can be used for commercial or combat purposes. Can be remotely detonated, or attached to a tripwire mechanic.

Shaped Charge: An explosive device shaped to destroy a wall, door, or other obstacle.

Smoke Grenade: A grenade that, when activated, spits out a large cloud of smoke. Useful for screening an advance or a retreat, or simple signaling purposes.

Molotov Cocktail: A glass bottle that has been filled with gasoline, Molotov cocktails make excellent tools for creating chokepoints or setting enemies on fire.

AMMUNITION

CARTRIDGES

TYPES OF AMMUNITION

WEAPON ATTACHMENTS

Weapon Attachments are gadgets, objects or handy devices that can be attached to a weapon, improving its efficiency and lethality. Most are used on firearms, but a few exist for Melee and Utility weapons as well.

Most weapons do not initially possess the capability to receive attachments, and must instead first acquire Picatinny rails or similar mounts in order to apply the various attachments.

Sights

All sights require a rail system in order to apply.

Red Dot Sight: A simple non-magnifying sighting device that replaces a firearm's iron sights with a single red dot, aiding in target acquisition. Requires batteries to operate. +1 Accuracy at <100m.

Holographic Sight: A slightly more complex version of the Red Dot sight, providing a more complete reticle for target acquisition.

Requires batteries to operate. Consumes battery power slightly faster than a Red Dot. +2 Accuracy at <125m.

ACOG: The Advanced Combat Optical Gunsight is an ancient piece of American technology that sees extensive use in the upper echelons of Scandinavia's militaries. Rare and difficult to acquire, only a few dozen are produced per year. Requires batteries to operate. Consumes battery power slightly faster than a Red Dot. +4 Accuracy at <300m.

Hunting Scopes: Various advanced magnification systems excellent for hunting game or humanoid targets at extreme distances. They are more common than ACOGs (and do not require batteries), but are not as well suited for combat at ranges below 200m. +5 Accuracy at >200m, +2 Accuracy at <200m.

FLIR Sights: Highly advanced and pristine pieces of technology, FLIR sights are as rare as they are useful. Able to see through dense smoke, vegetation, and extreme conditions with ease, they allow the user to view an infrared image through their scope. Excellent for hunting humans and stealthy grosslings, but of middling use against larger monsters. Consumes battery power much faster than a Red Dot. Can be obtained at multiple magnifications. +2 Accuracy at <400m, provides infrared vision.

Barrel Attachments

Attachments applied to the under barrel, side rail, or muzzle of a firearm.

Laser: A laser pointer attached to the firearm, providing easier targeting in close quarters and urban environments. Consumes battery power slowly. Does not require a rail system to apply. +1 Accuracy at <50m.

Vertical Grip: A short plastic or wooden handle that provides a steadier grip for the user. Reroll one missed die for attacks within <75m.

Angular Grip: A plastic or wooden triangular grip that provides a steadier grip for the user. Reroll one missed die for attacks within <75m.

Flash Hider: A muzzle attachment that hides a firearm's distinctive flash. Makes it more difficult for human targets to spot their attackers.

Muzzle Break: A muzzle attachment that decreases the vertical kick of a firearm. +1 Accuracy when using automatic fire <100m.

Suppressor: A muzzle attachment that swallows a firearm's explosive noise. The blast is still quite loud, but it makes the user much harder to locate. Useful for CQC, as it also protects the user's hearing in enclosed environments.

Magazine Attachments

Extended (Pistol): An extended magazine for pistols. Provides an extra 10 rounds.

Extended (Submachine Gun): An extended magazine for submachine guns. Provides an extra 10-15 rounds.

Extended (Assault Rifle): An extended magazine for assault rifles. Provides an extra 8-10 rounds.

Extended (Marksman Rifle): An extended magazine for marksman. Provides an extra 3-10 rounds.

Drum Magazine (Pistol): A very large and expensive magazine. Allows up to 30 rounds in a single magazine.

Drum Magazine (Submachine Gun): A very large and expensive magazine. Allows up to 50 rounds in a single magazine.

Drum Magazine (Assault Rifle): A very large and expensive magazine. Allows up to 50 rounds in a single magazine.

PROTECTIVE EQUIPMENT

ARMOR

SHIELDS

CONTAMINATION SAFEGUARDS

GADGETS

Gadgets are devices or specialized pieces of equipment that can aid vikings in their expeditions. These can range from high-tech pieces of relic tech, to simple items like a crowbar or a lock pick.

Lockpick

Nightvision Goggles

Spade

EXPEDITION SUPPLIES

Food and Drink

Name	Storage Units Required	Quantity	Benefits	Price
Military Rations	4 Storage Units	3 Days of Food for 5 People	-	200 kr
Canned Food	3 Storage Units	4 Days of Food for 5 People	-	400 kr
Fresh Food	5 Storage Units	3 Days of Food for 5 People	-1 Stress per unit of Fresh Food consumed	500 kr
Salted Meat/Fish	5 Storage Units	4 Days of Food for 5 People	-	450 kr
Water	2 Storage Units	2 Days of Water for 5 People	-	100 kr
Mead	2 Storage Units	5 Uses	-2 Stress per use	200 kr
Fruit Juice	1 Storage Unit	5 Uses	-	300 kr

Ammunition

Caliber	Quantity	Storage Units Required	Price
5.56x45mm NATO	5	1 per every 15 rounds	5 kr
7.62x54 mmR	5	1 per every 10 rounds	10 kr
7.62x51mm	5	1 per every 10 rounds	8 kr
7.62x39mm	5	1 per every 10 rounds	8 kr
5.45x39mm	5	1 per every 15 rounds	7 kr
9x35mm SPS	5	1 per every 30 rounds	30 kr
9x19 Parabellum	10	1 per every 30 rounds	4 kr
.45 ACP	5	1 per every 15 rounds	8 kr
.303 British Cartridge	5	1 per every 10 rounds	12 kr
.338 Lapua Magnum	1	1 per every 8 rounds	15 kr
.308 Winchester	1	1 per every 10 rounds	13 kr
.50 BMG	1	1 per every 5 rounds	50 kr

Ammunition Cost Modifiers:

Hollow Point: No cost modifier.

Armor Piercing: 1.25 cost modifier.

Incendiary: 1.50 cost modifier.

Runic: 3.0 cost modifier.

HELVEGEN

MISCELLANEOUS ITEMS

"Who shall sing me, into the death-sleep sling me? When I walk on the Path of Death, and the tracks I tread are cold, so cold."

INTRODUCTION

Helvegen (lit. 'The Way to Hel') is an advanced difficulty mode for experienced *Vikingr* players, or those that desire an extra challenge. Forgoing the lighter tone of *Stand Still, Stay Silent*, the rules included within this chapter provide a more realistic – and less forgiving – experience. They do not all need to be used at once, and it is up to the players and the Game Master to decide which rules would enhance their *Vikingr* campaign.

NO FORGIVENESS

In Helvegen, the Precision system is not used. 10s are simply counted as regular hits.

STRESS

Even the most legendary warriors can be eroded into nothing. Even the most cheerful soul can be crushed. Whether by the death of a friend or weeks of unending misery, at some point, vikingr will be swallowed by the waves of misery that stalk their lives.

The Silent World does not care. It is a sink that men and women upend their lives and hopes and prayers into, and rarely returns anything worth the blood they have spent. In the place of treasures, it provides Stress.

Stress is the slow killer, the tension that builds. Some vikingr are better at managing it than others, but none are immune to its effects. It can accumulate in many ways and for many reasons, and only at the conclusion of an Expedition does it ever wash away.

And sometimes, not even then.

Stress Meter

Every character has a 'Stress Meter' or 20 points of Stress they can acquire before a Mental Break Occurs. Every time a stressful

event occurs, they must roll a Stress Resistance check (WIS + INT). They reduce their incoming Stress by every hit obtained. Some events, however, cannot be rolled against – these are mundane yet insidious stressors that erode a character's mental state over time, no matter their resiliency.

The number of Stress points can have drastic effects on characters.

- 5 Points: Annoyed. This character is annoyed and distracted. -1 to all WIS-related skills.
- 10: Stressed: The loss of a crewmate or a frustrating Expedition is beginning to take its toll on this character. Moody and fretting, their performance suffers accordingly. -2 to all Skills.
- 15: Anxious: The stress continues to mount, and the character knows no relief. Every waking moment is draining, and the Silent World looks as if it will swallow the Expedition whole. -3 to all Skills.
- 20: Panicked: At this point, the character has endured too much mental strain – they suffer a Mental Break, and cannot regain control until they have been sedated, restrained, or rescued from the Silent World.

Mental Breaks (Stress)

Working similarly to Mental Wounds, a character that reaches 20 points of Stress suffers a Mental Break. The effects of a Stress-induced Mental break are different however, and far more debilitating.

When suffering a Stress-induced Mental Break, a character rolls just as though they were defending against the addition of more Stress – by adding [Intelligence] + [Wisdom] and rolling the resulting dice pool.

- Berserk (? or fewer hits): The character attacks a fellow viking, likely one that they have grievances with.
- Fugue State (? or fewer hits): The character wanders off into the Silent World, driven mad by their mental anguish.
- Panic Attack (? or fewer hits): The character thrashes about, tearing their hair and screeching with abandon.
- PTSD (? or fewer hits): The character begins to suffer night terrors, flashbacks, and terrible visions. Until the end of the Expedition, half of their Wounds are permanently marked as 'Mental'. Must spend Downtime in therapy to remove the Mental Wounds.
- Catatonic (? or fewer hits): The character slouches into an unrecoverable state of misery, curling up in the nearest safe spot and will not willingly leave it again.

After recovering from a Stress-induced Mental Break, the character will have their Stress Meter reduced to 12 Stress Points. For every subsequent Mental Break (Stress-induced or otherwise) reduce the number of hits by increments of two.

Sources of Stress

Event-Based - The most common stressors, these are events that begin to fray the character's mind. These can be defended against by rolling a Stress Resistance check (WIS + INT), and reducing the incoming Stress Points by the number of hits received.

- Surprise Attack: 2 Stress Points.
- Suffered Damaging Wound: 2 Stress Points.
- Suffered Mental Wound: 4 Stress Points.
- Expedition Runs Out of Food: 5 Stress Points
- Stressor Ghost Attack: 5 Stress Points

- Suffered Severe Status Effect (Severe Bleeding, Broken Bone, Severed Limb, Frostbite, etc.): 6 Stress Points
- Vehicle Breakdown: 6 Stress Points
- Re-Supply Missed: 6 Stress Points
- Loss of a crew member: 6 Stress Points
- Expedition runs out of ammunition: 6 Stress Points
- Lost friend to the Silent World: 8 Stress Points
- Suffered Mental Break: 10 Stress Points

Persistent Stressors - Also common, but slower-to-inflict and harder to avoid than regular event stressors. Cannot be rolled against.

- Eating dull and disgusting rations for a week in a row: 2 Stress Points
- Entering Combat three or more times in a single day: 2 Stress Points
- Suffers Wounds during three consecutive Encounters: 3 Stress Points
- No Loot during a Research Expedition in two weeks: 4 Stress Points
- Hounded by monsters for more than three days: 4 Stress Points
- Alone for more than three days: 4 Stress Points
- Trapped in a Single Location for more than 3 days: 4 Stress points.
- Starving: 5 Stress Points

Recovering from Stress

The only tried-and-true method of reducing Stress is to escape the Silent World and return to civilization. At the conclusion of a successful Expedition and subsequent quarantining, the character's Stress Meter is fully restored. If the Expedition ended in failure, however, 5 additional Stress is inflicted upon the character (Event-Based).

During an Expedition, however, alleviating the source of the stress will reduce the Stress Points earned by 2. Does not work for Stress suffered from a Mental Break.

[ADD MORE HERE]

[FILL IN LATER]

DOWNTIME

[FILL IN LATER]