

THE UNOFFICIAL
HOLLOW KNIGHT RPG



ADVENTURES IN A DYING KINGDOM OF BUGS

HIGHER BEINGS,
THESE WORDS ARE
FOR YOU ALONE.

CREDITS

Thank you to all those who have helped design
and playtest this system, including:

"Higher-ups insulter and maker of cowboys"
"Tommy Lee Jones & James Earl Jones"
André "Blazer" Knights
Anon "The only based Russian"
Arch_Imedes "Time for Crab"
Baguette/Usakumo
battleviii
Bugonovich
Calypso
Cyclist "The Champ" Maximum
Dash Delta, the "beloved" Dicebot
Egg-Z
Elijah Cloninger

Grey
Halex: artist, Nightmare appreciator
LemLems
Limn, the dedicated scholar
Lonk
Olive "Zams"
Randy
Richter
Machin
Toad
Voidman Supreme
Zee "Zee" Zee, Shitposter Supreme
...and all the ones who we forgot to mention.

This project is free to distribute.

This project has been carried forward by many contributors, some small and some deeply involved. When playtesting and implementing changes, many voices contributed to the arguments and ideas that came together into the system.

No member of our project is affiliated with Team Cherry, and we make no claim to the name or setting of Hollow Knight, nor do we seek to make any profit from our rulebook. Effort has been taken to appropriate as little as possible, while staying true to the spirit. It is a purely unofficial, not for profit fan project we wish to share with like-minded bug appreciators.

Any commercial distribution to anyone under any circumstances is strictly prohibited.

This is **version v1.0.15** of the project. The latest version can always be found [here](#).

Hollow Knight © Copyright 2021 Team Cherry

TABLE OF CONTENTS

Preface	5	Proficiencies	45
How does rolling work?	5	Researching Arcana and Practicing Arts	46
Attribute Checks	6	Task Difficulties	46
Rule of Flavor	6		
Rule of Specificity	6	Advancement	47
What is a Bug?	7	Mystic Ranks and Arcana	47
Primary and Secondary Attributes	7	Minor Advancements	47
Other Attributes	8		
Pools	9	Weapon Arts	48
Building Your Bug	10	Preparing Arts	48
Templates	10	Using Arts	48
Traits	11	General Weapon Arts	49
Natural Weapons	11	Unarmed Arts	51
Attribute Traits	15	Nail Arts	51
Mental Traits	17	Needle Arts	52
Physiological traits	18	Tusk Arts	52
Sense Traits	22	Natural Weapon Arts	53
Mystical Traits	22	Hook Arts	54
Body Traits	23	Sling Arts	54
Movement Traits	25	Shield Arts	56
Natural Defense Traits	26	Counter Arts	56
Paths	28	Magic	57
Martial Paths	29	Universal Spell Modifiers	59
Nail	29	Arcana	61
Needle	30	Spire Arcana	61
Tusk	31	Cloak Arcana	62
Hook	32	Dream Arcana	63
Maw	33	Nightmare Arcana	64
Shell	34	Bloom Arcana	66
Sling	35	Thorn Arcana	68
Flask	36	Dust Arcana	69
Mystic Paths	37	Example Rituals	71
Spire	37	Charms	73
Cloak	38	Charm Rarity	73
Dream	39	General Charms	75
Nightmare	40	Social Charms	80
Bloom	41	Combat Charms	81
Thorn	42	Weapon Art Charms	83
Dust	43	Magic Charms	83

Path-Aligned Charms	84
Equipment	87
Weapons	87
Shields	94
Armor	96
Arcane Foci	98
Consumables	99
Stash and Recipes	99
Food	99
Potions and Alcohol	100
Flasks	103
Poisons	106
Traps	108
Other Equipment	111
Tools	111
Treasures	112
Collectibles	113
Belt Items	114
Combat	116
Initiative Order	116
Squares and Movement	116
Actions	116
Defending	118
Stamina Glossary	118
Damage and Conditions	118
Focusing	121
Time, Travel and Rest	122
Time	122
Camp Actions	122
Environmental Dangers	123
Social	124
Endearing	124
Bullying	124
Deceiving	124
Convincing	124
Impressing	124
GM Resources and Useful Links	125



PREFACE

You are now reading **The Unofficial Hollow Knight RPG**, a game about bugs going on adventures in dangerous and often bleak settings. It is inspired by the video game Hollow Knight, created by the Australian development studio Team Cherry. This is a non-profit fan project, and not officially affiliated with Team Cherry in any way.

If you are familiar with Hollow Knight, many of this book's concepts will be familiar, but be warned that some mechanics differ significantly from the video game for the sake of being more fun and manageable in our tabletop system. A few even (gasp!) make assumptions about or bend the lore a bit. If you are not particularly familiar with Hollow Knight, know that this book contains no significant spoilers and does not require general knowledge of the game. A few of the themes may take some getting used to, however, as the world of Hollow Knight is a strange one.

How does rolling work?

The Unofficial Hollow Knight RPG is a dice pool system that uses (almost) exclusively six-sided dice. On average, each player will want about eight six-sided dice, though some rolls may take considerably more.

Many actions require a roll, also known as a 'check', to count successes. A number of dice are rolled, and for each that comes up a five or six, that counts as a success. Different types of rolls have different ways to figure out how many dice are rolled and what the target number of successes is.

Rerolls

A check may have a number of rerolls when it is made. Immediately after a roll is made, the person making that roll may choose a number of rolled dice up to the number of rerolls allowed, and roll them again. The better of the two rolls is then used for each die.

Among other things, Attributes ending in "0.5" add a single die reroll to any check that uses that Attribute. Any time you wind up with half a die, the half-die becomes a reroll.

Attribute Checks

Many actions taken by bugs are difficult tasks, where success is not guaranteed. When faced with such a task, a GM may require the bug to roll an Attribute check. There are two sorts of Attribute checks: direct and opposed. Attribute check are sometimes called by their used Attribute, so a “Might check” is an Attribute check using Might.

Direct Checks

A direct Attribute check is rolled when the bug needs to take an action that carries a reasonable risk of failure.

First, the GM decides which primary Attribute should be used for the roll. The bug then rolls a number of dice equal to that Attribute and adds dice equal to the bug's highest rank in a relevant skill.

For example, a player's bug attempts to swim to the bottom of a lake, and the GM calls for a Might roll. The player asks if the bug's “Athletics” skill is relevant, and the GM agrees, granting the roll extra dice equal to the bug's rank in “Soldier”, the proficiency that grants them this skill. Highly specific skills may add bonus rerolls: for example, having a “Swimming” skill may add one; a “Diving” skill may add two instead.

Opposed Checks

When a bug is interfering with or resisting the effects of another bug's actions, an opposed Attribute check may be required. Opposed Attribute checks are made much like direct Attribute checks, but each success negates a success toward the action or effect opposed.

One use of opposed Attribute checks is to see through another's efforts to lie. In this case, the bug would make an Insight check, and if as many or more successes were rolled than the liar rolled to deceive, the deception is revealed.

Rule of Flavor

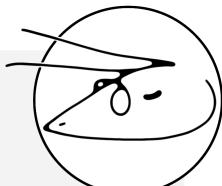
This is a game of wacky bugs. Bugs can come in all shapes and sizes, and despite our extensive options, players are sure to come up with bugs that aren't quite represented by what's available. However, a GM should be open to negotiations if a player would like to slightly change an ability, trait, or just about anything else, as long as its intended mechanics remain. Damage types for weapons and abilities can be whatever the player chooses, so long as they remain consistent after the choice is made, though this has little effect outside of resistances and vulnerabilities.

A player should be able to work out a way to emulate just about any bug they choose, and a GM should be open to helping them bend any rules that get in the way of that.

Rule of Specificity

Specific rules and abilities trump general ones. For example, as a general rule, a bug can add their Shell attribute to their Soak rolls, but bugs with the Soft Body trait cannot. As a specific trait, Soft Body takes priority over the general rule.

Welcome, little nymphs. My name is Limn, and I will be your professor this evening. Take out your loose leaf and we'll start with the basics.



Limn's Callouts

Certain parts of this book will be accompanied by similar callouts to provide explanations to some aspects of the game as well as to present optional rules.

1. WHAT IS A BUG?

In this world, nearly every creature in the world is what would commonly be referred to as a "bug". These are humanoids, beasts, and monsters patterned off of all sorts of tiny invertebrates. In this world, if you were to meet a snail, for example, it may actually be a very snail-like person, who moves slowly and carries a large shell on his back. Or a weevil might be a large pack animal, carrying goods across the desert for trade.

Bugs that are intelligent enough to talk are called "sapient", while others are "feral". There is some blurriness in this distinction, as some feral bugs are just intelligent enough to learn to communicate with great difficulty, and some fiercely intelligent bugs are lone predators that never seek to learn language, but this distinction holds true in most cases.

Primary and Secondary Attributes

The primary Attributes of a bug determine the values of many of its secondary Attributes. Each primary Attribute and each pool (except for Heart) is capped at a value of 7, the peak of what a mortal bug can attain.

It is possible to obtain half of a point in a primary Attribute, tracking as a '.5' value. Rather than granting an additional die, a .5 added to an Attribute allows the bug to reroll one failed die roll when using that Attribute. Two .5s in an Attribute combine to increase it to the next whole number.

Might

The strength and physical fitness of a bug.

Might determines one's effectiveness at swinging a weapon or parrying incoming blows. Might is also used for checks involving shows of brute force, lifting power, or strenuous athleticism.

Load

A bug's Load is equal to its Might rounded down. It may carry Bulk up to or equal to its Load without penalty. A bug may carry Bulk up to twice its Load, but will suffer a -1 die penalty to all Might or Grace based rolls and must spend an additional 1 tax Stamina on any action costing Stamina. A bug may not carry more than twice its Load.

Light Items

An item marked with Light or 'L' for its Bulk weighs 0 Bulk. As an optional rule for GMs who want to avoid players carrying around infinite tiny baubles, Light items can instead be counted as 1/3 of a point of Bulk, and simply count them against Load only every third item.

Grace

How fine and quick a bug is able to be in their movements.

Grace determines one's effectiveness at lobbing a ranged weapon or dodging incoming danger. Grace is also used for checks involving manual dexterity, balance, or finesse.

Footwork

A bug's Footwork is equal to half its Grace, rounded up. Each round, a bug may move a number of squares within enemy threat ranges equal to its Footwork without provoking an attack of opportunity. Leaving a threat range still provokes an attack from the threatening bug.

Shell

The thickness of a bug's chitin and the hardiness of flesh, determining their resistance to punishment and maladies.

Whenever a physical attack successfully hits a bug, that bug rolls Shell to soak that damage, ignoring damage equal to the successes rolled.

Belt Size

A bug has a Belt Size equal to its Shell score rounded down. The Belt is used by a bug to hold various items for quick access in intense situations. A bug may transfer an item from a hand to an open Belt slot, or from the Belt to an open hand, without spending any Speed.

Stowing or drawing an item from somewhere other than the Belt, or picking up or activating an item lying around, costs Speed equal to that item's Bulk, to a minimum of 1.

Dropping an item is not stowing an item! Spades can drop his shovel without spending any Speed, but remember that any other old bug could come along and pick it up while he's busy.

Insight

How perceptive and intelligent a bug is.

Insight is used for many aspects of magic, explained in chapter 6, as well as for any task in which sharp wits, keen senses, or recalled knowledge are important.

Technique Slots

A bug's Technique slots are their space for readying their Arts and Arcana for use, much as a character in a game might assign their abilities to button or key commands.

A bug has Technique slots equal to their Insight, rounded down.

Other Attributes

Hunger and Belly

Hunger is determined by a bug's Size and Traits, and affects how much food they must eat, while Belly is determined by Hunger and is a measure of how sated the bug is.. A bug has maximum Belly equal to their Hunger value or 10, whichever is higher.

Every rest, a bug loses Belly equal to its Hunger or 10, whichever is higher. Various effects accumulate as Belly decreases, as detailed on the Hunger Effects table.

Prolonged exertion may cost additional Belly, at GM discretion.

Hunger Effects

Belly Value	Effects
0 or Above	Taking a Sleep with 0 or higher Belly fully replenishes a bug's Soul, and restores extra 1 Heart for each Sleep camp action. The bug also recovers from 1 Attribute damage per Attribute.
-50 to -1	A bug with this much Belly gains half as much Soul, rounded up, from rest.
-100 to -51	In addition to the effect above, a bug with this much Belly gets -1 to all Primary Attributes, but may roll to spot food twice and take the better result.
Below -100	The bug is dead, having succumbed to starvation.

Spook and Cute

Spook and Cute affect how a bug interacts socially with other bugs. It can represent a bug's appearance, or how the bug acts, or even how the bug smells.

The bonus starting points of Spook and Cute that you can distribute to your bug can be broken up into half points, if desired.

Speed

Speed is determined by a bug's size and traits, and affects how quickly it can move about. A bug may move a number of spaces each turn equal to its Speed.

Bulk

Bulk is how much a bug weighs, should another bug wish to carry them. Small bugs have a Bulk of 2, Average bugs have a Bulk of 3, and Large bugs have a Bulk of 4. If the bug is carrying more Bulk than their own, they are treated as the greater of the two.

Notches

A bug has a base of 3 Notches plus their Path Ranks. Notches are used for attuning Charms, and sometimes for controlling minions.

Absorption

Some bugs have an Absorption score. After all DR has reduced the damage risked, and Soak has reduced the damage taken, Absorption applies. Absorption reduces the damage taken to 1, plus 1 for every time the damage meets the score. Absorption reduces even DoT effects, and unsoakable damage.

Size

Every bug has a size. Player bugs may be Small, Average, or Large, as determined by their template. Small and Average bugs occupy a single square of space, while Large bugs occupy a space that is two squares wide in all dimensions.

Pools

Unlike Attributes, which usually remain static during combat, Pools are resources that fluctuate regularly as actions are taken and consequences endured.

Heart

How much damage a bug is able to take before dying.

Taking damage reduces Heart, and a bug reduced to 0 Heart dies. Particularly driven bugs or those controlled by players may enter Death's Door when reduced to 0 Heart instead.

Soul

A bug's magical reserves of power.

All Spells and some abilities cost Soul, and it may also be used while focusing to heal. Soul may be restored by resting. In addition, dealing damage to an opponent with a melee attack grants 1 Soul.

Each rank taken in a mystic Path increases maximum Soul by 1.

Stamina

How much a bug can push themselves in a round of combat.

Most actions taken during combat cost at least 1 Stamina, and additional Stamina can be dedicated to attack and defense rolls. A bug's Stamina replenishes each round as their turn begins.

Each rank taken in a martial Path increases maximum Stamina by 1.

Stash

Some Paths give access to an additional pool, Stash. It represents how many materials an inventive bug has on them to use in quickly whipped up recipes. A Stash pool is gained only when a Path or other source grants it, and the base maximum Stash is equal to half of the bug's Insight rounded up.

An item has a Stash cost of 1 if it is common, 2 if it is uncommon, and 3 if it is rare. Created items fall apart or lose their potency at the end of their scene, due to their improvised and temporary nature.

Addendum: Lifeblood and Glory

Special abilities and magical effects can provide an additional increase to a bug's pools, which is tracked separately from the rest of the pool and does not count towards the pool's maximum: **Lifeblood Hearts, Glory Stamina, Glory Soul and Glory Stash**.

These additional points go away when the bug takes a Rest, unless noted otherwise.

Lifeblood Hearts are always lost first, while a bug can choose whether to spend their regular pools or Glory pool.

2. BUILDING YOUR BUG

TEMPLATES

Small Bug

Might	Insight	Shell	Grace
2	3	3	4
Heart	Stamina	Soul	
6	3	3	
Cute	Spook	Bonus to Cute/Spook	
1.5	1	1	
Hunger	Speed		
Starting: -1		7	
Max: 15			



Average Bug

Might	Insight	Shell	Grace
3	3	3	3
Heart	Stamina	Soul	
7	3	3	
Cute	Spook	Bonus to Cute/Spook	
1	1	1.5	
Hunger	Speed		
Starting: 4		6	
Max: 20			



Large Bug

Might	Insight	Shell	Grace
4	3	4	2
Heart	Stamina	Soul	
8	3	3	
Cute	Spook	Bonus to Cute/Spook	
1	1.5	1	
Hunger	Speed		
Starting: 9		5	
Max: 25			



TRAITS

To build a bug, one must first choose a **template**, gaining the values in all listed Pools and Attributes. After choosing a template, a player may choose additional **Traits** to add to their bug. Traits each have a Hunger value, which is added to the template's starting Hunger. Total Hunger cannot exceed the template's max Hunger. A player's bug may have up to **seven Traits**.

Unless Traits are taken to change these, player bugs are assumed to be omnivorous and have two legs, two arms, and two to eight eyes.

Some Traits, indicated by **black dots**, are **Sub-Traits**. These Traits require you to take the non-Sub-Trait above them before they can be taken and do not count against the seven Trait limit. Traits indicated by **white dots** are Sub-Traits of Sub-Traits and require both the Sub-Trait with a black dot above them and the base trait to be taken.

Natural Weapons

Natural weapons have a base Quality of 1, and a base Bulk of Light. The Bulk of a natural weapon never counts against the bug's Load.

Natural weapons that are lost or destroyed regenerate at 0 Quality after a rest with positive Belly. Natural weapons that are damaged recover 1 Quality each rest.

Crushing Mandibles

+1 **Hunger**, +0.5 **Spook**

This bug has large mandibles capable of tearing through flesh. These are a natural bite weapon which deals 2 damage. The mandibles may be dedicated to grapples as if they were a limb.

● Oversized Mandibles

+2 **Hunger**, +0.5 **Spook**, -0.5 **Cute**

This bug's mandibles are incredibly huge, dealing 3 damage instead of 2, and granting a +2 die bonus on checks to grapple or maintain a grapple they are dedicated to. Oversized Mandibles have 1 bulk.

Exotic Venom

+0 **Hunger** (Common Poison or Flask)

+2 **Hunger** (Uncommon Poison or Flask)

incompatible with **Paralyzing Venom**

May be taken as a sub-Trait of any Trait which inflicts DoT as part of a Status Effect. The bug's venom takes the effects of a poison, or a targeted or ingested flask effect, instead of its normal DoT. The effects of the

flask can be flavored differently, such as glue being a venom that makes the target sluggish. If taken as a Subtrait of Stinger, reduce the Hunger cost by 2.

The bug gains the recipe of their Exotic Venom, and can produce it even without the correct Stash Path, as long as they have any source of Stash.

Horn

+2 **Hunger**

This bug has a large horn atop its head. This is a natural weapon which deals 2 damage. The first successful hit with a horn attack each round also causes one stack of Off-Balance to the target.



Irritant Bristles

+3 Hunger, +0.5 Cute

This bug has bristles that lodge into attackers. Whenever a bug hits this bug with an attack from within 3 squares, they are inflicted with a 3-point Status Effect that gives all rolls beside Shell checks a -1 die penalty per 3 points of the status, to a minimum of -1. The victim may resist this effect with a Shell check, reducing the duration of the Status Effect by 1 point for each success.

The bug may also attack with the bristles as a range 3 or melee natural weapon, dealing no damage besides the Status Effect.

Natural Projectile

+4 Hunger

This bug can launch a projectile from its body. It deals 2 damage and has a range of 4 squares. This natural weapon has the Sling weapon type. This Trait may not have multiple Sub-Traits unless otherwise stated, but may be taken multiple times with different Sub-Traits on each.

● Crippling Shot

The projectile deals no damage, instead inflicting a debuff. When this trait is taken, choose a Primary Attribute, Pool, or Speed. When the projectile hits, the affected bug makes a Shell check. The hit lowers the Attribute or maximum Pool by 1 point, unless it accrues 2 successes on the Shell check. This is a debuff with a pool equal to the damage the attack would have dealt. For every 2 points in the pool, the debuff's effect increases by 1.

● Fluids

This bug's projectile can contain a certain concoction. Choose one common flask effect, or one uncommon flask effect for +2 Hunger. Instead of its normal damage, the projectile delivers that flask's effects. Even if the flask effect normally has an AoE, it will not affect this bug's square unless this bug chooses for it to do so.

The bug gains the recipe of their Fluids, and can produce it even without the correct Stash Path, as long as they have any source of Stash.

● Heavy Shot

The projectile deals 1 more damage and is considered a heavy weapon. Can be taken with Crippling Shot, Obscuring Shot or Spray.

● Obscuring Shot

The projectile deals no damage, instead targeting the senses of other bugs. When this bug makes an attack with its natural projectile, it chooses a sense to target. The bug hit loses access to the sense, in the form of a debuff with a pool equal to the damage the attack would have dealt.

● Spray

The projectile affects a Cone of short, long or wide size, chosen when this trait is taken. It costs 1 extra tax Stamina to use, which also applies to attacks made with weapon arts. It is resolved as an AoE. May be taken with Crippling Shot, Obscuring Shot or Fluids at the cost of +2 Hunger.

Natural Secretion

+3 Hunger, +0.5 Spook or Cute

When this trait is chosen, pick any single common or uncommon flask. During their turn, this bug may spend Stamina equal to the Stash cost of the chosen flask to gain a 2-point Status Effect. If the chosen flask is Rejuvenating or Terrain+, its Targeted or Ingested effect may be used on this bug, or its Terrain effect may target this bug's square. Doing so ends the Status Effect immediately.

While under this Status Effect, this bug is covered in that substance, and applies its Targeted effects to bugs engaged in a grapple with this bug, or attacking it with natural melee weapons; or applies its Terrain effects to the square of that bug, and only that square.

When the secreting bug takes damage, Terrain flask effects apply to adjacent

squares. Dodging the effect as an AoE requires 1 success. Rejuvenating effects of the secretion may apply once per use of this ability, per bug. Flask effects can only be triggered once by the same attack or grapple.

Additionally, this bug is immune to the harmful effects of their own secretions.

● Secretion Trail

+3 Hunger

This bug can instead release a trail of their natural secretions by spending Stamina equal to the Stash cost of the chosen flask. Every square this bug moves through on this turn is covered by the secretions, applying any Terrain effects to the square until the end of the bug's next turn.

When a bug crosses the trail for the first time in a turn, or begins its turn in the trail, it is afflicted with the secretion's targeted effects. If the secretions have a Terrain+ effect, this bug may choose for the trail to have no effect other than to detonate at the end of its turn, removing the trail and applying the secretion's Terrain effect to all squares on or adjacent to the trail, as an AoE with 1 success.

Rejuvenating effects of the secretion may only apply once per use of this ability, per bug.

Natural Tool

+1 Hunger

This bug has a body part or appendage that can be used as a certain Tool, chosen when taking this trait, but which cannot be used as a Tool weapon. This Tool has 1 Quality, and Minor Advancements may be spent to increase its Quality. Tools that fill a very specific role may have increased Quality, such as claws that specifically excel at digging through ice, or a flint-like shell that can be struck to start small flames.

Paralyzing Venom

Paralyzing Venom may be taken as a sub-Trait of any Trait which inflicts DoT as part of a Status Effect. In place of DoT, twice as many stacks of the Paralyzing Venom are

applied, though the bug may apply less venom if they wish.

Paralyzing Venom is a Status Effect that gains additional effects depending on how many stacks the bug is afflicted with and are detailed in the following table.

Effects of Paralyzing Venom

Stacks	Effects
1	The afflicted bug's maximum Stamina is decreased by 1 for as long as it has this status.
5	The afflicted bug receives a -1 die penalty to attack and defense rolls.
10	This status takes a scene rather than a round for a point to decay, and may no longer be burned off with Stamina.
15	The afflicted falls unconscious and remains so until this status drops below 15 points.
20+	The afflicted bug dies of organ failure.

Pincers

+1 Hunger, +0.5 Spook

This bug has a pair of formidable pincers at the end of two of its arms. These are natural weapons which deal 1 damage. They have +2 rerolls on checks to grapple or maintain a grapple they are dedicated to. Pincers are a 2 damage weapon against bugs already grappled by them. Pincers may be used for Unarmed Arts.

● Oversized Pincers

+5 Hunger, -0.5 Cute, +0.5 Spook

One or both of the pincers now deal 3 damage instead of 1, and 4 to bugs already grappled by them.

Oversized pincers cannot wield things such as weapons and shields effectively, or perform dexterous tasks that normally

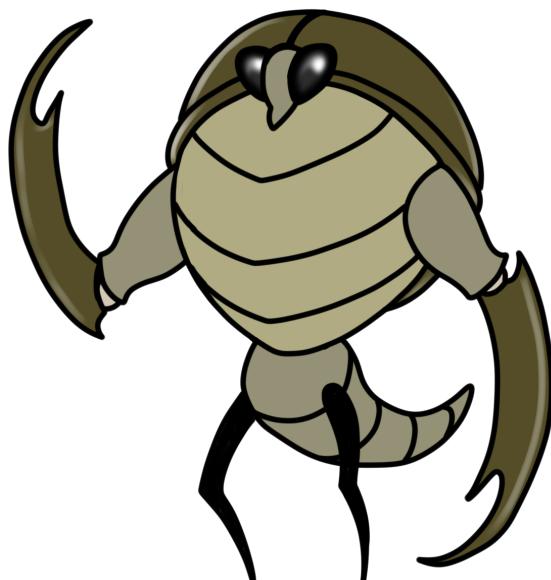
require fingers or similar implements. Oversized pincers have 1 Bulk and are a Tusk weapon.

Scythe Arms

+0.5 Spook

Two of this bug's arms end in scythes, which are natural weapons that deal 2 damage, and can always be paired with one another. Scythe arms can grasp objects, but not perform dexterous tasks such as wielding a weapon or shield effectively.

Scythe arms count as any one weapon type for Arts, chosen at character creation, and begin with a weapon modifier, though may not obtain another by spending an Attribute advancement.



Sharp Claws

+1 Hunger

This bug's fingers are tipped with vicious claws, which deal 1 damage, and can always be paired with any weapon. They may hold objects and perform dexterous actions without penalty, but require a free hand to use. When a sharp claw strikes as a paired attack, its base damage increases by 1.

Sharp Proboscis

+1 Hunger

This bug possesses a long needle-like mouth. This is a natural bite weapon that deals 1 damage. It bypasses the damage reduction of armor, and Soak rolls against it are made at -2. If the bug has Bloodsucker, they regain the full value of Belly they drain through their proboscis.

Slam

+1 Hunger (Small)

+2 Hunger (Average)

+3 Hunger (Large)

This bug is weighted to allow it to throw its bulk around to knock out the competition. If the bug moves at least 1 space toward a target or performs a jump action, it can make a single Slam attack against that target which deals 2 damage for a Small bug, 3 for an Average bug, and 4 for a Large bug. Attempts to parry it are made at -2.

Large Slam attacks are a heavy weapon, and Average Slam attacks are 1 Bulk.

Spiky

+3 Hunger, +0.5 Spook

This bug is partially covered in spikes, and may use these as a natural weapon dealing 2 damage. Additionally, whenever this bug is grappled or attacked with a natural weapon and is hit or parries with the spikes, the attacker takes soakable damage equal to Stamina spent on the attack, as well as Stamina spent to move or hinder this bug while grappling.

Bugs grappling or grappled by this bug take 1 soakable damage at the start of each of their turns.

Stinger

+3 Hunger, + 0.5 Spook

This bug has a retractable stinger in its abdomen.

This is a natural weapon that inflicts 3 damage over time, but receives -2 to hit

unless the user is either flying or successfully grappling the target. Stingers are 1 Bulk.

● Prehensile Tail

+2 Hunger, +0.5 Spook

This bug's stinger is instead located at the end of a tail, and has no penalty to hit.

Tentacle

+3 Hunger, +0.5 Spook

The bug possesses a long, lashing tentacle. It can hold, but not wield, objects. It has Reach and can deal 1 damage. The tentacle may be used to grapple at Reach, but its Might is always treated as 3 when doing so. Tentacle may be taken multiple times. Each tentacle after the first dedicated to a Reach grapple adds +1 to the Might check.

May be used for unarmed Arts.

Venomous Bite

+3 Hunger, +0.5 Spook or Cute

This bug's bite becomes a natural weapon capable of dealing 1 damage and inflicting 2 DoT. If it has any form of bite attack, then it instead inflicts the DoT through said attack, but 1 Stamina must be spent to do so. This does not stack with other DoT from the same attack, but may be taken as a subtrait of said bite.

Venomous bites cannot be paired weapons.

Attribute Traits

Attribute Traits modify a bug's Attributes. Those that are allowed to be taken multiple times may be taken as a sub-Trait of themselves.

Bookworm

+1 Hunger

This bug has neglected its body to improve its mind. Before other trait modifications, increase its Insight to 4, then decrease its Might or Shell by as many points as Insight was increased.

Bug of Burden

+1 Hunger

This bug's Load is increased by 1. This trait may be taken up to three times, but has a value of +2 Hunger each time it's taken past the first.

Bulky Shell

+1 Hunger

This bug has a huge shell, which often gets in the way. Before any other trait modifications, increase its Shell to 4, then decrease its Grace or Speed by as many points as Shell was increased. This trait also increases a bug's Bulk score by a single point.

Clumsy

-3 Hunger, +0.5 Cute

This bug is quite clumsy, decreasing its Grace by 1. This trait may be taken twice.

Concentrated Might

+1 Hunger

This bug has the strength of a bug many times its size. Before other trait modifications, increase its Might to 4, then decrease its Grace by as many points as Might was increased.



Daydreamer

-2 Hunger, +0.5 Cute

Always reminiscing and captured by sentiment, this bug pays poor attention to what is in the here and now. It has a -2 die penalty on Initiative checks.

Dazzling

+1 Hunger, +1 Cute

This bug is pleasing to the senses, and tends to put other bugs at ease. May be taken twice.

Dull

-3 Hunger

This bug is simple minded, decreasing its Insight by 1. This trait may be taken twice.

Frail

-3 Hunger

This bug is delicate, reducing its Shell by 1. This trait may be taken twice.

Graceful

+2 Hunger, +0.5 Cute

This bug is exceptionally nimble, increasing its Grace by 0.5. This trait may be taken twice.

Hearty

+4 Hunger

This bug is of a particularly hearty breed, and so they gain 1 maximum Heart.

Infirm

-4 Hunger

This bug's best years are behind it, and it has 1 fewer maximum Heart.

Insightful

+2 Hunger

This bug is exceptionally perceptive, increasing its Insight by 0.5. This trait may be taken twice.

Keen

+2 Hunger

This bug is able to react and adapt swiftly to new situations. It has a +2 die bonus on Initiative checks.

Mighty

+2 Hunger, +0.5 Spook

This bug is exceptionally strong, increasing its Might by 0.5. This trait may be taken twice.

Savant

+1 Hunger

This bug is brilliant, but lacks the social instincts most others have. Insight is increased to 4 before other trait modifications, but the bug receives a -3 dice penalty to all social checks requiring any form of conversation.

Slow

-2 Hunger

This bug is sluggish, decreasing its Speed by 1. This trait may be taken twice.

Spindly Grace

+1 Hunger

This bug is frail and elegant, despite its size. Before other trait modifications, Increase its Grace to 4, then decrease its Might by as many points as Grace was increased.

Spooky

+1 Hunger, +1 Spook

This bug is deeply unsettling, and puts other bugs on edge. May be taken twice.

Sturdy

+2 Hunger

This bug is exceptionally resilient, increasing its Shell by 0.5. This trait may be taken twice.

Swift

+2 Hunger

This bug is fast, increasing its Speed by 1. This trait may be taken twice.

Weak

-3 **Hunger**, +0.5 **Cute**

This bug is quite weak, decreasing its Might by 1. This trait may be taken twice.

Mental Traits

Civilized

-5 **Hunger**, +1 **Cute**

This bug is not accustomed to hardship and pain. Whenever they have less than a full Heart Pool, the bug suffers a -1 die penalty to attack rolls and Attribute checks.

This bug's minimum Belly lost per rest is 5 instead of 10.

Dastardly

+3 **Hunger**, -0.5 **Cute**

This bug is no stranger to desperation, and will do anything to see tomorrow. When at 1 Heart or below, this bug's Speed increases by 2, and they gain +2 dice on Soak rolls.

Destitute

-2 **Hunger**, +0.5 **Spook**

This bug has struggled to get by in the wastes, and is used to running on an empty stomach. They require less Food, but have 50% the normal starting money.

Feral

-5 **Hunger**

This bug is not sapient, and their Insight and Soul decrease by 1. This bug's minimum Belly lost per rest is 5 instead of 10. Feral bugs may use the greater of Might or Grace for their natural weapons, but Grace-based melee attacks are at a -1 penalty unless it possesses Ranks in a Path that allows Grace for melee attacks.

Feral bugs cannot use non-natural weapons and tools.

- Tool-User

+3 **Hunger**

This bug is able to use crafted weapons and tools, at a -1 die penalty.



Hivemind

+2 **Hunger**, +0.5 **Spook** and **Cute**

This bug has an instinctual penchant for teamwork, and receives bonuses when working in tandem with allies. It gets +1 bonus die to hit a target that has been hit by an ally since this bug's last turn.

Additionally, this bug gains +1 reroll to relevant rolls when crafting or performing a profession alongside another doing the same task.

Pampered

+2 **Hunger**, +0.5 **Cute**

This bug is used to a life of luxury and is thus used to having plenty to eat and drink. They require more Food to stay fed, but gain 50% extra starting money.

Phobia

-4 **Hunger**, +0.5 **Cute**

This bug has a debilitating fear of something in particular. When faced with its fear, the bug must make an Insight check. The difficulty of this check is determined by the GM based on how commonly the feared object or concept is encountered and the severity of the current exposure.

If the bug fails this check, they receive a -1 die penalty to all rolls other than Soak and may not willingly confront or approach the target of their fear. This lasts until they can no longer sense their fear and a number of rounds have passed equal to how many successes by which they failed the Insight check.

Plucky

+3 **Hunger**, +0.5 **Cute**

This bug has a Pool of 3 Pluck points. These may be dedicated to any roll, but add a reroll, rather than bonus die, to the roll. It may be dedicated even after the roll is made. Pluck recovers fully if the bug rests with 0 or greater Belly.

Maximum Pluck is increased by 1 point for every two open trait slots the bug has.

Talent

+2 **Hunger**

This bug has a natural penchant for a particular skill. When using that skill to add dice to a roll, one of those dice is an automatic success instead of being rolled. This Trait may be taken multiple times, but never for the same skill more than once.

Physiological traits

Alien Body

-4 **Hunger**

This bug's body is configured strangely. Depending on how visible these differences are, this Trait grants up to +2 Spook at the cost of equal loss of Cute. Healers of most kinds find it difficult to understand and heal this bug. Any attempt by an outside source to heal this bug loses 1 success after it is rolled.

When using a drug or potion not specifically made for this kind of bug, roll a die. On a 1-2, it has no effect. On a 3-4, it has its normal effect. On a 5-6, it has double its effect.

Autobrewery

+2 **Hunger**

This bug is capable of fermenting alcohol within its body. Over the course of a rest, they produce 1 portion of gutbrew at the cost of 10 Belly.

A bug with the Large Stomach Trait may store up to 2 portions worth of gutbrew in their stomach instead of normal Food.

Alcohol stored in the stomach does not count against carry Load, and may be used by the bug at any time.

Blood of the Ancients

+1 **Hunger**

Within this bug flows the blood of ancient ocean-dwellers, which possesses miraculous properties. When another bug drinks 1 Heart's worth of this bug's blood, they gain 1 Lifeblood Heart.

Bloodsuckers can instead drain this bug's Belly to gain this benefit, once per rest.

● Primal Ichor

+3 Hunger

This bug's blood has strong healing properties. Bugs who consume it are granted an additional Lifeblood Heart, heal 1 point of damage to any Attributes and are cleared of 1 point of all DoT and negative Status Effects.

This bug may take completely unsoakable damage to cure an equal number of points of those effects from themselves, as a Focus Action.

Bloodsucker

+4 Hunger

This bug may drink fresh blood for sustenance. It may draw blood using a 0 damage bite attack; on a success, it gains 5 Belly and the target loses 10 Belly. If the target is willing, incapacitated, or freshly slain, those numbers are doubled and this bug may trigger this ability multiple times, paying 1 Stamina per additional use.

This trait may be taken as a subtrait of a natural weapon used for a bite attack. If you do, it may only be used with that natural weapon.

Carnivore

-4 Hunger, +0.5 Spook

This bug gains no Belly or beneficial effects from eating plant matter, and finds the taste repulsive.

Devourer

+4 Hunger (Heart)

+2 Hunger (Soul)

+1 Hunger (Stamina)

When choosing this trait, a bug must select one of its Pools. When this bug consumes at least 20 Belly worth of flesh or blood from a sapient bug, it may regain 1 point in the selected Pool, up to a cap of one higher than that pool's maximum. If the point is a point of Soul or Stamina, the bug can choose to save

it when spending points from the chosen pool, to be spent later.

Devouring a corpse in combat for this bug is a Focus Action.

Herbivore

-4 Hunger, +0.5 Cute

This bug gains no Belly or beneficial effects from eating flesh, and finds the taste repulsive.

Hibernation

+3 Hunger

With this trait, a bug can stay still or sedentary for extended periods of time without running out of oxygen or food. While Hibernating, a bug cannot suffocate and its Belly consumed per rest is reduced to 5.

However, a Hibernating bug suffers a -2 penalty to notice things happening around it unless directly interacted with, and loses its first turn if woken abruptly.

Hidden Beauty

+2 Hunger

This bug has plumage or some other beautiful cosmetic that may be revealed for a +1 Cute bonus.

This trait may be taken as a sub-Trait of any other Trait. If it is, then the chosen Trait is undetectable unless this bug chooses to display it.

Hidden Threat

+2 Hunger

This bug has frills or some other threatening cosmetic that may be revealed for a +1 Spook bonus.

This trait may be taken as a sub-Trait of any other Trait. If it is, then the chosen Trait is undetectable unless this bug chooses to display it.

Large Stomach

+5 Hunger

This bug is capable of eating vast quantities of food. It can consume and store food in excess of its Hunger score, up to 20 extra Belly. This additional reserve of Belly can be spent in place of Stamina at a rate of 10 Belly for each Stamina spent.

Luminous

+1 Hunger, +0.5 Spook or Cute

This bug may emit a glow bright enough to see up to 7 squares away. While this light is on, attempts to spot this bug via sight are always successful so long as line of sight is possible.

Minor Flaw

-1 Hunger, +0.5 to Spook, Cute, or Both

The bug has a small defect, giving it -1 to a particular use of a skill or attribute. May be taken multiple times, and can be taken as a Subtrait of itself up to twice.

Not all weaknesses are obvious, like a tendency to knock things over with your wings. Yes, looking at you, Herkal. Learn your foibles, for their severity can range from an inconvenience to a fatal flaw.

On Minor Flaws

No bug is perfect, everyone is flawed in their own unique way. If you have trouble thinking of an appropriate flaw, here are some examples to inspire you:

- **One eye:** -1 to checks relying on sight, +0.5 Spook
- **Poor memory:** -1 to lore checks
- **Klutzy:** -1 to checks requiring coordination

Molting

+1 Hunger

This bug has extraordinary regenerative abilities and may shed its old carapace in order to recover from many injuries. Over the course of a rest, this bug may choose to regrow a limb, fully recover a natural weapon's Quality, or restore an additional Heart at the expense of 5 extra Belly consumption.

Resting with 0 or greater Belly also fully heals all Primary and Secondary Attribute damage.

● Drop Decoy

+2 Hunger

This bug may safely detach its limbs at will. Limbs detached in this way twitch and secrete pheromones that trick feral bugs and those that rely on scent into believing the limb to be this bug until closely inspected.

Bugs with the Prehensile Tail Trait may detach their tail instead. A bug with only one arm left gains the One Arm Trait until it regenerates; and gains the Armless Trait if it has no arms left. A bug with one or fewer legs remaining gains the Legless Trait until it has at least two legs again.

● Quick Molt

+4 Hunger

This bug is able to molt extremely quickly. By expending the appropriate amount of Belly, it may Focus to molt, for up to 15 Belly. While molting, and for 3 rounds afterwards, the bug may not add Shell to its soak rolls.

Osmotic Aid

+2 Hunger

This bug and those that rest near it recover an additional Heart each rest.

Pheromones

+3 Hunger

This bug can release a cloud of special pheromones once per scene at the cost of 1 Stamina. This cloud is undetectable by bugs without the trait Scent and affects

everything within 5 squares of the user. The user adds 1 die to social checks made on bugs affected by the cloud.

The cloud lingers for the rest of the scene and everything within is utterly undetectable to bugs that rely on Scent.

Predigestion

+2 Hunger

This bug may spend a rest converting food up to its Belly value into food edible to both carnivores and herbivores. It may also convert Belly it has already consumed for this purpose, but may not reduce its Belly to below 0 in the process. This food spoils if not eaten or preserved during the same rest it was produced.

The Large Stomach Trait allows up to 20 additional Belly worth of food to be converted.

Scavenger

+4 Hunger, -0.5 Cute

This bug gains +2 to resist potion overdoses, and rotten food does not lose its Belly value for the bug or inflict poison DoT to the bug. The bug can smell rotting plants and meat for vast distances, and gains a +2 bonus when searching for rotten food.

When the bug makes a Stash Scavenge roll, two of the dice are automatic successes.

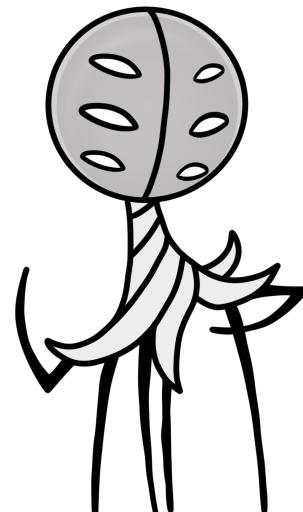
Silk Production

+5 Hunger

This bug is capable of expelling sticky strands of silk. This may be used as a rope, which gives +2 to climbing attempts and can be used to cross gaps.

Web may also be placed up to two spaces away by spending a Stamina, though this may only be done once per turn. Bugs attempting to leave a webbed square must roll more than 2 successes on a Might check or be held in place, wasting the remainder of their movement. Extra Stamina may be dedicated to this check for bonus dice. Ignoring rough terrain makes one immune to the effects of webbed squares.

A target may instead be webbed directly, which works as a Natural Net Weapon.



Song

+1 Hunger

This bug is capable of creating a distinctive song, capable of being heard over long distances. When this trait is chosen, the song must be defined as either soothing or haunting. If soothing, the user treats its Cute as 1 higher in interactions with bugs who have heard its song. If haunting, the user treats its Spook as 1 higher instead. Songs created by this trait are known to sometimes attract the attention of spirits.

Stench Cloud

+1 Hunger, -0.5 Cute

This bug can release a cloud of unbearably smelly pheromones, affecting adjacent squares. Bugs within the cloud who are not of the bug's species and are unused to such stenches receive -1 dice to all rolls made within the cloud, and everything within is utterly undetectable to bugs without Stench Cloud that rely on Scent.

The bug may turn their stench on or off as a Focus Action.

Sense Traits

Blind

-5 **Hunger**

This bug completely lacks a sense of sight. Scent and Tremorsense may be taken as sub-Traits of Blind.

Compound Eyes

+4 **Hunger**

This bug has a pair of large compound eyes and a keen spatial awareness. It gets +1 reroll on rolls to detect things by sight, and may increase the range of any ranged attack they make by 1 square.

Darkvision

+2 **Hunger**, +0.5 **Spook**

This bug can see just as far in any darkness as they could in fully lit conditions. This bug's eyes also faintly glow, making it very easy to spot in total darkness unless its eyes are closed.

Nearsighted

-2 **Hunger**

This bug has particularly poor eyesight. It is blind beyond 10 squares.

Scent

+4 **Hunger**

This bug may effectively "see" as long as they are not adjacent to more than three bugs. This sense is not affected by darkness, though especially smelly things nearby may reduce this sense's range as darkness would for sight.

Tremorsense

+4 **Hunger**

This bug may effectively "see" when in contact with the ground or a wall, or within a liquid. Airborne bugs are harder to pinpoint, and this bug receives -2 dice penalty on attack rolls made to hit them when using this sense alone. Bugs on the other side of solid

surfaces can be detected unless they remain perfectly still.

This sense is not affected by darkness, though especially noisy things nearby may reduce this sense's range as darkness would for sight.

Mystical Traits

Barren

+2 **Hunger**, +1 **Spook**

must have a **Shell** score of 2 or greater incompatible with **Soft Body**

Offspring produced by Dust-Cursed bugs may carry some of the curse themselves. These bugs' shells have a dry, chalky quality to them, not unlike the shell of a husk, and they are possessed of a similar resilience. The bug's Shell score becomes an Absorption score instead, though it can still be used to make Shell checks to resist.

However, whenever the bug takes Heart damage from an attack, their Absorption score decreases by 1, to a minimum of 2. Effects that would damage Shell damage Absorption instead, to a minimum of 1. Absorption damage heals at a rate of 1 point each time the bug rests.

Should a Barren bug ever die of starvation, they immediately become a Husk with a Shell score equal to their current Absorption, as if they had the Dust-Curse. However, the Dust-Curse grants them a Husk's innate immunity to damage from Sandstorms.



Pale Fluff

+3 **Hunger**, +0.5 **Cute**

Some part or all of this bug is covered in fluff strongly attuned to the patterns of the dream. After Resting, the bug regains 1 Soul. If it exceeds their maximum, they gain 1 Glory Soul instead.

This bug also always knows when it is in the presence of spirits or powerful magic. At GM discretion, it may have a vague idea of how powerful the source is upon a successful Insight check, but cannot pinpoint the source with this sense alone.

Soulmates

+3 **Hunger**

must be taken by two bugs together

These two bugs are bonded by fates intertwined. Be it as lovers, rivals, comrades, or nemeses, they will always find their way back to each other.

These two bugs have a Soul pool shared between the both of them, though a bug may deny the other from accessing their portion of the shared Soul pool. The Soulmates feel an instinctive pull in the direction of their counterpart.

Spiral Mark

+4 **Hunger**

The bug's shell is marked by a spiral, a mystical pattern which warps magic around it. The bug may spend one Soul when they are affected by magic damage. If they do, they may attempt a Soak roll against the damage.

Bugs with an Absorption score or external shell that has an Absorption score may use that value in place of Shell on the roll.

Body Traits

Armless

-10 **Hunger**

This bug has no arms, and so cannot wield a weapon or shield, and has great difficulty doing things that rely on manual dexterity.

This difficulty can range from -1 to impossible, at GM discretion.

Contortionist

+1 **Hunger**

This bug's body is thin or bendy, able to slide into small spaces. It can squeeze into spaces fit for a bug one size smaller than it without penalties.

● Unfold

+2 **Hunger**

must be of Large size

This bug may spend 1 Stamina on its turn to stretch its body out, occupying 4 squares in a straight line horizontally or vertically. At the start of its next turn, the bug folds back up from any of the occupied squares.

Extra Arms

+4 **Hunger**

This bug has an extra pair of arms equally as functional as their others.

Extra Legs

+3 **Hunger**

This bug has one or two extra pairs of legs, and gets +3 bonus dice on any roll to resist being knocked down or displaced and its maximum Load is increased by 1.

If the bug would be moved by an ability with no check to resist, it may roll 3d6, and resist on at least 1 success.

● Polypod

+3 **Hunger**

This bug has many, many legs. It cannot be knocked down or displaced by anything less than fully lifting it from the ground.

It also may choose to reduce its Speed by 1 in order to ignore the effects of rough terrain during its turn.

Itsy Bitsy

+2 Hunger, +1 Cute
must be of Small size

This bug is exceptionally small, and its Might and Bulk are decreased by 1. This bug may not take other Traits that affect its Might score. Because of its size, the bug can fit into very small spaces, and is more easily overlooked in favor of greater threats.

This bug treats all weapons or shields with Bulk over Light as two-handed, and any natural weapons it has that deal more than 2 damage are reduced to 2 damage.

Undetected itsy bitsy bugs may latch onto a Large or larger bug without being noticed, and may suck blood freely if they also have Bloodsucker Trait, without dealing damage or alerting the bug. Dealing damage or draining Belly to a negative value always alerts the bug.



Legless

-2 Hunger

The bug has no legs to speak of, and must wriggle, slither, or slide along the ground. It receives a -1 to dodge rolls, and -1 to Speed, but receives a +1 to resist effects that would move it or give it Off-Balance stacks.

Effects that would grant no roll instead grant a 1d6 to resist them.

• Aquatic Tail

+1 Hunger

Though the bug is ill suited to moving on land, their long tail is capable of moving swiftly through the water. They suffer no dodge penalty in the water, and have +3 Speed while swimming.

Natural Saddle

+1 Hunger

This bug's body is perfect for a rider. It has +2 Load for carrying passengers.

One Arm

-4 Hunger

This bug has one arm, and so may only wield a single one-handed object. Cannot be taken with Armless.

Soft Body

+0.5 Spook or Cute

This bug lacks an exoskeleton, but has increased Heart. Shell may not be added to Soak rolls, but increase Heart by 4. The bug heals 2 additional Heart when resting.

● External Shell

+5 Hunger

This bug's body is soft and vulnerable, but they have an external shell into which they may retreat for safety. This shell has Absorption and durability equal to this bug's base Shell score (base Shell is the bug's normal Shell score ignoring buffs, debuffs, and Attribute damage).

This bug may spend 1 Stamina during its turn to retreat into or leave its shell. While within its shell, the shell takes all attacks for the bug, who may not attack, defend, target Spells outside its shell or move while inside.

This shell is a part of the bug and the bug it is attached to decides whether it counts as an object or not for any Spell or ability that affects objects differently.

The external shell recovers 1 durability whenever this bug rests or heals from focusing, and is also repairable as armor would be.

○ Hoarder

+2 Hunger

This bug has an external shell made of many small trinkets and objects. If a mundane object that would cost 100 Geo or less would

be useful in a given situation, the bug may take it off of their shell, at the cost of 1 Durability. Retrieving an item in this way during combat costs 3 Stamina.

Weapons produced last for 1 combat, but have Quality of 0. Items obtained in this way are worn, easily broken, and do not sell for anything. Edible material may not be obtained in this way.

○ Shell Thief

This bug's external shell is not a part of its physiology, and instead the bug is adapted to use shells it comes across, provided they came from a bug no more than 1 size different from it. Such shells use their original owner's Shell scores to determine their Absorption and durability.

A shell has Bulk equal to its original owner's Bulk score, though this does not count against this bug's Load when worn.

This bug's shell always counts as an object and can only recover durability by being repaired.

● Regeneration

+5 Hunger

incompatible with External Shell

If this bug ends a turn with any Heart missing, it may roll a Shell check, and heal Hearts equal to the successes. 5 Belly is lost per Heart regenerated in this way.

This bug may not regenerate damage it is Vulnerable to using this Trait.

Vulnerability

-6 Hunger

This bug has a particular weakness. Whenever it is dealt damage or affected by its vulnerability, it takes 1 completely unsoakable damage immediately after.

Vulnerabilities should be a broad type of damage, such as "blunt" or "fire", as adjudicated by the GM. It may also include allergies to certain substances.

Movement Traits

Climbing

+2 Hunger

This bug may move at full speed while climbing, and can even climb on ceilings. This bug also does not need to roll to successfully climb except on greased or moving surfaces.

Leaping

+4 Hunger

This bug has powerful legs adapted for leaping. Once per round, at the cost of 3 Stamina, this trait may be used by this bug to leap up to 10 squares away. This leap may be done in place of a dodge. If it is, use Speed to dodge rather than Grace, and then leap to a square in range if the dodge has at least 1 success, without provoking attacks from the initial attacker.

A bug with this trait may also make an attack against a flying enemy while leaping. Itsy Bitsy bugs do not provoke attacks of opportunity when they leap.

● Pounce

+2 Hunger

When this bug leaps during its turn, it may immediately make a melee attack upon landing. This attack costs no additional Stamina to initiate and Stamina spent on the leap is also dedicated to the attack.

Lesser Flight

+4 Hunger

This bug may fly while moving at the cost of 1 Stamina, but must stop flying at the end of its turn. It may also stay aloft at the end of the turn for an additional 1 Stamina as long as it remains within 5 squares of the ground.

If the bug spends any more Stamina or Soul while aloft, except to remain there, it must land afterwards.

● Elytra

-3 Hunger

This bug's wings are folded away in its body, and require a focus action to unfurl. While its wings are unfurled, this bug's Shell is reduced by 1.

● Flight

+4 Hunger

Spending Stamina or Soul while aloft no longer causes this bug to land. Stamina tax no longer resets to 0 at the beginning of the bug's turn, until the bug lands.

● Airborne

The bug is highly specialized for flight, but is more clumsy on the ground. The bug's land speed is lowered by 2, but flying speed is increased by 2.

Swimming

+2 Hunger

This bug may move according to its full Speed while swimming, and does not need to roll to stay afloat in calm waters.

Tunneling

+5 Hunger

This bug can burrow through soil at a rate of 1 square for 2 Speed. It may choose to leave a tunnel behind, or not.

If the bug is underground with no source of air, it will suffer Suffocation.

Water Treading

+3 Hunger

This bug may walk across the surface of liquids without sinking in. This allows it to do anything it would require a surface to do, such as jumping, as well as allowing it to stay afloat without restricting the use of its arms.

Additionally, any swimming bug attempting to attack this bug while water treading receives -2 to hit.

Waterbreathing

+2 Hunger

This bug can breathe underwater. May be taken as a Subtrait of Swimming.

Natural Defense Traits

Blocking Arms

+2 Hunger

This bug has broad, thick shelled appendages that can be used to block attacks. When unoccupied, each arm counts as a shield with Quality equal to half of the bug's Shell, rounded up. These are upgraded using shield upgrades instead of weapon upgrades and can be taken even with natural weapons that replace an arm completely.

If this bug also has the Spiky Trait, it may take the Spiked modifier on this trait without spending an Attribute advancement.

● Shelled Arms

+4 Hunger

This bug's arms are massive, and may block an entire face of its body. It may raise both arms to gain the effect of wielding a carapace shield.

Damage dealt to the shelled arms while being used in this way is dealt to both arms.

Camouflage

+1 Hunger

The bug is colored to aid it in hiding in a certain type of terrain. It gains +2 rerolls on Stealth attempts in the subject terrain.

● Active Camouflage

+3 Hunger

The bug's camouflage can adapt to its environment. It can now change colors to blend in with any environment and has its Stealth bonus in any of them.



Defensive Curl

+4 Hunger

This bug is able to retreat into a defensive position. This must be done as the bug's first action, and ends the bug's turn. Until the bug's next turn, it has an Absorption value equal to its Shell.

• Rolling Dash

+3 Hunger

Before this bug ends its turn while using defensive curl, it may roll up to $5 + \text{Speed}$ squares in a straight line. If it has Spiky or Slam, it may make one attack with one of these natural weapons before ending its turn.

May be taken as a Subtrait of External Shell, instead, becoming usable while the bug is retracted into their shell.

External Coat

+2 Hunger, +0.5 Spook or Cute

This bug has an outer layer which protects and insulates it. This bug may make soak attempts against environmental damage, and may attempt to soak magic damage with a single die.

Mimicry

+3 Hunger +0.5 Spook or Cute

This bug's appearance and smell greatly resembles that of a particular inanimate object. When in an environment that could reasonably have that object, this bug treats all of its dice to hide as sixes against any bug that is not aware of this ability and specifically seeking out a mimic. In environments that wouldn't normally have

the mimicked object, this bug loses all benefits of Mimicry.

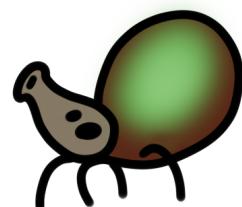
A bug with mimicry may instead choose for its mimicry to emulate a different kind of bug.

Poisonous

+3 Hunger

This bug's body is toxic, poisoning those that attempt to eat it. Whenever this bug is damaged by a bite, the bug that bit it receives a Status Effect which deals 1 environmental damage per turn with stacks equal to the damage taken.

This bug's flesh is also inedible, and will inflict 1 Heart of damage for every 10 Belly restored.



• Toxic Blood

+3 Hunger

This bug's blood is caustic, and damage taken from any attack will spray blood onto the adjacent square closest to the attacker, applying a Status Effect to any sprayed bug which deals 1 environmental damage per turn with stacks equal to the damage taken. If more than one square is equally close to the attacker, this bug may choose which gets sprayed.

Resistant

+4 Hunger

This bug is quite resistant to a specific type of damage. Choose a specific kind of damage, chosen with GM approval, such as "blunt" or "fire". Even if the damage is normally unsoakable, the bug receives 4 extra dice that may be used to Soak it.

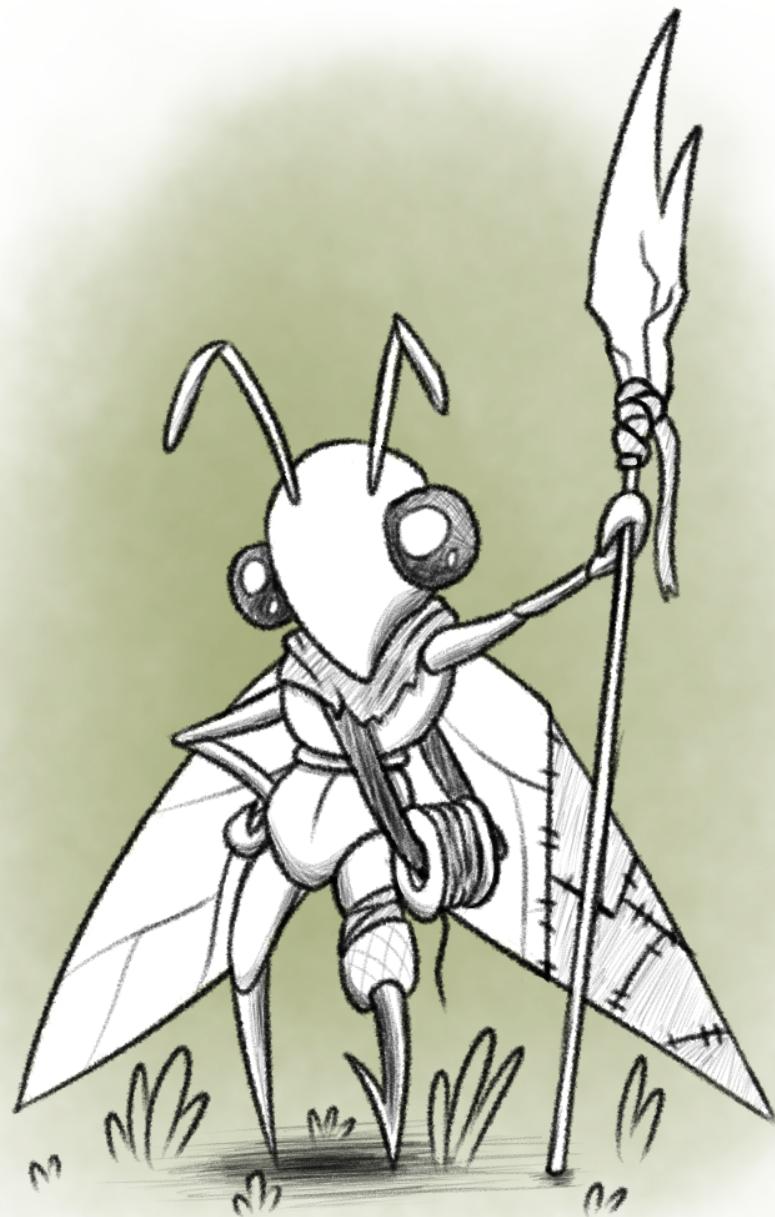
If the bug suffers a negative Status Effect related to their resistance, the bug can roll 4d6 to resist the Status Effect pool or duration, reducing it by the successes.

3. PATHS

After your bug's Traits and Attributes have been determined, the next step is to choose what Paths it has ranks in. A fresh-faced bug will generally begin with 1 Rank in a Path of its choice. Path Ranks represent a bug's understanding and skill with a particular approach to combat or magic, and can advance to a maximum of 3 Ranks, when a bug has mastered that particular Path.

An additional rank should be awarded whenever the group reaches major milestones, such as advancing the plot or defeating a mighty antagonist. Whenever a Rank is gained, it must be put in a Path. The bug will then gain an additional **Notch** and raise one of their Pools' maximum by one; **Soul** if a Mystic Path, **Stamina** if a Martial Path.

Much like Attributes, a bug's Soul and Stamina maximums cannot exceed 7. When a bug reaches the maximum of their Path's linked Pool, they instead gain Minor Advances for each Rank gained in that type of Path. A bug can even choose not to gain Soul or Stamina when they gain a Rank before they reach the maximum, and take a Minor Advance instead. To learn more about Minor Advances, see the Advancements section.



MARTIAL PATHS

NAIL

"Well struck!" A phrase passed from master to student, and peer to peer, on the Path of the Nail. "Well struck!" shouts the ringing of a nail in battle, singing loudly for all to hear. "Well struck!" Even if not spoken aloud, these words are on the mind of any warrior felled by a worthy opponent, for what could be nobler than a nail given purpose?

Rank 1 - Nailsbug

Guard Breaker

The Nailsbug strikes more accurately when focusing on an opponent they've recently struck. When making an attack roll against the most recent bug(s) the Nailsbug has dealt damage to, 4s are counted as successes.

Rank 2 - Nailmaster

Battle Stance

When a bug enters a square adjacent to the Nailmaster from a square not adjacent to them, it provokes an attack of opportunity.

Rank 3 - Nailsage

Martial Master

The Nailsage may perform an additional Art per turn.



MARTIAL PATHS

NEEDLE

Amidst battle, some bugs choose a more graceful approach to dispatching enemies. Artful thrusts, pirouettes, and deadly footwork. Puncturing, weaving, and sewing through all manner of foe and beast. The path of the Needle allows this in spades. May your feet be quick, and let none stand when the dance is over.

Rank 1 - Needlesbug

Swift Strikes

The Needlesbug may attack using Grace, rather than Might, to hit with melee weapons, but not with weapons of 2 Bulk or greater. Needle-type weapons are an exception to the Bulk limit.

Sharp Lunge

The Needlesbug may accept a -1 die penalty on their attack roll for any melee or thrown weapon attack to increase the range of the attack by 1. This is treated as a free dash, and enhanced by dash distance increases.

Rank 2 - Needlemaster

Battle Dance

When the Needlemaster takes the dash or jump action, or moves while dodging, they gain 1 point of Momentum. When the Needlemaster uses an ability that moves them, they gain 1 point of Momentum. After initiating an attack or dodge action with Stamina, the Needlemaster may dedicate Momentum as if it were additional Stamina.

Momentum can be stored up to a maximum of the Needlemaster's Needle Rank, and points fade at the end of the Needlemaster's next turn after they are gained.

Rank 3 - Needlelord

Untouchable

6s the Needlelord rolls on dodge attempts count as two successes instead of one. When moving after dodging, they do not suffer a stack of Off-Balance.

MARTIAL PATHS

TUSK

“When one possesses a hammer, it is frivolous to use a nail.” Crushing overhead strikes, sweeping blows, and brutal assaults bring even the largest of enemies to their knees. For those with the will to walk it, the Path of the Tusk can make even the mightiest foe feel small.

Rank 1 - Tuskbug

Power Attack

Any time the Tuskbug dedicates at least 3 Stamina to an attack or Art, it deals an additional 1 point of damage. This damage is increased to 2 if the attack is made with a heavy or Tusk type weapon. If performing an Art with an area of effect or multiple attacks, the Tuskbug must spend an additional 1 Tax Stamina to make it a Power Attack.

Rank 2 - Tuskmaster

Second Wind

Whenever the Tuskmaster ends their turn with 0 Stamina, they gain 1 Stamina.

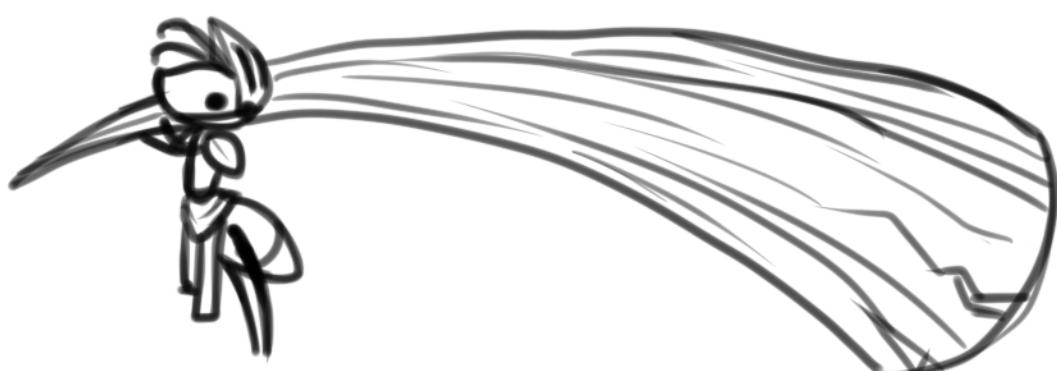
Uproot

The Tuskmaster may attack empty squares at the cost of 1 Stamina, creating rough terrain which costs 2 Speed to move through. Creatures burrowed within the terrain take 2 damage and are forced to surface.

Rank 3 - Tusklord

Controlled Force

The Tusklord treats the taxed Stamina spent to make an attack as dedicated to the attack, increasing the number of dice rolled appropriately. Additionally, when Stamina is spent to clear stacks of Off-Balance, treat the Stamina as dedicated to the Tusklord’s next attack.



MARTIAL PATHS

HOOK

To control the enemy is to control the war, that's why those who walk the Path of the Hook are masters of tactical manipulation. Be it by strength or finesse, their foes dance to their song, only to end up exactly where the trickster wants them to. They rob their enemies of free choice, only delivering the last blow when victory is a forgone conclusion.

Rank 1 - Hooksbug

Subtle Sickle

The Hooksbug may attack using Grace, rather than Might, to hit with melee weapons, but not with weapons of 2 Bulk or greater.

Push and Pull

When the Hooksbug deals damage risk with an attack, they may choose to deal 1 less damage risk. If they do, they can move the struck target one square in any direction, or two if using a heavy weapon.

Bag of Tricks

The Hooksbug gains access to a pool of Stash that can create traps, which increases by 1, and knows two trap recipes of common or uncommon rarity.

Rank 2 - Hookmaster

Clever Tricks

The Hookmaster may deploy traps at a range of 3. When the Hookmaster sets a trap, it can be given a more sensitive trigger, expanding its activation squares to the squares adjacent to those squares. A single target trap will target the bug that triggered it, while ones which affect an area will originate from its original position.

The Hookmaster's maximum Stash increases by 1, and they learn a new common or uncommon trap recipe.

Rank 3 - Hooksage

Cheat to Win

After dealing damage to a target, or affecting it with any flask or trap, the Hooksage may use dirty tactics to inflict a Status Effect that lowers any of the target's primary attributes by 1, or their Speed by 2. The Status Effect lasts until the Hooksage's next turn.

The Hookmaster's maximum Stash increases by 1, and they learn a new trap recipe of any rarity.

MARTIAL PATHS

MAW

Glory and death in battle are two sides of the same coin. Those who walk the Path of the Maw tread the fine edge of that coin. For victory, for their next meal, for the thrill of the hunt.

Each who treads the Path has their own reasons, but such a Path is seldom long, and often fraught with pain.

Rank 1 - Mawling

Frenzy

After the Mawling makes an attack, and the target defends, the Mawling may choose to reroll a number of failures up to twice their Maw Rank. If they do, a d6 is rolled. If the result is less than the Mawling's current Hearts, the Mawling loses 2 Hearts. This is damage that cannot be reduced.

Rank 2 - Mawfiend

Burnout

When making an attack, the Mawfiend may spend or dedicate Hearts in place of Stamina, as long as at least 1 Stamina has already been dedicated to the attack. The Mawfiend may also spend or dedicate Hearts in place of Stamina to parry and dodge attempts.

Rank 3 - Mawlord

Bloodlust

Slaying a combatant restores 1 Heart to the Mawlord. If the attack was made using a natural weapon, 2 Hearts are restored instead.



MARTIAL PATHS

SHELL

Not all battles are won in glory and blood. The wise warriors who walk the Path of the Shell know that to outlast the opponent is all that victory demands. Be the immovable shore, whilst awaiting the opening to punctuate the battle.

Rank 1 - Shellbearer

Glancing Blows

If an attack that the Shellbearer attempts to parry still risks damage after the attempt, the Shellbearer's Soak dice treat 4s as successes.

Watchful Eye

The first attack of opportunity a Shellbearer makes each round costs no Stamina to initiate.

Rank 2 - Shellkeeper

Withstand

Whenever the Shellkeeper takes damage, they gain an additional 1 Soak die against further damage that round.

Force of Will

When Focusing, the Shellkeeper's Shell score increases by the amount of Soul Focused, to a minimum of 1, until the start of their next turn. When the Shellkeeper Focuses Soul to heal, they may restore Durability to their worn armor as if it were their Heart.

Rank 3 - Shellsworn

Impassible

Squares adjacent to the Shellsworn are rough terrain for their foes, costing 2 Speed and 2 Footwork for each square of movement. Flying or Leaping bugs crossing over those squares are forced to land, though this does not end their turn.

Martial Defense

A Shellsworn may use Normal Weapon Arts as attacks of opportunity, or activate an Augmentation Art during an attack of opportunity, bypassing the Arts/turn limit.

MARTIAL PATHS

SLING

For those with little interest in meeting their foe's blade, there is the Path of the Sling. Be they mighty or meek, there is nothing to mock when caught in a Slinger's sights. Go forth, and split them like autumn leaves.

Rank 1 - Slinger

Good Arm

The Slinger may attack using Might, rather than Grace, to hit with ranged weapons.

Long Shot

When a Slinger makes a ranged attack or Spell, its range can be increased by up to twice its original range. Each square beyond its original range inflicts a -1 die penalty on the attack roll.

Rank 2 - Slingmaster

Rebound

Once per round, should the Slingmaster's ranged attack be dodged or parried, it can ricochet at a target adjacent to the first. The ricochet attack has the same number of successes as the original. If the original target was adjacent to a wall, the ricochet may target it a second time. An attack cannot ricochet more than once.

An empty square may be targeted with a ranged attack, ricocheting to an adjacent square.

Rank 3 - Slingsage

Bullseye

6s rolled when the Slingsage makes a ranged attack are treated as 2 successes.



MARTIAL PATHS

FLASK

Be they wise alchemists or wrathful bombardiers, those who seek to know the materials of this world are less subtle in war than they are in research. Their reagents are potent, so take notice when they begin raining life and death upon the battlefield.

Rank 1 - Chemist

Easy Toss

When the Chemist makes a thrown or natural projectile attack that will not directly impact a living target or affect an occupied square, the attack is unaffected by Stamina tax, and does not increase it. The Chemist's may pair thrown flasks with any weapon.

The Chemist may use Might in place of Grace to make ranged attacks.

Chemical Warfare

The Chemist gains access to a pool of Stash, which increases by 1, and knows three flask recipes of common or uncommon rarity.

Rank 2 - Chem Master

Controlled Burst

When the Chem Master throws a Flask, they may increase its terrain effect radius by one, and targeted flasks may be applied as a 3x3 AoE. Flasks thrown may ignore allies or spaces within their effect radius, up to the Chem Master's Ranks in Flask.

Areas of Effect from natural projectiles or Thirsty Straws may also be increased by one, or by one Cone size, and ignore allies or spaces up to the Chem Master's Ranks in Flask.

Efficient Reagents

When creating a Stash item, the Chem Master rolls a 1d6. On a success, 1 Stash is refunded from the item's cost.

The Chem Master's maximum Stash increases by 1, and they learn two new common or uncommon flask recipes.

Rank 3 - Chemlord

Chemical Admixture

While in possession of two non-Rare flasks, the Chemlord may combine them. Choose one flask to be the "Carrier" and one to be the "Payload." Natural Projectiles may act as a Carrier.

Choose one of the Payload's Targeted or Terrain effects. If the effect is Targeted, it applies to all bugs the Carrier's effects apply to. If the effect is Terrain, it affects all tiles the Carrier applies to, as well as the tiles of bugs the Carrier affects.

The Chemlord's maximum Stash increases by 1, and they learn two new flasks of any rarity.

MYSTIC PATHS

SPIRE

Since time immemorial, bugs have sought to rise above their lot. The foundations of magic are laid beneath their towers of hubris. Will you walk with them up the Path of the Spire; will you forget those left below?

Rank 1 - Spire Initiate

Soul Totem

As a Focus Action, the Initiate may pour some of their Soul into a Soul Totem. The Totem can hold a maximum amount of Soul up to the Initiate's Spire Rank. The Initiate may have only one Soul Totem, and creating a new one destroys the old one. While holding a Totem or carrying it on the Belt, a bug may spend 1 Stamina to draw any amount of Soul from it.

Arcane Casting

The Initiate may treat all arcane foci as Sorcerous weapons. Talismans instead make the Initiate's unarmed strikes and grapples a Sorcerous weapon.

Rank 2 - Spire Adept

Spiral Energy

When the Adept makes an opposed Insight check as part of a Spell or ability, or to resist a Spell or ability, they may dedicate Soul dice to that check.

Soul Extraction

When the Adept damages one or more bugs with a Spell, the Adept gains 1 Soul.

Rank 3 - Spire Sage

Spell Splicing

When attuning spells, the Sage may splice two Arcana together, merging their Difficulty. The second spell's effect piggybacks upon the first spell. If the delivery spell is an AoE, the total Difficulty increases by 1. The spell's Path is the delivery spell's Path. An AoE cannot be spliced to another AoE.

Distant Thunder

When the Sage casts an area of effect Spell that would originate from the Sage's square in a line, cone or burst, they may have it originate from anywhere within the Spell's range.

MYSTIC PATHS

CLOAK

For those warriors who covet the power of Soul, the Path of the Cloak enables them to achieve speeds beyond their limits. The cloaker flits in and out of the senses like a ghost on the wind.

Rank 1 - Cloak Initiate

Swoop

Initiates of Cloak may perform a dash or jump action for free, once per round. The Initiate may also initiate dash and jump actions in midair, but only once each before landing.

Rank 2 - Cloak Adept

Combat Celerity

Using Soul, the Adept can quicken their movements. When attacking, after initiating the action with Stamina, the Adept may dedicate their Soul to the action as well as Stamina. When dodging, the Adept may dedicate Soul in place of Stamina, including to initiate the dodge.

Rank 3 - Cloak Sage

Cloaked in Wind

When dashing or jumping, the Sage no longer provokes attacks of opportunity, may pass through occupied spaces, and increases their dash and jump distance by 1. The Sage also increases their maximum post-dodge movement distance by 1.

Speed of Soul

When performing a dash or jump action, the Sage may spend Soul in place of Stamina.



MYSTIC PATHS

DREAM

“When a bug dies, their spirit does not vanish. Our memories remain, lingering in places we have been, upon things that we loved. With practice, these memories can be made to serve again.”

Rank 1 - Dream Initiate

Dream Nail

The Initiate of Dream gains an Essence Pool, with a maximum of 5.

In an open hand, the Initiate may manifest a Dream Nail. The nail is weightless, with Quality equal to the Initiate's Insight. Though the nail passes harmlessly through corporeal foes and cannot be parried, it can strike spirits and semicorporeal targets for 3 base damage and can be parried by such foes as if it were a tangible weapon. It may be used to perform Nail Arts.

When striking any target with the Dream Nail, corporeal or not, the Initiate may cast a Dream Spell with a range of Touch on the target, as if having succeeded a Touch Spell attack.

Essence Tap

When striking any target with the Dream Nail, corporeal or not, the Initiate may Tap the target, gaining 1 Soul and Essence. A bug Tapped for its Soul and Essence must rest before it can be Tapped again. The process of drawing Essence is unpleasant for the target.

Rank 2 - Dream Adept

Transference

When striking with the Dream Nail, the Adept may force an opposed Insight check with the target. If successful, a Soul-leeching link is established with the target. Immediately and at the end of each of the target's turns, it loses 1 Soul and the Adept gains 1 Soul. Only one link can be active at a time, and should either reach 0 Soul the link is severed. By spending 1 Essence, the Adept can increase the leeching rate by 1 Soul.

The Adept may instead attempt to forge the Soul-leeching link at a range of Close, at the cost of 1 Soul, as if making a ranged Spell attack.

Rank 3 - Dream Sage

Flicker of Foresight

In the patterns of Essence, the Sage of Dream can glean possible futures. So long as the Sage has Essence, they may guess how many successes an attack against them will roll. If the guess is correct, all dice rolled on a defense roll against that attack are treated as 6s.

Whisper me the Way

The Sage may spend 5 Essence to receive a vision of the future. This is always relevant to the Sage's goals, but may be cryptic or indirect. Sometimes, gleaning relevant information is truly impossible, in which case the attempt fails and no Essence is spent.

MYSTIC PATHS

NIGHTMARE

Shrouded between light and shadow, performers of all shades have flocked to the bonfire. “The world is a stage, and we the actors,” she said to me as she danced along her Path. A flicker of flame, framing a tantalizing silhouette. It is my shame as Skald to admit, I did not ask my nagging question for fear of the answer: ‘If we are the actors, who is the audience?’

Rank 1 - Nightmare Initiate

Flame Bearer

The Initiate of Nightmare gains an Essence Pool, with a maximum of 5. As long as the Initiate has Essence, a flickering red glow surrounds them, giving warmth and light within a range of 7. The glow is normally invisible to others, but the Initiate may will it to be visible. While visible, the glow increases their Spook by 0.5 per Rank in Nightmare.

Ensnared Embers

When a living bug dies adjacent to the Initiate, the Initiate gains 1 Essence. When performing in front of an audience, living or dead, the Initiate gains Essence equal to their successes. The Initiate can only harvest from the same audience once per rest.

Transfix

When casting any Spell, the Initiate may dedicate 1 Essence for a +1 die bonus to the attack or opposed roll. The Initiate may also dedicate 1 Essence to a defense action for a +1 die bonus to defend.

Rank 2 - Nightmare Adept

Nightmare Breach

The Adept may spend 1 Essence to cause a square they can sense to burst into eerie red flames. The flames deal 1 environmental fire damage immediately, as a 1 success AoE. Any time a bug enters or ends their turn in the flame, they suffer 2 environmental fire damage. The flames last for 1 round, or for 3 rounds if created in a square occupied by an inanimate corpse, which the flames destroy. Should a number of flames be created in excess of the Adept’s Ranks in Nightmare, the oldest flame is extinguished. No more flames can be created in one turn than the Adept’s Ranks in Nightmare.

Whenever the Nightmare flames deal damage to a living bug, the Adept gains 1 Soul.

Rank 3 - Nightmare Sage

Nightmare Hearts

Once per turn, when the Sage would gain Soul from damaging an enemy, they may gain 1 Heart instead. When casting Spells, or performing an action that costs Soul, the Sage may spend Heart in place of Soul.

MYSTIC PATHS

BLOOM

"After every winter comes a spring. Though life may wane, it will return."

Rank 1 - Bloom Initiate

Lifebloom

The Cute of the Initiate of Bloom is increased by 0.5. The Initiate is surrounded by life, and small plants seem to sprout where they tread. As a camp action, the Initiate may grow two servings of raw plant.

Soul Regrowth

When Focusing Soul to heal, the Initiate may instead choose a living bug within 3 squares to receive the healing.

Rank 2 - Bloom Adept

Ally of the Wilds

The Adept of Bloom is in tune with the flow of life, and may speak to plants and feral creatures - though they may not always understand the same concepts as the Adept, and they are often cryptic or crude.

Resonant Soul

When the Adept Focuses Soul to Heal, they add 1 die to the Focus attempt for each other friendly living thing within 4 squares, to a maximum of the Adept's Rank in Bloom. Once per turn, the Adept may make an opposed Insight check against an enemy within 4 squares. Should the Adept succeed, the enemy is treated as a friendly creature for Spells and abilities used on the same turn.

Heart of Magic

When performing a Spell Focus, the Adept may reduce the Soul cost of their next Soul Focus, instead of the cost of their next Spell.

Rank 3 - Bloom Sage

Full Bloom

When the Sage of Bloom Focuses Soul to heal others, all dice are successes.

Force of Nature

The Sage of Bloom regains Stamina normally when on Death's Door. If the Sage is not on Death's Door and would die instead of being sent to Death's Door, they instead survive the lethal effect with 1 Heart, once per round.

MYSTIC PATHS

THORN

"Life is not kind or soft. Life survives in spite of an uncaring world."

Rank 1 - Thorn Initiate

Envenomed Blades

The Initiate may spend 1 Soul to generate 1 point of Glory Stash, which is lost after a number of rounds equal to the Initiate's Rank in Thorn, unless used to generate something. Stash spent to create a Poison is also dedicated to applying it, as if with Stamina. The doses of the Poison may be divided among different weapons within Touch range of the Initiate.

Witch's Brew

The Initiate gains access to a pool of Stash, which increases by 1, and knows two poison recipes of common or uncommon rarity.

Rank 2 - Thorn Adept

Resonant Agony

When hitting a creature already afflicted with the same Poison as the Adept's weapon or spell inflicts, the Adept regains 1 Soul, even if they deal no damage. The Poison being inflicted does not lose a dose.

The Adept's maximum Stash increases by 1, and they learn one new common or uncommon poison recipe.

Rank 3 - Thorn Sage

Material Components

When casting spells, the Sage may spend Stash in place of Soul, which automatically applies Stash effects of Thorn spells.

The Sage's maximum Stash increases by 1, and they learn one new common or uncommon poison recipe.



MYSTIC PATHS

DUST

"All things fade in time. This is the way of the world. Are those who welcome the end fools, marching at a fever's pace towards their destruction; or are we the fools, who try to deny it?"

*Before the wielders of the Path of Dust, no wall remains forever unbroken,
and no tree grows unto the sky."*

Rank 1 - Dust Initiate

The Hollowing

The Initiate of Dust may perform a ritual costing 2 Soul upon any corpse that does not have a Soft Body, hollowing it out and filling it with sand and dust. The ritual takes a Camp Action, and transforms the corpse into a Husk.

Army of Dust

The Initiate can control a number of husks equal to their Dust Rank, and they act after the Initiate's initiative. Any Husks in excess of the creator's Rank in Dust cost 2 Notches as well. Releasing a Husk from control may be done freely, and returns it to a mundane corpse. If its creator dies, the Husk becomes uncontrolled, and it will attempt to attack and eat any creature that does not have the Barren Trait or Ranks in Dust.

Rank 2 - Dust Adept

Living Death

Husks that the Adept creates move more naturally, and can pass for being normal bugs on casual observation. The Adept may choose for Husks they create to have only a -1 Speed penalty, and no Spook bonus. Identifying a secret Husk for what it is requires close examination, with 3 successes on an Insight-based check.

Allegiance

When one of the Adept's controlled Husks damages a target in melee, the Adept gains 1 Soul. Each Husk can only grant 1 Soul per round.

Rank 3 - Dust Sage

Hollow Wind

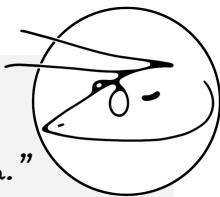
The Sage has gained such mastery that they can summon a sandstorm inside of a corpse, hollowing it into a Husk within seconds. Creating a Husk from an adjacent corpse may be done as a Focus action, instead of a Camp Action, by a Sage of Dust.

Hollow Graves

If a bug within Close range is killed by a Dust Spell of 2 or more Difficulty, or dies while under the effects of a Dust Spell with 2 or more Difficulty, the Sage may immediately turn it into a Husk at no additional cost.

Their Lord decreed, and the dead rose to serve once again.

"Rise, hunger, and fall. For Dust you are, and unto Dust you shall return."



Husks

A Husk has the same Traits that it had in life, but no longer has knowledge, Spells, Arts, Paths, Proficiencies, or Notches. The Husk cannot speak, and experiences no benefit or harm from consumable substances or poisons. The Husk may still bleed, losing the sand and dust within that give it form and motion.

Husks have 2 less Speed than their body had in life, to a minimum of 1, gain 2 Spook, have 0 Insight and no Hearts, have 3 Stamina, and have 2 Soul - the same Soul spent to animate them. Their Soul may only be replenished by the one who created the Husk touching it and Focusing Soul into it. Husks have an Absorption score of 10.

When a Husk would be damaged, it loses Shell in place of Hearts. When the Husk's Shell reaches 0, it collapses and 'dies'. Permanent Shell damage reduces it to dust. Temporary Shell damage may 'kill' a Husk, but it can be raised again later, retaining any permanent Shell damage it already had.

A Husk that has its Soul reduced to 0 is likewise loses its mystic properties and returns to a mundane corpse, which may be made into a new Husk later.



4. PROFICIENCIES

The world is a dangerous place for a bug, but how well your bug fights isn't everything. A **Proficiency** is like a job or a background, encompassing the practical skills and talents your bug possesses. You have more freedom in creating your bug's Proficiency, and it can represent just about any concept under the sun.

Each Proficiency covers four different skills. For every Rank in a Proficiency, the bug adds that many dice to checks they make which fall under their skills. Once your bug's Proficiency reaches Rank 3, it can't go any higher; but you get to choose one of the four skills to master, earning your bug a special bonus. If you have multiple Proficiencies that share a skill, that skill has dice equal to their combined Rank - but never more than three!

Example Proficiencies

Example Proficiency	Example Skills
Soldier	Equipment Maintenance Athletics Tactics Lore (War)
Priest	Medicine Persuasion Ritualcraft Lore (Theology)
Noble	Etiquette Deception Kenning Lore (Politics)
Farmer	Endurance Equipment Maintenance Barter Lore (Local)
Hunter	Survival Perception Stealth Lore (Nature)
Stage Magician	Perform (Tricks) Perception Deception Lore (Magic)
Bandit	Survival Stealth Bullying Lore (Crime)

Example Skill Uses

Example Skill	Example Use
Etiquette	The user tries to leave a good impression on another bug they've just met.
Kenning	The user tries to gauge the attitude and trustworthiness of a bug.
Medicine	The user spends their camp action treating an ally's wounds, restoring 1 extra Heart per success during that rest.
Equipment Maintenance	The user spends their camp action patching their armor, restoring 1 Durability per success during that rest.
Athletics	The user tries to climb a ledge, move a great weight, or bend metal bars.
Cooking	The user tries to produce an edible Ration or a particularly filling meal out of available raw ingredients.
Survival	The user tries to hide their tracks, track another bug, or forage for food.

Example Masteries

Example Skill	Example Mastery
Etiquette	Once per scene, if a failed social check by the user would decrease a bug's disposition, it does not.
Deception	When attempting to deceive a bug that has already been successfully lied to, the user gains +1 to their check.
Kenning	When succeeding any Kenning check against a bug, the user's player may ask the GM one simple question about the bug, to be answered truthfully.
Medicine	For 1 Stamina, the user may attempt a Medicine check to resuscitate a bug that has died within the past two rounds, restoring them to life. The bug remains unconscious.
Equipment Maintenance	During camp, when maintaining equipment, the bug may choose a weapon, shield, or tool. That item gains +1 Quality until the next time the bug rests.
Perception	This bug is always treated as simultaneously having tremorsense, scent, and sight up to 2 squares away.
Athletics	The bug's base Load is increased by 2.
Survival	The bug gains a Stash pool. If they have one already, it increases by 1. The bug can spend 1 Stash to improvise useful pieces of basic Equipment, such as a matchstick, a length of rope, or a 1 Quality Tool.

Researching Arcana and Practicing Arts

Instead of putting their time into honing a Proficiency, your bug might like to put more work into their Mystic and Martial pursuits. When your bug gains a Proficiency Rank after their first, they can instead learn one new Arcana or one new Art.

Arts and Arcana may also be learned through the Research, Practice and Training Camp Actions, or by seeking out wise masters willing to teach your bug their ways.

Task Difficulties

The difficulty of any task the bug uses a skill for is represented by the number of successes needed for that task.

Many skills, such as deception and stealth, are opposed by another bug's Skill check, and your bug will need to score more successes than the defender. Others, like using athletics to climb, have their difficulty set by the GM. Some tasks, such as crafting something, might not be something your bug can do in one sitting. In that case, the GM will set a cumulative number of successes needed to finish the project, which your bug can progress by spending time working on it.

Especially easy tasks might even have an increased range of success, making them practically trivial to a trained bug!

Difficulty Range

Example Action	Difficulty
Easy Task Climb using a rope	1 success, 4+ range
Normal Task Climb a rough surface	1 success
Difficult Task Climb a wet or flat surface	2 successes
Path of Pain Climb a wall covered in sawblades	3 successes

5. ADVANCEMENT

As your bug experiences wild adventures and practices their talents, they will grow and learn. Rather than keep track of large piles of experience points, a bug's advancement is determined by the GM handing out **milestones**. A milestone is most often given out after the bug completes a major goal - your bug and their companions might arrive at a brand new region while exploring, or have just conquered a powerful foe.

For the GMs out there, here is a handy table to help you figure out what's appropriate to hand out at each of a bug's milestones. The second milestone is a good place to begin for first time groups, because it allows them freedom to explore how their bugs' different Paths and abilities might interact.

It is suggested for each character to begin with their choice of a single Art or Arcana (if they are a Mystic), in addition to any they purchase using their Proficiency Ranks.

Advancement Chart

Milestone	Path Ranks	Minor Advancements	Proficiency Ranks
0	1	-	1
1	-	1	-
2	1	-	1
3	-	1	-
4	1	-	1
5	-	1	-

And so the pattern continues, with each even milestone giving a Rank and each odd one a Minor Advancement.

Mystic Ranks and Arcana

Whenever your bug gains a Rank in a Mystic Path, they also learn a single Arcana from that Path.

Minor Advancements

When your bug gains a Minor Advancement, there are a few different things they can do with it:

- Add a +.5 increase to one of your bug's Primary Attributes.
- Add a +1 increase to your bug's Speed, but not beyond 7.

- Add a +1 increase to your bug's Load.
- Add 1 to your bug's Technique Slots.
- Add +1 Quality to one of your bug's Natural Weapons, Natural Tool, or Blocking Arms, to a maximum of 3 times per Trait. This affects all Natural Weapons granted by a single Trait.
- Add a modifier to one of your bug's Natural Weapons, except Threaded. Natural Weapons with the Heavy modifier still don't count against your bug's Load. Only Natural Projectiles can be given the Balanced modifier.
- Add +1 to the number of times your bug can use one of their scene limited Traits or Mastery abilities, such as uses of a recovery flask effect, per scene.

6. WEAPON ARTS

In every age, great individuals strive to go beyond ordinary mastery of their weapons. In their quests, such Sages have developed Arts.

Arts require a particular class of weapon to be used. Nail Arts may only be used with nail weapons, Tusk Arts may only be used with tusk weapons. Some Arts have a primary weapon type that they are often associated with, but are also compatible with other weapon types - your bug might have an unorthodox style!

Preparing Arts

A bug readies their Arts for use by assigning them to Technique slots, which may be done freely during a rest. Any Arts in the bug's Technique slots have been rigorously practiced, and may be used at any time.

Unprepared Arts may be performed only after completing an Art Focus.

Using Arts

A bug may only use one Weapon Art per turn.

Using a Weapon Art costs the Stamina listed for the Art, while some Arts have additional costs in Soul, or in the form of temporary Attribute damage. If an Art damages one of the four main Attributes, that Attribute damage is removed at the start of your bug's next turn. Some Arts allow extra Stamina or Soul to be spent to enhance their effects.

Arts come in the following types:

Normal Weapon Arts

These Weapon Arts are self-contained actions, which perform an attack as part of their execution. They still benefit from the Quality of the weapon used. They do not contribute to Stamina tax, and do not have an extra cost from the user's current Stamina tax.

If used with a heavy weapon, the Art inflicts a stack of Off-Balance for each attack performed as part of the Art.

Special Weapon Arts

These Arts are self-contained actions that are very different from a normal attack, and do not use the normal damage values of the

wielded weapon. When used with heavy weapons, they do not inflict a stack of Off-Balance.

If the Art still requires a specific type of weapon to use, its attack roll benefits from the weapon's Quality.

Augmentation Arts

Some Weapon Arts augment your bug's next attack. These Arts only augment attacks made with valid weapons. When the user activates one of these Arts, subtract its Stamina cost from the Stamina cost of the attack that delivers it. This Stamina does not count as being dedicated, but additional Stamina can be dedicated normally. The attack is augmented or changed as described in the Art.

Augmentation Arts do not need to be used immediately - the user can wait before making the attack! While **holding** an Augmentation Art, a bug suffers a -2 die penalty on all checks but Soak checks. If a bug starts a turn while holding an Augmentation Art, they are still considered to have used a Weapon Art during the new turn.

Reaction Arts

Some Arts require a trigger to use, and a condition must be met. However, a bug can use these Arts whenever the trigger occurs, even if it is not their turn. In addition, these Arts do not count against the limit of a single Weapon Art per turn.

Unique Arts

These Arts do not necessarily fall under any other category, and their rules and functions are self-contained within their description.

General Weapon Arts

Backswing - Augmentation

1 Stamina

The user's next attack has a -1 penalty to damage, but does not incur heavy weapon penalties. The user clears one stack of Off-Balance.

Baldur's Brace - Reaction

1 Stamina

Rather than parry or dodge, the user braces against an incoming strike. This Art may be used as a reaction when targeted by an attack. The user may not parry or dodge the attack, and instead adds a +3 die bonus to their Soak roll against the attack. For each Stamina spent on the Art past the first, add 1 more die to the Soak roll.

Berserk - Unique

Focus Action

The user enters a state of violent fury, heightened awareness, or mystic trance. In this state, they gain 2 Speed, 2 Spook, and +2 dice to resist fear, grapples and magic. They also gain 1 DR, but cannot defend. The benefits activate immediately, but are lost if the Focus is broken before it resolves.

Once per turn, the user may lower their maximum Heart by up to 2, gaining equal Glory Stamina that fades when Berserk ends. This counts as Attribute damage, and does not lower current Heart except to cap it at the new maximum. Should the user enter a state where they would die while Berserk, they do not die until the Berserk ends. This death cannot be prevented.

If the user has not attacked a bug, taken damage, or moved towards an opponent they can sense when their turn ends, the effect ends.



Breather - Normal

0 Stamina

The user's next weapon attack costs 1 less Stamina. The user cannot attack more than once this turn. The attack cannot benefit from Augmentation Arts.

Careful Strike - Unique

1 Stamina

The user selects a target within line of sight. If the target stays within line of sight and the user takes no damage before the start of their next turn, their next attack against the target has one automatic success, and one extra square of range if ranged. This Art does not reduce the Stamina cost of the attack, nor does it count against the Art limit per turn, but it may only stack with itself up to three times, and may only be activated once per turn.

This Art may be stacked with other Weapon Arts.

Cleave - Normal

3 Stamina

The user swings their weapon in a wide arc, hitting all foes in front of them. The user

makes a melee attack that targets three bugs (four if the user is large) that are adjacent to both each other and the user's space. Resolve a single attack roll as if it were made against each bug independently.

Additional Stamina spent on this Art adds to the attack roll.

Fortuitous Flurry - Reaction

2 Stamina - Pairable Weapons

The user may activate this Art in place of making an Attack of Opportunity, and make 2 attacks against the enemy that provoked it. Attacks made with this Art count as Attacks of Opportunity.

The user may make additional attacks for 1 Stamina each, until a total of 3 attacks have dealt damage to the opponent.

Great Charge - Unique

X Stamina

The user moves spaces equal to twice the Stamina spent, and ignores rough terrain for that movement. It may move through other bugs, inflicting them with 1 point of Off-Balance. Bugs which make an attack of opportunity against the user's movement are inflicted with 2 points of Off-Balance instead. The next attack the user makes after the movement has its rollover cap increased by 1.

Lunge - Normal

3 Stamina - Melee Weapon

The user moves up to 2 squares in a straight line without provoking opportunity attacks, and then makes a melee attack with a +1 bonus to damage.

Each additional Stamina spent allows an additional square of movement.

Measured Strike - Augmentation

0 Stamina - Heavy Weapon

The user's next attack with a heavy weapon does not apply Off-Balance to the user.

Rally - Unique

3 Stamina

The user makes an Impress, Bravery or Tactics check, and tallies the successes. That number of friendly bugs other than the user who hear the user may move up to 2 squares, and may take one action, gaining 1 Glory Stamina for that action. Bugs with no Stamina or who are Focusing cannot be rallied. If the affected bug has not acted yet in this scene, actions taken count against its Arts and Spells per turn, Stamina tax, and Stamina recovered on its first turn.

Each extra Stamina spent on this Art allows each affected bug 1 extra square of movement.

Spikes - Special

2 Stamina, 1 Soul

A pair of spikes extend from the user and erupt from nearby surfaces. The user makes ranged attacks against two targets within a range of 6 for 2 damage each, using Unarmed Strike weapon Quality. The spikes remain for one round and cause 1 damage if a creature is moved into them.

Each additional Soul spent on this Art creates two more spikes, but each must have a new target.

Stunning Strike - Normal

2 Stamina

The user bashes an adjacent enemy with the blunt bit of their weapon, interrupting them. Make an attack with a weapon. This attack is treated as melee even if made with a ranged weapon and can only deal a maximum of 2 damage. This attack never provokes attacks of opportunity, or triggers reaction Arts. Treat extra successes beyond 2 damage as damage risk for the purpose of Soak, Absorption, and DR.

If the attack is successful, and deals damage to the target, the target gains stacks of Off-Balance equal to the damage taken.

Each additional Stamina spent increases the maximum damage by 1.

Unarmed Arts

Antlion Pin - Unique

1 **Stamina** - Unarmed

When grappling a bug, the user may attempt to entangle them further. The user makes a contested Might check. On a success, the target becomes unable to take any action other than to escape the pin, which returns them to a normal grappled state. The user cannot grapple any other bugs when they pin a bug, and they cannot move whilst they have a bug pinned.

Anything that would automatically end or cause a bug to escape a grapple does the same to a pin.

Dragonfly

Palm Strike - Augmentation

2 **Stamina** - Unarmed

The user strikes a target's body, sending numbing sensations coursing through it like a Dragonfly's lightning. The next unarmed attack the user performs deals Paralyzing Venom stacks up to their Insight, instead of damage. The user may choose to deal fewer stacks.

Effects that modify damage may instead modify the Paralyzing Venom stacks dealt, if the user so chooses.

Garrote - Unique

2 **Stamina** - Unarmed, Threaded Net, Bug-Catcher

The user may activate this Art against a target grappled by one of their applicable weapons. The target is squeezed and choked, inflicting 2 Suffocation DoT that fades when the target breaks the grapple.

Mantis Hold - Augmentation

1 **Stamina** - Unarmed

The user slams a grappled bug against the ground, twists them painfully, or otherwise painfully manhandles them. The next unarmed attack the user makes against a

grappled bug has a +1 bonus to damage, and a single automatic success. It also rolls successes into damage, up to four times base damage. Alternatively, the user can choose to deal Stamina damage.

Stag Throw - Special

1 **Stamina** - Unarmed

The user bodily throws a single grappled bug 4 squares, where they land with stacks of Off-Balance equal to the user's excess successes on the last grapple check made against that bug, to a minimum of 1. If the user throws a bug at an occupied square, they make a ranged Might-based Slam attack against the target, with the thrown bug's size determining the Slam damage. Quality of the throw is equal to the user's Unarmed Strike Quality.

If the thrown bug is a friendly, willing creature, it receives no Off-Balance and may make its own, unarmed melee attack roll for the target of any thrown Slam attack with no Stamina dedication. The better of the two attack rolls is used.

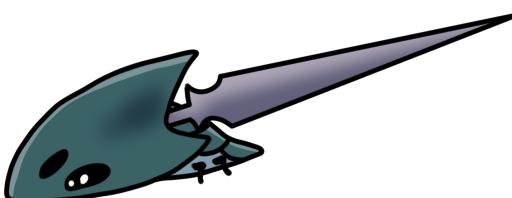
Extra Stamina may be dedicated to the thrown attack as if it were a normal attack.

Nail Arts

Cyclone Slash - Augmentation

3 **Stamina** - Nail

The user swiftly spins about, whirling their blade, striking all adjacent foes. The user's next attack targets all hostile bugs horizontally adjacent to their space. Resolve a single attack roll as if it were made against each bug independently.



Dashing Slash - Augmentation

2 Stamina - Nail

When the user makes their next melee attack, they may move up to 2 squares in a straight line without provoking attacks of opportunity. They may make the attack at any time during or at the end of this movement, with a +1 bonus to damage. The user may move through the spaces of other bugs during this Art, though may not end their movement in a space they cannot occupy.

Each additional Stamina spent allows an additional square of movement, and counts as being dedicated to the attack.

Great Slash - Augmentation

3 Stamina - Nail

The user pours their effort into a single, mighty strike. The user's next attack is made with a +2 bonus to damage, and an extra square of reach.

Needle Arts

Cricket Strike - Normal

2 Stamina - Needle

A leaping strike, using the momentum of the user's jump. The user may launch up to 3 squares into the air, and then may launch themselves 3 squares in any direction, making an attack at any point during the movement, all without provoking any attacks of opportunity.

For every Stamina spent after activation, the user may launch themselves 1 square further.

Gossamer Strike - Augmentation

1 Stamina, 1 Soul - Needle

A ranged strike, using strings of Soul to bind the weapon to the user. The user's next attack has a range of 4 squares. If the attack is successful, the user can choose to move to the closest square adjacent to the target, or to have their weapon return to them. If the attack misses or is dodged, the user may attempt it again for free as the weapon

returns to their hand, against the same target. It does -1 damage, however, and cannot move the user.

This Art only costs 1 Stamina if used to target an object, or if the weapon has the Threaded modifier.

For every Stamina spent after activation, the strike has +1 range.

Impale - Augmentation

3 Stamina - Needle, Nail

The user's next melee attack may be followed with a grapple attempt for free. When moving the grappled target, it may be moved within Reach if the impaling weapon has Reach. On their turn while the target is grappled, the user may move towards the target to deal 2 soakable damage risk. On the target's turn, the target may choose to risk 2 soakable damage to move towards the user. The impaling weapon cannot be used while grappling the target, but the user may end the grapple at any time.

Threading

Strike - Augmentation

3 Stamina - Needle

With impressive agility, the user may strike multiple foes in a chain. When the user makes their next attack, the attack can chain from the first target to up to two others, which each must be adjacent to the previous target. Only the first target must be in range. A single attack roll is resolved against each target individually.

Each additional Stamina spent allows the user to target an additional bug.

Tusk Arts

Collapsing Blow - Augmentation

1 Stamina - Tusk

An attack that drives the target into the dirt and disorients them. If the user's next attack hits, the target takes a point of Off-Balance, may not dodge until the start of its next turn,

and may not perform the dash or jump actions until the end of its next turn.

Shattering Blow - Augmentation

2 Stamina - Tusk, Natural

The user makes a dangerous attack, putting their body and weapon to the test. Their next attack is made with a +2 bonus to damage, and their weapon suffers 1 Deterioration from it. Using this Art with an unbreakable weapon instead inflicts 1 stack of Off-Balance to the user for every point of damage the weapon would take, and it cannot be used if it would exceed the Off-Balance cap.

For every Stamina spent after activation, the attack deals 1 more damage, and the weapon takes 1 more deterioration. Extra Stamina spent cannot exceed the weapon's remaining Quality.

Shockwave Blow - Special

2 Stamina - Tusk

The user strikes the ground directly in front of them, releasing a devastating shockwave. This shockwave is an AoE 3 squares wide, and 4 squares long. It is a Might attack that may not be parried. It deals 2 damage. Burrowed targets within the area of effect are struck automatically and forced to surface; they can defend if able to dodge, but cannot reduce successes below 1.

For every Stamina the user spends after activation, increase the dice of the attack by 1, and the length of the area by 1 square.

Surging Blow - Augmentation

1 Stamina - Tusk

A heavy strike, using the full force of the user's might to send a foe flying! The user's next attack knocks the target back three squares, unless the attack is dodged.

Natural Weapon Arts

Brutal Instinct - Augmentation

2 Stamina, 1 Shell - Natural, Tusk

Like a cornered animal, the user puts everything on the line to end the fight. The

user's next attack is made with a bonus to damage equal to the difference between their current Heart and maximum Heart, provided their current Heart is the lower value. This attack has bonus dice equal to the amount of unique Status Effects and DoTs on the user.

After making this attack, all Status Effects and DoTs on the user end, and they fall unconscious until the end of the scene.



Desperate Surge - Reaction

2 Stamina - Natural

When the user is targeted with a successful melee attack, they may choose to use this Weapon Art instead of parrying or dodging. Immediately make a melee weapon attack against the attacker at a -1 die penalty, who may not parry or dodge the attack. This attack has a +1 bonus to damage. The user's attack is resolved before the attacker's resolves.

The attacker's attack still resolves even if the attacker is killed or knocked unconscious.

Predatory Frenzy - Normal

2 Stamina - Natural

With feral rage, the user lashes out repeatedly. The user makes two attacks, then

gains 1 point of Off-Balance. If both attacks within the frenzy are made with pairable weapons, a third may be made, at the cost of 1 additional Stamina and another stack of Off-Balance, as long as it would be made with a pairable weapon as well.

Predatory Grasp - Augmentation

2 **Stamina** - Natural

If the user's next attack is successful, they may immediately attempt to grapple the target for free. If they succeed, the target receives a -1 die penalty to all checks other than escape attempts and Soak checks while grappled; this stacks with the normal grapple penalty.

Hook Arts

Feinting Blow - Unique

1 **Stamina** - Hook, Nail

If the next attack the user makes fails, the user may immediately make a normal attack with a compatible weapon they are currently holding. The user gains rerolls for this attack equal to their Insight score, rounded up, and it costs no Stamina. This Art does not reduce the Stamina cost of the user's next attack.

This Art may be stacked with another Weapon Art, treating them as a single Art.

Hobbling Strike - Augmentation or Reaction

2 **Stamina** - Hook

The user carefully strikes a vulnerability to hamper enemy movement, stopping them in their tracks. Instead of dealing damage, this attack applies a debuff with the effect: "Movement costs 3 times as much Speed, or 2 times as much if this bug could ignore rough terrain.". This debuff has stacks equal to the damage that would have been risked by the attack.

This Art may be used as a Reaction to augment an Attack of Opportunity.

Mantid Insistence - Normal

2 **Stamina** - Hook

With a lash of one's own Hook, the user brings distant foes within your reach. The user makes an attack with a range of 4 squares. If the attack is successful, the target is brought to the closest open space adjacent to the user, or the closest possible space if all adjacent spaces are occupied.

For every Stamina spent after activation, the range increases by 1 square.



Wind Scythe - Special

1 **Stamina**, 1 **Soul** - Hook, Natural

The user throws a chakram of wind along a line 1 square wide and 4 squares long. This is a ranged AoE attack that does 2 damage. However, it may only deal damage twice prior to dissipating. Resolve the attack roll against the targets in order of closest to furthest. Upon reaching the end, the chakram makes a return trip - the user rolls the attack again, with one more die, this time resolving from farthest to closest.

For every Stamina spent after activation, the chakram can hit one more target before dissipating.

Sling Arts

Culling Shot - Normal

1 **Stamina** - Sling, Hook

The user makes an attack against a target within range. If the attack drops the target to Death's Door, knocks it unconscious, or kills it, the user may use this Art again this turn.

Curving Shot - Augmentation

1 Stamina, 1 Soul - Sling

The user's next ranged attack moves past cover and pursues its target. Treat it as if it had a Speed equal to its range, instead of moving in a straight line for the target. Roll the attack as soon as the projectile enters the target's space. If the attack is dodged, or misses, and has enough Speed to reach another target, the projectile may try to hit that target instead. This Art may not make multiple attempts to attack the same target.

For every Stamina spent past activation, the attack has +1 Speed.

Disarming Shot - Normal

2 Stamina - Sling, Hook

The user makes a single attack, targeting a weapon held by a bug in range. Roll the attack as normal. Attempts by the target to parry using the target weapon automatically fail. If the attack is successful, the weapon is knocked from their hands, and launched a number of squares away equal to the user's regular damage. The bug holding the weapon risks only 1 damage.

If the attack is a melee attack, or the weapon returns to the user automatically, the user can choose for the target weapon to end in their square - or their hand, should they have one free.

Multi Shot - Normal

3 Stamina - Sling

Choose up to three targets within range. The user makes a ranged attack against each of them. The user may instead opt to make multiple attacks against one target, in which case only one attack, chosen after they are rolled, can deal damage and apply on-hit effects. Each of the attacks, however, can still damage Durability.

Quick Draw - Unique

3 Stamina - Sling, Melee Weapon with Ranged property

The user draws incredibly fast, and nearly always gets the first strike in. Just before

initiative is rolled, the user may activate this Weapon Art. Add dice to the initiative roll equal to the chosen weapon's quality, then immediately draw the weapon and make an attack against an enemy, adding 4 squares to its range if it is a ranged attack.

If this attack hits, the target loses dice on their initiative roll equal to the damage done.

If no enemies are in range when initiative is rolled, the user may choose to use this Art anyways, making the attack as soon as a valid target enters their range, provided they do so before the user's first turn begins. Roll dice equal to the damage of this attack when that happens, and subtract the total from their initiative roll. If this brings their initiative below the user's own, their turn is put on "pause" until their new initiative is reached. Stamina spent on this art does not regenerate at the start of the user's first turn.

Scatter Shot - Augmentation

2 Stamina, 1 Soul - Sling

The user's next attack is made as a Short Cone AoE, starting in the target square within weapon range and bursting in the direction fired.

Each Soul spent after the first increases the Cone size by one tier.

Spidershot - Augmentation

2 Stamina, 1 trap of any rarity - Sling, Hook

The user's next weapon attack attaches the dedicated trap to the target, in an armed state. Traps placed in this way do not activate if triggered by the user. If the target is an object, treat the trap normally. Otherwise, the trap will not be activated by the target's movement, but if a bug moves adjacent to the side of the target, they count as being in an activation square.

If the trap has an activation radius, or an ability would give it an increased radius, it treats the target's square as the center activation square, and ignores the adjacency effect. If the trap would be hidden, the target does not notice it.

The user may choose to deal no damage with the attack. This allows the trap to be hidden

with successes equal to their applicable skill. By dedicating 1 extra Stamina, the trap may be hidden while still dealing damage, with successes equal to the user's successes on a roll of their applicable skill.

Shield Arts

Baldur Throw - Special

2 Stamina - Shield

The user hurls their shield towards an enemy within a range of 4. This attack treats the shield as a thrown weapon, with Quality equal to that of the shield. The user may use Might in place of Grace for the ranged weapon attack. The attack deals 3 damage. After the attack, the shield returns to the user's hands.

By spending an extra 2 Stamina, the user may have the shield ricochet to another target within two squares of the original target, making another attack. This may be done multiple times.

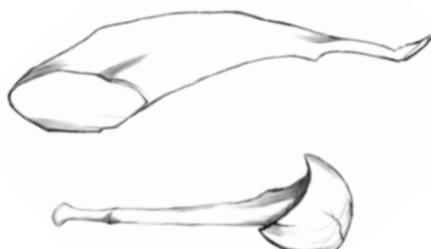
Stag's Strike - Special or Reaction

1 Stamina - Shield

The user can hold both the line, and halt those who attempt to pass. When a bug attempts to go through the user's space, or passes through a space adjacent to the user's own, the user may immediately perform this Art as a melee attack with their shield.

The attack uses the shield's Bulk in place of Quality. This attack cannot be parried and deals no damage. If the attack is successful, the target is pushed back up to 3 squares, in the direction it came from or away from the user, as the user chooses.

The user may also perform this Art on their turn.



Counter Arts

Arachnid's Gambit - Reaction

1 Stamina - Natural, Needle, Sling

When the user dodges an attack with at least 1 success, they may activate this Art. The user makes an attack against the attacker if they are in range. If the attack hits, it deals 1 less damage, but afflicts the target with a stack of Off-Balance.



Scorpion's Riposte - Reaction

1 Stamina - Nail, Needle, Shield

Like a patient hunter, the user waits for an opening to strike. After parrying an attack with at least 1 success, the user may immediately use this Art and strike with a weapon against an enemy within range.

Vespid Deflection - Reaction

2 Stamina - Shield, Tusk

When targeted by a successful parryable ranged attack, the user may parry it using this art. The user receives no penalty on the parry due to it being a ranged attack, and gains an extra die on the parry. If the parry has at least 1 success, the user redirects the attack back at the attacker - treat it as if it has all of the same effects it had when it targeted the user, and the same number of successes.

The user still takes damage if the attack wasn't negated by this parry.

For every Stamina spent past activation, add an extra die to the parry.

7. MAGIC

Arcana are the building blocks of magic, used by those devoted to the Mystic Paths to perform spells. Should your bug set out on one of these Paths, they will be able to learn the following Arcana as per the Advancement section.

The Arcana listed here are not the only things that a Mystic can do with their magic, but are the most commonly understood and practiced forms of magic, and thus the easiest to learn. Only the greatest of Mystics craft new Arcana and add to the lore of their discipline.

If your bug would like to design their own Arcana, there are certainly more that exist beyond those listed here, which can be created or researched. Consult with your Game Master and see if you can work something out that's appropriate for their game.

Attunement

Your bug will use their Technique slots to Attune their Arcana as spells for ease of use. A bug can cast their Attuned spells with a Difficulty of up to twice their Mystic Ranks in its Path.

Effects within an Arcana may allow it to be modified in special ways, by spending additional Soul or other resources. Some of these alter Difficulty, while others only change the Soul cost of the spell.

Casting Unattuned Arcana

Arcana that a bug knows can still be performed, even if they are not Attuned as a spell. These Arcana in their base form take far longer to cast, often requiring extensive rituals.

The Arcana may be performed in its base form, or with modifications, up to a Difficulty of twice the bug's total Ranks in all Mystic Paths. For every 1 Difficulty that the ritualized Arcana has, it takes 10 rounds to cast.

Rituals

The Arcana described in this chapter are not the only forms of magic your bug will encounter. Not all feats of magic can be performed by a single bug alone.

Rituals make use of mystical events, ley lines, powerful catalysts, ritual sacrifice, or many bugs working in unison. Rituals are often plot elements important to the progress of a campaign, and defy a unified definition. Should your bug wish to design or perform a

Ritual of their own, or perform an Arcana at a Difficulty impossible alone, consult with your Game Master to work out what's appropriate for their game.



Casting and Aiming Spells

To cast a spell, a bug must spend Soul equal to its Difficulty. Only one spell may be cast per turn of the caster. If a spell targets a willing bug, there is no need to roll, and the spell automatically succeeds. Should the target be unwilling, or be an object held by an unwilling bug, the spell requires an attack roll unless otherwise specified.

When casting a spell with a range of Touch, its attack roll is a Might or Insight based check, at the caster's preference. When casting a spell with a range of Close or further, its attack roll is a Grace or Insight based check instead, at the caster's

preference. The caster adds their total Ranks in Mystic Paths to the roll, in either case.

A spell may be dodged, but cannot be parried without special equipment.

If a spell calls for a contested Trait check, it does not require a roll to hit, using an opposed spell resistance check instead. The caster does not add their total Mystic Ranks to the check, as they would an attack roll.

Essence

A bug with an Essence pool is capable of seeing and hearing spirits. Spirits are remnants left behind by the dead, who have left an imprint upon a place. They are ideas, memories, caught in time. Often they can provide valuable insights, but as with any bug they are painted by their perspectives.

*The versatility of one's Soul
is something that could be
wielded not only by wizened shamans.*

Using 0 Difficulty Arcana

As you know, a bug can only cast spells with a Difficulty not exceeding twice their Mystic Ranks in an appropriate Path. Does that mean that any bug can learn to cast a 0 Difficulty Arcana?

Technically, yes! But if you think this makes magic feel less mystical, restrict learning Arcana to only bugs who possess Mystic Ranks.



UNIVERSAL SPELL MODIFIERS

The following methods may be used to modify any spell on the fly.

Spell Range

A spell's range can be increased or decreased as a modifier to the spell, as listed on the table below. The increases to Difficulty are additive.

However, decreasing a spell's range, such as to make it a Touch spell, does not change the Difficulty of a spell.

Range Chart

Range	Description	Difficulty Increase
Self	The spell may only target the caster.	0
Touch	Any target the caster touches.	+1
Close	Squares equal to or less than half of Insight plus one, rounded up.	+1
Far	Squares equal to or less than Insight plus three.	+1
Sense	Anywhere the caster can accurately sense.	+2

Damage/Healing

Any Arcana that deals or heals an amount of damage may have that amount increased by 1 for each point your bug increases its Difficulty by. For Arcana that affect an area or that have multiple targets, the cost increase is doubled.

Only damage and healing from the initial effect of an Arcana can be increased, not that from conditions it applies.

Spell Duration

As with a spell's range, its duration may be increased as per the table that follows. The increases are additive. Decreasing a spell's duration does not change its Difficulty.

Spells cannot be cancelled before their duration runs out. Some spell durations may simply be beyond a single mortal bug to perform alone.

Duration Chart

Duration	Description	Difficulty Increase
Concen-tration	Continues as long as no Stamina or Soul dice are spent.	0
Brief	Lasts a number of rounds equal to the caster's Insight.	+1
Scene	Lasts a single scene.	+2
Scenes	Lasts a number of scenes equal to the caster's Insight.	+2
Rests	Lasts a number of rests equal to the caster's Insight.	+2
Lifetime	Lasts until the caster dies.	+2
Eternal	Lasts until dispelled.	+2

Split Spells

An Arcana that would normally target only one target may affect multiple targets. Multiply the final Difficulty of the spell by 2, and choose a number of targets up to the caster's Rank in the spell's Path plus 1.

Expanded Spells

An Arcana with an area of effect may affect a greater area when cast. Multiply the final Difficulty of the spell by 2, and expand its AoE to encompass squares adjacent to its effect area, excluding the caster's square.

Quickened Spells

Spells may be cast as Quickened, making them easier to cast at an increased cost. This raises the Difficulty of a spell by 1 for each previous spell this turn, and costs 1 Stamina to perform. Quickened spells can ignore the limit of a single spell per turn, but Quickened spells may only be cast up to three times on a caster's turn.

A bug with only Mystic Paths does not need to spend Stamina to perform Quickened spells. Should they stray from pure mastery of the Soul by taking a Martial Path, this benefit leaves them.

Conjured Spells

A spell can be enhanced so that the effect is conjured within its target's space, instead of launching in that direction. This increases the Difficulty by 1, but effectively removes any cover penalties, even that of full cover. In addition, the first time a bug uses a Conjured spell in combat, the target receives -2 die penalty to dodge the unexpected spell.



ARCANA

Spire Arcana

Dispel

Difficulty: 2

Range: **Touch**

One magic effect of Difficulty 2 or lesser within range ends. If prepared as a readied action, may counterspell a spell being cast.

At an increased Soul cost of 1, Dispel may end spells of 1 Difficulty higher, which can be invoked multiple times.



Levitate

Difficulty: 1

Range A: **Close**

Range B: **Far**

Duration: **Brief**

Lifts a target within Range A one square off of the ground. The target can move laterally through the air, at a Speed of 2. If the target is an object or willing bug the caster may move it at Speed 2 on the caster's turn. If the target is an unwilling bug, the caster may attempt an opposed Insight check once per turn to move it at Speed 2, on the caster's turn.

Moving a levitated target is treated as a 0-cost spell action. If the target exceeds Range B, the spell ends.

When moving a target: the caster can lift the target another square off of the ground by spending 1 Soul. The caster may also increase the airspeed of the target by 2 by spending 1 Soul.

Missile

Difficulty: 1

Range: **Close**

Deals 2 damage to the affected bug.

Prepare

Difficulty: 0

Range: **Self**

The target may Attune a spell, an Art or a Charm, as if it had spent the time to do so. Prepare becomes unattuned.

Shriek

Difficulty: 2

Range: **Close**

Deals 3 damage, as an AoE covering all squares adjacent to the caster, and all squares above them and above the caster, up to a maximum height equal to this spell's range.

Stasis

Difficulty: 2

Range: **Touch**

Duration: **Special**

A non-living target is placed into a field of stasis, rendering it immovable and undamageable until the end of the caster's next turn. Weapons float in the air, armor locks its wearer in place, and traps fail to trigger.

Spending 2 extra Soul increases the Duration by 1 round.

Suppress

Difficulty: **1**

Range: **Touch**

Duration: **Brief**

The target's Notches and Technique Slots are decreased by 1, which may be increased as if it were damage. If a target would have more Notches filled than their new maximum, they become Overcharmed, but may unattune spells or unequip Charms at will as normal.

If a target no longer has enough Technique slots for their Arts and Arcana, they must remove the excess.

Ward

Difficulty: **1**

Range: **Touch**

Duration: **Scene**

The next time the target would be affected by a magical effect while this spell is in effect, they are not. This ward then expires.

Increasing the Soul spent on this spell increases the number of times it can trigger, at a rate of 1/2 Soul.

Zap

Difficulty: **2**

Range: **Close**

Deals 2 damage to every bug in a line between the target and the caster, including the target.

Spending 1 extra Soul allows the caster to move to the opposite end of the spell's Area of Effect without provoking attacks. The area remains charged until the start of the caster's next turn, dealing 1 damage to creatures that step onto or out of the charged ground. Creatures already within may move within the charged ground safely.

Cloak Arcana

Cloak Dance

Difficulty: **0**

Range: **Self**

So long as the target moves at least 1 space on its turn, it gains one free dodge attempt until the end of its next turn.

If Quickened, Cloak Dance costs an additional 1 Soul instead of the Quickening cost of 1 Stamina.

Cloak of Blades

Difficulty: **1**

Range: **Self**

The target twirls, and their clothes become razor sharp, lashing out to cut all around them. Inflicts 2 damage to each adjacent bug at the same height. This is resolved as an AoE attack. This damage is soakable, and rolls successes into damage.

Dive

Difficulty: **0**

Range: **Self**

The target plummets 10 squares toward the ground, dealing 2 soakable damage to any bug landed on. Resolve this as a soakable spell attack done by the caster, which rolls successes into damage. The caster may choose to cause the target to take this damage as well, but this must be chosen on Attunement.

This spell does not restore Soul on a hit.

An extra Soul may be spent to cause the impact to damage all bugs adjacent to the target on landing, as an AoE.

Fade

Difficulty: **2**

Range: **Touch**

Duration: **Concentration**

The target is invisible as long as they do not take damage. This effect can instead target scent or vibration (sound/tremorsense), or another sense with which the caster is familiar.

Haste

Difficulty: 2

Range: **Touch**

Duration: **Brief**

The target's Speed is increased by 2, and it does not incur attacks of opportunity up to 3 times per turn.

For an extra 1 Soul, the Speed gained or times safe from AoO can be increased by 2.

Homebound

Difficulty: 1

Range: **Touch**

Duration: **Brief**

An unoccupied square on solid ground within range goes dark. At any point during the spell's duration, the caster may opt to instantly teleport to that space. The caster may also do this in retaliation to an attack, but doing so costs 1 Stamina and 1 Soul, and must be declared before the attack is rolled. After triggering the teleport, the spell ends.

Spending 1 Soul when the spell ends after a trigger allows another use of the teleport.

Teleport

Difficulty: 2

Range A: **Touch**

Range B: **Close**

Teleports a target within range A to an unoccupied square the caster can accurately sense within range B of the target.

Dream Arcana

Circle of Sleep

Difficulty: 2

Range: **Close**

Duration: **Brief**

A 5x5 circle is formed, invisible to bugs without Ranks in an Essence Path. Bugs within the circle feel drowsy, inflicting 2 stacks of a Drowsy debuff each turn. The debuff does not fade while within the circle. Drowsy inflicts a -1 die penalty to non-Soak rolls, increased by a -1 die penalty for every 3 points of the debuff.

If Drowsy stacks reach 6 and the bug is not currently in combat, it falls asleep until the spell ends. Violent actions taken within the circle wake up sleeping bugs, though they retain their Drowsy stacks.

If 1 Essence is spent during the casting of this spell, friendly bugs are immune to the effects of the circle.

Disguise

Difficulty: 1

Range: **Self**

Duration: **Scene**

The target is given a new appearance chosen by the caster, increasing their Spook or Cute by up to 2. They may instead take on the appearance of an individual whose image is within Sense range, gaining their Spook and Cute.

While this spell is active, the caster can spend 1 Essence to burn the disguise and transform it into a befuddling mirage for a Brief duration. While the mirage lasts, the caster may use Insight instead of Grace to dodge, and inflict a -1 die penalty on their targets' parry and dodge checks.



Illusion

Difficulty: 1

Range: **Close**

Duration: **Brief**

Upon casting, an image up to the size of a single square appears. It may be animate, and produce light and sound, and it has 4 Speed with which to move on the caster's turn. The

image can be of whatever the caster imagines. Touching it will discern its nature.

The caster can spend 1 extra Soul to increase the length, width, and height of the image by one square.

If 1 Essence is spent while casting this spell, the caster may make the illusion visible only to select targets within Sense range.

Mirror Ally

Difficulty: 2

Range: **Touch** (Target), **Close** (Place Copy)

Duration: **Brief**

Upon casting, a glowing and slightly transparent reflection of the target appears somewhere else within range, though mighty foes may yield inferior reflections. Unwilling targets may resist using Insight. It possesses the same base stats, traits and equipment of the target, with the exception of Charms and consumables. It has no Arts, path ranks or special abilities, but shares the caster's attuned spells. Its Heart stat equals 2 upon appearing, and the apparition is placed after the caster's Initiative.

Its actions are controlled by the caster, and it shares its tax, Focus Actions, Soul and Stamina with the caster. The caster can gain no Soul or Essence from affecting their Mirror Allies with gathering methods.

Spending 1 Essence during the casting allows the Ally to use a single Art, spell, rank 1 path, or special ability the target knows.

Read Mind

Difficulty: 1

Range: **Touch**

Duration: **Concentration**

The target may make a contested insight check. If the caster wins, the target's surface thoughts may be read by the caster for the duration of this spell. This conveys any immediate intentions the target has, as well as making it impossible for them to successfully lie to the caster.

Spending 1 Essence while casting this also allows the caster to silently propose a yes or no question to the target, without the target's

knowledge, or to open two way communication with the target.

Semicorporeality

Difficulty: 2

Range: **Touch**

Duration: **Brief**

The target exists partially within the Dream. Any non-magic damage taken by the target is halved and rounded down, to a minimum of 1. Any non-magic damage dealt by the target is halved and rounded up.

The target may see and interact with Dream Spirits and other Semicorporeal subjects as if they were fully corporeal.

Whenever an attack is made by or against a target the caster made Semicorporeal while they are in Sense Range, the caster may spend 1 Essence to make that attack deal normal damage.

Speak with Dreams

Difficulty: 1

Range: **Touch**

Duration: **Scene**

The caster pulls together Dream fragments left behind by a targeted corpse, creating a pseudo-spirit capable of speaking and answering questions.

Spending 1 Essence while casting this spell allows it to be cast upon a sleeping target to speak with them, fitting seamlessly into their dream. The target tends to forget these exchanges, and think of things they were convinced of therein as their own ideas. Other Essence users are aware of the intrusion, and lucid during the encounter.

Nightmare Arcana

Bloodboil

Difficulty: 1

Range: **Touch**

Duration: **Brief**

A target object soaked in blood bursts into flames. Coating the object in blood costs a point of Heart, though it need not be the caster's. A weapon that has dealt damage to a

bug this scene counts as coated in blood. Weapons under this effect gain 3 charges, which can be expended to deal an additional 1 unsoakable fire damage on hit (number of charges are increased as if they were damage).

May instead be cast on bloodsoaked bugs to inflict a 3-point Status Effect that deals 1 damage each round (points of the Status Effect are increased as if they were damage, at the same time as the charges).

If 1 Essence is spent while casting this spell, then the Soul cost is decreased by 1.



Dream Eater

Difficulty: 1

Range: Touch

This spell may only be cast on a sleeping target or a spirit. Make an opposed Insight check against the target. On a success, the target's dreams are consumed by the caster. The target does not gain any of the benefits of their night's rest, and the caster's Heart and Soul are fully restored.

If used on a spirit, the spirit is banished, and the caster gains 1 Essence.

If 1 Essence is spent while casting this spell, then the caster may peer into the nightmare they have created before eating it, discovering the deepest fear of the target.

Enrapture

Difficulty: 2

Range: Touch

Duration: Concentration

Make an opposed Insight check. On a success, the target is unable to do anything but remain locked in place for as long as the spell lasts. The caster must maintain eye contact with the target throughout this spell. Failure to maintain eye contact, or the target taking damage, ends the spell immediately.

If 1 Essence is spent while casting this spell, then the caster may sing a haunting melody in place of maintaining eye contact, as the target can hear the song. Casters with appropriate skills or the Song trait gain a +1 bonus to the Insight roll. When using a melody, this spell's range increases by 1 category.

Fireball

Difficulty: 2

Range: Close

A thrown fireball scorches the target square and all surrounding squares for 2 damage.

Spending 1 Essence while casting this spell reveals it as an illusion to some. Choose any number of bugs in the area that would be affected by this spell. These chosen bugs experience the flames as an illusion and are not harmed by it.

Manipulate

Difficulty: 1

Range: Close

Duration: Scene

This spell is undetectable except to those with Path levels in Dream or Nightmare, or the proper proficiency mastery. The caster makes a contested Insight check with the target. On a success, the caster gains one automatic success on any social check the caster makes against the target.

Spending 1 Essence while casting this spell grants the caster an automatic success on opposed Insight checks against the target, including to resist this spell.

Puppet

Difficulty: 2

Range: **Close**

The caster contests Insight with the target. On a success, the caster causes the target to perform an action at the start of their turn. This may be any 1-Stamina action that is not a Weapon Art.

Spending 1 Essence when casting this spell hits, allows the caster to forcefully move the target 2 spaces in any direction if the target is able. This expends the movement's Speed from the target's next turn. Additional Essence may be spent to move the target further, up to their Speed.



Swarm

Difficulty: 2

Range: **Self**

Duration: **Brief**

This spell's range cannot be increased. The caster divides into a desired number of Small versions of itself, up to its Insight. Stats do not change, and they remain one creature for Art and Spell use per turn. The caster distributes their resource pools between these selves. Each swarming acts on the caster's turn. So long as at least one self survives the duration, the caster reforms at the location of any swarming, regaining any resources that were not lost.

If 2 Essence is spent, this spell can be cast as a reaction upon suffering damage from an attack. The attack's damage is negated, and the caster must split into no fewer than three swarmlings. The attacker's turn is not interrupted, and proceeds after the division.

Unmask

Difficulty: 2

Range A: **Self**

Range B: **Close**

Duration: **Brief**

The target's (range A) face peels back, and is replaced with a horrifying vision of their viewer's worst fear. Bugs in range B contest Insight or become frightened. Frightened bugs next to the target may not take any action other than to evade attacks or get away.

Spending 1 Essence while casting this spell decreases frightened bugs' Speed to 0.

Bloom Arcana

Amrita

Difficulty: 2

Range: **Touch**

If the target has taken damage from a DoT within the last turn, it is healed. In addition, the durations of all DoTs and Status Effects on the target are reduced by 2. Alternatively, the caster may choose one Status Effect, DoT, Curse, or Magical effect on the target to end immediately. If it is a magical effect or curse, successes equal to the effect's Difficulty are required.

The caster can reduce the duration of effects by an additional 1 turn for an additional 1 Soul spent.

Bloom's Boon

Difficulty: 1

Range: **Touch**

Duration: **Brief**

A great blossom forms under the target's feet, then closes its petals, enveloping the target until this spell's duration ends. A target may not dodge this spell if immobilized. While in this bloom, the target is free to perform any action it could perform in a single-square room, and DoT effects and Status Effects neither trigger nor reduce in duration.

The bloom may be attacked, and has Hearts equal to the caster's Insight, and no Shell.

Bud Buddy

Difficulty: 2

Range: Touch

Duration: Brief

The caster targets a square within range. The target square spawns a Small walking flower bud.

The Bud Buddy has a Might of 3 and a Grace of 3, 3 Stamina, 3 Hearts, 4 Speed, and acts at the end of the round. The Bud Buddy is unable to attack, but may attempt a parry or dodge on behalf of an adjacent friendly bug. If the attempt has at least 1 success, the Bud Buddy becomes the recipient of the attack instead.

When the Bud Buddy dies, the caster may immediately spend 1 Soul to have another Bud Buddy spawn in the dead Buddy's space.

Calm

Difficulty: 2

Range: Touch

Duration: Brief

Contested by Insight. On a failure, the target is unable to take any hostile actions while under this effect, and may be more open to conversation. This effect breaks instantly if the target believes it is in immediate danger.

Energize

Difficulty: 2

Range: Close

Duration: Brief

Select two targets within range. Targets can both be the same target.

The first target expends 10 Belly. An unwilling target may make an opposed Shell check against the caster's Insight to resist.

The second target gains 1 Glory Stamina, which fades if not spent within the duration.

Entangle

Difficulty: 2

Range: Touch

Duration: Brief

A targeted 3x3 square sprouts vines that are helpful to the caster. Allies may move

normally through the vines, but any other bug must spend 1 Stamina dice for every square they move through the vines. Bugs in the area of effect at the moment of casting must roll a Might or Grace check, contested by the caster's spell attack roll. On a failure, they become grappled, and may not move. Escaping the grapple after being caught requires 2 successes.

The caster can add 1 more success required to escape by increasing the Soul spent by 1.



Healing Pollen

Difficulty: 2

Range: Self

A cloud of healing pollen is released around the target, restoring 1 Heart to the target and all adjacent bugs, as well as rejuvenating plant life within the effect.

Symbiotic Seed

Difficulty: 2

Range: Touch

Duration: Brief

The caster plants a seed on the target, which grows rapidly. The target gains a single core non-Mystic Trait of the caster's choosing, with a maximum Hunger of 5, and a minimum Hunger of -5, or negates such a trait. An unwilling bug may attempt to remove the vines with a Might check of 2 successes as a Skill Action, but takes 2 damage if successful. Giving a target a trait

that it already has has no effect, unless the trait can be taken more than once.

Increasing the Soul spent by 1 increases the maximum Hunger by 5, and decreases the minimum Hunger by 5.

Thorn Arcana

Antivenom

Difficulty: 0

Range: Touch

The target may consume doses of the poison currently applied to their weapon to cleanse an equal number of points of DoT or debuffs afflicting them.

Spending 1 Stash during casting applies this spell as if the target had consumed 3 doses of a poison.

Bog

Difficulty: 2

Range: Far

Duration: Brief

The caster creates a patch of sticky, oozing ground which carries the effects of a known Common poison, chosen when Attuning this Arcana as a spell, filling a 3x3 square area and creating rough terrain that costs 2 Speed to move out of. The muck can be dodged only if the creature can move out of its area while dodging.

Creatures within the area suffer the effects of the poison while within, and for 1 round after leaving. Effects that stack apply again when ending a turn inside the bog.

Spending 1 Stash during casting allows any known Common or Uncommon poison to be applied.

Envenomate

Difficulty: 1

Range: Touch

With a touch, instill the target's body with a mystical venom. The venom bypasses poison immunity, but inflicts half of its effect, rounded up, on creatures immune to poison.

When one attunes this Arcana as a spell, they choose DoT or Paralysis. The spell can inflict 3 poison DoT, or 6 points of Paralyzing Venom, depending upon which is attuned.



Infest

Difficulty: 2

Range: Close

Duration: Concentration

The target is afflicted by 1 poison DoT that does not decay and cannot be burned off except by magic, lasting for the Duration. Points of poison DoT beyond that 1 can decay and be burned off as normal. Its maximum Duration is Brief.

By spending 1 Stash on their turn, the caster can cause the infestation to spread to a creature adjacent to the infested creature. It is part of the same spell, and has the same remaining duration.

Poison Wave

Difficulty: 1

Range: Touch

Duration: Brief

For the duration, target melee weapon gains 1 additional space of Reach while it has a poison applied to it, as the poison lashes out beyond the weapon.

By increasing the spell's Difficulty by 1, the granted Reach may be increased by 1.

Smog

Difficulty: 2

Range: **Far**

Duration: **Brief**

The caster creates a cloud which carries the effects of any known Common poison, chosen when Attuning this Arcana as a spell, filling a 3x3 square area and obscuring vision. The cloud can be dodged only if the creature can move out of its area while dodging.

Creatures within the area suffer the effects of the poison while within, and for 1 round after leaving. Effects that stack apply again when ending a turn inside the cloud.

Spending 1 Stash during casting allows any known Common or Uncommon poison to be applied.

Spine Strip

Difficulty: 1

Range: **Close**

Thorny spines form in a contiguous line in range, up to the spell's range in length, as an AoE. The maximum range is Far. Creatures within the AoE risk 1 base soakable damage, and have their Speed reduced by 1 until the end of their next turn.

The spines linger until the start of the caster's next turn, and affect any creature that steps on them.

Spending Stash equal to the cost of a known poison during casting applies it to the spines as if they were a weapon.

Thorns

Difficulty: 0

Range: **Self**

Duration: **Brief**

The target is covered in malevolent brambles that lash out when the target is hurt. When the target is hit, the thorns attack adjacent enemies with a 1 success attack that deals 1 base soakable damage.

Spending Stash equal to the cost of a known poison during casting applies it to the thorns as if they were a weapon.

Dust Arcana

Abrasions

Difficulty: 2

Range: **Close**

Target receives 3 points of DoT as a sandstorm surrounds it and begins to sheer away its flesh. This is treated as an environmental effect.

Annihilate

Difficulty: 1

Range: **Touch**

A target non-living mundane object turns to dust, utterly destroying it. Living material and objects covered in sap or amber are immune. If the targeted object has a Quality, it takes 1 Deterioration. Objects with Durability lose 2 Durability.

If this spell is cast on a husk, its Shell is lowered by 2. The effects can be increased as if they were spell damage.

Enervate

Difficulty: 1

Range: **Close**

Deals 2 Stamina damage to target.

Spending 1 extra Soul increases the Stamina damage by 1.

Mindwipe

Difficulty: 3

Range: **Touch**

Duration: **Lifetime**

Make a contested Insight check. On a success, choose a specific memory for the target to forget.

The target does not lose any skills, spells, or Arts it has, though may be confused where it learned such things.

Sandstorm

Difficulty: **1**

Range: **Touch**

Duration: **Brief**

The caster may create a 3x3 space sandstorm. The storm can be dodged only if the creature can move out of its area while dodging. The sandstorm obscures vision, hearing, and tremorsense beyond adjacent.

Any bug that enters the sandstorm or ends its turn within the sandstorm receives a 3-point Status Effect that lowers Shell by 1. This Status Effect lowers Shell by another 1 for every 3 points, and bugs with no Shell left take 2 environmental damage. Husks, Barrens and the caster are immune to the sandstorm.

Spending 1 extra Soul increases one dimension of the sandstorm by 1 square.

Starving Madness

Difficulty: **3**

Range: **Touch**

Duration: **Eternal**

The target is immediately starving, being reduced to -60 Belly.

In addition, target contests Insight. On a failure, the target is cursed for the duration, and when it dies it becomes a Husk.

Wasting

Difficulty: **1**

Range: **Close**

Duration: **Brief**

A target living creature within range suffers 10 Belly damage, and suffers a -1 penalty to a Primary Attribute of the caster's choosing for the duration. Speed may be chosen as if it were a Primary Attribute.

A Shell check opposed by the caster's Insight may negate the penalty, but not the Belly damage. Damage increases raise the Belly damage by 10 instead of 1.



EXAMPLE RITUALS

Soul Jar

Cost: 1 **Soul, a container**

Requirements: **Spire Rank 1**

Casting Time: 10 **Rounds**

All nearby willing or helpless bugs are drained of their Soul by 1 point each round throughout the ritual. Any bug that reaches 0 Soul begins taking damage to their Hearts instead. Corpses in the area provide 1 Soul each, and can only be tapped once.

The drained Soul is stored in the component container, and may be drawn from later in the same way as a smaller **Soul Totem**. The container can hold Soul equal to its Bulk. A bug's corpse can be chosen as the container, twisting and contorting it into a statue which can hold Soul equal to twice the bug's Bulk.

A living bug designated as the container may instead be transformed into a Mistake, an Average sized slithering gooey mess that has Hearts equal to the Soul invested in it, 2 Soul, 3 Stamina, 5 Speed, and 2 in each Attribute. Mistakes have the Contortionist Trait and can use the Slam natural weapon.

Mistakes the caster creates obey the caster.

Wind Wake

Cost: 2 **Soul**

Requirements: **Cloak Rank 1**

Casting Time: 4 **Rounds**

Using one's cloak or other movement to generate wind, the caster creates a massive magical jetstream which can suck in and carry things in its wind tunnel over a long distance.

A 4x4x4 area within Close range is wreathed in a sphere of wind and moves at 20 squares per round in a chosen direction, costing 1 Soul for each additional round until the caster ends the ritual or runs out of energy. The caster must end the ritual and start over to change the direction of the jetstream.

Anything within the area or caught up in it moves with it. Moving through the jetstream

does normally not cause harm despite the high speeds.

Dream Gate

Cost: 3 **Essence**

Requirements: **Dream Rank 2**

Casting Time: 10 **Rounds** or 1 **Camp Action**

The caster generates a Dream Gate at their location, which lasts until the caster dies. A caster may have only two Dream Gates created at any one time; when a new one is created, the oldest closes.

A character may travel between known Dream Gates, including the Dream Gates of others, by spending 1 Essence as a Focus action.

Carnivale

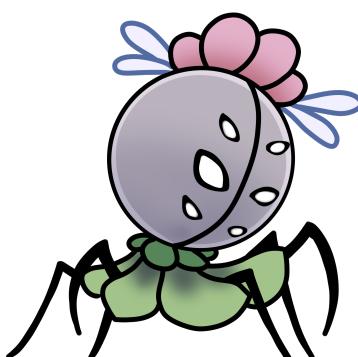
Cost: 1 **Essence**,

Caster recovers no Soul during this Rest

Requirements: **Nightmare Rank 1**

Casting Time: 1 **Camp Action**

All bugs resting within Camp lose 10 less Hunger overnight, as the caster creates a feast of semi-real food made out of Essence.



Funghouse

Cost: 2 **Soul**

Requirements: **Bloom Rank 2**

Casting Time: 10 **Rounds**

Duration: 1 **Rest**

A small spore is thrown on a non destructive surface and over a few moments a large 4x4 space mushroom sprouts from it. The Mushroom has a cap that protects from

falling debris and can be entered via its lateral filaments.

Inside the mushroom, the party can safely rest in a comfortable area. Instead of resting, the party may briefly meditate inside the mushroom to regain 2 Hearts and remove negative effects that fade on a rest; doing so causes the mushroom to decay quickly and ends the effect.

Briar Patch

Cost: 3 **Soul**

Requirements: **Thorn Rank 2**

Casting Time: 1 **Camp Action**

Duration: **Lifetime**

Within up to Far Range from the point they cast this ritual, the caster may create thorny fortifications. Each space within range may be given one of the following qualities:

- Covered in rough terrain made of thorny briars, risking 2 soakable damage when moved into and costing twice as much Speed. A bug may take four times the normal Speed cost to move without taking damage risk.
- Forms a wall up to the caster's Close range in spaces tall. The wall is rough terrain as above, if climbed on.
- Forms a gate which can be opened or barred from the inside, and a thorny wall above.

The ritual's casters may spend the requisite amount of Stash to apply one known Common or Uncommon poison to a number of thorny spaces equal to their Thorn Rank; this can be done any number of times, and the first time is free.



Entomb

Cost: 3 **Essence**

Requirements: **Dust Rank 3**

Casting Time: 10 **Rounds**

After channeling, the caster and their nearby party are entombed beneath the sand or dirt below - the ritual must be performed in an area with appropriate earth at least 6 squares deep. This places the caster and party in a stasis which immunizes them from all damage, effects and Hunger degradation, allowing them to wait out any environmental effects.

The caster maintains a clouded and hazy awareness of their surroundings and may raise themselves and the party from their stasis over a duration of 5 turns. If the Entombed bugs are dug up manually before they rise from the earth, they are treated as if they were asleep.

Detection of the Entombed bugs requires an appropriate Skill check of 4 successes, such as Dust Lore or Investigation.

8. CHARMS

Charms are small, magical tokens, typically formed from a bug's dying wish. A bug can only equip or unequip Charms whilst resting, and each Charm takes up a certain amount of Notches. A bug may not equip multiple copies of a Charm, regardless of Charm modifiers (such as Fragile).

If the bearer has at least one free Notch left, they may equip a single Charm they do not have enough Notches for. This process puts the bug's spirit and body at risk, leaving them **Overcharmed**. In this state, they take all damage twice.

Charm Rarity

Common Charms

Cost: **100** Geo

These Charms form naturally through unknown processes. Explorers often sell them to merchants or one another.

Uncommon Charms

Cost: **200** Geo

These Charms are common last wishes left by dying bugs. They often enter market circulation when sold by family members, former companions, or their killers.

Rare Charms

Cost: **300** Geo (*generally not available for purchase, except at the GM's discretion*)

These Charms either form naturally in rare conditions, or have been left by multiple dying bugs in near-identical forms. There are often five or fewer of these in existence.

Unique Charms

Cost: **400** Geo (*generally not available for purchase, except at the GM's discretion, may bring attention of those seeking the Charm; often require questing to find them*)

One of a kind Charms which change hands only through inheritance, violent or otherwise. Each bears a storied and often bloody past.

Legendary Charms

Cost: **Priceless** (*can only be acquired in play*)

The stuff of higher beings, capable of altering the course of history.

Cursed Charms

Cost: **-100** Geo **discount** (*to a minimum of 50*)

These are attempts to manufacture Charms by manipulating the environment or by torturing a bug in specific ways, to produce a tailor-made death.

Cursed Charms often carry detrimental secondary effects., but can be easier to acquire than their normal counterparts, often through shady dealers.

Fragile Charms

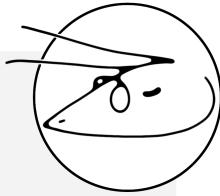
Cost: **-100** Geo **discount** (*to a minimum of 50, may apply only to Rare or lower rarity*)

Similar to Cursed Charms, these are attempts to forcibly create specific Charms. Fragile Charms are often the work of ritual magic, possibly involving a live sacrifice.

When the bearer is knocked unconscious or falls to Death's Door, the Charm shatters into dust.



When our spirits go to Dream, a powerful desire can cling to the material, imbuing objects with potent blessings... or curses.



Death Charms

When a bug dies, it may leave a Charm behind. Charms typically have a purpose related to the death of the bug who created them, but this is not always so.

Charms typically are only created by special bugs, and not rank-and-file mooks. But a Charm can be a good way to remember a deceased Player Character, a favorite NPC, or even a particularly tough foe! You can choose a Charm from the list, or even make your own!

Examples

Rusted Blades

◎◎

Metallic weapons that strike the bearer do -1 damage.

A Charm-ified version of a fearsome boss' ability, which caused all metallic weapons in the area to lose damage.

The Bell Tolls

◎◎

The bearer may choose a square within Far range and spend 1 Soul to create a resounding ringing noise originating from that spot, as if from a bell.

An annoying NPC who antagonized enemies into attacking the party by ringing a bell dropped this Charm.

Spare Mask

◎◎◎

When the bearer of this Charm dies, their body and possessions rapidly fade, and they rematerialize, alive, in the last safe place they visited. The Charm crumbles to dust after it triggers once.

A player character died in an incredibly unsatisfactory way, simply because of circumstance. While the game is free of resurrection abilities - and intentionally so - the character was a target of significant investment and emotion.

This Charm represents a sort of apology to the player, as well as a way to prevent such a death from happening again.

Silent Burden

◎

The bearer's Load is increased by 2.

While a Husk does not typically have a will with which a Charm would form, there are some exceptions. A Husk that was enjoyed by the party died due to being alone and outnumbered. There is also the possibility that the bug created a Charm upon dying, but the one who turned them into a Husk simply did not notice until later.

However, Charms should drop when cinematically appropriate; even Vessels, Husks, or other bugs who do not have wills may drop Charms upon death, if they had the thematic impact to do so.

General Charms

Agile Instinct - Uncommon

@@

For 1 stamina, the bearer may choose to Soak any kind of damage using Grace, instead of Shell. An attack fully Soaked this way is treated as if it were dodged.

Amber Chalice - Uncommon

@@@

The bearer's flasks and fluids which apply their effect to a square apply that effect in a line along their path to the target.

Terrain+ effects also affect squares adjacent to the ones on their path, but do not affect the square of the bearer unless desired.



Baldur Shell - Uncommon

@@

When Focusing, the first time the bearer would take damage, negate 4 of the damage from that source.

Borrowed Heart - Uncommon

@@

If the bearer deals damage on their turn, the next time they take damage, it is reduced by 1.

Breath of Night - Common

@@

The bearer of this Charm is kept cool, regulating their body heat. They suffer no ill effects from extreme heat, and have DR 1 against attacks involving fire damage.

Dashmaster - Uncommon

@@

Every second Dash or Jump action the bearer performs costs no Stamina.

Deadeye's Trick - Uncommon

@@

When flung using a Sling, Slingshot, or Slingapult, the bearer's flasks may deal the weapon's normal damage as well as the effects of the flask when striking a target.

Deep Focus - Common

@@

When the bearer Focuses Soul to heal, each die succeeds on 4+. However, the bearer must wait a full turn before they can Focus again.

Effulgent Soul - Rare

@@@

After resting, the bearer receives 3 Glory Soul, which are recovered when the bearer rests.

Emperor's Blessing - Unique

@@@@

As the ruler lay before his people, he spoke to them one last time, "Follow not my mistakes, for it is the brightest stars that burn out swiftest." But his words were drowned in the hardening Amber, frozen with him in time.

The bearer of this Charm's maximum Stamina is doubled. However, they only recover 1 Stamina each turn, instead of refilling their pool.

Fallen Defender - Uncommon

@@

After the bearer parries or dodges an attack, reduce the successes of the attack by 1, to a minimum of 1, if it was not completely negated.

First Stone - Unique

@

Long ago, in time before time, the first bug threw the first stone. Legends say that this Charm was left by them, and for whomever bears their crest all that which is tossed takes on the qualities of that first stone.

Improvised thrown weapons have no attack penalty. Thrown weapons always have at least 2 base damage.

Furnace Heart - Common

@@

The bearer of this Charm is kept warm, and their body radiates heat. They suffer no ill effects from extreme cold, and deal an additional 1 environmental fire damage with their unarmed attacks and grapples.

This does not apply to other natural weapon attacks.



Gathering Swarm - Common

@

A swarm of small flies serves the bearer, gathering all loose change. All money in a room that is not shut away is brought to the bearer, and the swarm coalesces around deposits of ore and containers in which valuables are kept.

The bearer may turn the effects of this Charm off or on at will.

Gleaming Soul - Common

@

After resting, the bearer receives 1 Glory Soul, which is recovered when the bearer rests.

Glory Core - Rare

@@@

After resting, the bearer receives 4 Glory Stamina, which are recovered when the bearer rests.

Glory Heart - Uncommon

@@

After resting, the bearer receives 2 Glory Stamina, which are recovered when the bearer rests.

Glowing Womb - Common

@@

If the bearer has Soul at the start of their turn, they may spend 1 Soul, and a small fly appears next to them.

When a hostile bug comes within line of sight, within 3 squares of the bearer, the flies each make a ranged attack with 6 dice that deals 1 damage, and then disappear. The rollover cap of these attacks is 3.

The bearer may only have up to three flies at any given time, and cannot produce them outside of combat.

Great Greed - Uncommon

@@

When the bearer delivers the killing blow to a living sapient, they burst like a piñata and spill out money equal to 50 Geo, plus 50 Geo for each Rank the creature had.

Great Heart - Uncommon

@@

The bearer's maximum Heart increases by 1.

Great Strength - Rare

◎◎◎

The bearer's attacks carry greater weight. If the bearer's attack inflicts rollover damage, that attack inflicts an additional 1 damage.

Heretic's Blessing - Unique

◎◎

Once there were five, courageous in heart and defiant in soul. Against their King they stood. Against their King they fell. With their final breaths they cursed him, five wishes as one, and by their life's blood was he bound.

The bearer of this Charm has their base Hearts multiplied by 1.5, and changed to Lifeblood Hearts. These come back after resting.

Hidden Dragonfly - Uncommon

◎◎

The bearer of this Charm counts as having the Leaping trait. If they already have the trait, reduce the Stamina cost required to leap by 1.

Hiveblood - Uncommon

◎◎

If the bearer takes damage, they heal for 1 Heart at the end of their next turn, as long as they have at least 1 Heart. This effect does not trigger a second time until it is completed.

Hunter's Patience - Uncommon

◎

Traps the bearer places are always hidden by default, with successes equal to the bearer's applicable skill, even if done in plain view.

They do not activate normally when a bug steps into one of their activation squares. Instead, at any time on the bearer's turn or as a readied action, the bearer may activate any of their traps, targeting any bug in a square that would normally activate it.

Lifeblood Core - Rare

◎◎◎◎

The bearer has 4 Lifeblood Hearts. These come back after resting.

Lifeblood Heart - Uncommon

◎◎

The bearer has 2 Lifeblood Hearts. These come back after resting.

Light Step - Uncommon

◎

The bearer doesn't activate traps by stepping into their activation squares as long as the bearer's total Bulk (including their own weight) equals 3 or less.

Loose Pockets - Uncommon

◎◎

When dashing, or moving after a dodge, the bearer may arm and place a trap from their Belt on the square they previously occupied.

If they did not already have a trap, they may spend Stash to create one they know the recipe for.

Mark of the Ally - Rare

◎◎

If an ally adjacent to the bearer is targeted by an attack, and does not dodge or parry, the bearer may choose to parry the attack for them. Resolve the parry as normal.

If the parry is partial or the attack inflicts any effects despite being parried, those effects target the bearer instead of the intended target.

Mystic Glide, Shape of Unn - Uncommon

◎◎

The first time the bearer Focuses on their turn, it does not end their turn. Movement taken by the bearer does not break the bearer's Focus, nor does forced movement on the bearer.

This Charm does not allow the bearer to spend Stamina or take reactions without breaking Focus.

Quick Cast - Unique

○○○○

Locked in their duel, the two sorcerers fought. A clash of thunder and smoke filled the air. Spent and broken they stood across from one another. "You are ever my equal." Said the one. "Imagine what we could have accomplished together." Said the other. Their ichor pooled in the middle of the room, and from it rose this Charm.

The bearer's first Quickened spell each turn does not have an increased cost.

Quick Focus - Unique

○○

He clutched the oozing wound in his brother's side, willing it to stitch together. 'Faster,' he thought, the Wasp walking nearer. 'Why won't you go faster?' With the drop of a nail, two stories silenced.

The first time the bearer Focuses on their turn, the Focus cannot be interrupted and resolves at the end of the bearer's turn.

Retrieving Swarm - Common

○○

Any weapons the bearer throws, or pieces of ammunition they expend, are returned to their hands at the end of the turn the bearer throws them, or at the start of their next turn if they threw them out-of-turn.

If the bearer's hands are full, the objects are returned to their packs, holsters, quivers, etc, or simply dropped at the bearer's feet. Flasks' contents are lost, but the empty flask is reassembled and returned.

Spare Gear - Common

○

The bearer gains 1 point of maximum Stash. If the bearer does not have a Stash pool, they gain one, which can be used for any recipes that their Traits provide.

Spirit's Armaments - Uncommon

○○

The character's weapons and armor become shadowy and indistinct, and are treated as if they weighed 1 Bulk less.

This does not affect weapon eligibility for pairing, or remove Off-Balance from heavy weapons.

Spore Shroom - Common

○

After receiving healing, a poisonous cloud is created, radiating from the bearer. The cloud covers the square of the bearer, as well as all adjacent squares, and disappears at the start of the bearer's next turn.

Enemies who end their turn in the cloud take 2 damage.

Sprintmaster - Uncommon

○○

The bearer is swifter than other bugs of its species, gaining a +1 die reroll when determining Initiative, and adding 2 to its Speed.

Stalwart Shell - Uncommon

○○

If the bearer takes damage, they gain 1 extra die on all Soak rolls against subsequent damage until the start of their next turn. This grants a Soak attempt with the gained dice if the bearer could not Soak normally.

Star's Resplendence - Unique

○○○○

The bearer gains 1 point of Glory Soul, which replenishes at the start of their turn if used.

Sultan's Crest, Defender's Crest - Common

○

The bearer carries a noble aroma, which radiates into adjacent squares if the bearer wishes it to.

Bugs ending their turn within those squares suffer 1 gross-out DoT. This DoT does not tick until the end of the bug's turn.

Bugs with the Stench Cloud Trait find the bearer more amicable, while those who do not are usually disgusted.

Survivor's Reward, Grubsong - Uncommon

◎

The bearer receives 1 Soul die after taking damage.

Survivor's Will, Carefree Melody - Rare

◎◎◎

When the bearer takes non-self inflicted damage, add 3 dice to this Charm's dice pool. When the bearer takes damage they may empty the pool and roll those dice to reduce the damage by the successes rolled.

Effects that trigger when taking damage still occur.

Thorns of Agony - Uncommon

◎

Whenever the bearer suffers damage, make an attack against all adjacent enemies. This attack is a melee attack with 1 success, which deals 1 damage.

Trained Eye - Uncommon

◎◎

When a bug targets the bearer with an attack, and is successful in damaging them or applying a Status Effect or DoT, the bearer gains 1 extra die on all parries and dodges they make against attacks done by that bug for this scene.

Twisted Hourglass - Unique

◎◎

Born of presumptuous ego, and twisted love. To hold an abomination in one's heart. To her end she wished only to stop the flowing of the hourglass, that she may remain with him. Instead her hollow remains became the mother of monsters.

When afflicted by a DoT that would inflict its damage at the start of their turn, the bearer instead takes that damage at the end of their turn.

Wayward Compass - Common

◎

Allows the bearer a general sense of direction. They will always know which way is north, as well as the general location of any place they have already been.

Weaversong - Rare

◎◎◎◎

When the bearer rests, they gain a following of 3 tiny spiders. They may each act once per turn on the bearer's turn within 4 spaces of the bearer.

The spiders can perform simple actions such as carrying items or attacking enemies. They can carry up to 1 Bulk each and can work together to move heavier items. If they attack, they make a melee attack with 3 dice that deals soakable damage equal to the number of weaverlings attacking a target, to a maximum of 2. If all three spiders attack the same target, they gain +1 to hit.

During camp, the spiders grant +1 reroll to any rolls during the bearer's camp action as they lend their tiny claws to help.

Spiders can be killed by any amount of AoE damage that hits their bearer, unless their actions were spent to seek cover.

Winding Cog - Common

◎◎

After resting, the bearer receives 2 Glory Stash, which are recovered when the bearer rests. If the bearer does not have a Stash pool, they gain one, which can be used for any recipes that their Traits provide.

Social Charms

Bulging Coercion - Common

◎

When attempting to Bully a target, the bearer may treat a third of their current Belly as their Spook value.

Darkstalker's Tongue - Uncommon

◎

When attempting to Deceive a bug for the first time, the bearer gains a +1 bonus to the roll, but afterwards suffers a -1 penalty to Deception checks against that target.

Grim Eye - Rare

◎◎

Unseen attacks against the bearer of this Charm suffer a penalty to hit equal to their Spook score.

Kingseeker's Eye - Uncommon

◎

When observing another bug, the bearer can identify any Paths which it possesses at Rank 3, skills it has Mastered, and Attributes it possesses at 5 or higher.

Limelight's Glare - Common

◎◎

The bearer of this Charm may showboat as a Focus Action. At the end of the showboating, if any witnesses have been Impressed by the bearer in this scene, the bearer gains 1 Glory Stamina, or a 1 die reroll on an ongoing performance.

The bearer may not have more than 1 Glory Stamina at a time from this Charm.

Mark of Predation - Common

◎

The bearer of this Charm radiates a threatening presence and appears more fearsome. The bearer's Spook is increased by 1.



Oak Lotus - Common

◎

The bearer of this Charm radiates a soothing presence and appears cuter. The bearer's Cute is increased by 1.

Parasite's Kiss - Rare

◎◎

When kissing a willing bug, the bearer may activate this Charm to immediately deal 2 magic damage to that bug and heal 2 Hearts.

Petal's Grace - Uncommon

◎◎◎

When the bearer chooses to move while making a dodge, they may use their Cute score to dodge in place of Grace.

Rusted Crown - Uncommon

◎◎

When the bearer makes an opposed check to inflict a spell effect upon a target, they may use their Spook score in place of Insight.

Shared Soul - Uncommon

@@

Once attuned, this Charm separates into two halves. The second half may be attuned at no Notch cost by another bug.

While that bug is within a range equal to the primary bearer's Cute score, the two bearers are Soulmates with one another.

Combat Charms

Ancient Strength - Common

@@

The bearer's Natural Weapons gain a single weapon modifier. The same modifier cannot stack twice on one weapon.

The modifier granted by this Charm is decided by the GM, or when the Charm is taken during character creation. The Balanced modifier may be taken, but affects only Natural Projectiles.

Brave Nail, Grubberfly's Elegy - Rare

@@@

When the bearer has full Hearts, the bearer's melee weapons gain a Range of 4, with which they may fire projectiles using Might. Projectiles have 1 less base damage than the weapon.



Butcher's Glee - Rare

@@@@

For every enemy the bearer kills or knocks to Death's Door, they regain 1 Stamina.

Enemies must be both in fighting condition and a threat for this Charm to work.

Crouching Spider - Uncommon

@@@

The bearer may use Grace to parry instead of Might. On the bearer's turn, their first attack receives a +1 die bonus for each of their parry attempts using Grace which had at least 1 success since their last turn.

Duelist's Focus - Uncommon

@@

When the bearer is adjacent to a single enemy, and no other bugs, they gain a +1 die bonus to use in all combat actions and reactions taken against that enemy.

Fury of the Fallen - Rare

@@

When the bearer is at 1 Heart or less, they deal +1 physical damage and their spells can roll up to 1 extra success into damage.

Heavy Blow - Uncommon

@

Whenever extra Stamina is dedicated to an attack that hits the target, the target will be thrown backwards a number of squares equal to the amount of Stamina dedicated.

Hunter's Glory - Common

@@

Each Hunter's Glory Charm is different, targeting a different species of bug. This species is decided by the GM, or when the Charm is taken during character creation.

The bearer's attacks against that type of bug are increased by an amount of dice proportional to how general the Charm is, with a maximum of three dice (for example, a Hunter's Glory Charm targeting all Beetles would give +1 die, while a Hunter's Glory Charm targeting only Scorpions who practice Dust magic would give +3 dice).

Kick Back - Common

◎

After forcefully moving a target, the bearer may move 1 square in any direction, without provoking attacks of opportunity.



Lancer's Prowess, Mark of Pride - Rare

◎◎

Any melee weapon the bearer wields can strike targets 1 space further away.

Longnail - Uncommon

◎◎

Any weapon the bearer wields counts as having the Reach keyword.

Quick Slash - Rare

◎◎

The bearer's second attack on their turn costs 1 less tax Stamina.

Savage Flurry - Rare

◎◎◎

If the bearer ends their turn with no Stamina, they may immediately make a single free attack.

Savage Prowess - Uncommon

◎◎◎

The bearer's improvised weapons have no die penalty, and instead gain a +1 die bonus to hit.

When the bearer attacks with an improvised weapon, they may destroy the weapon to deal +2 damage.

Shadow Nail - Rare

◎◎

The bearer manifests a shadowy arm that flits into existence to attack in the blink of an eye. This attack is a melee attack using the bearer's Might or Grace, which does 1 damage. If it is the second attack made on a turn, it is free.

In addition, it may count as one or two weapon types, other than Sling. These are determined by the GM, or by the bearer if it is taken at character creation.

Slayer's Tribute - Rare

◎◎◎

The bearer may sacrifice 1 maximum Stamina until the scene ends in order to automatically receive two successes on any one attack roll. If this reduces their maximum Stamina to zero, they fall to zero Hearts and go unconscious.

Maximum Stamina is restored on a rest, or when the bug is knocked unconscious by the Charm.

Soul Strike - Uncommon

◎◎

Soul spent on the bearer's turn (up to 2) is added to the next attack of a chosen weapon within 4 squares.

Tyrant's Vindication - Rare

◎◎

When the bearer is at full Hearts, Soak successes against the bearer's attacks are decreased by 1.

Vaulting Stag - Uncommon

◎◎◎

The bearer may use Might to dodge instead of Grace, and may make a free dash or jump after the dodge, which does not provoke an AoO from the attacker.

When the bearer dodges an attack with at least 1 success using Might, the attacker suffers a stack of Off-Balance.

Weapon Art Charms

Master's Glory - Unique

◎◎◎

"My apprentice," croaked the old warrior on his deathbed. "Waste not the strength of your youth in this battle. Take the last of mine with you, that it may carry you through." The apprentice took up the master's Charm, and stepped from the tent to face fate.

When the bearer uses a Weapon Art, it costs 1 less Stamina, to a minimum of 1 Stamina.

Master's Spirit - Rare

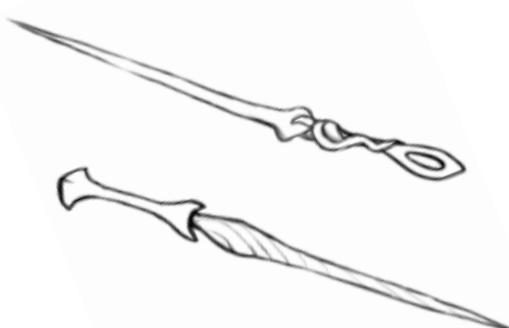
◎◎

The bearer spends Soul, instead of Stamina, for Weapon Arts. Arts performed in this way do not activate Soul gathering methods.

Master's Focus - Rare

◎◎◎

The bearer may take a Focus Action to reduce the Stamina cost of their next Weapon Art by 4.



Magic Charms

Leeching Soul - Unique

◎◎◎

Surrounded by the fallen, soaked in ichor, he stared down his foe. "So many souls I have taken. Do you believe you will be the one to take mine?" In his hubris he fought, though tired after battles past. It was that hubris that was his downfall, for each of those souls he had taken chipped away a tiny piece of his own.

After dealing damage with a combat spell, the bearer may heal Hearts equal to half of the damage dealt to a single target, rounded down.

Shaman Stone - Common

◎◎

If 2 or more Soul are spent on a spell or Art, gain a +1 die bonus on the attack roll.

Soul Catcher - Uncommon

◎◎

When the bearer damages an enemy with a weapon attack that would generate Soul, roll a 1d6. On a success, the bearer gains 1 additional Soul.

Soul Eater - Unique

◎◎◎◎

When the bearer hits an enemy with a weapon attack, the bearer gains 1 Soul. The normal Soul generation still occurs if damage is also dealt.

Soul Prism, Flukenest - Uncommon

◎◎◎

The bearer's Close range non-AoE spells are fired in a Short Cone AoE. Higher range spells' Cone size is increased by the number of their range tiers above Close.

This does not bypass the cost increase of damage and healing for AoE spells.

Soul Siphon - Uncommon

◎◎

When a Path ability the bearer possesses generates Soul, it generates 1 more.

Soulburn - Uncommon

◎

When the bearer hits an enemy with a melee arcane focus or a Dream Nail, they may spend 1 Soul to inflict 1 magic damage to that target.

Soulseeker - Rare

◎◎◎

The bearer's Spells home in on their targets. When the bearer casts a ranged Spell that is not an area of effect, the Spell has a Speed value equal to its range, instead of a range value.

When the Spell enters a bug's space, the Spell attack check is made. If the Spell misses, or is fully defended, it may continue moving using its remaining Speed to find a new target - but never the same bug twice.

Spell Twister - Rare

◎◎

The bearer may attune an Arcana into a spell in one of their Technique slots with a +1 bonus to one of its elements, by decreasing one other element of the spell by 1. This can include the spell's damage, buff or debuff value, range level or duration level.

Spellblade - Uncommon

◎◎

If the bearer hits an enemy with a weapon attack and then casts a spell, or vice versa, the second action has a +1 die bonus to hit and on opposed rolls to overcome resistance.

Violent Rejuvenation - Rare

◎◎◎

If the bearer kills an enemy with a spell, the bearer heals 2 Heart. This may only be triggered once per round.

Path-Aligned Charms

Awakened Nail - Rare

◎◎

Requirements: **Dream Rank 1**

The bearer may generate Glory Soul above their maximum when generating Soul via attacks with a Dream Nail, up to 2.

Cinder's Grasp - Common

◎

Requirements: **Nightmare Rank 1**

The bearer may start small sparks that can kindle mundane fires, so long as they possess at least 1 Essence.

Dream Shield - Uncommon

◎◎

Requirements: **Dream Rank 1**

The bearer of this Charm always counts as wielding a weightless shield.

This shield has a Quality equal to the bearer's Ranks in Dream. It has no penalty when parrying ranged weapons, can parry spells, and may parry using Insight instead of Might.

If the shield is used to parry a physical melee weapon, it breaks until the bearer takes a Focus action to restore it.

Dream Tune - Common

◎

Requirements: **Dream Rank 1**

The bearer hears a faint tune when around an individual, and each tune is unique. This gives +2 bonus dice when searching for enemies, and negates the penalty Tremorsense has against flying enemies.

Dream Wielder - Uncommon

◎

Requirements: **Dream Rank 1**

The bearer's Dream Nail may tap each target an additional time per rest, dealing 1 magic damage when it taps a target for the second time.

Flesh Imprints - Rare

◎◎◎

Requirements: **Nightmare Rank 1**

The bearer may spend 1 Heart, or the Heart of any willing bug, to gain a point of Essence.

In addition, Essence may be Focused as if the bearer were Focusing Soul, to gain Soul instead of Hearts.

Gardener's Thorn - Common

◎◎

Requirements: **Bloom Rank 1**

Any Bud Buddy the bearer summon gains the Spiky trait, though it still cannot attack.



Hidden Flame - Rare

◎◎

Requirements: **Nightmare Rank 1**

For 1 Essence, the bearer may choose to imbue an object or part of an object up to 1 square in area with flame by touching it, which counts as a trap created with Stash.

When another bug touches the object, they are singed by a jet of flame, for 2 environmental fire damage.

The trap is not disarmed when activated, and lasts for rounds equal to the creator's Rank in Nightmare. The trap may only activate once for each bug. Additionally, any bug touching the imbued object at the end of their turn takes 1 environmental fire damage.

Hunter's Promise - Uncommon

◎◎◎

Requirements: **Hook, Flask or Thorn Rank 1**

When striking down a foe in combat, the bearer regains 1 Stash.

Mass Heal - Rare

◎◎◎

Requirements: **Bloom Rank 1**

Instead of healing one ally with a Soul Focus, the bearer may choose to heal two allies within 4 squares of each other, only one of which must be within range. They are both healed, but they each receive 2 fewer Hearts, to a minimum of 1 Heart.

Oppressor's Badge - Common

◎◎

Requirements: **Dust Rank 1**

While the bearer has two or more of their own Husks within 10 squares, the bearer's spells have a +1 die bonus to attack and opposed affliction rolls.

Saint's Prize - Uncommon

◎◎◎

Requirements: **Bloom Rank 1**

When healing an ally, the bearer also heals half of the Heart healed, rounded down.

Servant's Duty - Unique

◎◎◎

Requirements: **Dust Rank 1**

They walked together to the end, two siblings carrying one another through the harsh desert. The eldest stumbled and fell, weak and tired from thirst. To the youngest, a wish spoken, "Raise me from these ashes. Raise me from this dirt. We walk together no matter what." From a dying pincer, a Charm laid in the youngest's own.

If a Husk is in a square adjacent to the bearer, and the bearer is targeted with a successful attack, they may use 1 Stamina to command the Husk to interpose itself before the attack. The bearer switches spaces with the Husk. This does not provoke attacks of opportunity. The Husk takes the full damage of the attack.

Sharp Shadow - Common

@@

Requirements: **Cloak Rank 1**

Once per turn, when the bearer moves through a creature's space or ends a dash or post-dodge move next to it, they can choose to deal 2 damage to it, as a 1-success attack.

Soul Blade - Rare

@@

Requirements: **Nightmare or Dream Rank 1**

The bearer may spend 1 Essence to deal +1 damage with a weapon attack.

Soul Flensing - Uncommon

@@

Requirements: **Nightmare or Dream Rank 1**

When dealing damage to a foe, the bearer may deal -1 damage and gain 1 Essence.

Soul Impulse - Uncommon

@@

Requirements: **Nightmare or Dream Rank 1**

Spending an Essence while bearing this Charm allows the bearer to peer into their target's Soul to determine their next move. Bearer gains a +1 die bonus on attack rolls and defense rolls against that target until the end of the bearer's next turn.

Soul Vessel - Common

@@

Requirements: **Nightmare or Dream Rank 1**

This Charm can hold 1 Essence for the bearer, increasing their maximum Essence to 6.

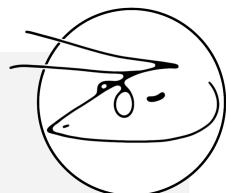
Strings of Malady - Uncommon

@@@

Requirements: **Dust Rank 1**

Any corpse the bearer touches becomes a Husk under their control for as long as they are touching it. Treat the touch as a one-handed grapple.

*As in life, so too in death
do we come together.*



Charm Synergies

Sometimes it would make sense for two Charms to interact in a way that produces a new effect. If you can think of a possible Charm synergy, discuss the exact effect with your GM.

Examples

Retrieving Swarm + Gathering Swarm

The bearer gains 1 Soul after hitting or dealing damage with a ranged attack, once per attack.

Brave Nail + Fury of the Fallen

When at 1 Heart, the bearer can fire Brave Nail's projectiles with no damage penalty.

Furnace Heart + Breath of Night

When suffering environmental damage, the bearer suffers 4 less damage from the next attack to hit them.

Heretic's Blessing + Hiveblood

Hiveblood may restore 1 Lifeblood Heart when it triggers.



9. EQUIPMENT

WEAPONS

Weapon Quality

The Quality of a weapon is the amount of dice added to the roll when attacking with the weapon. Weapons in their basic form have 1 Quality, but it can be changed by Weapon Upgrades and certain Modifiers.

Heavy Weapons

Weapons of 2 or more Bulk are heavy, and give a stack of Off-Balance whenever an attack is made with them.

Handedness

Some weapons require two hands to wield. A Bug of Burden, or a bug with 5 or greater Might may wield these weapons in one hand. Some weapons, however, are too unwieldy to use in one hand. These weapons ($2H^+$) are always two-handed, even for such bugs.

Weapon Ranges

Weapons with a range of Melee can be used to attack targets adjacent to the wielder.

Attacks made with weapons with a range of Reach can target adjacent creatures as well as targets located one square beyond adjacent. These attacks are considered to be melee.

Ranged weapons have a range of Range (X), where X signifies the maximum distance at which the weapon can be used against targets.

Some weapons intended for throwing can have both Melee and Range (X) ranges.

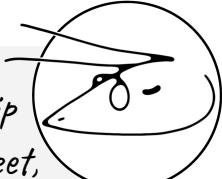
Paired Weapons

When a bug wields two Light weapons, they can be Paired. A bug that makes an attack with a weapon can then perform a paired attack with the other Paired weapon. A paired attack costs one less Stamina to initiate, though it is still taxed.

Both weapons must be wielded when the first attack is made. The next attack after a paired attack cannot be paired.

Weapon Abilities

Weapons each have their own unique abilities, separate from their Weapon Type, or the type of damage you wish to flavor them with. Weapon abilities provide an advantage against certain enemies, or increase your versatility on the battlefield, so remember to pick the right tool for the job!



*I always feel a certain kinship
with the great warriors I meet,
for they study their weapons not
unlike a true scholar would.*

On Weapon Types

Each Weapon Type has a certain playstyle associated with it.

Nail weapons are known for their reliability and ease of use. They lack the flair and theatrics that might make other weapon types intimidating.

Light, fast and maneuverable, Needles and Needle-like weapons are the favorites of stylish duelists and mobile combatants who favor Grace over Might.

Hooks are the tools of tricksters and opportunists. They are designed to catch a foe at their weakest, or to tear away their strengths.

With great weight and force behind them, mighty Tusks are all about inflicting formidable damage.

Slings are used to keep the wielder away from the enemy and out of harm's way.

Weapons (1/4)

Weapon	Type	Damage	Range	Hands	Bulk	Cost
Nail	Nail	3	Melee	1H	1	100
The wielder rerolls one failed die when attacking with a Nail.						
Greatnail	Nail, Tusk	4	Melee	2H	2	150
The wielder rerolls one failed die when attacking with a Greatnail.						
Nail Lance	Nail	3	Reach	2H	2	200
The wielder rerolls one failed die when attacking with a Nail Lance. When making an attack immediately after a Dash, Jump or Pogo Strike, it deals +1 damage.						
Needle	Needle	3	Melee, Range (3)	1H	1	100
A Needle can be drawn during Initiative, granting a +2 die bonus on the Initiative check. Does not stack with other weapon bonuses.						
Darning Needle	Needle, Tusk	3	Reach	2H	2	200
A Darning Needle can be drawn during Initiative, granting a +1 die bonus on the Initiative check. Does not stack with other weapon bonuses. When making an attack immediately after a Dash, Jump or Pogo Strike, it deals +1 damage.						
Pinblade	Nail, Needle	3	Melee	1H	1	150
A Pinblade can be drawn during Initiative, granting a +1 die bonus on the Initiative check. The wielder rerolls one failed die when attacking with it against creatures with lower Initiative.						
Pin	Needle, Hook	2	Melee	1H	Light	150
A Pin may be paired with itself if it is wielded alone. The wielder may reroll one die when attacking a bug that has lower Initiative with this weapon.						
Tack	Needle, Sling	1	Melee, Range (4)	1H	Light	10
Tacks may be paired with any weapon, and Soak rolls against Tacks lose 1 success.						
Stake	Nail, Sling	1	Melee, Range (4)	1H	Light	10
Stakes may be paired with any weapon. A Stake's rollover cap is equal to 5x its base damage.						
Quill	Hook, Sling	1	Melee, Range (4)	1H	Light	50
A Quill can be drawn during Initiative, granting a +2 die bonus on the Initiative check. At the start of combat, a Quill on the Belt may be loaded with any Poison on the Belt at no Stamina cost.						

Weapons (2/4)

Weapon	Type	Damage	Range	Hands	Bulk	Cost
Hook	Hook	3	Melee	1H	1	100
When a Hook hits, the wielder may spend 1 Stamina to reduce the target's Shell by 1. Shell reduction from Hook weapons may stack up to 2.						
Great Hook	Hook	3	Melee	2H	2	150
When a Great Hook hits, the wielder may spend 1 Stamina to reduce the target's Shell by 2. Shell reduction from Hook weapons may stack up to 2.						
Polehook	Hook	3	Reach	2H+	1	150
When a Polehook hits, the wielder may spend 1 Stamina to reduce the target's Shell by 1. Shell reduction from Hook weapons may stack up to 2.						
Fork	Needle, Hook	2	Reach	1H	1	150
If wielded in at least two hands, a Fork has +1 base damage. Readied attacks with a Fork cost no Stamina to prepare, and inflict -1 Footwork on a hit.						
Whip	Needle, Hook	2	Reach	1H	Light	50
Attempts to dodge a Whip when adjacent to the wielder have a -1 die penalty. Attempts to parry it when not adjacent have a -1 die penalty.						
Boomerang	Hook, Sling	2	Melee, Range (4)	1H	Light	50
After making a throwing attack with a Boomerang, roll a d6. If this roll is less than or equal to the wielder's Grace, the weapon returns after the attack. Boomerangs fly in a curving arc, allowing them to ignore cover and Shields when thrown.						
Screw	Nail, Hook	3	Melee	1H	1	250
When the Screw deals damage, the wielder may spend 1 Stamina to twist this weapon in the wound, inflicting 2 points of bleeding DoT.						
Tusk	Tusk	4	Melee	2H	2	100
A Tusk stuns and disorients enemies struck by it, causing them to roll 1 less die on the next attack or defense roll they make.						
Longtusk	Tusk	4	Reach	2H+	2	150
A Longtusk stuns and disorients enemies struck by it, causing them to roll 1 less die on the next attack or defense roll they make.						
Ultratusk	Tusk	4	Melee	2H+	3	200
An Ultra Tusk inflicts an additional 1 Off-Balance to the user when swung. It inflicts 1 Off-Balance to the target unless dodged. The target and all adjacent creatures lose 2 Speed on their next turn.						
Bolt	Tusk	3	Melee	1H	1	100
Bolts ignore 2 DR, and Soak gained from armor.						

Weapons (3/4)

Weapon	Type	Damage	Range	Hands	Bulk	Cost
Throwing Bolt	Tusk, Sling	2	Melee, Range (3)	1H	Light	20
Throwing Bolts ignore 1 DR, and Soak gained from armor.						
Bell	Tusk, Hook	3	Melee	1H	1	150
A Bell's attack is treated as both melee and ranged.						
Great Bell	Tusk, Hook	4	Melee	2H	2	200
A Great Bell's attack is treated as both melee and ranged..						
Sling	Sling	2	Range (5)	1H	Light	20
Attempting to make an attack at an adjacent enemy with this weapon provokes an attack of opportunity from that enemy. This weapon may be strapped to the top of a Staff.						
Slingshot	Sling	2	Range (7)	2H+	1	100
Attempting to make an attack at an adjacent enemy with this weapon provokes an attack of opportunity from that enemy.						
Slingapult	Tusk, Sling	4	Range (5)	2H+	2	300
Attempting to make an attack at an adjacent enemy with this weapon provokes an attack of opportunity from that enemy. This weapon may attack over cover by firing in an arc.						
Scissor	Nail, Hook	2	Melee	1H	1	70
A Scissor is one half of Scissors. A wielder may link or unlink two Scissors for 1 Stamina, or for free once per turn. A Scissor may always be paired with another Scissor, or with their linked form.						
Scissors	Needle, Tusk	4	Melee	2H	2	-
The linked form of Scissors. The Scissors' Quality is equal to the average of its components' Quality rounded up. Scissors cannot have modifiers of their own, and instead inherit the modifiers of their components. The same modifier does not stack if it is on both components.						
Twigstaff	Needle, Tusk	1	Melee	2H	1	20
A Twigstaff may be paired with itself if wielded in both hands. Once per target per turn, it inflicts 1 stack of Off-Balance on hit.						
Soaring Twig	Needle, Tusk	2	Reach	2H	1	50
A Soaring Twig may be paired with itself if wielded in both hands. It grants the wielder +2 vertical Jump height and +1 Pogo Strike launch distance.						
Claw Glove	Natural	1	Melee	0H	Light	20
A Claw Glove's Quality may be used in place of unarmed strike's Quality when grappling. Objects may be held in a gloved hand.						

Weapons (4/4)

Weapon	Type	Damage	Range	Hands	Bulk	Cost
Bug-Catcher	Hook	0	Reach	2H+	1	100
A hand-held net on a long stick, used to grab bugs. An attack made with a Bug-Catcher is a grapple. When used at Reach, the wielder's Might is treated as 2 less.						
Net	Sling	0	Range (3)	1H	L	20
An attack made with a Net is a grapple. The Net requires successes equal to its Quality to break free of its grapples.						

Improvised Weapons

An improvised weapon bases its damage, Bulk and abilities on the template of a similar weapon.

All improvised weapons, regardless of what they are based on, have a throwing Range of 3. However, they cannot be Modified, have 0 Quality, and a -1 die penalty on attack rolls.

Tool Weapons

More than just a rock or a stick grabbed to defend your bug in the moment, Tools are something your bug might be familiar and comfortable with.

Unlike improvised weapons, they don't gain a throwing range, but they are still based on the template of a similar weapon. They have a Quality, but cannot be Modified and have a -1 die penalty on attack rolls.

If your bug is familiar with the Tool, they can add their Ranks in a relevant skill or Proficiency as die rerolls on the attack roll.

Not all Tools are suitable to be used as a weapon; a notebook your bug took to act as a Lore (History) Tool won't do much if they use it to slap their enemies.

Unarmed Strikes

When push comes to shove, you might have nothing to rely on but your own two hands.

An unarmed strike is considered to be a Natural Weapon for all intents and purposes, having a base Quality of 1 and Light Bulk. It deals 1 damage. The Quality of an unarmed strike applies to grapple attempts.

Any bug can make an unarmed strike at any time, even an Armless, Legless bug can perform a headbutt!

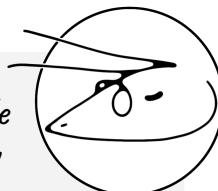
Modifying a Weapon

Weapon Modifiers allow to improve weapons in ways that aren't direct upgrades. Instead, they could make a weapon lighter or heavier to suit your playstyle better, add an additional Weapon Type for Weapon Art compatibility, or even make it transform into a different weapon in the midst of battle.

Remember that a weapon can only have a single Modifier, with some exceptions. Weapon Modifiers are as varied as weapons themselves, so pick carefully!

If your bug's unmodified weapon has Light Bulk, then you also get a **50%** Geo discount to apply any Modifier (except Worn) to it.

*The token's bugs use to trade
can vary. Pieces of fossilized
shell, chunks of resin, beads, whatever
can be carried in convenient bundles.*



Currency in Bug Kingdoms

For the sake of familiarity, all prices presented in this book are in Geo, but it doesn't mean that Geo is the only currency used in this world! Feel free to replace it with something more appropriate for the kingdom your game takes place in.

Weapon Modifiers (1/2)

Modifier	Effect	Cost
Worn	The weapon has -1 Quality. May be upgraded to standard Quality for half of the weapon's price, removing Worn.	Weapon cost is halved
Threaded	<p>The weapon has been modified to allow a length of attached thread or silk. The weapon can be pulled back to the wielder from afar using the string at the cost of 1 Speed.</p> <p>Thread or silk is sold separately.</p> <p>Can be taken with other Modifiers.</p>	25
Extended	The weapon gains Reach, and +1 handedness. Cannot be applied to Reach weapons. Weapon has +1 Bulk.	50 + 1/2 Base Cost
Heavy	Inflicts -1 die penalty to hit, but grants a +1 flat damage bonus. Weapon has +1 Bulk.	50 + 1/2 Base Cost
Lightened	Inflicts a flat -1 damage penalty, but grants a +1 die bonus to hit. Weapon has -1 Bulk.	50 + 1/2 Base Cost
Refined	This weapon may roll one more success into damage.	100 + 1/2 Base Cost
Trick	Choose another weapon. The weapon can 'morph' into that weapon, once for free and then at the cost of Speed equal to its Bulk for additional morphs in the same round. The weapon's Bulk is always as much as its heavier form, and this modifier uses the base cost of the more expensive weapon.	50 + 1/2 Base Cost
Versatile	Add one weapon type to this weapon for the purposes of Art compatibility, except for Natural.	50 + 1/2 Base Cost
Dropper	The weapon may be loaded with a single Flask. When it hits a target, it may apply the flask to them. The Flask is expended. The user may also apply the Flask to themselves freely as if it were on the Belt.	50 + 1/2 Base Cost
Sorcerous	The weapon may deliver spells to the first target of an attack. Soul spent on the spell is added to the attack roll. The spell's range is limited to the weapon's if the spell's is greater.	100 + 1/2 Base Cost
Razor	A weapon with this modifier inflicts a -1 die penalty to attempts to Soak its damage.	50 + 1/2 Base Cost
Balanced	If the weapon this modifier is applied to already has range 3 or higher, increase its range by 1. It gains the Sling weapon type if it did not have it already.	50 + 1/2 Base Cost
Dreamforged	The weapon can harm semicorporeal targets and spirits normally. Slings, Slingshots, and Slingapults with this modifier have 3 Dreamforged Ammunition. It must be re-collected after combat or recreated at the cost of 1 Essence apiece.	100 + 1/2 Base Cost
Beast-Slaying	This weapon deals a flat 2 additional damage to Feral creatures. Weapon has +1 Bulk.	100 + 1/2 Base Cost

Weapon Modifiers (2/2)

Modifier	Effect	Cost
Brutal	This weapon is barbed or serrated, and catches when the victim struggles. If the target dedicates extra Stamina to defend against it, the attack deals +1 damage. Enemies grappled by a brutal weapon suffer 2 soakable damage each time they attempt to break free from the grapple.	50 + 1/2 Base Cost
Culling	This weapon is designed to slice through unprotected flesh. It has +1 base damage, but is not very effective against shells. Soak rolls against this weapon treat results of 4+ as successes.	50 + 1/2 Base Cost

Upgrading a Weapon

Weapon Upgrades increase the Quality of a weapon. They have certain requisites before they can be applied, usually in the form of a previous Upgrade tier. The previous Upgrade is replaced with a new one upon upgrading.

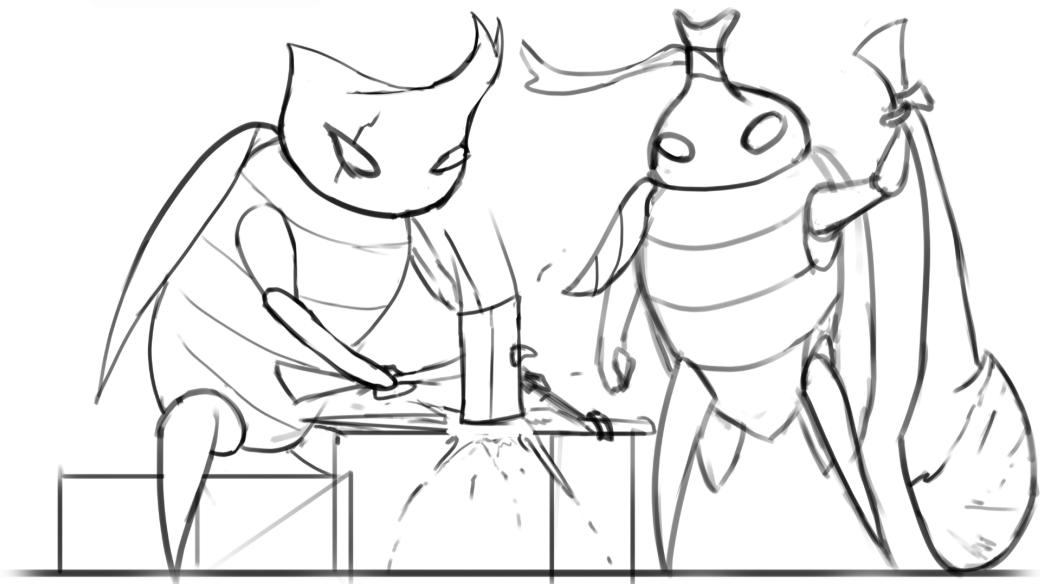
Weapon Upgrades are not Modifiers, so they can coexist within a weapon.

Upgrading a weapon is no simple task. A master weaponsmith must be sought out and then provided not only with a hefty sum of Geo for his services, but also with pieces of Pale Ore, a rare and valuable mineral.



Weapon Upgrade Tiers

Upgrade	Quality	Requisites	Cost
Honed	+1	Not Worn	100 + Base Cost, 1 Pale Ore
Channeled	+2	Honed	200 + Base Cost, 2 Pale Ore
Coiled	+3	Channeled	400 + Base Cost, 3 Pale Ore
Pure	+4	Coiled	800 + Base Cost, 4 Pale Ore



SHIELDS

Shield Modifiers

Shields can be modified exactly like weapons. They have their own array of Modifiers, but can only have one applied.

Shield Bashes

A shield can be used to attack a creature. In that case, a shield bash is a pairable 0 Quality attack, which has a base damage of 2 and cannot roll successes into damage, unless the shield has the Balanced modifier.

Shields and Handedness

Shields are always carried in one hand.

Shield Upgrades

Shields can also be upgraded just like weapons. However, unlike weapons they have fewer Upgrade tiers.

Shield Upgrade Tiers

	Upgrade	Quality	Requisites	Cost
Hardened	+1		Not Worn	2x Base Cost, 1 Pale Ore
Adamant	+2		Hardened	4x Base Cost, 2 Pale Ore

Shields

Shield	Quality	Bulk	Cost
Button Shield	1	Light	50
If the bearer of this shield has Grace equal to or higher than their Might, they may add an extra die to their parry attempts with the shield.			
Coin Shield	3	1	100
No additional effect.			
Wing Shield	2	1	150
The bearer is treated as having 1/4 cover from ranged attacks, and receives no penalty to parry them.			
Carapace Shield	0	2	200
The bearer of this shield, at the end of their turn, may choose a side of the square(s) they occupy. This shield acts as a wall along that side of the bug until they choose to end this effect. The side the shield is facing may be changed off-turn for 1 Stamina. This shield weighs 3 Bulk for Large sized bugs. Attacks against the shield may be parried using the shield. Carapace shields have a Durability score of 4, plus their Quality, an Absorption of 4, and a Soak score of 3. Weapon damage to this shield is dealt to Durability instead of Quality.			

Shield Modifiers

Modifier	Effect	Cost
Worn	The shield has -1 Quality. Upgrading a worn shield to a standard shield only costs half as much as that shield's price.	Shield cost is halved
Lightened	The shield has -1 Bulk and -1 Quality.	$100 + 1/2$ Base Cost
Fortified	The shield has +1 Bulk and +1 Quality.	$50 + 1/2$ Base Cost
Spiked	When the wielder parries a valid attack with this shield, the attacker risks damage as though the wielder parried with spikes from the Spiky trait.	$50 + 1/2$ Base Cost
Trick	The shield may change shape into a weapon, chosen upon taking this modifier, and back. This costs 1 Stamina. Its Bulk is equal to the higher of the two forms. The weapon's Quality is 1, plus any bonuses to shield Quality from other modifiers.	$50 + \text{Base Cost}$
Pragmatic	This shield counts as a particular tool as well, chosen when applying this modifier, and Quality equal to its shield Quality, to a minimum of 1.	$50 + 1/2$ Base Cost
Balanced	When used to bash, this shield becomes a viable weapon. A shield with 2+ Bulk deals 4 damage, a shield with 1 Bulk deals 3 damage, a Light shield deals 2 damage. The weapon Quality of a shield used to attack in this way is equal to 1 plus any bonuses to the shield's Quality from Modifiers or effects.	$50 + 1/2$ Base Cost
Reflective	This shield may parry spells (and other spell-like attacks) and grants its bearer a single reroll when parrying spells or making an opposed Insight check to resist a magical effect.	$100 + 1/2$ Base Cost



ARMOR

Donning Armor

Putting on or taking off a set of armor during combat costs 1 Stamina for Light armor, 2 for Medium, and 3 for Heavy.

Reducing Damage with Armor

Some armor provides Damage Reduction, or DR for short. Damage Reduction from armor does not reduce damage from environmental or magic damage, unless an ability states otherwise.

Bugs with Soft Body are able to use the Soak dice provided by their armor when risking soakable damage.

Durability

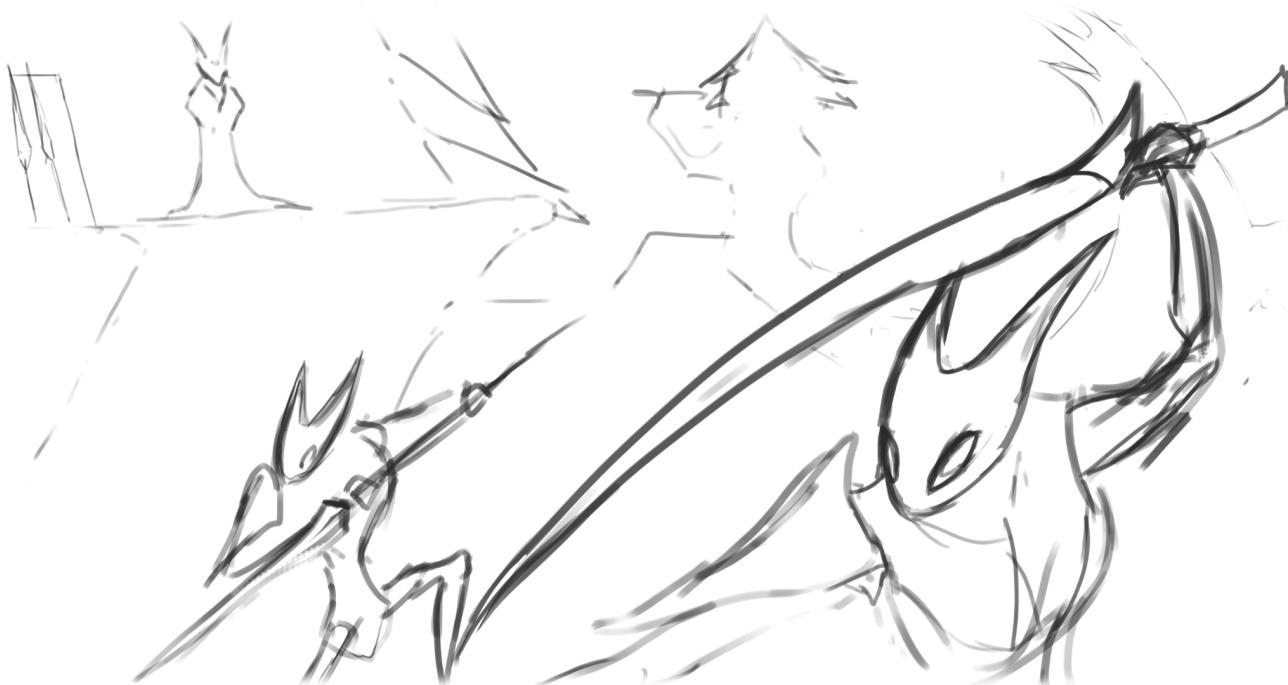
When an attack rolls at least one 6 and hits, it deals 1 damage to the target's armor Durability. Armor with 0 Durability is broken and provides no protection until repaired.

Armor Modifiers

Like weapons and shields, armor can be modified. However, armor may have multiple modifiers applied to it at once.

Armor

Armor	Maximum Durability	Damage Reduction	Bulk	Cost
Light Armor	5	0	1	100
Grants +1 die to Soak, and +1 die reroll on Soak checks.				
Medium Armor	7	1	2	200
Grants +1 die to Soak. When taking the dash or jump action, the distance decreases by 1.				
Heavy Armor	9	2	3	400
Grants +1 die to Soak. When taking the dash or jump action, the distance decreases by 1. Initiating a dodge or parry costs 1 additional Stamina.				



Armor Modifiers

Modifier	Effect	Cost
Piecemeal	The armor has -1 Bulk and -2 Maximum Durability.	-50 discount
Saddled	A single bug being carried by the wearer is treated as 2 Bulk lighter.	25
Durable	The armor has +1 Bulk and +2 Maximum Durability.	50
Padded	The wearer gains an additional +1 die to Soak. Cannot be taken with Weighted or Spiked.	70
Weighted	The armor has +1 Bulk. The wearer gains the Slam Trait, which has 1 Quality, or 0 if the armor is broken. Cannot be taken with Padded or Spiked.	100
Spiked	The wearer gains the Spiky trait, which has 1 Quality, or 0 if the armor is broken. Cannot be taken with Weighted or Padded.	150
X-Proofed	The wearer gains the Damage Resistant trait towards the type of damage the armor is proofed against. For example, slashing damage, bludgeoning damage, or fire. These types of attacks must roll at least two 6s to damage the armor's Durability.	100 + Base Cost
Lustrous	The armor provides a bonus equal to its DR + 1 on opposed rolls to resist spell effects. Spell attacks may be Soaked with dice equal to the armor's DR + 1.	300 + Base Cost



ARCANE FOCI

Arcane Foci Techniques

An arcane focus can contain spells and Arts, as if its Quality value were Technique Slots. A contained Art can be performed using the arcane focus, even if it is not the correct weapon type, but cannot be performed with other weapons unless it is also prepared in a normal Technique Slot.

This technique vanishes if a bug unattunes the focus, but remains if the bug dies, and can be used by another bug who attunes to the abandoned focus. An attuned focus can also be used by another bug to perform the contained technique, while the attuned bug maintains the connection.

A focus must normally be held in at least one hand to perform the technique contained within.

Arcane Foci Attunement

In order to benefit from the ability of an arcane focus to hold spells or Arts, a bug must be attuned to it and choose the held spell or Art among the Techniques they know. This may be done freely during a rest.

A bug may only be attuned to a single arcane focus at a time, but may unattune from one at will.

Focus Quality

Foci begin with 1 Quality. An amount of dice equal to Quality is added to attack rolls made with an arcane focus.

Increasing the Quality of an arcane focus costs 150 Geo for each point of Quality it will have after the upgrade is complete.

The maximum possible Quality for an arcane focus is 3.

Arcane Foci

Focus	Type	Damage	Range	Hands	Bulk	Cost
Talisman	-	-	-	0H	Light	50
A talisman is worn, rather than wielded, and so requires no hands to function in any capacity. Wearing a talisman grants +1 reroll on resistance checks against magic.						
Wand	Sling	1	Range (5)	1H	Light	100
Wand attacks may use Insight to hit, and can be parried as ranged attacks. Their first point of damage is magic damage. A spell contained in the wand may be cast using Grace in place of Insight while the wand is attuned, including opposed checks, spell range and duration.						
Sceptre	Tusk	1	Melee	1H	1	100
May deliver Touch spells at Reach, adding its Quality to the spell's attack roll. While the sceptre is attuned, spells have +1 reroll per Quality on opposed rolls to overcome resistance.						
Staff	Nail	1	Melee	2H	1	100
A bug may adorn the head of a staff with an ornament aligned to a particular Mystic Path. This costs 100 and a camp action of work. Spells stored of the same Path as its ornament may be cast with 1 Difficulty of modification for free. This may exceed the normal capacity of the Staff, and the maximum Difficulty the wielder can cast at.						

CONSUMABLES

Stash and Recipes

A bug who embarks on a Stash Path can learn recipes for the types of consumables governed by their Path. A Proficiency advancement can be spent to learn one recipe of any rarity.

Using Stash

Flasks still need to be thrown as an attack. Traps still need to be placed for 1 Stamina. Poison still needs to be applied for 1 Stamina.

Stash only creates the item, acting as an abstract resource that makes working with consumables less of a chore for a character who wants to play with them.

Stash Scavenge

A bug may scavenge for Stash materials once per scene, making a roll with a related skill. They regain Stash equal to half of the accrued successes.

Food

Bulk of Food

The Bulk of food carried is always rounded down. If your bug is carrying 0.5 Bulk's worth of raw plant matter, for example, it would simply be a Light item to carry.

Eating Food

Eating a food item mid-combat costs 1 Stamina.

Butchering

When making food out of creatures, be they bugs or fungal monsters, convert the Bulk of that creature directly into Bulk of the appropriate type of raw food.

Food Items

Food	Belly per serving	Bulk per serving	Cost per serving
Raw Plant	5	0.5	1
Every five rests, halve this food's Belly value and roll a d6. On a 1, it now causes 1 poison DoT.			
Raw Meat	10	0.25	5
Every five rests, halve this food's Belly value and roll a d6. On a 1, it now causes 1 poison DoT.			
Raw Fungus	10	0.25	6
Every five rests, halve this food's Belly value and roll a d6. On a 1, it now causes 1 poison DoT.			
Plant Ration	6	0.25	2
Rations don't spoil over time.			
Meat Ration	15	0.2	10
Rations don't spoil over time.			
Fungal Ration	10	0.2	10
Rations don't spoil over time.			

Special Food Items

Food	Belly per serving	Bulk per serving	Cost per serving
Nectar	10	0.5	15
Nectar spoils after one scene outside of its flower. Carnivores gain no benefit from eating Nectar.			
Honey	20	0.5	50
Grants 1 Glory Stamina when eaten, which fades when the bug next rests.			
Ambrosia	All	Light	Priceless
The food of the gods, Ambrosia is a divine experience to consume. It fully restores a bug as if they had a full rest, and fully restores Belly.			

Potions and Alcohol

Using Potions

Using a potion during combat costs 1 Stamina. Potions may be used on another adjacent willing bug instead.

Potion Bulk

Potions are all Light items.

Strain

Each time a bug uses the same potion after the first, they must make a Shell check with a number of successes equal to the potion's Strain value, or suffer its Overdose effect.

Each additional use, the Strain increases by 1.

Alcoholic Beverages

Alcoholic Beverages are potions. They're considered to be the same potion for the purpose of Strain.

Potions (1/2)

Potion	Rarity	Strain	Cost
Greyseed Extract	Common	1	25
The user gains 2 Glory Hearts for the rest of the scene, which are lost first. Also inflicts a -1 die penalty to Might and Grace checks for as long as the Hearts last.			
Overdose:	The user's Stamina becomes 0 and they fall unconscious. 1 Stamina is restored each turn. When the user reaches 3 Stamina, they become conscious.		
Sacred Water	Common	-	25
The user ignores Overdose effects for the rest of the scene.			
Filtered Murksap	Common	1	25
The user gains a +2 die bonus to Insight and Focus checks for the rest of the scene.			
Overdose:	The user loses 1 Soul. If they have no Soul, they lose 1 Heart instead.		
Windweald Mint	Uncommon	1	50
The user suffers a -2 die penalty to all checks, but Insight checks to resist mental spells have 2 automatic successes, until the end of the scene.			
Overdose:	Until the end of the scene, the user hallucinates and loses all sense but touch.		

Potions (2/2)

Potion	Rarity	Strain	Cost
Octopamine	Uncommon	1	50
<p>Makes its user Berserk, as per the Berserk Weapon Art. After the rage ends, the user loses 1 Soul.</p> <p>Overdose: The bug loses the ability to discern friend from foe. For 3 rounds they attack whichever target is nearest, even after it has died.</p>			
Spiderbite	Uncommon	1	50
<p>The user suffers 1 Paralytic Venom, and Paralytic Venom can no longer degrade over time or be burned off for the rest of the scene.</p> <p>During that time however, all incoming poisons have their DoT or Debuff level reduced to 1.</p> <p>Overdose: The user cannot spend Stamina to burn off DoT until the end of the scene.</p>			
Icevein Root Powder	Uncommon	1	50
<p>The user gains 1 Damage Reduction for 3 rounds.</p> <p>Overdose: The user loses 1 Stamina. If they have no Stamina, they take 1 Off-Balance.</p>			
Beetlebulk	Uncommon	2	50
<p>The user gains +2 Might for 3 rounds.</p> <p>Overdose: The user suffers -2 Insight for 3 rounds.</p>			
Blood Salts	Uncommon	2	50
<p>The user gains 1 Glory Stamina which fades if not spent in 3 rounds.</p> <p>Overdose: The user loses Hearts equal to their current Glory Stamina.</p>			
Luma Dust	Uncommon	1	50
<p>The user gains +2 Speed for 3 rounds.</p> <p>Overdose: The user takes 1 completely unsoakable damage whenever they end a turn with Stamina left, for 3 rounds.</p>			
Roach Milk	Rare	1	100
<p>The user gains a Heal over Time of 2.</p> <p>This functions identically to a Damage over Time effect, but restores Hearts.</p> <p>Overdose: The user cannot receive healing for 1 round.</p>			
Mutagen	Rare	2	100
<p>A bottled mutagen which grants a trait with between -4 and +4 Hunger cost. The trait is determined when an individual mutagen is found or created. The mutagen's effect is a 10-stack Status Effect. A grappled creature may be forcibly fed a mutagen for 1 Stamina, but can resist with a free Might check.</p> <p>Overdose: The bug suffers 2 completely unsoakable damage from their body rejecting the new growth.</p>			
Widow's Embrace	Rare	2	150
<p>The imbibing gains Poisonous (Toxic Blood) until their next rest.</p> <p>Overdose: The user drops to Death's Door and loses 1 Stamina per turn until it receives a healing effect.</p>			

Alcoholic Beverages

Alcohol	Rarity	Strain	Cost
Gutbrew	Common	1	10
Lowers Insight and Grace by 1 and grants 1 DR that does not stack with other sources and multiple drinks. Effects last until the end of the scene. Restores 5 Belly.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			
Grasswine	Common	1	10
Lowers Grace by 1, but grants a +1 die bonus on all social checks made by or against the imbiber. The effects stack, and last until the end of the scene. Restores 5 Belly.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			
Bugbeer	Common	1	10
Alcoholic liquid mixed with blood. Grants +1 Might, but decreases Insight and Grace by 1. The Might bonus does not stack. All effects last until the end of the scene. Restores 10 Belly.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			
Shroom Ale	Common	1	10
Alcoholic liquid which lowers Grace by 1, but grants +1 Shell. The positive effects do not stack. Lasts until the end of the scene. Restores 5 Belly.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			
Golden Whiskey	Common	1	10
Lowers Insight by 1 until the end of the scene. Restores 5 Belly. The user gains 2 Glory Pluck, which fades on rest.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			
Mead	Uncommon	1	50
Lowers Insight by 1, grants 1 DR that does not stack with other sources, and a +1 die bonus on all social checks made by or against the imbiber. The imbiber gains 1 Glory Stamina die. The DR and Glory do not stack. All effects of mead besides the Glory last until the end of the scene. The Glory lasts until the character rests. Restores 10 Belly.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			
Amber Brandy	Uncommon	1	50
Lowers Grace by 1 and grants 1 DR that does not stack with other sources and multiple drinks. The effects last until the end of the scene. Restores 5 Belly. The user gains 2 Glory Pluck, which fades on rest.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			
Sunshine	Uncommon	1	50
Lowers Insight by 1. The user gains +3 Shell. Each time the user takes damage, the bonus decreases by 1; the bonus does not stack, but refreshes on a new drink. The effects fade at the end of the scene. Restores 10 Belly. The user gains 2 Glory Pluck, which fades on rest.			
Overdose: The user vomits, losing Belly as if it had rested. Their alcohol Strain is reset.			

Flasks

Flasks are handy tiny containers used by bugs to store fluids or powders for later use. The contents of flasks vary greatly, from water and glue to precious Lifeblood and even strange alchemical concoctions.

Not every flask is meant to be an actual glass flask! Flasks could just as easily represent little clay bombs or small tearable pouches.

All flasks have Light Bulk.

Throwing Flasks

When a flask is thrown, the flask is destroyed. Flasks are thrown as ranged weapons with Range (4) and 0 Quality if thrown by hand. Flasks do not do damage, regardless of bonuses, and do not roll successes into their effect damage.

Flasks with a lingering effect, but no stated duration last for 3 rounds, before they lose their potency.

Rejuvenating Flasks

Some flasks are marked as Rejuvenating. These flasks may only be used once per

scene by traits that allow the application of flask effects, but could be used as normal otherwise.

Targeted Effects

Targeted effects occur when a single bug is targeted and hit by the flask.

Terrain Effects

Terrain effects occur when a square is targeted by a flask. Terrain effects count as an AoE attack for the purpose of defending.

If a terrain effect is marked as a Terrain+ effect, the radius of the area is increased by one, or, if applied as a Cone, the size is increased by one. This bonus does not apply if the flask effect is already applied as a non-Cone AoE, or otherwise applied to multiple squares in one use.

Ingested Effects

Ingested effects are triggered by the user spending 1 Stamina to apply it to themselves, or a willing or helpless bug within one square.

Flasks (1/3)

Flask	Rarity	Rejuvenating?	Cost
Water	Common	No	10
<p>Targeted: Any fires on the target are extinguished. The target becomes wet, rendering them unable to fly, unless they have the Water Treading or Waterbreathing Trait. The target also gains a 1-point Status Effect that grants Resistant (Fire).</p> <p>Terrain: Any fire on the target square is extinguished.</p>			
Blood	Common	No	10
<p>Targeted: Any fires on the target are extinguished. The target becomes coated in blood.</p> <p>Terrain: Any fire on the target square is extinguished.</p> <p>Ingested: If the imbiber is a bloodsucker, they regain 10 Belly.</p>			
Toxic	Common	No	25
<p>Targeted: The target suffers a 3-point Status Effect that lowers their maximum Stamina by 1.</p>			
Greaseslime	Common	No	25
<p>Greaseslime is highly flammable.</p> <p>Targeted: Attempts to grapple or be grappled by the target suffer a -2 penalty. It gains a +1 bonus to squeeze into small spaces, and does not suffer penalties to defense while squeezing.</p> <p>Terrain: A bug entering the square slides across to the other side and suffers 1 Off-Balance.</p>			

Flasks (2/3)

Flask	Rarity	Rejuvenating?	Cost
Flammable	Common	No	25
<p>Targeted: The target is dried if wet, and suffers 1 environmental fire damage, and 1 non-decaying fire DoT.</p> <p>Terrain: Flammable terrain is ignited, causing the targeted effect when a creature steps or ends its turn on it.</p>			
Smoke	Common	No	25
<p>Terrain+: The target square is covered in choking smoke. Flight, speech, and sight are impossible whilst in the smoke. The cloud dissipates in 2 rounds.</p>			
Rust	Common	No	25
<p>Targeted: If the target is a piece of armor, it suffers 2 Durability damage. If the target is a piece of equipment, it suffers 1 Deterioration. If applied as an AoE, this flask only damages one piece of equipment per bug.</p>			
Pheromone	Common	No	25
<p>Terrain+: The sense of smell is obscured within the targeted square, and social checks against bugs in the targeted square are given a +1 die bonus, for 2 rounds.</p> <p>Ingested: If the imbiber is berserk, mesmerised, panicked, unconscious while still having Hearts, or otherwise senseless, their mind is cleared of these effects.</p>			
Pollen	Uncommon	Yes	50
<p>Terrain+: Any bugs on the target square are healed for 1 Heart.</p> <p>Ingested: The target heals for 2 Hearts.</p>			
Acid	Uncommon	No	50
<p>Targeted: The target is afflicted with a 2-point Status Effect, which inflicts 2 damage to the target's armor each turn. If the target has no armor, or broken armor, they take soakable damage equal to the Status Effect instead.</p>			
Explosive	Uncommon	No	50
<p>Terrain+: Bugs within the target square take 3 damage. Explosive flasks ignore 2 DR, and Soak gained from armor. Scenery in the target square may be destroyed as well.</p>			
Scale	Uncommon	No	50
<p>Terrain+: Bugs within the target square are afflicted with a 3 point debuff that decreases attack and defense rolls by 1, as they inhale tiny moth scales. Scale flasks restrict visibility in the same way Smoke flasks do. The cloud dissipates in 2 rounds.</p>			
Glue	Uncommon	No	50
<p>Targeted: The target's Speed is reduced by 2, and it is unable to use any special form of movement. The glue may be pulled off as a Skill Action with a 2 success Might check, to which Stamina may be dedicated.</p> <p>Terrain+: The targeted square becomes rough terrain, requiring 2 Speed to traverse.</p>			

Flasks (3/3)

Flask	Rarity	Rejuvenating?	Cost
Volt	Uncommon	No	50
Terrain+ : Charged lumaflies swarm around the square, dealing 1 environmental damage to bugs which are currently in, enter or end their turn in it. The lumaflies scatter after 2 rounds.			
Fellwind	Uncommon	No	50
Terrain+ : Contains spores from a Fellwind mushroom. Bugs within the target square are afflicted with a 3 point Debuff, which disallows dedicating additional Stamina or Stamina substitutes to attack or defense rolls.			
Swamp	Uncommon	No	50
Targeted : The target suffers DoT equal to half of their lost hearts, rounded up. Husks instead suffer 2 completely unsoakable damage, which bypasses Absorption.			
Lifeblood	Rare	Yes	75
Terrain : This effect may only affect one square per use, and may not be used as a payload effect. Three lifeseeds are born on the targeted square, which take their turns on initiative 0, attempting to safely flee the area. Ingested : The target gains 2 Lifeblood Hearts.			
Widow's Bite	Rare	No	75
Targeted : The target suffers a 2 point DoT. All of their equipment suffers 1 point of Deterioration, and their armor takes 2 points of damage to Durability.			
Pestilent Bile	Rare	No	75
Terrain+ : All bugs on the target square take 3 soakable damage, and 2 points of Soul damage.			
Vengeful Soul	Rare	No	75
Terrain : Four soulmasses are created in the target tile. Each one launches itself at a chosen bug within 4 squares, as a spell attack that deals 1 magic damage and 1 Soul damage. The spell attack roll has successes equal to the attack roll to throw the flask.			
Bottled Storm	Rare	No	75
Terrain : For 3 rounds, all squares adjacent to the target square toss bugs that enter them 5 spaces in a direction which is either clockwise or counterclockwise to the “circle” of squares, chosen when the flask is thrown. The centre tile is unaffected, even if the radius is increased. Projectiles passing through the affected squares have a -3 penalty to hit.			
Philosophical Egg	Legendary	No	500
Philosophical Eggs are geodes found in deep and ancient places, and are about as fragile as a glass flask. Curiously, when a bug throws or cracks open a philosophical egg, it contains one flask's-worth of precisely the liquid they had hoped for. Scholars have been as-of-yet unable to replicate liquids that would theoretically be worth over 200 per flask's-worth. Soup or similar edibles found within are treated as if they were 1 Bulk (2 servings) of fresh Honey.			

Poisons

Poisons are concoctions made specifically to be applied on a weapon.

Like flasks, all poisons have Light Bulk.

Applying Poisons

Applying a poison to a weapon costs 1 Stamina.

Not every weapon is suitable for a poison, since most poisons can be inflicted on a

target only through piercing and slashing attacks.

Poison Duration

The poison lasts on a weapon for a number of successful hits equal to its **Doses**, per infliction.

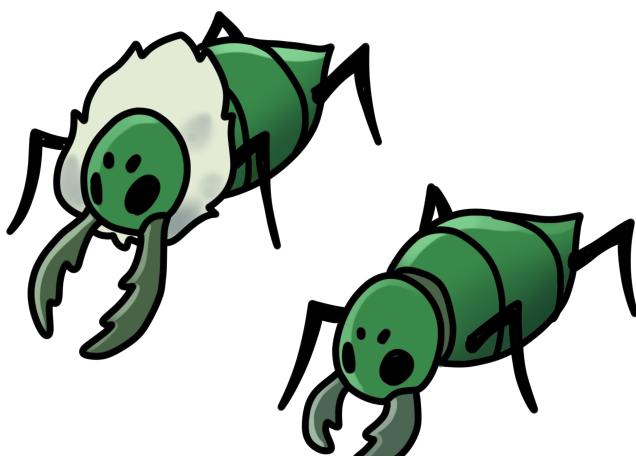
After being inflicted on a target, the poison's effect lasts until the end of the scene, after which inflicted poisons lose their potency and expire if not specified otherwise.

Poisons (1/2)

Poison	Rarity	Doses	Cost
Venom	Common	3	50
The deadly venom of a bug, from their stinger or fangs. After being removed, the poison soon loses its potency. Inflicts 1 poison DoT, which cannot stack with itself.			
Mint Haze	Common	3	50
A psychotropic poison made from the extract of mint leaf. The poison causes the target to suffer a -2 penalty to Perception, and a -1 die penalty to hit and defense rolls. However, the target gains a +1 die bonus to resist mind-affecting spells.			
Sponge	Common	2	50
The street name of a poison made from fungal spores dissolved in water. When struck, the target suffers a 3 point debuff decreasing their Shell by 1, as the poison causes it to soften and gain the titular spongy consistency. As a side effect, targets float in water as though they had the Water Treading Trait. The spores catch on contact, allowing the poison to be used with blunt weapons.			
Rockjoint	Common	2	50
A paralytic poison made from the venom of some species of spiders. Each attack causes 3 points of Paralytic Venom, to a maximum of 15 points.			
Ambershell	Uncommon	1	75
Mysterious amber-colored concoction which turns a bug's shell hard and rigid, limiting movements. The afflicted target gains a 5-point Status Effect which reduces their Speed by 2 and Grace by 1 but increases Shell by 1 at the end of each of their turns. This Attribute change reverts by 2 instances each rest.			
Murksap	Uncommon	2	75
The sap of the murkroot, black and sludgy in consistency, tastes of sickening sweetness. Its effects prevent the target from expanding Soul for 1 round after being hit, as the sap's qualities suppress a body's natural Soul channels. The sap is sticky, and catches even when using blunt weapons.			

Poisons (2/2)

Poison	Rarity	Doses	Cost
Vertiguise	Uncommon	1	75
Made from the pheromones of creatures with numbing effects, this poison causes dizziness and loss of sensation in the extremities, leading to clumsiness.			
For 2 turns after being hit, the target suffers a penalty on non-Soak rolls equal to the attack and defense actions made since the start of their last turn.			
Witherbloom	Uncommon	2	75
An oily, reddish-purple nectar from a poisonous flower, an afflicted target suffers a 5 point Status Effect which inflicts 1 environmental damage at the start of each turn, the duration of which can stack. Cannot reduce a target's Heart below 2.			
Weepweed	Uncommon	2	75
Powder of a crushed leaf with anticoagulant properties. The afflicted target cannot heal naturally for the next 2 rests, and Bleed DoT on the target does not decay naturally for 3 rounds.			
Orchid's Venom	Uncommon	1	75
A bug afflicted with this poison becomes totally numb. They are afflicted with a Status Effect of 5 points, which cannot be burnt off with Stamina, and causes them to gain 1 DR which does not stack. They are immune to effects relying on painful irritants, such as Irritant Bristles.			
Additionally, the target cannot perceive damage, including the attack that inflicted the poison, and Tremorsense is nullified.			
It takes 1 round for a bug to notice the effects of this poison.			
Death Mark	Rare	2	100
An insidious poison which remains in the victim's system for a long time. Can also be inflicted through ingestion, by adding it to food. A death marked bug's healing during rests is reduced by 1, and they suffer 1 Completely unsoakable damage at the start of each scene. The poison requires a Medicine check with 3 successes, or 3 rests to pass, to be cured. If the bug is on Death's Door, they take 1 completely unsoakable damage at the start of each of their turns.			
Downfall	Rare	2	100
A mixture of many other poisons, venoms and toxins, this mixture inflicts 1 DoT on the target, which stacks with other poisons but not with itself. For every round that the DoT is not cured completely, it increases by 1 instead of decaying by 1.			



Traps

Placing Traps

A trap is normally placed and armed using 1 Stamina, and may be placed into any unoccupied space adjacent to the user that does not already contain a trap.

Activation Square

A trap's occupied square is referred to as the activation square, and some traps may have more than one activation square. When a trap's activation square is entered, it activates (unless it has a different activation requirement, in which it uses that requirement).

A single-target trap targets the bug that activated it.

Reusable Traps

A sprung trap can be reset for 1 Stamina, if it states that it is Reusable. Picking up and putting away a Reusable trap that has been expended or disarmed is a Focus action.

Hidden Traps

Hiding a trap generally requires a Skill check and cannot normally be done while observed.

Disarming Traps

Disarming a trap may be done with 1 Stamina and an appropriate Skill check. A failed disarm check triggers the trap.

Trap Attacks

Traps with attack rolls defined with a fixed number of successes do not roll successes into damage.

Traps (1/3)

Trap	Rarity	Reusable?	Bulk	Cost
Fooleater Jaw	Common	Yes	1	50
A jawed trap that, when tripped, snaps up to 'bite' the unfortunate victim. The trap deals 4 soakable damage when triggered. This is a single target attack with 2 successes.				
Mosscreep Snare	Common	Yes	1	50
Appears to be an unassuming ball of moss. When a creature steps next to it, it erupts into a net and ensnares the creature. This is a single target grapple attempt with 2 successes. The snare requires 2 successes to escape from once grappled by it.				
Pop Mine	Common	No	Light	25
A pop mine must be loaded with a flask to be armed. When a pop mine is tripped, the flask within is sprayed out. If the flask is Terrain+, its radius is increased by one. Otherwise, the flask affects all bugs or tiles on or adjacent to the pop mine's tile, as a 2 success AoE effect. A bug creating a pop mine using Stash may give it the effect of any common flask for no additional cost, or any known flask recipe for 1 additional Stash.				
Spines	Common	Yes	1	50
When placed, this trap turns its current tile into rough terrain that deals 2 soakable damage when traversed. The trap may be poisoned, and cannot be activated, nor does it have activation squares.				

Traps (2/3)

Trap	Rarity	Reusable?	Bulk	Cost
Spider's Snare	Common	Yes	1	50
<p>A spider's snare trap covers up to five squares in between two solid objects, all of which count as activation squares. Rigging a spider's snare trap requires the user to start at one connection point, and move within reach of the other. If one is created via Stash, the creator only needs to stand at one connection point.</p> <p>A spider's snare may have any weapon placed at either connection point. When the snare is crossed, the weapon will make a single target attack with 2 successes.</p> <p>A spider's snare may be attached to an environmental hazard to move the triggering bug into it as a 2 success single target AoE effect.</p> <p>A spider's snare may be set to activate an attached switch or lever when triggered.</p> <p>A spider's snare may be loaded with noisy objects to create a simple alarm system.</p>				
Barbed Web	Uncommon	No	Light	75
<p>A bundle of tangled webs and spines, which, when triggered, creates a 3x3x3 cube above the target's square of barbed web. All bugs but the trap's original creator have great difficulty negotiating barbed web.</p> <p>A square of barbed web is rough terrain that takes 4 Speed to traverse. Alternatively, a bug traversing may choose to only spend 2 Speed, but take 2 soakable damage (a bug forcefully moved through the web is always affected in this way, but only once per instance of movement).</p> <p>Barbed web can be cleared with fire.</p> <p>A bug may choose to clear a square of barbed web that it moves through.</p>				
Bombardier's Deadfall	Uncommon	No	Light	75
<p>A Bombardier's Deadfall trap may not be used when there is no ceiling within the creator's Close range, plus trap creation range. The activation squares are any square directly below the trap. When activated, the trap uses a controlled explosion to collapse only the ceiling above the activation squares, causing it to fall, which counts as a 2 success AoE attack, which deals 4 soakable damage. Targets are trapped under rubble that requires a 2 success Might check to remove, costing 1 Stamina per attempt.</p> <p>This trap may be placed in the ground as well, where it will target burrowing creatures that move underneath it. If there is an open space beneath the floor, it can collapse the floor to drop an affected target to the open space below.</p>				
Little Antlion	Uncommon	No	1	75
<p>When triggered, the little antlion digs a pit 3 squares wide on each side, and 3 squares deep. This trap only digs up ground that would be valid for a burrowing bug. This trap may be placed on a wall or ceiling to instead dig to the side or up.</p>				
Locust Kick	Uncommon	No	1	75
<p>When triggered, this trap deals 2 soakable damage to the target as a single target 2 success attack, and unless dodged it knocks them to a square up to 3 squares away, chosen when placing the trap.</p>				

Traps (3/3)

Trap	Rarity	Reusable?	Bulk	Cost
Clockwork Belfly	Rare	No	1	100
<p>This trap has an activation radius of up to 2 squares away, set when the trap is placed. When a bug who is not designated by the creator moves within the activation radius, the trap makes a ranged attack as it flies at them, and explodes. This is a 2 success AoE attack that deals 3 soakable damage to the target and all adjacent bugs. If the trap misses completely, it rearms on the nearest adjacent square to the target at the start of the creator's next turn.</p> <p>If the trap hits any target, it is destroyed.</p>				
Clockwork Spitter	Rare	No	1	100
<p>This trap has an activation radius of up to 4 squares away, set when the trap is placed. When a bug who is not designated by the creator moves within the activation radius, the trap makes a ranged attack as it fires at them, up to once per target per round. This is a 3 success attack that deals 1 soakable damage to the target and can roll successes into damage.</p> <p>The trap can fire 6 times before it breaks down.</p>				
Fooleater Gigantia	Rare	No	2	100
<p>When triggered, all bugs on or adjacent to this trap's square are engulfed in a Great-sized Fooleater plant. This plant has 10 Hearts, and a Vulnerability to fire. All bugs within the trap suffer 3 environmental acid damage at the end of each of their turns.</p> <p>The plant opens up once all targets within have died, and resets itself.</p> <p>A fooleater gigantia cannot be uprooted without killing it.</p>				
Totem	Rare	No	Light	100
<p>As part of creating this trap, the creator may cast a spell they know. If no spell is cast during creation, the totem holds no spell, and will absorb the first spell that hits it. An object with an unfilled totem affixed to it can parry one spell using the totem, which absorbs the spell.</p> <p>When the totem is touched, the spell is cast upon the bug that touched it with successes equal to the spell's original successes.</p>				



OTHER EQUIPMENT

Tools

A tool is any implement designed to aid in proficiency checks. A tool adds its Quality to the number of dice rerolled on checks appropriate for the tool. Some checks may be deemed impossible without an appropriate tool by the GM.

Tools at their baseline have 1 Quality. In cases where a tool is required, it is possible to improvise one if anything is available that could conceivably be used for the task.

Improvised tools have 0 Quality if they are an extremely appropriate body part, or -1 Quality otherwise.

Tool Prices

The price of a tool is based on the rarity of its profession. A cooking knife may be as cheap as 10, while a set of surgical equipment could be as expensive as 100.

Using Tools in Combat

Some tools may be used as a weapon. If so, their weapon class is determined by the form of the tool. For instance: a climbing hook would be a hook, while a cooking knife may be a tack.

Upgrading Tools

Tools usable as weapons are upgraded as weapons.

Tools unusable as weapons are upgraded as arcane foci instead.

Tool Examples

The following tools are not a list of the only tools available. However, they can serve to give players and GMs an idea of how tools could be priced, or what kinds of weapons they could emulate.

Example Tools

Tool	Skills and Uses	Could be used as a...	Bulk	Cost
Pickaxe	Mining, Digging	Bolt, Throwing Bolt	1	25
Crowbar	Feats of Might, prying open a box	Tusk, Hook	1	50
Camouflage Cloak	Stealth	Net	Light	25
Fishing Rod	Fishing, snagging an item across the room	Twigstaff, Whip	Light	50
Hardcover Book	A Lore Skill	Tusk	1	25
Surgeon's Tools	Surgery, Medicine	Acts purely as a tool	Light	100
Thieves' Tools	Lock Picking, Trap Disarming	Acts purely as a tool	Light	50
Hammer and Pitons	Climbing	Bolt	1	25
Saw	Building, cutting down plants	Hook, Polehook	1	25
Measuring Tool	Building, Trapmaking	Acts purely as a tool	Light	10

Treasures

Items with a listed rarity of Rare or Legendary are not typically pieces of equipment that a character can purchase

from a shopkeeper. Rare items may sometimes be available from specialty dealers, while Legendary items must be found or earned through the character's adventures.

Treasures and Useful Items (1/2)

Item	Bulk	Cost
Bandolier	Light	50*
A bandolier expands the number of Belt slots a bug has access to by +1 for every 50 spent on the bandolier.		
Fancy Clothes	Light	50
The wearer's Cute is increased by 0.5.		
Thirsty Straw	Light	50
A portable pump that resembles a proboscis. Can be used to pump liquids into a container, or to expel them in a spray. When used with a flask, its contents affect a Short Cone instead of being thrown. Terrain+ flasks affect a Large Cone instead.		
1 square of Thread	Light	1
Ordinary thread has a Load cap of 5, and will break if it exceeds its Load.		
1 square of Silk	Light	5
Spider silk is stronger than ordinary thread, capable of handling heavier loads without breaking. It has a Load cap of 10.		
1 square of Flaskfuse	Light	5
A bit of rope soaked in greaseslime. When lit, it burns away rapidly and causes the flask it is attached to to burst.		
Matchstick	Light	10
The matchstick is a 0 quality weapon with 1 base damage, which can be lit to cast light in range 4. Deals 1 environmental fire damage on hit when lit. The matchstick burns out at the end of the scene, and cannot be reused.		
Sheet of Vespine Paper	Light	5
Durable paper that is hard to wreck.		
Vial of Ink	Light	10
Ink used for writing.		
Herbal Balm	Light	15
When applied during a rest, the balm enhances a bug's natural healing, increasing the Hearts recovered that rest by 1.		

Treasure and Useful Items (2/2)

Item	Bulk	Cost
Pollen-treated Bandages	Light	30
When applied during a rest, the pollen-treated bandages enhance a bug's natural healing, increasing the Hearts recovered that rest by 2.		
Scrap Patch	Light	10
When applied to armor outside of combat, it restores 1 Durability.		
Armor Patch	Light	20
When applied to armor outside of combat, it restores 2 Durability.		
Repair Wax	Light	50
Can be applied to a piece of equipment at any time for 1 Stamina. Restores 2 Durability/Deterioration immediately. Can also be applied to a bug's Shell to restore up to 2 lost Shell.		
Chunk of Shellwood	1	25
A piece of tough wood, used to make shields, armor, furniture, or buildings.		
Chunk of Ore	1	50
Metal ore that can be used to craft various weapons and tools.		
Chunk of Pale Ore	1	1000
A strong and incredibly rare metal ore. Can be used to upgrade weapons.		

Collectibles

Collectibles are items that grant bonuses or abilities when enough of them are gathered together.

Collectibles make for great treasure for adventurous bugs to find due to how generally useful they are.

Want to encourage your players to explore more? Use collectibles!

Collectibles

Collectible	Effects	Cost
Sacred Petal	Collecting three sacred petals grants a bug +1 Max Heart. This consumes the petals.	Varies
Blessed Shard	Collecting three blessed shards of amber grants a bug +1 Max Stamina. This consumes the shards.	Varies
Vessel Fragment	Collecting three vessel fragments grants a bug +1 Max Soul. This consumes the fragments.	Varies
Notch Slot	This slot may be affixed to a bug's body to grant them an additional Notch.	Varies

Belt Items

Belt Items grant their effect so long as they remain on the bug's Belt.

All Belt Items take 1 Belt Slot.

Some Belt Items can't be acquired by regular means. Instead, these items might be in possession of relic seekers or hidden in ancient ruins.

Using Belt Slots

Non-Belt items, such as food, flasks, or weapons may also be placed on the Belt for easy access during combat. Items put on the Belt take a certain number of Belt Slots.

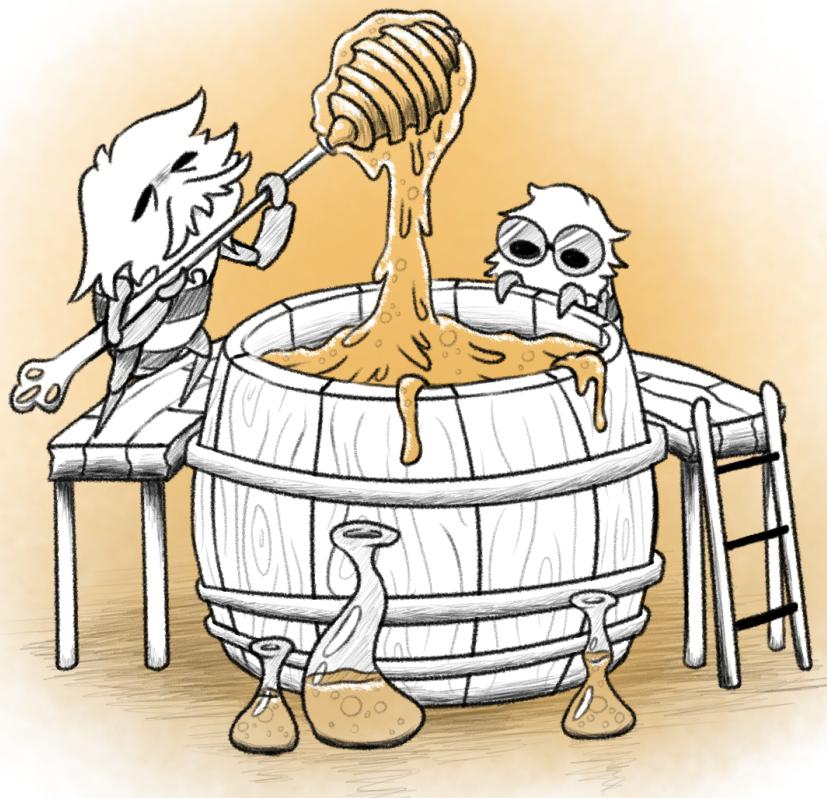
An item placed on the belt takes up Belt slots equal to its Bulk, to a minimum of 1.

Belt Items (1/2)

Item	Bulk	Cost
Pouch A pouch may hold up to 1 Bulk of items that do not count against the Load of the bug carrying it. Additional Bulk loaded into the pouch counts against the bug's Load normally. Items within that could be damaged by environmental hazards aren't harmed unless the pouch is destroyed first. So long as only one item is contained in the pouch, it may be accessed as if it were a Belt item. A light source held in a pouch is carried in a harness and still provides light.	Light	50
Saddle A bug equipped with a saddle can treat one carried bug as being 2 Bulk less.	Light	25
Lumarock This rock is covered in glowing moss that passively lights an area within a Range of 1 from the carrier. The carrier may take it in a free hand to increase its Range to 2.	1	10
Lumafly Bulb Passively lights an area within a Range of 3 from the carrier. The carrier may take the lantern in a free hand to increase its Range to 5. The bulb may break if dropped or damaged, releasing the lumafly.	Light	25
Lumafly Lantern Passively lights an area within a Range of 4 from the carrier. The carrier may take the lantern in a free hand to increase its Range to 6. This lantern is sturdy material, and difficult to break. It has Durability of 4, as armor.	1	50
Dreamsnatcher These totems are charged by extracting Soul from (usually) feral bugs and trapping it to be drawn upon later. An empty dreamsnatcher can be filled by waving it over a fresh corpse. It contains 1 Soul when filled, which a bug may draw out as a Focus Action.	Light	100
Greasegland A gland which produces greaseslime. Produces enough to fill a Grease Flask once per rest. While carried, greaseslime on the bearer does not wear or wash off.	Light	10

Belt Items (2/2)

Item	Bulk	Cost
Blessed Amber or Crystal Heart	Light	Must be found
A bug bearing a piece of blessed mineral may choose to perform a Great Dash if they have not yet moved that turn. A Great Dash expends all of the bug's Speed, but allows them to dash in a single horizontal direction indefinitely, until they strike a wall or choose to end the Dash.		
Mantis Claws	Light	Must be found
While carried, a bug is treated as though it possessed Climbing. A bug that already possesses Climbing may climb even on greased surfaces.		
Mothwing Cloak	Light	Must be found
While carried, a bug's dash and jump action gains +1 maximum distance.		
Royal Wings	Light	Must be found
A marvel of the royal family, given in recognition of valiant service. A bug in possession of this trinket may spend a Soul during their turn to act as though they possessed Flight. Bugs that already possess Lesser Flight or Flight may use the wings to have the Stamina costs of using these traits reduced by 1.		



10. COMBAT

Initiative Order

Initiative is determined by the Grace attribute. Unlike most of the rolls you make in this system, Initiative does not track successes or failures. Rather, you will tally up your bug's total result on the Initiative roll.

The bug with the highest Initiative total goes first, followed by the others in descending order. If a bug has any rerolls on their Initiative, they reroll the lowest die and take the better of the two results.

In the event that two bugs have the same Initiative roll, player bugs take priority, then allied bugs, then enemies.

Squares and Movement

Combat takes place on a square grid, typically composed of 1" squares. They are referred to as "Spaces" or "Squares", and represent square units of an ambiguous measurement.

A bug can move squares equal to their Speed every turn in combat. Diagonal movement is treated the same as cardinal movement.

Spaces

Every bug takes up a space of one square, except for Large bugs, which take up four squares, grouped together into a single large square. When moving, they still move only 1 square in a direction at a time.

Willing bugs may occupy each other's squares by squeezing. A Large bug can share one of its spaces with a single Average or smaller bug without squeezing.

Bugs can move through the squares of other bugs who allow them to do so. Unconscious bugs and bodies can typically be moved through and stood upon freely, unless they are especially large or piled high.

Bugs can also attempt to move through the spaces of hostile creatures, but this provokes an attack of opportunity.

Squeezing

A bug can squeeze into a space meant to accommodate bugs up to one size smaller than themselves. While doing so, they cannot be moved through by other creatures and suffer -1 to attack and defend rolls.

Actions

Attacking

To initiate an attack, dedicate at least one Stamina to the attack. The attack's dice pool is composed of d6s equal to Might+Quality+Stamina Dedicated for melee attacks.

For ranged attacks, use Grace instead of Might.

Area of Effect

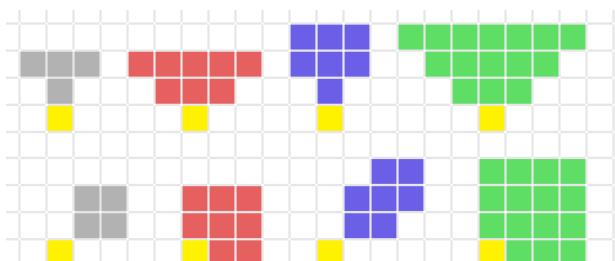
An AoE, or Area of Effect, targets multiple squares. Roll one attack, and resolve it separately against every bug. Such an attack cannot be parried, and may only be dodged.

AoE attacks are affected by cover penalties, based on the source of the effect - the center of a fireball or the tip of a Cone.

Cones

Some effects may take place in a Cone, rather than using a standard range.

For what space Cones take on a grid in orthogonal and diagonal directions, use the **following templates:**



Short Wide Long Large

Stamina Tax

Each attack made in a turn adds 1 stacking Stamina tax to the cost of each subsequent attack made in the same turn. This Stamina is spent to make each attack, but is not dedicated to the attack's roll.

Stamina tax resets to 0 at the end of a bug's turn.

Attacks of Opportunity

It's not easy to step right by an attacker! When your bug moves through squares adjacent to a bug in excess of your bug's Footwork score, or exits the area adjacent to a bug, your bug will provoke an attack of opportunity from that bug!

The provoked bug may choose to make a 1 Stamina attack against the provoking bug, which does not add the initiating Stamina to the roll, but may have more Stamina dedicated as normal.

Each bug can only make one attack of opportunity per target in the same round.

Forced movement does not provoke attacks, unless otherwise stated.

Withdrawing

For 1 Stamina, a bug may spend the required Speed to move up to 2 squares without provoking attacks of opportunity.

After Withdrawing, the bug receives a stack of Off-Balance.

Grappling

A grapple is an attempt to restrain a bug, which functions as an attack. A grapple is made using Unarmed Strike Quality, or the Quality of a weapon that grants a grapple bonus. It is pairable if the associated weapon is Light. Grapples are always Might-based.

Grapple checks have bonus dice equal to the number of appendages the grappler uses beyond the first, to a maximum of +2. The target may defend. If the grapple retains at least 1 success after the defense action, the target is grappled.

A grappled bug receives a -1 penalty to attack and defense rolls, and cannot move under their own power. They can spend 1 Stamina on their turn to make an attempt to break free. They may use Might or Grace to escape, and dedicate Stamina as if the attempt were an attack. The grappler may contest this check at no cost, using Might plus any benefits from grappling natural weapon effects and appendage bonus, but may dedicate Stamina if desired.

A grappler can perform any number of the following actions with the grappled bug:

- They can spend 1 Stamina to move a grappled bug 1 square.
- They can spend 1 Stamina to lower the dice of any roll made by the grappled bug by 1.
- They can throw a grappled bug up to 3 spaces away for 1 Stamina, acting as an improvised weapon if a bug is in the target square.

Dash and Jump

Bugs are agile! Any bug can spend 1 Stamina to move up to 2 squares in any direction. After the movement resolves, they fall to the ground. Moving along the ground is a dash, while moving straight up or diagonally is a jump.

The bug may spend Speed mid-jump to extend the jump by up to 2 spaces, but they may not make a jump while in mid-air, unless they have flight.

Pogo Strikes

If a bug moves over a target, and hits it with a melee attack - or if the target parries the melee attack - the bug moves 1 square upwards, without provoking an attack of opportunity. After the pogo strike, the bug may move up to 2 squares away from where they executed the pogo strike for free.

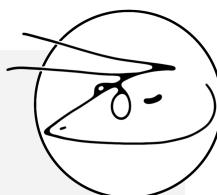
On a failed or dodged pogo strike, the bug lands in a square adjacent to the target, or in the target's square if the target dodged into another square, and receives a stack of Off-Balance.

Skill Actions

During combat, it costs a bug 1 Stamina to use their skills - such as to climb up a wall, to attempt a leap they couldn't normally make using the Dash and Jump action, or to attempt to hide from their enemies - or to search for a hiding enemy! This is called a Skill Action.

Some skills that are passive and innate, such as asking to make a Lore check to see what your bug already knows about a type of creature, might not cost Stamina at all.

Don't let your expertise go unnoticed in the midst of battle!



Using Skill Actions

Here are some examples of Skill Actions and associated skills that could be useful in combat:

- Staying hidden (**Stealth**)
- Searching for objects and hidden enemies (**Perception**)
- Talking down the enemy (**Persuasion**)
- Scaring the enemy away (**Intimidation**)
- Predicting enemy moves (**Tactics**)
- Moving heavy objects (**Athletics**)
- Staying afloat in water (**Swimming**)

This is not an exhaustive list of all possible Skill Actions, so feel free to come up with your own.

Minor Actions

Some actions, like picking up a weapon or shutting a door, cost no Stamina. For these actions, spend Speed equal to twice the Bulk of the object your bug wishes to move or pick up, to a minimum of 1.

Delay

If a bug wishes, they may delay their turn to a later point in Initiative. When the bug's turn comes due, they do not recover any Stamina they spent between making the delay and reaching their new turn.

Readying

Sometimes, a bug needs to be patient, but they can't afford to delay their action. In that case the bug may prepare a readied action at the cost of 1 Stamina. The bug must decide what will trigger their readied action when they declare that they are preparing it. When the trigger occurs, the bug immediately interrupts the current turn to perform their readied action.

The readied action still costs any Stamina that it would normally cost.

Defending

Defense

A defense action is made in response to an attack. Initiating a defense action requires spending 1 Stamina, and can be done whenever your bug is targeted with an attack. The first Stamina is not dedicated to the roll, but your bug can dedicate extra Stamina as normal. Each success on a defense roll subtracts a success from the attacker's attack roll!

There are two types of Defense rolls: parries and dodges.

Parrying

A parry is a Might roll made with a shield or weapon. A parry cannot normally defend against a spell or an AoE attack. Parries add the Quality of a shield used to their roll. Parrying a ranged attack has a -1 die penalty.

An attack is considered to be parried when a parry roll removes all of the attack's successes, fully negating the attack. A parry that has at least 1 success, but doesn't fully negate the attack is called a partial parry.

When parrying with a weapon instead, each extra Stamina dedicated to the parry adds 2

dice instead of 1, up to a number of times equal to the weapon's Quality.

Dodging

A dodge is a Grace roll to avoid an attack completely. Dodges can avoid spells and AoE attacks. When your bug dodges an attack, they may opt to take a stack of Off-Balance and move 1 square without provoking an attack of opportunity. Your bug must do this to avoid AoE attacks. A bug cannot dodge when they are fully restrained.

An attack is considered to be dodged when a dodge roll removes all of the attack's successes, fully negating the attack. A dodge that has at least 1 success, but doesn't fully negate the attack is called a partial dodge.

When dedicating extra Stamina to a dodge, it gains a number of bonus dice equal to the attacker's weapon Bulk.

Stamina Glossary

Spent Stamina

The total Stamina spent on an action.

Taxed Stamina

The Stamina spent on an action that does not improve that action. Represents fatigue.

Dedicated Stamina

The Stamina spent to initiate or improve an action. Is added to the roll as d6s. Represents effort.

Damage and Conditions

Calculating Damage Risk

When an attack rolls at least one success, it hits. Count all extra successes, and add that number as rollover damage risked by the target. The total damage risk is the sum of base damage and rollover damage. The rollover cap is equal to the weapon's base damage, or the amount of Stamina dedicated to the attack, whichever is higher.

Damage Reduction

Some things, such as armor, provide damage reduction. Damage reduction is subtracted from damage risked before the Soak attempt is made, but cannot decrease the damage dealt below 1.

Soaking Damage

Once an attack's damage risk is calculated, the defender makes a Shell check. Each success reduces the damage dealt by the attack by 1.

Magic Damage

Magic damage bypasses the Soak roll, but does not bypass DR or Absorption unless otherwise stated.

The most common source of magic damage is spells; all spells that deal damage deal magic damage unless otherwise stated.

Environmental Damage

Like magic damage, environmental damage bypasses the Soak roll, but not DR or Absorption. The difference is that environmental damage comes from different sources, such as deadly heat or cold, and is resisted by different things.

Stamina and Soul Damage

This damage reduces a target's named pool by the amount of damage dealt. This type of damage can be magical or environmental, just as normal damage, usually the same type as the attack that delivers it.

Nonlethal Damage

When your bug makes an attack with a melee weapon, they can choose not to roll the extra successes into damage. This attack only knocks a bug unconscious if it is reduced to 0 Heart, bypassing Death's Door completely, and cannot kill it.

Off-Balance

For every stack of Off-Balance, a bug regains 1 less Stamina at turn start. The bug may spend Stamina on their turn to remove an

equal number of stacks of Off-Balance. Off-Balance stacks cap at 3.

One stack of Off-Balance is lost at the start of each turn, after it reduces Stamina regeneration.

Death's Door

When a bug is dropped to 0 Hearts, they are at Death's Door, and regain their full Stamina the first time it happens per rest. Damage to the bug while at Death's Door is applied to Stamina instead of Hearts, and Stamina ceases to regenerate naturally.

Should the bug's Stamina become 0 while at Death's Door, the bug dies.

A bug at Death's Door falls unconscious automatically after combat ends.

Unconsciousness

A bug may choose to fall unconscious instead of stay standing when they hit 0 Hearts, making them a less appealing target but leaving them defenseless; falling unconscious also restores full Stamina, even if a bug has already been at Death's Door since their last rest.

An unconscious bug cannot move or take any action under their own power. Damage to the bug while unconscious is applied to Stamina instead of Hearts, and Stamina ceases to regenerate naturally.

Should the bug's Stamina become 0 while unconscious, the bug dies.

Suffocation

Suffocation decreases maximum Stamina by 1 each turn, then deals damage to Hearts when maximum Stamina is 0. Suffocation ends when the bug spends an entire turn in breathable air.

Damage over Time (DoT)

Damage over Time, or DoT, is a special effect. At the start of a bug's turn, if they are affected by DoT, they take environmental damage equal to the DoT, and the DoT "decays" by 1 point. DoT itself is not considered being dealt damage, but the damage it inflicts is.

DoT ignores damage reduction that does not specifically state that it reduces DoT.

A bug may spend Stamina during their turn to clear DoT, at 1 point of DoT per point of Stamina.

DoT may have a type, such as poison or bleeding. Unless specified otherwise, DoT effects of the same type do not stack their point values; instead, use whichever point value is higher. (For example, a bug that has 2 fire DoT and takes an extra 3 fire DoT now has 3 fire DoT.)

Status Effect

A Status Effect is an effect - either a beneficial Buff or a detrimental Debuff - with a duration not based on scenes or spell durations.

Status Effects have a stack of points. One point is lost at the end of each of the target's turns, and they can lower it further by spending Stamina to burn off an equal number of stacks. When the pool drops to 0, the Status Effect ends.

If the same Status Effect is applied multiple times, its stacks are added to the duration, but the effect is not increased unless otherwise stated.

A Status Effect cannot have over ten points at any given time, unless otherwise stated.

Deterioration

Sometimes, a weapon takes damage in the form of Deterioration. Deterioration does not immediately destroy weapons, and some weapons cannot be destroyed by normal Deterioration.

For every level of Deterioration, the Quality of a weapon is lowered by 1. If the weapon has a Modifier on it, the first level of Deterioration instead neutralizes the Modifier.

If the Quality is reduced to -1, and the weapon's only modifier is Worn, it is destroyed. Otherwise, it is Broken. Broken weapons count as improvised weapons when used.

Deterioration can be repaired and its effects removed, either by paying a blacksmith (the price is typically a quarter of the weapon's price, but if the weapon costs under 100 Geo, it is half price instead), or with the Repair Camp Action.

Deterioration on Natural Weapons

When a natural weapon would be destroyed or Broken, it instead becomes Crippled, meaning it cannot be used until a rest.

Natural weapons heal by 1 Deterioration per rest, which can be raised with a Medical Skill check.

Unseen Attacks

A bug is unseen by any bug that cannot detect it. Attacking or defending against an unseen bug receives a -2 penalty. If your bug is unaware of the attacker, they cannot dodge or parry its first attack against them.

Unseen bugs do not provoke attacks of opportunity.

Cover

If a bug is targeted by an attack while behind cover, the attack has a -1 die penalty for every 1/4 of the bug's body that is covered (this cannot reduce the attack to 0 dice). If the entire body is covered, this bug has full cover and cannot be targeted directly by attacks.

In addition, if a damageable target provides cover from an attack, and the attack misses completely (without being dodged or parried), roll dice equal to those penalized. On a success, the attack hits the cover.

If the cover dodges, the target of the attack no longer has cover, and the penalized dice are added back to the initial attack roll.

Rough Terrain

Rough terrain can be created by a variety of effects.

Penalties inflicted by rough terrain are detailed in the effect's description.

Focusing

During a round, a bug may wish to take a Focus Action. A Focus Action is a small period of concentration where a bug channels energy, in an attempt to cause an effect.

Taking a Focus Action ends a bug's turn. The effect of a Focus always comes into effect at the start of the bug's next turn. If they move or spend any Stamina or Soul before the start of their next turn, the Focus' effects on their next turn, and any resources spent on it, are lost.

Soul Focus

A bug may Focus to heal themselves. Dedicate any amount of Soul to the Focus, and roll a number of d6 equal to the Soul dedicated. Each success restores one Heart. For every 3 Soul dedicated to a single Focus attempt, one die succeeds automatically and occurs immediately.

A bug has rerolls on their Focus check equal to half of their Insight, rounded down.

Art Focus

A bug may Focus in preparation to perform an Art they have not prepared and practiced recently. Taking the time to gather themselves allows them to perform the Art, even if they are rusty.

Spell Focus

A bug may Focus in preparation to cast a spell, reducing the strain on their Soul. When Focusing in this way, the next spell the bug casts has its Soul cost reduced by the bug's Rank in that spell's Path.

Spell Focus draws on the rush of danger, and cannot be used in a safe situation.

Multiple Spell Focuses do not stack.

Stash Focus

A bug may Focus to regain Stash by cobbling together new items. After the Focus resolves, they regain Stash equal to their Ranks in Stash-linked Paths, to a maximum of 4.

This can only be done once between rests.

11. TIME, TRAVEL AND REST

Time

In a bug's life, keeping track of time might not be a concern. It is ultimately up to the GM how they wish to track time in their game, but this system does not require hard measurements such as minutes, hours and days. Instead, time is tracked through scenes and rests.

Scenes

Any time the GM would add, remove, or change a set piece on a gameboard - resting, traveling from one place to another, or players exiting the stage - a scene change occurs.

Rests

When bugs stop to make camp, or to sleep at an inn, they are taking a rest. Some effects and abilities are measured per rest, and a bug's Belly decreases whenever they rest. Resting is also when food deterioration rolls are made.

Choosing whether or not to rest when starving can be a very important decision, and being too cautious can soon dwindle food supplies!

Breaks

When bugs just want to take a short break to catch their breath, they take a type of rest which only grants one Camp Action. Sleeping during a Break is only a nap - it does not restore an extra Heart for not starving. Breaks also do not consume Hunger, as a Rest does.

GMs may limit how many breaks a party can take, to avoid devaluing resting.

Camp Actions

When a bug stops to take a rest, they can perform two Camp Actions during that rest. If a bug does not sleep at all during a rest, they regain no Soul that rest.

The available Camp Actions are Sleep, Treat, Repair, Craft, Research, Practice and Training.

GMs should feel free to come up with their own Camp Actions if they so desire.

Sleep

The bug regains 1 Heart.

Treat

The bug may make a Medicine or similar Skill check. For every success, the bug earns 1 Heart recovery or 1 Attribute damage recovery to distribute between themselves and their allies.

Repair

The bug may make a Maintenance, Smithing, or similar Skill check. For every success, the bug earns 1 Durability or Deterioration recovery to distribute between pieces of equipment.



Craft

The bug may make an appropriate Skill check, if they have access to appropriate materials. By accumulating a number of successes equal to the Difficulty of a consumable, piece of equipment or a modifier, the bug may craft it. If the bug does not complete the project in a single rest, they may continue their progress next time.

The Difficulty of crafting an item is determined by the GM, usually based on the materials the bug has.

Research

The bug may make an appropriate Skill check to research a new Arcana or ritual. Like crafting, they must reach 3 successes to complete it (or more at GM discretion), and can continue the project over multiple rests.

When it comes to newly invented Arcana or rituals the GM must determine how Difficult they are for the bug to learn.

Practice

The bug may make an appropriate Skill check to practice and develop a new Art. As with Research, the bug must reach 3 successes, but additional dice or rerolls could be provided if a bug already knows similar Arts, or Arts of the same school of combat.

Just as in magic, a bug who wishes to design their own Art should be encouraged, within reason. Work together with your GM and determine what fits!

Training

By training together, a bug may pass on the knowledge of one of their known Arts, Arcana or rituals to another bug. Training with a friend is much easier than practicing alone, and so both bugs make a Skill check towards the Difficulty of completing their training and combine their results.

Environmental Dangers

The world is a dangerous place for a bug, and not just because of the other creatures living in it. Sometimes your bug may have to traverse pools of acid, pits of jagged stone, or the intense heat of a volcanic cavern. All of the food in an area might be poisonous, or barely fill a bug's Belly.

When a bug is subject to these intense conditions, they may take damage automatically if they fail a Skill check to traverse the terrain safely - such as using Parkour to hop across loose stones in a pool of acid or pogo jump across a stretch of spikes. Other times, they could risk damage or Debuffs from intense heat and cold, and have to make a Shell check to withstand that hazard.

Sometimes, environmental dangers should be used as a puzzle to entice the players' bugs to think, and other times they are a test of endurance that cannot be avoided - but could be prepared for, such as by bringing warm clothes into an icy domain.

Fall Damage?

One thing that bugs don't have to worry about in their environment is falling. A bug falls at a rate of 10 squares per turn, and bugs do not experience falling damage under normal conditions.

Don't be afraid to leap off that cliff! Just make sure your bug knows how to get back up.



12. SOCIAL

Social checks are made when your bug attempts to affect the disposition and actions of other bugs. There are several types of social checks, and the appropriate one is made whenever a bug attempts to influence other bugs socially.

Endearing

Endearing allows your bug to use their charm and pleasant appearance to sway others to listen. Cutesy aesthetics and flowery words may make it difficult for some to take your bug seriously, but others will be enamored.

To make an Endear check, a bug rolls a number of dice equal to their Cute score, plus their rank in a relevant skill, such as Etiquette.

Bullying

When being nice just doesn't get the job done, your bug may have to turn to bullying and intimidation to get their way. Some bugs might respect strength, but many will resent being manipulated through fear.

To make a Bully check, a bug rolls a number of dice equal to their Spook score, plus their rank in a relevant skill, such as Bullying.

Deceiving

The truth is not always easy to hear. When your bug can't make others listen to reason, they may have to twist the facts to suit their story. Be careful your bug does not become ensnared in a web of their lies!

A Deception check is made using a bug's Insight, plus their rank in a relevant skill, such as Deception. It is opposed by an Insight check and the relevant skill of their target, such as Kenning.

Convincing

It might not be easy, but sometimes the truth is what is necessary. Instead of relying on tone or manipulation, a bug can try to convince others using reason and a tempered attitude.

A Convincing check is made using a bug's Insight, plus their rank in a relevant skill, such as Persuasion.



Impressing

A bully might use their impressive appearance to frighten and threaten, but a bug can also use their best qualities to earn admiration.

When your bug wants to show off, choose what quality they want to use - are they going to show off their powerful Might, or impress a crowd with their Graceful dance? Depending on your bug's audience, their show might be more effective at improving attitudes.

To make an Impress check, a bug chooses one of their Primary Attributes: Might, Insight, Shell or Grace; or one of their Cute and Spook Attributes. They make a roll using that Attribute, plus their rank in a relevant skill, such as Impress or Perform.

13. GM RESOURCES AND USEFUL LINKS

This page contains links to resources that weren't included in the book, but could still be useful to GMs. It should be noted that resources linked here are works in progress, which means that they could change in the future. Still, it should dissuade you from using them as you see fit!

Setting Documents

Oakshade

Oakshade is an original setting built for The Unofficial Hollow Knight RPG, to give players a place to explore that is not as limited in scope as Hallownest. There is room in Oakshade for many kinds of campaigns, and its connection to the official setting of Hallownest is up to the GM to decide.

The current lore repository for the Oakshade setting can be found [here](#).

A few maps of Oakshade exist and can be found [here](#) and [here](#).

Creatures and NPCs

The Skald's Journal

The Skald's Journal is a work in progress compilation of creatures that players may encounter. Most original creatures are based on Oakshade, while others are being converted from Hallownest.

The Skald's Journal can be found [here](#).

The Duelist's Notebook

The Duelist's Notebook is similarly a compilation of ready to use NPC characters and units for a GM to pull from.

It can be found [here](#).

Starting Items/Money

Guidelines for starting equipment and starting wealth are available [here](#).

Character Sheets

There is a copy of a character sheet already included in the back of this book. However, if you're looking for a character sheet in .PDF format (fillable or not) to print out or use as is, then you can find the latest character sheet files [here](#).

Join the Community!

If you wish to find other people to play with, ask for clarification on some of the rules or just discuss the game, then feel free to join our [official Discord server](#)!

Notes

