

KOMDAK : NUCLEAR WINNER

CHARACTER.....	3	COMBAT.....	18
STATISTICS.....	3	TURN FLOW.....	18
SKILLS.....	3	HIT POINTS.....	18
TRAITS.....	4	RESILIENCE.....	18
SPECIES.....	5	PROFICIENCIES & TACTICS.....	18
HUMAN (<i>Homo Sapiens</i>).....	5	ATTACKING.....	19
ELF (<i>Mirnon</i>).....	5	CRITICAL HITS.....	19
DWARF (<i>Arjunt</i>).....	6	THE THIRD ACTION.....	19
GIANT (<i>Astanga</i>).....	6	NON-COMBATIVE ACTIONS.....	20
MOTHMEN (<i>Ipla</i>).....	7	HIT DICE.....	20
GOBLIN (<i>French</i>).....	7	MEDICINE.....	20
DRAGONBORN (<i>Toasted</i>).....	8	GRAPPLING.....	20
DRAGONBORN ANCESTRIES.....	8	STATUS EFFECTS.....	21
CLASS.....	9	LEVELS, EXPERIENCE, & ADVENTURING....	22
THE BRAWLER.....	9	EXPERIENCE.....	22
THE MARINE.....	9	LEVELS.....	22
THE APOTHECARY.....	10	SPENDING EXPERIENCE.....	22
THE TINKER.....	10	THE INVENTORY.....	23
THE OUTLAW.....	11	CREDITS.....	23
THE PACTMAKER.....	12	DRUGS.....	23
THE CHARMER.....	12	AUGMENTS.....	23
CHARMER HOUSES.....	13	MAGICAL SHIT.....	24
HOUSE OF CHEMISTRY.....	13	CHARMER SPELLS.....	24
HOUSE OF BIOLOGY.....	13	HOUSE CHEMISTRY.....	24
HOUSE OF PHYSICS.....	13	SYNTHESIS.....	24
THE SOULRENDER.....	14	REACTION.....	24
ELDRITCH HARMONIES.....	14	DECAY.....	24
THE INFERNO.....	14	HOUSE BIOLOGY.....	25
THE ABYSS.....	14	EVOLUTION.....	25
THE PHANTASM.....	15	FORESTRY.....	25
THE CAUSE.....	15	PLAGUE.....	26
CHECKS.....	16	HOUSE PHYSICS.....	26
ABILITY CHECKS.....	16	FORCE.....	26
SAVING THROWS.....	16	ELECTROMAGNETISM.....	26
SKILL CHECKS.....	16	LIGHT.....	27
CONTESTED ROLLS.....	16	SOULRENDER SPELLS.....	27
EXHAUSTION.....	17	INFERNO.....	27

VENOM.....	27	THE PACTMAKER.....	38
BLAZE.....	27	THE SLIMEBALL.....	38
AGONY.....	28	THE PROSECUTOR.....	38
ABYSS.....	28	THE CHARMER.....	39
SHADOWS.....	28	THE DORKLOCK.....	39
TERROR.....	28	THE MATHEMAGICIAN.....	39
DISCORD.....	28	MATHEMAGICAL APTITUDES:.....	40
PHANTASM.....	29	THE SOULRENDER.....	40
SOULBINDING.....	29	THE CULTIST.....	40
NECROMANCY.....	29	CULTIST SINS.....	40
VAMPIRISM.....	29	THE PONTIFEX.....	40
CAUSE.....	29	CORRUPTED POWERS.....	41
SPACE.....	29	MEDICINE, DRUGS & AUGMENTS.....	42
TIME.....	29	SIMPLE MEDICINES.....	42
REALITY.....	30	SIMPLE POISONS.....	42
CERTIFICATES.....	31	INTERMEDIATE MEDICINES.....	42
THE BRAWLER.....	31	INTERMEDIATE POISONS.....	42
THE RAPSCALLION.....	31	ADVANCED MEDICINES.....	43
RAPSCALLION BLOWS.....	31	ADVANCED POISONS.....	43
THE SHOWOFF.....	32	ABHN DRUGS.....	43
SHOWOFF STYLES.....	32	ABHN AUGMENTS.....	44
THE MARINE.....	32	ITAMANI AUGMENTS.....	45
THE SHARPSHOOTER.....	32	CORCUS DRUGS.....	45
THE SURVIVALIST.....	33	SWORDS, SHOTGUNS & SWEET DUDS.....	46
SPIRIT ANIMAL INVOCATIONS.....	33	MELEE WEAPONS.....	46
THE APOTHECARY.....	34	ADVANCED MELEE WEAPONS.....	46
THE SURGEON.....	34	RANGED WEAPONRY.....	46
ORGAN REGISTRY.....	34	ADVANCED RANGED WEAPONS.....	46
THE MORTICIAN.....	35	FIREARMS.....	47
THE TINKER.....	35	AMMUNITION.....	47
THE INFILTRATOR.....	35	ADVANCED FIREARMS.....	47
THE GREASE MONKEY.....	36	ADVANCED AMMUNITION.....	47
THE OUTLAW.....	36	COREAL WEAPONS.....	47
THE WIGGLEMANCER.....	36	SHIELDS.....	48
WIGGLEMANCER WAGGLES.....	37	STANDARD ARMOR.....	48
THE ASSASSIN.....	38	ADVANCED ARMOR.....	48

CHARACTER

Your character will be one of *The Chosen*. The Chosen are individuals of varying morality and background who possess *Wards*, smart devices that enable communication with *the Core*, the central deity of Komdak. Your character will be the central way you interact with the way of the world around them.

STATISTICS

Your Chosen is defined by seven essential **statistics** (also known as **abilities**). These determine how well they will perform in certain situations, with benefits associated with each. Each statistic has certain attributes of your character that they help represent.

Physique (PHY)	Strength, Speed, Endurance
Intelligence (INT)	Wisdom, Perception, Intellect
Dexterity (DEX)	Coordination, Agility
Charisma (CHA)	Charm, Deceit, Eloquence
Power (POW)	Magic and Weapon Abilities
Willpower (WIL)	Mental Resilience, Stubbornness
Health (HEA)	Vitality, Physical Resilience

Each of these statistics have various situations where they apply, and influence whether or not you pass **Ability Checks**, which determine if you succeed in certain activities. The rules for conducting ability checks will be discussed later in this manual. Statistics are mostly set in stone from character creation, with only minor options for alteration, so one should take great care when choosing them. A Statistic may also be written as an **Adjusted Score**, or

"AS", which is calculated as the statistic minus ten.

SKILLS

In addition to the seven statistics, there are also **skills** associated with each. Unlike the statistics, each skill is a specific subset of an action that allows greater specialization. Skills may be improved over time, unlike statistics, allowing a user to gradually improve in certain subsets of their abilities. Each attribute besides WIL and HEA has three skills associated with it.

PHY	Intimidate	Intimidation
	Athletics	Force, Climbing, and Swimming
	Grapple	Restraining People & Things
INT	Tech	Hacking & Creating Tech
	Medicine	Healing & Hurting
	Perception	Sight, Hearing, Taste
DEX	Sneak	Stealth & Hiding
	Sleight	Swiping, Palming, & Stealing
	Finesse	Lockpicking, Finger Dexterity
CHA	Persuade	Eloquence & Diplomacy
	Bluff	Lying, Deceit, & Swindling
	Act	Imitation & Confidence
POW	Melee Ability	Damage & Accuracy
	Ranged Ability	Damage & Accuracy
	Core Ability	Damage & Accuracy

WIL and HEA do not have any skills associated since they are primarily **Saving Statistics**. These are used to lessen the success of an enemy's checks rather than improve your own.

TRAITS

Your Chosen may also chose one of many **traits**, which provide both benefits and hindrances to them. Essentially, it exchanges some actions or abilities around to create more flavor and characterization. Your character is allowed to have one of the following traits.

Advantage on <i>Sneak, Medicine, Persuade, and Bluff</i> Disadvantage on <i>Intimidate, Grapple, and Weapon Abilities</i>			amount equal to number of dice rolled
Cowardly		Speedster	+2 DEX, +2 PHY, +10' movement on your third-action -2 HEA, +2 die to <i>Sneak</i> and <i>Finesse</i>
Paper Skin, Glass Bones	You are <i>Vulnerable</i> to everyone Everyone is <i>Vulnerable</i> to you.	Robber	+500 Credits, Advantage on <i>Finesse, Sleight, Sneak, Intimidate</i> All of Komdak law enforcement are out to get you
Five-Finger Discount	Advantage on <i>Finesse</i> and <i>Sleight</i> All prices are doubled	Rat	+300 Credits, Advantage on <i>Tech, Persuade, Bluff, Act, Perception</i> All of the Komdak underworld are out to get you
Egghead	+3 to INT, CHA, and WIL -3 to PHY, DEX, and HEA	Accurate	Gain two <i>precision</i> tactics per tactic used Cannot use <i>damage</i> or <i>lethality</i> tactics
Brute	+3 to PHY, DEX, and HEA -3 to INT, CHA, and WIL	Damned Bird	There is a seagull that follows you everywhere. You can't control it
Skilled	Halved Skill Cost Doubled XP gain -2 to all stats	Survivor	+3 Hit Die -1 Die on Saving Throws +2 Die on Consciousness Saves
Gifted	Doubled Skill Cost Halved XP gain +4 to all stats	Lone Wolf	+3 to all stats when alone -1 to all stats when in a group
Barbarian	Advantage on damage roll -2 Weapon Proficiency	Insane	-2 to INT and CHA +2 to WIL and HEA
Tactical	+2 Weapon Proficiency Disadvantage on damage roll	Compulsive Liar	-1 die to <i>Bluff</i> +2 die to <i>Persuade</i>
Purple	Everything you see is purple	Insured	All rolls are average value
Nearsighted	+2 Melee Proficiency -2 Ranged, Core Proficiency	Built Different	Begin with six augments No hit die requirements for installing augments. No Hit Die. Ever.
Farsighted	Advantage against all targets farther than 20' Disadvantage on all targets closer than 20'	Theater Kid	-1 die to <i>Act</i> +1 die to <i>Persuade</i> , PHY Lose All Respect
Guns Akimbo	Gain a separate attack turn for each gun if dual-wielding Disadvantage to both attack rolls		
Hammerspace	Draw any weapon for free May not carry large or heavy weapons		
Medical Malpractice	-1 <i>Medicine</i> die Failing a check hurts the patient by an		

SPECIES

As with other worlds, Komdak has a variety of species (or sometimes archaically called 'races') living on it. Due to generations of natural selection and specialization, each species has its own strength and weaknesses associated with it.

HUMAN (*Homo Sapiens*)

The reason why Komdak is so fucked up right now, Humans hail from the planet Earth in the year 2610. Genetically bred over decades to be the most capable of their species, the colonists of the *Hope* are hardy and resilient. Being genetically enhanced to be perfect in any scenario, the humans are adaptable yet not extremely specialized.

Adaptable: Uncannily flexible with a strong desire to thrive, humans gain an additional 20 skill points and +2 WIL at base. Humans may exhaust their WIL twice.

Coreal: Due to their inherent link to the Core, Humans are gifted spellcasters. They may exhaust their POW twice, and gain a random, single-use Charmer incant after every rest.

Urban: Sleeping in large cities grants humans an additional hit die upon waking.

ELF (*Mirnon*)

The Mirnon (MEER-non, *singular: Mirna*), colloquially "elves", are the oldest of the Komdakian species becoming sapient some time

in the last hundred millennia. The Mirnon are the most populous race on Komdak, having a reproduction cycle somewhat similar to humans, but having a life cycle that progresses slower. Their features strongly resemble the elves of human mythology, with angular features and a taller, more slender build. They have slightly green

skin tone, fully black eyes, and a slightly upturned nose that resembles a snake. Their hands have six fingers and opposable thumbs. Their feet do not have toes. Importantly, they do not have pointy ears – they actually lack ears entirely. They do possess hair which is typically black, green, white, or rarely, blue.

The Mirnon are the most eloquent of the Komdakian species, having a long and storied history. They are nature-worshippers due to their history with it, and often build their villages near forests or wide rivers.

Eloquent: Being the progenitors of Ashrin, Elves speak in an enchanting lilt, with +3 CHA. Elves may exhaust their CHA twice.

Acute Awareness: Evolving in the forests and meadows of Komdak, Elves are subliminally aware of all their surroundings, and have advantage on *Perception* checks.

Attuned: Unlike most other races, Elves have a precisely attuned biology they can acutely control, and do not need sleep or food regularly. Long rests are only mandatory to replenish abilities, and last only four hours.

Natural Sleep: Long resting in lush nature grants elves an additional hit die upon waking.

DWARF (*Arjunt*)

The Arjunta (AR-joon-ta, *singular: Arjunt*), colloquially “dwarves” are the second-oldest and second-most-common species on Komdak. Sporting a shorter, stockier build, they evolved over time to have a greater brain capacity – even more so than Homo Sapiens. Arjunt society is mostly underground, existing within large cities that lie within massive caverns often excavated over thousands of years.

Similar to the elves, the dwarves have black eyes, but that is where the similarities end. Their proportions involve a disproportionately large head on a short, stocky build. Their skin is either pale or gray, due to spending their evolutionary epoch underground. Dwarven hair is typically brown, black, orange, red, gray, or white; the entire species possesses facial hair, regardless of gender.

Paler-skinned dwarves are known as “hightstone dwarves”, who evolved in mountain cities and rarely stepped onto the surface, whereas gray-skinned dwarves are known as “lowstone dwarves”, and evolved in caves and ravines, occasionally venturing to the surface at nighttime. Hightstone dwarves value technology, steam, and mechanism, and are typically more studied, whereas Lowstone dwarves value gems, metals, metallurgy, and smithing, and are typically more crude.

Ingenious: A brilliant, ancient race, the Dwarves surpass any other race in terms of mental complexity, having +3 INT. Dwarves may exhaust their INT twice.

Mechanical Mastery: Dwarves have an exceptional advantage over other races when it comes to metallurgy and construction, having advantage on all *Tech* checks.

Darkvision: Innate miners, Dwarves are not impeded by visual effects such as darkness or smoke.

Substance Dependence: Dwarven society, which centers around ale and other brews, instills a natural desire for drugs. Dwarves gain advantage on all saving throws while under the influence of any substance.

Stone Sleep: Resting underground grants dwarves an additional hit die upon waking.

GIANT (*Astanga*)

The second-youngest species on Komdak, the Astuung (AH-stung, *singular: Astanga*), colloquially “giants”, share a common ancestor with the elves, over five-hundred thousand years prior. Whereas the elf progenitor went towards forests, the giant progenitor headed towards the poles of Komdak, similar to Earth’s Neanderthals. There, over hundreds of thousands of years, they grew in both size and strength, with diminishing mental capacity as the generations went on. The giants hunted in the poles for over fifty thousand years, eventually being discovered by dwarven exploration parties. The dwarves began using their exceptional strength to do work in their cities, moving large amounts of rubble and materials, and helping to build massive machines and cities.

The giants resemble the elves closely, though they have a ten-foot-tall build, with female-favoring sexual dimorphism leaving eleven-foot-tall females. They have a much more bulky build, with larger muscles, and a proportionally smaller head with flatter features, and far paler skin.

Tough: Built for harsh weather in the mountains and poles, Giants possess an unparalleled strength and vitality. As such, they have a base +2 PHY and +2 HEA, and may exhaust both statistics twice per day.

Aggressive: Master hunters, the Giants are more than capable of hunting prey and holding off predators, and have advantage on PHY and its skills.

Resilient: Giants' enhanced health allow them to overcome issues by pure willpower. Expending a hit die allow them to remove all status effects currently applied to them.

Hibernation: Sleeping in cold or wet environment grants Giants an additional hit die upon waking.

MOTHMEN (*Ipla*)

The Iplum (IH-plum, *singular: Ipla*), colloquially "Mothmen", are the newest of the species on Komdak, being a (relatively speaking) young offshoot of the elves some few hundred thousand years ago. The Iplum have very light and very slender builds, having evolved for living on mountainous terrain. They have a pair of membranous "wings" on their backs, hanging from what can be considered vestigial "arms". The wings have scales attached to them, which allow the mothmen to glide, but not fly, from peak to peak, though it both requires a lot of speed and a lot of vertical distance between peaks (they are not efficient gliders). The mothmen have since re-assimilated into elves culture and therefore have no real culture of their own. They are remarkably similar to the elves, the only difference being their wings and

their bodies being very lightweight. This lightweight nature leads to them being very agile and dexterous.

Nimble: Built for deftly navigating mountainous terrains, Mothmen have advantageous agility. They have an additional +3 DEX, and may exhaust it twice per day.

Efficient Lungs: Evolved for living in the mountains, Mothmen are designed to survive with limited oxygen. As such, they can hold their breath for up to fifteen minutes at sea level, and exhibit normal behavior at high altitudes.

Light Build: Capable of extending their wings when necessary, Mothmen can glide between distances. They take no fall damage while conscious, and run twice as fast as other races.

Towering Topor: Sleeping in high-up locations grants Mothmen an additional hit die upon waking.

GOBLIN (*French*)

A temporally alien species to all parties on Komdak, the French are remnants of an invasion force from 1800, who entered the planet from an unexplained chronological anomaly. Led by General Laurent Wraithwright for Napoleon Bonaparte, the force comprises of two groups – trained soldiers, and untrained peasants. While the soldiers adhered to Wraithwright and continue to remain within the Baguette Coalition, the peasants scattered into the wind almost as soon as they invaded, now referred to as "Goblins".

Malnourished, under-educated, and lost in the new world, Goblins are small, dim-witted

creatures. Although they are weak with technology, bad with language, and their diminished structure leaves much to be desired physically, they are dexterous and conniving creatures whose lives of desperation taught them to play every advantage they are given.

Crafty: Having lived a desperate life, Goblins have honed their craftiness and thievery to get by. As such, they have an additional +2 INT and +2 DEX.

Small: Being of the smallest Komdak races, Goblins play their smaller size and sneakiness to their advantage. Goblins have advantage on *Sleight* and *Sneak*, and gain +2 RES.

Desperate: Possessing iron stomachs out of necessity, Goblins are ravenous and will eat anything. As such, they remove two HEA die on all poison-based saves.

DRAGONBORN (*Toasted*)

The results of a short-lived, small-scale thermonuclear war initiated by anti-Pizza enclave within the Badlands, the Toasted are mutants of various other species that were “helped” by the Core’s actions, reducing their radiation damage to a “tolerable” amount.

The Toasted possess a leathery, scale-like skin as a result of their exposure to radiation; in addition, they retain the unique ability to spray radiation from within their bodies to outside of it. As a result of these unique mutations aided by the core, the Toasted are often referred to as “the Dragonborn”, due to their physical appearance and abilities resembling the creatures from human lore; this is also due to

the missiles in question being Arbayne “Fire Dragon” missiles.

Burned: Due to their Core-given mutations, Dragonborn possess a bonus +2 HEA and +2 POW.

Breath Weapon: Rather uniquely, the Dragonborn possess a “breath tool” as a result of the high amounts of radioactive material and other chemicals accumulated within their lungs. Once per day, the Dragonborn may utilize this tool, with the effects determined based on their “origins”, like Fire-formed, Frost-formed.

Fireborn: Forged in the unforgiving thermonuclear fires of war, the Dragonborn may remove one die on all fire- or radiation-based saves.

DRAGONBORN ANCESTRIES

Form	Breath Composition	Breath Effect
Fire	Incendiary particles	1d4 / lvl fire damage
Radiation	Radioactive particles	1d4 lvl radiation damage
Frost	Coolant	1d4 / lvl frost damage
Rust	Iron particles	1d4 / lvl bleeding damage
Sludge	Liquid Concrete	1d4 / lvl poison damage
Life	Tumors and cancerous cells	2 HP / lvl healing
Screeching	Magnetic dust	1d4 / lvl fear damage
Lightning	Static particles	1d4 / lvl electric damage

CLASS

Your Chosen has a set **class** dependent on their training and assigned archetype. A class essentially represents the “profession” of your character, with each class serving a dedicated role on the team, as well as having a preset group of abilities and perks to allow them to fulfill that role. The classes, alongside their respective perks and abilities are as follows:

THE BRAWLER

The Brawler specializes in melee combat, serving as one of two **Damage Cores** for the team. Possessing a high level of resilience and damage potential, they are capable of dealing and taking a substantial amount of damage, but possess limited use outside of battle.

Slasher: The Brawler is familiar with all melee weapons.

Well Built: The Brawler gains a passive +4 HEA and +2 RES.

Didn't Hear A Bell: The Brawler will remain conscious until they are completely dead.

Fighting Spirit: The Brawler gains a +2 modifier to their melee proficiency

Come Here, You Little: The Brawler may remove a dice on all Grappling and Athletics checks.

Focus: The Brawler may exhaust INT to gain advantage on damage rolls during their turn.

Berserker: The Brawler may use their *Berserker* ability during combat once per day per level. While active, the Brawler deals doubled damage.

Their maximum cap of uses is equal to their PHY / 2.

Supervitality: The Brawler gains one extra hit die and may spend hit die without resting. The Brawler's hit die is d8.

Brute: The Brawler may add one-third of their PHY when rolling for *Melee Proficiency*

THE MARINE

The Marine is the other potential **Damage Core**. Whereas the Brawler focuses on overwhelming damage and outlasting their opponent, the Marine uses tactics and crowd control to support the battle. Heavily trained in a regime steeped in human military traditions, the Marine utilizes Human weaponry to eliminate targets at range. They are less useful in one-on-one fights, but can hold their own in crowds and swarms. Marines are familiar with all ranged weapons.

Shooter: The Marine is familiar with all ranged weapons.

Trained Killer: The Marine gains a passive +2 HEA and +3 RES.

Accelerated Healing: The Marine gains two extra hit die, and a +25% bonus from all healing effects, including hit die. The Marine's hit die is d8.

Fast Hands: The Marine does not need to take a turn to reload.

Gun-Fu: The Marine gains a +1 modifier to their ranged proficiency

Multi-Attack: The Marine may spend a tactic of any kind in exchange for an additional attack. Each multi-attack has an additional +2 to-hit penalty, which increases with each attack. Multi-attacks cannot be used while *Dodging*.

Precision: The Marine may exhaust INT to gain advantage on all their attacks for one turn.

Dodge: The Marine may activate their *Dodge* ability during combat. While active, attacks against the Marine have disadvantage, but the Marine loses their action turn.

Hotshot: The Marine may add one-third of their DEX when rolling for *Ranged Proficiency*.

THE APOTHECARY

Trained in medical tradition from Human and Komdak sources, the Apothecary is an elite combat medic. As a **Support Core**, they focus on healing and buffing their party members while simultaneously sabotaging the enemy by utilizing a careful mixture of potions and poisons. The apothecary blends traditional medicine with refined pharmaceuticals in order to turn the tide of battle.

Combat Medic: The Apothecary is familiar with shortwords, daggers, crossbows, blowguns, and pistols

Trained Botanist: The Apothecary removes two die in all plant-related checks.

Trained Doctor: The Apothecary removes one die in all *Medicine* checks.

Brewer: The Apothecary may manufacture two potions/poisons per level, to a maximum of one for every two points in POW and INT.

EMT: The Apothecary may exhaust POW or INT in order to manufacture a potion immediately.

Pharmacist: The Apothecary may mix potions or poisons to combine and enhance their effects.

Hip Flask: The Apothecary may create *flasks*, which can be thrown instead of drunk. Any targets within 3' of the flask's location will be hit, and the effects of the potion will be halved.

Field Doctor: During a short rest, the Apothecary may exchange one hit die for two potions.

THE TINKER

Unlike the Apothecary, the Tinker prefers inorganic means to organic. The other **Support Core**, they provide a variety of means to manipulate plentiful pre-crash technology surrounding them. The tinker maintains and improves the weaponry and armor of the party, and can sabotage and control the technology surrounding them to gain tactical advantages in battle and outside of it.

Hack and Slash: The Tinker is familiar with all electronic and Coreal weapons.

I.T. : The Tinker removes two dice in any non-hacking *Tech* check, and one die in any hacking *Tech* checks.

Mechanic: The Tinker gains two *Tech Points* per level, up to a maximum equal to their INT.

Enhance: Each day, the Tinker may spend their *Tech Points* to upgrade and improve their allies' equipment at the start of a day, although each increment costs an additional point than the previous:

Power: Weapon gains +1 to damage

Alignment: Weapon gains +1 to hit

Concealment: Weapon is concealed as another object when not in use.

Reach: Weapon has doubled range

Recovery: Weapon automatically returns to wielder, and cannot be disarmed.

Reinforcement: Armor gains +1 RES

Camouflage: Armor is disguised as common clothes

Protection: Armor grants -1 die on DEX, HEA, PHY saving throws. One-time use.

Lighten: Doubles speed.

Overcharge: In addition to enhancements, the Tinker may spend their Enhancement Points on *Overcharges*, which provide brief, yet powerful boons that last a single combat round:

Overload: Weapon gains +1d8 damage.

Quickload: Instantly reloads weapon.

Targeting: Grants guaranteed hit.

Absorption: Halves incoming damage.

Charge: Attackers take 2d6 electric damage.

Vitality: Halves die requirement on saving throw.

Disable: The Tinker may perform a *Tech* check to remotely disable equipment for an amount of rounds equal to *Tech* dice cast minus one. *I.T.* provides no bonuses.

Drone: The Tinker may send an autonomous drone to survey an area. Footage is recovered upon the drone's return.

Breacher: The Tinker is heavily experienced with explosives. They may roll *Tech* checks to produce shaped charges in order to blow open doors. They may also produce conventional explosives and mines, dealing 1d4 damage per die for grenades, and 1d6 per die for mines.

Overload: The Tinker may exhaust their INT or POW to refresh an ally's statistic.

THE OUTLAW

While not as useful inside of battle as outside of it, the Outlaw serves as a useful **Persuasion Core** for the team. Capable of infiltrating quietly, conning opponents, and eliminating unaware foes, the Outlaw serves as a useful jack-of-all trades. The skills an Outlaw provides are often useful for bridging gaps to the objective, or often circumventing other avenues of attack. While not as useful in combat as the others, the Outlaw can still incapacitate unaware enemies quicker than any other class, allowing certain targets to be quickly incapacitated before entering battle.

Gunslinger: The Outlaw is familiar with daggers, hatchets, longswords, bows, revolvers, and repeaters.

The Deceiver: The Outlaw may remove one die from all Bluff checks.

The Con Artist: The Outlaw may remove one die from all Act checks.

The Shadow: The Outlaw may remove one die from all DEX skills.

The Grifter: The Outlaw may mimic any voice or noise they have heard, and throw their voice up to fifty feet.

The Backstabber: If near a target who is not in optimal position, the Outlaw may perform a Stealth check to deal an additional 1d6 damage per die cast.

The Assassin: The Outlaw may silently eliminate any unconscious or friendly character, dealing a guaranteed critical hit with advantage on the damage roll.

The Elusive: The Outlaw has a keen control of their body, and can temporarily stop their heart or hold their breath for up to one minute, and have advantage on all HEA checks.

THE PACTMAKER

The other **Persuasion Core**, The Pactmaker serves as a legal and diplomatic aid to the party. Whereas the Outlaw excels via misdirection and stealth, the Pactmaker focuses on solving issues through negotiation, diplomacy, and bureaucracy. Pactmakers are almost unilaterally allied as an emissary of Axner, due a mutual love of striking deals and a desire for legal prominence. The Pactmaker keeps souls they contract in their briefcases, or similar storage objects. These souls are then traded to Axner in exchange for their abilities.

The Shotgun Lawyer: The Pactmaker is familiar with flails, shotguns, and spears.

The Orator: The Pactmaker may remove two die from all Persuade Checks

The Contractor: If an enemy lays dying, the Pactmaker may use a turn to form a pact, allowing the enemy to survive elsewhere in exchange for their soul.

The Soulkeeper: The Pactmaker may store one soul for every three points in POW and CHA.

The Negotiator: The Pactmaker may use one soul to change the value of a dice roll by two. They may change the roll past this point as well, although each increment costs one more soul than the previous.

Retribution: If the Pactmaker discovers any illegal or ordinance-breaking activity, they may roll as many *Persuade* dice as they wish (up to the number of rules broken), and deal 1d4 legal damage per dice cast.

The Forger: The Pactmaker may instantly forge one document at the cost one one soul, provided they have a template to draw from.

The Imitator: Although the Pactmaker themselves still has a soul, they may temporarily remove the effects of soullessness from a pacted character at the cost of one soul. This effect lasts 1 minute.

The Redactor: At the cost of two souls, the Pactmaker may undo any failed or passed check by any character.

The Exchanger: During a short rest, a Pactmaker may exchange a hit dice for one loaner soul, which expires at next long rest. In addition, the Pactmaker is guaranteed a minimum of one soul after every long rest. They gain an additional guaranteed soul every third level.

THE CHARMER

Focusing primarily on channeling the power of the Core, the Charmer one the two **Magic Cores** of the team. Modern descendants

of ancient scientists, Charmers use advanced mathematics and sciences to shape Coreal energy into magical effects. The Charmer thrives by utilizing their powers for unorthodox solutions or overpowering force, giving them flexibility and utility on any team.

The Combative: The Charmer is familiar with quarterstaves and Coreal weapons.

The Studied: The Charmer may remove a die from all raw INT ability checks.

The Influential: The Charmer gains +1 *Core Proficiency*.

The Powerful: The Charmer may spend a Core proficiency point to cast an additional spell on a turn

The Magical: The Charmer has two spell charges per day, and gains an additional two charges per level, up to a maximum of one spell for every two points in POW + CHA.

The Enchanter: The Charmer may cast *incants*, which cost no spell charges to use.

The Initiated: The Charmer may choose one of three Charmer houses of magic; the house they choose determine their spells. Charmers may cast spells outside of their house, but at double cost and with no proficiency.

The Proficient: The Charmer's *Core Proficiency* improves the efficacy and impact of certain spells. The Proficiency also sets the difficulty target of related saving throws.

The Skilled: The Charmer may expend an extra spell charge to *finesse* certain spells. Finessing a spell may either add certain effects, temporarily increase the proficiency level by one, or extend a spell's effects.

The Rejuvenated: The Charmer may exchange hit die for spell charges.

CHARMER HOUSES

The Charmer Houses divide and delegate the abilities of charmers, allowing them to focus their powers into specialized purposes. Each house is skewed to a specific style of Charmer.

HOUSE OF CHEMISTRY

Atomic Bonds Bind Us All

The House of Chemistry claims mastery over atoms and the molecules they form. Manipulating, forming, and breaking bonds affords them terrifying power on the battlefield, with focus in three key disciplines: **Synthesis**, **Reaction**, and **Decay**.

HOUSE OF BIOLOGY

Life Finds A Way

The House of Biology focuses on the great mysteries of life, and bending the nature of living creatures to its will. Capable of improving allies, harming teammates, and controlling nature, Biology Charmers delve into the disciplines of **Plagues**, **Evolution**, and **Ecology**

HOUSE OF PHYSICS

Laws to Rule and Be Ruled By

Prioritizing the fundamental laws of the universe, the House of Physics bends the laws of reality to suit them. Capable of bending fundamental forces and light, members of the House study the disciplines of **Mechanics**, **Electromagnetism**, and **Light**.

THE SOULRENDER

A practitioner of dark magic, The Soulrender is the other potential **Magic Core** for the team. Soulrenders are Charmers seduced by the promise of power, and serve as emissaries of Axner. They are granted powerful, ethically-questionable effects in exchange for souls, allowing them to achieve their goals of immense power. While they are less naturally-capable than Charmers, having forsaken the Core's magic in exchange for that of the Demon Raccoon, they are nonetheless a danger to anyone not allied to them.

The Aggressive: The Soulrender is familiar with scythes and Coreal weapons.

The Obsessive: The Soulrender may remove one die on all INT and WIL checks.

The Insatiable: The Soulrender gains +1 *Core Proficiency*.

The Dominant: The Soulrender may use core proficiency points to cast additional spells on their turn.

The Soulstealer: The Soulrender may cast *Soulrend* on a dying target, claiming the soul for themselves.

The Soulhoarder: The Soulrender may store one soul for every three points in POW + WIL.

The Soulreuter: The Soulrender is guaranteed a minimum of two souls every day, with an additional soul every other level.

The Soulseller: The Soulrender may exchange one soul for one spell charge.

The Sorcerer: The Soulrender may cast incants at no cost.

The Occult: The Soulrender may choose an *Eldritch Harmony*, which is similar to Charmer Houses. The Harmony they choose determines their spells as well as an additional perk.

ELDRITCH HARMONIES

An Eldritch Harmony is a specific wavelength that the Soulrender siphons their power from. Depending on the Harmony, the Soulrender wields drastically different powers.

THE INFERNO

Damnation Awaits

Tapping into the psychic network *Cognition Tessellate*, Infernal Soulrenders draw forth the collective fears of pain, torture, and the underworld, and bring them forth in the real world. Infernal Soulrenders operate on the sub-harmonies of **Venom**, **Blaze**, and **Agony**.

The Infernal: Infernal Soulrenders may remove 2 HEA die on saves against Fire and Poison damage

THE ABYSS

Why Fear The Shadows?

Drawing from an otherworldly plane intersecting our own, Abyssal Soulrenders draw power from a forbidden realm and otherworldly entities and manifest effects of fear, darkness, and chaos. They focus on **Shadows**, **Terror**, and **Discord**.

The Abyssal: The Abyssal Soulrender may remove an additional WIL die on all resist saves.

THE PHANTASM

The Subjugated Soul

Exploiting the power of the soul itself, the Phantasmal Soulrender use their collected souls to raise the dead and enthrall others. Their twisted studies encompass **Soulbinding**, **Necromancy**, and **Vampirism**.

The Phantasmal: The Phantasmal Soulrender possesses a third eye, providing perfect, unimpeded vision.

THE CAUSE

Reality Is The Exception.

Imposing their will on reality via the Glade of Echoes, Causal Soulrenders subvert the laws of reality in favor of their own ideal world. Capable of bending or outright breaking the rules of existence, they concentrate on the sub-harmonies of **Space**, **Time**, and **Reality**.

The Causal: The Causal Soulrender may prepare one spell “locked in time”, allowing it to be unleashed at a later point without spending time casting it.

CHECKS

In order to determine your success at certain actions, *checks* will be made. A check is an event that compares a random result to your skills or statistics, and uses that to determine the results. The higher the relevant statistic or skill, the more likely you are to succeed.

ABILITY CHECKS

The most basic kind of check is the **ability check**. An ability check rolls a certain amount of die (on average, two to four) and checks the sum of the dice against the relevant ability. If the value is lower or equal to the statistic, the check is passed. If it surpasses the value of the statistic, you fail.

Each statistic will have various ability checks that might be made, such as drawing general knowledge (INT), controlling a magical artifact (POW), or thumb-wrestling (DEX). The amount of dice rolled will be determined by the GM, with higher dice representing a more difficult check.

SAVING THROWS

A special kind of ability check, often used with WIL or HEA is the **saving throw**. A saving throw is the result when an enemy succeeds their check, a player fails their check, or an unfortunate result is about to be applied to the player. In most cases, a saving throw determines whether or not the effects are lessened, although in some instances, the saving throw will outright negate negative effects.

SKILL CHECKS

As discussed earlier, each ability is further broken down into three key skills. Each of these skills might be individually used in certain circumstances, such as if a player bluffs their way through a conversation, or attempts to pick a lock.

In these cases, similar rules to the ability checks apply, but with the value of the skill. The total score of the skill is compared to a roll of multiple die, with the check succeeding if the sum is less than or equal to the value of the skill, and failing otherwise.

However, unlike ability checks, skill checks may be **flushed**. A check can be flushed if either the check is failed or the character has no points in the skill (and therefore would automatically fail if attempted). If the skill is flushed, the same check is tried again, but as an check of the relevant *ability*, with two die added.

For example, a player who fails a one-die *Tech* check may flush it and instead perform it as a three-die INT check. Likewise, a player with no skills in *Persuade* may flush it and try a two-die check as a four-die CHA check.

CONTESTED ROLLS

In the case of two characters working against each other, a **contested roll** is made. The characters need not be working at the same time for a contested roll to be made; if one character set up a security system one hour earlier, and another is hacking it now, a contested check is still made.

Contested rolls are made by one character setting the difficulty target. The

character who gets to set the difficulty target is the character who made the check first chronologically. If both characters are making the check at roughly the same time, a coin flip or dice roll determines the player who sets it.

The character who sets the difficulty target rolls as many dice as they want against the relevant statistic. If the difficulty check is passed, the other characters must roll one more dice than what was set in order to pass the check. If the difficulty check is failed, the other characters must instead roll one dice for every four points in the relevant statistic or skill of the setter in order to pass the check.

Note that statistics or skills might be used asymmetrically. For example, in contested bluff checks, one character will use *Bluff* and the other will use WIL. The rules for contested checks only work if both parties are aware of the “contest” that is being entered. If not, a saving throw will be used instead.

EXHAUSTION

A character may choose to use all their energy for the day and ***exhaust*** a statistic. Exhaustion will make any one check for that statistic two dice easier. In exchange, once exhausted, all checks with the statistic will have disadvantage until the next full rest. Abilities may also be refreshed by expending a hit die during a short rest. Note that some class abilities may exhaust a statistic. Only one statistic may be exhausted at a time.

COMBAT

There do be some serious monsters in this world. Here's how you're going to fight.

TURN FLOW

The single unit of combat is a **turn**. As you might expect, each character gets one turn unless otherwise specified (some creatures may get more turns per round). Once each character gets their turn, a **round** has been completed. One round lasts five seconds, with each turn within it happening roughly simultaneously. Each character is guaranteed to get their turn if they are conscious at the start of a round, regardless of if they perish during it.

At the start of combat, if one party surprised the other, they are guaranteed to go first. Otherwise, 2d6 is rolled for each party. The group with the highest value goes first. This, as in many games, is called **initiative**.

Within each party, members are required to figure out their turn flow.

HIT POINTS

Each player has a certain number of **hit points**, or HP. HP determines the overall healthiness of your character. It should *not* be confused with HEA, which is a statistic.

Your character's HP is determined as their HEA score plus six times their level, plus their HP additive, in addition to any other bonuses and spell or drug effects.

Once your hit points reach 0, you will be presented with a three die WIL check every turn in order to stay conscious. If you fail this check, you will go unconscious and lose your turn. If you succeed, you will gain your turn. For every three HP you lose after this point, another die is added to the check.

Your character will die if their points drop below zero by an amount equal to one-half HEA. If they are dead, you lose all turns and are unable to be revived unless brought to a doctor within 24 hours.

RESILIENCE

Resilience (RES) determines the likelihood that a hit will manage to deal damage to you. Resilience represents your character's capabilities of dodging damage, as well as their armor's toughness. All players start with a minimum of 8 RES. RES is hard-capped at 20.

PROFICIENCIES & TACTICS

At the beginning of combat, all combatants perform **Proficiency Rolls** for their currently drawn weapon. A proficiency roll is performed by rolling as many dice as desired against the relevant weapon ability skill. If the roll succeeds, the player takes the amount of dice rolled and adds any relevant proficiency bonuses from their class, from traits, or from potions or drugs. This is their **Weapon Proficiency** score. At any time during combat, a character may attempt to re-roll their weapon proficiency, although this consumes a turn. If a player swaps weapons, they must roll the weapon proficiencies again.

During a player's turn, they may use an amount of **tactics** equal to their weapon proficiency score. There are three kinds of tactics used: **precision**, **damage**, and **lethality**. Precision tactics add one to the attack roll, damage tactics add one to the damage roll, and lethality tactics add one to the critical hit chance. Tactics must be decided before any attack or damage dice are cast.

All classes have **familiarity** with some weapons. If a character is unfamiliar with a weapon, their proficiency score is halved, rounded down.

ATTACKING

In order to attack, a character must first define their target and what tactics they are using. After that point, the character must **roll to hit**.

To roll to hit, a player must roll 1d20, which is called the **attack roll** or **attack dice**. If the value of the dice is greater than or equal to the other character's RES, the attack lands. Remember that each **precision** tactics will increase the effective roll by two.

Each weapon has a defined **range**. Melee weapons may not attack enemies outside their range. Core and Ranged weapons may, but for each additional multiple of the range, they subtract a single d6 to the roll to hit. Thus, a player with a crossbow of 10ft range who is thirty feet from a target must subtract two d6 from the result of the d20.

The damage dealt by a weapon is typically defined by a dice roll. If the attack is a hit, the damage is calculated and applied.

Damage tactics also apply their damage upon a hit.

CRITICAL HITS

In the off-chance that a character gets absurdly lucky and manages to land a hit of an enemy's weak spot, they gain a critical hit. These critical hits deal maximum damage and impart other effects to the enemy.

In order to land a critical hit, the attack roll must be twenty. Using lethality tactics lowers this threshold by one each, but the value used to calculate the critical hit is the *raw* value and not the modified value. Thus, precision tactics and other roll-altering effects do not apply.

If a critical hit is landed, the enemy takes double damage from non-firearms, and quadruple damage from firearms. In addition, the enemy must make a four-die HEA save. If they fail, an additional effect is applied for the rest of the battle, determined by rolling 1d20:

1-6	<i>Bleeding</i>	11-12	<i>Vulnerable</i>	17-18	<i>Paralyzed</i>
7-8	<i>Blinded</i>	13-14	<i>Disarmed</i>	19	+ 2d8
9-10	<i>Weakened</i>	15-16	<i>Shocked</i>	20	+ 3d20

THE THIRD ACTION

Attacking only takes up two-thirds of your turn, in what is called the **action turn**. The other remaining third may be used to complete other actions, known as the **third action**. This is known as a "third-action", and may be used in a variety of ways. The character may also forfeit their attack turn to gain back the other two-thirds, and gain three third actions per turn.

A third may be used to change position by up to twenty feet. It may be used to drink or throw a potion, or it may be used to perform a

non-tactic check of up to two die (flushed checks are not affected by this limit). It may also be used to draw one-handed weapons. The Brawler and the Marine may also activate their perks using the third.

NON-COMBATIVE ACTIONS

There are also a variety of actions that can take up two-thirds of your turn, allowing a character to spend time doing things other than attack. These **action turns** can be used as follows:

- By any class, to draw a two-handed weapon or item from the inventory.
- By any class, to re-roll Weapon Proficiencies.
- By any class that is not The Marine, to reload ranged weapons.
- By any class, to perform a *Medicine* or *Tech* check.
- By The Apothecary, to manufacture a potion or poison
- By The Tinker, to launch their drone, *Enhance* equipment, *Disable* an enemy's equipment, or disable an enemy's artifacts
- By The Charmer, or Soulrender to cast a spell or command their Focus or Thrall, respectively

Other actions may be completed under GM approval.

HIT DICE

Not to be confused with HP is a character's **hit dice**. Hit dice can be used by a

character to regenerate a small amount of health while outside of battle, or by certain classes to refresh abilities.

Characters may, at any time, take a **short rest**. A short rest lasts approximately one hour, and during this time, characters may spend their hit dice either on abilities, or HP. Exchanging hit dice for abilities is described in each class's perk list. As for HP, a player may roll 1d6 for each hit die they wish to spend and add the sum to their total HP. Hit dice are replenished at the party's next **long rest**, which involves sleeping between 6-9 hours.

A character gets one hit die for every two points in WIL past ten. All characters are guaranteed a minimum of one hit die. They also receive an additional hit die every level.

MEDICINE

The *Medicine* skill is worth mentioning here, since it allows players to heal others with a skill check. Every die rolled above one will heal two HP.

GRAPPLING

Characters may also *Grapple* during a battle, grabbing enemies and holding them down. If a character succeeds in a contested grapple check against their enemy, they grapple them. While grappled, the enemy cannot move nor attack targets besides the character holding them down. In addition, all attacks against the grappled target gain advantage on their hit rolls and damage rolls. A grappled target is also open to Sneak attacks from the Outlaw, even if they are the one performing the Grapple. The grapple

check must be continually rolled every turn by the aggressor to keep the target grappled.

STATUS EFFECTS

Included in this section are a list of predefined status effects that can be triggered in combat or by spells, and the amount of dice on a relevant *Medicine* check to remove the effect.

Note that if the effect was magically induced, the Medicine check is instead contested against the caster's Proficiency (PRF).

Unconscious	Lose turn. All incoming attack rolls take advantage.
Dead	You're dead
Blinded	+2d6 to all attack rolls. +2d6 on all visual checks. (4d6)
Bleeding/ Flaming/ Freezing	Subject takes 2HP damage per round. (1d6)
Weakened	Attack damage halved (3d6)
Vulnerable	Critical floor raised by 3 (2d6)
Winded	Lose third action (1d6)
Paralyzed	Cannot move. (2d6 OR 5d6 WIL) Incoming attack rolls have advantage
Immobile	Incoming attack rolls have advantage
Exposed	Incoming attack rolls have advantage
Terrorized	+1d6 to all attack, WIL rolls. +1 WIL dice against <i>Intimidate</i> .
Raging	Missed attacks hit allies. (2d6)
Dazed	+2 WIL die. (3d6)
Shocked	+1d6 all ability rolls. (2d6)
Disabled	Cannot use abilities
Diseased	+2d6 to all ability rolls. (4d6) Recovery upon three consecutive health saves. Saves made each morning.
Feeble	+2 HEA die. (3d6)
Overpowered	+1d4 dmg

Overcharged	One non-combat roll may have a 1d6 bonus
Protected	Next critical hit has disadvantage on damage roll
Regenerating	Heal 1 HP every round.
Overaccurate	Advantage on attack roll
Invisible	-2 Stealth Die
Frozen	Lose Turn (Grapple to escape)
Frosted	Lose 1/3 (Grapple to escape)
Grappled	Advantage to attack and damage rolls

LEVELS, EXPERIENCE, & ADVENTURING

Congratulations, you've killed something. While you ponder the value of the life you've just taken in exchange for some measly credits and/or equipment, it's time to think about what it means for your *progression*. Y'know, the thing that's actually valuable to you. Not life. Psycho.

EXPERIENCE

In other games, monsters and characters each have a unique, assigned experience reward that the player receives for killing them. That's convoluted and over complicated for what we need, however. In Komdak, experience is a value that gains a set amount of value from completing certain actions.

Killing is the most common way of gaining experience points. The amount of experience points you gain depends on the classification of the enemy killed. A common enemy (often called a "grunt") is worth a single point of experience. "Commander" enemies who are typically encountered as the leader of a group of enemies is worth three. A "miniboss", usually encountered at the halfway point of an adventure or in unique encounters, is worth seven points. A "boss", usually encountered at the end of an adventure, is worth fifteen points.

Interactions are also a valid way of gaining experience points. Passing a skill check of any kind outside of combat grants one point

of experience. "Pointless" checks that have no reason other than to farm experience will not be granted experience boost.

Quest Objectives are the final way of gaining experience points. Optional question objectives grant seven experience per quest completed. Completing a quest grants fifteen experience points.

LEVELS

As a character gains experience continuously, levels are essentially a discrete way of representing a character's experience level. Levels begin at zero experience and increase linearly, with each level requiring fifteen more experience than the one before. So level two requires fifteen experience, level three requires thirty, level four requires forty-five.

Note that this is the amount required in *addition* to what is required before. So a 2nd level player has a minimum of fifteen experience, a 3rd level player has a minimum of forty-five experience (fifteen for 2nd level plus forty-five for 3rd level), etc.

SPENDING EXPERIENCE

Unlike the previous version of Komdak, upon reaching the end of a quest, the player may use any unspent experience points to level up their skills, rather than getting a set amount of points per level.

In order to increase a skill, a player must pay an amount of experience equal to the current level plus one. For example, a player with 6 points in *Melee Ability* must pay 7 experience points in order to buy the next level. After this,

they will need to pay 8 points again in order to rank up to level 8, then 9 points for 9, etc.

In the case of HP, a character instead pays for the *additive* – a separate bonus whose value is separate from the total HP score. The additive is bought much like a normal skill, with one XP paid for the first level of the additive, two for the second level, etc. The current level of the HP additive is then added to the total, yielding the character's total HP.

THE INVENTORY

CREDITS

Characters also use *credits*, the key currency on Komdak. As much of computation and technology relies on the Core, a banking system is also routed through it. Due to the uncaring and consolidating nature of the Core, credits are always transferred upon death of an individual. In many cases, they are transferred to loved ones or family, however, in the case of the lone adventurer, they are often transferred to the killer as a reward. A credit roughly corresponds to one quarter of an American dollar.

Players will often get credit rewards for killing enemies, as well as completing quests. Credits may be exchanged for goods and services at a variety of kiosks or shops.

DRUGS

With the widespread reach of both ABHN and Clan Corcus, Komdak possesses an absolutely massive distribution network for various chemical and biological cocktails. With

the powerful and varied boons that these tonics, pills, and injections can have, they are highly sought-after for their performance boosts in the heat of combat or in high-pressure scenarios.

AUGMENTS

With humanity came the concept of body-modification, the integration of man and machine on a fundamental level. These augmentations (known as "*augments*" or "*lectriks*") allow individuals to enhance and exceed their limits, in addition to a variety of weaponized limbs and organs; with enough augments, a mortal can stand up against, or even exceed Chosen power. It should be no surprise, then, that Chosen latched onto this modification craze as well.

Biology and technology do not always play nice, however. Installing an augmentation reduces a character's overall vitality as the nervous and immune systems will never perfectly cooperate with the lectriks.

Characters who seek to install a new lectrik must have at least one free hit die. Installing the augment *permanently sacrifices* the hit die, reducing their total by one. In addition, any drugs that would influence or boost the corresponding organ or statistic no longer have effect.

MAGICAL SHIT

Since the rules and content of the magical system have gotten really complex, this is now its own section. The number next to each spell indicates the amount of spell charges or souls it requires. 0-level spells are incants.

CHARMER SPELLS

HOUSE CHEMISTRY

SYNTHESIS

(0) Ice Bolt – The caster condenses and expels a small crossbow of ice, which may be used and fired. The bolt deals 1d6 damage, and may use either Ranged or Core proficiencies. Finessing this spell makes the bolt shatter, dealing 1d6 area damage in 5'.

(1) Smoke Bomb – The focus expels a choking, thick black cloud of smoke 10' wide. All within must make a PRF + 2 HEA save, or take 2d6 damage per turn. Finessing this spell allows the caster and allies to see through the smoke.

(2) Form Wall – The caster bends the material of the floor or walls to create a solid, 7x7' barrier. Finessing this spell allows the caster to move the barrier once after creating it.

(3) Water Jet – The caster sprays a concentrated blast of water, capable of cutting through up to 3" of any material. If used offensively, it pierces enemies in a line and deals 6d8 damage. A PRF + 2 DEX save will halve the damage.

REACTION

(0) Pyrotechnics – The caster can remotely create small, colorful blasts of light to illuminate, distract, or entertain others. Produces low-to-moderate levels of light.

(1) Dynamo – The caster can drastically change the temperature of any object they touch, up to 100 degrees in change. If used offensively, it deals 3d6 damage on contact.

(2) Acid Spray – The focus produces and releases a strong, acidic substance. The substance can corrode armor or metal quickly, and deals 5d6 damage against targets. Finessing this spell allows it to dissolve organic matter.

(3) Flash-Freeze – The caster produces a freezing storm with them at the center. All within 50' of the caster take 4d10 damage and are frozen solid for 1d4 + PRF turns. Frozen targets make a PRF + 1 Grapple save to break free. Those within arm's length of the caster are within the eye of the storm and take no damage.

DECAY

(0) Beta – The caster projects a ray of weak, concentrated radiation in a line. The ray mildly heats all that it hits. The ray pierces targets and deals 2/PRF damage.

(1) Gamma – The caster projects a ray of strong radiation in a line. The ray significantly heats all that it hits. The ray pierces targets and deals 1d8/PRF level. Finessing this spell causes the effect to *Disease* targets.

(2) Fireball – The caster summons a chunk of critical radioactive material. This material may be turned supercritical and thrown, creating a small nuclear explosion, dealing 4d6 damage to all

within 20' of the target. A PRF + 2 HEA save will halve the damage. Finessing this spell allows the fireball to bend around one target, dealing half damage. More finessing avoids more targets.

(3) Disintegrate – The caster's touch destroys atomic bonds and turns up to 60lbs of matter into fine dust. Used offensively, this spell deals 8d8 damage, although a PRF + 2 HEA save will halve the damage.

HOUSE BIOLOGY

EVOLUTION

(0) Evolve – The caster may grant one target a minor mutation to help them better adapt to their environment. Available mutations are:

- Gills ➤ Inactive ➤ Bio-luminescence
- Fins Camouflage ➤ Bio-electric
- Night ➤ Hollow Bones* impulses (1d4)
- Vision ➤ Mimicry*** ➤ Web Production**

*Negates fall damage for heights less than 50ft **Can sustain <50lbs

***Allows mimicry of non-speech noises

(0) Perfected Evolve – The caster evolves the perfect appendage – a crab's claw – and may use it in combat, dealing 2/PRF melee damage.

(1) Lesser Buff – The caster grant one of the following buffs to a target:

- **Divine Guidance:** Grants a +3 to-hit bonus. 1D4 + PRF rds. Does not affect crits.
- **Divine Resilience:** Grants target a bonus hit die. 1D6 + PRF rounds
- **Divine Shield:** If an attack would reduce target to sub-zero HP, they instead are reduced to one. Single use. 1D8 + PRF rds.

(1) Perfected Buff – The caster grants the perfected buff – **Divine Crab Armor** – giving a target +2 RES for 1d6 rounds.

(2) Ascension – The target grows large, feathery wings, and gains the ability of true flight for 1d4 rounds.

(2) Perfected Ascension – The target grows the perfected traversal method – **Crab Legs** – and can move along any wall or roof for 1d8 rounds.

(3) Polymorph – The caster may think of one animal, and either they or a target will become that animal for 1d6 rounds. During this time, the target loses any Chosen abilities conferred by this, but gains the raw statistics of the given animal. A PRF WIL save will evade.

FORESTRY

(0) Bramble Whip – The caster conjures a strong, controllable vine which may be used as a rope. Used offensively, it deals 1d6 damage. Finessing this spell makes targets *Bleed* until healed.

(1) Mycelium Bond – The caster chooses two or more targets. Failing a PRF + 1 WIL save causes the targets to be linked, distributing damage between them, and sharing their thoughts.

(1) Wildspeak – The caster may temporarily speak with animals. Finessing this spell adds double advantage to all CHA skills against animals.

(2) Weeds – The caster conjures a field of growths from the ground. All creatures on the field are grappled, with a PRF + 1 save, and take 3d6 damage as they are slammed to the ground.

(2) Weed – The caster hotboxes the area. All enemies roll a PRF - 1 HEA save, or take 2d8 damage. Allies gain +2 to all statistics.

(3) Blight – The caster forms a lump of parasitic material, and lobs it at a target. The target deals 1d8 damage to all within 10', including themselves, for 2d4 + PRF rounds.

PLAGUE

(0) Rot – Targeted organic material rots quickly. Targets must make a PRF WIL save. If failed, any physical damage taken deals an additional 1d4 rot damage for 1d6 + PRF rds. Finessing halves any healing effects during this time.

(1) Designer Disease – The caster may inflict or cure one disease on one subject, with customized symptoms. A PRF + 3 HEA save must be made to dodge or recover. Removing the disease is a contested *Core Ability* check.

(2) Sleep – Target must make a PRF WIL save. If the target is below half health, it is PRF + 1, and PRF + 2 if below one quarter. If failed, the target enters a deep sleep.

(3) Paralysis – Target must make a PRF + 1 WIL save. If failed, the target is afflicted by *Paralysis* for 1d4 + PRF rounds. Finessing this spell allows crude puppeteering of the target's body during this time.

HOUSE PHYSICS

FORCE

(0) Impulse – The caster produces a blast of force against one target, moving them up to 10' in any direction, and dealing 1d4 damage.

Finessing this spell allows it to be self-cast for no damage.

(1) Hold Object – The caster freezes an object in space, preventing it from moving for 1d6 rounds. If the object is a creature, they may escape with a PRF Grapple save.

(1) Force Shield – The caster creates a wall of force that reduces the accuracy of objects passing through it. All projectiles that pass through the shield have disadvantage on to-hit.

(2) Force Wall – The caster creates an invisible wall or platform that prevents anything from passing through it, including sound. Passing through requires a PRF + 2 STR check, or PRF + 1 DEX in the case of projectiles. Finessing this spell allows the wall to be moved freely through space by the caster.

(3) Alter Gravity – The caster may control the magnitude and direction of a gravitational pull on a target for 1d6 rounds.

ELECTROMAGNETISM

(0) Sparks – The caster produces small sparks of electricity from their fingertip, allowing them to power small electric devices. Used offensively, it deals 1d8 damage on touch. A PRF HEA save will halve damage. Finessing this spell causes it to *Shock* for 1d6 rounds on successful blows.

(1) Magnetism – Allows remote manipulation of ferromagnetic items within direct LoS. Caster may only lift up to their physical limit. Finessing doubles the weight limit.

(1) Lightbulb – The caster summons a self-powering, hot, incandescent lightbulb. Throwing it deals 2d6 fire damage.

(2) Lightning Bolt – Summons a powerful bolt of electricity that may be thrown at a target. On contact, deals 4d8 damage to all targets connected by conductive materials, and *Shocks* them. A PRF + 1 HEA save may be made to half the damage and evade the *Shock*.

(3) EMP - The caster produces a powerful blast of electromagnetic energy, disabling all electronic devices within 50'. Finessing this spell allows selective disabling.

LIGHT

(0) Glamour – Produces a hypnotic glamour capable of obscuring a target's features. Grants +1 to a target's RES for 1d4 rounds. Finessing this spell allows it to recreate clothing.

(1) Blind – Temporarily *Blinds* one target for 1d8 rounds. PRF + 2 WIL save halves duration.

(1) Light Orb – Creates an orb of pure, bright light comparable to daylight. May be flashed to produce a blinding effect. If flashed, all within LoS make PRF + 1 *Perception* save to avoid being blinded. Failing *Blinds* target for 1d4 rounds.

(2) Illusion – Produces an illusory scene around the caster, capable of covering a 10' cube in projected images. A PRF + 2 INT save allows seeing through the images. Finessing this spell doubles its size.

(2) Invisibility – Bends light around a target, making them blind but invisible for 1d6 rounds. A PRF + 2 INT save allows detecting the invisible target's location. Finessing this spell allows it to shroud up to four targets.

SOULRENDER SPELLS

INFERNO

VENOM

(0) Suffering Poison – The target makes a PRF HEA save. Failing blocks all healing effects for 1d6 rounds. Finessing this spell blocks any positive buffs.

(1) Sepulchral Venom – Launches a soul-sucking poison spray. The target takes 1d6 damage per round for 1d4 rounds. A PRF + 1 HEA save halves the duration.

(2) Depriving Poison – Creates a spray of poison. On contact, a PRF + 2 HEA save must be made. If failed, the target loses one sense of the caster's choice for 1d8 rounds and takes 4d12 damage. Finessing this spell allows a second sense to be deprived, or for the target to be paralyzed.

BLAZE

(0) Cursed Flame – Creates a ball of cursed soul flames that cannot be extinguished. Deals 1d10 damage.

(1) Sulfuric Gloom – Creates a 10' cloud of toxic, brimstone-smelling smoke that only the caster can see through. All breathing within the cloud must make a PRF + 2 HEA save. If failed, it will deal 2d6 damage. Seeing through the cloud requires a PRF INT check.

(2) Erupting Globe – Creates a small orb of erupting flames, bound by a psychic field. May be remotely released by the caster at a later time, causing a massive detonation. Those within 20' of the orb take 5d8 damage. This spell may be finessed to allow a second detonation.

(2) Augur Blaze – Causes a psychic fire that burns away any lingering magical effects. Casters whose effects are in the area must make a PRF + 3 *Core Ability* check, or their magical spells are destroyed.

AGONY

(0) Scathing Remark – The caster psychically derives an extremely hurtful insult and hurls it at the target. The target takes 1d6 damage.

(1) Demonic Torture – The target is wracked by excruciating pain and experiences one day over five seconds. Target takes 3d10 damage and is *Shocked* for 48 hours.

(2) Coercive Agony – The target is given orders by the caster. If the target attempts to disobey, they must make a PRF + 3 WIL save, or experience agonizing pain and take 7d6 damage. Spell lasts 1 hour.

ABYSS

SHADOWS

(0) Null Bomb – Creates an obscuring, 10' sphere of concentrated void, which allows no noise or light to enter or exit it. Lasts for PRF rounds. Finessing this spell causes those who are within the sphere to make a PRF WIL save, or become *Terrorized*.

(1) Shadowwalk – The target and their shadow become one, causing the subject to become intangible for 1d4 + 2 rounds, capable of walking wherever a shadow can go.

(1) Void Mask – The target visually resembles something or someone else for 15 minutes. A

PRF + 2 WIL save may be made to see through the illusion.

TERROR

(0) Terrorstroke – Target must make a PRF + 1 WIL save. Failing it inflicts *Terrorized* for 1d4 rounds.

(0) Eldritch Tentacle – One of the caster's own appendages is replaced with an eldritch tentacle summoned from another world, which the caster may control as their own. The tentacle stretches up to 10', and deals 1d8 damage on hit.

(1) Abyssal Horror – Summons the target's worst fears, dealing 4d8 damage and makes them *Terrorized*.

(2) Eldritch Scream – Creates a noise of pure terror. All within earshot must make a PRF + 1 WIL save. Failure deals 4d12 damage and renders the subject catatonic for 1d4 rounds.

DISCORD

(0) Abyssal Chaos – The caster chooses a target and rolls 1d400. The effect of this spell is determined by the roll.

(1) Blink – The caster temporally folds the target into the abyss, causing them to randomly phase in and out of the universe. The subject gains a +3 RES bonus for 1d8 rounds.

(2) Duplicate – The caster duplicates the last spell cast, regardless of cost. Duplicating a duplicated spell is invalid.

(2) Reflect – The caster redirects any incoming magic or damage from one target to another of their choice. This may be cast as a reaction.

(3) Doppelganger – A clone identical to the target, sharing no abilities except physical ones,

is created and allied to the caster. This twin has 10 HP and will dissolve into dust when killed, or after one hour.

PHANTASM

SOULBINDING

(0) Minor Animation – The caster may impart residual soul energy into an object, allowing the caster to remotely puppeteer it.

(1) Animate Object – The caster chooses an object of reasonable size and imparts a soul into it, bringing it to life and allying it with the caster.

(1) Charm – The target makes a PRF + 2 WIL save. If failed, the target is *Dazed* for 1d8 rounds.

(3) Enthral – The target must make a PRF + 2 WIL save. If failed, they unquestioningly obey the caster for 5 minutes, against their will.

NECROMANCY

(0) Seance – The caster may commune with any dead souls within their possession.

(0) Necrotic Touch – Contact causes flesh and organic materials to die and rot. Deals 1d8 damage.

(1) Summon Undead – Loosely binds a soul to a dead body, causing it to reanimate. Undead retain all non-magical attributes not yet rotted away, but possess quartered HP and halved statistics.

(1) Transcend Coil – The caster's soul temporarily decouples from their body, allowing them to briefly pass through walls or possess others. Possession is a PRF – 1 WIL save. The soul re-couples to the body after 1d6 rounds.

VAMPIRISM

(0) Vampiric Drain – The caster deals 1d4 damage and heals back half.

(1) Vampiric Heal – The caster converts a soul into healing energy, healing one target 3d8 HP. This spell can heal subjects pacted to Axner.

(1) Vampiric Shield – The caster converts a soul into a magical field, granting one subject +2 RES for 1d8 rounds.

CAUSE

SPACE

(1) Banish – The target must make a PRF + 1 POW save. If failed, they are banished to an alternate plane for 1d8 rounds.

(1) Portal – The caster may select two surfaces to set a portal on, linking them together. Finessing this spell allows the caster to spend up to 10 minutes in transit between selecting portals.

(2) Teleport – Allows the caster to truly teleport, moving to any position within LoS.

TIME

(0) Blink – Accelerates the caster's personal time-stream, allowing them to instantaneously traverse a short path. Finessing this spell allows the caster to take all touching them.

(0) Chronological Unfurling – Allows the caster to see events that occurred in the vicinity up to two hours prior.

(1) False Timeline – The target must make a PRF + 1 WIL save. If failed, the caster fabricates

alternate memories to replace the target's own, rewriting up to one year previous.

(2) Multiversal Fork – In 15 seconds, the caster will be returned to the moment of casting, unless they are killed. Roll values will be preserved the second time around. Finessing this spell allows roll values to be re-tried by the caster.

REALITY

(0) Pocket Dimension – The caster opens a door to an extradimensional, 10' cube room. This space persists between casts.

(1) Spacial Fold – The caster bends reality, effectively causing them to be in two places at once for 1d6 rounds.

(1) Graviton Pellet – The caster summons a bullet-sized black hole and launches it at a target, dealing 4d6 damage.

(2) Alter Size – The caster may alter the size of the target by a magnitude of five for ten minutes.

CERTIFICATES

Similar to real-life, Komdak offers career certificates to enterprising Chosen who wish to hone specific capabilities. As such, Certificate-bearing Chosen gain unique abilities to serve specific sub-focuses of their classes, while losing some of their more general abilities; Certificates are effectively class-specific traits that radically affect the gameplay of each class, allowing for greater customization and novelty for each character. The following is a list of the certificates that each class is granted access to.

THE BRAWLER

THE RAPSCALLION

Rapscallions go through a rigorous training process of bar-brawls and back-alley fights. Calling them “masters of the martial arts” is definitely too much credit, although they still possess a far greater grasp on punching than most.

The Ham-Fisted: The Rapscallion loses familiarity with all melee weapons, their *Berserker* ability, and their bonus RES.

The Bam-Fisted: The Rapscallion’s fists deal 1d4 damage.

The Lightweight: The Rapscallion gains a bonus +3 RES if they are unarmored.

The Adept: The Rapscallion has 1 base melee proficiency, and a +2 to-hit bonus.

The Flowing: Instead of traditional tactics, the Rapscallion may spend tactics on various special attacks. These attacks may only be used when unarmed or with quarterstaves, and not wearing

armor. Rapscallion attacks may only be used when certain stances, certain attacks change stances, requiring flow.

Combo: Switching between three stances on a single turn grants an additional +1d6 damage.

RAPSCALLION BLOWS

Stance of the Drunken Fool:

- (1) **Grip:** Advantage on Grapple.
- (1) **Fury:** Attack with an additional strike, 1d4 damage. Stance to Topsy Master.
- (1) **Shove:** Pushes target back up to 5 feet. Stance to Inebriated Toddler.
- (2) **Throw:** Throw Grappled enemy, dealing 1d6 damage. Stance to Buzzed Fighter.

Stance of the Topsy Master:

- (1) **Dodge:** +1 RES for next turn, up to 3.
- (1) **Parry:** Free strike if opponent targets you and misses. Stance to Drunken Fool.
- (2) **Control:** Disadvantage on incoming damage rolls. Stance to Inebriated Toddler.
- (2) **Reflect:** Take half damage of next attack, deal half damage back at attacker. Stance to Buzzed Fighter. 4DEX Evade.

Stance of the Buzzed Fighter:

- (1) **Block:** Share half of all **incoming** damage to ally. Stance to Topsy Master.
- (1) **Feint:** -1 die on DEX, HEA Saving Throws. Stance to Inebriated Toddler.
- (2) **Bide:** Grants bonus tactic next turn.
- (2) **Swiftness:** Gain extra non-combat turn. Stance to Drunken Fool.

Stance of the Inebriated Toddler:

- (1) **Tantrum:** Draws all enemy aggression. Stance to Topsy Master.
 - (1) **Shake:** Startles enemy, disadvantage on their next damage roll. Stance to Drunken Fool.
 - (1) **Screaming Fists:** Deals 1d4 damage, Stance to Buzzed Fighter.
 - (2) **No!** Halves incoming critical hit damage.
-

THE SHOWOFF

While Rapsallions focus on mastery of fisticuffs and the honor of drunken fighting, **Showoffs** instead focus on style and substance of combat. With flashy moves and pithy one-liners, the Showoff is notorious for dealing significant damage in unexpected ways.

The Poor Planner: The Showoff cannot use tactics, and loses all class proficiency perks.

The Improviser: The Showoff gains +2 Style Points with improvised or stolen weapons. They lose this bonus if the weapon is used for more than two rounds.

Showdown: The Showoff's *Berserker* ability grants +2 Style Points instead of a damage boost.

The Winger: The Showoff has no disadvantages and is familiar with all improvised weapons.

The Snarky: The Showoff gains +1 Style Point if they deliver a one-liner or pun at the start of their turn.

The Entrance: The Showoff gains +2 Style Points on their first attack of combat.

The Underdog: The Showoff gains +1 Style Points if they have proportionally less health than their target.

The Finisher: After defeating an enemy, the Showoff gains +1 Style Points.

SHOWOFF STYLES

Silence: The Showoff instantly kills one enemy under 6HP. *Style* WIL evade.

Ditch: The Showoff throws their weapon at an enemy, dealing 1d4 damage. This instantly equips their reserve item.

Punch: The Showoff sneaks an additional melee hit in, dealing 2 damage.

Grab: The Showoff instantly equips an improvised weapon

Sidestep: The Showoff gains +1 RES, up to 3.

Disarm: The Showoff steals the target's weapon on a Contested Grapple Check.

Confidence: +1 damage

Smugness: +1 *Accuracy*

Ingenuity: +1 *Lethality*

THE MARINE

THE SHARPSHOOTER

Although all Marines are gifted shooters, some focus on their accuracy far more than others. These so-called **Sharpshooters** compromise their crowd-control capabilities in exchange for high levels of focus and accuracy, always seeking to line up the next perfect shot.

The Focused: The Sharpshooter gives up their *Multiattack* and *Dodge* abilities in favor of their increased single-target accuracy, in addition to losing their class RES bonus and bonus hit dice.

Keen Eye: The Sharpshooter removes two dice on all *Perception* checks.

The Deadeye: The Sharpshooter may activate their *Deadeye* ability once per day per level. While active, they gain advantage on their next attack. They have a maximum usage of INT/2.

The Precise: The Sharpshooter will automatically hit a critical hit on any enemy if the raw to-hit roll surpasses the enemy's RES by a minimum of 10.

A raw to-hit roll of twenty still crits. *Accuracy* and *Lethality* tactics do not increase the excess or decrease the threshold, respectively.

The Hawkeye: The Sharpshooter may forgo their turn to roll perception dice. For each dice cast, they gain a +1 raw bonus to their to-hit roll. Perception bonus adds up between rounds, but does not carry between combat encounters. *Keen Eye* provides no bonuses.

THE SURVIVALIST

While most Marines search for battle in the cities and fields, some become accomplished hunters and hikers. Known as **Survivalists**, they train for persistence in nature, providing sustainability and utility both in all places. They also possess a *Spirit Animal*, which grants them a temporary boon usable at their discretion; there are five flavors of Survivalists: **Shark-Bear, Snake-Hawk, Lion-Worm, Badger-Frog, and Klorze**.

The Simple: The Survivalist gives up their *Fast Hands* ability due to training with simpler weapons. Their class RES bonus is also forfeit.

The Reliable: The Survivalist gains an additional +1 ranged proficiency point, but becomes unfamiliar with all weapons except spears, knives, or axes, or bows or crossbows.

The Skilled: The Survivalist may choose three skills of this set to remove one die on: *Athletics*, *Grapple*, *Medicine*, *Perception*, *Finesse*, *Sneak*, *Act*. More than one die can be applied to a skill.

The Caller: The Survivalist can identify and mimic all animal traits (calls, tracks, smells, territory) freely.

The Camouflaged: While in nature, the Survivalist can freely camouflage themselves, removing one dice from *Sneak*.

The Climber: The Survivalist is skilled in the art of free-climbing, allowing them to scale any feasible surface without an *Athletics* check.

The Hunter: The Survivalist may enter a *Hunter's Trance*, rolling as many Perception dice as they want; this will automatically notifies them of all creatures within 20ft, as well as a rough size estimate; each dice doubles the radius. Trance works through walls.

The Spiritual: The Survivalist possesses a *Spirit Animal* of their choosing, which grants a unique boon usable once per day per level. A Spirit Animal effect lasts one round. They gain a maximum usage equal to their CHA/2.

SPIRIT ANIMAL INVOCATIONS

Spirit Animals: The Survivalist may send forth their spirit to gather information, send a message, or retrieve small objects.

Spirit of the Shark-Bear: The Survivalist gains ferocity, removes two PHY die, and deals +1d6 damage.

Spirit of the Snake-Hawk: The Survivalist gains insight, removes three *Perception* dice, and has +2 raw to hit.

Spirit of the Lion-Worm: The Survivalist gains subterfuge, and removes two *Sneak*, *Finesse*, or *Sleight* dice

Spirit of the Badger-Toad: The Survivalist gains toxins, removes three *Medicine* dice, and their weapons deal +1d6 poison damage.

Spirit of the Klorze: The Survivalist gains screaming terror, tripling their movement speed,

removing two *Act* dice, and granting an additional third turn.

THE APOTHECARY

THE SURGEON

While Apothecaries mostly seek to output their healing abilities through their various medicines and tonics, many instead adhere to more traditional methods of healing. Such **Surgeons** instead utilize their Coreal abilities to harvest organs, which they can implant into their allies as needed.

Traditional Medicine: The Surgeon possesses one-fourth of their total Apothecary Charges, rounded down.

Augmenter: Implanting augments only requires a 3-die *Medicine* check at the hands of the Surgeon.

Shady Doctor: The Surgeon may remove a dice on *Sleight*, and has advantage on *Finesse* and *Bluff*.

Super Chill: The Surgeon possesses an *Organ Box*, which stores a maximum of two per level, up a maximum of INT + POW / 2.

Ethically Dubious: The Surgeon may roll as many dice as they want against *Sleight* to steal organs from unaware creatures. Each dice adds a 10% chance of success; failure notifies the "patient". Subsequent attempts add mounting disadvantage.

The Coroner: The Surgeon may salvage organs from any dead body they come across by rolling as many dice as they want against *Medicine*; they

receive an amount equal to number of dice cast minus 1d10, minimum of one.

Black Market: The Surgeon is guaranteed a minimum of two organs of their choosing after a long rest. They gain an additional organ every three levels.

Transplant: The Surgeon may "harvest" an organ from a willing subject for later use, sacrificing one of their hit dice. They may also self-operate.

Implant: The Surgeon may freely implant organs in allies during combat, implanting one organ for every two *Medicine* dice cast. All organs heal the subject a minimum of 2d4 HP, unless otherwise stated. Effects last for 1 rd / 3 lvls.

ORGAN REGISTRY

Heart: Heals the target 2d8 HP.

Spine: The target gains an extra hit dice

Lungs: The target gains an additional third turn.

Eye: The target gains +2 to hit

Grey Matter: The target has guaranteed consciousness.

Muscle: The target gains +6 PHY, DEX

Spleen: The target gains +3 to damage

Kidney: The target gains +50% non-healing drug effects.

Stomach: The target gains +50% healing effects

Bladder: The target gains +2 to lethality

Gallbladder: The target gains immunity to crits

Appendix: The target gains +1d6 poison damage on all weapons.

Liver: The target has +3 die against all saving throws

THE MORTICIAN

While most Apothecaries focus on their abilities to heal, some instead double-down on their poison and toxin game. These so-called **Morticians** forgo their innate healing abilities as Apothecary and instead use their medical knowledge to perform malpractice in the purest sense of the word.

First, Do Harm: The Mortician pays tripled rate for all buffing and healing potions, but has an additional two die added to all saves against their poisons.

Lethal Contact: Unlike other Apothecaries, the Mortician may make their potions *contact poisons*, which only require direct skin contact, and blood contact or ingestion.

Sedation: The Mortician utilizes their traditional medical and anesthesiology training for nefarious purposes; they may roll a contested *Medicine* vs. *HEA* check to silently subdue and sedate any target not in combat. If in combat, the target must be grappled.

Salted Wounds: The Mortician may perform a *Medicine* check on a sedated, or sleeping target to deal an amount of damage equal to ten per dice cast. If successful and the target is eliminated, their death will appear to be natural causes.

Monstrous: The Mortician may abuse their medical knowledge to greatly induce pain in their “patients”, and may remove two dice in *Intimidate*.

THE TINKER

THE INFILTRATOR

While most Tinkers apply their hacking and technical abilities evenly, some seek to enhance their abilities in service of compromising security and exploiting security as much as possible. Utilizing specialty *Twyne* hacking kits, these **Infiltrators** have perfected slipping in and out entirely undetected.

The Threadspinner: The Infiltrator manufactures specialty *Twyne kits*, containing complex circuitry that allow for the silent infiltration of various security systems. The Infiltrator gains one *Twyne* kit per level, up a maximum of one for every two points in INT.

The Subtle: In favor of utilizing their infiltration abilities, the Infiltrator cannot upgrade or overload their allies’ gear.

The Sneaky: The Infiltrator may remove two dice on all *Tech* checks, and two dice on all *Finesse* checks.

Backdoor: The Infiltrator may use one *Twyne* kit to remove two dice on any *Finesse* or *Tech* checks.

The Secure: The Infiltrator may use one *Twyne* kit to undo a failed *Tech* or *Finesse* check.

Improvisation: The Infiltrator may convert a *Twyne* kit into a single-use Grappling Hook, or Glass Cutter, or Augment.

The Compromise: The Infiltrator may use one *Twyne* kit to remotely disable or control any augment or weapon for 3 rnds.

The Suppressor: The Infiltrator may use one *Twyne* kit to disable all non-vital Coreal abilities of any enemy for 2 rnds. 5-POW evades.

THE GREASE MONKEY

While Tinkers are generally skilled with modifying tech, some take it upon themselves to create the tech from scratch, and in the moment. These **Grease Monkeys** utilize their mechanical skills to construct and operate larger constructs and gadgets that grant them greater support capabilities.

Honest: Grease Monkeys become more skilled with wrenches than keyboards, and lose all bonuses on hacking checks.

Nuts & Bolts: The Grease Monkey may remove an additional *Tech* die.

Firing Support: The Grease Monkey may construct a sentry turret that deals 1d8 damage / 2 lvls. It requires one round per dice to construct (min 1), and has an HP equal to 2 / dice cast.

Watchful Eye: The Grease Monkey may, at any time, attach a security camera somewhere. They can then review its feed at any time.

Barricade: The Grease Monkey may construct a barricade to reinforce their position; it can absorb 3 damage / *Tech* die cast. It requires three rounds to construct.

Trapper: The Grease Monkey may set up a trap or alarm system using any of the following detection mechanisms, and either use it to alert themselves, or trigger an explosive/trap:

Tripwire, Noise Detector, Motion Detector, Pressure Sensor, Impact Sensor, Remote Control

Speedster: The Grease Monkey may summon a motorcycle at any point in time. The motorcycle has a maximum health of ten and requires a long rest to use once destroyed.

THE OUTLAW

THE WIGGLEMANCER

Taking cues from the seemingly otherworldly power of the arts, the **Wigglemancer** is an Outlaw trained to utilize their vastly improved Charisma to captivate others rather than con them. As such, they cast magic through the art of “wiggling” – which is to put their entire body into their art, be it singing, dancing, playing, acting, drawing, or something else.

The Genuine: The Wigglemancer gains no class bonuses for Bluff.

Flashy: The Wigglemancer’s desire for attention gives them no bonuses to Stealth, Sleight, or Finesse, and they perform backstabs or Sneak Attacks.

The Adept: The Wigglemancer may choose six skills to permanently gain advantage on.

The Expert: The Wigglemancer may choose two skills to permanently gain a die removal on, barring *Bluff*, *DEX*, or *POW* skills.

Performer: The Wigglemancer may remove two dice on *Act* checks.

Wiggle: The Wigglemancer may, during their turn, roll up to three dice against their *Act* skill, to gain *Wiggle Power*. *The Star* provides no bonuses. *Wiggle Power* does not carry between turns. Wiggling takes one movement turn.

Waggle: Once Wiggle Power is obtained, the Wigglemancer may choose a *Waggle* with a given Skill and Rank. Once chosen, Wiggle Power is expended according to the Waggle Rank, and a corresponding skill check of 1 + Rank must be made. Casting a Waggle takes a movement turn.

WIGGLEMANCER WAGGLES

ATHLETICS

(1) **Waggle of Dashing** - Instantly teleports one ally up to 10 feet forward.

(2) **Bouncing Boogie** - Launches one target up to twenty feet upward. Can deal 1d4 damage.

(3) **Dance of One Thousand Hammers** - Triggers an ethereal hammer slam, dealing 3d6 damage to any target.

GRAPPLE

(1) **Impeding Waggle** - Halves movement speed of one target.

(2) **Hangman's Waltz** - Creates a noose that chokes one target, dealing 2d6 damage. 4 WIL evade.

(3) **Dance of Eternal Chains** - Guaranteed *Grapple* against one target.

INTIMIDATE

(1) **Rally Waggle** - Grants a +2 damage bonus to allies

(2) **Plated Tango** - Grants one subject +2 RES.

(3) **Dance of True Terror** - Gives one target double disadvantage on to-hit.

MEDICINE

(1) **Waggle of Rejuvenation** - Heals all allies +2 HP.

(2) **Coffee Conga** - Grants one subject guaranteed consciousness for 1d6 rds.

(3) **Dance of the Striking Viper** - Grants one ally +2d6 poison damage.

TECH

(1) **Waggle of Sparks** - Creates an electrical zap, dealing 1d8 damage to all within 10ft of caster. 3 HEA evade.

(2) **Shutdown Shuffle** - *Weakens* one target for 1d4 rounds.

(3) **Dance of the Electric Brain** - Grants one subject a +4 to-hit bonus.

PERCEPTION

(1) **Waggle of Vision** - Grants one subject unimpeded vision through non-magical effects.

(2) **Tango of the Senses** - Grants one subject advantage on *Finesse, Sleight, Perception*.

(3) **Dance of the All-Seeing Eye** - Grants remote vision of any location caster has been to.

ACT

(1) **Waggle of Magic** - Creates a remote-controlled magic missile, dealing 1d6 damage.

(2) **Demolition Disco** - Tosses an explosive disco ball, dealing 2d4 damage to all within 20' of it.

(3) **Dance of the Tap Terror** - Dances a deafening tap solo, dealing 2d8 damage to all within earshot,

PERSUADE

(1) **Taunting Waggle** - Draws enemy aggression to ally of caster's choosing.

(2) **Ancient Forbidden Wiggle** - *Dazes* one subject.

(3) **Dance of Coercion** - Completely dominates one subject

THE ASSASSIN

While most Outlaws run amok scamming and conning their way through each and every interaction, some instead opt for the more subtle and refined approach; methodically picking off threats through silent, yet reliable assassinations. These **Assassins** are as deadly as they come, being unnoticed until you already have the knife in your back.

The Brooding: Assassins give off an aura of death, and are not great in social spaces; as such, they give up their *Act* and *Bluff* bonuses.

The Wraith: The Assassin may remove two dice on all *Sneak*, *Finesse*, and *Sleight* checks

Elimination: Sneak Attacks now deal 1d8 damage per dice cast. In addition, poison damage on Sneak Attacks is doubled.

Unseen, Unheard: While standing in relative shadow, the Assassin is functionally invisible.

The Backdoor: The Assassin may remove two *Athletics* dice when scaling buildings.

Great Pretender: While wearing the corresponding clothes, a contested *Act-1* v. *Perception* check allows the Assassin to steal identities.

THE PACTMAKER

THE SLIMEBALL

While most Pactmakers subvert the law through legal loopholes and light forgery, the **Slimeball** is a Pactmaker who completely abandons legality entirely and instead manifests their powers for utilization in dubious and illegal situations.

Disbarred: The Slimeball gives up class bonuses in *Persuade*, and doubles the cost of their roll negotiation ability.

Criminology: The Slimeball may remove one die on *Finesse* and *Sleight*.

Soul-Stealing: Similar to the Surgeon, the Slimeball may roll as many dice as they want against *Sleight*; each dice adds a 10% chance of successfully stealing the soul of a subject.

Sanitize: The Slimeball may spend one soul to completely erase any memories in one subject, up to a week old. In addition, this power will remove any small physical evidence in the area.

Body Bag: The Slimeball may hide an indefinite number of bodies in their briefcase. Don't ask how. Once stored, they cannot be retrieved.

Warrant: In addition to other forgeries, the Slimeball may pull forged warrants from their briefcase, which any lawful entities must abide by.

Gag Order: The Slimeball may spend a soul to silence a single subject, or area of 20ft radius. Lasts up to one hour.

Chicanery: The Slimeball may alter any physical evidence to implicate anyone they please.

Loop Hole: The Slimeball's briefcase acts as a miniature portal, opening its other end anywhere within eyesight. Objects may be stolen through it.

THE PROSECUTOR

Working in direct opposition to the Slimeballs are the **Prosecutors**, Pactmakers who, while still collecting souls for Axner, seek to

right wrongs using righteous justice – and righteous violence.

Just: The Prosecutor gives up their forgery, and their roll negotiation ability has halved effect.

Detective's Eye: The Prosecutor may remove two dice on all *Perception* checks.

Judge: The Prosecutor has the sole ability to determine the current HP and next planned attacks of any enemy they chose. This ability uses their third turn.

Jury: The Prosecutor may spend a soul to *Banish* a target for one rd / lvl.

Executioner: The Prosecutor's briefcase may be used to summon weapons for party members, at the cost of one soul per weapon. These weapons will come with one full clip of ammunition, where applicable.

Judicial Review: The Prosecutor may read the memories of the last 24 hours of any creature or entity they contact.

Legal Protection: The Prosecutor may, in exchange for one soul, exclude a party member from being targeted, so long as they don't attack

Order in the Court: The Prosecutor may, in exchange for one soul, override initiative in combat and guarantee party-first.

THE CHARMER

THE DORKLOCK

While the terrifying might of Charmers comes from their endurance and reliable output of powerful magic, some enterprising individuals seek to instead increase their power magnitude

in exchange for their long-term output. Such Charmers are known as **Dorklocks**, who obsess over powerful *trinkets* to focus their magic for reliable release.

The Lethargic: The Dorklock starts with two spell slots. They gain an additional slot every three levels, up to a maximum of six at level twelve.

The Restful: The Dorklock instantly recharges their spell slots upon a short rest. Dorklocks may cast any spell from any house.

The Inflexible: The Dorklock must choose the spells their trinkets are loaded with during rest; they cannot be determined at cast time.

The Fervid: A Dorklock has one *Obsession*, and gains an additional Obsession every fourth level. An Obsession may be any spell, and it may be cast once per day, for no trinket drainage.

THE MATHEMAGICIAN

In contrast to the Dorklocks stand the Charmers who instead learn to manipulate the fabric of their magic with fine granularity – The **Mathemagicians**. Instead of increased spellpower or rapid turnaround time, Mathemagicians focus their studies on altering the effects of their magic live.

The Unfamiliar: The Mathemagician has a permanent 0 proficiency and cannot finesse spells.

The Theoretical: The Mathemagician gains one *Mathemagical Point* per level. What a nerd. The Mathemagician regains one point for every four levels on a short rest, or all points on a long rest.

The Thaumaturge: The Mathemagician can spend Mathemagical Points to alter the effects of any spell they are currently casting:

MATHEMAGICAL APTITUDES:

Extension: This will double the remaining time of any one spell. May be doubled up to four times.

Exclusion: Allows one target to automatically make a saving throw against any spell you cast.

Expansion: This adds 10' to the range of any one spell.

Embroid: This will add an additional dice to the saving throw against any one spell.

Expedite: This will double the effect of any one spell, but halve its duration.

Execute: This will add an additional 1d10 damage to any spell.

Ensnare: This will bind a spell, allowing for delayed release at a later time, remotely, or by some trigger criteria.

The Impatient: The Cultist's maximum soul storage is limited to one for every five points in WIL + POW. The Cultist is guaranteed a minimum of one soul every short or long rest.

The Stubborn: The Cultist gains +2 RES, and gains +1 Melee Proficiency.

The Fanatic: The Cultist may spend souls on *Sins* in place of spells if they so wish.

CULTIST SINS

Wrath: The Cultist's current weapon is empowered with dark energy, dealing an additional 1d10 damage.

Pride: The Cultist empowers their ego with dark energy, granting a confidence boost and +3 to hit.

Sloth: The Cultist empowers their armor with dark energy +2 RES.

Gluttony: The Cultist empowers their body with dark energy, self-healing 1d8 HP.

Lust: The Cultist channels their dark divinity, and casts any spell simultaneously with their attack.

Envy: The Cultist mimics the last spell they witnessed, matching the cost in charges with souls.

Greed: The Cultist imbues themselves with dark energy and takes an extra action turn.

Ignorance: The Cultist chooses one target, and receives halved damage from them for 2d4 rounds.

THE SOULRENDER

THE CULTIST

While most Soulrenders utilize the power granted by Axner as the weapon itself, others seek to turn *themselves* into a weapon at the behest of the demon raccoon. These Soulrenders are known as **Cultists**, terrifying blends of magic and muscle.

The Bloodthirsty: The Cultist may not cast Soulrender spells at 2nd level or higher, and cannot use proficiencies with their spells.

THE PONTIFEX

On the other end of the spectrum, some Soulrenders seek to refine their magic rather

than their physical forms, and devote themselves to channeling a greater portion of Axner's power. These individuals become devout **Pontifexes** of Axner, granted increased trust and reduced costs to their power in exchange for their service.

The Ritualistic: The Pontifex gains casts all Soulrender spells at halved cost, rounded down, but spends an amount of additional turns casting equal to half the cost, rounded up. In addition, the Pontifex has disadvantage on all magical damage rolls.

The Divine: The Pontifex gains a single use of *Corrupted Power* per day, which may be used to cast powerful effects that scale with the Pontifex's reputation.

CORRUPTED POWERS

UNIVERSAL POWERS

Unholy Smite: The Pontifex chooses one target, who is hit with the total power of Axner's wrath, dealing 1d8 / lvl damage. PRF + 1 POW halves.

Enter Axner: Grants the Pontifex 1 soul / 2 lvls.

INFERNAL POWERS:

The Inferno: The Pontifex explodes in an inferno of flames, dealing 1d6 / lvl fire damage to all within 50ft of them. PRF + 2 HEA halves.

Enter Samael: Summons an *Angel of Destruction*, which doubles all ally weapon damage as pain damage for 1 rnd / lvl.

ABYSSAL POWERS:

True Darkness: Creates a concentrated beam of true shadows that deals 1d4 / lvl cold

damage to the first target and 1d4 / lvl magic damage to all in a line.

Enter Azrael: Summons an *Angel of Death*, which acts as an invulnerable ally, can deal 1d8 damage, and lasts for 1 rnd / lvl.

PHANTASMAL POWERS:

Vengeance of the Damned: Opens a door to purgatory and releases a furious cloud of souls, dealing 1d8 / lvl magic damage, distributed among targets as the Pontifex desires.'

Enter Raphael: Summons an *Angel of Benevolence*, which generates 1d8 / lvl HP, to be distributed among allies as the Pontifex desires.

CAUSAL POWERS:

Supernova: Creates a gravity well that draws in all enemies within 50ft, and explodes the round after, dealing 1d12 / lvl radiation damage. PRF + 1 DEX evades.

Enter Gabriel: Summons an *Angel of Dilation*, which grants all allies an additional action turn for 1 rnd / lvl.

MEDICINE, DRUGS & AUGMENTS

Between the Apothecaries and *Aunty Beulain's*, there are plenty of pharmaceutical avenues to improve one's performance. Within this segment is the full catalog of drug cocktails and prosthetics you can purchase or synthesize to satisfy your needs.

SIMPLE MEDICINES

These are medicines that anyone can synthesize with little or no resources, although they may also be bought from nearly any corner store. They can be crafted with a 2-dice Medicine check.

Name	Effect	Cost (cd)
Lesser Healing	+2 HP	15
Breath Freshener	+1d2 CHA / 2 rds	15
Caffeine Extract	+1d2 INT / 2 rds	15
Meat Smoothie	+1d2 PHY / 2 rds	15
Refined Battery Acid	+1 POW / 2 rds	15
Green Juice	+1d2 HEA / 2 rds	15
Extremely Cold Water	+1d2 DEX / 2 rds	15

SIMPLE POISONS

These are poisons that anyone can make, provide they know how to bang two rocks together. These require a 2-die Medicine check to manufacture. These poisons trigger a 3-die HEA save, which halves their effect.

Name	Effect	Cost (cd)
Bad Juice	1d4 dmg	10
Garlic Extract	-1d4 CHA / 2 rds	10
Weakening Mixture	-1d4 STR / 2 rds	10
Sticky Syrup	-1d4 DEX / 2 rds	10
Extremely Lukewarm Milk	-1d4 INT / 2 rds	10
Concentrated Fatigue	-1d4 HEA / 2 rds	10
Liquid Dysentery	Causes the subject to seek a nearby restroom	15

INTERMEDIATE MEDICINES

These are medicines that require either an Apothecary charge or a 4-die Medicine check *and* a hit die to make.

Name	Effect	Cost (cd)
Healing Potion	+2d6HP Overflow	25
Brilliance Elixir	+4 INT / 6 rds	30
Agility Elixir	+4 DEX / 6 rds	30
Strength Elixir	+4 PHY / 6 rds	30
Eloquence Elixir	+4 CHA / 6 rds	30
Empowering Elixir	+3 POW / 6 rds	30
Vitalizing Elixir	+4 HEA / 6 rds	30
Tenacity Elixir	+4 WIL / 6 rds	30
Draft of Armor	+2 RES / 6 rds	40
Draft of Focus	<i>Overaccurate</i> / 2 rds	40
Draft of Rage	Overpowered / 2 rds	40
Draft of Luck	Overcharges	40
Draft of Finesse	+1 Proficiency / 3 rds	40

INTERMEDIATE POISONS

Like above, these poisons require either an apothecary charge or a 4-die Medicine check and a hit die to make. These poisons trigger a 5-

die HEA save, which halves their effect. If the effect is a status effect, the duration is halved instead.

Name	Effect	Cost (cd)
Poison	-2d8 HP	25
Draining Poison	-1d6 HP / 1d6 rds	25
Toxin of Fog	-5 INT / 6 rds	30
Toxin of Weakness	-5 PHY / 6 rds	30
Toxin of Inarticulacy	-5 CHA / 6 rds	30
Toxin of Clumsiness	-5 DEX / 6 rds	30
Toxin of Sickness	-5 HEA / 6 rds	30
Toxin of Submissiveness	-5 WIL / 6 rds	30
Toxin of Impotence	-5 POW / 6 rds	30
Toxin of Ineptitude	To-Hit Disadvantage / 3 rds	40
Toxin of Vulnerability	<i>Vulnerable</i> / 4 rds	40
Vile Vial	<i>Diseased</i>	40
Toxin of Debilitation	<i>Weakened</i> / 4 rds	40

ADVANCED MEDICINES

These medicines and potions require either two apothecary charges or a 7-die Medicine check and two hit dice to craft.

Name	Effect	Cost (cd)
Greater Healing Potion	+3d8 HP Overflow	60
Genius Elixir	+10 INT / 6 rds	80
Acrobatic Elixir	+10 DEX / 6 rds	80
Brutish Elixir	+10 PHY / 6 rds	80
Fluent Elixir	+10 CHA / 6 rds	80
Transcending Elixir	+10 POW / 6 rds	80
Supervitalizing	+10 HEA / 6 rds	80

Elixir		
Unmoving Elixir	+10 WIL / 6 rds	80
Draft of Tanking	+4 RES / 6 rds	80
Draft of Finesse	+3 Proficiency / 2 rds	80
Draft of Restoration	+1 hit die	80
Draft of Fortune	Double <i>Overcharges</i>	100

ADVANCED POISONS

These poisons and toxins require, like above, either two apothecary charges or a 7-die Medicine check and two hit dice to craft. These poisons trigger a 7-die HEA save, which halves their effect.

Name	Effect	Cost (cd)
Greater Poison	-3d10 HP	45
Greater Draining Poison	-2d6 / 1d8 rds	45
Toxin of Idiocy	-10 INT / 6 rds	80
Toxin of Atrophy	-10 PHY / 6 rds	80
Toxin of Gracelessness	-10 DEX / 6 rds	80
Toxin of Frailty	-10 HEA / 6 rds	80
Toxin of Muting	-10 CHA / 6 rds	80
Toxin of Docility	-10 WIL / 6 rds	80
Toxin of Helplessness	-8 POW / 6 rds	80
Toxin of Paralysis	Paralyzed / 6 rds	100
Toxin of Sleep	Asleep / 10 rds	100
Toxin of Powerlessness	Disabled / 4 rds	120

ABHN DRUGS

The following is a list of all drugs offered for sale by Aunty Beulain's. These cannot be

synthesized by Apothecaries or any other characters, and must be purchased, stolen, or looted.

Name	Effect	Cost (cd)
Homestyle Steroids	-1 STR die / 10 rds	50
Homestyle Cocaine	-1 INT die / 10 rds	50
Homestyle Stimulant	-1 DEX die / 10 rds	50
Homestyle Morphine	-1 HEA die / 10 rds	50
Frightenol	-1 <i>Intimidate Die</i> / 10 rds	70
Gripramine	-1 <i>Grapple die</i> / 10 rds	40
Forcezapram	-1 <i>Athletics die</i> / 10 rds	60
Hacker Crack	-1 <i>Tech die</i> / 10 rds	80
Medicaïne	-1 <i>Medicine die</i> / 10 rds	30
Finglycine	-1 <i>Finesse die</i> / 10 rds	50
Hiderol	-1 <i>Stealth die</i> / 10 rds	60
Swiprofen	-1 <i>Sleight die</i> / 10 rds	50
Accelerane	+4 Initiative Bonus Extra third-action / 5 rds	40
Homestyle Antivenom	-4 HEA die against Poison Saves / 1 day	90
Lifegiver	+10d10 HP	180
Critical Suppository	+5 Crit Chance / 6 rds	120
Focalin	+6 to Hit / 8 rds	80
Ragenol	+2d6 damage / 6 rds	90
Stifflycin	+3 RES / 6 rds	60
Neurological Stabilizer	Suppresses Trait Effects / 1 day	50
Super-Heal	+5d8HP Overflow	90
Fatigueran	Asleep / 15 rds 9-die HEA save	270
Carmanthial A	-12d10 HP 12-die HEA save	800
Carmanthial B	-1d10 HP / 16 rds	650

12-die HEA Save

Carmanthial C	-6d8 Max Health 14-die HEA Save	700
Carmanthial X	Instant Death 18-die HEA Save	3000

ABHN AUGMENTS

Installing an augment requires either a surgeon, or a 5-die *Medicine* or *Tech* check. Once augmented, drugs **no longer effect** the relevant statistic or skill. Only one augment may be installed for each statistic or skill.

Name	Effect	Cost (cd)
Reinforced Tendons	+2 STR	500
Mechanical Limb	+5 STR	1000
Coordinator Chip	+2 DEX	500
Enhanced Cerebrum	+5 DEX	1000
Neurotransmitter Amplifier	+2 INT	500
Integrated Co-Processor	+5 INT	1000
Reinforced Skeleton	+2 HEA	500
Overclocked Respiration	+5 HEA	1000
Frontal Lobe Synchronizer	+2 WIL	500
Automated Cognitive Backup	+5 WIL	1000
Artificial Eye	Night Vision, -1 die on <i>Perception</i>	100
Detachable Eye	As Expected	150
Upgraded Respiration System	Removes Need to Breathe, Immunity to Airborne Poisons	600
Psychic Scrambler	-2 WIL die against Magical Effects	700
Peripheral Neurological	-1 <i>Tech die</i> Grants psychic	800

Interface	technology control	
Auxiliary Transcendent Capacitor	+3 Class Charges	1500
Asymmetric Entropy Inducer	+1 Bonus to all Rolls	700
Improved Vitality Matrix	+2 Hit Dice	800
Excessive Bypass	-2 <i>Athletics</i> dice	700
Detachable Hand	As Expected	600
Muscular Tension Auxiliary	One dash of 50ft / unit	100

ITAMANI AUGMENTS

Highly illegal, highly customized, highly desired.

Name	Effect	Cost (cd)
Augmented Vocal Box	Allows Vocal Imitation on Act Check	300
Subliminal Pattern Projector	-2 <i>Bluff</i> , <i>Persuade</i> , <i>Act</i> die	1500
Cognition Tessellate Interface	Contested WIL check reads, enters minds	500
Backdoor Handshake	-2 <i>Tech</i> dice Hack 1 rd / die. Lose awareness.	1200
Handgun	Hand operates as firearm of choice	600
Concealed Blade	Melee of choice is concealed in arm	600
Biometric Imitator	Recreates given biometric data	400
Compact Forearm Piston	+1d12 Melee Damage / day / unit	300
Recoil Reduction Implant	+1d12 Ranged Damage / day / unit	300
Conductive Fingertips	Electrical shock shorts simple electronics, stuns mortals	200
Embedded Fingertip Multi-Tool	-2 <i>Finesse</i> , -1 <i>Tech</i> die	1200
Combat Enhancer	+2 Weapon	800

Proficiencies		
Automatic Targeting Implant	+5 Weapon Proficiencies	1500

CORCUS DRUGS

The following are the street drugs available from Clan Corcus. These drugs cannot be bought in most stores and instead need to be purchased from street dealers or less reputable vendors. These drugs are also addictive with similar rates and effects to ABHN Drugs.

SWORDS, SHOTGUNS & SWEET DUDS

Adventuring around with only clothes and your fists is a surefire way to end up as another enemy's lunchtime story. In order to ensure that every item of a potential armory is included here, this section will contain an exhaustive catalog of all the item types. Please use some of them so that you don't end up bleeding out behind a dumpster.

MELEE WEAPONS

Standard Melee Weapons. Use *Melee Proficiency*.

Name	Hands	Damage	R	CD
Shortsword	1	1d6	6	20
Longsword	2	1d8	9	25
Broadsword	2	1d12	7	30
Battleaxe	2	2d6	7	45
Warhammer	2	1d12	6	30
Flail	1	2d4	4	35
Dagger	1	1d4	3	10
Hatchet	1	1d6	5	20
Scythe	2	1d10	6	15
Handsaw	3	4d4	7	35
Spear	2	1d8	8	15
Quarterstaff	2	1d6	10	35

ADVANCED MELEE WEAPONS

Melee Weapons that are partially or fully electronic. Can be disabled or hacked by Tinkers. Use *Melee Proficiency*.

Name	Hands	Damage	R	CD
Plasma Sword	1	2d6	7	30
Chainsword	2	2d8	4	45
Gauntlet	1	1d8	6	25
Plasma Axe	2	2d8	5	45
Hotknife	1	1d6	4	20
Plasma Hatchet	1	1d8	5	35

RANGED WEAPONRY

Standard ranged weaponry. Uses *Ranged Proficiency*.

Name	Hands	Dmg	R	CD
Crossbow	1	1d10	30	25
Bow	2	2d4	35	30
Dagger	1	1d4	25	10
Hatchet	1	1d6	25	20
Spear	1	1d8	20	15
Blowgun	1	1d4	35	10

ADVANCED RANGED WEAPONS

Ranged Weapons that are partially or fully electronic. Can be disabled or hacked by Tinkers. Use *Ranged Proficiency*.

Name	Hands	Dmg	R	CD
Laser Bow	2	2d6	40	60
Plasma Caster	1	2d6	30	45

Plasma Hatchet	1	1d8	30	35
Hotknife	1	1d6	30	20
Laser Spear	1	1d12	25	25

FIREARMS

Standard Firearms. Use *Ranged Proficiency*. Deal quadruple damage on a crit, rather than double.

Name	Hands	Dmg	Mag	R	CD
Pistol	1	1d4	10	60	40
Revolver	1	1d6	6	20	35
Flintlock Pistol	1	1d10	1	40	20
Musket	2	1d12	1	20	30
Double-Barrel Shotgun	2	1d10	2	15	45
Pump-Action Shotgun	2	1d8	6	15	50
Rifle	2	1d6	10	80	65
Repeater	2	1d8	8	60	40
Grenade Launcher	2	2d8	1	40	80
Minigun	2	3d6	5	50	100
Autocannon	2	3d8	4	50	150

AMMUNITION

Ammunition types that can be loaded into the above guns.

Name	Effect	CD
Standard Ammo x 20	~	5
Armor-Piercing Ammo x 20	+2 to Hit	10
Penetrating Ammo x 15	Pierces in Line	10
High-Power Ammo x 10	+1d4 DMG	15
Explosive Ammo x 10	+1d6 DMG	20
Grenade	~	10
Minigun Belt	~	20
Autocannon Shell	~	20

ADVANCED FIREARMS

Firearms that are partially or completely electric. Can be hacked and disabled by Tinkers. Use *Ranged Proficiency*. Deal quadruple damage on a crit.

Name	Hands	Dmg	Mag	R	CD
Laser Pistol	1	1d6	10	60	60
Bigger Iron	1	1d8	6	20	55
Laser Rifle	2	1d8	10	80	80
Microwave Shotgun	2	2d8	2	15	50
Flamethrower	2	2d6	10	15	45
Biggest Iron	2	4d8	3	50	180

ADVANCED AMMUNITION

Ammunition types that can be used with the above guns.

Name	Effect	CD
Standard Cell x 15	~	5
Accelerated Cell x 15	+2 to Hit	10
Refracting Cell x 15	Pierces in Line	10
Overcharged Cell x 5	+1d6 DMG	10
Biggest Iron Shell	~	25

COREAL WEAPONS

Weapons that utilize Coreal magic to produce unique effects and weapons. Use *Core Proficiency*.

Name	Hands	Effect	R	CD
Boomstick	2	2d8 3-die DEX halves	20	45
Frost Gauntlet	1	1d6 touch 1-die <i>Frosted</i>	10	55
Firefly	1	1d8 LOS	~	60
Artifact Fang	1	1d6 <i>Vulnerable</i> / 1 rnd	15	55
Zapstaff	2	1d8	25	50

Paralyzed / 1 rnd					
Bombcaster	2	1d10	25	70	
Compression Gauntlet	1	1d6 line Creates impact force	15	60	

SHIELDS

These are single-arm shields that can be paired with one-handed weapons, to boost defensive capabilities. Shields do not reduce statistics or proficiencies.

Name	RES	CD
Light Shield	1	20

STANDARD ARMOR

These armors use no mechanical or electronic systems, and provide basic protection. However, these armors reduce weapon proficiencies and statistics when worn.

Name	RES	PRF	PHY	DEX	CD
Tacky Suit	1	0	0	0	15
Leather Armor	2	-1	-2	-2	25
Chainmail Armor	2	-2	0	0	40

Kevlar Armor	3	-1	-2	-4	40
Steel Armor	5	-2	-6	-6	60

ADVANCED ARMOR

These armors are partially or completely electronic. They provide improved protection or statistics, but can be disabled or overridden by enemy tinkers.

Name	RES	PRF	PHY	DEX	CD
Power Armor	3	-1	+4	-2	75
Strike Armor	2	-1	-2	+4	75
Combat Armor	2	+1	-2	-2	60
Trooper Armor	3	-1	+2	+2	60