

KOMDAK : THE KOMDAKENING

CHARACTER.....	3	THE INFERNO.....	16
STATISTICS.....	3	INFERNAL SPELLS.....	16
SKILLS.....	3	INFERNAL INCANTS.....	16
TRAITS.....	4	THE ABYSS.....	17
SPECIES.....	6	ABYSSAL SPELLS.....	17
HUMAN (Stock).....	6	ABYSSAL INCANTS.....	17
ADVANTAGES.....	6	THE PHANTASM.....	17
DISADVANTAGES.....	6	PHANTASMAL SPELLS.....	17
MIRNA (<i>Elf</i>).....	6	PHANTASMAL INCANTS.....	17
ADVANTAGES.....	7	THE CAUSE.....	18
DISADVANTAGES.....	7	CAUSAL SPELLS.....	18
ARJUNT (<i>Dwarf</i>).....	7	CAUSAL INCANTS.....	18
ADVANTAGES.....	7	THE EMISSARY.....	18
DISADVANTAGES.....	7	THE SHADESLAYER.....	18
ASTANGA (<i>Giant</i>).....	7	THE SHADOWSHOT.....	18
ADVANTAGES.....	8	THE TOXICLAST.....	18
DISADVANTAGES.....	8	THE TRAPPER.....	18
IPLA (<i>Mothmen</i>).....	8	CHECKS.....	19
ADVANTAGES.....	8	ABILITY CHECKS.....	19
DISADVANTAGES.....	9	SAVING THROWS.....	19
CLASS.....	10	SKILL CHECKS.....	19
THE BRAWLER.....	10	CONTESTED ROLLS.....	20
THE MARINE.....	10	EXHAUSTION.....	20
THE APOTHECARY.....	11	COMBAT.....	21
APOTHECARY POTIONS.....	11	TURN FLOW.....	21
APOTHECARY POISONS.....	11	HIT POINTS.....	21
THE TINKER.....	12	RESILIENCE.....	21
THE OUTLAW.....	12	TACTICS.....	22
THE PACTMAKER.....	13	ATTACKING.....	22
THE CHARMER.....	14	CRITICAL HITS.....	23
HOUSE OF CHEMISTRY SPELLS.....	14	THE THIRD ACTION.....	23
HOUSE OF CHEMISTRY INCANTS.....	14	NON-COMBATIVE ACTIONS.....	23
HOUSE OF BIOLOGY SPELLS.....	15	MEDICINE.....	24
HOUSE OF BIOLOGY INCANTS.....	15	POISONS.....	24
HOUSE OF PHYSICS SPELLS.....	15	LEVELS, EXPERIENCE, & ADVENTURING...25	
HOUSE OF PHYSICS INCANTS.....	15	EXPERIENCE.....	25
THE SOULRENDER.....	15	LEVELS.....	25

SPENDING EXPERIENCE.....	26	HUMAN.....	30
THE INVENTORY.....	26	MIRNA.....	30
CREDITS.....	26	ARJUNT.....	30
BUYING, MAINTAINING, REPAIRING		ASTANGA.....	30
EQUIPMENT.....	26	IPLA.....	30
ADVANCED GEAR MAINTENANCE....	26	TRAITS.....	30
UPGRADING EQUIPMENT.....	27	WEAPONRY.....	30
MAJOR WEAPON EFFECTS.....	28	MELEE WEAPONS.....	30
MINOR WEAPON EFFECTS.....	28	RANGED WEAPONS.....	30
MAJOR ARMOR EFFECTS.....	28	GUNS.....	31
MINOR ARMOR EFFECTS.....	28	ADVANCED MELEE.....	31
QUICK START.....	29	ADVANCED RANGED WEAPONS.....	31
BASICS.....	29	ADVANCED GUNS.....	31
CLASS.....	29	CORE WEAPONS.....	31
STATISTICS.....	29	ARMOR.....	31
SKILLS.....	29	STANDARD ARMOR.....	31
SPECIES.....	30	ADVANCED ARMOR.....	31

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)	Class Abilities, Core Influence
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 creating them.

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
	Force	Breaking Doors & Guns
	Grapple	Restraining People & Things
INT	Rig	Repairing & Creating Tech
	Medicine	Healing & Hurting
	Hack	Overriding Tech
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 provides 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.

<i>Cowardly</i>	+3 to <i>Sneak</i> , <i>Medicine</i> , <i>Persuade</i> , and <i>Bluff</i> +1 die to <i>Intimidate</i> , <i>Grapple</i> , and <i>Weapon Abilities</i>	<i>Farsighted</i>	-1 attack die on ranged weapons +2 attack die on melee weapons No change to core weapons
<i>Paper Skin, Glass Bones</i>	+4 to critical hit threshold for your attacks and all attacks against you	<i>Guns Akimbo</i>	Gain a separate action turn for each gun if dual-wielding +1d4 to both attack rolls
<i>Five-Finger Discount</i>	+5 to <i>Finesse</i> and <i>Sleight</i> All prices are doubled	<i>Hammerspace</i>	Draw any weapon for free May not carry large or heavy weapons
<i>Egghead</i>	+3 to INT, CHA, and WIL -3 to PHY, DEX, and HEA	<i>Medical Malpractice</i>	-1 <i>Medicine</i> die Failing a check hurts the patient by an amount equal to number of dice rolled
<i>Brute</i>	+3 to PHY, DEX, and HEA -3 to INT, CHA, and WIL	<i>Speedster</i>	+2 DEX, +2 PHY, +10' movement on your third-action -2 HEA, +2 die to <i>Stealth</i> and <i>Finesse</i>
<i>Skilled</i>	+20 skill points -2 to all stats	<i>Robber</i>	+500 Credits, +6 <i>Finesse</i> , <i>Sleight</i> , <i>Sneak</i> , <i>Intimidate</i> All of Komdak law enforcement are out to get you
<i>Gifted</i>	-15 skill points +1 to all stats	<i>Rat</i>	+300 Credits, +6 <i>Hack</i> , <i>Persuade</i> , <i>Bluff</i> , <i>Act</i> All of the Komdak underworld are out to get you
<i>Barbarian</i>	+3 damage +1 die to all <i>Weapon Abilities</i>	<i>Accurate</i>	Gain two <i>precision</i> tactics for every tactic die Cannot use <i>damage</i> or <i>lethality</i> tactics
<i>Tactical</i>	+4 to all <i>Weapon Abilities</i> -2 damage	<i>Damned Bird</i>	There is a seagull that follows you everywhere. You can't control it
<i>Purple</i>	Everything you see is purple	<i>Survivor</i>	-1 die to all <i>Saving Throws</i> +1 to all other rolls
<i>Nearsighted</i>	-1 attack die on melee weapons +2 attack die on ranged, core weapons	<i>Lone Wolf</i>	+2 to all stats when alone -1 to all stats when in a group
		<i>Insane</i>	-1 to INT and CHA +1 to WIL and HEA
		<i>Compulsive Liar</i>	-1 die to <i>Bluff</i> +2 die to <i>Persuade</i>
		<i>Tech Support</i>	Advanced Weapons no longer Overheat Advanced Armors no longer Reboot Standard Guns take an extra round to reload Standard Armors lose one RES

Note that you are not required to take a trait and are indeed encouraged if you want a well-rounded character. Traits encourage specialization and indeed create new weaknesses your character might not have had otherwise.

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 (Stock)

The reason why Komdak is so f*cked 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. Their native English is not the same as the Komdakian *Ashrin*, however, leading to invariable communications issues, and most Komdakians have a general distaste for them (with them causing the apocalypse and whatnot). Being genetically enhanced to be perfect in any scenario, the humans are adaptable yet not extremely specialized.

ADVANTAGES

+10 Skill Points at Base

+2 WIL

DISADVANTAGES

+1 die on all *Persuade* & *Bluff* checks against native Komdakians

MIRNA (*Elf*)

The Mirnon (MEER-non, *singular: Mirna*) are the oldest of the Komdakian species, becoming sapient some time in the last millennia. The Mirnon are the most populous race on Komdak, having a reproduction cycle somewhat similar to humans, but having a lifecycle that is around 50% longer. Their features strongly resemble the elves of human mythology, with angular features and a taller, more slender build. They have slight green skin tone and black eyes, and an 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, due to a weird evolutionary fluke, have hair for whatever reason.

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. Due to their eloquence, they have a greater capability in speaking and communicating, but their slender build leads to a more delicate and fragile build.

ADVANTAGES

+ 2 CHA

DISADVANTAGES

- 2 PHY

- 1 HEA

ARJUNT (*Dwarf*)

The Arjunta (AR-joon-ta, *singular: Arjunt*) 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 Mirnon, the Arjunta have black eyes and exceptionally pale skin. Their proportions involve a disproportionately large head on a short,

stocky build, and they idolize machinery and technology. Arjunta have brilliant intelligence and decent strength from their stocky bodies, but their clumsy bodies leave much to be desired in terms of agility.

ADVANTAGES

+ 2 INT

+ 1 PHY

DISADVANTAGES

- 3 DEX

- 1 RES

ASTANGA (*Giant*)

The second-youngest species on Komdak, the Astuung (AH-stung, *singular: Astanga*) share a common ancestor with the Mirnon, over two million years prior. Whereas the Mirnon progenitor went towards forests, the Astuung progenitor headed towards the poles of Komdak, similar to Earth's Neanderthals. There, over thousands of years, they grew in both size and strength, with diminishing mental capacity as the generations went on. The Astuung hunted in the poles for over fifteen thousand years, eventually being

discovered by Arjunt exploration parties. The Arjunt 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 towers.

The Astuung resemble the Mirnok 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.

ADVANTAGES

+4 PHY

+2 HEA

DISADVANTAGES

-2 DEX

-2 INT

-1 RES

IPLA (*Mothmen*)

The Iplum (IH-plum, *singular: Ipla*) are the newest of the species on Komdak, being a (relatively speaking) young offshoot

of the Mirnon 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 Iplum 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 Iplum have since reassimilated into Mirnon culture and therefore have no real culture of their own. They are remarkably similar to the Mirnon, the only difference being their wings and their bodies being very lightweight. This lightweight nature leads to them being very agile and dexterous. Unlike their Mirnon counterpart, the Iplum also have a surprisingly strong musculature, leading to them being stronger than their cousins.

ADVANTAGES

+2 DEX

DISADVANTAGES

- 2 HEA
- 1 RES

CLASS

Your Chosen has a set *class* dependent on their ward, training, and artifact. 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.

Well Built: The Brawler gains a passive +4 HEA and +1 RES.

Adrenaline: The Brawler may remove an PHY dice to any check and add 1d6 to damage if they are at or below 3 HP.

Fighting Spirit: The Brawler gains two free melee tactics each turn in combat.

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

Focus: The Brawler may exhaust INT to remove an attack dice for one swing.

Rage: The Brawler may exhaust PHY to gain an additional two melee tactics for one turn.

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.

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

Accelerated Healing: The Marine gains a +25% bonus from all healing effects.

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

Gun-Fu: The Marine gains a free ranged tactic each turn in combat.

Multiattack: The Marine may spend a tactic of any kind in exchange for an additional action turn. For each additional attack, however, another 1d4 is added to

the attack roll, with each additional attack getting less accurate than the one before it.

Precision: The Marine may exhaust INT to remove one attack dice on all their attacks for one turn.

Dodge: The Marine may exhaust DEX to completely nullify any attack against them for one turn.

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.

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 one for every two points in INT.

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

Pharmacist: The Apothecary may mix potions or poisons to combine 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.

APOTHECARY POTIONS

Healing Potion	+1d8 HP
Iron Elixir	+2 RES 4 rounds / 20s
Concentration Elixir	+2 Tactics 3 rounds / 15s
Brilliance Elixir	+6 INT 12 rounds / 1m
Robust Elixir	+6 PHY 12 rounds / 1m
Power Elixir	+4 POW 6 rounds / 30s
Quick Elixir	+6 DEX 12 rounds / 1m
Snake Oil	+6 CHA 12 rounds / 1m
Miracle Tonic	+6 WIL, +6 HEA 12 rounds / 1m

APOTHECARY POISONS

Potent Poison	-3d6 HP
Clumsy Poison	-2 Tactics 3 rounds / 15s
Draining Poison	-1d6 HP

	4 rounds / 20s
Draft of Gullibility	+2 die on WIL Saves against CHR 12 rounds / 1m
Draft of Sickness	+2 die on all HEA Saves 4 Rounds / 20s
Draft of Failure	+1 die on all Checks 4 rounds / 20s <i>May not be flaked</i>
Draft of Blindness	<i>Renders the subject blind</i> 2 rounds / 10s <i>Flasks halve duration</i>
Draft of Phantoms	<i>Induces paranoia and hallucinations</i> +2 die on WIL Saves against <i>Intimidate</i> 2 rounds / 10s <i>Flasks halve duration</i>
Draft of Face-Blindness	<i>Friends and foe become indistinguishable</i>
Draft of Weakness	<i>Critical hit threshold raised by 4</i> 3 rounds / 15s

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.

I.T. : The Tinker removes two dice in any non-hacking technology check.

Exploit: The Tinker may remove two dice from any Hacking check.

Repair: The Tinker may instantly repair or reboot any weaponry or armor.

Enhance: The Tinker may perform a *Rig* check in order to provide an additional damage dice to a weapon, or +2 RES to armor, provided they are advanced.

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

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

Trapper: The Tinker may remove one die on any trap-related *Rig* check.

Breacher: The Tinker is heavily experienced with explosives. They may roll *Rig* checks to produce shaped charges in order to blow open non-reinforced doors. They may also produce conventional explosives and mines, dealing 1d4 damage per die *Rig* cast.

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.

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 they have heard with an Act check.

The Backstabber: If undetected and near a target, the Outlaw may perform a Stealth check to deal 1d6 damage per die cast. *The Shadow* provides no bonuses.

The Assassin: If undetected, the Outlaw may enter combat with a Stealth check to reveal themselves. They gain an additional tactic for every die cast. *The Shadow* provides no bonuses.

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 beaurocracy. 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 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 two points in POW and three points in CHA.

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

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 soulessness 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 Charisma check by any character.

THE CHARMER

Focusing primarily on channeling the power of the Core, the Charmer one the two **Magic Cores** of the team. The Charmer is unique in that they may shape the energy of the Core, and use it to manifest useful effects for the party to utilize in their travels. The Charmer thrives by utilizing their magic for unorthodox solutions, often serving a position no other class can fill.

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

The Influential: The Charmer gains a free core tactic every third turn.

The Powerful: The Charmer may use core tactics to cast additional spells on a turn

The Magical: The Charmer may cast two spells per level per day, up to a maximum

of one spell for every two points in POW, and one for every three points in CHA.

The Enchanter: The Charmer may cast convert one spell into two incants, which are less powerful spells with greater use.

The Familiar: The Charmer possesses a small, floating orb of energy called their *focus*. The Focus is the origin of most Charmer spells, and can be mentally moved around by the charmer, but must remain in sight. If destroyed, the focus will reform upon rest.

The Initiated: The Charmer may choose one of three Charmer houses of magic; the house they choose determine their spells.

HOUSE OF CHEMISTRY SPELLS

Atomic Bonds Bind Us All

Fireball / Snowball	The focus sprays freezing/burning gas, dealing 3d8 damage to all within 15' Half: HEA vs. CORE (+2)
Acid Bolt	Casts a bolt of acid, dealing 5d8 damage to one target. Half: WIL vs. CORE (+2)
Ironskin	Hardens the skin of one subject Absorbs 1d6/CORE
Disintegrate	Touch disintegrates 60lbs of matter. Deals 6d10 dmg. Half: HEA vs. CORE (+3)
Duplicate	Creates shallow copy of an object less than 100lbs in mass.
Earthcall	Moves up to 200lbs of Earth telepathically
Radiate	Casts cone of gamma radiation at targets, dealing 3d10 damage to all in line.

HOUSE OF CHEMISTRY INCANTS

Quench	Condenses air around the focus, producing 0.5L water
Ignite	The focus ignites, dealing 3d6 damage. Half: HEA vs. CORE (+1)

Crystalize	Creates a lense-like gem for focusing or coloring light
------------	---

Chill	The focus becomes icy, freezing small amounts of liquid, dealing 3d6 damage. Half: HEA vs. CORE (+1)
-------	--

HOUSE OF BIOLOGY SPELLS

Life, Uh, Finds A Way

Greater Heal	Heals 2d6 HP for one target
--------------	-----------------------------

Pain Touch	Touch deals 5d8 damage to target Half: WIL vs. CORE (+2)
------------	---

Petrify	Touch turns one target to stone for 3 rds / CORE. Evade: HEA vs. CORE (+2)
---------	--

Decieve	Allows the deception of one sense for all within 100'. Evade: WIL vs. CORE (+1)
---------	---

Physiology Reform	Increases/decreases one of target's stats by 1d10 for 1d6 rounds Half: WIL vs. CORE (+1)
-------------------	--

Bolster	Grants +1d8 damage to all attacks by target for 1d6 rounds
---------	--

Sleep	Puts one subject into deep sleep Evade: WIL vs. CORE (+1)
-------	--

HOUSE OF BIOLOGY INCANTS

Lesser Heal	Heals one target 1d4 HP
-------------	-------------------------

Telepathy	Reads the current thoughts of target Evade: WIL vs. CORE (+1)
-----------	--

Daze	Target adds +2 WIL dice to all checks Half: WIL vs. CORE (+1)
------	--

Hyperfocus	Guarentees next attack by target will hit
------------	---

HOUSE OF PHYSICS SPELLS

Universal Laws, To Rule and Be Ruled By

Telekenisis	Allows mental manipulation of objects less than 80lbs and greater than ½lb
-------------	--

Fly	Allows flight for 30s
-----	-----------------------

Alter Size	Allows size of nonliving target to change by a factor of 5. Living targets by 2.
------------	--

Alter Impulse	Magnifies or divides impulse force by 10
---------------	--

Electric Surge	Creates a blast of 120V electricity. Deals 5d10 damage. Half: HEA vs. CORE (+2)
----------------	---

Superposition	Allows for the increasing or decreasing of any roll value by 2
---------------	--

Observation	Allows the Charmer to see occurrences elsewhere on the planet
-------------	---

HOUSE OF PHYSICS INCANTS

Blink	Instantaneously swap position with focus
-------	--

Alter Timeflow	Grants +2 Universal Tactics to target
----------------	---------------------------------------

Blackout	Extinguishes all light sources within 100' for 1d8 rounds
----------	---

Lightcast	The focus glows brightly. Lasts for two hours. All unprepared are blinded for 1d4 rounds. Half: INT vs. CORE (+1)
-----------	---

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

The Dominant: The Soulrender may use core tactics 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 or WIL.

The Soulrenter: The Soulrender is granted two “loaner” souls each day.

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

The Sorcerer: The Soulrender may convert one spell into two incants.

The Source: The Soulrender has select spells with ‘Indefinite Sustain’. These cost no additional resources besides their full focus to keep active.

The Bound: The Soulrender possesses a corrupted focus, known as a *Thrall*, although it functions identically.

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.

THE INFERNO

Damnation Awaits

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

Damned: Target takes an additional 25% damage as fire damage.

Tortured: Target adds 3 WIL die to all checks.

INFERNAL SPELLS

Infernal Damnation	Target is <i>Damned</i> . Indefinite Sustain
Demonic Torture	Causes target to be wracked by excruciating pain. Target is <i>Tortured</i> . Indefinite Sustain
Sulfuric Gloom	Produces a cloud of toxic smoke. Obscures vision, all breathing take 1d6 Damage. Half: HEA vs. CORE (+2)
Erupting Globe	Creates an orb that can be remotely detonated. Deals 3d8 to all within 10'
Augur Blaze	Burns away all magical effects. Evade: CORE vs. CORE (+1)
Suppressing Poison	Prevents the usage of magical or medicinal items, effects, or abilities for 1d6 rounds. Evade: CORE vs. CORE (+1)

INFERNAL INCANTS

Cursed Flames	Creates a spray of cursed flames. Deals 1d8 Fire or Soul damage.
Sepulchral Venom	Deals 1d6 damage to one target for 1d4 rounds. Half: HEA vs. CORE (+1)
Firewall	Summons a line of flames 6' tall & wide. Passing through deals 2d4 damage. Half: HEA vs. CORE (+2)

THE ABYSS

Why Fear The Shadows?

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

Terror: Target adds 1d6 to attack, WIL rolls. Remove 1 *Intimidate* dice against target.

ABYSSAL SPELLS

Shadow Walk	Subject becomes invisible for 3 rounds Detect: INT vs. CORE (+2)
Illusion	Summons an illusion within line of sight
Void Mask	Makes the subject resemble someone or something else for 15 minutes. Detect: WIL vs. CORE (+2)
Abyssal Horror	Summons the target's worst fears. Deals 4d8 Soul Damage & Inflicts Terror. Half: WIL vs. CORE (+2)
Shadow Clone	Creates a tangible, albeit weak, clone of target. May be commanded and programmed with simple actions. Instantly destroyed on hit.
Abyssal Matter	Summons up to 24 cubic inches of Abyssal Lexacorum, which can be shaped according to caster's desires.

ABYSSAL INCANTS

Null Bomb	Creates an obscuring cloud of void, which permits no light or sound to pass through. 10' in diameter, lasts 3 rounds.
Terrorstroke	Inflicts <i>Terror</i> on subject. Evade: WIL vs. CORE (+1)
Abyssal Chaos	Inflicts a random effect on the target, the caster, or their surroundings.

THE PHANTASM

The Subjugated Soul

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

PHANTASMAL SPELLS

Spirit Drain	Damage dealt against target heals attacker for 25%. Indefinite Sustain.
Enthrall	Forces subject to obey the Soulrender for 10 minutes. Evade: WIL vs. CORE (+1)
Necromancy	Resurrects a dead body as a puppet. Target has $\frac{1}{10}$ total HP, and 0 CHA, WIL, INT
Animate	Animates up to three small objects or one large object. Will obey the caster for 15 minutes.
Soul Extraction	Temporarily removes the soul of a target, leaving them an empty, living, husk for 30 seconds. Evade: WIL vs. CORE (+2)
Summon Creature	Summon an allied projection of any of the souls in your possession for 1d10 rounds.

PHANTASMAL INCANTS

Ethereal Heal	Heals one target 1d4 HP. Can heal pactcd.
Spectral Shield	Shields a target, absorbing 4HP before shattering.
Seance	Allows communication with the dead. Extracts recent memories.

THE CAUSE

Reality Is The Exception.

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.

CAUSAL SPELLS

Causal Projection	Visually rewinds all events in the immediate area by up to two hours
Multiversal Shear	In 3 rounds, the Soulrender is returned to the moment of casting, unless killed. Roll values are unchanged the second time.
Gravity Well	Alters gravity to pull in any direction at any magnitude for 30 seconds. 20' radius.
Borrowed Time	Target takes no physical damage for 1d6 rounds. When this spell ends, all damage absorbed is applied simultaneously
Banish	Target is removed from material plane. Indefinite Sustain. Evade: POW vs. CORE (+2)
False Timeline	Alter memories of all within eyesight to remember fabricated events up to one year prior. Evade: WIL vs. CORE (+1)

CAUSAL INCANTS

Blink	Instantly swap places with Thrall
Jump	Target is teleported forward in time by 1d4 rounds. Evade: POW vs. CORE (+1)
Pocket Dimension	Creates a doorway into a persistent extradimensional room of size 10'x10'x10'

THE EMISSARY

While the Pactmaker and Soulrender are, by definition, emissaries of the Demon Trash Panda, it is possible for characters of

other classes to become emissaries and exchange some of their abilities for others. The Brutal and The Relentless may only be used once per day. The following are the “Raccoon Emissary” versions of standard classes. Outlaw and Charmer do not have emissary versions, as those are Pactmaker and Soulrender, respectively.

THE SHADESLAYER

Emissary Form of the Brawler

The Brutal: Replaces **Rage** and **Focus**. Guarantees the next connecting hit to be critical.

THE SHADOWSHOT

Emissary Form of the Marine

The Relentless: Replaces **Precision** and **Dodge**. Guarantees all attacks on the next turn to connect.

THE TOXICLAST

Emissary Form of the Apothecary

The Toxic: Halves healing abilities, but doubles poison abilities.

THE TRAPPER

Emissary Form of the Tinker

The Architect: Triples damage from constructed traps and bombs, but removes hacking and improving abilities.

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), climbing up walls (PHY), 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 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 *Hack* 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 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 be one day harder until the next rest. Note that some class abilities may exhaust a statistic. Each statistic may be individually exhausted.

COMBAT

This ain't no pretty little fantasy world, maggot. There do be some serious monsters. 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 battle). Once each character gets their turn, a *round* has been completed. One round lasts five seconds, with each turn within it happening 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, 1d10 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.

Each character has a maximum HP determined by their HEA score plus four points per level. This may be further raised or lowered by potions, armor, or artifacts. HP is constantly in flux depending on any healing or damage done to the character.

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. For every seven points in PHY or DEX, the character gains one point in RES. Armor or potions may additional

lower RES. A character's total RES score is capped at 14.

All players start at an minimum of three RES.

TACTICS

At the beginning of a turn, a player can choose to attempt a tactic roll, which will consume their third-action. For a tactic roll, the character may choose to roll as many dice as they want against any of the tactical skills (*Melee Ability, Ranged Ability, or Core Ability*). If they succeed, they gain a *tactic* for each die cast minus one. (e.g. three dice cast against *Melee Ability* will grant two *melee tactics*)

If a character is using a weapon corresponding to a tactic they have, they may choose to use the tactic for *precision*, *damage*, or *lethality*. All tactics must be announced before actually attacking.

For each tactic used in *precision*, the hit roll for the character's attack is lowered by two.

For each tactic used in *damage*, the damage value for the character's attack is raised by two.

For each tactic used in *lethality*, the *critical hit threshold* is raised by one.

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 die*. If the sum of those dice is less than or equal to the character's *vulnerability*, the attack hits. A character's vulnerability is defined as twenty minus their resilience. Remember that each *precision* tactics will lower the sum 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 add 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 roll two additional d6.

The damage dealt by a weapon is typically defined by a sum of a constant and a dice roll. If the attack is a hit, the damage is calculated and applied. *Damage* tactics also apply their damage upon a hit.

Weapons will also deal additional damage depending on their relevant statistics. For every six points in the statistic, they deal an additional one point of damage. For melee weapons, it is PHY,

for ranged weapons it is DEX, and for Core weapons it is CHA.

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 one. Using *lethality* tactics raises 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 maximum damage. This is determined by taking the maximum possible damage (i.e. greatest possible value for weapon damage rolls) and doubling it. 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:

1-3	Blinded	Add one attack dice
4-6	Weakened	Lose three attack damage
7-9	Bleeding	Lose two HP per round
10-12	Wounded	-2 RES
13-15	Disarmed	Lose weaponry (if any)
16-19	Winded	Lose third action
20	Obliterated	Partly explodes into chunks, -10 HP

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). The Brawler and the Marine may also activate their exhaustion perks using the third.

Rolling for tactics consumes your third action, regardless of whether or not it was successful.

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 weapon or item from the inventory. Characters

must draw weapons if they do not have them ready when heading into combat.

- By any class that is not The Marine, to reload ranged weapons.
- By any class, to perform a *Medicine* or *Rig* 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 Caster, to cast a spell or command their Focus

Other actions may be completed under GM approval

talking about here. If the Apothecary poisons a character, a HEA save is made by the target (HEA vs. Medicine (+2)). If the save succeeds, the poison only has half effect (rounded up)

MEDICINE

The *Medicine* skill is worth mentioning here, since it allows players to heal others with a skill check. A one-die *Medicine* check will remove any existing status effects. Every die rolled above one will heal two HP (So a 3-die *Medicine* check will restore 4 HP).

POISONS

Since the Apothecary has the ability to apply poisons to weapons and imbue drinks and foods with poisons, it's worth

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 per dice cast. "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.

The player may also pay an amount of experience equal to one-half of their max HP in order to increase it by four. For example, if they have 14 HP, they must pay 7 points to raise it to 18. Players should note that their HP also passively raises as their level raises, so spending here is less crucial.

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.

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.

BUYING, MAINTAINING, REPAIRING EQUIPMENT

As you adventure, you may come across shops or kiosks that sell desirable equipment. At any time, you may exchange credits to buy additional equipment and expand your arsenal.

ADVANCED GEAR MAINTENANCE

Unlike other pre-crash technology like standard guns and blades, most advanced gear is an antique at this point, having been used for possibly fifty to sixty

years. As such, it is often prone to breaking down.

If advanced weaponry is disabled, either by misuse, overuse, or a nefarious tinker, it loses all of its properties over that time and essentially becomes a metal brick.

Similarly, if advanced armor is disabled, it stops providing any relevant benefits, but – importantly – still causes any negative effects or downsides associated with wearing it.

Gear may be maintained by a party tinker or by visiting any shop and paying a fair price for the service. Non-tinker players may also attempt a 3-die *Rig* check to enable their gear.

Advanced gear will automatically disable if used continuously. In the case of weapons, this is *overheating*, and will happen after one magazine's worth of continuous use without at least one round of cooling. Melee weapons cannot overheat.

In the case of armor, this has a chance of happening if the armor is hit at least thrice in consecutive rounds without a round in between. After this point, each hit has a 15% chance of disabling the armor (if one is rolled on 1d6).

Gear disabled in combat will be reboot after three rounds. The timer for

armor rebooting is reset if the player is hit during the rebooting period.

UPGRADING EQUIPMENT

As one would expect, weapons are far from complete once the player obtains them. As time goes on, they can upgrade their equipment. Such upgrades are known as *mods*, and can increase the accuracy and damage of the weapon.

Tinkers alone have the ability to apply upgrades to the party's equipment, although upgrades may be purchased and applied by various vendors.

Upgrading equipment requires *Lexacorum*, a unique material initially discovered, named, and mined solely by the Lexacorp Arms Company (although other companies have slowly found their own lexacorum mines and brought it to market). Composed of a slurry of *The Hope's* various automated systems, it is only found in the deepest mines of Komdak.

Lexacorum is a special, self-structuring material that is essentially a small colony of microscopic machines. When energized and given precise structuring instructions, it can reform itself into a variety of shapes and, more importantly, mechanisms.

Applying upgrades to weapons requires at least one ingot of Lexacorum.

An upgrade essentially acts as a permanent *tactic* applied to that weapon. Upon using the weapon, the player can use that tactic freely, independently from any tactics they roll. Each Lexacorum ingot applied increases the amount of tactics granted, up to three.

Lexacorum can also be applied to armor. When applied to armor, it can raise any statistic by one, and can be applied thrice. It cannot raise RES beyond 14.

In addition to Lexacorum, *Romanium* is another important resource. Romanium is a unique alloy made of the remains of *The Hope's* power generation systems and radioactive isotopes from the planet's core.

Unlike Lexacorum, Romanium allows unique *effects* to be applied to a weapon. Due to the power radiating off of romanium, the microstructures in lexacorum become denatured and collapse. Thus, an item cannot have both lexacorum and romanium applied to it.

A user may apply romanium to an item in order to gain random effects. Applying one romanium applies a *minor* modifier, whereas applying two applies a *major* modifier. An item can have both a major and minor modifier active at the same time. Investing triple the romanium allows a user to choose which effects their item is endowed with.

MAJOR WEAPON EFFECTS

Italics represents on-hit effect

Heavy	1.5x DMG	Vampiric	+1 HP
Quickload	Reloading is Free Action	Quickdraw	Drawing is Free Action
Elemental	Ignores any resistances	Quickfire	Attacking only takes the $\frac{1}{3}$
Bloodthirsty	2x DMG after kill	Murderous	+7 to hit after kill
Repetitive	+1 Weapon DMG Up to +15	Mutilating	+3 to crit after kill
Suppressing	<i>Target DMG Output Halved</i>	Rewarding	Party heals +6 HP on kill

MINOR WEAPON EFFECTS

Obliterating	Crits <i>Obliterate</i>	Chaotic	Crits trigger <i>Chaos</i>
Psycho	+2 to all stats after kill	Flitting	Kills grant 5s invisibility
Powerful	+25% DMG	Advertising	+10 cd
Expanded	2x Magazine Size	Aligned	2x Range
Stealthy	+1d8 stealth dmg	Soulbound	Cannot be lost
Disguised	Can be disguised	Advertising	+10 cd

MAJOR ARMOR EFFECTS

Refined	1.5x RES	Undying	-1 HEA, WIL die
Sentient	Allows remote control	Chameleon	Alters appearance
Racist	Take 50% damage from selected race	Revenant	-2 Sneak Dice while still
Powerful	+4 Class Ability (Potion/Spell/Soul)	Defying	Death threshold now -2HEA
Combat	1 Universal Tactic	Healthy	1.5x HP
Healing	+1 HP / Round	Light	+ $\frac{2}{3}$ Action

MINOR ARMOR EFFECTS

Medical	-1 Medicine Dice	Sneaky	-1 Sneak Dice
Regal	-1 Persuade Dice	Magical	-1 CORE Dice
Null	Invisible to cameras	Flashy	-1 Bluff Dice
Insured	+15 cd	Enhanced	+2 RES
Soulbound	Cannot be lost	Capable	+1 Class Ability
Speedy	+25' movement	Featherfall	Slows falls

QUICK START

The following is a brief guide to help create your character and make them your own.

BASICS

Name, Age, Gender, Appearance.

CLASS

The Brawler, The Marine, The Apothecary, The Tinker, The Outlaw, or The Charmer.

STATISTICS

A beginning player gets scores of 14, 13, 12, 11, 10, 10, and 8. You may assign these to whichever of the seven statistics you wish (PHY, INT, DEX, CHA, POW, HEA, WIL). You may also distribute two additional points however you wish (adding two points to one stat, or one to two stats).

It is recommended that players choose statistics allocations that synergize well with their class statistics. If in doubt, POW works well as a jack-of-all trades stat, since it determines Weapon Abilities, HEA works well since it determines your max HP.

The recommended focal statistics for each class are as follows:

The Brawler: PHY, HEA

The Marine: DEX, POW

The Apothecary: INT, POW

The Tinker: INT, POW

The Outlaw: CHA, DEX

The Charmer: POW, CHA

SKILLS

In addition to their Statistics, players are granted 25 “skill points” to invest in their skills, according to the ‘Spending Experience’ section, although these points are entirely separate from skills. Much like statistics, certain skills are more or less desirable for each class, but players can be much more flexible in their spending choices.

The Brawler: *Intimidate, Grapple, Force, Melee Ability*

The Marine: *Intimidate, Force, Ranged Ability*

The Apothecary: *Medicine, Rig, Ranged Ability*

The Tinker: *Rig, Hack, Ranged Ability*

The Outlaw: *Bluff, Act, Sneak, Sleight, Finesse*

The Caster: *Persuade, Core Ability*

Again, you will not be severely handicapping yourself if you do not allocate your skills according to recommendations, and indeed building a well-rounded character involves spending skill points easily. However, given the benefits certain classes gain, it is wise to specialize your skills in order to build a more well-rounded *party* rather than individual.

SPECIES

In addition to your class, statistics, and abilities, it may also benefit you to choose a species that synergizes well with your class. Below is the list of each species and the benefits and drawbacks associated with each.

HUMAN

+2 WIL, +10 Skill Points, +1 WIL die against your *Persuade* and *Bluff*

MIRNA

+2 CHA, -2 PHY, -1 HEA

ARJUNT

+2 INT, +1 PHY, -3 DEX, -1 RES

ASTANGA

+4 PHY, +2 HEA, -2 INT, -2 DEX, -1 RES

IPLA

+2 DEX, -2 HEA, -1 RES

TRAITS

You may also choose one trait to grant your character, if you wish. Remember that traits will cause both positive and negative effects, meaning it might be best for some to not take traits at all.

WEAPONRY

In addition to your traits, you are also allowed to bring in one weapon with you (The Brawler and The Marine get two) as you start your adventure. You may pick from the lists below. (*"Advanced" signifies "technology-based"*)

MELEE WEAPONS

Name	Hands	Damage	R
Broadsword	2	1d6	7
Longsword	2	1d8	9
Shortsword	1	1d4	6
Quarterstaff	2	1d4	6
Battleaxe	2	1d6	7
Dagger	1	1d4	3

RANGED WEAPONS

Name	Hands	Damage	R
Dagger	1	1d4	10
Crossbow	2	2d4	25
Bow	2	1d8	15
Javelin	1	1d6	10

GUNS

Name	Hnds	Mag	Damage	R
Revolver	1	6	1d6	15
Pistol	1	10	1d4	25
Flintlock Pistol*	1	1	2d4	15
Rifle	2	12	1d8	20
Musket*	2	1	2d6	15
Bolt-Action Rifle	2	4	2d6	100
Shotgun	2	6	1d12	3
Double-Barrel Shotgun	2	2	2d8	3

* Unaffected by The Marine's 'Fast Hands'

ADVANCED MELEE

Name	Hands	Damage	R
Plasma Sword	2	1d12	7
Hotknife	1	1d6	3
Jackhammer	2	1d10	6
Chainsaw	2	1d8	7

ADVANCED RANGED WEAPONS

Name	Hands	Damage	R
Hotknife	1	1d6	10
Laser Bow	2	1d12	25

ADVANCED GUNS

Name	Hnds	Mag	Damage	R
Plasma Pistol	1	4	1d10	25
Laser Pistol	1	6	1d8	25
Plasma Rifle	2	6	2d6	30
Laser Rifle	2	8	1d8	30
Microwave Shotgun	2	2	3d6	5

CORE WEAPONS

Name	Hands	Damage	R
Radcaster	2	3d4	5
Hydraulic Gauntlet	1	1d6	7
Zapstaff	2	1d8	10
Boomstick*	2	1d10	5
Bombcaster	2	2d6	10
Firefly	1	1d8	15
Chillrod	1	1d8	15

*The Boomstick deals half damage back to the user, unless they pass a 3-die HEA save

ARMOR

Once you have your weaponry selected, you must choose your armor. Armor increases your resilience at the cost of your movement abilities.

STANDARD ARMOR

Name	RES	DEX	PHY	$\frac{1}{3}$ Distance
None	~	~	~	20
Leather Armor	+1	-1	~	15
Studded Leather Armor	+2	-2	~	10
Steel Armor	+2	-1	-1	10

ADVANCED ARMOR

Name	RES	DEX	PHY	$\frac{1}{3}$ Distance
None	~	~	~	20
Power Armor	+2	-1	+1	15
Strike Armor	+1	+2	-1	25
Trooper Armor	+2	-2	+2	15