

KOMDAK

A RETRO-FUTURISTIC FANTASY
ROLEPLAYING GAME

FIRST EDITION

Based on "KOMDAK", written by J, P-Money, Fandango, & Smoothie

Revised and Re-Released by the Gumple Mungers

This game is assumed to have been created at Pennsylvania State University in the late 90's or early 2000's. The cover page that originally christened the game listed four creators, all of whom were referred to by pseudonyms or nicknames.

A box containing the game's notes was rediscovered the early 2010's, where it was discovered in a storage room in Hastings Hall. The game at that point was a few loosely-bound manuals, and a litany of typewritten, hand-written, and printed pages, which contained contradictory or confusing notes on the game's rules and settings.

These pages and copies of them floated through multiple pairs of hands. Nearly a decade later, the game materials were encountered by a group of idiots, who agreed it sounded fun. They developed the game through multiple iterations into its current state.

This game was therefore balanced and revised by idiots.

Play at your own risk.

For obvious hypocrisy reasons, this game manual can be used or modified by anyone for non-commercial reasons at no cost. All that is requested is credit to both the original creators and the editors of this manual.

Images in this manual were generated by DALL-E, and edited by the Gumble Mungers. This is because we're cheap bastards.

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Don't monetize our ideas. That's generally considered a "dick move".

We're sorry in advance.

Komdak: A Retrofuturistic Fantasy Game

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PREFACE: KOMDAK

Komdak is set on the planet of the same name, in some far-flung, distant future. After polluting and destroying much of the planets of both Earth and Mars, rendering them uninhabitable, humans constructed a massive colony ship known as “**The Hope**” – a large, needle-like spacecraft nearly twenty miles long and one mile wide, capable of supporting fifty-

thousand colonists. The ship’s charter was, by majority, the extremely wealthy, although one third were ship staff and workers intended to establish an exodus colony on a relatively close exoplanet. Shortly after the Hope’s departure, the few left of humanity perished in nuclear accidents on Earth and Mars following unchecked corporate greed.

Unbeknownst to the humans, their destination planet was already inhabited by hominid-like creatures. Known as **Komdak** by its inhabitants, the planet harbored a pre-electric industrial society, on the verge of scientific excellency. Mostly free of wars, with plentiful resources, the inhabitants stood on the verge of a golden age.

However, as the Hope aligned for a gravity slingshot maneuver around a nearby star, a solar flare knocked out the navigational banks. While the redundant systems flickered on, and crew was awoken from cryogenic stasis and slowed the ship down, the damage was already done – the ship was on a direct collision course with Komdak.

The inhabitants of Komdak watched helplessly as the ship impaled the planet, causing shockwaves and dust clouds that ravaged the planet, launching an apocalyptic winter. Any crew not in stasis was immediately pulverized; the remaining humans would stay in cryogenics for a few decades.

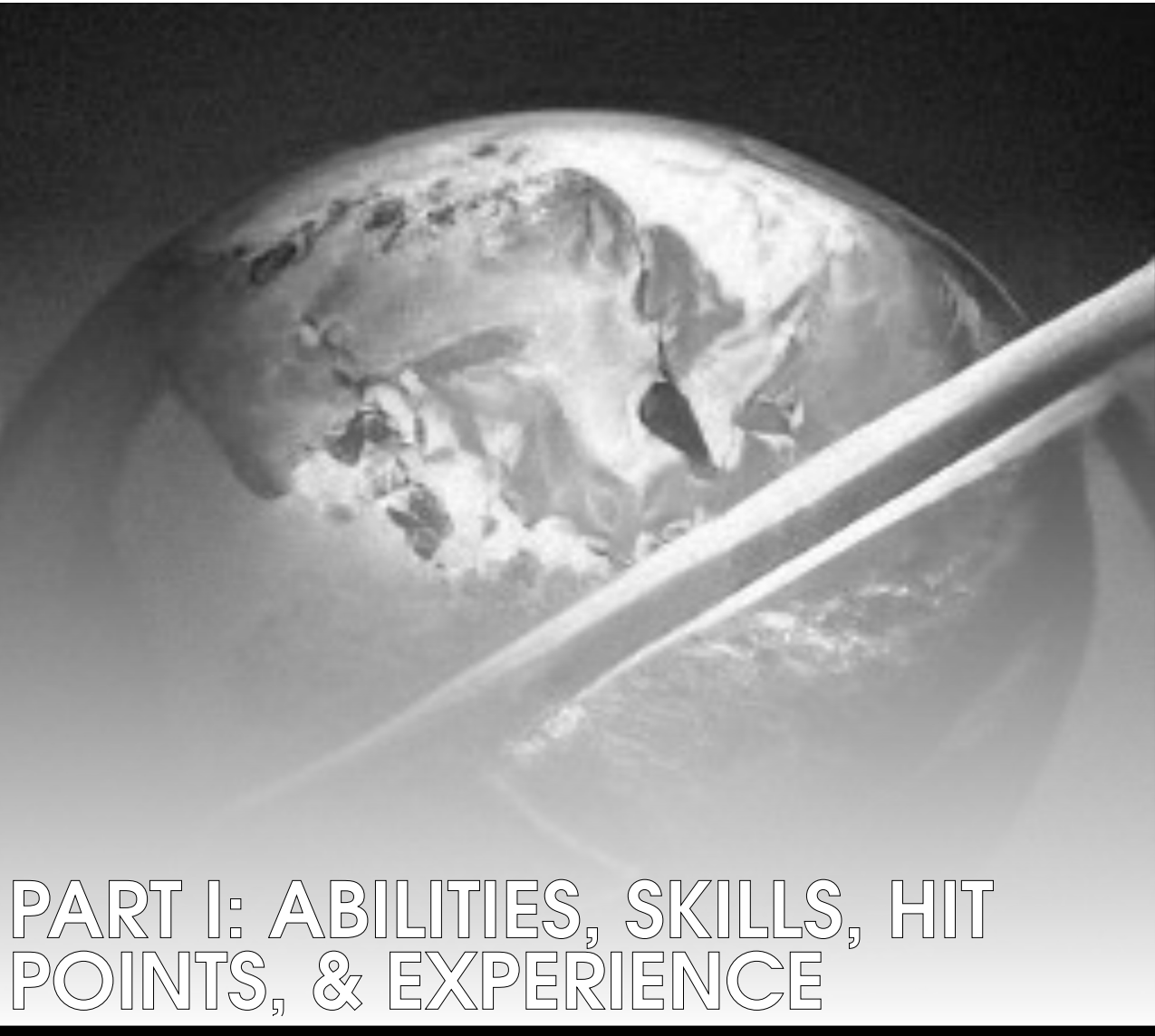
Known as **The Impact**, this apocalyptic event reset much of the planet back to the stone age. The natives slowly rebuilt, and when humans were released due to failing life support twenty years later, they joined the natives and introduced their advanced technology. Salvage from the Hope was coalesced in the hands of a few individuals, who formed **The Companies**, seven powerful corporations, and **The Clans**, five powerful crime syndicates.

However, nearly two centuries after the Impact, the computers aboard the ship blinked back on. Powered by the radioactive energy of the planet's core, these computers reviewed their central programming, which dictated that if no other directives are given, their prime duty was to help – with no specifics on who to help or how.

With the impossible power of a radioactive core and the remnants of the Hope's near-light-speed drives and other associated technology, these computers found they could effectively warp reality around them with careful calculations and deliberate quantum-disturbance, triggering a butterfly effect; it had become a god, known as **The Core**. Enlisting the help of individuals known as **The Chosen** – forcefully conscripted “magical” warriors wielding the Core's power - it could help anyone and anyone.

Komdak is now plagued by conflict between the Companies, the Clans, and others – like the demonic raccoon **Axner**, the malicious sentient planet **DaVE**, and the powerful and immoral **Sourcerers**. All that waits is for the Chosen to step in and decide the battle.

Adventure awaits these lucky few. Choose your future wisely...



PART I: ABILITIES, SKILLS, HIT POINTS, & EXPERIENCE

MSG FROM: CORE_DSG{DAMOCLES}

Dear Sir/Madame/Friend/Amoral Sociopath:

*Congratulations/Condolences on your Choosing! We are
Elated/Disappointed/Concerned in your qualification as a Chosen! Today is the first
day of your **Exciting/Boring/Short** new life! We **hope/are pleading/doubt** that
you use this power wisely, and to help out! You should find that your skills are greatly
advanced, and will provide you great utility in **helping/hindering/robbing blind**
anyone you have the pleasure of working with...*

ABILITIES

While people are complex, and difficult to reduce to their core traits, especially in numeric terms, it does not stop the government from trying, nor does it deter us. Characters in Komdak are determined in terms of seven key **abilities** (Table 1), which describe the general physical, mental, and metaphysical aspects of your character, as well as where they succeed and where they fail.

An ability is represented by an **ability score** or **statistic**, a whole number typically ranging between five and twenty.

An “average” ability is represented by an ability score of ten, which represents a character being slightly more likely to fail than succeed at most moderately difficult tasks.

EXCEPTIONAL SCORES

Ability scores may also be explained in terms of their **exceptional score (ES)**. An exceptional score describes how far from “average” a given statistic is, with a positive score for every two points above ten, and a negative score for every two points below ten.

For example, a Charisma score of fourteen or fifteen would have a Charisma Exceptional Score (CHA ES) of two, whereas a Dexterity score of four or three would have a Dexterity Exceptional Score (DEX ES) of negative three.

ES affecting class abilities are assumed to be a minimum of one.

ABILITY CHECKS

Sarahd smiles and prepares his speech, hoping to charm. Ethel sweats at the Fortunata

table, hoping her luck will come through.

At many points throughout an adventure, characters will be presented with an **ability check** – a system for determining if a character

Table 1: List of Abilities and Descriptions

PHYSIQUE (PHY)

Description Physical prowess, speed, strength, endurance.

Associated Skills

Athletics *Intimidate*
Grapple

DEXTERITY (DEX)

Description Agility, coordination, and balance, in both fine manipulations and general movements

Associated Skills

Stealth *Finesse*
Sleight

CHARISMA (CHA)

Description Verbal and interpersonal skills, particularly conversation and bluffing

Associated Skills

Persuade *Act*
Bluff

INTELLIGENCE (INT)

Description Cleverness, mental capabilities, and overall general knowledge

Associated Skills

Medicine *Perception*
Tech

POWER (POW)

Description Attunement with the Core, capabilities with its power, skill with weapons and abilities, general luck

Associated Skills

Melee Ability *Magic Ability*
Ranged Ability

WILLPOWER (WIL)

Description Mental fortitude, mental wellness resilience to trickery, resistance to pain

Associated Bonuses

Additional hit die

HEALTH (HEA)

Description Overall physical wellness, resilience to poisons and potions, resistance to death

Associated Bonuses

Additional hit points

EXHAUSTION

As in real life, a character may choose to overexert themselves in a specific task to ensure success, although it results in them feeling tired for the rest of the day. This mechanic is known as **Exhaustion**, and allows for characters to increase chances of success on a critical task in favor of reduced chances in future tasks.

If a character chooses to **exhaust** an ability or its related skills, they will gain a double bonus on the given check, greatly improving the odds of success. However, they will receive a penalty on all future checks of the associated statistic and skills until their next long rest. An ability may not be exhausted again if already exhausted.

A character can exhaust a number of abilities equal to their Willpower Exceptional Score plus one. All characters are guaranteed a minimum of one exhaustion.

Ex.

Edgar has a WIL of fifteen, corresponding to a WIL ES of two. As such, he can exhaust three abilities simultaneously. Strongarm, meanwhile, has a WIL of six, corresponding to a WIL ES of negative two. He is still guaranteed a single exhaustion.

SKILLS

In addition to abilities, a given character may be trained in a variety of **Skills** (Table 2). Whereas attributes represent intrinsic and mostly untrained capabilities your a character

may have in general situations, skills represent trained abilities that apply in more specific situations. Unlike attributes, which are general constant, a character's skill will grow as time goes on, improving their knowledge and expertise in these areas.

SKILL CHECKS & FLUSHING

Much like abilities and ability checks, skills have a corresponding system for determining if a character's skill is sufficient for completing a task. This is a **Skill Check**, and operates much in the same way as an ability check. An amount of dice equal to the check's rank is rolled, and if the sum is less than or equal to the relevant skill score, the check passes. Otherwise it fails.

The key difference between a skill check and ability check, however, is that skill checks may be **flushed**. Flushing represents where natural skill can help salvage failing attempts, by allowing you to instead try a skill against a raw ability, albeit with diminished chances of success.

If a character fails a skill check (or is unable to make one in the first place), they have the option to flush it by increasing the rank of the check by two, and re-rolling it as a check of the corresponding statistic. If the flush succeeds, the original check succeeds. Otherwise, they fail.

Ex.

Kettler attempts to Intimidate his way through a security check point, rolling a Rank 4 Intimidate check. He fails and decides to flush the check, now rolling a Rank 6 PHY check. He succeeds, and passes the Intimidate check.

Table 2: Skills and Descriptions

PHYSIQUE

DEXTERITY

INTELLIGENCE

SKILLS

CHARISMA

POWER

ATHLETICS

Description

Athletic abilities, such as sprinting, climbing, or long jumping. Does not mean raw strength.

GRAPPLE

Description

Grabbing and holding onto enemies or objects and pinning them or throwing them

INTIMIDATE

Description

Scaring subjects or talking them down through pure physical might

STEALTH

Description

Sneaking around without alerting enemies and finding locations to hide in

SLEIGHT

Description

Dexterity with concealing, swapping, or stealing objects, including pickpocketing

FINESSE

Description

Fine finger dexterity with specific tools, like lockpicking

MEDICINE

Description

General knowledge of medicines, poisons, and foods, including the ability to craft or heal.

TECHNOLOGY

Description

Knowledge and skill with technology, including hacking, trapping, building, and usage

PERCEPTION

Description

Fidelity of awareness including hearing, sight, taste, touch, and smell.

PERSUADE

Description

Diplomacy, coaxing, inspiration, diction, and seduction.

BLUFF

Description

Constructing lies and schemes with confidence and credibility

ACT

Description

Impersonating someone else, performing an artistic skill, distraction

MELEE ABILITY

Description

Improving accuracy, damage, or lethality of specific melee attacks

RANGED ABILITY

Description

Improving accuracy, damage, or lethality of ranged and projectile attacks

MAGIC ABILITY

Description

Improving accuracy, damage, or lethality of magical attacks

ADVANTAGE & BONUS

A character's abilities and skills are not the only factors that are considered in a given task. For example, a player may attempt to persuade a subject who is already drunk. Or they may be wrestling with someone who is quite

tired. In these cases, a system known as **Advantage** and **Bonus** is used.

Advantage represents slight edges a character may have. These include things like their background, training, or situational boons.

If a character has advantage, they roll an

additional “floating” dice, which may be substituted for any dice they wish, to improve the outcome of a roll.

Ex.

Chef prepares a dish in a well-stocked kitchen. As such, he gains advantage on his rank three Intelligence check. He rolls a six, a three, and a two, for a total of eleven, which he would fail. His floating dice is a four. He substitutes the six for the four, resulting in a new total of nine. He now succeeds the check.

William fires his musket against a vulnerable target. As such, he gains advantage on his damage roll. He rolls two ones, for a total of two damage. His floating dice is a two. He substitutes the two in place of one of the ones, leading to a new total of three damage.

A character may also have multiple sources of advantage. In this case, an additional floating dice is added for each source of advantage.

Advantage may also be thought of as rolling a number of dice equal to the rank plus advantage, and choosing a number of dice equal to the rank. Both methods of rolling advantage result in the same outcome.

Ex.

Glinda prepares to guess a password he has half of. He rolls a rank four power check with double advantage. He rolls six dice, which results in two ones, a three, a five, and two sixes. He chooses four dice: the ones, the three and the five, for a total of ten.

A character may also have a more constant source of benefit, known as a **Bonus**. Where advantages typically represent situational edges, a bonus represents a source of favor like training or

intrinsic skill. Compared to Advantage, a Bonus simply results in removing a dice from the check. As with to Advantage, multiple sources of Bonus result in multiple dice being removed.

There are also inverses to Advantage and Bonus, which may occur if a character is underhanded in a certain situation. These are called **Disadvantage** and **Penalty**, accordingly. In the case of Disadvantage, the “floating dice” are instead substituted to worsen the outcome of a roll, whereas Penalty simply adds dice to a check instead of subtracting them.

Ex.

Sarahd drinks a vial of poison, triggering a rank three HEA save. However, as he ate sand earlier that day, he has a double disadvantage. He rolls a one, a three, and a four, to a total of eight, which is less than his Health score of ten. However, his floating dice are a six and a four, which are substituted into the one and three. His new total is fourteen. He fails the save.

Scabs attempts to tell the truth; however, he is a compulsive liar. As a result, he has double penalty on his rank four Persuade check. He rolls six dice as a result.

Finally, it is worth noting that advantage and disadvantage cancel each other out. Likewise, bonus and penalty also cancel each other out. As a result, in the case with conflicting boons, the final result is always the difference of the two.

Ex.

Lizard must roll a HEA save against the rat poison he just ate. He additionally has disadvantage from the raw meat he ate earlier. However, he has double advantage from the multivitamins he took that morning. As such, he rolls with

single advantage.

CONTESTED CHECKS

A character will not necessarily act in opposition to nature, however. There will be times when they act directly in opposition to other characters, initiating what is known as a **contested check**. Contested checks are rolled when two characters go head-to-head, determining who comes out on top.

Contested checks are rolled with a character rolling a check with a rank of their choosing. This is known as the **difficulty roll**, which determined the rank of check other characters must make. Typically speaking, the character who initiated the check first chronologically sets the difficulty roll. In the event of a chronological tie, the instigator goes first; further difference criteria call for player characters to go first, before finally leaving first up to random chance.

Ex.

Tink attempts to crack a cipher set by an enemy Tinker. As the enemy Tinker set the cipher first, they perform the difficulty roll.

Strongarm attempts to throw a tank, as is normal for him. As he is the aggressor, he sets the difficulty roll.

William and a Rokumtang thug both lunge for the explosive. As William is a player character, he sets the difficulty roll.

If the difficulty roll is successfully passed, the other characters must successfully pass a check with the same rank, or will fail the

contested check. If they succeed, neither party has “passed” the check, and it is attempted again until one party fails.

If the difficulty roll is failed, the difficulty check automatically ends in favor of the other characters. It is worth noting that contested checks may be asymmetrical – different characters will be rolling different checks against different statistics.

Ex.

Gerald attempts to pin down an enemy. He rolls a contested Grapple check, and sets difficulty at four dice. He succeeds, the enemy fails. Gerald successfully pins the enemy.

Tarlson begins a roundabout gambit of circular logic, confusing an enemy in a contested Persuade vs. WIL check. Tarlson sets the difficulty at six dice, which he fails. The enemy automatically succeeds the check.

ASSISTED CHECKS

Much like contested checks, characters will hardly be expected to act on their own in every situation. With certain situations – kicking down a locked door, distracting an enemy, or tying up an accountant – characters can assist each other to make certain ability checks easier. While not always applicable (such as the case of lockpicking – two people cannot pick the same lock at the same time), **assisted checks** can drastically ease certain checks.

An assisted check has a “leader”, who is typically defined as the character with the highest corresponding score. Any character other than the leader who pitches in may roll an “assistance” check of any rank they wish in the

specified statistic. For every two ranks of :assist checks successfully made, the leader gets advantage. For every two ranks of assist checks failed, the leader gets disadvantage. Once the total amount of advantage and disadvantage is tallied up, the leader rolls the check as normal, with the advantage and disadvantage applied.

EXPERIENCE & LEVEL

As a character spends time in the world, their abilities will gradually improve as they hone their skills. This is represented by a character's **experience (XP) points**, a cumulative score that slowly increases as they conquer foes and challenges. As experience is accumulated, a character may use it to improve their skills and abilities to further strengthen themselves.

EXPERIENCE POINTS

As adventures progress, a character will inevitably gain experience points from three major sources.

FROM CHALLENGES

Most skill or ability checks that a character encounters will yield a single experience point upon success. Generally speaking, most checks will provide this experience bonus, unless otherwise stated by the game master.

Ex.

Lizard jimmies open a locked door. He gains one XP point.

FROM COMBAT

In addition, nearly all enemies that a character defeats will yield an amount of experience determined by how much of a threat they posed. In addition, the experience yield is divided among all who helped to overcome the enemy.

Ex.

Gerald and Ethel work together to destroy the mutated cat. It yields fifty XP points, which is divided between them as twenty-five points each.

AS A REWARD

Finally, a character may gain experience points from completing a given quest or at a certain story beat. These are much more at the discretion of the game master, and can vary drastically between scenarios.

Ex.

The party is catapulted out of Sebastian Hearne's space yacht and land in the Middle-Middle. To accentuate their growth and improvement, they are all awarded thirty experience points.

SPENDING EXPERIENCE

Once experience points are gained, a character can invest the experience at the next calm point, typically at a short or long rest. During this time, players may choose which of their skills they wish to advance in prowess.

A player may increase the cost of any skill score by one by spending an amount of experience equal to the current level plus one (Table 3). Once this experience is spent, it cannot be reclaimed.

Ex.

Scabs has thirty-two points in Bluff, and wishes to increase it to thirty-three. As such, he spends thirty-three points (thirty two points for current level, plus one)

Ethel has no points in Finesse, and wishes to buy to level six. This will cost her a total of fifteen points of experience (one point for level one, two points for level two, etc.)

LEVEL

In addition to experience, a character also has a **level**, which represents a “bracket” of experience they are in. The higher a character’s level, the more experience they have accumulated. Levels also influence the extent characters may use certain abilities, how powerful they are, and how difficult they are to kill. A character’s level takes into account both their unspent and spent XP points. Reaching the next level requires an amount of experience equal to twenty times the current level.

HIT POINTS

As Komdak is a relatively militarized and violence-ridden planet, particularly because there’s champions of questionable morality and intelligence running around with guns, swords, and magic powers, it is inevitable that a character will take damage from some source.

A character’s injured-or-healthy status is represented by a number known as their **hit points (HP)**, which are constantly in flux. A character’s current hit point score represents how healthy they are at any given moment; the higher the score, the better off they are. Hit points are depleted as a character takes damage, and restored as they heal and rest.

Table 3: Skill Level and Total XP Cost

LVL	XP Cost	LVL	XP Cost
1	1	11	66
2	3	12	78
3	6	13	91
4	10	14	105
5	15	15	120
6	21	16	136
7	28	17	153
8	36	18	171
9	45	19	190
10	55	20	210

Table 4: XP Requirements & Increase

LVL	XP Required	XP Increase
1	0	~
2	20	20
3	60	40
4	120	60
5	200	80
6	300	100
7	420	120
8	560	140
9	720	160
10	900	180

MAXIMUM HIT POINTS

A character’s **hit point maximum** is the “soft” maximum for their hit point score, in most scenarios, their hit points total cannot naturally exceed this value (unless by way of magic or potions).

A character's hit point maximum is calculated as

$$\text{HEA} + (4 * \text{LVL})$$

Ex.

Sarahd is level three and has a HEA score of ten. As such, he has a hit point maximum of twenty-two.

PURCHASING HIT POINTS

In addition to the aforementioned hit point gains, players may also spend experience points to increase their maximum hit points. This is known as the **health additive**, and is treated as an additional "skill" for most purposes. For every level in the health additive, characters gain an additional two hit points added to their maximum hit point count.

UNCONSCIOUSNESS

A character will enter **unconsciousness** if their hit point count drops at or below zero. While unconscious, they will be unable to act unless they perform a **consciousness save**. A consciousness save is a WIL save that starts at rank three, and increases by one for every three hit points points below zero.

Ex.

William is hit by a wayward laser and drops to negative eight health. As such, he must roll a Rank three WIL save for consciousness (Rank three base consciousness, plus two ranks for exceeding negative six)

A successful consciousness save guarantees five seconds of consciousness (equivalent to one round of consciousness). Future consciousness saves need to be made in order to remain awake.

DEATH

A character will **die** if their hit point score drops to a negative score equal to their health. After reaching death, a character cannot be revived by any normal means.

Ex.

William is hit by an unlucky critical hit and takes fifty-five damage, which puts him at negative twenty-two health. His HEA score is ten, so his death threshold is negative ten. Negative twenty-two is less than negative ten, so William is instantly obliterated into meaty chunks.

HIT DICE

While drugs and health potions are capable of restoring health quite effectively and quickly, Chosen are granted a massively increased healing factor as part of their suite of benefits. As such, rest and relaxation provides great recuperation benefits to their well-being. This is communicated through **hit dice**, which are expendable "healing" dice that can be spent during periods of rest.

A character is granted an amount of hit dice calculated as

$$\text{WIL ES} + \text{LVL}$$

A character is always guaranteed to have a minimum of one hit dice.

Ex.

Chef has a WIL score of twelve (an exceptional score of one), and is level three. As such he has a total of four hit dice.

Horman has a WIL score of six (an exceptional socre of negative two), and is level one. As such, he has only one hit dice. At level two, he will have two, etc.

HIT POINT SAVES

There are some spells and potions that may trigger a **hit point saving throw**. Hit Point saving throws are different from normal saving throws. Instead, a character must roll the dice listed by the save. If the resulting the sum is less than their current hit point count, they pass the save. If the sum is equal to or exceeding their current hit point count, they fail the save.

Ex.

Kettler casts a Sleep spell on the feral dog, which triggers a 4d6 HP Save. The dog rolls a 14, which is greater than its current hit point total of 10; it falls asleep.

SHORT RESTS

During an adventure, characters may find a place to sit down and take a moment to catch their breath and calm their nerves. These are known as **short rests**, and are approximately ten minutes long. During this time, characters may expend their hit dice to regenerate some health or class abilities, and spend experience on their abilities.

If a character wishes to expend hit dice to regenerate health, they roll as many d6 as hit dice they expend, and add the total back to their health score. Their health score may not exceed their hit point maximum.

Each consecutive short rest triples in length; the second short rest of a period takes thirty minutes to complete, and the third short rest requires one-and-a-half hours to complete. Only three short rests may be taken between long rests.

LONG REST

Much like a short rest, a **long rest** represents characters settling down for the night and sleeping off their injuries, which is between six and eight hours of uninterrupted sleep. During a long rest, a character regenerates all their expended hit dice; they will also be instantly brought up to half their maximum health, regardless of current hit point count (excluding death). In addition, they can perform any actions they would normally be able to perform during a short rest.

If a character is interrupted during a long rest, they lose one hit dice and class charge per cumulative hour of rest skipped. This includes interruptions like taking watch, or being attacked.



PART II: SPECIES

MSG FROM: CORE_DSG{DAMOCLES}

...In addition to the myriad of opportunities you will be afforded as a Chosen, you will also have the chance to meet many individuals of various backgrounds!

*We strongly recommend you do **not** associate with the Church of the First Star, particularly if you are non-human. While we understand their technology and pay has high allure, associating with an institution interested in a racially-derived social order is not becoming of Chosen.*

SPECIES OVERVIEW

The Mothman spreads her wings and jumps from the Lexacore office, soaring towards the ground.

The Dragonborn stretches before opening their maw and spraying a plume of toxic sludge at their enemies

The Goblin rolls underneath the car, unnoticed as they quietly and frantically place the bomb.

Komdak as a planet has a veritable cornucopia of competing and cooperating species and races, due to the triad of natural diversity, the introduction of human colonists, and the meddling of the magical Core. As a result, there is a wide amount of diversity among Chosen, and their **species** is often Core to a Chosen's identity and function. While some groups, like the human-supremacist *Church of the First Star* search to destroy or usurp this identity, the vast majority of Chosen will find embracing this diversity unlocks unique skills and perspectives on any team.

Komdak as a whole consists of seven species, each visually and physically distinct. Two of these species originate from Mars, four originate on Komdak pre-impact, and one originates on Komdak post-impact. A list of all species is included to the right.

EARTH SPECIES

Human (*Homo Sapiens Stellaris*)

A space-faring civilization you should hopefully be familiar with, genetically improved for colonization efforts.

Goblin (*French*)

A temporally-displaced subsection of humanity, originating from the distant past. Small, uneducated, malnourished.

PRE-IMPACT KOMDAK SPECIES

Elf (*Komdakia Mirnon*)

A native species strongly resembling the elves of folklore. Eloquent naturalists and the most populous species.

Dwarf (*Komdakia Arjunt*)

Short, stocky creatures with skilled hands and brilliant minds. Used to living in sprawling, underground cities.

Giant (*Komdakia Astuung*)

Large, intimidating beings of raw strength and vitality. Resilient and scary at the other end of a sword.

Mothman (*Komdakia Iplum*)

Leaner, winged creatures with high dexterity and the ability to perform limited glides.

POST-IMPACT KOMDAK SPECIES

Dragonborn (*Toasted*)

Victims of a small nuclear war, "blessed" with radiation-derived magical powers, including the ability to manifest magical effects with their breath.

HUMAN

(Homo Sapiens Stellaris)

OVERVIEW

15 Additional Skill Points

+2 WIL; Expendable WIL

Advantage on POW

Urban Hit Dice Bonus

DESCRIPTION

Needing no introduction, **Humans** are the familiar species hailing from the planet Mars, many lightyears from Earth. The last known pocket of humanity following a greed-driven self-extinction elsewhere in the universe, the Humans of Komdak are a genetically-modified, space-faring subspecies with high diversity but innate, gene-spliced resilience. Built to survive unpredictable, harsh climates, they are hearty and stubborn creatures, willing to endure even the harshest scenario to survive. The human lifecycle and culture encourages reproduction around age twenty, with an average lifespan of one-hundred-fifty years.

Following the collapse of the Hope, much of human culture is now rooted in oral tradition, having decayed in the century since the Impact; popular culture from before the Impact has blended with classical mythos to form a new, composite culture. Human language has similarly decayed; besides a few phrases and works from other languages, much of human speech is done in the three languages that have survived since the Impact – **English**, **Mandarin**, and **Cockney**. All three languages are used in most human settlements, and somewhat interchangeably; signs often have all three languages on them.

Humans are the most traditionally-magical of Komdak due to their innate familiarity and connection to the Core through shared history; the Core also shows slight favoritism towards them.

HUMAN BONUSES

Adaptability

Built to adapt and survive any range of climates and colonization efforts, the Humans are extremely flexible. Human characters gain an additional 15 skill points when starting off, and have an innate +2 bonus WIL. They may also exhaust their WIL once every long rest with no repercussions.

Divine Favor

As indirect creators of the Core, all humans possess innate favor with it. As a result, humans gain advantage on all POW checks.

Urban Explorer

Humans feel a sense of comfort and protection in large cities, regardless if they are in a building or out on the streets. Long rests in urban areas grants an additional hit dice after waking

ELF

(Komdakia Mirnon)

OVERVIEW

+3 CHA; Expendable CHA

Advantage on *Perception*

Reduced Long Rest Requirements

Nature Hit Dice Bonus

DESCRIPTION

Colloquially known as “**Elves**”, the **Mirnon** are the oldest of Komdak’s native species; historians estimate their sapience occurring sometime in the last ten million years or so. As such, they are the most populous species on the planet, as they possess a slower aging process and generally live longer. Most Elves reach maturity around age fifty and have a lifespan nearing two hundred years; they are slowly being outpaced in reproduction by humans, but still remain the large majority.

The naming for elves was coined by their appearance, while generally resembling a seven-foot humanoid, their pale-green skin and delicate features resembled their eponymous mythological counterparts. This is where the similarity ends, however, as their all-black eyes, six-fingered hands diverge from this appearance, in addition to their apparent lack of ears. Their hair tends towards black, green, or white, with rarer blues and purples.

Historically, Elven culture is strongly centered around nature, although they have migrated and integrated into cities as the world rebuilt itself. For the majority of their species’ existence, Elves lived in Komdak’s dense forests, content with a simple agrarian lifestyle; as such,

they possess reverence for natural formations like rivers and springs. With a strong oral tradition centered around creation myths and poetic odes to nature, and the original creators of the Komdakian language **Ashrin**, elves are considered natural speakers and innately captivating, with unparalleled eloquence.

ELF BONUSES

Eloquence

Due to their culture being strongly steeped in oral storytelling and the arts, Elves possess a natural, unimpeded Charisma. Elves gain an additional +3 CHA, and may exhaust their CHA once per long rest with no repercussions.

Acute Awareness

Natural gatherers and evolved for living in dense forests, Elves have subliminal awareness, granting them advantage on *Perception* checks.

Attuned Biology

As a result of cultural teachings of harmony and inner peace, Elves are one with their body. They need neither food nor sleep regularly, and require long rests only to replenish their abilities. In addition, Elves only require four hours of resting for a long rest.

Naturalist

Elves evolved for survival in the forests; as such, they experience peace and tranquility in these locations. Sleeping in lush nature grants elves an additional hit die upon waking.

DWARF

(Komdokia Arjunt)

OVERVIEW

+3 INT; Expendable INT

Advantage on *Tech*

Darkvision

Underground Hit Dice Bonus

DESCRIPTION

Dubbed “**Dwarves**” due to their short stature, the **Arjunt** are distant relatives of the Elves, having differentiated some time in the last six million years, as early dwarves left the forests in favor of caves and ravines. Dwarves stand at a stature between three and four feet tall, with disproportionately large heads and arms and stout, short torsos and legs. Their skin falls on a spectrum of gray, due to spending their evolutionary epoch underground. Hair color among dwarves runs in the browns, reds, grays, and whites. Unlike Elves, Dwarves are capable of growing facial hair, and grow it regardless of gender; beards are a major part of dwarf culture. Dwarven lifespans have maturity near age eighty and a full life around three-hundred years.

Lighter-skinned dwarves, known as “**highstone dwarves**”, evolved in the mountains, having rarely set foot on the surface, and typically value their engineering and steam mechanisms more, with a higher societal focus on mechanical and scientific study. Darker-skinned dwarves, meanwhile, are known as “**lowstone dwarves**”, evolving deep in caves and ravines, and occasional surface visits at night. Lowstone dwarves studied mining and metallurgy, coveting gems and rare metals,

producing works of steel and stone unparalleled in artistic and practical merit.

Some ten thousand years ago, these two separate societies re-encountered each other, with highstone and lowstone dwarves unifying under a single banner. With their combined skills, they built the city of Jorenthai-Morgrund, ancestral kingdom of the Dwarves. Jorenthai-Morgrund is a sprawling metropolis of sparkling beauty and engineering, several times larger than the largest of surface cities, entirely encapsulated within the towering Mount Jorenthai; They remained here for thousands of years before finally encountering the other species, and triggered the planet’s industrial revolution shortly before the impact.

DWARF BONUSES

Ingenuity

Dwarves have mastery of knowledge ingrained in their culture, and gain an additional +3 INT. They may additionally exhaust their INT once per long rest with no repercussions.

Mastersmith

Dwarves have a cultural focus on metallurgy and engineering, and gain advantage on all *Tech* checks.

Cave Eyes

Dwarves see through visual effects like darkness or smoke unimpeded.

Six Feet Under

Most dwarves feel at home deep under the surface; sleeping underground will grant an additional hit die upon waking.

GIANT

(Komdakia Astuung)

OVERVIEW

+2 PHY; Expendable PHY

+2 HEA; Expendable HEA

Advantage on *Grapple*

Advantage on *Intimidate*

Double Bonus on Consciousness Saves

Immune to Environmental Temperature

Cold, Wet Hit Dice Bonus

DESCRIPTION

Recalling the **giants** of old myths, the **Astuung** are towering masses of muscle and fury. Sharing a common ancestor in the Elves some three or four million years prior, the Giants moved towards the poles during epoch changes and evolved for long strides along the frozen tundra, in addition to fighting the plentiful predators paradoxically roaming the frozen wastes. Evolving to survive this harsh climate resulted in them growing larger and stronger in order to increase their effective territory and efficacy.

Giants are long, lanky creatures, standing between nine and ten feet tall, with females tending to be larger than males. Their extremely pale skin blends with the tundras they traverse, although a smaller contingent of their population has deep brown skin for blending with the rare stone or patch of earth untouched by snow. Rippling with muscle, they also possess a smaller head and flatter features, more closely resembling the Neanderthals of Earth. Giant lifespans are relatively short, living only around

one-hundred-twenty years, and reaching maturity around age fifteen.

As Komdak entered a new glacial period, however, the Giants began migrating out of the poles and into the mountains, where they encountered the Dwarves. The dwarves recognized the raw potential of the Giants and began a cooperative relationship with them; the Giants enabled the construction of much of Jorenthel-Morgrund, and in return were granted a place within the city.

GIANT BONUSES

Fortitude

Towering and unyielding, Giants have unparalleled strength and vitality. They have an additional +2 PHY and +2 HEA, and may exhaust each statistic once per long rest without any repercussions.

Aggressive

Master Hunters, Giants are skilled in the arts of *Grapple* and *Intimidate*, and gains advantage in both.

Unyielding

Built for aggressive combat with all manner of harsh tundra predator, Giants have double bonus on consciousness saves.

Hibernation

Giants evolved to be unaffected by harsh tundra and polar weather; as a result they are not effected by environmental temperature effects. In addition, sleeping in cold or damp environments grants them an additional hit dice upon waking.

MOTHMAN

(Komdakia Iplum)

OVERVIEW

+3 DEX; Expendable DEX
Reduced Breathing Requirements
Reduced Fall Saves
Gliding
Altitude Hit Dice Bonus

DESCRIPTION

Known as “**Mothmen**” due to their resemblance of the creature from ancient human folklore, the **Iplum** are a mountain-dwelling offshoot of the Elves, some couple million years ago. Rather than dwelling in the mountainous caves and canyons like the dwarves, the Iplum instead evolved for living on the peaks and plateaus.

Sporting a grayish skin color, the Iplum lighter, hollow bones for navigating mountainous terrain. More importantly, however, they evolved a pair of vestigial arms attached at their shoulderblades, from which are lightweight, scaly membranes. These form a pair of rudimentary “wings” that allow simple gliding and minor momentum control while in the air, allowing them to survive otherwise lethal falls from the mountains and, to some extent, glide between peaks.

Apart from the wings, grey skin, and incredibly slender and lightweight build, the Mothmen resemble the Elves near-identically, with similar lifespans. Their cultures differ tremendously, however; whereas nearly every other culture developed a settling model, the Mothmen instead became nomadic, traveling in

tribes through the mountains. As such, Mothmen culture is incredibly familial, with high focus placed on ancestry and spiritualism.

MOTHMAN BONUSES

Coordination

Evolved for deftly navigating all terrain mountainous and rocky, Mothmen have an additional +3 DEX, and may exhaust it once per long rest without repercussion.

Breathless

Living for millennia at high altitude has conditioned the Mothmen to ration oxygen excellently; they are capable of holding their breath for up to fifteen minutes at sea level and still operate properly, and are not affected by altitude or low oxygen levels.

Lightweight

Mothmen’s wings and light frame grant them exceptional speed twice that of other species; in addition, any saving throws against fall damage will be half the original rank. They may also glide, but require ten feet of drop for every twenty lateral feet, and must still roll a fall save.

High Rest

Feeling comfortable in a towering location comes naturally to mothmen, as a result, they are granted an additional hit dice upon waking when resting in high-up locations.

GOBLIN

(French)

OVERVIEW

+2 INT

+2 DEX

Advantage on *Sleight* and *Stealth*

Double Bonus on Poison Saves

DESCRIPTION

A temporally alien species to all parties on Komdak, the **French** are remnants of an invasion force from the early 1800's on Earth. Having accidentally found their way through a temporal anomaly of unknown origin, they quickly attempted to lay siege to the planet of Komdak. Although the comparative difference between weaponry was akin to rocks versus guns, the surprise of their arrival allowed the invasion force time to regroup and claim Chosen for themselves.

Now called the “Baguette Coalition”, lead by General Laurent Wraithwright for Napoleon Bonaparte, the majority of the commissioned French soldiers remained loyal to the General's legion. However, the accompanying peasants that came along with the invasion force did not, and scattered almost as soon as they set foot on the planet.

Undereducated and malnourished, the peasants were dubbed **Goblins**, standing at around three-to-four feet with emaciated, bony frames. Their lifespans are also generally shorter than their “modern” counterparts, reaching effective maturity at age fifteen, and only living until around age eighty.

Although they fumble with the language

and struggle with technology, their tenacity and cleverness from their lives of poor desperation have led them to play dirty with every advantage they have.

GOBLIN BONUSES

Cunning

Goblins live much of their life struggling and starving, forcing them to hone their crafty natures and thievery. As such, they have an additional +2 INT and +2 DEX.

Small

Being the smallest of Komdak races, Goblins play their diminutive stature to their advantage, gaining advantage on *Sleight* and *Stealth*.

Desperate

Possessing iron stomachs out of necessity and habit for scavenging rotten food, Goblins can stomach most foods without issue. They gain double bonus on all poison-based saves.

DRAGONBORN

(Toasted)

OVERVIEW

+2 HEA

+2 POW; Expendable POW

Breath Tool

Bonus on Fire and Radiation Saves

DESCRIPTION

Victims of a small-scale thermonuclear war, the **Toasted** are mutants of various species that were “helped” by the Core, reducing the radiation damage to a “tolerable amount” and making them, in the words of a very confused doctor, “walking masses of symbiotic, non-malignant tumors”.

As a result, the Toasted unilaterally possess leathery, scale-like skin in various shades; some Toasted also softly glow due to the radioactive particles within their skin cells. In addition, they are “blessed” with a unique ability to cleanse their body of accumulated radioactive refuse periodically, manifesting a “**breath tool**” of varied effects. Due to these features, they are

often dubbed the “**Dragonborn**”; this is also a pun made in poor taste, as the warheads in question were a line of Arbayne “Fire Dragon” missiles.

DRAGONBORN BONUSES

Burns

Due to the Core’s “apologetic” nature towards them, and their various “blessings”, the Dragonborn possess a bonus +2 HEA and +2 POW, and can additional exhaust POW once per long rest without repercussion.

Breath Tool

Unique among the species of Komdak, Dragonborn may use their “breath tool”, affecting a cone fifteen feet deep from their mouth once per long rest. The effects and potency of this breath tool are determined by their “origin” and level.

Fire-Forged

Forged in the unforgiving and uncaring thermonuclear fires of war, the Dragonborn gains bonus on all fire-based or radiation-based saves.

DRAGONBORN ORIGINS

Fireborn

Breath contains **flammable gas**, dealing 1d4/lvl **fire** damage.

Frostborn

Breath contains **coolant**, dealing 1d4/lvl **frost** damage.

Gammaborn

Breath contains **radioactive particles**, dealing 1d4/lvl **radiation** damage.

Rustborn

Breath contains **iron particles**, dealing 1d4/lvl **bleeding** damage.

Sludgeborn

Breath contains **liquid concrete**, dealing 1d4/lvl **acid** damage

Screechborn

Breath contains **magnetic dust**, dealing 1d4/lvl **fear** damage.

Lecktrikborn

Breath contains **static particles**, dealing 1d4/lvl **electric** damage.

Medborn

Breath contains **vaporized medicine**, healing 1d4/lvl HP

Deathborn

Breath contains **biological weapons**, dealing 1d4/lvl **necrotic** damage.



MSG FROM: CORE_DSG{DAMOCLES}

...We also hope you find the suite of skills and abilities afforded to you amenable; they will assist you in your adventures. Whether they are the ability to summon nuclear fireballs at your fingertips, the ability to freely gaslight whoever you wish, to cleave armies in two with your sword, or simply to perform modern medical miracles, we they will serve you well.

*We also **strongly** recommend you do not accept any powers offered to you by the Demon Lord Axner; although its powers are seductive, they will ultimately derail your purpose as Chosen into a soul-harvesting agent rather than a mechanism for help.*

*Additionally, **please** remember you are not a one-person army. Your skills are intended to be supplemental to your party, not subservient to you alone...*

CLASS OVERVIEW

Although all Chosen share characteristics with each other such as radically improved vitality and superhuman capabilities, the actual minutia of their specific abilities is determined by their **class**.

A Chosen's class is granted once they are selected, and is immutable; with very specific exceptions, a Chosen will always remain the same class, regardless of their wishes or progression. However, a class only defines the overview of a Chosen's specific role on the team, they are still incredibly variable within that role, and can even defy it if they wish.

Of note are two **emissary** classes. Rather than working on behalf of the Core, the emissaries are given employment and power in exchange for subservience to **Lord Axner, Demon Trash Panda**. Their purpose is not inherently to help, but to collect souls and forge contracts on Axner's behalf, using their powers to assist their mission.

In addition, most classes will have a **certificate**. A certificate partially changes the major mechanics of a class, granting them specific specializations in exchange for neutering or outright removing other abilities.

LIST OF CLASSES

Brawler (Rapscallion):

Melee combat class that deals massive, close-range damage

Marine (Naturalist):

Ranged combat class that slings bullets and projectiles, focusing on crowd control and damage dispersal

Apothecary (Mortician):

Medical support class that dispenses heal and harm through statistic-boosting potions and deadly poisons

Tinker (Grease Monkey):

Technical support class that hacks and sabotages technology and spreads chaos with all manners of explosive

Outlaw (Vigilante):

Master of misdirection with raw Charisma and thievery, undermining the enemy with tricks and betrayal

Pactmaker (Prosecutor):

Skilled orator capable of arguing against the universe itself, producing forged credentials, and gathering information.

Charmer (Dorklock):

Scientific magicians capable of leveling battlefields and altering reality with their limited but potent powers.

Soulrender (Pontifex):

Twisted warlocks expending souls in exchange for powerful, unethical magic.



THE BRAWLER

Gerald grabs the guard with one hand, and brings down his padded hammer with the other, apologizing all the way. Hundreds of pounds of force collide with the guard's skull, collapsing vertebrae as the guard's head is forced into his ribcage with the hammer's gentle "squeak".

Strongarm places his hands on the tank's body, and yells as his augments flex and buckle, amplifying his strength beyond any reasonable limit. With great effort, he throws it across the lot, crumpling the defense. His party watches in equal parts awe, confusion, and shock.

OVERVIEW

The logical conclusion of traditional battle, **the Brawler** is a magically-infused master of physical combat, leveling even the toughest combatants with nothing but a weapon, grit, and their own two hands. Capable of standing toe-to-toe with even the toughest combatants and matching them in damage output, the Brawler excels in single-target combat and control. The Brawler lives by the blade, hilt, and hammer, carving the party's path straight through the enemy.

CHAMPION

The Brawler is a resilient and tough Brute capable of receiving quite a beating. The Brawler has a base 12 Resilience; they will also not go unconscious when dropping below zero hit points.

The Brawler additionally uses d10's instead of d6's for their hit dice; they may also use their third-action to expend hit dice during combat.

MELEE MASTERY

The Brawler has mastery over all melee weapons; they have Proficiency with all non-improvised melee weapons. In addition, the Brawler may add half of their level to any melee damage they deal to targets.

FURY

The secret to the strength of the Brawler is their unwavering courage and fear of death; put more accurately, the Brawler's main success come from their unwavering and total internal anger.

The Brawler gains a number of **Fury charges** equal to their current level after any long rest; the Brawler may have a maximal amount of Fury charges equal to two times the sum of their POW ES and PHY ES. Fury charges may be then consumed to activate either of the Brawler's core abilities to help turn the tide of a battle.

BERSERKER

The Brawler, while normally quite restrained and coordinated, has the ability to enter a blind rage, throwing blows with reckless abandon, known as "going **Berserk**".

A Brawler may activate *Berserk* as their third-action while in combat by consuming a Fury charge. While *Berserk*, the Brawler deals doubled melee damage, has tripled movement speed, and has double bonus on any *Grapple*, *Athletics*, or *Physique* checks. Critical hits deal their normal damage multiplier while *Berserk*.

Once *Berserk*, the Brawler does not exit the state until a hit is landed, or a minute has passed.

SENTINEL

In addition to their offensive abilities, the Brawler may also use their Fury charges to instead absorb and mitigate incoming damage. Upon taking damage, the Brawler may choose to spend a Fury charge to "refuse death". If the Brawler activates their *Sentinel* ability, they shrug off the attack and only take one-half damage; *Sentinel* may also be used to instead gain triple bonus on any saving throw.

WRESTLER

The Brawler gain bonus on *Athletics* and *Grapple* checks; in addition, they take halved damage from any target they are currently Grappling. In addition, if the Brawler does not attack on their turn, they may Grapple an enemy using their third-action.

THE RAPSCALLION

Marty sits at the bar, chuckling and asking himself how things went so wrong so quickly. A group of assailants gather up behind him; he turns around and readies his fists against their guns and swords, chuckling to himself.

"Alright lads. Who's first?"

While Brawlers excel with many weapons, be they scimitars or staffs, **the RapsCALLION** instead follows the long-forgotten tradition of drunken brawls. Masters of the martial arts, RapsCALLION move with an unpredictable sway and best their foes with flurries of disorienting and combination blows, rather than slicing or hacking.

SCOUNDREL

Although they retain much of their natural Brawler resilience, the RapsCALLION relies much more heavily on their movement; they have a base 10 Resilience with an additional 2 Resilience bonus if they are unarmored.

The RapsCALLION has also honed their physical fortitude, and uses d8's instead of d6's for their hit dice. They do not fall unconscious after dropping below zero health.

MARTIAL ARTIST

Unlike the Brawler, the RapsCALLION does not possess affinity with any melee weapons; the sole exception is the quarterstaff. Instead, the RapsCALLION relies entirely on their **drunken fist**, a punch which deals 1d6 damage. The

RapsCALLION may also add one half of their current level to the damage of their drunken fist.

In addition, while using a quarterstaff or drunken fist, the RapsCALLION may spend **Inebriation Points** to perform specialty **combination blows**. A combination blow requires the RapsCALLION to be in a specific **stance**, which provides passive benefits. The four stances of the RapsCALLION are:

- 1) **Stance of the Drunken Fool:** An offensive, aggressive stance for attacking
- 2) **Stance of the Tipsy Master:** A defensive, conservative stance for countering attacks
- 3) **Stance of the Buzzed Fighter:** A neutral, tactical stance for utility and movement
- 4) **Stance of the Inebriated Toddler:** A wild stance for enemy control

Certain combination blows will cause the RapsCALLION to change stances. Changing stances without a combination blow requires either an action turn or one Inebriation point. Combination blows do not consume an inebriation point unless they hit the target.

The RapsCALLION gains a number of Inebriation Points equal to three times their current level; these replenish to full after a long rest. The RapsCALLION has a maximum number of inebriation points equal to four times the sum of their PHY ES and POW ES.

FLOW

Part of the threat the RapsCALLION poses is their combination blows forming a **flow**. A **flow** is defined as chaining combination blows such that they perform three unique stances over the

course of a continuous battle. If a Rapsallion successfully flows through three different stances, they have completed a flow; they are refunded a single Inebriation Point and their

next attack deals an additional 1d4 damage per level. Once a flow is completed, the counter is reset and they start the next flow.

Table 5: Stances & Combination Blows

STANCE of the Drunken Fool			STANCE of the Tipsy Master		
Passive: Advantage on Damage Rolls			Passive: Disadvantage on Incoming Damage		
	IP	DESCRIPTION		IP	DESCRIPTION
Grip	1	Advantage on Grapple	Dodge	1	Incoming attack rolls have disadvantage; Stance to Buzzed Fighter
Fury	1	Additional Strike. Stance to Tipsy Master	Parry	1	Free strike if opponent attacks on next turn
Shove	1	Pushes target back 10 ft. Stance to Inebriated Toddler.	Feint	1	Halved rank on next Saving Throw. Stance to Inebriated Toddler
Throw	2	Throw Grappled enemy, dealing 1d10 damage. Stance to Buzzed Fighter.	Reflect	2	Halves incoming attack damage and reflects half back at attackers; Stance to Drunken Fool

STANCE of the Buzzed Fighter			STANCE of the Inebriated Toddler		
Passive: Advantage on Attack Rolls			Passive: Bonus on Saves		
	IP	DESCRIPTION		IP	DESCRIPTION
S	1	Take half of ally's incoming damage. Stance to Tipsy Master.	Tantrum	1	Draws all enemy aggression; Stance to Tipsy Master
Slam	1	Jump 10ft up, deals 1d4 damage to all within 5ft; Stance to Inebriated Toddler	Shake	1	Enemy has disadvantage on next damage roll. Stance to Drunken Fool.
Dash	1	Travel 40ft in any direction	Rebirth	1	Changes damage type of attacks
Sprint	2	Gain extra third-action. Stance to Drunken Fool.	Angry Fists	2	3 blows that deal 1d4 damage each, Stance to Buzzed Fighter



THE MARINE

Fiona readies her twin revolvers and jumps around the corner, joining the saloon Brawl. In a split second she fires six bullets, each meeting their mark between an enemy's eyes; her revolver barrels glow hot with finality.

Two sharp cracks and the smell of black powder fills the alleyway; the Ruffians fall over, dead. William mutters about under his breath as he reloads his musket and pistol. Two shots in two seconds, a quick draw and quicker death.

OVERVIEW

While the Brawler is the champion of melee and close-quarters combat, the **Marine** is the master of tactical weaponry and ranged advantages. Blessed with magically-enhanced reflexes and coordination, the Marine offers crowd control and gunslinging unmatched by any other class. Blended with traditional training in military tactics and firearm expertise, the Marine operates under a philosophy of death-on-sight; if they see you, you're likely already dead.

SURESHOT

The Marine has Proficiency with all ranged and projectile weapons; they may also add half their current level to their attack rolls with ranged weapons.

FAST HANDS

The Marine has trained with their weapons to the point of assembling and disassembling their weaponry blindfolded. The Marine is capable of instantly reloading and drawing any weapons.

COMBAT-HARDENED

The Marine possesses an accelerated metabolism and healing cycle faster than other classes. As such, their hit dice is d8's instead of d6's. In addition, their body armor grants them a base of 10 Resilience.

MULTIATTACK

The Marine is capable of tracking and attacking multiple targets simultaneously. The Marine may spend a proficiency point to gain an additional attack on separate targets. If the Marine is dual-wielding firearms, they gain a free guaranteed multiattack.

Multiattacks have disadvantage on their damage rolls. A single target may not be directly hit by a multiattack more than once.

BLITZING

In addition to their Multi-attacks, the Marine is capable of shooting down any incoming projectile attacks. If the Marine has unspent proficiency points at the end of their turn, they are capable of spending one point to **Blitz** an incoming projectile as a reaction. Blitzing a given attack causes it to receive disadvantage on the resulting damage roll. Area-of-effect projectiles are not effected by blitzing.

DODGE

An important skill in any soldier's repertoire is the ability to weave through the battlefield. The Marine combines this with their powerful reflexes to control the amount of incoming damage they have. The Marine's **Dodge** ability is used on their third turn. If the Marine dodges, incoming attack rolls have disadvantage; however, the Marine has disadvantage on all outgoing attack rolls and cannot multiattack. In addition, the Marine gains bonus on all saving throws while dodging.

THE NATURALIST

Nancy sits silently with her party, quietly waiting as their Outlaw captivates the clown leader as a distraction. She takes a deep breath and focuses, conjuring a ghostly bird from the aether; she sends it to scout ahead, becoming one with the creature.

While the Marine focuses on modern combat solutions and militaristic tactics, the **Naturalist** instead study the ancient ways of hunters and natives, blending tradition with magic. Aided by their **Spirit Animal**, an intangible spirit that can assist them in their travels, the Naturalist serves as a useful blend between a scout and guide, blazing a trail for their party members.

ARCHER

While the Marine focuses with all manner of firearms and ranged weaponry, the Naturalist instead excels with traditional weaponry, preferring its reliability and simplicity. The Naturalist is proficient with any non-firearm ranged weaponry, and may additionally add half their level to attack rolls with these weapons.

VOLLEY

Much like their Marine counterpart, the Naturalist is capable of eliminating multiple enemies by way of a **Volley**. By spending two proficiency points, the Survivalist may gain a multiattack to hit additional targets. Damage rolls with multiattacks have disadvantage, and

the same target cannot be targeted more than once.

SKILLED

While all Naturalists are trained in the arts of hunting and sustainability in nature, they differ wildly depending on their specific training. The Naturalist may choose three skills to gain permanent bonus on: *Athletics*, *Grapple*, *Medicine*, *Perception*, *Finesse*, *Stealth*, or *Act*.

TREE HUGGER

Having spent much of their training in the wilds, the Naturalist is skilled at traversing and manipulating their natural environment. They are capable of scaling any feasible surface without a corresponding *Athletics* check, regardless of height.

In addition, the Naturalist may identify or mimic any animal traits (calls, smells, tracks, etc.) without any checks. Finally, they are capable of camouflaging themselves or others while in nature, granting a bonus to *Stealth* in the wilds.

HUNTER'S TRANCE

The Naturalist has the ability to enter a **Hunter's Trance**, granting them superhuman perception. By passing a Perception check, the Naturalist is made known of any creatures and their sizes within 20ft; each rank of the check doubles the radius. The trance is capable of tracking creatures through walls. Hunter's Trance also grants them automatic darkvision while active.

SPIRIT ANIMAL

In addition to their other abilities, the Naturalist possesses a familiar known as a **Spirit Animal**, which grants a unique boon once per day per level. Usage of the Spirit Animal maxes out at a value equal to twice their CHA ES. Spirit Animal effects last a single combat round.

In addition to their unique ability, a Spirit Animal may also be used for collecting information; the Naturalist can send them to gather data, scout an area, or collect and retrieve small items no larger than a slice of bread.

The list of potential spirit animals is as follows:

Spirit of the Shark-Bear

The Naturalist gains the ferocity of the

Shark-Bear; they receive double bonus in all PHY skill and ability checks. In addition, their attacks deal 1d6 extra damage.

Spirit of the Snake-Hawk

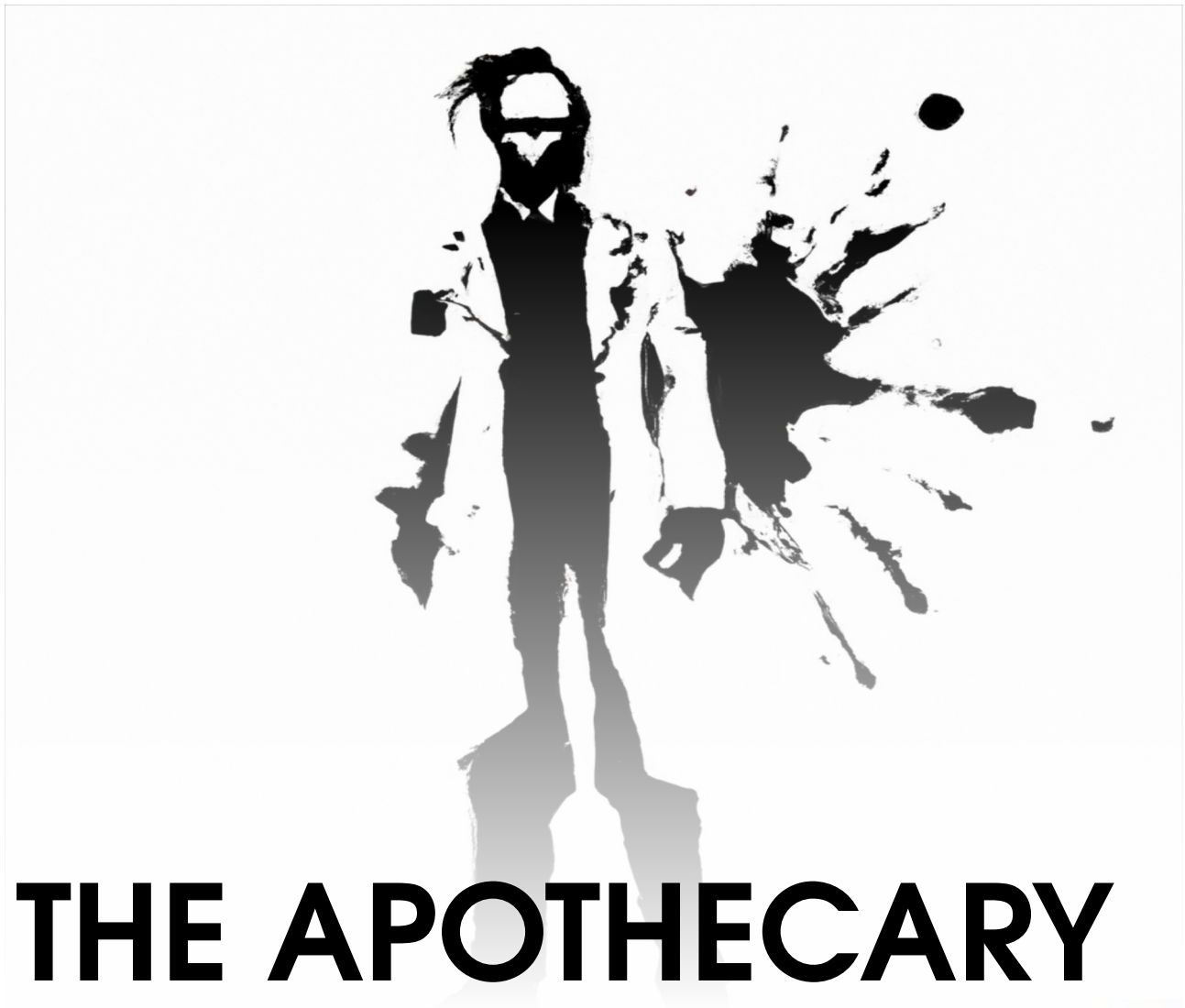
The Naturalist gains the perceptiveness of the Snake-Hawk; they receive triple advantage on *Perception*, and gain advantage on their attack roll.

Spirit of the Lion-Worm

The Naturalist gains the deception of the Lion-Worm; they receive double advantage on *Stealth*, *Finesse*, and *Sleight*.

Spirit of the Badger-Toad

The Naturalist gains the toxicity of the Badger-Toad; they gain triple advantage on *Medicine* and their weapons deal 1d4 additional poison damage.



Chef sits in the corner of the battle, bemoaning yet another opportunity of hire that passed him by. As the prison riot rages beneath him, he sighs and retrieves two flasks of fluid from his pocket. The first, he tosses to Glinda, whose wounds begin closing. The second, he rubs on his dagger and sticks into a large prisoner. His target immediately locks up, ravaged by the paralysis poison; the last thing he sees is Chef's smile before the crack of a gun.

OVERVIEW

Descended from equal parts witch-doctor and real-doctor, the **Apothecary** is a magically enhanced field-medic that balances boons and banes between their enemies and allies; they play fast and loose with the Hippocratic oath. Constantly mixing terrifying cocktails of medicines, poultices, and poisons, they transform their allies into undying, drug-infused beasts and riddle their enemies with refined, medical-grade poisons.

COMBAT MEDIC

The Apothecary has affinity with the tools of their trade; as such, they are proficient with blowguns, daggers, crossbows, and pistols.

PHARMACIST

The Apothecary is trained in multiple manners of medicine, blending traditional and natural medicine with cutting-edge pharmaceuticals in addition to their own magical touch. As a result, they are capable of synthesizing their own potions and poisons on-demand, requiring nothing more than time and energy.

As such, the Apothecary gains bonus in all *Medicine* checks, and double bonus in any checks involving Botany. More importantly, however, they gain an amount of **Pharma Charges** equal to two times their current level; their absolute maximum Pharmacy Charge count is equal to two times the sum of their POW ES and INT ES. The Apothecary regenerates all Pharma Charges upon a successful long rest.

FIELD MEDIC

The Apothecary may spend Pharma Charges to craft tonics or toxins to aide their allies inside and outside of battle; tonics and poisons will eventually spoil, and expire at the next long rest. They may also mix their potions or poisons to amplify their effects; effects stack in an additive manner (except for those which grant advantage or bonus, which do not stack at all).

It takes a single action turn to craft a tonic or toxin, although they may also be prepared ahead of time and saved to allow instant retrieval of the corresponding vial.

Toxins produced by the Apothecary have a corresponding HEA save of a rank twice the number of Pharma Charges consumed to make it plus half their level. Succeeding this HEA save halves the effect of the toxin, failing it results in full effectiveness.

URGENT CARE

The Apothecary is well-aware of how mere seconds can spell life or death in urgent medical scenarios. They may administer potions and poisons to others on their third-action, as opposed to their action-turn like every other class. Similarly, applying a poison to an ally's weapon takes an insignificant amount of time and may be done on a third-action.

In addition, the Apothecary can stabilize any ally using their third-action, and stabilized allies have guaranteed consciousness on their next turn.

FLASKS

In addition to their existing abilities, the Apothecary can transform any form of drug or poison into a **Flask**; flasks can be thrown to deal area-of-effect to all within 5'ft of their landing location. Those hit by the flask experience it at halved effect for full duration.

Table 6: List of Apothecary Tonics and Toxins

1-Charge Tonics		1-Charge Toxins	
Name	DESCRIPTION	Name	DESCRIPTION
Health Tonic	+2d6HP (<i>Overflow</i>)	Infectious Toxin	-2d8 HP
Bolstering Tonic	+4 in Any Statistic & Skills / 6 rds.	Draining Toxin	-1d6 HP / 1d6 rds
Tonic of Focus	Advantage on attack roll / 2 rds.	Toxin of Impotence	-5 in Any Statistic / 6 rds
Tonic of Lethality	Advantage on damage roll / 2 rds.	Toxin of Ineptitude	Disadvantage on attack roll / 3 rds
Tonic of Finesse	+2 Proficiency / 3 rds.	Toxin of Vulnerability	Incoming attacks have damage advantage / 3 rds
Tonic of Stabilization	Increases HP to 0	Toxin of Weakning	Disadvantage on damage roll / 3 rds
Tonic of Armor	Incoming attacks have attack roll disadvantage / 2 rds.	Toxin of Susceptibility	Increases all saving throw by 2 ranks / 6 rds
Tonic of Normality	Disables trait effects	Toxin of Suppressant	Halves movement speed, suppresses speech, makes drowsy / 8 rds
2-Charge Tonics		2-Charge Toxins	
Name	DESCRIPTION	Name	DESCRIPTION
Greater Health Tonic	+4d8 HP (<i>Overflow</i>)	Greater Infectious Toxin	-4d10 HP
Exceptional Tonics	+10 in Any Statistic & Skills / 10 rds	Greater Draining Toxin	-2d6 HP / 1d8 rds
Tonic of Mastery	+4 Proficiency / 4 rds.	Toxins of Debilitation	-10 in Any Statistic / 6 rds
Tonic of Restoration	+2 Hit Dice	Toxin of Paralysis	6d8 HP Save Paralysis / 8 rds
Tonic of Restfulness	Same as a Short Rest	Toxin of Sleep	5d8 HP Save Asleep / 6 rds
Tonic of Fortune	Double advantage on next check	Toxin of Powerlessness	Disabled / 1 rd

THE MORTICIAN

The Clan Ardent thug struggled against the ropes binding her to the table. She yelled over her shoulder at the Apothecary. "I've already told your friends, I don't know where the exchange is happening."

The Apothecary stepped into the light and she swallowed hard, not recognizing what stared back with unblinking eyes. It had an inhuman smile and painful-looking drill, stepping closer.

"I'm sure I can help jog your memory."

The Mortician left the warehouse whistling, with a location to scout out.

The Apothecary is undeniably meant for medical assistance and expertise; the **Mortician**, however, twists this purpose for nefarious means. Instead of focusing on their medical means for healing, Morticians instead utilize their knowledge to produce more lethal poisons, in addition to a wide variety of medical malpractice.

FIRST, DO HARM

The Mortician is proficient with pistols, blowguns, daggers, and crossbows.

The Mortician gains a number of **Toxin Charges** after a long rest equal to two times their current level; their maximum Toxin Charges count is equal to two times the sum of their POW ES and INT ES. They may use Toxin Charges to craft any Toxin that the Apothecary may craft, but no Tonics. Crafting a Toxin utilizes the third-action, as with the Apothecary. Any unused Toxins or extra Toxin Charges are forfeit at long

rest. In addition, each Toxin the Mortician crafts has a HEA save with rank equal to four times the charges expended.

The Mortician has the ability to **salt wounds** by expending a toxin charge. A character with salted wounds is unable to heal by normal means, and magical means trigger a POW save equal to half the Mortician's level. Failing the save blocks the healing effects.

The Mortician additionally gains bonus on all *Medicine* checks.

VECTOR

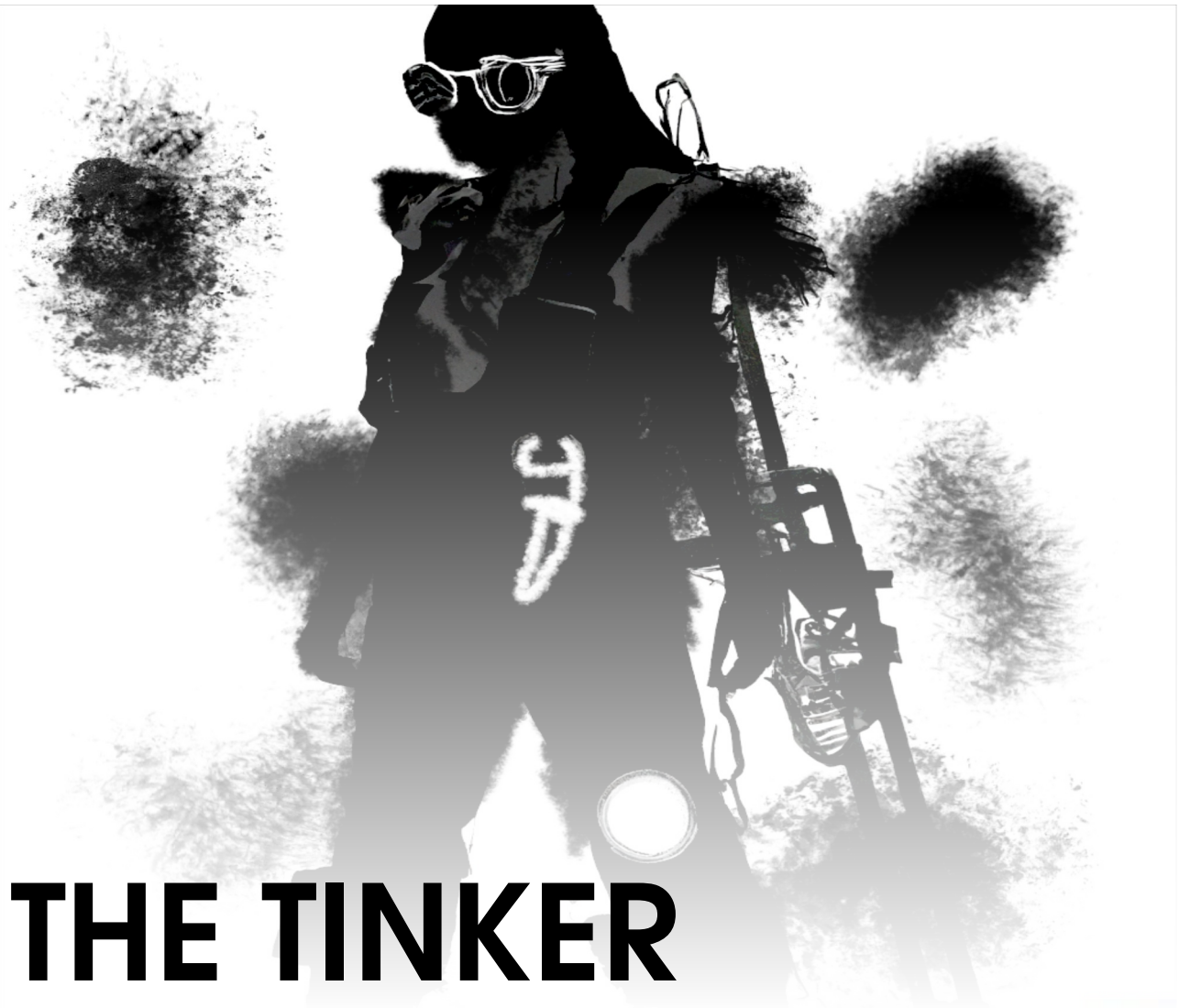
As poisons are extremely hard for targets to voluntarily ingest, the Mortician has studied alternate ways of spreading their toxins. They may additionally use **vapor** or **contact** poisons. Vapor poisons come as a spray that poisons anyone who inhales them without a filter, and fill a 10ft cube. Contact poisons, meanwhile, need only make direct skin contact to have effect.

HEALTH VIOLATIONS

The Mortician is experienced in the *many* criminal applications of medicine. They are capable of sedating any target with a *Medicine* check; the subject must roll a HP Save of 1d8 per rank of *Medicine* or fall Asleep.

In addition, the Mortician is capable of constructing and altering bodies in such a way that deaths appear to be natural causes.

The Mortician may apply their medical knowledge to "interrogate" targets more effectively; they may substitute *Medicine* on *Intimidate* checks.



THE TINKER

Glinda sits under cover, waiting for their allies to take out the opposition.

Frustrated, they run to a nearby terminal and compromise the security system's targeting system, causing them to turn towards the guards.

Larry mumbles about his team's lack of armor as he finishes working on Tom's rocket launcher; with the press of a new hidden button on the hilt, it impossibly folds up into a pen for concealment.

Tink builds a bomb. That's it.

OVERVIEW

In a world rampant with advanced technology and microchips in everything, it is advantageous to have those who know how to manipulate, compromise, and improve technology for their allies' benefit. This is the role of the **Tinker**, a combat technician equal parts blacksmith and engineer. Tinkers open doors for their team (sometimes quite literally) with their tech aptitude; they can compromise security, improve technology and armor, and rig all forms of traps and security should things go south.

FIRING SUPPORT

The Tinker is proficient with any one-handed electronic melee weaponry and pistols.

TECH SUPPORT

Core to the Tinker’s main job is their role as the party’s resident tech genius. All Tinkers gain bonus on all *Tech* checks. In addition, the tinker gains two *Tech Points* per level per long rest, up to a maximum equal to four times the sum of their INT ES and POW ES; these are then spent to improve their allies’ equipment. The Tinker’s Tech Points refresh after every long rest.

FIXER-UPPER

The Tinker may spend their Tech Points

to improve their allies’ armor and weaponry through **enhancements**, which grant general boosts in certain statistics, or special attributes. All enhancements have a cumulative cost; the cost of an enhancement is one more than its current level. Enhancements decay after a long rest, and require re-application, although the Tinker may assume enhancements are automatically refreshed every day if they wish, making them effectively permanent.

In addition, Tinkers may also spend tech points on **overclocks**, which are powerful, one-round effects; they can be made as reactions to any ally’s current state.

GUNPOWDER GAMBLE

In addition, The Tinker is skilled in the production of explosives. All explosives require an action turn to craft.

Table 7: Tinker Weapon Enhancements

NAME	EFFECT	NAME	EFFECT
Powerful	+1 Damage	Long	Doubled Range
Balanced	+1 Accuracy	Homing	Returns to wielder
Concealing	Disguised as object when sheathed		

Table 8: Tinker Weapon Overclocks

NAME	EFFECT
Overcharge	Weapon gains +1d12 damage
Overload	Instantly reloads weapon to double capacity
Targeting	Next hit guaranteed

Table 9: Tinker Armor Enhancements

NAME	EFFECT	NAME	EFFECT
Plates	+1 Resilience	Lightweight	Doubles speed
Padding	Bonus on saves	Cushions	Half fall damage
Disguised	Disguised as common clothes		

Table 10: Tinker Armor Overclocks

NAME	EFFECT
Absorption	Halves incoming damage.
Dash	Move up to 50’ on third-action.
Vitality	Halves saving throw rank

Table 11: Enhancement Level and Tech Point Cost

Level	1	2	3	4	5	6	7	8	9
Tech Points	1	3	6	10	15	21	28	36	45

The Tinker may perform a *Tech* check of any rank below or equal to their current level to produce a **grenade**. Grenades deal 1d4 damage per rank, and affect a 5ft radius.

Alternatively, the Tinker may produce a **landmine**, which explodes on close proximity; the landmine is determined on a successful *Tech* check of any rank below or equal to their current level, and deals 1d6 damage per rank. The landmine may also be defused by any character with a successful *Tech* check equal to the rank of the landmine; failing this check triggers the mine.

Landmines effect a 10' radius, with the those within 10' receiving half damage and those within 5' receiving full damage, in addition to triggering any other landmines within the 10'. In addition, landmines can be **stacked** to increase their damage, with each landmine added to a stack gaining a mounting penalty in its crafting; failing stacking checks causes the last successfully-placed landmine to detonate.

Finally, the Tinker is capable of crafting **shaped charges**, explosives designed for busting down doors; the Tinker may roll a *Tech* check in place of *Finesse*, to loudly “lockpick” a door, the explosion being audible to all within fifty feet; the Tinker may additionally roll with double penalty to create a silenced shaped charge.

Any class bonuses to *Tech* are ignored in the crafting of explosives.

although they may be shot or hacked to disable them.

The Tinker is also capable of setting up simple motion detectors or tripwires to notify them of enemy movement, to track subjects inside an area, or to secure a location before rest. There is no limit on how many of these systems the Tinker can set up.

Similarly, with the exception of explosives, if the Tinker fails a disarming check with any trap, it will not prematurely trigger, although failing the check prevents it from being disarmed.

PERSONAL SECURITY

The Tinker is additionally capable of setting up remote cameras, with a maximum of one camera per level. These cameras may be viewed at any time by any party member,

THE GREASE MONKEY

Larry sits in the corner as the clowns surround his allies, watching with increasing concern. He decides to act, throwing down a gatling turret, before summoning a motorcycle from the ether and committing vehicular manslaughter. The clowns scream as they are terrorized by the pint-sized engineer.

While most Tinkers have breadth when it comes to their skills, some prefer the mechanical. Enter the **Grease Monkey**, a Tinker who instead focuses on gasoline and mechanics over hacking and technology. Grease Monkeys often serve as the mechanized backbone of a team, offering transportation and tactical support where others cannot.

MECHANIC

Much like a normal tinker, the Grease Monkey gains double bonus on all *Tech* checks; however, they do not gain this bonus for hacking checks. They also gain one *Tech* point per level for modifying their allies' gear according to the same rules as the Tinker, with a maximum equal to twice the sum of their POW ES and INT ES. They cannot, however, craft explosives, and have no weapon proficiencies.

THE GARAGE

The key element to the Grease Monkey is **the garage**, an extradimensional space where

they store their vehicles. Each vehicle may be summoned from or stored in the garage once per long rest; a destroyed garage vehicle is instantly repaired after a long rest. Non-garage vehicles may not be stored in the garage.

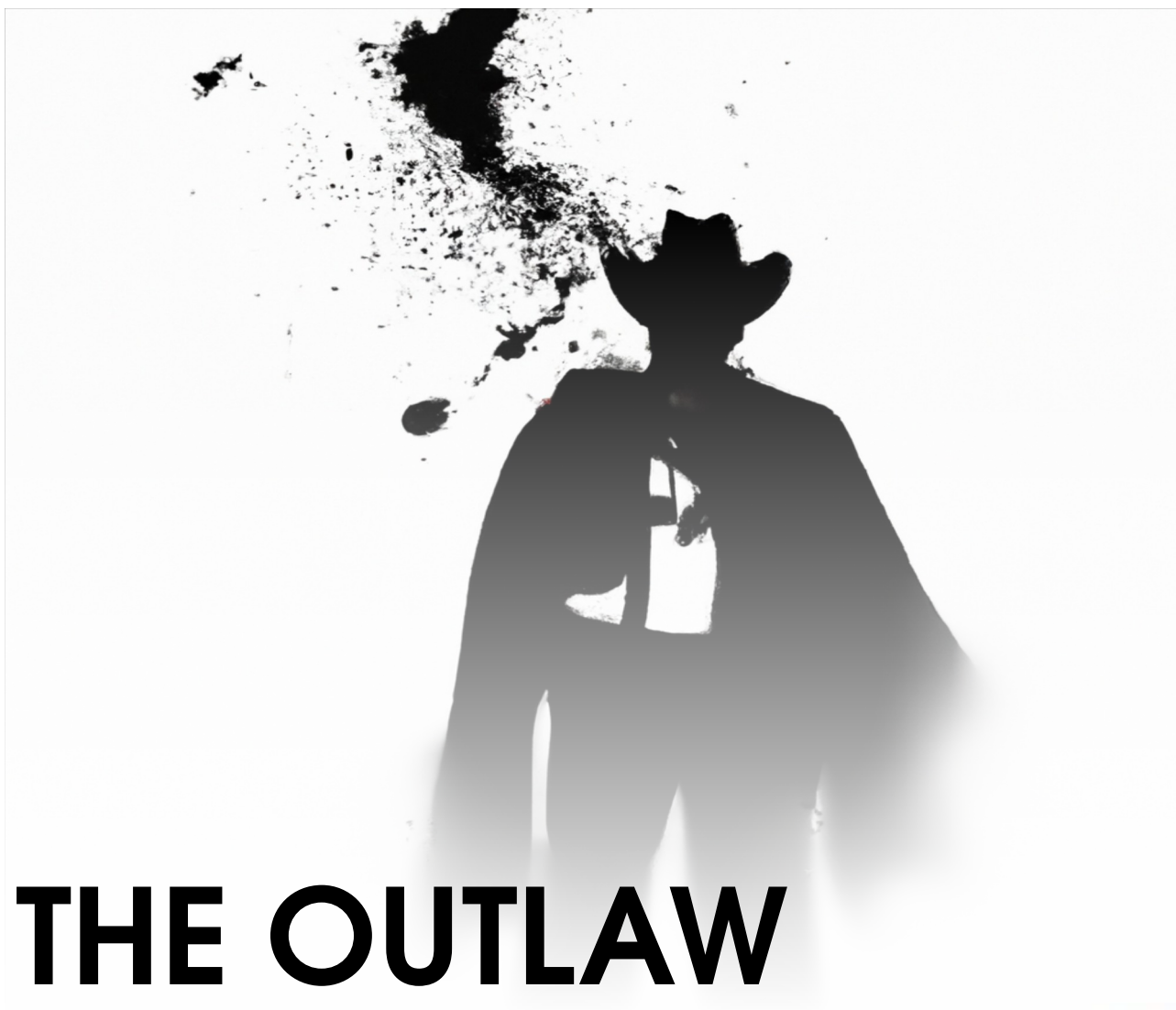
The Grease Monkey may own a total amount of vehicles and modifications equal to 150cd per level. They may freely cycle modifications between vehicles in the garage on the fly, once a vehicle is out of the garage, it cannot be freely modified. The Grease Monkey may swap out one vehicle and one modification in their garage per long rest.

FIRE AND OIL

The Grease Monkey also has the ability to summon individual vehicle weapons in their garage as turrets. Once per weapon per long rest, the Grease Monkey can summon a vehicle weapon in a specific location without it being attached to a vehicle; it cannot be moved from that location and has an amount of available magazines equal to the Grease Monkey's level, and has a hit pool equal to five times one-half of the Grease Monkey's level.

These turrets may also be automated with simple aiming software, in which case they have disadvantage on the attack roll, but attack once per round. Automated turrets will last until destroyed. Automated turrets have infinite range, but can only hit things they have direct LoS to.

Turrets can be disabled with a hacking check with rank equal to half the Grease Monkey's level. Disabled turrets count as destroyed.



THE OUTLAW

Scabs heads towards the drug-addled vagrant; with a mischievous smile, he deludes him into believing Murder-O hides behind the door. He turns to his party mates with pride before the smell of smoked flesh sours the moment; he turns, surprised to find the poor vagrant with fist in the panel of the now-opened door.

Tom Tims sidles up towards the warden, innocently asking which button triggers the jailbreak. He then triggers the jailbreak, much to the warden's shock.

OVERVIEW

Tricky, sneaky, and deceptive, the **Outlaw** draws its lineage from the lighthearted rogues, devilish tricksters, and famed con artists from across history. Skilled in the arts of deception and betrayal, the Outlaw uses their abilities to lie and impersonate to exploit their enemy, and sneak and steal to undermine their enemy. to enfeeble their enemy. While often distrusted, the Outlaw serves a versatile and important role in opening new doors and eliminating threats before they even rear their head.

GUNSLINGER

The Outlaw has proficiency with revolvers, repeaters, daggers, hatchets, and bows.

SMOOTH CRIMINAL

Despite their tendency to tell bald-faced lies to everyone they meet, the Outlaw has a natural Charisma about them. They gain bonus on all *Bluff* and *Act* checks.

In addition, their plentiful speaking skills give them great practice in impersonation, allowing them to mimic any voice they have heard for a minimum of ten minutes, and throw their voice up to fifty feet away.

The Outlaw also has training in the art of delicate thievery, granting them bonus on *Stealth*, *Sleight*, and *Finesse*.

BACKSTABBER

No attack hits harder and more precise than an unexpected attack, and the Outlaw knows this. If an enemy is unaware of the Outlaw's position, they may roll a *Stealth* check to deal an additional 1d6 damage per rank.

Additionally, the Outlaw may exploit imprecise positioning, allowing them to attack grappled enemies, or enemies who cannot currently see them. If they pass the corresponding *Stealth* check, they gain an additional 1d6 damage per rank. This ability may not be used on consecutive turns, and their class *Stealth* bonus is not factored.

Finally, they are capable of eliminating enemies silently; if the Outlaw encounters a

sleeping or friendly character, their first attack against them is a guaranteed critical hit. Additionally, if the Outlaw concludes combat in a single round, their scuffle remains unheard and unnoticed.

ESCAPIST

The Outlaw is used to escaping tight situations by unusual means, and has a skillset that reflects this. First and foremost, the Outlaw is capable of stopping their heart and faking death for up to one hour at a time, including body temperature control. Additionally, they can hold their breath for up to ten minutes.

The Outlaw also has a bonus on *Athletics* when escaping a situation gone south, and has doubled movement speed while fleeing an engagement.

Finally, the Outlaw is skilled in the art of escaping restraints, and cannot be tied up or handcuffed; they must actively be grappled to be restrained.

THE VIGILANTE

The Rokumtang thug lumbers after the beautiful heiress, prepared to have some fun. He enters the room after her, closing the doors behind them. He turns around and scratches his head in confusion, she has disappeared.

Then, something knocks him to his feet, and suddenly finds hands around his mouth, silencing him.

“Let’s find out what you know,” she says, as the room begins spinning.

While the Outlaw is typically a loud, flashy, and boastful rogue, some instead search to be consummate professionals. These **Vigilantes** typically fight injustice, though sometimes sell their business to the highest bidder, juggling a variety of secret identities to conceal themselves from those who seek to hunt them down.

NOT AS THEY SEEM

Unlike other classes, The Vigilante juggles multiple costumes and personalities, known as their **alter egos**. A Vigilante has four alter egos, which they must preserve at all costs; if a character knows that an alter ego is connected to the Vigilante, it becomes **compromised**, and that alter ego loses its abilities. One new alter ego may be created each long rest, to replace a compromised alter ego.

To switch between alter egos, the Vigilante must undergo a **costume change**. A costume change takes one minute, during which the Vigilante must be hidden from view. If the

Vigilante is seen by a non-ally during the costume change, both the identity they were already in and the identity they were changing to are compromised.

The Vigilante also gains a number of **quick changes** equal to their level. A quick change only takes six seconds, as opposed to a full minute. The Vigilante is unable to use quick change while restrained or grappled.

Finally, as a side effect of their sneaky identity-changes, the Vigilante has a permanent bonus to *Stealth*, regardless of their current alter ego.

THE ROGUE

The Vigilante’s main alter ego, and the identity they will likely spend the most time as is **The Rogue**. The Rogue is an idea more than it is a person, and strikes fear into the hearts of its enemies. The Rogue gains bonus on *Athletics*.

Much like the Outlaw, the Rogue may attack a grappled enemy or unaware enemy to gain an attack bonus. For every *Stealth* dice they make, the attack does 1d4 extra damage. This ability cannot be used on consecutive turns, and their class *Stealth* bonus is not factored. In addition, any enemy who is grappled by the Rogue is automatically silenced.

The Rogue has abilities that allow them to move nimbly. They gain an additional bonus on *Athletics* checks that involve scaling walls, and have double bonus on any saves involving fall damage.

Finally, if standing in relative shadow, the Rogue is functionally invisible.

The Rogue is proficient with one-handed

melee weapons.

THE ARISTOCRAT

While the Rogue is useful for doing dirty work, sometimes the Vigilante needs an alter ego for greasing palms. This is the purpose of their **Aristocrat** identity. The Aristocrat is a member of high society; they blend in among exclusive parties and easily rub elbows with the elite. The Aristocrat gains bonus on *Persuade*.

In addition, they have a small sack of **counterfeit coins**, which can be used for bribery or purchasing purposes. These coins disintegrate one minute after leaving the Aristocrat's hands. The Aristocrat has a number of counterfeit credits equal to one-hundred times their current level. The counterfeit coins replenish after a long rest.

The Aristocrat has no weapon proficiencies.

THE DOWNTRODDEN

The exact opposite of the Aristocrat, the **Downtrodden** alter ego is a down-on-their-luck petty thief who nobody associates with the grand and mysterious Vigilante. The Downtrodden is useful for situations where the Vigilante needs quick fingers or criminal contacts. The Downtrodden has bonus on *Sleight* and *Finesse*.

One of the key abilities of the Downtrodden is their **criminal network**. While some members of the party may know the occasional merchant or assassin-for-hire, the Downtrodden almost always "knows a guy". If

they wish, the Downtrodden can use their criminal network to contact the exact kind of person they need for a job, for a price.

In addition, while snooping as the Downtrodden, the Vigilante can **case** somewhere to form a plan. If the Vigilante spends an hour or more in a location while disguised as the Downtrodden, they and their allies gain advantage on all subsequent *Finesse*, *Stealth*, *Sleight*, or *Act* checks in that area.

The Downtrodden is proficient with one-handed ranged weapons.

THE NOBODY

The final of the Vigilante's alter egos is the **Nobody**, which is the Vigilante's plainclothes ego. The Nobody is an everyman and is capable of blending in on the street without raising an eye. The Nobody gains bonus on *Act*.

As an effect of their phenomenal normality, the Nobody is capable of blending in with any crowd of three or more people. Anybody searching for them will be unable to find them among the crowd, or will fail to notice they do not belong. In addition, the Nobody can easily convince people they are distant family members or forgotten childhood friends due to their striking normality.

Finally, the Nobody is so unremarkable that nobody who has seen them can remember what they look like, no matter how many times they have seen them (if this identity is compromised, this effect goes away).

The Nobody has no weapon proficiencies.



THE PACTMAKER

Horvath stands, screaming at Satan Claws. His party stands back as he unfurls a torrent of expletives, listing the many crimes he has witnessed the holiday icon commit. He opens his briefcase, a barrage of ordinances and laws screaming towards Claws, slicing him with legality.

Tarlson sits in the shadows, watching Lizard. He catches a glimpse of a possible future where Lizard is caught and flicks his briefcase's latch, ensuring it never happens.

OVERVIEW

Perhaps the most surprising and confusing class is the “magical, soul-stealing lawyer”. In exchange for a magical briefcase that allows them to argue against reality itself, **Pactmakers** dedicate themselves to collecting souls for Axner, the Demon Raccoon. Pactmakers serve the party by collecting information and evidence, forging documents and credentials, persuading others to assist their cause, and warping the fabric of entropy to achieve favorable outcomes.

ARGUMENTATIVE

The Pactmaker is granted enhanced persuasion and argumentative skills by way of their briefcase. The Pactmaker gains a double bonus on all *Persuade* checks.

More importantly, however, the Pactmaker may use **Powers of Attorney (PoA)**, a special charge that allows them to change the outcome of certain events and enhance their legal abilities.

The Pactmaker holds a number of PoA equal to half their current level; the maximum value they may hold is twice the sum of their POW ES and CHA ES. PoA are replenished on long rest.

The Pactmaker is proficient with flails, revolvers, and crossbows, and may use their briefcase as a flail with no penalties.

OBJECTION

The Pactmaker may use a PoA after a roll

fails or succeed to argue against the fabric of reality itself. In exchange for a PoA, the result of a roll can be increased or decreased by two; additional PoA may be spent to further increment or decrement the roll value, although each additional change costs one more PoA than the previous.

PACTS

While the Pactmaker is powerful, their PoA are admittedly quite limited. This is due to their true purpose as an endpoint for Axner to extract deals from Chosen.

Additional PoA can be used by the Pactmaker in exchange for a **Pact**, which diminishes a character's ability until their next long rest. The character who the PoA affects is the one who must make the Pact. As such, the character must decide if they wish to suffer the effects of the pact (although they may choose which pact they take), in exchange for success. A character may take up to two pacts at a time, these may be the same or different pacts.

Table 12: List of Pacts

PACT OF INABILITY	PACT OF POWERLESSNESS
A random statistic is chosen. All checks with this statistic and its skills have disadvantage.	Any bonuses are now advantages, any advantages are lost. Penalty and disadvantage still apply in full.
PACT OF INEPTITUDE	PACT OF INEXPERIENCE
Two random skills are chosen. All checks with these skills have penalty.	Any experience gain is halved.
PACT OF LETHALITY	PACT OF VULNERABILITY
All incoming damage rolls have advantage.	All incoming attack rolls have advantage
PACT OF BLOOD	PACT OF SIMPLICITY
Sacrifices one hit die.	Equipped augments are disabled. Must have augments to forge pact.

CIRCUMSTANTIAL EVIDENCE

The Pactmaker, being a lawyer, is also skilled in the management and collection of evidence. By opening their briefcase, the Pactmaker is capable of **scrying**, which allows them to see or hear any individual or place they have already encountered in person.

In addition, they may review any events the subject experienced from the moment the Pactmaker first encountered them until the present; this includes latent dreams and subconscious thoughts.

PEOPLE READER

In exchange for a PoA, the Pactmaker may additionally forcibly read a character's mind, current thoughts, and any of their memories from any point in time. This action requires touch contact to activate, and takes a minimum of one minute. This ability may also be used the consenting for no cost. The Pactmaker may also use this ability to erase recent memories up to one hour old, for the cost of a PoA.

The Pactmaker may also use their third-action during combat to read one character's intentions; this will inform them of the subject's current hit point total, abilities, and their targets for the next turn. This ability costs no PoA.

LEGAL AID

The Pactmaker is well-versed in all manners of law; if they witness any subject performing illegal or ordinance-breaking acts, they may perform a *Persuade* check; for every rank, they deal 1d4 legal damage.

The Pactmaker may issue a **gag order** at the cost of one PoA to silence either an individual or an area of 20' radius. This effect lasts for one hour, and prevents any noise from escaping the area or individual.

The Pactmaker is capable of producing forged documents and credentials at a moment's notice, so long as they have a reference for its appearance. These credentials will appear to be real for standard purposes, but fail when entered into any system or submitted to an actual agency. The Pactmaker is also capable of altering or forging evidence to implicate whoever they wish, or erasing any evidence they may leave behind. Neither of these abilities require a PoA.

Finally, the Pactmaker's briefcase functions as a bottomless storage unit and may be used as an impromptu body bag; an infinite number of corpses can be thrown into the Pactmaker's briefcase, although they may not be retrieved once inserted.

THE PROSECUTOR

Having refinanced his class, Tom Tims straightens his tie and opens his briefcase, expertly labeled “illegal”. Those criminals would never suspect him, Tom Tims, to be an undercover cop. He was simply too clever for them.

The monster looks in confusion at the small man with the open briefcase, before a strong force unavoidably draws it inside the small container, shutting the latches behind it.

While most Pactmakers serve in their own interest as lawyers who twist the law for their own benefit, others search to hold those who break the laws accountable. These **Prosecutors** instead uphold the rules of law and send those who break it to Axner as punishment with righteous justice – and righteous violence.

PARAGON

Although they distance themselves from the morally unscrupulous, the Prosecutor is still a Pactmaker. While they do not have questionable abilities like forging documents or issuing bogus

gag orders, they gain a number of Powers of Attorney equal to their current level; the maximum value they may hold is twice the sum of their POW ES and CHA ES.

These PoA's may be used to change roll values by a value of one. Additional PoA's may be spent to further change the roll value, although each additional increment costs one more than the previous, in a cumulative cost.

Unlike the Pactmaker, the prosecutor is unable to forge pacts in order to replenish their Powers of Attorney; they only replenish on short rest.

The Prosecutor is proficient with flails and revolvers, and may use their briefcase as a flail with no penalties.

JUDGE

The main power of the Prosecutor is the ability to pass **judgment** on their enemies or allies. Passing a judgment requires an action turn and consumes a PoA in the process. The judgment lasts for a number of rounds equal to the Prosecutor's level, with the exception of Judgments of Liability and Shame.

Table 13: Prosecutor Judgments

JUDGMENT OF RIGHTEOUSNESS	JUDGMENT OF JUSTICE
All outgoing damage rolls have advantage	All outgoing attack rolls have advantage
JUDGMENT OF MALFEASANCE	JUDGMENT OF IMPROPRIETY
All outgoing damage rolls have disadvantage	All outgoing attack rolls have disadvantage
JUDGMENT OF LIABILITY	JUDGMENT OF SHAME
Next Saving Throw has Penalty	Next Critical Hit Negated

JURY

The Prosecutor also has the ability to commute issue a **verdict**, which draws one or more enemies into their briefcase and banishes them to an interdimensional jail cell for a short period of time.

A verdict may be issued by selecting a number of PoA's to use. For however many PoA's are spent, twice that amount of d10's are rolled. If the group of entities has fewer cumulative hit points than the resulting sum, they are banished for a number of rounds equal to the Prosecutor's level. If the entities have more hit points than the sum, the PoA's are not used and the verdict fails.

Once the time lapses, the banished entities are thrown back out of the briefcase.

The Prosecutor may also willingly banish themselves or allies for a given amount of time, entering the briefcase and hiding away during this period.

EXECUTIONER

Finally, the Prosecutor has a myriad of unique combat abilities to help their allies.

Much like the Pactmaker, the prosecutor

has the ability to spend a third-action to gather information about an enemy's current hit-point total, abilities, and immediate plans.

The Prosecutor may spend one PoA to win an initiative roll in combat, guaranteeing their party first action.

The Prosecutor may spend one PoA to summon any standard weapon. This weapon has an infinite magazine where applicable, and the user may add the Prosecutor's CHA ES to the weapon's attack rolls; in addition, the Prosecutor is automatically proficient with any weapon they summon. The weapon persists for an amount of rounds equal to the Prosecutor's level.

DETECTIVE

The Prosecutor possesses a keen detective's eye and is capable of noticing the smallest details. They have bonus on *Perception* and roll unconscious *Perception* checks as if they were normal checks.

The Prosecutor, much like the Pactmaker, is capable of forcibly read a character's mind, current thoughts, and any of their memories from any point in time for one Power of Attourney. This ability may be used without cost if the target consents.



THE CHARMER

Kahn anxiously shakes, abstract mathematical terms swirling around him as he channels the power of the Core. Static electricity builds, hairs standing on end, as he brings his hands together and summons a rod of crackling lightning.

Rowl begins an elaborate dance on the outskirts of the party, preparing to level the house. His hands glow with a dangerous warmth as a mass of radioactivity begins pooling in his hands, before erupting into nuclear fire.

OVERVIEW

Equal parts mad-scientist, magician, and priest, the **Charmer** communes with the Core in exchange for what amounts to literal magic. Charmers serve as spiritual guides for Chosen, as they possess the ability to commune with the Core through abstract, metaphor-laden visions and dreams. In addition, they draw on the Core's computational abilities to warp quantum effects and probability fields into powerful and devastating magical effects that, while limited in use, can majorly impact a situation's outcome.

SCIENTIFIC WONDER

The Charmer's main utility and potency lies in their ability to channel the power of the Core and merge science with magic to manifest overwhelming, powerful effects. They cast these abilities by consuming **Spell Charges**; the Charmer gains two Spell Charges per level, up to a maximum of two times the sum of their POW ES and CHA ES. Spell Charges replenish after a long rest.

Spell Charges may be spent to cast Spells, as their name suggests; each spell has a given rank that determines how many Spell Charges the Charmer exhausts to cast them. The exception is **incants**, which are effectively zero-level spells the Charmer may cast without consuming any charges. Spell Charges are not consumed if all targets successfully evade a spell's effects.

In addition, the Charmer's training in the sciences and magic grants them bonus on all raw INT checks.

STUDENT OF MAGIC

The Charmer hails from one of three **Charmer Houses**, schools of magic descended from three primary fields of scientific study, and worshipping different subroutines of The Core. The Charmer's house membership determines the general purpose and trends of their magical abilities, and what role they generally play within a party.

LIST OF CHARMER HOUSES

House Chemistry

"Atomic Bonds Bind Us All"

Preaching the untapped power of the atom, **House Chemistry** channels their abilities into the explosive and destructive manipulation of atoms and subatomic particles. Focusing into the major disciplines of **Synthesis**, **Reaction**, **Reconstitution**, and **Decay**, House Chemistry Charmers are terrifying menaces on the battlefield.

House Biology

"Life, Uh, Finds a Way"

Studying the manipulation and mastery of lifeforms around them, **House Biology** calls upon their studies in **Evolution** and **Zoology** to grant their allies various adaptations and boons, **Botany** to warp plant life to their will, and **Plague** to unleash the power of disease on their enemies; a Biology Charmer is a useful support member.

House Physics

"Laws to Rule Reality"

Exerting control over the fundamental forces of the universe, **House Physics** bends the cornerstones of the universe through mastery over **Mechanics**, **Electricity**, **Magnetism**, and **Light**, capable of feats like illusion or telekinesis. Physics Charmers are flexible, and often serve a utility role.

MAGICALLY ADEPT

As the Charmer is innately attuned to their magical abilities, they may add one-third of their current level onto their Magic Proficiency when casting spells. In addition, they are capable of expending two proficiency points on a given turn to cast an additional spell.

When a Charmer casts a spell, they may assign as many proficiency points as they wish to it; these proficiency points will grant additional damage, make saves more difficult, or generally improve the effect of a spell. The Charmer may also **finesse** a spell at the cost of an additional Spell Charge; finessing a spell either activates specific effects, or grants an additional two proficiency points on a given spell.

Table 14: Charmer Spell List & Short Descriptions

HOUSE CHEMISTRY	HOUSE BIOLOGY	HOUSE PHYSICS
SYNTHESIS (0) Ice Bolt – Deals 1d4 damage. (1) Smoke Bomb – Cloud obscures actions, damages those inside. (2) Form Wall – Shapes walls, floor to form wall or platform. (3) Water Jet – Cuts through material, deals 5d8 damage. REACTION (0) Pyrotechnics – Pretty lights illuminate, distract (1) Dynamo – Change temperature, 3d6 fire/frost damage on touch. (2) Acid Spray – Sprays 4d6 damage in 20' cone. (3) Flash-Freeze – Creates an icy storm, dealing 4d10 frost damage and freezing targets. DECAY (0) Beta – Radiation beam deals 1d4 damage in a 20' line. (1) Gamma – Strong radiation beam deals 2d5 damage in 60' line. (2) Fireball – Nuclear fireball deals 5d6 damage if within 20' of target (3) Disintegrate – Destroys 50lbs of matter, deals 8d8 true damage. RECONSTITUTION (0) Weld – Joins two objects together with molecular bonds (1) Spikes – Floor spikes upwards, all within 30' take 1d10 damage (2) Fists of Steel – Target gains 2d8 unarmed damage for 1 minute. (3) Petrify – Turns enemy to stone if save is failed.	EVOLUTION (0) Mutate – Grants minor mutations (1) Spiderspell – Target can walk on walls or shoot webs (2) Flight – Target grows wings, (3) Shapeshift – Target alters forms, increases statistics. ZOOLOGY (0) Wildspeak – Speak with animals (1) Bees! – Summons 3d8 damage of bees, finessing adds poison. (2) Summon Animal – Summons an animal with PRFd4 Hp and PRF attack damage. (3) Conscription – Forces animal to ally with caster if save is failed. BOTANY (0) Bramble Whip – Vine used as 50' rope, deals 1d6 blunt damage at 10' range. (1) Fungal Bond – Ties enemies together, spreading damage. (2) Weeds – Weeds either deal 3d6 damage to all on field, or hotbox enemies and improve allies. (3) Blight – Throws diseased material at target, dealing 2d8 damage to all within 10' for 1 min. VIROLOGY (0) Rot – Organic material quickly decays, target takes 1d4 necrotic damage from all attacks. (1) Designer Disease – Creates an incurable disease with specific symptoms. (2) Sleep – Puts target to sleep (3) Paralysis – Paralyzes target, controls body.	MECHANICS (0) Impulse – Launches enemy 10', dealing 1d4 blunt damage. (1) Hold Object – Holds object in space for 1d6 rounds, freezes enemy (2) Throw Object – Launches object at enemies, deals 3d8 damage to each (3) Alter Gravity – Alters direction and strength of gravity within area ELECTRICITY (0) Sparks – Small shower of sparks deals 1d8 damage. (1) Lightbulb – Incandescent bulb illuminates, deals 3d6 fire damage. (2) Lightning Bolt – Deals 5d8 damage, arcs to other enemies, dealing 1d8 damage. (3) Thundersmack – Lightning-empowered fist deals 6d6 damage, creates sonic boom. MAGNETISM (0) Shrapnel – Launches two metal shards, each doing 1d4 damage. (1) Telekinesis – Manipulates any object as if holding it. (2) Disruption – Magnetic field deflects projectiles, incoming attacks have disadvantage. (3) EMP – Pulse disables most electronic devices for ten minutes. LIGHT (0) Glamour – Shimmering light disguises appearance, +1 RES (1) Blind – Blinds target for 2d4 rds (2) Illusion – Produces an illusion of volume up to 20' cube. (3) Invisibility – Target rendered completely invisible for 1 minute.

THE DORKLOCK

The Giant Warlord looks down on the ragtag group of adventurers, chuckling as she holds their Pactmaker hostage. She watches their Charmer fiddle with a dinosaur trinket and gather his hands for a fireball; she calls down at the idiot that he would kill her hostage as well.

The foolish magician seemingly didn't hear her warning, and she sweats in consternation as the nuclear fire leaps from his hands and surrounds her. She is briefly assuaged by the knowledge that the Pactmaker is dead too, but watches in horror as the burning cloud magically sidesteps her hostage; the last thing she hears before turning to ash is the wizard mumbling an obscure dinosaur fact.

While most Charmers are quite content with their abilities and work around their limitations with careful planning, others seek to manipulate the very fabric of their magic with fine granularity. These so-called **Dorklocks** collect small vessels to channel their excess magic into, which allows them to draw upon those reserve later to quickly modify or reshape magic on the fly. At the height of their power, Dorklocks are powerful dynamos that wield magic not as a destructive wave, but as a precise instrument with unparalleled exactness.

POWERFUL

Much like the Charmer, the Dorklock is capable of casting magic; they must align themselves to a house and draw from that house's spell pool just like a normal Charmer.

The Dorklock gains two spell charges per level. They may hold a maximum number of spell charges equal to the sum of their CHA ES and two times their POW ES. All of their spell charges replenish at long rest.

Notably, the Dorklock is unable to use their magical proficiency with spells. For all spell effects, their magical proficiency is effectively zero. They are similarly unable to finesse their spells.

TRINKETS

The key aspect of a Dorklock is their **obsession**. In order to focus their power, the Dorklock must have an obsession that excites or consumes them. This obsession may be anything from obscure knowledge, to a particular set of fiction, to historical facts. The only requirement is that the obsession forms a large part of their personality.

As an extension of their obsession, the Dorklock owns a certain number of **trinkets** – small vessels that contain their power. Trinkets may be figurines, books, or other curios. The Dorklock gains one trinket per level, and carries a maximum number of trinkets equal to the sum of their POW ES and CHA ES. The Dorklock replenishes all of their trinkets at long rest.

THAUMATURGY

The Dorklock may use their trinkets to perform **thaumaturgy** – the editing of magic. Any number of trinkets may be used before or after a spell is cast. Typically, there is a verbal component to using a trinket, often times along the lines of sprouting a factoid or line relating to

their obsession. Trinkets will only affect spells cast by the Dorklock themselves.

A spell may be affected by thaumaturgy multiple times. Each time the same thaumaturgy effect is applied to the spell, the cost doubles. The following is a list of the complete set of thaumaturgy transformations the Dorklock may apply to their spell.

- **Extension:** The remaining time of the targeted spell is doubled.
- **Expansion:** The range or radius of the spell is doubled.
- **Embroid:** Any saving throws against this spell are two ranks harder.
- **Execute:** The spell's damage is increased by half its total damage.
- **Expedite:** The duration of the spell is halved, but every round it has doubled effect.
- **Ensnare:** The spell is bound to a surface or object, and is released by the caster either remotely, or when exposed to general trigger criteria (such as weather conditions, proximity, etc.)
- **Exclusion:** One target is completely avoided by any effects of this spell
- **Evade:** The spell is cast silently, and does not break stealth.
- **Expectation:** Any dice rolls for the spell are their average expected value, rounded up.



THE SOULRENDER

Horman stares the Rokumtang thug down with a twisted smile, before snapping his fingers. The thug convulses in incomprehensible pain before collapsing, dead.

Crow mutters words under his breath as the mansion guards corner him. Their smiles of misplaced confidence melt as otherworldly tentacles erupt from him, quickly tearing them apart.

OVERVIEW

Although most Charmers are happy with their power, there are some power-hungry Chosen who crave more; they follow the path of the **Soulrender**, practitioners of dark, forbidden magic drawn from a deal with Axner in exchange for feeding its desire for souls; alternatively, they may be those unwillingly paying off a debt to Axner through their service. Soulrenders cast more potent, twisted spells, but are severely limited by the amount of spells they may cast at a given time.

OBSESSIVE

The Soulrender's lean towards dark powers and twisted abilities has granted them powers beyond that of a normal Charmer. They gain bonus on all raw INT and WIL checks and saves.

Similar to the Charmer, the Soulrender may add one-half of their current level to their Magic Proficiency when casting spells.

PRIMORDIAL POWER

As a result of their pact with Axner, the Soulrender accumulates and utilizes **Archaic Conduits**, which function almost identically to the Charmer's Spell Charges. Using a Conduit allows the Soulrender to bypass the Core and directly harness their chosen **Eldritch Harmony**, a primordial, forbidden well of power outside the universe itself. The Soulrender casts spells by consuming an amount of Archaic Conduits equal to the rank of the spell; there are also 0-level incants that may be cast without consuming a conduit.

The Soulrender may hold a number of Archaic Conduits equal to one plus half their current level. They may hold a maximum number of Conduits equal to the sum of their POW ES and WIL ES. However, unlike other classes, the Soulrender regains half their maximum Conduits on short rest (rounded up). They regain all of their Conduits on long rest.

As previously stated, the Soulrender draws their power from an ancient fount known as an Eldritch Harmony. The Soulrender must choose which Eldritch Harmony they are harmonic to, and may not change it afterwards.

LIST OF ELDRITCH HARMONIES

The Inferno

"Bound in Fire, Damnation Awaits"

It is not known whether **Infernal Soulrenders** draw their power from actual purgatory, or merely a facsimile of one. Regardless, they bend accursed energy to transfigure into a metaphorical demon, dealing in **Virulence, Hellfire, Agony** and **Demonics**.

The Phantasm

"There is no Way but Mine"

Consuming souls as a magical battery, the **Phantasmal Soulrender** forces their will unto others, forging armies of the undead and enthralled through **Necromancy, Soulbinding, Entrallment**, and **Vampirism**

The Cause

"Laws Always Have Exception"

Drawing power from the aura of spacetime itself, the **Causal Soulrender** defies the existing rules of **Space, Time, Reality**, and **Entropy**, subverting universal laws with reckless abandon.

The Abyss

"What Hides in Darkness?"

Drawing power from the vast nothingness, and the *something* that lies within it, **Abyssal Soulrenders** call ancient darkness and its inhabitants into the real world, through **Shadows, Terror, Void**, and **Discord**.

DARK COMMUNION

True to their name, the Soulrender may additionally claim Archaic Conduits by ferrying souls to Axner in exchange for more power.

When the Soulrender encounters a dying subject, they may use the opportunity to cast a **“Dark Communion”**, establishing a link between the target and Axner. Establishing this

Dark Communion takes a minimum of five seconds, and kills the target in question, sending their soul to the demon raccoon. In exchange, the Soulrender will gain a single Archaic Conduit for their own purposes.

The Soulrender may perform an amount of *Dark Communions* equal to half their current level.

Table 15: Soulrender Spell List & Short Descriptions

THE INFERNO	THE PHANTASM	THE CAUSE	THE ABYSS
VIRULENCE (0) Suffering Poison - Target cannot heal for 1d6 rds. (1) Sepulchral Venom – Target takes 1d8 damage for PRF + 1d4 rds. (2) Depriving Poison – Target takes 3d12 damage, loses sense. (3) Infernal Miasma – Targets within 20' take 6d8 damage, are easier to hit. HELLFIRE (0) Cursed Flame – Ball of fire deals 1d10 damage (1) Sulfuric Gloom – Toxic smoke deals 3d4 damage. (2) Erupting Globe – Remote detonation deals 5d8 damage. (3) Augur Blaze – Magic fire disables other magic. AGONY (0) Scathing Remark – Insult deals 1d6 damage. (1) Demonic Torture – Torture deals 3d6 psychic damage, disadvantage on attack. (2) Coercive Agony – Pain forces target to comply with request. (3) Ninth Torment – Subject takes 2d6 psychic damage for 2d4 rds, loses turns. DEMON (0) Demonic Visage – Caster becomes a demon, gains advantage on <i>Intimidate</i> (1) Fiendish Step – Caster teleports, shoots flames twice for 2d6 damage each. (2) Demonic Wings – Caster flies, shoots flames for 3d6 damage. (3) Four Horsemen – Caster summons four infernal spirits that have different effects.	SOULBINDING (0) Minor Animation – Caster puppeteers object (1) Animate Object – Inanimate object becomes ally (2) Wraith – Creates a ghost servant. (3) Insomniac Chains – Caster controls target's body while asleep. ENTHRALLMENT (0) Charm – Target becomes easier to sway (1) Manipulation – Caster controls target's emotions, memories (2) Hypnosis – Target subliminally follows caster's commands (3) Control – Caster controls target's actions. NECROMANCY (0) Seance – Caster communicates with the dead. (1) Necrotic Touch – Touch deals 3d8 damage. (2) Summon Undead - Caster summons undead warrior to fight for them. (3) Necrotic Aura – Aura deals damage, converts creatures to undead. VAMPIRISM (0) Vampiric Drain – Target takes 1d4 damage, caster heals half that. (1) Consume Soul – Caster uses soul to heal 3d8HP. (2) Leeching Bolt – Caster deals 3d8 damage, heals or deals this amount in damage. (3) Chronology Drain – Target takes 5d8 necrotic damage, caster or ally takes their next turn.	SPACE (0) Stretch - Target experiences longer distances for 1d4 rounds. (1) Portal – Creates linked portals for one hour. (2) Banish – Target is banished for 3d4 rounds. (3) Teleport – Caster teleports somewhere else instantly. TIME (0) Blink – Target instantly travels instead of running. (1) False Timeline – Target gains false memories. (2) Deterioration – Target ages for 4d10 damage. (3) Multiversal Fork – Caster has no consequences for one minute. REALITY (0) Pocket Dimension – Creates door to extradimensional room. (1) Graviton Pellet – Caster throws small black hole for 4d6 damage. (2) Alter Size – Target grows or shrinks up to five times. (3) Alter Form – Target forced to change state. ENTROPY (0) Absolute Zero – Ice blast deals 1d4 damage. (1) Bound Failure – Target has penalty on saving throw. (2) Quantum Chains – 3d4 Cosmic chains Grapple enemy, deal 1d8 damage each. (3) Event Horizon – Black hole explodes, dealing 7d8 damage.	SHADOWS (0) Shadow Bomb – Cloud of darkness blocks light. (1) Shadowwalk – Target becomes a shadow for 1 min. (2) Shadowcall – Creates 20' area of pure darkness, deals 2d4 damage per round. (3) Shadowclone – Creates weak copy of caster that has sapience, same abilities. TERROR (0) Terrorstroke – Bolt of darkness deals 1d8 damage. (1) Abyssal Horror – Nightmare fuel deals 3d8 damage, <i>Terrorizes</i> (2) Paranoia – Distrusting fear deals 3d8 damage, target becomes hostile to own allies (3) Eldritch Screech – Awful noise deals 5d12 to all within earshot, <i>Terrorizes</i> for 2d6 rds VOID (0) Eldritch Tentacle – Otherworldly appendage deals 1d8 damage. (1) Chill Touch – Extremely cold touch deals 4d4 damage (2) Dark Constructs – Shadows from another world ally with caster. (3) Eye of the Void – Giant eye paralyzes enemies with fear. DISCORD (0) Abyssal Chaos – Caster chooses target, causes random effect. (1) Phase – Target gains +2 RES for 2d4 rds. (2) Misdirection – Caster chooses new target for enemy spell. (3) Madness – Target goes mad for 6d10 damage.

THE PONTIFEX

Lord Renax falls from the helicopter, plummeting towards his death. He briefly consults the situation before making a decision, bringing his hands together and chanting.

The sky ignites in brilliant fire as a massive, flaming demon manifests into the sky, catching Renax and lowering him safely to the ground as Hellfire rains from above.

Soulrenders exist to exert the will of Axner, and collect his dues. Some take this job at face-value, while others submit themselves to Axner with blind devotion. These **Pontifexes** serve as the quasi-religious clerics of Axner, communing with him and attuning to his power in order to become glass cannons; while limited in their standard powers, they have the ability to call upon the Demon Raccoon and unleash horrifying, oppressive “miracles” upon enemies.

DEVOUT

Much like the Soulrender, the Pontifex gains a number of **unholy prayers**, which act as their spell charges. The Pontifex gains one *unholy prayer* per level, and may hold a maximum equal to two times the sum of their POW ES and WIL ES. However, unlike the Soulrender, the Pontifex’s *unholy prayers* only replenish at long rest.

The Pontifex may also hold a *Dark Communion* to replenish unholy prayers, following the same rules as the Soulrender. The Pontifex may perform as many *Dark Communions* as half their level.

The Pontifex must declare an Eldritch Harmony to draw their magic from. They cannot change their Eldritch Harmony.

RITUALS

Unlike every other magic-caster, the Pontifex casts **rituals** instead of spells. A ritual functions much like casting a spell, with key differences.

When a Pontifex wishes to cast magic, they look up the spell they wish to cast from the associated Soulrender Eldritch harmony. They then use an amount of *unholy prayers* equal to *half* the cost of the spell, rounded down. They then make up the difference by spending an amount of action turns *preparing* the magic equal to half the cost of the spell, rounded up. Once the magic is fully prepared, it can be cast like a normal spell at any time, which requires another action turn. The Pontifex cannot start another ritual until the current ritual is cast. All rituals roll with disadvantage on damage rolls.

CORRUPTED POWERS

The main force of the Pontifex is their usage of **corrupted powers**, which are hellish miracles they may call upon, providing devastating powers. Due to the exertion on the Pontifex’s body, the Pontifex may call upon their corrupted powers only once per long rest.

The Pontifex has access to four corrupted powers; two of these powers are available to all Pontifexes, and the other two are specific to the Pontifex’s chosen Eldritch Harmony. The rank of any saving throws against corrupted powers is equal to half the Pontifex’s level.

Table 16: Universal Pontifex Corrupted Powers

UNIVERSAL POWERS
Unholy Smite: The Pontifex chooses one target, who is hit with the unadulterated fury of Axner, dealing 1d8 / lvl true damage. The target may make a POW saving throw to halve the damage.
Enter Axner: The Pontifex manifests Axner himself, granting an amount of class charges equal to half their current level. Any character may claim these class charges for themselves.

Table 17: Spell Cost vs. Ritual Cost and Prep Time

SPELL COST	UNHOLY PRAYERS	ROUNDS OF PREP
0	0	0
1	0	1
2	1	1
3	1	2

Table 18: Harmony-Specific Corrupted Powers

THE INFERNO	THE PHANTASM
<p>The Inferno: The Pontifex explodes in an inferno of flames, dealing 1d8 / lvl fire damage to all within 50' of them. Those hit by this attack may make a HEA saving throw to halve the damage.</p> <p>Enter Samael: Summons an <i>Angel of Destruction</i>, which doubles damage for all ally attacks as psychic or fire damage for one rd / lvl. This stacks additively with effects like <i>Berserker</i>.</p>	<p>Vengeance of the Damned: Opens a door to purgatory, releasing a furious cloud of 1d6 / lvl souls. Each soul deals one point of true damage, and may be distributed among targets as the Pontifex desires.</p> <p>Enter Raphael: Summons an <i>Angel of Benevolence</i>, which generates 1d8 / lvl hit points, which may be distributed among allies as the Pontifex desires.</p>
THE CAUSE	THE ABYSS
<p>Supernova: Creates a gravity well anywhere within LoS. All enemies within 50ft of well must roll a DEX save or be drawn into it. The supernova explodes the round afterwards, dealing 1d10 / lvl radiation damage to those inside it.</p> <p>Enter Gabriel: Summons an <i>Angel of Dilation</i>, who slows time, granting allies an additional action turn for one rd / two lvls.</p>	<p>True Darkness: The Pontifex manifests a beam of concentrated shadows, darker than any darkness, and fires it. All targets in a line take 1d4 / lvl true damage, and the first target hit by the beam takes an additional 1d4 / lvl frost damage.</p> <p>Enter Azrael: Summons an <i>Angel of Death</i>, which acts as an ally, deals 2d8 cold damage per round, and lasts for one rd / lvl.</p>



MSG FROM: CORE_DSG{RASPUTIN}

We have also made extensive edits to your internal biology and abilities in order to grant you increased specialty; we can guarantee that no individual will be like you. However, mortals can be extremely fickle when it comes to these modifications; we may have introduced minor flaws that may not have been there before. These may include new phobias, the loss of previously-held knowledge, a myriad of cancers, ineptitude in a previously proficient task, liquefied internal organs, or other minor shortcomings.

*Unfortunately, we will not revert these edits, primarily out of concerns for other Chosen. After all, if we had to remove **your** extremely aggressive omni-tumor, we would have to remove them from everyone, which is a whole ordeal.*

OVERVIEW

Every individual has their own unique strengths and weaknesses. Likewise, most Chosen have variable strengths and weaknesses, although instead of being “slightly better at math” or “not great with animals”, it’s more along the lines of “has the military equipment of a small country strapped to their body” or “has questionable medical training”.

These are known as **traits**, which are packages of positive and negative effects that add depth and specialization to a character. Each Chosen has one trait assigned to them at creation, which will never be removed or changed (it may be temporarily suppressed with certain drugs, though). A player may also choose to not take a trait, if they prefer to avoid the negative effects each trait gives. This section contains a list of every trait a player may take, should they choose to.

BARBARIAN

Honestly, it’s surprising you haven’t killed yourself with your no-skill fighting style.

Benefit: Advantage on damage roll

Drawback: No Proficiency

BRUTE

Who needs brain when have fist?

Benefit: +3 to PHY, DEX, and HEA

Drawback: -3 to INT, CHA, and WIL

BUILT DIFFERENT

You have specced out every inch of your body.

Benefit: You may slot an amount of augments into your body equal to thrice your level plus three. You begin with an extra 2,500cd worth of augments.

Drawback: You have no hit dice and never gain any.

COMPULSIVE LIAR

Tragically, your enemies keep throwing themselves down stairs. On their own.

Benefit: Gain advantage on *Bluff*

Drawback: Gain disadvantage on *Persuade*

COWARDLY

*You avoid fights often. You have spent more time studying ways of getting **out** of fights than getting into them.*

Benefit: Advantage on *Sneak*, *Medicine*, *Persuade*, and *Bluff*

Drawback: Disadvantage on *Intimidate*, *Grapple*, and damage rolls.

DAMNED BIRD

You probably pissed it off at some point. Either that, or you have crackers in your pockets.

Benefit: There is a seagull that follows you everywhere.

Drawback: You cannot control it.

EGGHEAD

Much of your strength goes into supporting that massive brain of yours

Benefit: +3 to INT, CHA, and WIL

Drawback: -3 to PHY, DEX, and HEA

FARSIGHTED

You should really put that gun down.

Benefit: Advantage on attack rolls against all targets farther than 20' away

Drawback: Disadvantage on attack rolls against all targets closer than 20'

FIVE-FINGER DISCOUNT

You are a skilled thief with an awful credit score.

Benefit: Advantage on Finesse and Sleight

Drawback: All prices are doubled

INSANE

Your sanity is already so broken, your enemies can't do much more.

Benefit: +4 to WIL and HEA

Drawback: -3 to INT and CHA

-2 to INT and CHA

INSURED

With your luck? You've already bought every plan they offer.

Benefit/Drawback: All rolls are automatically the average value.

GAMBLER

You'll probably win big! Either that, or end up in a dumpster missing an organ!

Benefit: Always have advantage on skill checks and ability checks.

Drawback: Always have disadvantage on saving throws and consciousness rolls. Enemies have advantage when rolling against you.

GIFTED

Despite never putting in an ounce of effort, you naturally excel.

Benefit: +4 to all Stats

Drawback: All skills have doubled cost

GUNS AKIMBO

Trust me, you saw it in a movie once.

Benefit: If dual-wielding guns, gain a free multi-attack

Drawback: Disadvantage on all attack rolls

LONE WOLF

You feel you do your best work alone. Oh, look at you, you're sooooo cool.

Benefit: +3 to all stats when alone.

Drawback: -1 to all stats when in a group.

MEDICAL MALPRACTICE

Medical training received from a picture book.

Benefit: Gain bonus on *Medicine*. Healing *Medicine* checks can be performed an unlimited number of times.

Drawback: Failing a healing *Medicine* check hurts the user for an amount of hit points equal to double the rank.

NEARSIGHTED

At this point, you refuse to wear glasses out of spite.

Benefit: +2 Melee Proficiency

Drawback: Disadvantage on attack rolls with Ranged Weapons

PAPER SKIN, GLASS BONES

Every morning, you break your legs, and every afternoon, you break your arms. At night, you lie awake in agony until your heart attacks put you to sleep.

Benefit: Critical Hits against you now trigger at fifteen or higher, instead of twenty.

Drawback: Critical Hits against enemies now trigger at fifteen or higher.

POCKET UNIVERSE

Filled with lint and quantum foam.

Benefit: Draw or stow any weapon instantly, including from general inventory.

Drawback: May not carry two-handed weapons.

PURPLE

It's a rare medical condition, probably genetic.

Benefit: Everything you see is purple. Gain immunity to visual-based effects.

Drawback: Everything you see is purple.

RAT

Snitches get stitches.

Benefit: +1000cd, Advantage on *Tech*, *Persuade*, *Bluff*, *Act*, and *Perception*

Drawback: Criminals will automatically be hostile towards you. You keep watch at night, automatically losing two hours of sleep.

ROBBER

You made off like a bandit. Mostly because you are a bandit.

Benefit: +1000cd, Advantage on *Finesse*, *Sleight*, *Sneak*, and *Intimidate*.

Drawback: Law enforcement will automatically be hostile towards you. You keep watch at night, automatically losing two hours of sleep.

SKILLED

While you have no natural talents of your own, you learn quickly.

Benefit: You gain XP at double rate.

Drawback: -2 to all statistics.

SPEEDSTER

You like to move fast and break things. You break a lot of things.

Benefit: +2 DEX, +2 PHY, +20' movement on third-action

Drawback: -2 HEA, Double penalty on *Sneak* and *Finesse*

SURVIVOR

Too angry to die.

Benefit: +3 Hit Die. Gain bonus on saving throws, except for consciousness saves.

Drawback: Gain double penalty on consciousness saves.

TACTICAL

You spend more time aiming than firing or swinging.

Benefit: +2 Proficiency

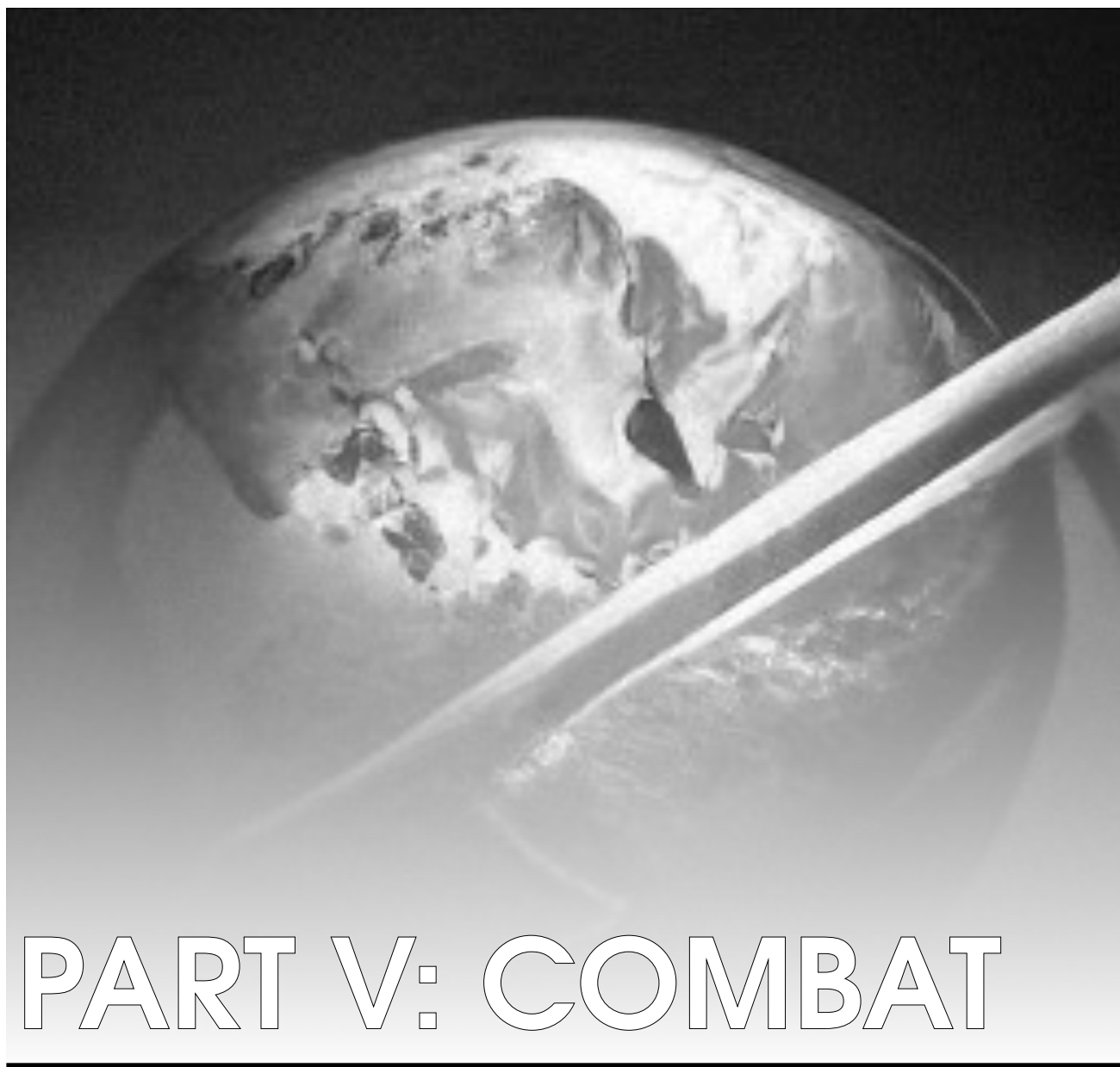
Drawback: Disadvantage on damage roll

THEATRE KID

Your long-hidden shame.

Benefit: Gain bonus on *Act*

Drawback: Gain penalty on *Persuade* and *Athletics* checks.



MSG FROM: CORE_DSG{SUN}

Please be careful during your travels. Although we have made great strides in helping Komdak, it is still dangerous to explore. Whether you are delving into Midrok-East, Ragnarok Ridge, The Middle-Middle, or the Badlands, please keep in mind that danger can always lurk around any corner.

While Chosen are, generally speaking, harder to kill, you are not invincible. Tactics and firepower are paramount to surviving on this planet. If you are traveling with a Brawler or Marine, you are likely safer than most, but not untouchable.

Finally, although we know there are temptations to ambush stray Monitors on the Fractilium, we heavily advise against it. Do not engage units specifically designed for your demise solely for the chance at powerful equipment; however, we are also aware that common sense in combat is hardly a strength for Chosen....

The Marine shoulders a custom-built rocket launcher and presses fire, a deafening volley of six blurs reducing the Pledd to nothing. She stands alone among the fire and smoke.

The Rapsallion foolishly runs up to the Monitor, staring at its one, unblinking, fractal eye. He throws six blows at it, balking as its shields block every attack. He barely has time to realize his mistake and look up as the Monitor swings its deallocator down and cleanly cuts him in two.

It is almost inevitable on a planet as royally screwed as Komdak that violent conflict will arise. Be it from wildlife, antagonists, or simple misunderstandings over whether or not ascots are stylish, there will be a time and place where raising one's weaponry in defense or offense will be necessary. This section deals with the rules and mechanics that dictate the flow of combat.

THE TURN

The core unit of combat is “**the turn**”, which represents a block of five seconds within combat. Each character gets one or more turns during a **round** of combat.

A turn may be divided into thirds, with each third of the turn known as a **third-action**, which is slightly less than two seconds; the typical turn is divided into two components, an **action turn**, which consumes two third-actions, and a remaining third-action for re-positioning or other tactical abilities.

THE THIRD-ACTION

As stated above, the third-action is the smallest-subdivision of the basic turn. It can be used for most non-combative actions, including movement, consuming potions or drugs, applying poisons to weaponry, drawing equipped weapons, stowing equipped weapons, etc.

The most common use for third-action is movement on the battlefield. During a third-action, a character may move up to twenty feet in any lateral direction. Vertical changes such as climbing or steps are treated as triple their effective distance.

Ex.

Kahn goes to hide in a dumpster to ambush the approaching guards. He crosses five feet on flat ground, before climbing three feet into the dumpster. He is treated as having moved fourteen feet – five feet for the lateral distance plus nine feet for triple the three-foot climb.

THE ACTION TURN

The real meat and potatoes of a turn tends to be the **action turn**, which is equivalent to two third-actions. If a character wishes (or needs to), they may sacrifice their action turn to gain two separate third-actions.

Most combative actions require an action turn. This includes most basic attacks and gunfire, in addition to casting magical spells, throwing grenades, drawing two-handed weaponry, crafting items like mines or potions, and any checks beyond rank two.

Other actions that consume the action turn includes feeding potions or drugs to unconscious characters, etc.

As stowing a weapon and drawing a

weapon both take a third-action, swapping between equipped weapons takes a full action turn.

INITIATIVE

In order to decide turn order, all involved parties will choose one character to roll **initiative**. Initiative decides which groups are slightly faster and therefore go first, and is the result of rolling two d6's. The group with the highest number acts first, followed by the group with the second-highest number, etc.

In addition, groups are given an additive to the initiative value equal to the amount of rounds since they last won an initiative roll.

Ex.

The party won this round of initiative. As such, the enemy will get a +1 additive to their initiative roll this round, followed by a +2 additive if they lose next round, then a +3 additive, etc.

SURPRISE ROUND

In the case of ambushes, the attacking party will receive a **surprise round**. If the enemy is ill-prepared for a combat encounter, the attacking group will get a free round of combat against the enemy. After this point, initiative will be rolled and the battle will progress as normal.

RESILIENCE

The difficulty of landing a solid blow on an enemy varies immensely; variables such as their ability to weave between attacks as well as their armor can determine the crucial difference between a lethal attack and a glancing blow.

In Komdak, these variables are quantified

as a character's **Resilience (RES)**, their ability to evade incoming attacks. A character's Resilience is calculated according to their statistics, their armor, their class, and their abilities.

Unless otherwise noted according to class, species, or trait bonuses, a character starts with a RES of 8, and adds their PHY and DEX ES's to this value. This sum is known as their **Base RES**.

$$\text{BASE RES} = 8 + \text{PHY ES} + \text{DEX ES}$$

For Brawlers, Marines, and their derivatives, the starting value before adding the exceptional scores is much higher.

They may add any additional RES provided by armor, potions, or spell effects, to calculate their **Full RES**.

The RES score of a character determines the associated value an enemy must meet in order to land a successful attack. The higher the RES score, the harder it is to land an attack.

PROFICIENCIES

As characters grow in familiarity and expertise with their weapons, they will become capable of focusing more precise or damaging attacks. This skill gain is represented as a character's **Proficiency** with certain weapons.

WEAPON PROFICIENCIES

All classes have weapons they are **proficient** with. A character who is proficient with a weapon has training that allows them to utilize it at a greater skill than amateurs, allowing them to hone their reflexes and finesse to amplify their combat potential.

If a character is not proficient with a

weapon, they find their attacks clumsy and imprecise. Any character using a weapon they are not proficient with will consume their *full turn* while attacking, and have disadvantage on damage rolls with that weapon.

A character may become proficient with a weapon type they are not proficient with by spending fifty experience points. After this point, they become proficient with that weapon type.

PROFICIENCY POINTS

At the beginning of combat, characters may roll a skill check against the ability skill associated with their current weapon. If the check is successful, for every rank of the check, they will gain a single **proficiency point**. Characters may also receive proficiency points from certain augments, traits, or special effects.

Proficiency points may be spent during a turn to add bonuses or boons to an attack, allowing greater levels of precision or damage, in addition to performing special class-specific or general actions. Proficiency points replenish at the beginning of the next round.

Ex.

William has an intrinsic +1 Ranged Proficiency from an augment, and rolls a Rank 2 Ranged Ability check. He passes, and gains an additional +2 Proficiency points, for a total of 3 Proficiency points. This turn, he uses all 3 on damage. He misses. He chooses to use all 3 on accuracy next turn...

Characters may also re-roll proficiencies at any point during combat, by consuming their action turn.

ATTACKING

The brunt of combat is, and will often be, attacking. An **attack** is classified as any ability that directly affects an enemy, regardless of if it deals damage or not. As such, gunfire and punches count as attacks, but so do poisons, blinding, debuff spells, and other abilities. Most attacks with classical weaponry such as guns or swords are broken into two distinct phases: the **attack roll**, and the **damage roll**.

THE ATTACK ROLL

The first roll a character must make in most typical attacks is an **attack roll**. With the exception of spells, which are guaranteed hits in most scenarios, nearly all attacks require a successful attack roll in order to land a blow.

An attack roll is performed by rolling a d20, with relevant bonuses, advantages, disadvantages, penalties, additives, etc. Some weapons may additionally grant additives or reductions to the attack roll's value. If the resulting value is equal to or greater than a character's RES score, the attack lands, and the character may progress to a damage roll. Otherwise, the attack misses or is only a glancing blow, and does not land, dealing no damage.

Ex.

Scabs is staring down a combat robot with a RES of fourteen. He rolls a sixteen on his attack roll, so the attack lands.

There are also **range disadvantages** associated with an attack roll, representing an attack on a target outside the effective range of an attack. In the case of melee attacks, an attack may not be made if a character is outside of the melee attack's range. In the case of a ranged

attack, the attack gains disadvantage for every increment outside of the attack's range.

Ex.

Chef's knife has a range of 3 feet. As such, he cannot target any enemy outside of his 3 ft range.

Horvath aims his laser rifle at the Rokumtang ringleader. The rifle has a range of 30ft, and the ringleader is 90ft away, leading to a 60ft deficit. As such, Horvath adds double disadvantage to the attack roll.

CRITICAL HITS

On occasion, it is possible for an attack that is incredibly lucky to land. This is represented by a *landed attack* rolling a natural twenty. It is important to note that an attack that rolls a natural twenty but still misses (by way of roll reductions or other effects) does not grant a critical hit.

A critical hit has an innate double-damage multiplier for melee weapons and non-firearm ranged weapons, and a triple-damage multiplier for firearms.

THE DAMAGE ROLL

Following a successful attack, a character rolls a **damage roll** to determine the damage their attack deals. Most weapons and attacks have a listed dice type and number to roll for the damage, in addition to possible additives or reductions according to the craftsmanship and modifications on the weapon.

DAMAGE TYPES & RESISTANCES

Most attacks have differing **damage types**; after all, sword, nuclear fireball, and poisonous arrow all have different effects on the

body. These damage types have different effects that may damage certain enemies more, and other enemies less. The damage types in Komdak are broken down into the following eleven classifications:

Piercing

Attacks that slash, slice, or stab; most standard weapons deal piercing damage

Blunt

Any attack that deals blunt-force damage, typically with heavy objects or weapons

Frost

Damage dealt by the intense cold

Fire

Damage dealt by intense heat. Most advanced weapons deal fire damage.

Radiation

Damage dealt by intense ionizing radiation

Poison

Damage dealt by lingering poisons or toxins.

Electric

Damage dealt by electrical discharge

Acid

Damage dealt by corrosive or burning acid

Psychic

Damage dealt to the mind, typically inducing psychosis

Necrotic

Damage that forces cell death, causing gangrene and infection.

True

Damage that eats away at the very being of the target.

In addition, some enemies may have **resistances** or **vulnerabilities** to these damage types. These will either reduce or increase the effective damage an enemy takes from certain effects.

If an enemy is **vulnerable** to a damage type, they will take double the damage initially dealt to them. This stacks additively with the critical hit multiplier, in addition to any other status effects that increase or decrease damage.

Ex.

Gerald lands a critical hit on the undead with his flaming sword. As it is vulnerable to fire, it takes an additional 100% from the fire damage, plus 100% from the critical hit, dealing 200% extra damage, or three times the original damage.

If an enemy is **resistant** to a damage type, they will take halved damage from all sources. Much like vulnerabilities, this stacks additively with other effects that boost damage.

Ex.

Glinda shoots the robot, which is resistant to piercing damage, and lands a critical hit. The 200% bonus from the firearm plus the -50% resistance of the robot comes out to 150%, so the attack deals two-and-a-half times more damage.

Finally, an enemy may be **immune** to a damage type. If an enemy is immune, they take

no damage at all, *except* on critical hits, in which case, the attack deals base damage with no multipliers.

Some attacks or damages may also have a **mixed damage type**; for example, a fireball is half fire, half radiation. In these cases, an enemy who is immune, resistant, or vulnerable to a particular damage type will only apply it to the fraction of the damage that matches.

WEAPON ABILITIES

In addition to standard attacks, proficiency points may be spent to grant special **weapon abilities**, which are effectively single-round special bonuses that enhance an attack. Some weapon abilities are more expensive than others, consuming more proficiency points to activate.

For each proficiency point spent on the **damage** ability, an attack will gain a +2 additive on the damage roll, if the attack lands.

For each proficiency point spent on the **accuracy** ability, an attack will gain a +1 additive on the attack roll; this does not affect critical hits.

For every two proficiency points spent on the **lethality** ability, the critical hit threshold is lowered by one.

For the cost of three proficiency points, the **one-handed** ability may be used, allowing a two-handed weapon to be used one-handed with no penalties. A three-handed weapon may be converted to a two-handed weapon with this ability as well.

For the cost of three proficiency points, the **multiattack** ability may be used, allowing a second attack to be made. These non-Marine, multiattacks have disadvantage on the attack roll and cannot hit the same target multiple times.

STATUS EFFECTS

Throughout combat, a character may encounter various **status effects**, which subtly effect their current state and the effects of enemies around them. A list of possible status effects are as follows.

ASLEEP

A character that is **asleep** is unable to take any actions or respond to their surroundings. They are also unaware of anything happening around them. However, if they take damage from any source, they will awaken. **Unconscious** is not the same as asleep.

BLINDED

A **blinded** character cannot see as well as they normally can. A character who is blinded can only see within a short distance of them. All of their attack ranges are halved, excluding magical effects.

CHARMED

A **charmed** character is in a magically induced stupor. Charisma abilities have advantage against them, and they have penalty on all WIL saves.

DAZED

A **dazed** character is shocked or stunned and is unable to take actions or move. They will remain in this state until it passes.

DEAD

A **dead** character is dead. Get a new character sheet out.

DEAFENED

A **deafened** character loses their sense of hearing, and has trouble hearing their own voice. They have disadvantage on all Charisma-based checks and skills, and disadvantage on any magic rolls. Forgoing a verbal component in magical spells overrides this.

FROZEN

A **frozen** character is encased in ice or held by a magical force, preventing them from moving. They take no actions and cannot move.

GRAPPLED

A **grappled** character is being held against their will. Grappled characters cannot move and all attack rolls against them have advantage.

MUTE

A **mute** character is unable to speak, talk, or make noises. They cannot cast magic unless they forgo the verbal component.

PARALYZED

A **paralyzed** character is conscious but unable to control their body. They cannot move or act until the effect passes, but are perfectly aware of everything happening around them.

A paralyzed character may roll or wriggle at a move speed of 5' by making a Rank 4 WIL save.

PRONE

A **prone** character is lying on their stomach or back on the ground. Any

incoming attacks against a prone character have advantage on their attack roll. Their movement speed is halved. A character may spend an action turn to stand up, stopping being prone. A character who slides along the ground is automatically prone at the end of their slide.

RAGING

A **raging** character is in a blind or confused fury, and cannot tell friend from foe. They have an equal chance of

attacking allies as they do enemies.

SLOWED

A **slowed** character cannot move as swiftly as they normally do. Their movement speed is halved.

TERRORIZED

A **terrorized** character is deathly afraid of something. While terrorized, the character has a -4 negative on all attack rolls, and will automatically flee from any character that is higher level than them.



PART VI: ADVENTURING

MSG FROM: CORE_DSG{RASPUTIN}

Once you have bested your enemies, take care in crossing these lands. Although much of the danger posed is by physical threats with guns or claws, there are still hazards to encounter even outside of combat. Just because it can't shoot or bite you doesn't mean it isn't dangerous.

*Similarly, we hope that you utilize your skills to the best of your abilities, and use them whenever possible to **de-escalate** situations. Although CORE_DSG{SUN} often encourages the usage of violence, it is hopefully obvious to you that **not** engaging in combat is almost always the safer action. Please take some efforts to avoid pickpocketing or killing innocents in broad daylight. It would at least help the cleanup crews from scraping up red paste, be it you or your unfortunate victims...*

SKILL-SPECIFIC ACTIONS

While most skill checks are initiated at a gamemaster's discretion for certain story opportunities, there are some typical skill checks that a character may perform for specific actions or bonuses. Players are not expected to memorize these checks, although it may be helpful.

In all cases where a character's ES's decide the rank of a check, the ES is considered to be a minimum of one in all cases.

PHYSIQUE

Lifting: For any check that involve lifting a heavy object, a character rolls a check that starts at rank three for any object heavier than one hundred pounds, and increases in rank for every additional hundred pounds.

ATHLETICS

Vaulting: In most cases that involve vaulting over a fence or wall, a character may roll an *Athletics* check starting at rank one, and increasing for every five feet of height in the wall.

Sprinting: In most cases that involve sprinting at speeds between 10 ft/ sec (6 mph) to 20 ft / sec (12 mph), a character may roll an *Athletics* check of one rank for every hundred feet they intend to travel continuously. A character must take a 1 minute break before performing another *Sprinting* check.

Lifting: In most cases that involve lifting objects over 50lbs, a character may

perform an *Athletics* check of one rank for every 50lbs of weight.

Marathon Running: In any case involving long-distance jogging, no check must be made.

GRAPPLE

Catching: In the case of catching or throwing large objects moving at high speeds, a *Grapple* check may be made with one rank for every ten feet per second or twenty pounds of mass.

Latching: In the case of latching on to moving objects or vehicles, a *Grapple* check may be made of one rank for every fifteen feet per second.

INTIMIDATE

Morale Drain: In most cases, a character may make an *Intimidate* check of rank equal to the sum of the target's PHY ES and WIL ES to lower their initiative by a value of one; the rank may be further increased to continue lowering the value.

Deescalation: In most cases, a character may attempt to deescalate a potential combat situation by rolling an *Intimidate* check equal to the sum of the target's PHY ES and WIL ES. The rank increases for every three additional individuals, with the ES's used being the highest of the group.

MEDICINE

Stabilization: Any character may make a Rank Four *Medicine* check to raise another character to zero hit points.

Healing: A character may make a

Medicine check of any rank to heal a character a number of hit points equal to double the rank. This check may generally be made once per short rest.

TECH

Security: Generally speaking, hacking “unsecured” systems is two ranks easier, and “secured” systems are two rank harder.

Environmental Control: A character may generally make a rank two *Tech* check to hack and control environmental factors like lights, sprinklers, or sound systems.

Camera Control: A character may generally make a rank four *Tech* check to hack and neutralize camera systems for fifteen seconds; doing this continuously, however, may raise security suspicion.

Augment Control: A character may generally make a rank three *Tech* check to hack and disable all augments for five seconds, or two rounds of combat. This check is increased by one for every three levels the target has.

Ward Control: A character may generally make a rank four *Tech* check to disable Chosen abilities for five seconds. This check is increased by one for every three levels the target has.

PERCEPTION

Passive Perception: Checks that involve unconscious perception as a reflexive action are three ranks harder.

Discerning: Noticing faint or erased writing typically involves a *Perception*

check of rank two or higher.

PERSUASION

Distrusting: All Charisma checks against distrusting individuals are two ranks harder

Charmed: All Charisma checks against drunk, drugged, sedated, or charmed individuals are two ranks easier.

Persuading: Typically, but depending on what a character is requesting, a *Persuasion* check has rank equal to the sum of a character’s INT ES and WIL ES.

BLUFF

Distrusting: All Charisma checks against distrusting individuals are two ranks harder.

Charmed: All Charisma checks against drunk, drugged, sedated, or charmed individuals are two ranks easier.

Bluff: Typically, but depending on what a character is requesting, a *Bluff* check has rank equal to the sum of a character’s INT ES and WIL ES. Crucially, the outlandishness of a bluff does not affect the difficulty of a check, although corroboration or proof will.

ACT

Distrusting: All Charisma checks against distrusting individuals are two ranks harder

Charmed: All Charisma checks against drunk, drugged, sedated, or charmed individuals are two ranks easier.

Music: Performing a musical or theater

act typically involves a baseline *Act* check of rank one, although the complexity of the performance will increase the rank.

SLEIGHT

Awareness: Any *Sleight* checks against individuals who are distrusting or aware are one rank harder.

Pickpocketing: Generally speaking, a character may steal items (but not credits, weapons, or armor) off another character's person with a *Sleight* check of rank equal to the target's INT ES, and additionally increases in rank for every two pounds of weight.

STEALTH

Awareness: Any *Stealth* checks against individuals who are aware of their presence are two ranks harder.

Sneaking: Generally speaking, sneaking by a character unnoticed may be performed with a *Stealth* check equal to twice the character's INT ES. In the case of multiple individuals, the rank additionally increases with every three people, and the INT ES used is the largest.

Hiding: Generally speaking, characters may hide in objects or areas to evade detection with a *Stealth* check equal to twice the character's INT ES. In the case of multiple individuals, the rank increases with every three people, and the INT ES used is the largest.

FINESSE

Rust: Generally speaking, rusted, older, and heavier doors are two ranks harder to

lockpick.

RANGED ABILITY

Deadeye: Generally speaking, a character may make a *Ranged Ability* check to hit an item the size of an apple or smaller with a projectile or ranged weapon. The check increases in rank for every ten feet of distance.

MISADVENTURE

The Outlaw is clipped as she carefully navigates Ragnarok Ridge, losing her footing and plummeting to her death.

The Pactmaker angrily murmurs under his breath as he defuses the trap, accidentally knocking a wire out of place. He realizes a second too late and looks up in shock, a spray of acid melting his skin.

The Brawler saunters across the roadway, stopping in the middle to wave at her skeptical party mates and demonstrate how safe it is. In the blink of an eye, a blaring truck transforms her into red paste.

Even outside of adventuring, a character may find themselves in dire or worrisome situations. These cases include various threats like sickness, fatigue, or various injuries.

FALL DAMAGE

Perhaps the most common form of damage is **fall damage**; this occurs in any situation where a character falls from a significant height.

Falling from any height greater than ten feet triggers a DEX save with one rank for every ten feet fallen, maxing out at one-hundred feet, known as **terminal velocity**.

A character who plummets to their doom will take 1d4 damage for every ten feet they fall. If they successfully make the DEX save, the incoming damage is halved. Mothmen have innate bonuses when it comes to fall damage. Fall damage is always blunt damage.

In addition, gravity on Komdak is slightly stronger than Earth; a character will fall exactly thirty feet in slightly over a second, before reaching terminal velocity and falling sixty feet per second after that point.

VEHICULAR DAMAGE

Traffic in Komdak, especially in its larger cities, can be fatal at times. In the case where characters fail to check before crossing and are hit by a vehicle, damage must be accounted for.

Similar to fall damage, vehicular damage is calculated as a difference in velocities. For every fifteen miles per hour in difference between two objects, they *each* take 1d8 damage on contact.

Vehicular damage is always blunt damage.

Ex.

Larry cackles madly as he rams his motorcycle into the clown at 30mph. The clown and the motorcycle both take 2d8 blunt damage.

FATIGUE

All living beings need rest, even the magically-enhanced. While Chosen regularly need sleep or relaxation to replenish their

abilities, they also require nutrition and relaxation for their mortal forms as well.

A day on Komdak is thirty hours, with human biology having adapted to the time difference. In general, Chosen need five hours of sleep every sixty hours, or two days, and one gallon of water and one meal every thirty hours.

Failing to meet these needs incurs **exhaustion points**. Every exhaustion point adds a reduction of one point to *all* rolls, and makes any saving throws, including consciousness saves, one rank harder. Once a character reaches five exhaustion points, they **die**. Meeting a need reduces exhaustion points by one.

Ex.

Despite Chef's offerings, Horman insists he does not need food. He goes two days without food, and incurs two exhaustion points. He has a -2 reduction on all rolls, and all saves are two ranks harder for him. Reluctantly, he eats one meal, reducing his exhaustion points to one. A few hours later, he takes a nap, removing the remaining exhaustion point.

In addition, if a character drops below zero hit points at any point in combat, they will gain one exhaustion point at the end of the encounter, regardless of their hit point count. A character at four exhaustion points will immediately die if they drop below zero hit points.

If a character goes ten intervals without the same need, they will immediately drop dead.

Ex.

Horvath ignores his party's cries, insisting his applesauce-sweat provides the necessary nutrients (it doesn't). He continues depriving himself of nutrition,

napping to reduce his exhaustion points. However, he goes ten days without food and drops dead regardless.

*Crow insists he doesn't have many needs. He goes five days without food, and five days without water, napping to offset the exhaustion. He does not die on the tenth day, as he did not deprive himself of ten consecutive days of the **same** need.*

TRAPS

A character may additionally encounter traps while exploring locations, or may wish to set one up. While there are many variants of traps, the following are "typical" traps one may encounter on their travels. They are listed in addition to their construction (*Tech*) difficulties, and detection (unconscious *Perception*). Disarming these traps requires a Tech check equal in difficulty to its construction check.

In addition, the construction check may be increased in rank to also increase the rank of the disarming check and any saving throws against it, and two ranks to increase the rank of the detection check. All traps require thirty seconds per rank of the corresponding *Tech* check to construct. It is not possible to default the trap-making *Tech* check.

No more than one trap can exist in a 10ft x 10ft area, with the exception of a pit trap or mine.

In all cases, an asterisk represents a trap that may only be constructed by a Tinker.

Mine: A standard mine.

Construction: ~

Detection: 1

Firearm Trap: A firearm pointed at a

doorway or corner, with the trigger tied to a string. Damage depends on the weapon used. The weapon is a guaranteed hit, but rolls for critical hits.

Construction: 2

Detection: 1

Falling Blade: A blade concealed in a doorway or wall that falls down or swings outwards. Damage depends on the weapon used. The weapon is a guaranteed hit, but rolls for critical hits.

Construction: 2

Detection: 1

Pit Trap: A false floor that reveals a pit. Deals fall damage.

Construction: 1

Detection: 1

Dart Trap: A hidden pneumatic dart gun that inflicts a poison or toxin effect of the maker's choosing. Requires the tonic or toxin desired.

Construction: 2

Detection: 1

Boulder/Ram Trap: Drops a boulder or similarly heavy object, or a swinging ram or hammer. Deals 3d8 blunt damage, with a Rank 3 DEX save to evade.

Construction: 3

Detection: 2

False Door: A false door or chest that hides another trap inside of it.

Construction: 1

Detection: 3

Sewage Sprayer*: A hose that douses a character in sewage and rancid water, dealing 2d4 psychic damage

Construction: 1

Detection: 2.

Springboard*: A springboard that launches those who walk on it in some direction 30ft. Deals 2d8 damage if they hit something.

Construction: 2

Detection: 1

Nail Bomb*: Adds nails around a grenade, mine, or other explosive, dealing an additional 1d6 piercing damage

Construction: 2

Detection: ~

Spike Pit Trap*: A false floor that reveals a spike pit. Deals double fall damage as piercing damage.

Construction: 3

Detection: 1

Tesla Coil*: A high-energy tesla coil that electrocutes any creatures, within 10ft dealing 2d6 electric damage.

Construction: 3

Detection: 1

Flamethrower*: A standing flamethrowing that ignites any nearby creatures, dealing 2d8 fire damage. DEX 4 halves damage.

Construction: 3

Detection: 1

Cryolizer*: A refrigeration device that flash-freezes nearby creatures, dealing 2d8 frost damage. DEX 4 halves damage.

Construction: 3

Detection: 1

Acid Sprayer*: A nozzle that sprays acid over a 20ft' area. Installed on the roof. Deals 3d10 acid damage to all beneath it. HEA 4 halves damage.

Construction: 4

Detection: 2

SPELLCASTING

Casting magic is a difficult and sometimes dangerous activity that requires channeling a large amount of power through a user's body, alongside certain requirements to ensure the magic takes place properly.

Casting a spell requires that the spellcaster meet the following three criteria:

Unbound: The caster must be capable of moving both hands. They must also be standing at full height.

Focused: The caster must have their undivided attention on the spell. If they are attacked or otherwise interrupted during their casting, the spell fails.

Unobstructed: The caster must be able to speak with full clarity for the spell to be properly formed. For targeted spells, they must also be able to see the target.

If the spellcaster does not meet all of these criteria, they may instead amplify the power they channel in order to overcome their limitations. This is represented by consuming an additional spell charge for each criteria they are

missing.

It is worth noticing that, due to the “unbound” requirement and the “verbal” requirement, spellcasters will have a difficult

time casting magic while trying to remain hidden. Spellcasting is assumed to automatically break the user out of stealth, revealing their position to nearby enemies, unless they opt to spend an additional spell charge.



PART VII: EQUIPMENT

MSG FROM: CORE_DSG{ARCHIMEDES}

Once you have your skills solved, make sure to properly sort out all of the equipment you will need. This will include your weapons, armor, augments, and some other utility and personal equipment to supplement your quests. Remember that taking good care of your equipment is the key to succeeding in your quests; a Chosen is only as good as their weapon, after all.

In addition, we understand that you may be itching to plug in as many augments as possible and fully spec out, but we strongly recommend you resist that urge. Coreal powers and biomechanics do not play nicely together, and drastically changing your biological signature will make recognizing you and diverting power too you more difficult. After all, it's better to be Chosen than an unrecognizable amalgamation of metal and flesh....

....Right?

Gerald shoulders his cushioned hammer. Kahn twirls a wand hidden in his back pocket. Strongarm chugs a healing potion before jumping into the fight. Sarahd shifts his heavy armor to adjust its weight. AK flexes his fingers, hidden mechanisms and electricity buzzing beneath his skin.

While the ability to sling magical and technology wonders at enemies is undoubtedly a significant chunk of the daily life of a Chosen, there is also the necessity of having the right equipment. This includes their weapons, armor, supplies, potions, poisons, ammunition, vehicles equipment – anything and everything they could possibly want or need on their travels.

GENERAL INVENTORY

The key space where much of a character's inventory space is concentrated is their **general inventory**. Any item a character does not currently have equipped is stored in the general inventory, which is their knapsack or baggage they carry with them.

The general inventory is made up of twenty **slots**. A slot represents a threshold of weight or size within the character's knapsack that an item fills; heavy or large items will span multiple slots, whereas multiple small items may fit in the same slot. A slot represents a maximum weight of five pounds, or size of six cubic inches. In the case of weaponry stored in the general inventory, a one-handed weapon will always consume two slots, whereas a two-handed weapon will always consume four slots. Any armor set not currently equipped consumes ten slots.

Ex.

AK hauls a completely full inventory with him. Of his twenty slots, ten are filled by Clown Armor, four are filled by a shotgun, two are filled by a revolver, and the remaining four are filled with eight healing potions, at two per slot.

Importantly, the character must separate items to prevent gunpowder, potions, and electronics from mixing into dangerous results. Thus, items must be homogeneous; that is, only items of identical type may go into the same slot.

Ex.

Although Toxins of Paralysis and Toxins of Sleep may each fit two per inventory slot, a single Toxin of Paralysis and Toxin of Sleep must be stored in separate inventory slots as they are not the same.

A character who is carrying more items than their inventory may fit is **over-encumbered**. An over-encumbered character moves at halved speed, has disadvantage on attack rolls, and incurs one exhaustion point per day.

WEAPONRY

SLINGS

The average Chosen is equipped with two weapon holsters known as **slings**, which are used to safely stow and retrieve weapons quickly; slings activate safety measures on weaponry to prevent them from firing or slicing until drawn. Each sling is represented as a **weapon slot** separate from the general inventory.

A weapon in one of the two slings is

equipped, and only two weapons may be equipped at a time. A weapon that is out of a sling and in the character's hands is known as a **drawn** weapon, and a weapon that is equipped but not drawn is a **stowed** weapon.

A weapon may only be drawn in combat if it is an equipped weapon. Moving a weapon from the inventory to a sling requires one action turn, and vice-versa; as such, swapping two weapons from sling to inventory takes *two* action turns: one to move the equipped weapon into the general inventory, and another to equip the other weapon.

HANDEDNESS

All weapons have a property known as **handedness**, which determines how many hands is required to effectively wield the weapon. Most weapons require one or two hands, but the occasional weapon may require more.

If a character is wielding a weapon with only one hand, another weapon or shield may be equipped on the other hand. Dual-wielding weapons does not allow for a multiattack unless that ability is specifically available.

A character may use fewer hands than required on a weapon, but incurs a disadvantage on attack rolls for each hand not present.

WEAPON ARCHETYPES & CLASSES

Each weapon has a designated weapon **archetype**. A weapon archetype determines the baseline behavior and proficiencies of a weapon; archetypes are groups like shortwords, longwords, battleaxes, pistols, and revolvers. All weapons have a given archetype, which dictate core statistics like range, damage, handedness, etc.

In addition, weapons will have a **class** as well; weapons are divided into **standard** and **advanced** weapon classes. Standard weapons are run-of-the-mill weaponry that has been around for hundreds and thousands of years. Advanced weapons, meanwhile, are weaponry that are typically electrically powered and include an on-board power source. Advanced weapons may also vary in damage type, between fire, frost, radiation, or electric. Damage type of an advanced weapon may be changed by a Rank 3 Tech check, or by any vendor for a cost of one hundred credits. Meanwhile, Standard weapons will almost always deal only piercing or blunt damage, unless modified by a magical effect or alloy.

WEAPON BONUSES

Weapons will also vary according to bonuses that depend on factors like the material and craftsmanship behind them. After all, a rusty knife will not necessarily have the same blade as a polished steel blade. Bonuses also have set cost increases that add up to determine the final cost of the weapon.

Material bonuses are the first group of bonuses, which determine the material of the weapon, affecting behavior like roll additives or damage type. Any weapon, including ranged weapons or firearms, can be made of these materials, and will gain the associated bonuses; a weapon may optionally have an **alloy bonus** which combines two separate materials to join their effects. Material bonuses are not affected by critical hit multipliers.

In addition, there are also **frame/hilt bonuses**, which determine the general build and model of the weapon. Like material bonuses, frame bonuses add certain additives or

reductions to rolls.

Finally, there are **craftsmanship bonuses**, which determine the overall quality of a given weapon. Craftsmanship bonuses grant collective statistic boosts to both accuracy and damage of a weapon, with varying level depending on the skill of the craftsman behind it.

Ex.

Strongarm blows his life savings on a Monitorium-Daemon Steel Alloy, Heavy Frame Chainsword with Mythical Craftsmanship. The final cost is the base cost (45), plus the material cost (2,700), plus the frame cost (350), plus the craftsmanship cost (7,000), for a total cost of 10,095; the weapon has +8 Damage, +7 Accuracy, and deals full psychic damage.

CELESTIAL WEAPONS

In contrast to weapons forged by conventional means are **Celestial Weapons**, forged by the Sourcerer Warsmith Brye Jung. Celestial Weapons are special weapons forged from **Celestium**, material scavenged from the heart of a dying star. Celestial weapons cannot receive a material bonus, but may have frame bonuses and a guaranteed craftsmanship bonus. All Celestial Weapons have a base cost of five thousand credits.

ARMOR

EQUIPPED ARMOR

The average Chosen is only capable of wearing one armor set at any given time. Armor is typically given in **sets**, which are a full complement of a helm, breastplate, gauntlets, and

greaves. Chosen only gain the benefits of a complete set.

Armor increases a character's Resilience score when equipped, greatly reducing the damage you take. However, many armors are heavy and will reduce your capabilities due to their weight or inflexibility. These are **armor penalties**, which subtract from your DEX and PHY scores, or subtract from your Weapon Proficiencies when equipped. Importantly, these only affect *rolls* – your character's core statistics are unchanged by this armor.

INTEGRATION SOCKETS

Some armors additionally feature a rare bonus in the form of one to three **integration sockets**. Integration Sockets allow the armor to natively support augments, allowing the augments to be applied to the armor rather than your own body. Augments will be covered in a later section, but it is worth knowing that armor will occasionally allow for improvements with these integration sockets.

CELESTIAL ARMOR

Just like weapons, there are some **Celestial Armor** sets forged by Brye Jung. These have special effects that grant certain abilities on the battlefield. Celestial Armor sets have a base cost of four thousand credits. Celestial Armor does not support Integration Sockets.

DRUGS & TOXINS

Whereas other fantasy worlds may have potions, Komdak is instead filled with a variety of fantastical medical-grade **drugs**, flooding the market from both the legal corporation *Aunty*

Beulain's Homestyle Narcotics and the illegal Clan Corcus. While these drugs are addictive and restricted among civilians, the increased vitality of Chosen leads to innate addiction resistance. As such, many individuals across the planet tend to pop drugs like candy; why should you be any different?

CONSUMING DRUGS

Consuming drugs leads to immediate effects, due to a fast-dissolving coating. However, as a side effect of this coating, they have a short lifetime as well. All drugs have their duration measured in rounds, relating to combat. Some drugs are illegal, both due to their distribution by illegal groups, and heavy lobbying by official medical corporations. These drugs often come in the form of alcohol or whiskey, especially when peddled by the criminal group Clan Corcus. Consuming a drug takes a third-action.

TOXINS

Toxins are an undeniable part of combat, with Apothecaries dispensing the egregious elixirs regularly. These toxins may be applied to the blades or bullets of any standard weaponry, and will take effect on the next successful hit with that weapon. Importantly, the toxin is not removed from the weapon until an attack lands.

AUGMENTS

As a result of unprecedented medical research by the Aunty Beulain's Homestyle Narcotics Corporation, bolstered by lack of any form of medical ethics, there is a widespread market for various **augment**s. Augments are biomechanical surgical implants that replace the

fallible and mortal flesh of a body with cool, legally-questionable robotic subsystems that enhance and improve one's abilities. Across Komdak, Chosen and non-Chosen alike **spec out** themselves with official and black market augments that allow them to exceed mortal limits. With enough augments, even non-Chosen can go toe-to-toe with Chosen.

INSTALLING AUGMENTS

Spec'ing out places significant strain on the user's body, as the immune and nervous systems must adapt to the increased power demands and stress from mechanical parts. In addition, replacing parts of oneself with these mechanical parts, causes the Core to struggle to recognize their biological signature. As a result, if a Chosen replaces too much of themselves too quickly, the Core may no longer recognize them, causing them to lose their powers.

This is represented by "sacrificing" a hit die for each augment a character attaches to themselves. Upon installing an augment, a character **attaches** a hit dice to it, representing the strain their body takes to power on the augment. Attached hit dice do not replenish, and cannot be used by anything but the augment.

Ex.

Strongarm has Reinforced Tendons and a Rage Inducer installed. He attaches two hit dice, which he can now no longer spend for other abilities.

If a character installs more augments than they have available hit dice, they *lose* their Chosen status until they gain enough hit dice to attach to each augment.

Ex.

AK has six augments, but only five available hit dice. He has specced out past his maximum, and cannot use any Chosen abilities until he has six hit dice usable.

A character may **reclaim** attached hit dice by powering down an augment before a long rest. While powered down, they gain no benefit from the augment until the next long rest, but regain use of the attached hit dice during this period.

Ex.

Glinda suspects the coming days will be difficult, and he wants to reduce the strain on his body. He powers down his mechanical hand for the next day, giving him an expendable hit dice.

An augment may be installed by a rank seven *Tech* or *Medicine* check, or any combination of the two. Failing the check consumes a hit dice of the subject; if they have no hit dice to consume, they instead take 1d8 damage. Installed augments can never be reverted to “real flesh”, although they may be swapped out for a different augment.

Ex.

Chef installs a third arm on Horman, rolling a Rank 4 Medicine Check and a Rank 3 Tech Check, totaling seven ranks and installing the arm.

AUGMENT EFFECTS

While an augment is equipped, a character suffers multiple side effects, a byproduct of replacing core parts of their body with electronics.

If a character has an augment equipped

that affects certain statistics, skills, or abilities, drugs that affect those same abilities no longer have any effect, due to those organs no longer being organic. Similarly, any poisons or toxins that effect these abilities also have no effect.

Ex.

Strongarm’s reinforced tendons make him immune to both Homestyle Steroids and Weakness Toxins, as both affect PHY.

In addition, a character can no longer organically heal all the way. For every augment a character has installed, five of their hit points become **mechanical hit points** instead. Mechanical hit points are always the first hit points to be depleted, and the last to be healed; in other words, they are the “top” hit points. Mechanical hit points act identical to normal hit points in every manner, except for the fact they can no longer be healed by potions, drugs, or medicine checks. Instead, they may only be healed by making a *Tech* check in place of a *Medicine* check, or using a Mechanical Healing item, like a Mech Kit.

Ex.

Horman has thirty hit points and two augments. He takes fifteen damage, lowering his hit point count to fifteen. He consumes a health potion and heals eight damage. Because he has two augments, his “top” ten hit points are mechanical hit points, meaning he can only heal to twenty hit points by organic means. The remaining ten hit points must be healed by a Tech check or Mech kit.

Some augments are illegal or outlawed, due to their weaponized nature or ripeness for abuse. These augments can typically only be bought from black market dealers or back-alley trades. They may also cause alarm if they are noticed, and will be confiscated or disabled by law enforcement.

VEHICLES

As in any world, transport is a key aspect for traversing the various landscapes you will encounter on an expedition. While most Chosen tend to have limited access to vehicles in general, there are still times when purchasing (or stealing) a vehicle for transportation purposes may be a necessity.

A vehicle's speed is typically listed in miles per hour. To convert this to feet per second, multiply by one and a half.

HIT POOL

Vehicles, like living beings, have a set of hit points known as their **hit pool**. The hit pool works similarly to hit points, and the vehicle is destroyed when their hit pool is fully depleted.

When a character who is riding a vehicle is attacked from outside a vehicle, the vehicle takes full damage from its attack. The target of the attack, meanwhile, will only take half damage, as the walls or chassis of the vehicle absorbs some of the blow.

Ex.

Sarahd is speeding away on the forklift. A clan Rokumtang thug fires a bullet at him, dealing five damage. The forklift takes five damage, and Sarahd takes two damage.

A vehicle whose hit pool is depleted below half its maximum has its maximum speed halved, and no longer reduces the damage its riders take.

As such, both the vehicle's hit pool and its riders take full damage from all attacks.

Ex.

The forklift's hit pool is now below half its maximum. A Rokumtang sniper fires at the vehicle, dealing eight damage to both Sarahd and the forklift.

If a vehicle's hit pool is fully depleted, it is destroyed. In the case of electric, romanium, or gas-powered vehicles, an explosion occurs. A vehicle explosion hits all within 50' and triggers a Rank 4 DEX save. For every fifty points in the vehicle's maximum hit pool, it deals 1d10 damage; successfully making the save halves this damage.

A damaged vehicle may be repaired by way of a Rank 3 *Tech* check; every Rank past 3 will restore 10 points to the hit pool. A vehicle may only be repaired once per long rest.

SUMMONING

Vehicles may be summoned by way of calling for them. In the case of animal transport, this physically calls the animal towards the character's current location. In the case of vehicular transport, it instead triggers a self-driving application that will autonomously navigate towards the character's position. Only owned vehicles may be summoned this way.

WEAPONRY

Occasionally, a vehicle will come with installed weaponry. In these cases, the weapon is treated as having infinite ammunition. Reloading vehicle weaponry requires one full round in combat.



PART VIII: EQUIPMENT LIST

MSG FROM: CORE_DSG{SUN}

Please find attached a complete and detailed catalog of the available equipment purchasable from Lexacore, Arbayne Ordinance, ABHN, Clan Itamani, Clan Rokumtang, and Clan Corcus. Please note the small amount of initial funds you have been gifted as part of being Chosen, we recommend you spend this small sum wisely. There will always be opportunities to buy better equipment later down the line.

*In addition, please keep in mind that not all of this equipment will be available outright, as stocks are limited. You may have to scavenge (**NOT STEAL!**) some of this from abandoned warehouses, dungeons, or ransacked encampments. We assure you, given the large amount of Chosen population crawling this planet, there will likely be someone at some point who will own what you want.*

WEAPONS

Table 19: List of Weapon Archetypes

STANDARD MELEE WEAPONS											
NAME	RNG	DMG	HDS	COST	NAME	RNG	DMG	HDS	COST		
Shortsword	6'	1d6	1	20	Flail	6'	2d6	1	35		
Longsword	9'	1d8	2	25	Dagger	3'	1d4	1	10		
Broadsword	7'	1d12	2	30	Hatchet	5'	1d6	1	20		
Battleaxe	7'	2d6	2	45	Scythe	6'	1d8	2	15		
Warhammer	6'	1d12	2	30	Spear	8'	1d8	2	15		
Quarterstaff	10'	1d6	2	35	Mace	6'	2d4	1	40		
ADVANCED MELEE WEAPONS											
NAME	RNG	DMG	HDS	COST	NAME	RNG	DMG	HDS	COST		
Plasma Sword	7'	2d4	1	35	Plasma Axe	7'	2d8	2	45		
Chainsword	2	2d8	2	45	Hotknife	4'	1d6	1	20		
Graviton Flail	10'	2d8	2	55	Plasma Hatchet	5'	1d8	1	35		
Impact Mace	6'	2d6	1	50	Rocket Hammer	10'	2d8	2	65		
Skresh Blades	6'	1d10	1	65	Wardrill	8'	2d6	2	40		
STANDARD RANGED WEAPONS											
NAME	RNG	DMG	HDS	COST	NAME	RNG	DMG	HDS	COST		
Crossbow	30	1d10	1	25	Dagger	25	1d4	1	10		
Bow	60	2d4	2	30	Hatchet	25	1d6	1	20		
Blowgun	25	1d4	1	10	Spear	30	1d8	1	15		
ADVANCED RANGED WEAPONS											
NAME	RNG	DMG	HDS	COST	NAME	RNG	DMG	HDS	COST		
Laser Bow	50	2d6	2	60	Plasma Hatchet	30	1d8	1	35		
Magballista	60	2d8	2	85	Hotknife	30	1d6	1	20		
Plasma Caster	30	2d6	1	45	Laser Javelin	45	1d12	1	75		
Magstar	45	1d8	1	35	Trident	50	1d10	2	50		
FIREARMS											
NAME	MAG	RNG	DMG	HDS	COST	NAME	MAG	RNG	DMG	HDS	COST
Pistol	10	40	1d4	1	40	Musket	1	30	1d12	2	30
Revolver	6	30	1d6	1	35	Rifle	10	80	1d6	2	65
Flintlock Pistol	1	20	1d10	1	20	Repeater	8	60	1d8	2	40

NAME	MAG	RNG	DMG	HDS	COST	NAME	MAG	RNG	DMG	HDS	COST
Pump-Action Shotgun	6	15	1d8	2	50	Double-Barrel Shotgun	2	15	1d10	2	45
Grenade Launcher	1	40	2d8	2	80	Minigun	5	50	4d4	2	100
ADVANCED FIREARMS											
NAME	MAG	RNG	DMG	HDS	COST	NAME	MAG	RNG	DMG	HDS	COST
Laser Pistol	6	60	1d6	1	60	Microwave Shotgun	2	10	2d8	2	55
Laser Rifle	10	80	1d8	2	80	Flamethrower	10	25	2d6	2	45
Plasma Revolver	4	40	1d8	1	50	Bigger Iron	4	20	1d8	1	55
Plasma Repeater	8	60	1d10	2	70	Biggest Iron	3	50	4d8	2	160

Table 20: Weapon Materials

NAME	APPEARANCE	EFFECT	COST	NAME	APPEARANCE	EFFECT	COST
Rusty	Rust-covered	Disadvantage on damage rolls.	- 50	Scrapwork	Made of loose-fitting metal	Disadvantage on attack rolls	- 80
Bronze	Bronze-Colored	N/A	0	Iron	Iron-Colored	N/A	0
Steel	Steel-Colored	N/A	50	Carbon Steel	Matte Black	N/A	50
Romanium	Deep Red	+1 Damage Radiation	300	Lexacorum	White and Blue Lattice	+1 Accuracy	350
Mortran	Black with Red Sheen	+2 Damage Half Necrotic	650	Superchilled Romanium	Silver with Red Aura	+1 Damage Half Frost, Half Radiation	550
Frostflame	Blueish and Reddish Steel	+2 Damage Half Frost, Half Fire	950	Blackbody Alloy	Deep Purple	+1 Damage +1 Accuracy Half Radiation	700
Archaic Bronze	Bronze with Black Specks	+2 Accuracy +1 Damage	1150	Morgrund Steel	Gold with Black Studs	+2 Accuracy +10ft / movement turn	900
Monitorium	White with Green Aura	+3 Damage True	1200	Daemon Steel	White with Blue Aura	+3 Accuracy True	1400

Table 21: Frame/Hilt Types

TYPE	EFFECT	COST
Heavy	+1 Damage	350
Light	2x movement speed while drawn	150
Aligned	Tripled Range	250
Accurate	+1 Accuracy	400
Quickdraw	Instant Draw/Stow	350
Lethal	Doubles Critical Hit Damage	200
Capacious	Triple Magazine/Clip Size	350
Precision	+2 Lethality	800

Table 22: Craftsmanship Bonuses

NAME	ACCURACY/DAMAGE BONUS	COST	NAME	ACCURACY/DAMAGE BONUS	COST
Expert	+1	500	Legendary	+3	3000
Master	+2	1200	Mythical	+4	7000

CELESTIAL WEAPON TYPES

AXONIC

This weapon is tied to the existence of Axner, the Demon Raccoon. Kills with this weapon grant doubled advantage on the next attack.

CAUSAL

This weapon subverts the laws of the universe, unraveling chains of events to correct time. Missing an attack with this weapon refunds an extra movement turn.

CONSUMING

This weapon siphons the life force of its user to power a dark core. While drawn, this weapon deals 1d4 Necrotic damage to the wielder per round, and deals 2d6 additional Necrotic damage to the target on hit.

CORRUPTING

This weapon is forged in dark power, and shimmers with a black energy. Attacks with this weapon deal 1d4 Necrotic damage, and all enemies attacked by this weapon take an additional 1d4 Necrotic damage any time it lands

a blow on any enemy.

DEVIOUS

This weapon is attuned with DaVE, and

EMPTY

This weapon contains an empty vacuum that is filled by dealing damage. Successful hits release a beam of blackbody radiation that deals 1d6 Radiation damage to any target the wielder wishes.

ELDRITCH

This weapon draws from an ancient, forbidden power, preying on the fear of its enemies. Those hit by this weapon are surrounded by dark, dancing shadows, become *Blinded* for the next round, and take 1d4 psychic damage

GRAVITON

This weapon amplifies the force of gravity, dealing an addition 1d8 blunt damage. It is impossibly heavy to all except its owner, weighing 1,000 lbs.

HORACE

A weapon of legend, this weapon is blessed with incredible power. This weapon makes a noise that roughly sounds like the name “Horace” being said when swung or fired. It deals an additional 1d8 True damage, and critical hits deal an additional 3d10 True damage.

HUNGERING

This weapon contains a parasitic soul that siphons the life force of its enemies. Successful hits heal the wielder by 1d4 HP.

seeks to spread pain to all. It inflicts agonizing pain on contact, dealing an additional 1d10 Psychic damage.

IMPROBABLE

This weapon is made of scrap or other materials and works solely due to the sheer willpower of the Chosen who wields it; there is no other explanation for how it logically functions. The cognitive dissonance of this weapon deals an additional 1d10 psychic damage to enemies, and it cannot be hacked or disabled

INSOMNIAC

This weapon has not slept in days, and shows it. Those in its presence feel notably fatigued except for its wielder, and it deals 1d6 psychic damage. If a blow with this weapon would kill an enemy, the wielder may instead choose for it to knock them into a magical sleep, dealing no damage. Only the holder of this blade may wake them.

LUNAR/SOLAR

This weapon is ignited with the radiance of a heavenly body, channeling its power. It shines with brightness that can be controlled by the user, up to the brightness of a midday sun. This weapon also deals an additional 1d8 damage, with the type being Fire if it is Solar, or Frost if it is Lunar.

MIDAS

This weapon is made of solid gold. It deals an additional 1d10 blunt damage, but rolls disadvantage on any piercing damage component. Final blows with this weapon turn enemies to solid gold. The gold decays into lead after one hour.

PETRIFYING

This weapon is made of an odd stone material that consumes flesh and metal. It deals an additional 1d6 blunt damage, and final blows with this weapon instead turn enemies to solid stone. The holder of this weapon may free the enemies from their stone prison at any time.

UNIQUE WEAPONS

HOT POTATO

900cd

A red potato of average size. When activated, the holder chooses to add a number between one and three to the potato's sum, before throwing it to someone else.

When caught, the holder must roll 1d20. If the value is less than the current sum, the potato is safe, and they may choose to add between one and three points to the potato's sum before passing it on.

If the roll value exceeds the current sum, the potato explodes, dealing 5d8 damage to the holder. Once it explodes, it reverts into a tiny, black, shriveled potato and does not refresh until long rest.

Throwing this weapon takes a third-action. While active, the target is guaranteed to catch this weapon. It cannot be dropped until it is detonated.

KAMLI BLADE

150Cd

An oddly-shaped greataxe with two distinct segments to its blade. May be split from this form into two separate hatchets. These hatchets may then be unfurled into two short swords. Each conversion takes one action turn, and each form benefits from the corresponding proficiencies and actions of the corresponding weapon type.

KAPPLRAUS'S RAY OF BRIBED MEDIATION

1,500cd

An ornate laser pistol with expert craftsmanship. The user of this weapon is legally and unquestionably made the sole inheritor of its victims.

KAPPLRAUS'S STAFF OF CENSORSHIP

1,000cd

A large, white wooden staff with 1d4 + 1 intricate onyx gemstones embedded in it. Targeting an enemy with this staff causes one of the gemstones to fly at the enemy.

For the next hour, any attempts to speak will instead cause a black bar to appear in front of their mouth, and produce a loud, high-pitched tone, drowning out their voice. In order to cast magic, the target must pass a Rank 6 POW check for each spell.

MONITOR'S DEALLOCATOR

10,000cd

A large, intricately curved blade halfway between a spear and an axe. This weapon is treated as a battleaxe, and has mythical craftsmanship. It deals True damage.

Once per long rest, the wielder may disable all abilities of a target, including legendary actions, for five rounds.

PIPE BOMB OF AZAMARAK

400cd

A small container made of piping and metal with a compressed fractal anomaly

in it. When activated or thrown, any entities caught within 50' of it become trapped in the anomaly and frozen in time until either one year passes or the corresponding control unit is broken.

HOLLOWFLAME SCYTHE

4,200cd

A black scythe with blades on both ends of the rod, and burning green hollowflame dancing across each blade. This weapon has legendary craftsmanship. Attacks with this weapon do not do regular damage, instead reducing the creature's maximum health by the amount listed.

The target's maximum health is restored to the full amount if the wielder of this weapon is killed.

Any creature killed with this weapon cannot be resurrected.

ARMOR

LEATHER ARMOR											
NAME	RES	PHY	DEX	PRF	COST	NAME	RES	PHY	DEX	PRF	COST
Light	+1	-2	-2		25	Padded	+2		-4		40
Studded	+2			-1	40	Heavy	+2	-4			40
CHAIN ARMOR											
NAME	RES	PHY	DEX	PRF	COST	NAME	RES	PHY	DEX	PRF	COST
Light	+2	-2	-2	-1	55	Reinforced	+3	-3	-3	-1	70
Thick	+3	-2	-2	-2	70	Heavy	+4	-3	-3	-2	80
STEEL ARMOR											
NAME	RES	PHY	DEX	PRF	COST	NAME	RES	PHY	DEX	PRF	COST
Light	+3	-4	-4		80	Reinforced	+4	-6	-6		90
Heavy	+5	-8	-8		110	Plate	+6	-10	-10		140
BALLISTIC ARMOR											
NAME	RES	PHY	DEX	PRF	COST	NAME	RES	PHY	DEX	PRF	COST
Light	+2	-2	-2		400	Heavy	+4	-4	-4		800
SHIELDS											
NAME	RES	PHY	DEX	PRF	COST	NAME	RES	PHY	DEX	PRF	COST
Light	+1				80	Heavy	+2	-2	-2		150

CELESTIAL ARMOR TYPES

ANOMALOUS

This armor contains a small singularity that warps time around it. Once per long rest, the wearer may slow time around them, gaining three action turns in a single round.

ATHLETIC

This armor is lightweight and ideal for an athletic hero. The wearer gains doubled move speed and can jump up to twenty feet vertically or horizontally, and gains double bonus on all Athletics checks.

BASHING

This armor feels heavy to all except the wearer, imparting heavy momentum on contact. If, during a movement turn, the wearer runs into an enemy, they take 1d4 blunt damage and are knocked backwards.

BERSERKER

This armor enhances the wearer's rage beyond any normal means. Once per long rest, the wearer may go *Berserk*, functioning identically to a Brawler's Berserker ability. All melee damage for the next 1d6 rounds is doubled. This ability is improved when activated in

conjunction with a Brawler's *Berserk* ability, tripling melee damage.

DODGING

This armor allows the user to dash out of the way of attacks. Thrice per long rest, the wearer may choose an attack to dodge, taking half damage. They may also use this ability to gain double bonus on any saving throws.

DORPISH

This armor is an enchanted piece of material the size of a playing card. All attacks are mysteriously drawn into this piece of material when deflected. The armor provides normal RES bonuses but has no penalties when worn.

LIVE

This armor is an animated, artificially living creature, and can be remotely controlled when not worn. It can also be given simple autonomous commands to carry out on its own.

LUCKY

This armor provides brief, powerful luck effects. Twice per long rest, the wearer may add or subtract one to any roll they wish, even after the roll happens.

REBUKE

This armor is capable of replicating and reflecting attacks. Four times per long rest, the wearer may choose an incoming attack; the attacker suffers the same effects of the attack. This ability may be used as a reaction.

RESERVOIR

This armor contains a well of replenishing magic. The wearer granted three Charmer Spell

Charges per long rest, and may spend them on any Charmer spell they wish.

SPACECROSSING

This armor is partially folded into a higher dimension. Thrice per long rest, the wearer may dash 60ft in any direction. In this dash, the wearer flits between dimensions, appearing to teleport instantaneously. They freely pass through thin walls, obstacles, or enemies.

STORMING

This armor contains the eye of a storm, frozen in time. Once per long rest, the wearer may choose to call down a lightning strike, dealing 2d12 electric damage to all within 50', excluding themselves.

SUPERNOVA

This armor contains the compressed fury of a star. Once per long rest, the wearer may choose to explode into dazzling radiance, dealing 1d10 radiation and 1d10 fire damage to all within 50', excluding themselves.

THIEVING

This armor grants the wearer a bonus to their thieving abilities. The wearer gains bonus on *Sneak*, *Finesse*, and *Sleight*

UNDYING

This armor increases the wearer's will to live. The wearer will not lose consciousness from dropping below zero hit points, and their death threshold is doubled.

VERBAL

This armor grants the wearer a bonus to their verbal skills. The wearer gains bonus on *Bluff*, *Persuade*, *Act*, and *Intimidate*.

WRAITH

This armor allows the wearer to disappear, turning invisible for up to one minute per long rest.

UNIQUE ARMOR

A.R.G.O

800cd

A finger-less red leather glove with intricate circuitry and mechanism, the **Automated Realignment Glove for Offense** subtly changes the attack of the user. It grants a +1 additive to all attack rolls with one-handed weapons.

EYE OF AZAMARAK

1000cd

A small amulet cobbled-together remains of multiple wards, roughly resembling a mechanical eye with a glowing red iris.

When used, the eye will open and grant the user visions of possible futures up to one thousand years into the future. As a shielding, it also does not allow bootstrap paradoxes.

FORTUNE'S BROACH

Priceless

A red stone roughly the size of a marble, held within a delicate black steel cage; it roughly resembles a roulette wheel. Allows the user to change the value of any rolls they make by five points.

KAPPLRAUS'S RUNE OF ORIGINALITY

800cd

A small gold medallion that the user wears around their neck. While worn, this medallion prevents any enemies from imitating the wearer. Any attempts via

magic, medicine, physical surgery, or bluffing will immediately and inexplicably fail.

KAPPLRAUS'S RUNE OF TRUTH

1500cd

A small, black, stone ring that the user wears around their hand. If someone within 100ft of the user tells a lie, the ring will heat up depending on the severity and proximity of the liar; it will have an imperceptible change for little white lies or distant lies, and burning hot for large lies or close lies.

ORNIGAAG'S RATIONAL CHARM

900cd

A black, circular amulet with purple accents; when viewed in bright light, a faint, dark cloud sublimates from it. When the wearer takes psychic damage from any source, the cloud grows more visible.

The wearer becomes immune to psychic damage.

ORNIGAAG'S HELM OF INSANITY

2,000cd

A platinum helmet plated with lead. When worn, it amplifies the power of the wearer; all attacks, magical or not, have doubled damage, any saving throws against the wearer have doubled rank. However, the wearer must make a Rank 2 WIL save against the helm to stay in control.

Failing the WIL save causes the wearer to

lose themselves, and begin attacking entirely at random; each creature has equal weight of being hit. Once they have lost control, the wearer is unable to remove it; others must remove it with a contested *Grapple* check.

THE SILVER TONGUE

Priceless

A prosthetic tongue coated in a shifting, mercury-like substance, causing it to appear to wriggle like a snake while speaking.

When the wearer speaks, anyone listening must make a Rank 4 WIL Save or they will unquestionably follow orders for 3 rounds.

WARD OF AZAMARAK

1500cd

A set of silver bangles on each hand. When hidden danger is present and/or intending to attack the wearer, the bangles will automatically lift the wearer's hands into a ready-to-fight stance.

Eliminates surprise rounds in combat against the wearer.

AUGMENTS

STATISTIC AUGMENTS

NAME	DESCRIPTION	EFFECT	COST
Reinforced Tendons	Replaces musculature throughout the body with a strong polymer, providing increased strength	+2 PHY	500
Mechanical Limbs	Fully replaces one or more limbs with a biomechanical alternative, providing increased torque output and speed	+5 PHY	1000
Coordinator Chip	Surgically installs a small circuit to the spinal cord that allows for coordinating and queuing multiple simultaneous actions	+2 DEX	500
Enhanced Cerebrum	Replaces the cerebrum with an artificial neuron matrix that improves the fidelity of muscle memory and reflexes.	+5 DEX	1000
Neurotransmitter Amplifier	Treats synapses with quantum-accelerated hardware that increases sensitivity, increasing speed and quality of thought	+2 INT	500
Integrated Co-Processor	Surgically installs an internet-enabled processor into the brain, allowing thought caching and increasing processing power	+5 INT	1000
Reinforced Skeleton	Coats the skeleton in titanium and treats bone marrow, increasing mortal resilience	+2 HEA	500
Overclocked Respiration	Improves the circulatory and respiratory systems with accelerated hardware, increasing the rate of blood flow and oxygen efficiency	+5 HEA	1000
Frontal Lobe Synchronizer	Installs a regulator chip in the frontal lobe, providing precise control over fear and other automatic thought processes	+2 WIL	500
Automated Cognitive Backup	Installs a cache for storing and restoring of mental states and brain scans in case of emergency	+5 WIL	1000

SKILL AUGMENTS

NAME	DESCRIPTION	EFFECT	COST
Artificial Eye	Replaces an eye with a bio-mechanical alternative, increasing vision resolution	Grants Bonus on Visual Perception Grants Night Vision	100
Artificial Ear	Replaces an ear with a high-sensitivity microphone, increasing audio resolution	Grants Double Bonus on Auditory Perception	60
Peripheral Neurological Interface	Implants a small radio chip in the brain that allows remote networking with other devices, emulating a Tinker's abilities.	Allows psychic control and hacking of nearby technology Grants Bonus on Tech checks	800
Excessive Bypass	Replaces part of the heart with a fluid pump, greatly improving athletic capacity	Grants Double Bonus on Athletics	600

NAME	DESCRIPTION	EFFECT	COST
Sterilization Ray	Implants a sterilizing ultraviolet light in the palm of the user's hand, killing microscopic bacteria while they work.	Grants Bonus on <i>Medicine</i> Checks	550
Auxiliary Database	Implants a memory chip containing years of medical and technical training into the brain.	Grants Bonus on <i>Medicine</i> Checks Grants Bonus on <i>Tech</i> Checks	1500

ILLEGAL SKILL AUGMENTS (ITAMANI)

NAME	DESCRIPTION	EFFECT	COST
Piouskeiken	Surgically adds projection screens inside the retina, causing others to perceive subliminally suggestive patterns on the user's eyes.	Grants Bonus on <i>Persuade</i> , <i>Bluff</i> , and <i>Act</i>	1500
Kessakeru	Replaces a finger with a data drive containing an exploit database for all known firmware, and connects the user's nervous system to the target. As a side effect, it overloads the user's nervous system while in use.	Grants Double Bonus on <i>Hacking Tech</i> checks. Hacking with this augment causes the user to lose awareness for 1 round per <i>Hack</i> rank	1000
Toguqubyi	Replaces part of the hand with a variety of tools hidden in false fingers. Allows for quick modification or manipulation of various items.	Grants Bonus on <i>Tech</i> Grants Double Bonus on <i>Finesse</i>	1200
Hanjoikak	Hides carbon fiber nets in wrist-concealed pneumatic cannons to entangle and ensnare enemies.	Grants Double Bonus on <i>Grapple</i>	700

VITALITY AUGMENTS

NAME	DESCRIPTION	EFFECT	COST
Upgraded Respiratory System	Replaces the lungs with high-capacity oxygen tanks, carbon scrubbers, and oxygen catalysts.	Character effectively no longer needs to breathe Grants immunity to airborne poisons or pathogens	600
Psychic Scrambler	Encrypts the thought processes of the owner, complicating control or manipulation attempts	Grants Double Bonus on <i>Saves</i> against <i>Psychic</i> Effects	700
Emergency Pneumatic Thrusters	Installs a compressed-air thrust system that automatically activates in response to danger	Grants Bonus on <i>DEX</i> <i>Saves</i>	900
Sensation Overload Gate	Placed on neural pathways, preventing high-band damage from extreme senses.	User cannot be blinded by flashes nor deafened by loud noises User can manually disable any sense except pain.	400
Gills	Installs bioengineered flaps on the user's neck that operate similar to gills.	User can breathe underwater	100
Biological Repair Catalyst	Improves the metabolic rate of natural healing processes.	Hit Dice are now d12s	750
Security Node	Encrypts automatic augment processes to make hacking them increasingly difficult.	Adds two ranks of difficulty to any attempts at hacking the wearer's augments. Multiple instances may be installed.	300

NAME	DESCRIPTION	EFFECT	COST
Sensation Attunement Subsystem	Attaches a small chip to the spinal cord that modifies subconscious awareness to specific details	Adds two ranks of difficult to any attempts to <i>Sneak</i> , or <i>Sleight</i> against this character. Grants Bonus to <i>Perception</i> .	250

ILLEGAL VITALITY AUGMENTS (ITAMANI)

NAME	DESCRIPTION	EFFECT	COST
Ghoseishiri	Attaches to an Automated Cognitive Backup. Copies the backup. When surgically attached to the brain stem of another individual, it forcibly “installs” the copied consciousness over them.	If this augment is recovered from a corpse, they may be “resurrected” into a new body Single-Use.	1000
Addikirai	Installed on the liver, allows the user to imbibe potentially lethal amounts of substances with no ill effects, while also making the high last longer.	Grants Double Bonus on Saves against Poison Augmented systems gain halved effects from Drugs	2000
Konnuzoku	Replaces platelets in the bloodstream with a vastly improved nanotech alternative that automatically grafts proximate flesh, bone, muscle, and nervous tissue.	Allows the automatic attachment of any organic limb, regardless of species. Limb must be “fresh”. Up to four additional limbs may be attached.	700
Holloku	Attached to the endocrine system, regulates emotional state and nervous system and shuts off emotion or sensation when desired.	HP-Based Consciousness Saves Automatically Pass User can manually disable any sense.	700
Mettagane	A subdermal wire mesh that selectively disrupts and disables metal detectors and x-rays, and is capable of feeding false data	Any augments or weapons cannot be detected User can choose what X-Rays or Metal Detectors see/don't see on their person.	300

ABILITY AUGMENTS

NAME	DESCRIPTION	EFFECT	COST
Detachable Eye	Replaces an eye with a wireless alternative that may be removed at will.	Eye may be detached from socket and moved, rolled, or placed while still providing vision	80
Detachable Hand	Replaces a hand with a segmented wireless alternative that may be removed at will.	Hand may be detached from wrist and still provide feedback or control to the owner. Does not provide awareness of hand's surroundings.	150
Environmental and Object Sensor Suite	Attaches an assorted collection of sensors to the base of the brain, providing a constant feed of environmental data, scientific data, and your favorite radio stations.	User is always aware of Radiation, Temperature, Air Composition, Chemical Composition, Humidity, Weather Forecast, Movement Speed, Wind Speed, Radio Waves, and Voltage of any object or surrounding environment	100
Oculars	Adds additional, mechanically-manipulated lenses inside the eyes, allowing for magnification as desired.	Allows vision to be magnified at variable levels. At highest magnification, allows seeing up to a mile as if it was within arm's reach, or individual bacteria within fifty feet.	250

NAME	DESCRIPTION	EFFECT	COST
Muscular Tension Springs	Adds a reserve mechanical units to the calves that allows the gradual building and rapid release of energy.	Allows a single, 50ft dash per level per long rest Doubles Jump Height.	300
Auxiliary Transcendent Capacitor	Replicates part of the circuitry of a ward, allowing internal storage of excess Core energy, to be harnessed later	+3 Class Charges/Ability Points	1200
Grappling Hand	Replaces a hand with a pneumatic variant with embedded winch.	Hand acts as a grappling hook once per long rest	900
Active Reduction Mesh	Installs a subdermal mesh that hardens in response to trauma, reducing damage.	Allows halving all incoming damage one round per long rest.	550
Larynx Augmentation	Reinforces the larynx with metallic piano wires.	Produces a sonic screech once per long rest. Deafens all within earshot for 1 minute Deals 2d6 psychic damage	650

ILLEGAL ABILITY AUGMENTS (ITAMANI)

NAME	DESCRIPTION	EFFECT	COST
Contazoko	Surgically inserts a speaker into the user's larynx that allows them to imitate other speaker's voices.	After listening to another individual's voice for a minimum of ten contiguous minutes, allows imitation of their voice	500
Contazote	Replaces large swaths of the user's skin and eyes to allow a mimicry of aspects of their body	After touching another individual's hands, allows mimicking their fingerprints After seeing another individual's eyes, allows mimicking retina scans Etc. Etc.	700
Kommashizu	Surgically implants an interface into the brain the wearer uses to connect to the Cognition Tessellate psychic plane	Allows rolling a Contested WIL Check against a target On success, the user may read their mind or enter their dreams	450
Rokkzanbu	Installs a heavily reinforced piston in the user's arm, drastically increasing their melee capabilities	Increased damage of a melee attack by 1d12 once per two levels per long rest	800
Rikkanakaeru	Installs a recoil-reducing counterspring in the user's wrist, heavily decreasing kickback and increasing weapon accuracy	Increased damage of a ranged attack by 1d8 once per two levels per long rest	750
Bereza	Surgically implants a retinal beam generator inside the user's eyes	Allows the user to fire laser beams from their eyes once per level per long rest. Deals 1d8 Radiation damage. May also be used to project a flashlight from their eyes.	600
Drakage	Inserts a small flammable gas emitter in the throat, combined with a sparker in a false tooth.	Allows the user to breathe fire once per level per long rest. Deals 1d8 Fire damage in a 10' cone.	550

NAME	DESCRIPTION	EFFECT	COST
Kisujin	Adds extendable plastic tubing connected to the circulatory system capable of extracting blood and organic tissue from enemies.	Allows replenishing hitpoints off corpses. Upon contacting a reasonably-sized, relatively intact corpse, replenishes 1d8 HP. Requires an action turn. Ruins the corpse in the process.	900
Liaminari	Adds high-voltage electrodes into the fingertips that are capable of producing electric sparks and bolts	Creates electrical impulses that can short simple electronics. May be used offensively once per level per long rest. Deals 1d8 Electric damage on touch.	550
Handgun	Conceals a firearm either in the hand or arm of the user, depending on its size.	Adds a firearm of the user's choice into the user's arm. Cost only reflects the installation/concealment mechanism; the user must have a weapon on hand.	300
Hiruetaha	Conceals a melee weapon in the hand or arm of the user, depending on its size. Attached to either the wrist, elbow, or knuckles.	Adds a melee of the user's choice into the user's arm. Cost only reflects the installation/concealment mechanism; the user must have a weapon on hand.	300
Deyashinarai	Adds a targeting implant to the cerebrum that helps coordinate attacks	Grants +2 Weapon Proficiency Points	800
Deyashinarai X	Adds a heavily improved targeting implant to the cerebral cortex that coordinates attacks and precision	Grants +5 Weapon Proficiency Points	1500
Elaikara	Adds Romanium plates to the user's knuckles, changing the damage type of their fists	Changes damage type of unarmed attacks between Fire, Frost, Radiation, or Electric	200

DRUGS

HEALING

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Lesser Healing Tonic	+1d4 HP	~	15cd	Healing Tonic	+2d6 HP	~	25
Greater Healing Tonic	+4d8 HP	~	60cd	Cure-All	+5d10 HP	~	100cd
Coffee	-1 Exhaustion Point	~	20cd	Rejuvican	-5 Exhaustion Points	~	60cd

STATISTIC DRUGS

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Homestyle Steroids	+1 Bonus to PHY	10 rds	50cd	Homestyle Cocaine	+1 Bonus to INT	10 rds	50cd
Homestyle Stimulant	+1 Bonus to DEX	10 rds	50cd	Homestyle Morphine	+1 Bonus to HEA	10 rds	50cd
Homestyle Amphetamine	+1 Bonus to WIL	10 rds	50cd				

ILLEGAL STATISTIC DRUGS (CORCUS)

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Black Label	+1 Bonus to CHA	10 rds	50cd	Gold Label	+1 Bonus to POW	10 rds	80cd
Platinum Label	+1 Bonus to All Statistics	10 rds	300cd				

SKILL DRUGS

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Frightenol	+1 Bonus to <i>Intimidate</i>	10 rds	40cd	Gripramine	+1 Bonus to <i>Grapple</i>	10 rds	40cd
Forzapram	+1 Bonus to <i>Athletics</i>	10 rds	60cd	Electranol	+1 Bonus to <i>Tech</i>	10 rds	80cd
Medicaine	+1 Bonus to <i>Medicine</i>	10 rds	70cd	Finglycine	+1 Bonus to <i>Finesse</i>	10 rds	70cd
Hiderol	+1 Bonus to <i>Stealth</i>	10 rds	50cd	Swiprofen	+1 Bonus to <i>Sleight</i>	10 rds	60cd

ILLEGAL SKILL DRUGS (CORCUS)

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Corcus White Label	+1 Bonus to <i>Bluff</i>	10 rds	70cd	Corcus Grey Label	+1 Bonus to <i>Act</i>	10 rds	50cd
Corcus Steel Label	+1 Bonus to <i>Persuade</i>	10 rds	30cd				

COMBAT DRUGS

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Accelerane	+6 Initiative Bonus Bonus Third-Action	5 rds	50cd	Criticalcian	+5 <i>Lethality</i>	6 rds	120cd
Brutofed	+2d6 damage	6 rds	90cd	Stifflycin	+3 RES	6 rds	60cd
Focalin	+6 Attack Bonus	8 rds	80cd	Skillacine	+2 Proficiency	8 rds	90cd

ILLEGAL COMBAT DRUGS (CORCUS)

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Red Label	Grants <i>Berserker</i> ability	3 rds	80cd	Green Label	Grants <i>Dodge</i> ability	6 rds	60cd
Blue Label	Incoming attacks have disadvantage on attack roll	8 rds	90cd	Steel Label	+2 RES	6 rds	50cd
Jolt	Grants Intense Euphoria, Bonus Action Turn	~	70cd				

EFFECT DRUGS

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Neurological Stabilizer	Suppresses Trait Effects	1 day	50cd	Mentlium	Grants Telepathy	10 rds	35cd
Botoaphan	Grants Random Appearance	1 day	80cd	Botoaphan C	Grants Specific Appearance Requires DNA of Target	1 day	135cd
Termaniphran	Ends drug effects early	~	15cd	Oxycillin	Allows breathing underwater	1 hour	35cd
Dropinol	Halves fall damage	1 hour	35cd	Dropinol R	Slows fall speed to 5ft/s, negates fall damage	30 min	90cd
Visipram	Grants darkvision	1 hour	10cd	Immunophan	Grants immunity to all damage types	1 rd	450cd
Somnamine	Grants effects of short rest; meets meal, water requirements	~	60cd				

ILLEGAL EFFECT DRUGS (CORCUS)

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Clear Label	Invisibility	4 rds	70cd	Star Label	Grants Random Charmer Incant	~	60cd
Cloud Label	Telepathy	6 rds	85cdLEV EL - 1	Void Label	<i>Asleep</i> 10d10 HP Save	1 day	200cd
Silver Label	Halved Prices	8 rds	120cd	Orange Label	+1d8 Fire damage	~	20cd
Dark Label	+1d8 Acid damage	~	20cd	Cyan Label	+1d8 Electric damage	~	20cd

ILLEGAL RECREATIONAL DRUGS (CORCUS)

NAME	EFFECT	TIME	COST	NAME	EFFECT	TIME	COST
Joy	+5 XP <i>Grants Mild High</i>	~	25cd	Happiness	+10 XP <i>Grants Moderate High</i>	~	45cd
Bliss	+15 XP <i>Grants Intense High</i>	~	65cd	Nirvana	+25 XP <i>Grants Otherworldly High</i>	~	100cd
Aura	-1 Hit Die Grants Double Bonus on Perception <i>Smoked</i> <i>Gives intense psychedelic effects</i>	1 hr	35cd	Power	-2 Hit Die +2 Initiative Removes All Exhaustion Points <i>Gives an Intense Feeling of Limitless Energy</i>	30 min	25cd
Slip	-1 Hit Die Reduces time needed by any action that requires greater than a minute by four times <i>Gives the feeling of time speeding by</i>	1 hr	40cd	Halo	-1 Hit Die <i>Grants intense hallucinations</i>	5 min	15cd
Blast	-1 Hit Die <i>Gives the feeling of the world revolving around you</i> <i>If ingested unknowingly, creates intense paranoia</i>	30 min	30cd	Salt	-1 Hit Die <i>Grants hyper-perception, increasing the fidelity and enjoyment of all sensations</i>	20 min	30cd

VEHICLES

LAND VEHICLES

NAME	DESCRIPTION	TOP SPEED	SEATS	HIT POOL	LIGHT WEAPON MOUNTS	HEAVY WEAPON MOUNTS	COST
Motorcycle	Standard motorcycle with one sidecar.	80 mph	3	70	1	0	500
Car	Standard car	60 mph	4	100	2	0	1000
Minivan	Standard minivan	60 mph	6	120	0	1	1300
Road Warrior	Modded lowrider	120 mph	2	300	1	1	2000
Offroad	High-suspension car with large wheels	80 mph	4	150	1	1	1800
Tank	High durability land transport	15 mph	4	800	3	2	2500
Klorze	Heavily mutated horse	30 mph	1	30	1	0	100
Wagon	Wooden cart led by two not included klorzes	30 mph	4	60	0	1	100

SEA VEHICLES

NAME	DESCRIPTION	TOP SPEED	SEATS	HIT POOL	LIGHT WEAPON MOUNTS	HEAVY WEAPON MOUNTS	COST
Jet Ski	Small, self-propelled water craft	90 mph	2	60	1	0	250
Boat	Standard boat with offboard motor	60 mph	5	120	1	1	1200

LIGHT WEAPONS

NAME	DESCRIPTION	DAMAGE	MAG	COST
Rifle	Heavy-duty, vehicle-mounted rifle	1d10 piercing	10	180
Buzzsaw	High-power buzzsaw bolted to vehicle	2d8 piercing	~	60
Buzzsaw Launcher	Fires spinning blades at enemies	1d8 piercing	6	150

NAME	DESCRIPTION	DAMAGE	MAG	COST
Mounted Ram	Heavy-duty front mounted ram	2d8 blunt	~	50
Crossbow	A heavy-duty, mounted crossbow	2d6 piercing	3	40
Slingshot	An extremely durable elastic band that fires junk	2d4 blunt	6	20
Minor Thruster	A small, hydrogen-fueled rocket engine	<i>Increases top speed by 15mph</i>	~	80

HEAVY WEAPONS

NAME	DESCRIPTION	DAMAGE	MAG	COST
Missile Launcher	Launches explosive, heavy-duty missiles	1d12 fire + 2d12 blunt	1	300
Gatling Gun	Fires a volley of bullets at high speeds	6d4 piercing	3	250
Grenade Launcher	Fires explosive shells at close ranges	2d8 blunt + 1d8 fire	3	250
Mine Layer	Drops sea mines or land mines behind it	3d8 blunt + 1d8 fire	5	150
Trebuchet	Heavy artillery that throws rocks	2d8 blunt	2	80
Heavy Thruster	A large, hydrogen-fueled rocket engine	<i>Increases top speed by 60mph</i>	~	200



PART IX: SPELL LIST

MSG FROM: CORE_DSG{CURIE}

Hello, Charmer! In the attached document, you will find a list of the available magical effects and spells you will be able to cast as one of our dutiful spellcasters. Please note that you will be limited by the House you claim allegiance to, but there should be plenty of wiggle room within your House to claim your full power.

And remember, despite the allure, becoming a Sourcerer is strictly prohibited!

{UNKNOWN BODY} FROM: ILLEGAL_DSG{AXNR}

Soulrenders – have injected manifest of available rituals, delimited by Eldritch Harmony - please begin exchanging souls - satisfied conducting business with you.

- AXNR

HOUSE CHEMISTRY

ICE BOLT

0-Charge Spell

Chemistry - Synthesis

Condenses the moisture around the caster into a small, sharp bolt of ice; the caster then launches the bolt anywhere in LoS, dealing 1d4 damage, half of which is frost and half of which is piercing.

PYROTECHNICS

0-Charge Spell

Chemistry - Reaction

The caster combines particulate matter to create small, colorful blasts of light to illuminate or distract others.

The blasts may be summoned anywhere within eyesight, and the caster must maintain LoS to continue casting. Produces low-to-moderate levels of light.

BETA

0-Charge Spell

Chemistry - Decay

The caster forces atoms in the air to decay, producing a ray of weak radiation, focused towards a direction. The ray pierces any targets in a line up to 20', dealing 1d4 radiation damage.

WELD

0-Charge Spell

Chemistry - Reconstitution

The caster holds two items

together for one minute. They force molecular bonds between them, binding them together.

The bond can support up to 300lbs of force, and lasts forever. This spell may also be used to mend simple objects.

SMOKE BOMB

1-Charge Spell

Chemistry - Synthesis

PRF + 2 HEA Evades

The caster expels a choking, thick cloud of black smoke 10' in radius. All within the cloud must make a save or take 2d6 damage. The cloud persists for one minute.

This spell may be finessed to allow allies to see through the smoke and pass through it safely.

DYNAMO

1-Charge Spell

Chemistry - Reaction

The caster can drastically change the temperature of up to 100lbs of matter they touch; the change can be up to 100 degrees Fahrenheit.

For greater masses, the temperature is divided by the increase factor; for example, 200 lbs may only be changed by up to 50 degrees, 500 lbs may be changed by up to 20 degrees, etc.

If used offensively, this spell deals 3d6 Fire or Frost damage on contact.

GAMMA

1-Charge Spell

Chemistry - Decay

The caster projects a ray of heavy radiation in a straight line. The ray pierces targets and deals 2d6 damage to any creatures in a line up to 60'. Targets hit by this spell also incur one exhaustion point.

SPIKES

1-Charge Spell

Chemistry - Reconstitution

PRF + 1 DEX halves.

The caster places their hands against the ground and wills the reorganization of matter. Around them, a 30' circle of spikes appear, dealing 1d10 piercing damage to all within this radius.

FORM WALL

2-Charge Spell

Chemistry - Synthesis

The caster bends the material of the floor or walls to create a solid 7x7' barrier or platform of 3" thickness.

ACID SPRAY

2-Charge Spell

Chemistry - Reaction

The caster produces a strong acid and sprays it on their enemies. They deal 4d6 damage in a 20' cone. The acid is strong enough to dissolve any organic matter if it lingers long enough.

FIREBALL

2-Charge Spell

Chemistry - Decay

PRF + 2 HEA Halves

The caster summons a

sizable chunk of critical radioactive material. This material is then turned supercritical and thrown, creating a small nuclear fireball anywhere within LoS.

The fireball deals 3d6 Fire damage and 2d6 Radiation damage to all within 20' of the center.

This spell may be finessed to allow one ally trapped in the explosion to automatically make the save. More finessing saves more allies.

FLASH-FREEZE

3-Charge Spell

Chemistry - Reaction

The caster produces a freezing storm, with a small eye for themselves and their allies. The storm is 20' in radius, with an eye 5' in radius at the center.

All within the storm but outside the eye take 4d10 frost damage and become *Frozen* for 1d4 + PRF turns.

FISTS OF STEEL

2-Charge Spell

Chemistry - Reconstitution

The caster reorganizes trace metals in the blood of themselves or a target, producing a hardened shell around their hands.

Unarmed attacks from the target deal an additional 2d8 blunt damage. They additionally add the caster's PRF to their unarmed attack rolls.

Effect lasts for 1 minute/10 rounds.

DISINTIGRATE

3-Charge Spell

Chemistry - Decay

PRF + 2 HEA Halves

The caster's touch completely destroys chemical bonds, turning up to 60lbs of matter to fine dust.

Used offensively, this spell deals 8d8 True damage on touch.

PETRIFY

3- Charge Spell

Chemistry - Reconstitution

5 + PRFd8 HP Evades.

The caster reforms the creature's flesh into solid stone, transforming it into a stone statue, which may be converted back at the caster's will. Breaking the statue will automatically release the creature held inside.

WATER JET

3-Charge Spell

Chemistry - Synthesis

PRF + 2 DEX Halves

The caster sprays a concentrated, high-pressure blast of water, 1" in diameter, capable of cutting through up to 6" of hard materials and 3' of soft materials.

If used offensively, it pierces enemies and deals 5d8 piercing damage in a line.

HOUSE BIOLOGY

MUTATE

0-Charge Spell

Biology - Evolution

The caster grants one target a minor mutation for up to one hour. These mutations are as follows:

- **Gills:** Allows breathing underwater
- **Fins:** Increases swimming speed by 10'
- **Night Vision:** Grants darkvision
- **Inactive Camouflage:** Grants advantage on *Stealth* check.
- **Hollow Bones:** Negates fall damage for heights less than 50ft
- **Bio-Luminescence:** Produces low-level glowing
- **Mimicry:** Allows mimicry of non-speech animal noises.

BRAMBLE WHIP

0-Charge Spell

Biology – Botany

The caster conjures a strong, controllable vine which may be used as a rope of length 50', which can support the weight of the caster. Used offensively, it deals 1d6 blunt damage, and has a range of 10'.

WILDSPEAK

0-Charge Spell

Biology – Zoology

Allows communications with animals, including requesting information or actions. The animal retains its own will and intelligence, and will not necessarily be helpful or friendly.

ROT

0-Charge Spell

Biology – Plague

PRF HEA evades.

Targeted organic material rots quickly. If the target is alive, it causes all attacks to deal an additional 1d4 necrotic damage from all piercing attacks for the next round.

SPIDERSPELL

1-Charge Spell

Biology – Evolution

The target gains the properties of a spider. For 1 minute, they may walk along walls or ceilings as if it was normal ground.

Alternatively, the caster may use this spell to shoot a thick, sticky, web-like material from their hands. This material deals 3d4 damage on contact and automatically *Grapples* enemies for 1d8 rounds, with a 1 + PRF *Grapple* save to escape the web. The webs support up to 500lbs.

FUNGAL BOND

1-Charge Spell

Biology – Botany

PRF + 1 WIL evades

The caster chooses a number of targets equal to PRF, minimum two. All targets are linked through a metaphysical network. If one target takes damage, all linked targets take one-half of that damage; resistances and vulnerabilities still apply.

Lasts thirty seconds / 5 rds.

BEES!

1-Charge Spell

Biology - Zoology

The caster summons 3d8 bees, and commands them to hit multiple targets. Each bee deals 1 piercing damage, with the damage distributed among targets as the caster wishes.

Finessing this spell causes each target hit by one or more bees to take an additional 1d8 poison damage.

DESIGNER DISEASE

1-Charge Spell

Biology – Plague

PRF + 3 HEA Evades

The caster may inflict or cure one disease on one subject. When inflicting, they may choose any mixture of the following symptoms:

- Coughing
- Sore Throat
- Sneezing
- Nausea
- Fever/Chills

- Tremors
- Drowsiness
- Muscle Aches
- Insomnia

Infecting an individual takes one minute.

Once they are infected, there is no medicine that can cure them, although some medicines may reduce or eliminate some symptoms. The caster may dynamically change the symptoms at will. Only the caster may easily cure them. Alternatively, another Charmer may cure them by casting this spell, triggering a contested POW + PRF check against the original caster.

FLIGHT

2-Charge Spell

Biology - Evolution

The target grows wings and gains the ability to fly at triple speed for 5 minutes; flying upwards only happens at double speed. The wings are only capable of supporting weight equal to fifty times the PHY ES of the subject pounds.

WEEDS

2-Charge Spell

Biology - Botany

The caster conjures a field of growths from deep beneath the ground, regardless of the material they are standing on. All creatures on the field are slammed against the ground, taking 3d6 blunt damage and being knocked prone.

Alternatively, the caster

ignites the weeds, producing an awful, skunk-smelling aroma that clouds the battlefield. All enemies take 3d8 poison damage, or half that on a successful PRF + 1 HEA save. All allies within the cloud gain bonus on their next check.

SUMMON ANIMAL

2-Charge Spell

Biology - Zoology

The caster summons an allied animal of any size. The animal has maximum hit points of PRFd4, and deals PRF damage per round. All of the animal's statistics are equal to 3 * PRF.

This spell may also be used to summon a rideable mount.

The mount may either run at 60', fly at 30', or swim at 60', and acts like a vehicle, with a hit pool of PRFd6.

SLEEP

2-Charge Spell

Biology - Plague

3 + PRFd8 HP Save Evades

The target is put into a deep sleep.

SHAPESHIFT

3-Charge Spell

Biology - Evolution

PRF WIL Evades

The target physically changes to resemble any animal the caster wishes for an amount rounds equal to 3*PRF. During this time, they may still use any Chosen abilities, but not augments, and they may distribute 15 points

across their statistics accordingly. Any melee attack damage is increased by 2d8 in addition to their weapon damage during this time. The caster may choose to end the spell effect early, and may change the form multiple times during the spell.

BLIGHT

3-Charge Spell

Biology - Botany

The caster forms a lump of parasitic, diseased material, and lobs it at a target. The target deals 2d8 damage to all within 10' of them, including themselves, for 1 minute / 10 rounds.

CONSCRIPTION

3-Charge Spell

Biology - Zoology

The caster generates PRF + 6 d6's. For each animal within 100', the caster may assign a certain amount of d6's from the generated pool. The animal must then make an HP save with the assigned amount of d6's.

If the animal fails the save, they are conscripted to the caster's will, and will follow every command until death or the caster long rests.

PARALYSIS

3-Charge Spell

Biology - Plague

4 + PRFd10 HP Evades

The target is *Paralyzed* for 1 minute. In addition, the caster may control the target's body during this time.

HOUSE PHYSICS

IMPULSE

0-Charge Spell

Physics - Mechanics

The caster produces an invisible blast of force against one target, dealing 1d4 blunt damage and moving them up to 10' in any direction. Finessing this spell allows it to be self-cast for no damage.

SPARKS

0-Charge Spell

Physics - Electricity

PRF HEA Halves

The caster produces small sparks of electricity from their fingertips, allowing them to power small electric devices. Used offensively, it deals 1d8 electric damage on touch.

SHRAPNEL

0-Charge Spell

Physics - Magnetism

PRF DEX Halves

The caster launches two small metal shards at targets, each dealing 1d4 piercing damage.

GLAMOUR

0-Charge Spell

Physics - Light

PRF + 1 Perception Evades

Produces a hypnotic glamour that obscures a target's features; others will be

unable to recognize or remember the appearance of the target. Target gains +1 RES for the next round.

HOLD OBJECT

1-Charge Spell

Physics - Mechanics

PRF + 1 Grapple Evades

The caster freezes an object in space, holding it in place for 1d6 rounds. If the object is an enemy, they are *Frozen*.

TELEKINESIS

1-Charge Spell

Physics - Magnetism

The caster aligns the magnetic fields of individual atoms, allowing remote manipulation of any object as if they were holding it.

In order to lift an object, the caster must feasibly be able to lift it normally; they may roll a corresponding *Athletics* check if the claim is uncertain.

The object must remain in the caster's LoS for the duration of the spell, although mirrors and cameras work. The spell will last until the caster's concentration is focused elsewhere.

LIGHTBULB

1-Charge Spell

Physics - Electricity

The caster summons a self-powering, hot, incandescent lightbulb. The lightbulb illuminates a 50' area as if it were in sunlight. It can be thrown at enemies within 50'

dealing 3d6 Fire damage.

BLIND

1-Charge Spell

Physics - Light

PRF + 2 WIL Halves

The caster blocks all light from reaching a target. The target is *Blinded* for 2d4 rounds.

THROW OBJECT

2-Charge Spell

Physics - Mechanics

The caster picks up and throws an enemy or object up to fifty feet in any direction. If thrown at another enemy, both take 3d8 blunt damage.

DISRUPTION

2-Charge Spell

Physics - Magnetism

The caster produces a heavy magnetic field 10' in radius that disrupts any projectiles or large weapons. Any attacks that travel into this field have disadvantage on their attack rolls. Attacks traveling out are unaffected. Effect lasts 1 minutes / 10 rounds.

LIGHTNING BOLT

2-Charge Spell

House Name - Electricity

PRF + 1 HEA Halves

The caster summons a powerful bolt of electricity and throws it at their target. The target takes 5d8 electric damage, and all within 10' of the target take 1d8 electric damage as the energy arcs to

them.

ILLUSION

2-Charge Spell

Physics – Light

PRF + 2 Perception Evades

Produces an illusory scene around a target, capable of filling a 20' cube, complete with sound. This illusion is maintained as long as the caster is focusing on it.

melee range. On hit, the enemy takes 3d6 blunt damage and 3d6 electric damage.

The resulting crack creates a sonic boom. All within 10' of the enemy take 2d6 blunt damage and are knocked 10' away from the target. A 1 + PRF DEX save will half the AOE damage and negate the knockback.

ALTER GRAVITY

3-Charge Spell

Physics - Mechanics

The caster may control the magnitude and direction of gravity for all targets within 50'. They may increase the gravity by a factor between zero and four.

Spell lasts for 1d10 rounds.

INVISIBILITY

3-Charge Spell

Physics – Light

PRF + 3 Perception Evades

The caster bends light around the target, making them invisible for 1 minute. Finessing this spell allows it to extend to up to four targets.

EMP

3-Charge Spell

Physics - Magnetism

The caster produces a powerful blast of electromagnetic energy, completely disabling all non-Coreal devices within 100' for ten minutes. Finessing this spell makes allies' devices unaffected. This spell may alternatively be cast to undo the effects of such an EMP.

THUNDERSMACK

3-Charge Spell

Physics - Electricity

The caster channels large amounts of crackling electrical energy into their fists and hit an enemy within

INFERNAL SOULRENDER

SUFFERING POISON

0-Charge Spell

Inferno - Virulence

PRF HEA Save Evades

The target is infected with a flesh-eating poison that blocks all non-legendary healing effects for 1d6 rounds

CURSED FLAME

0-Charge Spell

Inferno - Hellfire

PRF + 1 WIL Evades

Launches a ball of cursed soul flame that eats away at the soul while leaving physical matter unscathed. Deals 1d10 psychic damage.

SCATHING REMARK

0-Charge Spell

Inferno - Agony

The caster peers deep into the soul of the target and derives the most hurtful insult they can muster, before hurling at the target. The target, if within earshot, takes 1d6 psychic damage.

DEMONIC VISAGE

0-Charge Spell

Inferno - Demon

The caster channels the Inferno, and transforms their appearance into that of a demon. While active, all *Intimidate* rolls have double advantage.

SEPULCHRAL VENOM

1-Charge Spell

Inferno - Virulence

PRF + 1 HEA Halves

The target is sprayed with a soul-consuming poison that slowly infects their soul. The target takes 1d8 poison damage per round for PRF + 1d4 rounds.

SULFURIC GLOOM

1-Charge Spell

Inferno - Hellfire

PRF + 2 HEA Halves

Creates a 10' cloud of toxic, brimstone-smelling smoke that only the caster can see through. All breathing within the cloud take 2d4 poison damage and 1d4 fire damage. Seeing through the cloud requires a PRF + 2 *Perception* save.

Lasts thiLEVEL - 1rty seconds / 5 rounds.

DEMONIC TORTURE

1-Charge Spell

Inferno - Agony

PRF + 3 WIL Halves

The target is subjected to excruciating pain, experiencing twenty four hours of nonstop torture over the course of four seconds. The target takes 3d6 psychic damage and has disadvantage on their next attack roll.

FIENDISH STEP

1-Charge Spell

Inferno - Demon

PRF + 1 DEX Evades

The caster disappears in a column of fire and steps through the Inferno, before reappearing within 60' in another column of green flames. Those within 10' of where they disappear or appear take 2d6 fire damage.

DEPRIVING POISON

2-Charge Spell

Inferno - Virulence

PRF + 2 HEA Evades

Fires a bolt of poison at the target, which deals 3d12 poison damage and completely removes one sense of the caster's choice for 1d6 rounds. Succeeding the save negates the deprivation component.

Finessing this spell allows the target to be *paralyzed* for the duration of the spell. Succeeding the save negates the paralysis.

ERUPTING GLOBE

2-Charge Spell

Inferno - Hellfire

Creates a small orb of constantly-blazing flames, kept in check by a psychic field. The caster may remotely disable this field at a later time, causing a massive detonation that deals 5d8 fire damage to all within 50'.

Creating and activating this spell requires two separate action turns.

Finessing this spell allows for the orb to have a second

detonation.

COERCIVE AGONY

2-Charge Spell

Inferno – Agony

PRF + 3 WIL Evades

The target is given orders by the caster, which must be in the form of a sentence seven letters or less, and must not be a request that directly harms the target. If the target disobeys the action, they must make a saving throw or experience agonizing pain, taking 6d6 psychic damage.

DEMONIC WINGS

2-Charge Spell

Inferno - Demon

The caster sprouts leathery, flaming wings, granting them flight at double speed. Flying upwards only happens at normal speed.

During this time, the caster may also use their wings to create blasts of fire, dealing 3d6 fire damage to all within a cone of 15' depth. This action requires an action turn.

Lasts 1 minute / 10 rds.

INFERNAL MIASMA

3-Charge Spell

Inferno – Virulence

PRF + 2 HEA Halves

Summons a cloud of poison around the target that seeps outwards and corrupts on skin contact. All non-allied targets within 20' of target take 4d8 poison damage and 2d8 necrotic damage; their skin turns black and green as

tissues become diseased.

Any attacks against targets of this spell have advantage on damage rolls for PRF rds, regardless of if they made the save or not.

AUGUR BLAZE

3-Charge Spell

Inferno – Hellfire

PRF + 1 POW Evades

Creates a raging metaphysical fire that physically burns away magic, destroying any spells in the area. Casters whose magic is affected by this spell make a saving throw to determine if their spell effects survive.

NINTH TORMENT

3-Charge Spell

Inferno – Agony

Unleashes a wave of pain from the deepest corners of the Inferno. The target is metaphysically ripped from their body and subjected to unending torture.

For 2d4 rounds, the subject takes 2d6 psychic damage each round. A PRF + 2 WIL saving throw may be made to halve this damage.

In addition, a PRF + 1 WIL saving throw must be made each round. If failed, the target is too trapped in their torture to act, and loses their turn.

FOUR HORSEMEN

3-Charge Spell

Inferno – Demon

PRF + 1 POW Evades

The caster summons four clusters of energy from the depths of the inferno, known as the four horsemen. Each horseman has a different effect, and may be sent to separate or the same individual. Each horseman requires an individual saving throw.

War: The target has disadvantage on all attack rolls for 2d8 rounds.

Death: The target takes 3d8 necrotic damage.

Famine: The target cannot heal, cast any spells, or use any drugs for 2d8 rounds.

Pestilence: The target takes 3d8 poison damage.

PHANTASMAL SOULRENDER

MINOR ANIMATION

0-Charge Spell

Phantasm - Soulbinding

The caster imparts residual soul energy into a small object less than 10lbs of mass, allowing the caster to remotely puppeteer it as if it were alive.

CHARM

0-Charge Spell

Phantasm - Enthrallment

The caster loosely binds the soul of their target to their will, granting advantage on *Bluff* and *Persuade* against them.

Any others in the area will notice the binding ritual if not done stealthily.

SEANCE

0-Charge Spell

Phantasm - Necromancy

The caster takes a body that has been dead for 10 minutes or less and forcibly reaches into the ether, forming a connection with their soul. They may then commune with it, allowing them to ask it questions or gather information.

The caster cannot force the soul to give any information; instead, a contested WIL check will determine if they can force it out of the soul.

With a contested POW check, this spell can take control of

other spellcasters' undead creatures.

VAMPIRIC DRAIN

0-Charge Spell

Phantasm - Vampirism

The caster throws a bolt of blood-red energy at an enemy. It deals 1d4 necrotic damage and heals the caster for an amount equal to half the damage dealt, rounded up.

ANIMATE OBJECT

1-Charge Spell

Phantasm - Soulbinding

The caster chooses an object of reasonable size and imparts a soul into it, bringing it to life. The object must be less than 50lbs of mass, and will be alive until it is reasonably destroyed. During this time, it cannot deal meaningful damage (except for minor cuts, scrapes, bruises), but is capable of moving on its own, creating noise, and generally distracting others.

MANIPULATION

1-Charge Spell

Phantasm - Enthrallment

PRF + 1 WIL Evades

The caster chooses any target within eyesight. Once they have selected their target, they may manipulate their emotions and bodily functions as they please for up to ten minutes.

Alternatively, this spell may be cast to erase ten minutes of recent memory from the

subject's mind, or replace it with false, planted memories instead.

NECROTIC TOUCH

1-Charge Spell

Phantasm - Necromancy

PRF + 2 HEA Evades.

The caster imbues their hand with the energy of death itself. On touch, it deals 3d8 necrotic damage, and turns skin black.

CONSUME SOUL

1-Charge Spell

Phantasm - Vampirism

The caster violently consumes a soul, using it as a battery to power healing magic. This spell heals one target by 3d8 HP.

WRAITH

2-Charge Spell

Phantasm - Soulbinding

The caster takes a soul and forcibly erases its personality and thoughts, creating a subservient spectre.

The wraith will follow any command given, and can pass through walls and telepathically communicate with its creator. It can carry objects up to 100lbs in weight, and is invisible to all but the caster.

If commanded to attack, its weak presence deals 1d4 frost damage, and it cannot be hit.

Lasts for 1 hour.

HYPNOSIS

2-Charge Spell

Phantasm – Enthrallment

PRF + 2 WIL Evades

The caster makes eye contact with the target and forcibly invades their mind, reading their current thoughts and recent memories within one hour.

The caster then subjugates the target's will, giving them an action or loose trigger for the action that can be described in under fifteen words. The trigger can be anything, but the action must be reasonable and not cause direct harm to the subject.

After this point, the subject will return to normal, and any course of action given will be treated as their own decision.

Spell lasts up to one day.

SUMMON UNDEAD

2-Charge Spell

Phantasm - Necromancy

Takes a corpse and forcibly resurrects it, binding the reclaimed soul to the master. Resurrected undead have PRFd6 HP, and deal PRF/2 d4 damage on hit. Undead automatically fail any saving throws (except WIL saving throws, which they succeed).

LEECHING BOLT

2-Charge Spell

Phantasm - Vampirism

The subject takes 3d8 necrotic damage; the caster reclaims this life energy and may use it two ways.

For each point the caster

consumes, they heal one hit point or any ally heals one hit point. As such, they may heal an amount equal to damage dealt if they so wish.

For every point instead sent towards an enemy, that enemy takes one point of necrotic damage. These points can be spread across multiple enemies.

As such, the caster may heal an amount equal to damage dealt, do an amount of additional damage equal to this amount, or some mixture of the two

INSOMNIAC CHAINS

3-Charge Spell

Phantasm – Soulbinding

PRF + 1 WIL Evades

The caster takes a sleeping subject and binds a soul to their sleeping form. Whenever the subject is unconscious, the bound soul takes over and pilots their body according to the caster's whims. While being puppeteer, the soul retains any PHY, DEX, and HEA scores, but INT, CHA, and WIL drop to zero. The puppeteered body is still capable of talking and acting like normal, but has a zero in all skills.

This spell lasts until the soul is excised, or if the impacted individual goes a full day without sleep.

CONTROL

3-Charge Spell

Phantasm - Enthrallment

PRF + 2 WIL Evades

The caster attempts to

completely destroy an individual's willpower, exerting complete control over them. This spell lasts until broken, during which the individual will unquestionably commit any action it is capable of, including those that will harm itself.

Every five minutes, the individual makes another WIL save, each one rank easier than the previous. Once a successful save is made, the spell is broken. Going unconscious will automatically break this spell.

NECROTIC AURA

3-Charge Spell

Phantasm - Necromancy

The caster manifests an unimpeded wall of death that spreads outwards from them. All non-allies within 20' take 4d8 necrotic damage. Any creatures killed by this spell are automatically resurrected as if *Summon Undead* was cast on them, with the same rules applying.

CHRONOLOGY DRAIN

3-Charge Spell

Phantasm – Vampirism

PRF + 1 WIL Halves

The caster feeds on the very essence of a creature. The target takes 5d8 necrotic damage, and the caster or their ally gains the target's next turn in their place.

CAUSAL SOULRENDER

STRETCH

0-Charge Spell

Cause – Space

PRF + 2 POW

The caster chooses an enemy within LoS; this enemy has the space around them warped to be bigger. That enemy experiences distances twice as long as they actually are; they are *slowed* and *blinded* for 1d4 rounds.

BLINK

0-Charge Spell

Cause - Time

The caster accelerates their own personal time stream. They may take three movement turns, but travel the distance instantaneously.

Finessing this spell allows any others touching them to also be transported.

POCKET DIMENSION

0-Charge Spell

Cause - Reality

The caster opens a door to an extradimensional, 10' cube room. The room is persistent between castings. The door will not close or disappear as long as there are any creatures inside the room.

ABSOLUTE ZERO

0-Charge Spell

Cause – Entropy

The caster creates a field of

zero entropy, condensing a ball of cosmic ice. Throwing this ball deals 1d4 frost damage, and extinguishes any non-magical flame within 20' of the target.

PORTAL

1-Charge Spell

Cause – Space

The caster selects two surfaces within LoS to set portals on; these portals are linked, and stepping through one instantaneously transports a creature to the other. Momentum is conserved through these portals.

The portals may be placed on movable surfaces. If at any point one portal intersects the other, they explode, dealing 6d10 true damage to all within 100', and drains the caster's remaining spell charges.

Finessing this spell allows the caster to spend up to 10 minutes before casting the second portal, including moving elsewhere.

Portals persist for one hour, and may be closed early by the caster.

FALSE TIMELINE

1-Charge Spell

Cause – Time

PRF + 1 WIL Evades

The caster spends one minute fabricating a false timeline with fabricated events and replaces the memories of PRF individuals with fictitious memories corresponding to this

timeline. They may overwrite up to one year of previous memory.

GRAVITON PELLET

1-Charge Spell

Cause - Reality

The caster warps gravity to create a bullet-sized black hole, before launching it at a target. The black hole does 3d6 blunt damage and 1d6 radiation damage, before evaporating into dust.

BOUND FAILURE

1-Charge Spell

Cause – Entropy

PRF + 2 WIL

The caster chooses a creature and bends the entropic forces of the universe to force them to fail. Any creature targeted by this spell must add penalty to their next saving throw.

This spell may be cast as a reaction to another character making a saving throw, before they actually roll it.

BANISH

2-Charge Spell

Cause – Space

PRF + 1 POW Evades

The caster opens a doorway to another realm and forces a target through it. The target is effectively removed from reality and loses their turn for 3d4 rounds; after this point, the return to the nearest available space where they may safely stand.

DETERIORATION

2-Charge Spell

Cause – Time

PRF + 2 WIL Halves

The caster focuses their energy on a creature, and accelerates their personal time stream by years or decades. The creature automatically and uncontrollably ages 4d4% of their lifespan, and takes 2d10 true and 2d10 psychic damage.

Kills with this attack causes the creature to age into fine dust.

ALTER SIZE

2-Charge Spell

Cause – Reality

PRF POW Evades

The caster alters the physical reality of one target or object. The caster may increase or decrease the size of the given object by a factor of five, or any magnitude less than that.

Effect lasts up to one hour. The caster may end the spell prematurely if they wish.

QUANTUM CHAINS

2-Charge Spell

Cause – Entropy

The caster forges a set of 3d4 chains out of the quantum foam; these chains are denser than the core of a star. The caster may assign each chain to a target; a target must make a DEX save with rank equal to the amount of chains attached.

All targets attacked by the

chains take 1d8 radiation damage per chain, and are automatically *Grappled* for PRF rounds. Those who successfully make the save take half damage and are not Grappled.

TELEPORT

3-Charge Spell

Cause - Space

The caster can instantaneously and accurately teleport to anywhere within their LoS, provided they are not teleporting to a spot currently occupied by an object.

The caster may also teleport anywhere they have already been, which does not require LoS, and only requires memory.

The caster may bring with them up to PRF additional creatures. A creature is brought with if they are contacting the caster, or if they are in a chain that ends with the caster. If more creatures are in a chain than the caster can bring, the spell does not cast.

MULTIVERSIAL FORK

3-Charge Spell

Cause - Time

The caster denotes the current moment as the “fork point” of the spell. For the next minute, the caster may act as normal. If one minute elapses, they are killed before the minute passes, or they end the spell early, they are automatically returned to the moment of the fork, with all statistics, items, and spell

charges as they were the moment this spell was cast (only the spell charges required for this spell will be consumed).

Any actions during this time that require rolls will have their roll values will be preserved and re-used if repeated after the fork. As such, any checks that were failed in the first attempt will also be failed in the second attempt, although the character need not attempt the same actions.

Finessing this spell makes roll values not preserved, allowing any rolls to be re-rolled after the fork.

ALTER FORM

3-Charge Spell

Cause – Reality

PRF + 2 POW Evades

The caster forcibly alters the form of a target, transforming them into another material or state. During this time, they can neither attack nor be attacked.

- **Gaseous:** The target is transformed into a gas cloud, and can easily move through gaps or float.
- **Liquid:** The target is transformed into a puddle, and can flow through holes or materials.
- **Bubbly:** The target becomes a cloud of 4d4 bubbles, and controls each bubble individually. They can see through each bubble individually. When they revert, one

bubble of their choosing reverts to normal and the rest pop.

- **Unraveled:** The target unravels into a string. They may be used as a rope or string and can wrap around objects or slide through gaps.

Effect lasts for 2d8 rounds, or up to one hour if done willingly.

hole, dealing 1d8 piercing damage.

Gravity: The gravitational force fails, causing a shockwave to knock everyone back, dealing 1d8 blunt damage.

EVENT HORIZON

3-Charge Spell

Cause – Entropy

PRF + 3 Halves

The caster momentarily subverts the laws of thermodynamics and creates a black hole above them, before collapsing the material and releasing its stored matter instantaneously, bursting into flames, and creating a moment of entropy greater than the big bang.

All within 50' of the caster take 3d8 fire damage. The resulting blast unravels the fundamental laws of the universe:

Weak Force: The weak force fails and causes spontaneous proton-to-electron conversion, causing electricity to shoot between enemies, dealing an additional 1d8 electric damage.

Strong Force: The strong force fails and causes atoms within those affected to take an additional 1d8 radiation damage.

Electromagnetic Force: The electromagnetic force fails, causing ionized particulate matter to fire from the black

ABYSSAL SOULRENDER

SHADOW BOMB

0-Charge Spell

Abyss - Shadows

The caster creates a 10' ball of concentrated shadows that obscures light, allowing none to enter and none to leave. Creatures may freely pass into and out of the shadow cloud.

Lasts thirty seconds / 5 rds.

TERRORSTROKE

0-Charge Spell

Abyss - Terror

PRF + 1 WIL Evades

The caster fires a bolt of darkness that inflicts pure fear in the target. Inflicts 1d8 psychic damage.

ELDRITCH TENTACLE

0-Charge Spell

Abyss - Void

An otherworldly tentacle erupts from the caster's body, originating from a creature in another plane. The caster controls the tentacle as if it were their own appendage. It stretches up to 10' and deals 1d8 psychic damage on hit.

ABYSSAL CHAOS

0-Charge Spell

Abyss - Discord

The caster chooses a target and rolls 1d400. A random effect is triggered depending on the roll value.

SHADOWWALK

1-Charge Spell

Abyss - Shadows

The caster chooses themselves or a target. The target becomes their own shadow, disappearing from the world and leaving only their projected silhouette. They may travel as the shadow for up to 1 minute, and are intangible during this time. Once the spell ends, they appear wherever they would need to be to be casting the corresponding shadow.

ABYSSAL HORROR

1-Charge Spell

Abyss - Terror

PRF + 2 WIL Halves

Summons a nightmare that is only visible to the target, displaying their worst fears. Deals 3d8 psychic damage and makes them *Terrorized* for the next round.

CHILL TOUCH

1-Charge Spell

Abyss - Void

The caster's hand is charged with pure nothingness, turning it ice cold. Those touched by it are unnerved, dealing 2d4 frost damage and 2d4 psychic damage.

PHASE

1-Charge Spell

Abyss - Discord

The caster partially pushes the target into the abyss,

causing their physical form to randomly phase in and out of the physical universe. The target gains +2 RES for 2d4 rounds.

SHADOWCALL

2-Charge Spell

Abyss - Shadows

PRF + 2 WIL Evades

The caster plunges a 20' spherical area into a darkness greater than any living thing has ever experienced. For 2d4 rounds, any creature within this area must make a PRF POW save to navigate out of the sphere, or take 2d4 psychic damage from fear.

PARANOIA

2-Charge Spell

Abyss - Terror

The caster chooses a target and instills them with a distrustful fear of their allies. The target takes 3d8 psychic damage and becomes hostile to every creature, attacking indiscriminately.

DARK CONSTRUCTS

2-Charge Spell

Abyss - Void

The caster calls upon otherworldly entities that manifest themselves in the physical universe as shadows. These shades are bound to the caster's will, and are only able to interact with or see things that cast a shadow. The shadows can telepathically communicate with the caster. As shadows, these creatures cannot enter

dark areas. If the shadows are blacked out by darkness, the spell ends.

The shades can restrain creatures, although a PRF *Grapple* save will free them; any non-magically locked doors are can be automatically opened by the shadows. While surrounded by the shadows, the caster may add PRF to *Intimidate* checks.

The shades can attack a creature, dealing 1d8 frost damage. They cannot be attacked in return.

Lasts 5 minutes.

MISDIRECTION

2-Charge Spell

Abyss - Discord

The caster alters a target's vision into believing they are attacking a different creature than they actually are. The attack this creature makes, be it magical or physical, is instead redirected to a different entity.

This ability may be cast as a reaction to an attack.

SHADOWCLONE

3-Charge Spell

Abyss - Shadows

The caster binds shadows into a perfect facsimile of themselves, creating a sentient, dark cloud that roughly resembles themselves. This shadowclone persists until the caster long rests, and will persist after their death.

The shadowclone is a sentient copy of its creator and shares memories and knowledge. It has identical statistics and skills, and can cast magic, although it draws from the same pool of spell charges as its creator.

The shadowclone has a total hit point count of one.

ELDRITCH SCREECH

3-Charge Spell

Abyss - Terror

PRF + 2 WIL Halves

The caster channels a noise of pure terror from a world beyond our own. All within

earshot take 5d12 psychic damage and become *Terrorized* for 2d6 rounds.

EYE OF THE VOID

3-Charge Spell

Abyss - Void

PRF + 1 WIL Evades

The caster opens a portal to the void and summons a massive, all-seeing eye that stares down on the battle field for 2d4 rounds. Every round, all creatures must make a saving throw or risk eye contact with the creature. Those who do are paralyzed with fear and unable to move or act for the duration of the round.

MADNESS

3-Charge Spell

Abyss - Discord

PRF + 3 WIL Halves

The caster subjects one target to pure chaos, completely destroying their mind with incomprehensible truths from elder worlds. They take 6d10 psychic damage.



PART X: CHARACTER CREATION & SHEETS

MSG FROM: CORE_DSG{DAMOCLES}

For those who are paralyzed with the offerings of choice, or are simply too afraid to experiment, we also offer a variety of pre-fabricated builds that you can simply choose from to get your adventure started. We understand you probably aren't the cream of the crop and have trouble navigating the aspects of self-realization, and we understand! It's okay

Please find enclosed a small walkthrough of your first steps as a Chosen, your first missions, and some data sheets carrying our statistical breakdown of your abilities. As a reward for sitting through this orientation, there is also a gift card to Brick, Inc. so you may buy your initial equipment.

Thank you for your time, and welcome to the wonderful world of being Chosen!

CHARACTER SHEETS

While memorizing every aspect of your character in excruciating detail sounds like a great time, we are aware that you probably have better things to do with your time. Hence, Komdak uses the tried-and-true method of **character sheets** – small sheets of paper covered in eraser marks and faded pencil scratches that contain all the possible information you could need to know about your character. This includes things like their ability scores, ES's, skill scores, levels, and ability charges /class points. Included below is the standard Komdak character sheet, which can be photocopied or hand-drawn by unpaid child labor, and filled in with your character's information.

CHARACTER CREATION

Creating a Chosen is a rather simple affair. To begin with, one must first assign their statistics. This may be done in one of two ways:

Standard Allocation: The standard allocation method has seven values that are assigned to each statistic. These values are 14, 13, 12, 11, 10, 8, 8.

Random Allocation: The random allocation method rolls 3d6 nine times and records the results. The four highest and three lowest roll are taken, and assigned as the player wishes.

Statistics should be assigned according to what class the player wishes to play; for example, a character that will end up as an Outlaw should have high CHA and DEX. Similarly, a Brawler should have high PHY, POW, or HEA.

Once the statistics are assigned, the player should choose a species, class, and optional trait. They are then given twenty-five points to spend on their skills as if it were experience points (these do not count as actual experience points, nor do they count towards the character's level) and four hundred credits to spend on their equipment, drugs, and augments.

A character can only buy standard equipment; they cannot buy celestial or unique items during the creation phase, although they may buy weapons with specific material, craftsmanship, or frame bonuses. A character cannot buy ballistic armor during this phase either.

CHARACTER NAME

PLAYER NAME

SPECIES

CLASS

TRAIT	
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STATISTICS

HEALTH & BODY

NAME	SCORE	EXCEPTIONAL SCORE (ES)	AUGMENT BONUS	AUGMENTED ES
PHY PHYSIQUE				
INT INTELLIGENCE				
DEX DEXTERITY				
CHA CHARISMA				
POW POWER				
WIL WILLPOWER				
HEA HEALTH				

ARMOR PENALTIES

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EXPERIENCE & LEVEL

EXPERIENCE POINTS

EXPERIENCE AVAILABLE

LEVEL

SKILLS

NAME		RANK	NAME		RANK
PHYSIQUE	ATHLETICS		CHARISMA	PERSUADE	
	GRAPPLE			BLUFF	
	INTIMIDATE			ACT	
DEXTERITY	STEALTH		POWER	MELEE	
	SLEIGHT			RANGED	
	FINESSE			MAGIC	
INTELLIGENCE	MEDICINE				
	TECH				
	PERCEPTION				

ABILITIES & ABILITY POINTS

[illegible]

ARMOR, SHIELD, & ACCESSORIES

ARMOR	RES	PHY PEN.	DEX PEN.	PROF. PEN.

SHIELD	RES	PHY PEN.	DEX PEN.

ACCESSORIES

NAME	EFFECT

WEAPONS

WEAPON	HANDS	RNG	DAMAGE
MAG	DMG TYPE	ADDITIONAL BONUSES	

WEAPON	HANDS	RNG	DAMAGE
MAG	DMG TYPE	ADDITIONAL BONUSES	

BASE PROFICIENCIES

MELEE	RANGED	MAGIC

GENERAL INVENTORY

LIFE SAVINGS:

— — — , — — — , — — — cd