

KOMDAK : THE KOMDAKENING

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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 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 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.

<i>Cowardly</i>	Advantage on <i>Sneak, Medicine, Persuade, and Bluff</i> Disadvantage on <i>Intimidate, Grapple</i> , and Weapon Abilities
<i>Paper Skin, Glass Bones</i>	You are <i>Vulnerable</i> to everyone Everyone is <i>Vulnerable</i> to you.
<i>Five-Finger Discount</i>	Advantage on <i>Finesse</i> and <i>Sleight</i> All prices are doubled
<i>Egghead</i>	+3 to INT, CHA, and WIL -3 to PHY, DEX, and HEA
<i>Brute</i>	+3 to PHY, DEX, and HEA -3 to INT, CHA, and WIL
<i>Skilled</i>	+20 skill points Doubled XP gain -2 to all stats
<i>Gifted</i>	-20 skill points Halved XP gain +4 to all stats
<i>Barbarian</i>	Advantage on damage roll -2 Weapon Proficiency
<i>Tactical</i>	+2 Weapon Proficiency Disadvantage on damage roll
<i>Purple</i>	Everything you see is purple
<i>Nearsighted</i>	+2 Melee Proficiency -2 Ranged, Core Proficiency
<i>Farsighted</i>	Advantage against all targets farther than 20' Disadvantage on all targets closer than 20'
<i>Guns Akimbo</i>	Gain a separate attack turn for each gun if dual-wielding Disadvantage to both attack rolls
<i>Hammerspace</i>	Draw any weapon for free May not carry large or heavy weapons
<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>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>Robber</i>	+500 Credits, Advantage on <i>Finesse, Sleight, Sneak, Intimidate</i> All of Komdak law enforcement are out to get you
<i>Rat</i>	+300 Credits, Advantage on <i>Hack, Persuade, Bluff, Act</i> All of the Komdak underworld are out to get you
<i>Accurate</i>	Gain two <i>precision</i> tactics per tactic used Cannot use <i>damage</i> or <i>lethality</i> tactics
<i>Damned Bird</i>	There is a seagull that follows you everywhere. You can't control it
<i>Survivor</i>	-2 dice to all Saving Throws +1 die to all other rolls
<i>Lone Wolf</i>	+3 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>Insured</i>	All rolls are average value

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 remove a dice on all perception-related 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 “highstone 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 *Rig* checks.

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

Substance Immunity: Dwarven society, which centers around ale and other brews, instills a natural resistance to addiction. Dwarves experience a halved addiction rate compared to other species.

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 +3 STR and +3 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 all STR skills.

Resilient: Giants' enhanced health allow them to overcome issues by pure willpower. Expend 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.

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 +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 a +2 modifier to their melee proficiency

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

deals an additional +1d8 damage but all attacks against them have advantage.

Supervitality: The Brawler gains two extra hit die and may spend hit die without resting.

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 +2 RES.

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

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.

Multi-attacks have a disadvantage on their hit roll. 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.

Deadeye: The Marine may activate their *Deadeye* ability during combat. While active, the Marine's attacks have advantage, but so do all attacks against them.

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

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 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.

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 technology check, and one die in any hacking checks.

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 d6 damage to a weapon, or +2 RES to armor.

Disable: The Tinker may perform a *Hack* check to remotely disable equipment for an amount of rounds equal to *Hack* 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.

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 doors. They may also produce conventional explosives and mines, dealing 1d4 damage per die *Rig* cast.

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

Artificer: The Tinker can theoretically deconstruct the powerful magic used by Charmers, and capture it via technology. A Tinker may expend an amount of hit die equal to any Charmer spell rank, and create a single-use wand capable of casting that spell after 24 hours. Instead of *Core Proficiency*, *Rig* is used.

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 Shadow* provides no bonuses.

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 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 two. They may change the roll past this point as well, although each increment costs one more soul than the previous.

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.

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 use core tactics to cast additional spells on a turn

The Magical: The Charmer gains two spell charges 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 *incants*, which cost no spell charges to use.

The Familiar: The Charmer posses 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. 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 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 Soulreenter: The Soulrender may exchange one hit die for two temporary souls. These expire at the next long rest.

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

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

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.

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), 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 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 *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 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, 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.

Your character's HP is determined as their HEA score plus four 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 realistically should never surpass 18.

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 the other character's RES, the attack lands. Remember that each *precision* tactics will lower the 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 *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 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.

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.

The player may also invest in increasing their statistics or HP. In the case of statistics, the cost for the next level is double its value. Thus, buying from STR 8 to STR 9 costs 18 XP. 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.

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.

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. Upgrading a weapon permanently applies a +1 proficiency bonus to it.

Lexacorum can also be applied to armor. When applied to armor, it can raise any statistic by two or RES by one, and can be applied thrice. It cannot raise RES beyond 18.

Lexacorum can also be used to apply certain structures to weaponry, allowing weapons to be silenced, extended, etc.

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
Soulfire	<i>Target disabled</i>	Quickfire	Attacking only takes the $\frac{1}{3}$
Bloodthirsty	2x DMG after kill	Murderous	+7 to hit after kill
Repetitive	+1 <i>Weapon DMG</i> Up to +8	Mutilating	+3 to crit after kill

Suppressing	<i>Target weakened</i>	Rewarding	Party heals +6 HP on kill
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MINOR WEAPON EFFECTS

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

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 All Proficiencies	Healthy	1.5x HP
Healing	Gives <i>Regenerating</i>	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 <i>cd</i>	Enhanced	+2 RES
Soulbound	Cannot be lost	Capable	+1 Class Ability
Speedy	+25' movement	Featherfall	Slows falls

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 1d6 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 4d8 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 5d10 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 1d4 damage per PRF level.

(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 damage per 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 5d8 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 6d10 damage, although a PRF + 2 HEA save will halve the damage.

HOUSE BIOLOGY

EVOLUTION

(0) Redistribute Health – The caster may redistribute health points between allies. Involved targets make a PRF + 2 WIL save to avoid having health siphoned.

(1) Cast Buff – The caster may make one target *Overcharged*, *Overaccurate*, *Protected*, or *Regenerating*, for 1d4 + PRF rounds.

(2) Heal – The caster heals one target by 4d4 HP. Can overheal. Finessing this spell changes the d4s into d6s.

(3) Yoink Attribute – While touching a live creature, the caster may choose one notable ability or attribute they wish to copy and inflict it on themselves or another subject for one hour. Subjects may make a PRF + 1 WIL check to avoid the spell.

ECOLOGY

(0) Bramble Whip – The caster conjures a strong, controllable vine which may be used as a rope. Used offensively, it deals 1d8 damage. Finessing this spell makes targets *Bleed* until healed.

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

(2) Green Thumb – The caster can psychically grow and shape plants to their whim, accelerating or rewinding their maturity by up to ten years.

(3) Ally Creature – The caster targets a creature, which makes a PRF WIL check. If failed, the creature allies with the caster for 1d6 rounds. Finessing this spell doubles the duration.

PLAGUE

(0) Weaken – Target must make a PRF + 2 WIL save. If failed, the target is *Weakened* for 1d4 rounds. Finessing this spell makes them *Vulnerable* as well.

(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 control 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.

(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 half 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.

(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) 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 INT 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 damage and 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 2d10 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 1d6 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 3d8 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 *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 2d10 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 3d6 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. Lasts for 1d6 + 4 rounds.

(1) Abyssal Horror – Summons the target's worst fears, dealing 2d8 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 2d12 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 2d6 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) Spatial 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 3d6 damage.

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

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	+3d4HP	25
Exceeding Potion	+1d6 overflow HP	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	-3 Proficiency / 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	+5d4 HP	60
Greater Exceeding Potion	+2d8 overflow HP	60

Name	Effect	Cost (cd)
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 Elixir	+10 HEA / 6 rds	80
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

Name	Effect	Cost (cd)
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. All ABHN drugs have a 25% chance to give a 3-die HEA save; failing results in addiction. If addicted, the subject must take that drug after every long rest, or pass a 4-die WIL save, or face disadvantage on all checks. Addictions pass if the drug is not taken for five days straight.

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>Force die</i> / 10 rds	60
Hacker Crack	-1 <i>Hack die</i> / 10 rds	80
Craftyline	-1 <i>Rig die</i> / 10 rds	50
Medicaine	-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

Name	Effect	Cost (cd)
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
Dependaphran	Removes Addictions	200
Super-Heal	+3d8 overflow HP	80
Fatigueran	Asleep / 15 Rounds 9-die HEA save	270
Carmanthial	-12d10 HP 12-die HEA save	500

ABHN AUGMENTS

In addition to their drugs, Aunty Beulain's offers bio-mechanical *augments* that can be installed and attached to oneself, replacing and enhancing one's biological capabilities. Unlike drugs, these provide permanent enhancements to a character. Installing an augment requires either a surgeon, or a 5-die *Medicine* or *Rig* 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	300
Mechanical Limb	+5 STR	600
Coordinator Chip	+2 DEX	300
Enhanced Cerebrum	+5 DEX	600
Neurotransmitter Amplifier	+2 INT	300
Integrated Co-Processor	+5 INT	600

Name	Effect	Cost (cd)
Reinforced Skeleton	+2 HEA	300
Overclocked Respiration	+5 HEA	600
Frontal Lobe Synchronizer	+2 WIL	300
Automated Cognitive Backup	+5 WIL	600
Artificial Eye	Night Vision, -1 INT die on Perception	100
Detachable Eye	As Expected	150
Augmented Vocal Box	Allows Vocal Imitation on Act Check	120
Upgraded Respiration System	Removes Need to Breathe	90
Psychic Scrambler	-2 WIL die against Magical Effects	300
Peripheral Neurological Interface	-2 Hack die Grants psychic technology control	400
Auxiliary Transcendent Capacitor	+4 Class Charges	450
Asymmetric Entropy Inducer	+1 Bonus to all Rolls	700
Combat Enhancer	+2 Weapon Proficiencies	500
Automatic Targeting Implant	+5 Weapon Proficiencies	1000
Improved Vitality Matrix	+2 Hit Dice	500
Subliminal Pattern Projector	-2 <i>Bluff</i> , <i>Persuade</i> , <i>Act</i> die	700
Cognition Tessellate Interface	Contested WIL check reads, enters minds	450
Embedded Fingertip Multi-Tool	-2 <i>Finesse</i> , <i>Rig</i> die	550
Detachable Hand	As Expected	600

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.

Name	Effect	Cost (cd)
Corcus Whiskey	-1 CHA die / 20 rds	60
Corcus Bourbon	-1 <i>Bluff</i> die / 10 rds	100
Corcus Scotch	-1 <i>Persuade</i> die / 10 rds	85
Corcus Black Label	-2 CHA dice / 20 rds	110
Corcus Red Label <i>Apple Pie Moonshine</i>	Grants <i>Berserker</i> / 6 rds	60
Corcus Green Label <i>Key Lime Moonshine</i>	Grants <i>Dodge</i> / 6 rds	45
Corcus Blue Label <i>Berry Moonshine</i>	Attacks against disadvantaged / 8 rds	90
Corcus White Label <i>Vanilla Moonshine</i>	Invisible / 4 rds	70
Corcus Cloud Label <i>Melon Moonshine</i>	Telepathy / 6 rds	85
Corcus Steel Label <i>Minty Moonshine</i>	+2 RES / 6 rds	50
Corcus Gold Label <i>Grape Moonshine</i>	Halved Prices / 8 rds	120
Corcus Star Label <i>Romanium Moonshine</i>	1 Random Charmer Incant Cast	60
Corcus Platinum <i>Pure Moonshine</i>	-3 die all stats / 5rds	150
Corcus Void Label <i>Pure Ethanol</i>	Comatose Knockout 10-die HEA save	250
<i>M's Joy</i>	+5 XP	40
<i>M's Happiness</i>	+15 XP	80
<i>M's Bliss</i>	+30 XP	150
<i>M's Nirvana</i>	+70 XP	300
<i>M's Jolt</i>	Extra Combat Turn	70

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	2d10	1	40	80
Minigun	2	3d6	5	50	100
Autocannon	2	3d10	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 Paralyzed / 1 rnd	25	50
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	2	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	-1	-1	25
Chainmail Armor	2	-2	0	0	40
Kevlar Armor	3	-1	-1	-2	40
Steel Armor	5	-2	-2	-2	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	+3	-1	75
Strike Armor	2	-1	-1	+3	75
Combat Armor	2	+1	-1	-1	60
Trooper Armor	3	-1	+2	+2	60