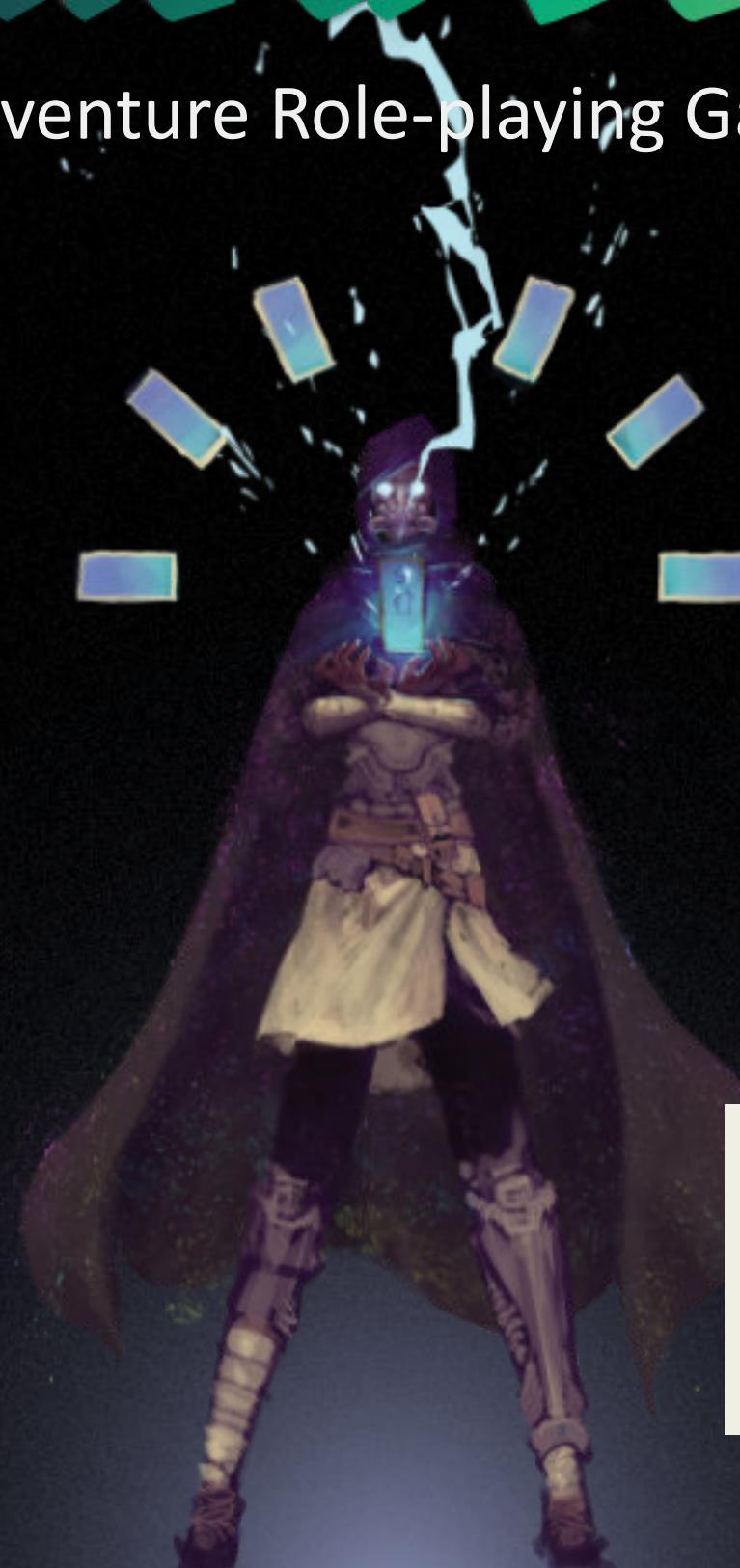


Fated Seas

Adventure Role-playing Game



Version 1.3

03/14/23

- Added new Sirin Origin trait
- Updated fonts

CREDITS	3	Your eyes are highly adapted to seeing in the dark and you can see clearly up to 30 feet in low-light conditions. In the absence of any light, you are as blind as a bat (figuratively speaking).	38
CHAPTER 1: GAME CONCEPTS	4		
USING THIS BOOK	4		
HOW TO PLAY	4	Origin Traits (Choose 1)	39
Game Dice	5	Starting Skills (Choose 2)	39
Exceptions to the Rule	5	Carabus	40
Round Down	5	Add Origin Card	41
Class Deck	6	Innate Trait	41
Card Types	6	Starting Skills (Choose 2)	42
Elements of a Card	7	Remade	43
Gameplay Effect Key Words	8	Add Origin Card	43
SETTING	12	Innate Traits	43
The Players	13	Origin Traits (Choose 1)	44
Touchstones	13	Starting Skills (Choose 2 or 3 if Splintermind)	45
CHAPTER 2: CHARACTER CREATION	14		
CLASSES	18	Sirin	46
Artificer	20	Add Origin Card	46
Bastion	24	Innate Trait	47
Executioner	28	Origin Traits (Choose 1)	47
Metal Thief	30	Starting Skills (Choose 2)	47
Theurgist	32	Thanatae	49
Warden	34	Add Origin Card	49
ORIGINS	36	Innate Trait	49
Argos	38	Origin Traits (Choose 1)	49
Add Origin Card	38	Starting Skills (Choose 2)	50
Innate Trait	38	Transhuman	51
Night Vision	38	Add Origin Card	51
	38	Origin Traits (Choose 2)	51

Starting Skills (Choose 2)	52
SKILLS & ATTRIBUTES	54
Attributes & Resistances	54
Skill Checks	54
Skill Descriptions	55
BACKGROUNDS	57
Academic	57
Law	57
Military	58
Noble	59
Trade	60
Underworld	60
Custom Background	61
Destiny and Fate	62
DESTINY	62
For the Game Master	62
Destiny Goals	63
Rewarding Destiny Goals	64
FATE	64
Using Fate In Game	64
The Seven Great Guilds	68
CHAPTER 3: EQUIPMENT	70
Quality Levels	70
Equipment Tables	71
Armor & Weapons	71
Bombs & Explosives	73
Chemicals and Elixirs	74

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Special Thanks to Dan Goodman for creating Cocktail - an amazing card game prototyping and creation tool.

Check it out here: cocktail.software

CHAPTER 1: GAME CONCEPTS

Master fate and destiny and embark on a journey to find the greatest discovery in a land of mystery, opportunity and adventure. **Fated Seas** embraces elements of traditional role-playing games with the easy-to-learn mechanics of card games to create an experience of flexibility, freedom of expression and player agency with a tight, easy-to-learn and fast-paced combat system.

All players begin with a custom deck of cards based on the various character creation choices for their character. Players have the opportunity to add cards to the deck after each milestone. Players are encouraged to tell their own stories by crafting a heroic destiny for their characters and guiding their fate throughout the experience.

USING THIS BOOK

Chapter 1 explains the fundamentals of the game and introduces players to the various mechanics, keywords and miscellaneous rules which form a foundation for the experience. This chapter also gives players an introduction to the game setting and some thematic similarities or influences to draw from when playing the game.

Chapter 2 discusses the Character Creation process in depth and walks players through the entire process. Players will choose a Class & Origin, develop their characters skills and attributes, determine their Background by inventing a story and history and finally determine their Destiny and Fate within the world. Last, but not least, the players will work together to determine the style or tone of game they wish to experience and choose a Guild that meshes well with their collective vision.

Chapter 3 describes the various types of weapons, armor, gear and other equipment that exists in the game. It also gives a little bit of information on magical item types and their quality levels and meanings.

Chapter 4 explains how Combat is structured in the game and the various rules involved within it.

Chapter 5 describes advanced rules for longer term play, like player character Advancement rules, Crafting magic and mundane items, rules for Gathering Information and investigation and Talents.

Chapter 6 describes the environments and locales you'll be playing in and who the major players are that you'll be interacting with as friend or foe.

Chapter 7 is all about the monstrous creatures and fearsome foes players can encounter in their travels. For GM eyes only!

HOW TO PLAY

Fated Seas is, like many that have come before it, a table-top role playing game in which players assume the roles of fantasy characters in a fictional world. A role playing game is a collaborative and interactive story telling experience in which one player takes on the role of a story-teller or game master, while the other players take on roles as characters in the world. Players are responsible for acting out these roles within a narrative experience through a process of structured decision-making and a formal system of rules and guidelines. The game master is responsible for presenting the fictional setting, arbitrating the results of player character actions, and maintaining the narrative flow and structure.

Game Dice

You are most likely familiar with the standard six-sided die (colloquially known as a **d6**) from many classic board games you played while growing up, but there are many more types of dice that exist - one of the most famous being the **d20**, which is used in the grand-daddy of role-playing games, **Dungeons & Dragons**.

Fated Seas exclusively uses a twelve sided die, which henceforth shall be referred to as the **d12** die. You will need a minimum of two, but it doesn't hurt to have more on hand. You can find these kinds of dice at your Friendly Local Game Store (FLGS) or online at various specialized gaming websites.

When you need to roll dice while playing, the rules will tell you how many dice to roll, as well as what modifiers to add. For example, "2d12 + 3" means you roll two twelve-sided dice, add them together, and add 3 to the total.

Rolling the Dice

While combat primarily revolves around playing combat cards from your hand and dice rolling for success, they are also used for determining character activation order in combat (also called **Initiative**), rolling for skill checks and resisting special types of damage. All of these situations use a basic dice roll of 2d12 plus a modifier of some type (attribute value or skill proficiency value).

1. Roll the dice and add relevant modifier.

Roll a 2d12 and add the relevant modifier. This is typically the modifier derived from an Attribute or a Skill proficiency bonus. Most combat cards tell you which attribute modifier to add to the roll when playing the card.

2. Apply any bonuses and/or penalties.

Some class features, another combat card, or particular situation as indicated by the Game Master may give a bonus or penalty to the dice roll result.

3. Compare the total to a target number.

If the total equals or exceeds the target number, the card being played, skill check or resistance roll is a success. Otherwise, it's a failure. The GM is usually the one who determines target numbers, called a **Difficulty Value** and tells players whether their skill checks or resistance rolls succeed or fail.

Exceptions to the Rule

This book contains rules that govern how the game plays, however if a specific rule on a card or elsewhere seems to contradict the basic rules, then the specific rule always wins.

Round Down

If for any reasons you need to divide a number in the game, you should always round down to the nearest whole number.

Character Deck

All characters in the game use a deck of cards during their adventures for battle against horrific foes and dangerous monsters. Using cards in and out of combat situations is detailed later in those specific sections. You will need the appropriate deck of cards for your class in order to play which can be printed or bought online at (website TBD).

Card Types

Combat cards are generally categorized into one of three categories: **Attack**, **Power** or **Skill**. For the most part, using a card from your hand costs **1 Action** to play during the character's turn. However, some cards can be played for free and are clearly indicated in the upper-left corner. Some rare cards have a *variable* action cost and have an **X** in the upper-left corner to indicate it.

Additionally, all cards have an **Energy** value located in the lower left corner, which allows them to be played alongside the original card to *boost* the effect or provide a powerful bonus. **Energy** is only used during combat and does not persist from round to round. Additionally, any unused **Energy** generated during your turn is lost at the end of your turn. You may only use one card for its **Energy** value per **Action** during your turn and using a card for Energy **Exhausts** it.

- **Attack** cards are fairly straight-forward in usage. When you play one, you pick a target in range, then roll the dice (**2d12**) and add your attribute modifier (either **Grit**, **Intuition** or **Willpower**). If your dice roll total **equals to** or **exceeds** the target number displayed in the upper-right of the card, it's a hit! Resolve the effect against the target. This usually means dealing damage to the target, but the card could also bestow a variety of other negative or debilitating effects against it or it could provide a beneficial effect to your character.
- **Power** cards represent powerful abilities or effects that persist until the end of combat or are removed some other way. All characters may have a maximum of 1 Power card in play. If you wish to play another Power card, you must discard the previous one.
- **Skill** card effects vary widely, but most usually just give your character a buff or other beneficial effect and then are discarded. If the skill card has a target number and attribute displayed in the upper-right, follow the instructions list above under **Attack** cards.
- **Starter** cards are those that the player character's class starts with when making a new character. Other than this qualifier, it means nothing else, and is just there as a reminder to players which cards their character started with.
- **Persistent** cards are placed in front of the affected character until they are chosen to be discarded by the player (players cannot choose to discard a negative effecting card unless it is their own), are removed by other actions or are discarded at the end of combat.

Elements of a Card



A **Name & Card Type:** Each card has a unique name and card type. All cards are generally considered one of three types: either an **Attack**, a **Power**, or a **Skill**, but some special case ones exist as well and have their own rules.

B **Attribute Target Number:** This is the target number the player must equal to or exceed on a **2d12** roll + Attribute modifier when playing the card on a target. Some cards do not require a roll (generally beneficial effects or buffs).

C **Attack Type & Range:** The icon represents the type of attack (either *melee* or *ranged*) and the number is the distance in squares of the attack. A range of 1, for example, means a target adjacent to you.

D **Effect:** This text box describes what effect or effects occur when this card is successfully played. These effects vary from dealing damage to healing a target, or it might do something else dramatic, like stunning the target of the effect.

E **Energy Value:** If this card is played for its **Energy** value, the number located in the bottom left corner is how much **Energy** the player gets when using it for this purpose.

Important: You can only use 1 additional card for **Energy** per card action.

CLASS CARD EXAMPLE

This **Bastion** class card is called **Watchful Strike**. If successfully played against an adjacent target (by rolling *equal to or exceeding* **12** on a **Grit** roll), it deals damage based on the weapon equipped by the character and also grants them the keyword **Guard**, which allows them to attack any enemies that try to move past them.

This card is worth **1 Energy** if the player decided to use it to boost the effect of another card they just played.

Gameplay Effect Key Words

- **Action:** During a combat encounter, you will take action with your character during your turn. All PCs have three actions by default and use these actions to move their character, play cards, attack with an equipped weapon and more.
- **Armor:** Armor cards do not stack. If you play another card with the Armor keyword, you need to decide which one to keep and discard the other.
- **Brews:** There is no limit to the number of Brew cards a player may have in play, but each character is only affected by one instance of the card if multiples are in play.
- **Burn:** Burn functions differently between NPCs and PCs, as detailed below:

Against Player Characters (PC): When your character takes **Burn** damage, you place a card into your **Hand**. **Burn** cards in your hand at the end of the turn will deal damage immediately and are then discarded. **Protection** reduces the amount of damage taken, with the remainder being dealt to a character's **Health**. You may spend **1 Action** to **Trash** this card.

Against Non-Player Characters (NPC): All instances of **Burn** inflicted on an NPC stacks together. For each instance of **Burn**, the NPC will take 2 damage at the end of their turn. An NPC can spend **1 Action** per **Burn** card to remove it.

For example, if an NPC was inflicted by 3 Burn effects from player actions, the NPC would take 6 points of damage at the end of their turn (2 damage x 3 stacks = 6 damage).

- **Discard:** Cards are most often placed in your **Discard** pile when played and stay there until you take an action to return them to your hand. This is usually done by taking a **Recover** action during your turn (and paying a **Recovery Point** as detailed later).
- **Edge:** See **Metal Thief** for more information
- **Elemental (Fire, Frost, Lightning, and Water)** card have varying effects depending on how they are used during your turn. Some combinations have powerful results. Below are some combinations, but use your imagination when coming up with others!
 - **Water + Lightning:** **Stun** the affected target
 - **Water + Frost:** **Stagger** the affected target
 - **Fire + Water or Frost:** Remove any **Burn** effects on the target
- **Energy:** All cards have an **Energy** value located in the lower left corner, which allows them to be played alongside the original card to *boost* the effect or provide a bonus. Energy is only used during combat and does not persist from round to round. Additionally, any unused Energy generated during your turn is lost at the end of your turn. You may only use one card for its Energy value per Action during your turn and using a card for Energy **Exhausts** it.
- **Exhaust:** An exhausted card is generally placed somewhere in front of you and rotated to the side. You may take a **Ready** action to return one Exhausted card back into your **Hand**. At the end of combat, cards which are **Exhausted** go into your **Discard** pile.
- **Flanking:** For the most part, flanking does not give any advantages or disadvantages unless a card action or monster ability references it specifically. *How to determine flanking:*

When a creature and at least one of its allies are adjacent to an enemy and on opposite sides or corners of the enemy's space, they are considered **Flanking** that enemy. A creature can't flank an enemy that it can't see (due to **Stealth**, for example). A creature is not considered flanking while it is incapacitated. A creature that is 2 or more squares in size is flanking as long as at least one square or hex of its space

qualifies for flanking.

- **Force:** Increases the damage of your next **Attack** card or **Weapon Attack** action by **2**. Once the attack is resolved, the damage bonus is spent.
- **Guard:** Any enemy creature that attempts to move past grants you a free **Weapon Attack** against them. Roll to hit and deal damage as normal. **Guard** lasts until the beginning of your next turn. In order to move past a creature using **Guard**, you must use an ability that allows you to **Shift**.
- **Knockdown:** The target is knocked onto the ground and must spend **1 Action** or **1 Energy** to stand up. A knocked down character may not play cards on their turn (unless stated otherwise) and can only move at half their normal Move speed. Once standing again, they are free to take the rest of their turn as normal (play cards, move, or other actions).
- **Lost:** A card with this keyword effectively removes it from the game until the end of combat. At the end of combat, put it in your **Discard** pile.
- **Poison:** Poison functions differently between NPCs and PCs, as detailed below:

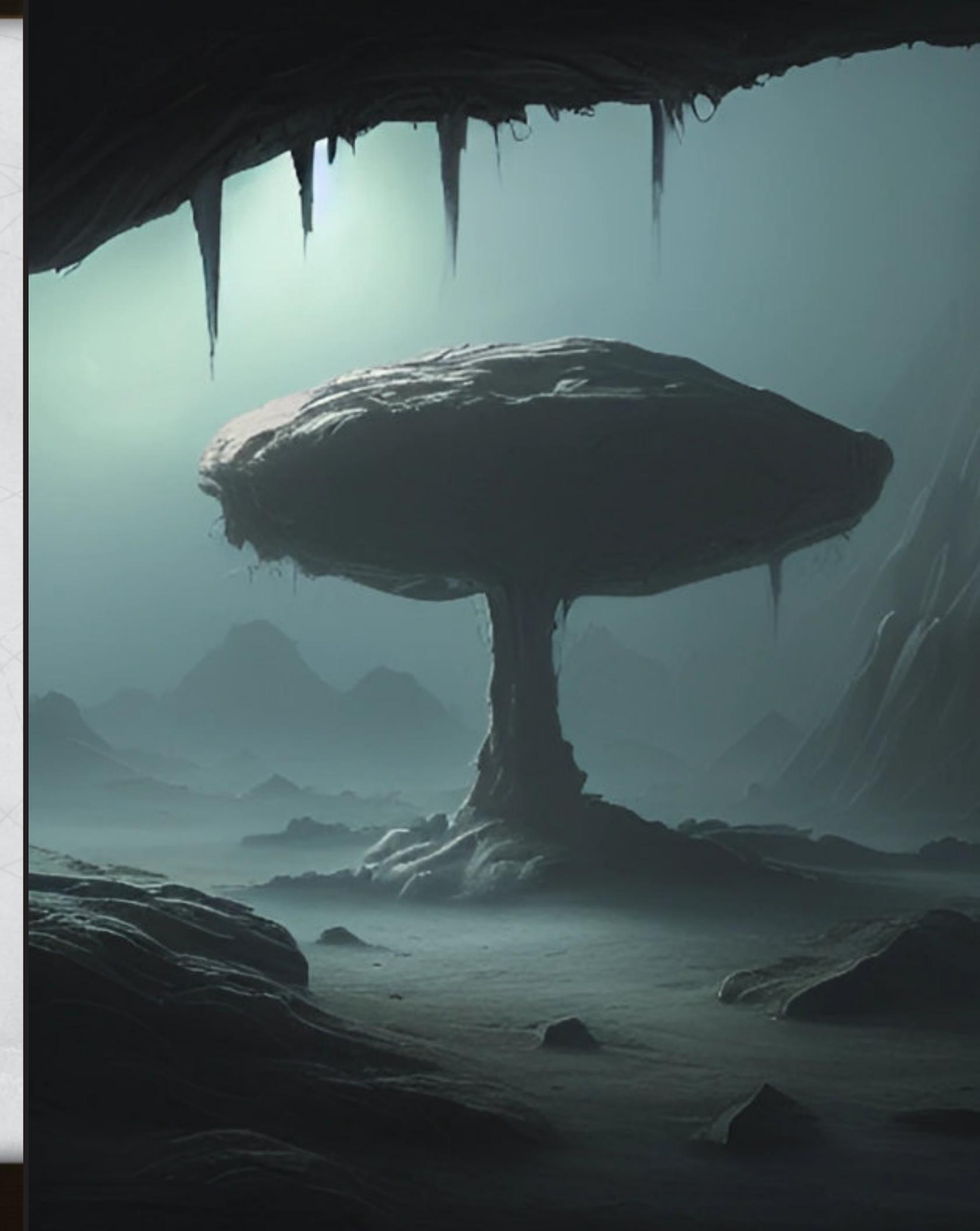
Against Player Characters (PC): Poison cards are placed in front of you. Whenever you take any Action during your turn, your character takes damage equal to the amount of Poison cards in front of you, per Action taken. At the end of your character's turn, **Trash** all Poison cards in front of your character.

Against Non-Player Characters (NPC): Poison inflicted on enemies is tracked as a *number of stacks* by the GM. Like Player Characters, whenever the NPC takes any Action during their turn, they take damage equal to the number of stacks of Poison per Action taken. At the end of their turn, remove all stacks of Poison.

- **Protection:** Reduces the amount of damage taken from enemy creature attacks and Attack cards. Each point of Protection reduces the amount of damage taken by 1. Card effects that grant bonuses to Protection are removed at the start of the character's next turn, unless otherwise stated (like cards with the **Persistent** type or equipment that grants a **Protection** value).
- **Provoke:** A creature affected by **Provoke** must attack the provoking creature, if possible. Additionally, if the **Provoked** creature attacks another target or moves away from the character that provoked them, the provoking character gets to make a free **Weapon Attack** (must still roll to hit) against them.
- **Pull:** You may move the target a specified number of squares towards you. This movement is considered uncontrolled and therefore does not trigger the reaction of **Guard** or **Provoke** (the move portion).
- **Pulse:** This is a type of area-of-effect that affects the specified targets (all creatures, enemies, allies, etc.) within an area that *pulses out* from the casters origin to the maximum range (usually from 1 to 3 squares).
- **Push:** You may move the target a specified number of squares away from you. This movement is considered uncontrolled and therefore does not trigger the reaction of **Guard** or **Provoke** (the move portion).
- **Reaction:** A card with this key word on it may be kept in your hand or played in front of you to be used any time during another character's action or turn. Some Reactions are only triggered in a specific situation or when a certain action is taken. Resolve the effects of the Reaction before proceeding with the rest of the triggering event or action.
- **Ready:** Take 1 **Exhausted** card and put it back into your **Hand**.
- **Recovery Points (RP):** Recovery Points are used during a short rest after combat to heal your character. Your character starts with Recovery Points equal to the sum of their three **Attributes**.

RP = Grit + Intuition + Willpower

- **Shift:** Allows a character to move a specified number of squares as part of the card action or effect. This type of movement represents careful, defensive action and allows a creature to move past a creature using **Guard** or **Provoke** (although it does not negate the attacking requirement of **Provoke**).
- **Shroud:** You can move through enemy spaces as if you **Shifted** and the next enemy attack that hits you deals 2 less damage. Shroud lasts until consumed or until the beginning of your next turn.
- **Stagger:** Causes a PC or NPC to lose **1 Action**. PCs and NPCs alike can both spend **1 Energy** (i.e. **Exhaust** a card that provides **Energy**) to cancel the **Stagger** when affected by it.
- **Stealth:** Stealth prevents enemies from detecting your presence unless they make an **Observation** check equal to or greater than your **Prowl** skill roll. Any time you use a card that provides **Stealth**, make a **Prowl** roll to indicate the difficulty value necessary to be able to detect you. **Stealth** is also removed when you play an Attack card in combat (Skills and Powers do not remove stealth). **Stealth** counts as **Flanking** when a card action or monster ability references or requires it.
- **Stun:** Prevents a creature from taking a **Move** action on their turn unless they pay **1 Energy** to remove the status. Many non-player character foes don't have energy and while this prevents them from moving, they can still attack.
- **Trash:** Trashing a card removes it from the game. Either return the card back to its appropriate deck or keep it off to the side. Many status effects, such as **Burn** and **Poison**, are trashed when their effect expires or is removed. When this occurs, just return the card to the respective deck.
- **Wound:** When your character is wounded, you place a **Wound** card in your **Hand**. If a **Wound** card is in your **Hand** at the start of your turn, choose another card in your hand and **Exhaust** it. Then put the **Wound** card into your discard pile. Wounds can be removed by using the **Medicine skill** or other class card actions. Player Characters can never wound NPCs (i.e. it is reserved only for enemy creature abilities).
- **Zeal:** See **Warden** for more information



SETTING

Fated Seas takes place in a dying earth, fantasy world. Earth's surface is now an uninhabitable ruin from centuries of overpopulation, pollution, war and famine. In order to survive, those that live on this planet must do so by embracing a life reliant on, or more like *under*, the ocean. They developed technology to fully enclose themselves in enormous submersible spheres, or *deep cities*, to adapt to this new environment. These deep cities, also called Solitaries, draw power and nourishment from enormous solar generators that act like miniature suns. The residential, social and cultural centers of each city encircle these miniature suns in order to survive off the warmth and light that each one provides. These solar cores must be continually powered by a special fuel called phlogiston to ensure that they are never extinguished.

Many Solitaries in the world are orbited by other lesser submersibles called Flotsam. These vessels leech off the larger Solitary's resources, waste and solar energy. Flotsam are used by outcasts, pirates, hermits, and prisoners and many are considered dangerous, lawless vessels drifting aimlessly through the sea.

While land masses are present on the surface, the majority of the world is covered by vast oceans due to climate change and risen sea levels. An eternal twilight has settled above which has turned the islands and continents into windswept, barren ruins - unable to sustain life in the traditional sense. However, nature always has a way and many powerful and deadly creatures reside in these wastelands, making them difficult and hostile to explore by those living in the solitaries. Those that have done so successfully have returned with knowledge and riches unimaginable - but sometimes at an incredible cost.

Various other species besides humans exist in this fictional Earth setting, however the origins of their uplifting or existence has been lost to time. Suffice to say, each new species introduced to the world in this book have existed for centuries and have played a major part in the development or advances made over time.

While the majority of Earth's population lives within these submersible deep cities, rumor exists of a surface utopia, an enduring land of happiness and sustenance, isolated from the world. A mythological place called the "Dreamlands" and rumored to be the last remnants of an ancient race now only referred to as the Antediluvians, multiple factions arose within the deep cities seeking to discover it's location and claim the secrets within. All have different goals or aspirations: some just want to conquer and plunder it's riches, while others hope to find ancient knowledge to be hidden inside. Some believe the Antediluvians still exist in a utopian society within the Dreamlands and wish to join them. Others believe the Dreamlands exists beyond the corporeal realm and the only way to find it is by shattering dimensional time and space. The truth is that no one really knows what will be found inside or even if it truly exists, but for these groups, finding it would change the lives of everyone forever.

There are seven major Guilds competing to find the location of the Dreamlands. The players will collectively choose one of these guilds to belong to during character creation - each one with it's own benefits, goals and aspirations. As Guild Agents, the player characters will undertake various missions for their patron organization - surveying lost ruins, exploring the surface world and battling with ancient enemies claiming dominion over the surface. However, the ultimate goal is always to discover the location of the Dreamlands, find out how to get inside and claim whatever treasures lie within.

While the overall setting appears to be apocalyptic, it is actually intended to be "post-post apocalypse" - in essence, the world has recovered and moved on into this new state of existence. While aspects of this world could be considered "grimdark", the intention is to be more of an *alternate reality sci-fi* or *weird fantasy* setting, with some areas of the world highly-advanced and progressive societies, some areas inhabited by twisted nightmares and others

wild and ripe for exploration. There might also be a dash of Lovecraftian horror sprinkled throughout. The players, of course, are free to take it whichever direction they desire. If they want a horror-centric game, go for it. If they'd rather have a game of high-adventure and exploration, feel free to do so. This all goes into the foundational pillars of the game, which are freedom of expression and accessibility.

The Players

Each player portrays an agent from one of the powerful Guilds of the Austral Expanse. The duty of this group is to assist in the goals and aspirations of their patron guild, undertaking various missions with the ultimate goal to find and enter the Dreamlands.

All guilds have different goals and methods for searching for, and claiming the secrets of the Dreamlands. Ultimately, this decision can determine the style and tone of game the players want to experience.

All players should be loyal to the same guild, or if a player is from a different one, should have good reason why they are working together with remainder of the group.

Touchstones

Fated Seas is a blend of science-fiction and fantasy with the utmost goals of combining freedom of expression with a fluid and accessible combat system. Players are encouraged to bring new ideas to the game (both mechanically and through the narrative), to their characters and to the world. In order to help them relate to various aspects of the game, here are some examples from popular media that has influenced the development of it.

BOOKS: *The First Law* series by Joe Abercrombie, *Perdido Street Station* (and other Bas-lag novels) by China Miéville

FILM & TELEVISION: *Dark City* by Alex Proyas, *Snowpiercer* by Bong Joon-ho, *The Expanse* by James S.A. Corey

GAMES: *Bioshock* by Irrational Games, The *Dishonored* series by Arkane Studios, *Subnautica* by Unknown Worlds Entertainment, *Horizon Zero Dawn* by Guerrilla Games

Finally, table-top role-playing games are about collaboration, having a good time and fulfilling a fantasy. If you want to use these rules to do something different, like set it in outer space or in another fantasy setting world that you love, go for it!

CHAPTER 2: CHARACTER CREATION

Before you begin a life drifting purposefully through the murky depths of the ocean, you must create a character to call your own. Your character is a representation of your imagination, roleplaying concepts, and game statistics. You will choose a **class** (such as the brave and indomitable Bastion) and an **origin** (such as the arcane and undying elder species, the Thanatae). Once those decisions have been made, you will create a **background** for your character, inventing their personality, appearance, and backstory.

Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want to play.

1. Select a Class
2. Select an Origin
3. Create or Choose a Background
4. Finish Starting Deck
5. Choose Your Destiny
6. Get Ready for Action
7. Select Guild Membership (As a Group)

1. Select a Class

Your character's class generally indicates their role in a group, what special abilities he or she brings to bear in combat, and the skills or talents he or she is most likely to employ when exploring the world, fighting enemies, or trying to sweet talk their way out of dangerous situations. For more detail on the character classes, please see the **Classes** section (pg. TBD)

Each class begins with a fixed selection of **3 class**-specific cards for their deck, a choice of a **Special Ability** and a choice of **3 skill** rank increases. Mark your selections on the character sheet by filling in the squares of the skills you have chosen.

Finally, choose your starting weapons, armor and other equipment and mark it on your character sheet.

2. Select an Origin

Each origin begins with a specific card that is added to your **class** deck, a choice of **2 skill** rank increases and **1 origin trait**.

Choose an origin that fits the character concept or idea you have floating around in your mind. You can always change your decision later or make up your mind after you've chosen a starting class for your character.

The maximum starting skill rank (filled in boxes) of any character at the beginning of the game is 2. You may not choose the same class or origin skill twice, unless the skill appears in both your class and origins as long as you don't go over the



maximum starting skill rank of 2.

3. Create or Choose a Background

How did your character grow up in the world? Are they from a wealthy noble family, a mercantile trade guild or did they grow up in the mean streets of the star cities? How does your character view the world from their upbringing or heritage? The background of your character can influence their viewpoint heavily on the world and gives them interesting contacts and relationships, either friend or foe. Feel free to embellish and expand upon your background or even come up with one of your own.

4. Finish Starting Deck

Now that you've made your **class**, **origin** and **background** selections, it's time to finish your starting deck. You now must choose 4 other cards from your Class's **Advanced Deck** to add to your current 4 card deck.

When you're done with this step, you should have a deck of **8 cards** which will be used for **Combat** encounters: **3 Starting Class Cards + 1 Origin card + 4 Advanced Class cards**

5. Choose Your Destiny

As stewards of your character's goals and aspirations, you, the player, are responsible for coming up with three destiny goals that you wish for your character to achieve throughout the course of the game. You **do not** need to choose or decide all three goals right now, but coming up with at least one **immediate** goal for your character is vitally important.

See [page 54](#) for more details on **Destiny and Fate** and to also get potential ideas or examples in regards to your character's goals. Ultimately, you are responsible for your character's actions, how they will achieve their goals and eventually fulfill their destiny.

It is the Game Master's obligation to assist players in reaching their character's goals by weaving their stories within the greater fabric of the experience.

6. Get Ready for Action

You now take the starting equipment for your class and **50 shekels**, which can be used to purchase any additional equipment or supplies you would like your character to have. Finally, calculate your character's starting stats, like **Health**, **Attributes (Grit, Intuition & Willpower)**, **Move** value, **Protection** and **Recovery Points (RP)** as explained below.

I. Set Starting Health

All characters begin the game with **20 Health**. Some characters may start with more depending on other decisions they have made during character creation, but the base for all is 20.

II. Calculate Starting Attributes/Resistances (Grit, Intuition & Willpower)

Your character's starting attribute values are derived from your Class and Origin skill selections (five). All skills in the game are linked to a relative attribute: either **Grit**, **Intuition** or **Willpower**. Attributes are used to play cards in combat and to also resist any negative effect or consequence in the game. The skill with highest value (either +2, +3, +4 or +5) in each category (or column) represents your character's **Grit**, **Intuition** or **Willpower** Attribute value respectively.

Attributes are also used to resist the effects of negative statuses or situations that your character might encounter or be afflicted with. When making a **Resistance check**, you roll **2d12** and add the appropriate **Attribute** value (either **Grit**, **Intuition** or **Willpower**).

See page 42 for more information on skills and their relative attributes.

III. Calculate Move value

All characters have a base movement speed of 5 squares. This can be increased through some class Special Ability choices, by wearing Light armor or through various other uncommon means.

For example, Abby is playing a **Metal Thief**. She decides that her character wears Light armor for the **+1 Move** value increase but she also chooses the special ability **Fleet of Foot**, which gives her another **+1 Move** increase. Her character's starting **Move** value is 7, which was calculated as so: 5 (base) + 1 (armor) +1 (class special ability).

IV. Calculate Protection

Protection reduces the damage your character takes in combat by a flat amount equal to the amount of **Protection** your character's equipment and special abilities provide, if any. All characters have a starting **Protection** value of 0. Wearing heavy armor (**+1 Protection**), a Bastion's exoskeleton (**+2 Protection**), or wielding a shield (**+1 Protection**) in one hand will give your character a higher starting **Protection** value which are all added together to determine your character's total **Protection** value.

For example, let's say you chose a **Bastion** for your class (which starts with their custom exoskeleton) and decided to equip him or her with a shield, your character's starting **Protection** would be 3. This is calculated by adding the two protection values together, so **+2 Protection** from the exoskeleton and **+1 Protection** from the shield.

V. Calculate Recovery Points

Recovery Points are used by your character to heal damage sustained in combat. Each character begins the game with an amount equal to the total of **Grit + Intuition + Willpower Resistance** values. **Recovery Points** are spent by taking a **RECOVER** action during play. See pg. TBD for more details.

For example, Ryan's character has 2 boxes of **Fitness** checked on his character sheet, which means he gets to add +3 to any **Fitness** skill check rolls. Since this is the highest skill in that column, his character has a **Grit Resistance** value of a **+3**. His **Intuition** and **Willpower** values are each **2**.

Therefore, his character's total **Recovery Points** are 7: 3 for **Grit** + 2 for **Intuition** + 2 for **Willpower**.

7. Select Guild Membership (Group Decision)

Working as agents for a powerful guild or organization, the player characters are all aligned with a common, unifying goal: discovering the location of a mythical paradise called the Dreamlands. A utopian landscape rumored to house the remnants of the great Antediluvian civilization, finding the Dreamlands and claiming its secrets would change the lives for

everyone forever. However, what the players discover and the outcome of that discovery, could vary dramatically depending on their guild choice.

The purpose in selecting a unifying guild is to give the players and their characters a common long-term objective, even if their day-to-day actions and aspirations differ - in the long run, they're all in this together.

Every guild has a theme and style to it that can change the tone or style of the game you're playing. Feel free to embrace these themes or to change them into something you're more familiar with or would like to fulfill.



CLASSES

Every player character in the world of **Fated Seas** is a daring adventurer with a diverse background, cause, or belief for who they are and what drives them. They live in a mysterious and shattered world rife with danger, intrigue, exploration and lost treasure. It's a land of high adventure, forgotten terrors and enigmatic ancient technology. It is up to each player to figure out how their character fits into this world and create one that allows them to express themselves to the best of their ability and desires.

All characters begin with **20 Health** and have their own traits and skills which make them unique and capable for this world of high adventure. Maybe you want to play a brooding bounty hunter or perhaps a metal-armed fortune finder is more to your liking? Maybe you'd rather be a seeker of forgotten knowledge or a hulking metal-machine of mass destruction? In this section, you will be able to choose a character class that fits an idea in your mind or style of play.

There are six character classes to choose from in **Fated Seas** and each one provides its own choices, strengths, and weaknesses on how it fits within the scope of the game. Each class can play very differently depending on how you choose to build your character and the decisions you make, especially when paired with the various **Origins** and **Backgrounds** that come later.

	ARTIFICER	The Artificer uses powerful technological gadgets to tinker with the mechanical world around them. They are master alchemists, gadgeteers and mechanics.
	BASTION	Bastions wear cool suits of powered armor, talk tough and think they are invincible... and they might be right. They have the capability to dish out and receive massive amounts of damage.
	EXECUTIONER	As the agents of High Justice, Executioners are sent after the most dangerous criminals hiding out in the remote depths of a Solitary. They are highly-effective killers, but can suffer socially from their public reputation.
	METAL THIEF	Metal Thieves are treasure hunters, relic seekers and finders of lost fortunes. They are known for their fancy metallic limbs and the ability to procure almost anything if the price is right.
	THEURGIST	Theurgists study the mysteries of the deep ocean and form a symbiotic relationship with an ancient race of octopuses. This forgotten knowledge gives them insights and powers unheard of - sometimes at great cost.
	WARDEN	A Warden is a penitent jailer charged with preserving and protecting a spirit of redemption imprisoned within a phylactery. They use the imprisoned spirit in ways to help those in need.





ARTIFICER

With skillful mastery of chemical and mechanical devices, Artificers use powerful and strange gadgets to tinker with the mechanical world around them.

Artificers are master craftspeople, able to fashion all types of fancy gadgets, alchemical devices and other tools of the mechanical trade. Driven by a thirst for knowledge and the thrill of discovery, many are brilliant inventors, mechanics and chemists.

STARTING DECK

Agitator (1)
Incendiary Shot (1)
Corrosive Pitch (1)

STARTING SKILLS (Choose 3)

Knowledge
Lore
Medicine
Piloting
Sciences
Tinker

CLASS TRAITS (CHOOSE 1)

Caustic Munitions

When you inflict the **Poison** or **Burn** status from one of your card abilities to a target, you add an additional card or effect of the same type.

Full Metal Alchemist

You have come in possession of a special artificer suit which can be customized with a variety of options, abilities and adaptations over time. See **Artificer Suit** for more details.

Mad Bomber

The bombs you craft are highly explosive and you have precise skill when throwing them at your enemies. Add **+2** damage and ignore friendly characters for all area-of-effect attacks.

Quack Doctor

Your medical skills are unconventional and highly questionable, but are actually quite effective. You treat your patients with what would generally be considered “quack” medicine. When using the Medicine skill, you may **re-roll** any amount of dice once per skill check attempt or can add **+2** to the amount of **Health** restored.

Right Tool for the Job

You have the uncanny ability to be carrying the correct tool, object or material needed for anything mechanical or electrical (within reason). Whether it's to repair a door or procure a rare crafting component, you just always seem to have one handy and nearby.

CLASS FEATURES

Crafting Wiz

Choose a crafting specialty for your character:

- **Bombs & Explosives**
- **Chemicals & Elixirs**
- **Gadgets**

Your character begins the game knowing all of the common blueprints for the category chosen (**Bombs & Explosives**, **Chemicals & Elixirs**, or **Gadgets**) and also gains a **+2 bonus** to the crafting roll anytime they craft an appropriate item from that category.

At every 3 levels after the first, you gain mastery over another crafting category. Choose a second specialty at level 3 and a third specialty at level 6.

Flash of Insight

Every artificer knows a little bit about how the world around them works in a mechanical sense (even those untrained in Sciences or Tinker). When confronted with a mechanical device or contraption that seems unfamiliar, your character can make an **Intuition** check (roll 2d12 and add your **Intuition** modifier) against a **DV** determined by the **GM** on how to activate or use the device.

If you are successful, you know how to activate or properly use the device. This could be figuring out how to open a door, unlock a chest, activating a strange machine or anything else of a mechanical nature. However, this may not always give you the ability to do so, but will give you the correct information on what might be needed. For example, an automatic bulkhead door might require power to be opened or a strange machine might need specialized mechanical components to work.

STARTING EQUIPMENT

- Two simple weapons [**1 Load for one-handed, 2 Load for two-handed**]
- A simple shield (**+1 Protection**) [**1 Load**], or no shield (**+1 to Hand size**)
- A simple suit of **Light** armor (**+1 Move**) or **Heavy** armor (**+1 Protection**). [**1 Load**]
- A simple set of mechanical tools. [**1 Load**]
- Laboratory equipment for potion and bomb-making. [**1 Load**]
- A set of common clothes and a work outfit. [**1 Load**]



Artificer Suit

Requires *Full Metal Alchemist* Class Trait

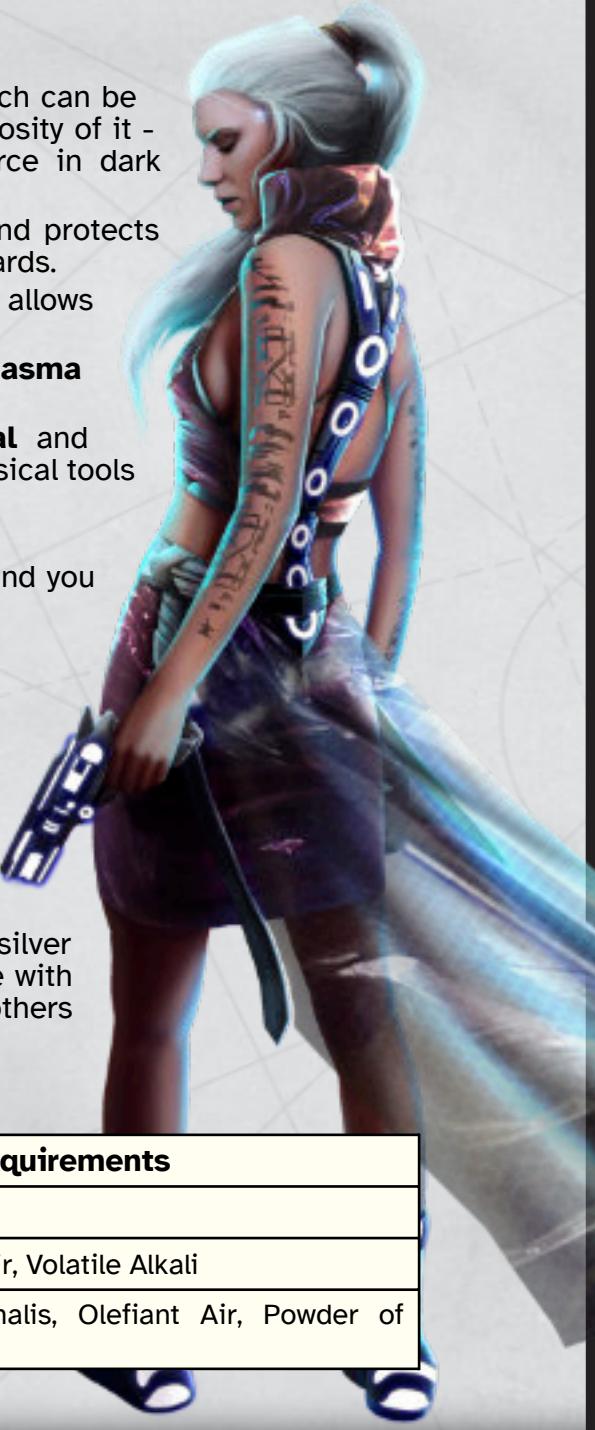
Artificer suits are highly varied in form and function. How your character acquired theirs is up to you - it could have been inherited from a relative, found in some long lost ruins, acquired through dubious trade or however you want to say your character came across it.

Most, if not all artificer suits are relics from an ancient time and are infused with archaic technological properties, however some crafty or extremely inventive Artificers have crafted their own suit based on their own needs or crazy desires.

You can make modifications into the suit which provides extra benefits to your character. You start with 1 modification at first level and every third level after allows you to add 1 additional modification to the suit. (3rd, 6th, 9th levels).

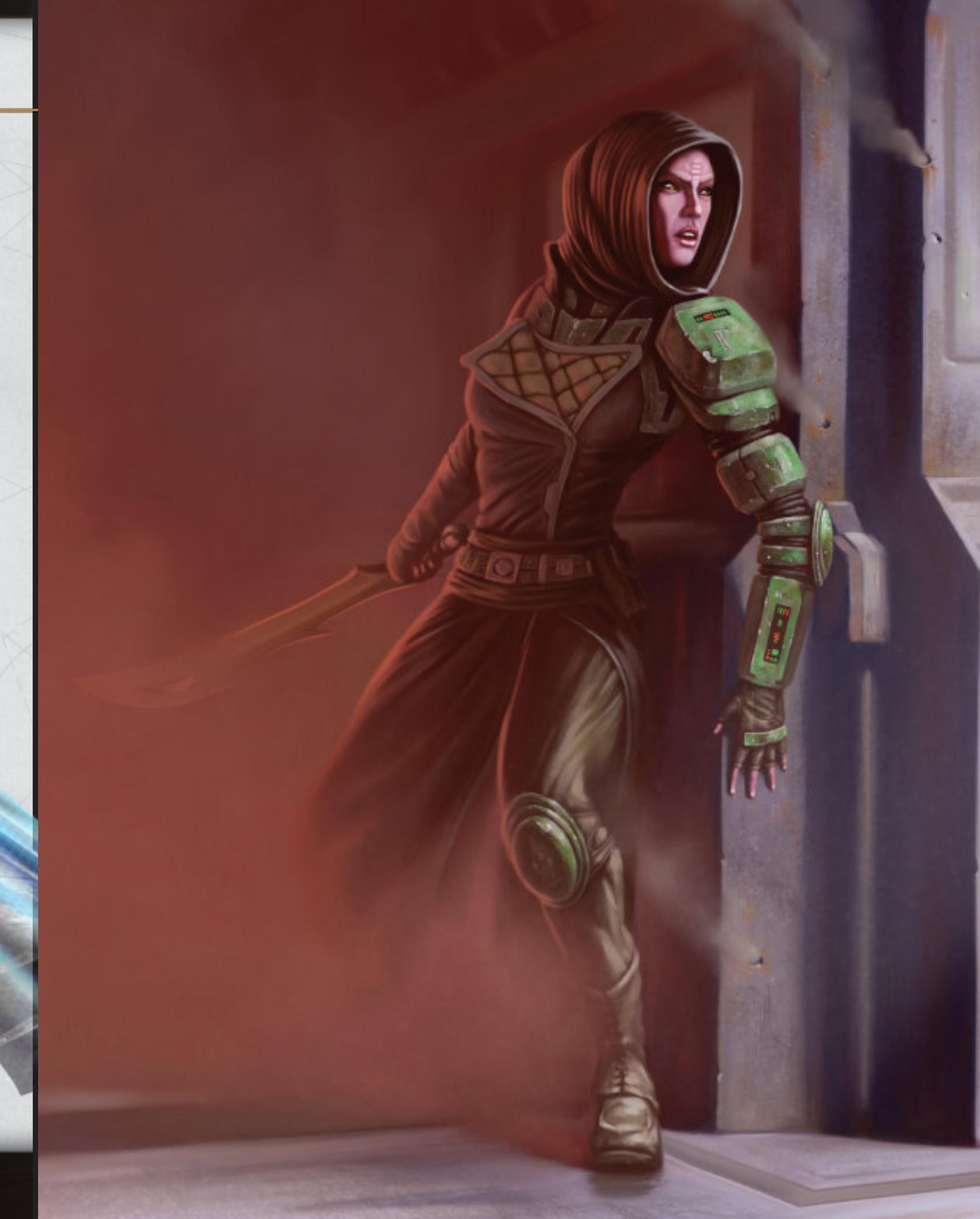
Modifications:

- **Aura Lighting:** Your suit has an integrated light source which can be used in a variety of ways. You can adjust the hue and luminosity of it - providing enough illumination to function as a light source in dark environments.
- **Hermetic Respirator:** Allows you to breathe underwater and protects you from noxious gases, odors and other environmental hazards.
- **Metamagic Exoskeleton:** Increases **Load Value** by **2** and allows you to lift objects you normally wouldn't be able to.
- **Miasma Sheath:** Protects you against the hazards of **Miasma Zones** in the environment.
- **Pneumatic Tools:** Gain a **+2** bonus to **Tinker**, **Medical** and **Sciences** skill check rolls if the task involves using such physical tools of the trade.
- **Shimmering Cloak:** TBD
- **Tantalus Leather:** Gain a **+2** bonus to **Prowl** skill checks and you can remove **1 Burn** card from your **Hand** per turn.



Adding a modification to the suit costs increasing amount of silver coins and material resources. The first modification comes free with the suit, but the costs (both in shekels and materials) for the others are listed below:

Level	Cost	Material Requirements
3 rd	300 sk	Cyprian Oil, Ezmeric Dust
6 th	750 sk	Black Lead, Dephlogisticated Air, Volatile Alkali
9 th	1200 sk	Flowers of Zinc, Lapis Infernalis, Olefiant Air, Powder of Algoroth





BASTION

Dedicating themselves to a variety of causes, organizations and military orders, Bastions are highly-trained soldiers able to stand toe-to-toe with any foe. Clad in massively-armored exoskeletons, they are trained to use everything, including their own bodies, as a weapon. While some protect the weak and others bring down ruin upon those around them, all Bastions work for the same thing: money and fame (or infamy).

STARTING CARDS

Bulwark (1)
Watchful Strike (1)
Ironclad Shell (1)

STARTING SKILLS (Choose 3)

Fitness
Medicine
Persuasion
Piloting
Survival
Tinker

CLASS TRAITS (CHOOSE 1)

Bodyguard

When you gain the **Guard** keyword, you may choose one allied character located within 3 squares of you. Any damage they take in combat is redirected to you as long as you stay within 3 squares of each other.

Famous

Your exploits and conquests are widely known and you've come to rely upon this knowledge and recognition to help you get things you desire. Once per session, you can use this fame to convince another character to assist you in a meaningful way. This could be procuring an item for you, giving you valuable information, keeping an eye out for an item or person of interest.

Feat of Strength

Once per game session, you can perform a feat of physical force that borders on the superhuman, such as lifting a train car, or breaking down a bulkhead door.

Ironclad

Once per combat encounter, you can double your current **Protection** value until the end of your next turn.

Primed

Once per turn, when playing a card, you can treat it as having been played with **1 Energy**. You can boost this **Energy** amount by playing one other card, if you desire.

CLASS FEATURE

Power Armor Exoskeleton

Your most prized possession, this suit of armor might be a family heirloom, a gift from a wealthy benefactor or the prim-and-proper uniform of a mercenary soldier. Feel free to develop a history and story of your power armor - where it came from, how you acquired it and what events it has carried you or others through in the past.

This powered suit of armor provides you with the ability to lift and carry heavy loads, it allows you to breathe underwater (if you couldn't already do so) and also regulates temperature in uncomfortably hot or cold environments.

Your power armor starts with these stock modifications to it. Anything additional must be added later by either purchasing upgrades from armor tinkerers or by finding modifications out in the world.

Stock Modifications

- **Integrated Armament** - One arm on the suit is fitted with an integrated projectile cannon which fires specialized ballistic shells (such as the **Ironclad Shell** card).
- **Water Breathing Apparatus** - allows the wearer to breathe underwater indefinitely (draws oxygen from water).
- **Temperature Control** - Regulates extreme temperatures (cold and heat), keeping the occupant nice and cozy.
- **Headlamp** - Acts as a directional light source for the user. Does not radiate like a lantern.

These suits are easy to maintain and are able to be customized based on the needs and desires of the owner. As your Bastion gains wealth and power, they will be able to customize their armor further (see **Power Armor Customization** on the next page.)

STARTING EQUIPMENT

- Two simple weapons [**1 Load for one-handed, 2 Load for two-handed**]
- A simple shield (**+1 Protection**) [**1 Load**], or no shield (**+1 to Hand size**)
- Exoskeleton chassis (provides **2 Protection**) [**2 Load**]
- Simple mechanical tools for tuning up & fixing armor. [**1 Load**]
- A set of common clothes and a set of fancy clothes. [**1 Load**]
- A worn metal container of your favorite beverage. [**0 Load**]



POWER ARMOR CUSTOMIZATION

For those with coin to spend, your power armor can be customized with a variety of decorative, utility or combat-oriented modifications. Some modifications are costly or require rare materials that need to be found before they can be installed.

Your power armor can be installed up to four additional modifications - one for the arms, one for the legs, one for the torso and one for the helmet. Unless otherwise stated, these advanced modifications cost 300 shekels each.

You can change which mods are installed in your suit in-between adventures or during other moments of downtime. Each piece takes around 3 hours on average to swap out, but this can be sped up using the **Tinker** skill. The **difficulty value (DV)** varies depending on the circumstances (in a dangerous situation) or rate at which you want to install the modifications.

HELMET MODIFICATIONS

- **Darklight Optics:** Provides clear, monochromatic vision in low or no light environments.
- **Enhanced Sensors:** Grants **Advantage** when making **Observation** skill checks.
- **Rebreather:** Grants protection from inhaled toxins, spores or other air impurities.
- **Targeting HUD:** Grants **Advantage** on the next **Ranged Attack** card played if you spend one **Action** taking aim first.

TORSO MODIFICATIONS

- **Aquajet Pack:** Allows you to move in aquatic environments effectively, granting you a swim speed equal to your **Move** value. Additionally, you can activate the jets for bursts of speed, doubling your movement for one action each turn. This ability can be used twice in an encounter before needing to be recharged.
- **Blood Cleanser:** Filters out any blood-based toxins or poisons injected or ingested accidentally. At the start of your turn, if you have any **Poison** cards in front of you, you may **Trash** up to one of them before taking the rest of your turn.
- **Dorsal Storage Compartment:** Increases your **Load** capacity by **3**.
- **Emergency Protocols:** If your health is reduced to less than one-half ($\frac{1}{2}$) your total value, you may take one free **Recover** action (as long as you have enough **Recovery Points** remaining to spend).
- **Miasma Seals:** Protects against the hazards of **Miasma Zones** in the environment.
- **Nutrient Synthesis:** Filters the environment for organic particles which are then converted into a food paste. It tastes like wet cardboard, but gets the job done.
- **Smuggling Compartment:** A secret compartment used to hide an object for smuggling or other nefarious purposes. Increases your **Load** capacity by **1**. Is considered illegal in some locations.

ARM MODIFICATIONS

Arm modifications must be installed as a pair in order to work effectively.

- **Hydraulic Bracers:** Grants you the capability to smash through hardened objects, like doors, rocks and other solid barriers. Once per session, you can create a humanoid sized opening in any wall no thicker than 6 inches. This takes more time than available within a standard combat encounter and therefore can only be used while outside of those situations.
- **Power-lift Exoskeleton:** Allows you to lift objects up to three times your size and move a number of squares equal to half your **Move** value while carrying heavy loads.

- **Reactive Plates:** Your suit is equipped with large, ablative, armored plates around the wrists, which allow you to defend against attacks as if you were equipped with a shield. Increase **Protection** by **1**. These plates are bulky and therefore cannot be combined with a physically-equipped shield.
- **Spiky Bits:** Pointed spikes adorn the armor, which adds a menacing look. Add **+1** to **Persuasion** when used for intimidating situations or actions.

LEG MODIFICATIONS

Leg modifications must be installed as a pair in order to work effectively.

- **Calibrated Shocks:** Increases your **Load** capacity by **2** (1 per leg).
- **Magnetic Stabilizers:** Allows you to walk on metallic objects by magnetically attaching to the surface. This mode of transportation is not as effective in terrestrial environments due to gravitational elements.





EXECUTIONER

Executioners officially inflict capital punishment, also known as high justice, as ordered by the legal authorities of the solitaries. It is the executioners duty to execute the sentence of those found guilty of heinous crimes, which in most cases, means death.

While they do not kill indiscriminately - their work takes them to dangerous places, which in turn has made them fearsome warriors. Executioners are seen as a "damned" people and suffer social isolation, but they are paid well and are usually well-off financially.

STARTING CARDS

Premeditation (1)
Initiating Strike (1)
Hunter's Stride (1)

STARTING SKILLS (Choose 3)

Fitness
Knowledge
Medicine
Observation
Sciences
Survival

CLASS TRAITS (CHOOSE 1)

Battle Vigor

Recover 3 (+ your level) Health at the end of your combat turn.

Defiance of Death

Increase your Grit or Willpower by 1. Once per session, you may ignore the damage of one attack that would put you into a Downed state and instead regain half of your maximum Health.

Martial Prowess

You are considered a master-of-arms and an expert combatant. You may play a Stance or swap a previously played Stance before beginning your turn. If you are engaged with the target of your Premeditation, you can Shift 2 squares for free anytime during your turn.

Relentless

When the target of your Premeditation dies or is defeated, instead of it becoming Lost, you can immediately play the card on another creature within range.

Renowned

You have a stellar reputation and are known to be one of the best of your trade. Due to your significant experience, you can take a card from your discard pile and put it into your hand at the start of each combat. Additionally, you gain a +2 skill bonus to any appropriate skill when it pertains to the finding and apprehension of your target. Finally, once the warrant has been executed on the target, you are paid double the amount in monetary compensation when completed.

CLASS FEATURES

Stances

You are proficient in a variety of martial art forms, weapon skills and advanced combat techniques that allow you to rapidly adapt to any combat situation. You have access to Stance cards which grant you special abilities which can be used during your turn. These cards are kept separate from your main deck and can be used any time during your turn by using one of your Actions in combat, or can be played for free, if you chose the **Martial Prowess Special Class Ability**.

League of High Justice

As an officially recognized member of the League of High Justice, you have the ability to acquire bounties for criminals wanted by government agencies, mercantile or military organizations and noble families. Vigilante justice is typically frowned upon in the civilized world, but your membership gives you certain liberties and privileges while searching for dangerous and wanted criminals. You can use this to your advantage while on official business - such as procuring food and lodging from others or by interrogating known associates of the criminal (again, normally discouraged in a civilized society).



STARTING EQUIPMENT

- Two simple weapons [1 Load for one-handed, 2 Load for two-handed]
- A simple shield (+1 Protection) [1 Load], or no shield (+1 to Hand size)
- A simple suit of Light armor (+1 Move) or Heavy armor (1 Protection). [1 Load]
- A barbed net for ensnaring dangerous foes. [1 Load]
- A set of common clothes. [1 Load]
- A warrant for a dangerous outlaw or criminal. [0 Load]
- A League of High Justice document, badge or other type of identification. [0 Load]



METAL THIEF

Known for their striking metal limbs (usually either their left or right arm depending on preference), this organization of mercenaries-for-hire are renowned for their ability to track down and find any person or recover any object... if the price is right. Metal Thieves have access to baroque technological abilities and skills bordering on magic (called nethertech by those that use it) - much of it centered around the usage of their metal limb.

STARTING CARDS	Backstab (1) Eclipsing Throw (1) Flanking Strike (1)
STARTING SKILLS (Choose 3)	Fitness Deception Observation Persuasion Prowl Tinker

CLASS TRAITS (CHOOSE 1)

Bigger on the Inside

The **dimensional storage** of your nethertech limb is larger than normal, which increases your **Load Maximum** by 2. The starting **Load** capacity value for most characters is 10.

Coins of Acheron

Once per turn as a **free action**, you may toss a shadowy ectoplasmic coin to a nearby empty space (max range: 5 squares). Whenever you gain an **Edge**, you may teleport to any coins in play. Remove the coin after this movement.

Fleet of Foot

Your **Move** speed is increased by **1**. The base movement speed for most characters is 5 squares. This increase stacks with other **Move** speed bonuses, like wearing **Light** armor.

Infiltrator

Before combat begins, you may take a free **Move** action and gain an **Edge**.

Smooth Talker

You can talk yourself into or out of situations most find impossible. Make a **Willpower** **Resistance** roll against a **Difficulty Value** determined by the GM. Thanks to your amazing gift of gab, you get the resolution you desire.

Uncanny Dodge

Gain a **+2** bonus to **Intuition** when making a **Resistance** roll. Additionally, once per combat encounter, you may dodge an attack and take no damage from it.

CLASS FEATURES

Edge Lord

Metal Thieves are masters at taking the upper hand in a fight and using it for specific advantages listed on their Class cards or for a variety of other general effects, as listed below:

Mobility: You may spend an **Edge** to move 2 squares once per round.

Take Advantage: You may spend an **Edge** to add **+2 damage** to your next card action.

Roll with It: You may spend an **Edge** to reduce the damage from an attack by half.

Nethertech Limb

Nethertechnology is the fusion of arcane principles and metallurgical properties forged in the pressurized depths of the ocean. Once a limb has been fashioned, it melds into the flesh and bone of the owner, turning it into something of staggering articulation, power and versatility.

When creating your character, choose a limb to replace with its nethertech variation. Your choice of arm or leg will determine what sort of benefits or abilities you gain with it. In either case, the nethertech limb always provides a few standard benefits to your character, as indicated below.

Dimensional Storage (3 Load maximum)

You can store a variety of items inside the limb as long as the combined Load value of the items is not more than 3. These items are not physically stored in the limb, but in a pocket plane of existence. They can be summoned in an instant, appearing straight into your hands.

Nigh Invulnerable

Your limb is virtually indestructible which allows you to use it for certain creative purposes or situations, like holding a heavy door open or grabbing an important item which has fallen in an acid bath. It can also be used in place of a shield or as a parrying tool in combat.

Grappling Hook (Arm Only)

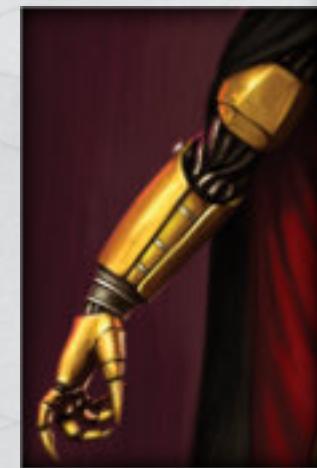
You can use your nethertech arm as a grappling hook, attaching it to various surfaces, which allows you to ascend or descend quickly. The arm is attached to your body through an ectoplasmic strand of energy, which provides the force and lift required to climb up or down quickly.

Enhanced Mobility (Leg Only)

Your leg allows you to move expediently and efficient across all surfaces. You can essentially run along the sides of walls or leap incredible distances using the power of this limb. You can also make an incredibly powerful kick with the leg, which could be used for bashing open doors or other purposes.

STARTING EQUIPMENT

- Two simple weapons [**1 Load for one-handed, 2 Load for two-handed**]
- A simple shield (**+1 Protection**) [**1 Load**], or no shield (**+1 to Hand size**)
- Nethertech limb (arm or leg) [**0 Load**]
- A simple suit of **Light** armor (**+1 Move**) or **Heavy** armor (**+1 Protection**). [**1 Load**]
- Darklight Mask or Goggles - allows the wearer to see in no or low-light environments. [**1 Load**]
- A shadowy, hooded cloak [**1 Load**]
- Climbing gear [**1 Load**]





THEURGIST

Theurgists are dedicated to the study and understanding of the abyssal depths of the ocean. At a certain point in their career, these studious individuals meld minds with their explorer companions - a species of intelligent octopuses called kraken that can survive the deepest and darkest reaches of the ocean. Together, they strive to unveil secrets long forgotten in the inhospitable deep.

STARTING CARDS	Befuddle (1) Flash Bolt (1) Energizing Zap (1)
STARTING SKILLS (Choose 3)	Knowledge Lore Medicine Observation Persuasion Sciences

CLASS TRAITS (CHOOSE 1)

Deep Reserves

You may choose 1 additional **Class card** during **Character Creation** and add that card to your deck. Additionally, you start the game with 1 additional **Recovery Point**.

Echoing Incantation

Once during a combat encounter, you may choose two creatures anywhere on the battlefield (you must have line-of-sight to both of them) and deal the same damage to both from all Attack cards played this turn.

Quantum Mechanic

Time moves slower for you, allowing you to take more actions during combat. You begin each turn with **4 Actions** instead of **3** in a combat.

Release the Kraken

Your octopus companion will fight in battle with you (see **Class Features** for the creature's statistics). You share a **Health** pool with your octopus - any time either of you takes damage, you split that damage in half between both creatures. Once per combat encounter, you can switch locations with your octopus companion (within 10 squares).

Unfathomable Truth

You know the truth about a subject that would drive a normal person mad. You can use this knowledge in a variety of ways, but one of the most common, if not questionable uses, is to project this truth into the minds of others through the telepathic will of your octopus companion. This truth can have a multitude of effects on the target (fear, anger, sadness), and you can try to influence it by making a **Willpower** resistance roll against a difficulty value (DV) indicated by the GM.

CLASS FEATURES

Kraken Companion

You have forged a bond with a juvenile kraken, a unique individual with its own personality, desires and perspectives. You can telepathically communicate with them as long as you are within line-of-sight of each other and not at too great of a distance. This species of kraken can no longer expel ink as a defense mechanism, but their formidable intelligence and tool use offset such deficiencies. In a terrestrial environment, they can move quickly using their tentacles and breathe oxygen through their skin, which allows them to stay out of water for days (or even weeks with a saltwater dip every now and then). Unless you took the **Release the Kraken** class trait, the combat statistics for your kraken companion are not important.

Release the Kraken (Combat Companion)

As you increase in levels, the statistics for the kraken also increase in a tiered system, as indicated in the chart.

Kraken Companion Statistics (Tier I/II/III)

SIZE: Small (1 square)

HEALTH: 10/15/30

ATTRIBUTES: As Theurgist

INITIATIVE: As Theurgist

MOVE: 4/4/5 squares

ACTIONS: 2

SPECIAL DEFENSE: *Squiggly Nature*: the kraken is always considered to have the **Shroud** special effect, which lets it move through enemy squares and take -2 damage from the first attack it takes each round.

AT-WILL ACTION

- **Grasping Tendrils (11 + Willpower):** Target one creature within two squares. Push or Pull them 1 square and inflict **3/4/5 Damage** to them.

ENCOUNTER ACTION

- **Luminous Barrage (11 + Willpower):** Target **one/two/three** creature(s) within 5 squares and **Stagger** them.

TIER	THEURGIST LEVEL
I	1-3
II	4-6
III	7+

STARTING EQUIPMENT

- Two simple weapons [**1 Load for one-handed, 2 Load for two-handed**]
- A simple shield (**+1 Protection**) [**1 Load**], or no shield (**+1 to Hand size**)
- A thick-bound tome. [**1 Load**]
- A simple suit of **Light** armor (**+1 Move**) or **Heavy** armor (**1 Protection**). [**1 Load**]
- Tool chest of various measuring devices, sample collection tools, and waterproof materials. [**1 Load**]
- A robe or set of common clothes. [**1 Load**]



WARDEN

The sworn duty of a Warden is to safeguard a powerful relic imprisoning a spirit seeking redemption. Rumored to originate from a binary city in the southern oceans, Wardens are assigned a phylactery for guardianship and sent off into the world to help the spirit reach redemption.

Many that join are former criminals themselves, while others do so in an act of desperation, having fallen on hard times. Finally, some just join the order because they believe it is a noble cause worth pursuing.

STARTING CARDS

Horrify (1)
Shivers (1)
Wraith Strike (1)

STARTING SKILLS (Choose 3)

Deception
Lore
Persuasion
Prowl
Sciences
Survival

CLASS TRAITS (CHOOSE 1)

Alacrity

Each combat round, you can take one free **Move** action. At the end of your turn, you **draw two cards** instead of the normal **one**.

Death from Afar

Your ability cards with a range value over 1 (except **Weapon Attacks**) have their **range** and **damage** increased by **1**.

Umbral Pact

Once per session, you can invoke a **Powerful Invocation** without paying the **Zeal** cost.

Witch Sight

Once per combat encounter, you may ignore **cover** or **line-of-sight**, when playing cards on your turn. You can also use the sight to detect ensorcelled and enchanted items within your proximity and narrow in on their location.

Wraithtongue

Once per game session, you may summon the spirit of the recently departed to speak with them. This ability has a cost - either physically, spiritually or some other as determined by the GM or player at the time. No one else sees the spirit and only you may freely converse with it.

CLASS FEATURES

Spirit Bearer

You carry an ancient relic (called a phylactery) which bears the spirit of a notorious criminal, demonic entity, or ghostly specter intent upon atoning for their misdeeds, seeking vengeance against someone that wronged them or protecting others from terrifying creatures dwelling in the darkness. It is your duty to assist this spirit in fulfilling its goals.

Choose the type of spirit that resides in your phylactery. This decision represents the goals and ideals the spirit seeks to serve and will influence how your character might interact with others in the world. This affects how you gain **Zeal**, a primary resource used for invoking powerful supernatural abilities.

Avenging Spirit: You gain 1 Zeal anytime you inflict damage on an enemy that dealt damage to one of your allies last turn.

This spirit seeks only to punish those who have committed a grievous sin. Perhaps they seek to find the creature responsible for killing them when they were alive. Along the way, they are compelled to help others achieve vengeance against those that have wronged them.

Nightwatch Spirit: You gain 1 Zeal when you take damage from an enemy attack.

This spirit seeks to protect the living from the malevolent creatures lurking just out of sight in the spirit realm. Ever vigilant in spotting the influence of demons, ghosts and other malignant creatures, these spirits are driven to expose and eradicate them all.

Spirit of Redemption: You gain 1 Zeal when you Shroud yourself or an ally. (Limit once per turn).

This spirit seeks atonement for their previous actions in life by aiding others in need. They might wish to help someone recover stolen property or hunt down a demon prowling the city streets or perhaps they wish to help rescue a loved one from a gang of thugs. Whatever the case, these spirits dedicate themselves to serving society and the less fortunate.

As long as the phylactery is within your reach, you can communicate with the spirit telepathically. As part of the bargain you have made with the spirit, you can **Invoke** it to provide miracles or other feats of arcane power to assist someone in need.

Invocations

You begin the game knowing all the **Standard Invocations** and **1 Powerful Invocation** and you learn additional **Powerful Invocations** after every third level (3, 5, 7 and 9).

See **Invocations** on the next page for more information.

STARTING EQUIPMENT

- Two simple weapons [**1 Load for one-handed, 2 Load for two-handed**]
- A simple shield (**+1 Protection**) [**1 Load**], or no shield (**+1 to Hand size**)
- The phylactery, gem or other type of ritual item housing the spirit of a criminal, demon or ghost. [**1 Load**]
- A simple suit of **Light** armor (**+1 Move**) or **Heavy** armor (**1 Protection**). [**1 Load**]
- A set of common or fancy clothes. [**1 Load**]

Warden Invocations

Standard Invocations

You can bargain with your spirit for various effects or actions by taking an **Invoke** action and paying **1 Zeal**. Standard Invocations are generally instantaneous effects or have a short duration to them.

- You can use the spirit to see echoes of recent events or to reveal hidden things.
- You can ask the spirit to move small items (**Load 1** or less) nearby for you.
- Track a creature by following their quantum residue. Their footprints are clearly highlighted for you.
- You can use the spirit to “hear” a subject’s thoughts and feelings.

Powerful Invocations

By spending a large amount of **Zeal** and taking an **Invoke** action, you can bargain with your spirit for incredibly powerful invocations. These invocations typically have a large cost, but provide mighty abilities or a long-lasting benefit.

Accelerated Healing (3 Zeal)

Accelerated healing allows you to recover at a much greater rate than ordinary due to your spirit’s ectoplasmic nature. You regain **2 Recovery Points** and can spend immediately one as if you had taken a **Recover** action.

Psychokinesis (Cost: Varies)

You can summon the spirit within your phylactery to move or interact with objects much larger than what is allowed with a **Standard Invocation**. The size of the object affects the overall cost - a humanoid-sized object requires the least (**3 Zeal**) while a submersible-sized object requires the most (**7 Zeal**). You can extend the duration by paying half the initial cost (rounding down) by taking an **Invoke** action once per round during your turn.

Watchful Shade (Cost: 4 Zeal)

You summon a shade of the spirit housed within your phylactery. It haunts and lurks near you most of the time, sometimes a shadow on your shoulder, but other times only a presence sensed nearby. Once per encounter and as an reaction, you may negate all damage and

effects from one enemy’s attacks against you, redirecting it to your shade, which absorbs the attack harmlessly. The shade persists until dawn, at which point it returns back into the phylactery.

Intangibility (Cost: 6 Zeal)

You summon the spirit housed within your phylactery and it melds into your physical form, granting intangibility for a short duration. This allows you to make all or part of your body move unobstructed through solid objects. Alternatively, you may make other willing people and objects intangible through physical contact. Those affected may experience a slight tingling sensation when turned intangible.

While intangible, you are immune to virtually all physical damage, as attacks pass directly through your body without causing damage. However, this nature restricts your ability interact with the physical environment as well - you cannot pick up, throw, or interact in any way with anything physical in the world.

Chronokinesis (Cost: 7 Zeal)

You summon your spirit and create a localized bubble of time. You may accelerate, slow and/or stop time in others’ frames of reference while being able to move freely. This allows you to reverse and/or replay events, manipulate how time affects both living beings and objects and grants you a form of Omnipotence (by virtue of knowing all things that have happened and all things that will happen).

In combat situations, this allows you to take another full turn after finishing your current turn or undo (by “rewinding”) another player or non-player character’s actions. While most **Invoke** actions are deliberate and must be taken during your turn, using **Chronokinesis** can be used any time as a **Reaction**.



EXAMPLES OF VARIOUS PHYLACTERIES



ORIGINS

There are six origins to choose from in **Fated Seas** and each one provides its own strengths, weaknesses and decisions on how you can flesh out and develop your character's rich identity.

Combined with your **Class** selection from earlier, each **Origin**, and the decisions made within, can change the way you might play the game in profound ways.

Be creative when developing the mannerisms, personality, physical demeanor and appearance of your character! If something isn't written in the rules, work with your GM to create it together.

	ARGOS	Argos represents a wide and diverse range of humanoid, animal-like species. Defiant of all authority, bold and untamed, they represent the fierce nature that is dormant in most people.
	CARABUS	Carabus are a race of humanoid bipeds with insectoid features. They are curious and inquisitive, but are also known for their physical hardiness and adaptability.
	REMADE	Automatons created by an unknown force and have been bestowed sentience and free-will. They communicate with one another through a shared connection or hive-mind and remake themselves to better fit their roles in society.
	SIRIN	An orderly and spiritual culture, sirin are flightless, bipedal creatures noted for their empathetic openness and observational capabilities. They have an unmatched force of will which allows them to "read" the emotions and thoughts of an individual just by watching their body language.
	THANATAE	Consisting of bleached or charred bones and residual ectoplasmic energy, thanatae are an elder species of magically transformed, arcane-infused skeletal beings.
	TRANSHUMAN	Genetically evolved from their contemporary predecessors, transhumans have advanced beyond simple human means, gaining various evolutionary advances, like being able to see in dark spaces with cat-like eyes or swim and breathe underwater like a fish.





ARGOS

Defiant of all authority, bold and untamed, Argos recall the fierce nature that is dormant in most people. Treacherous and tender, they thirst after the good things in life -- adventure, love and the pursuit of happiness.

Appearance: The term Argos represents a wide and diverse range of humanoid, animal-like species. Some look more canine in appearance and others more feline. They range in appearance from fearsome, feral and monstrous to affable, regal and charming. Almost all are covered in fur or fine hair - it's very rare to see a hairless argos, but they are not unheard of.

Argos range in height from 4 to 6 feet and weigh generally less than species of similar size due to their compact and muscular frames. Many have four or five appendages on their hands and feet. Some have retractable claws or talons which can be used as a vicious melee weapon if they so desire. Finally, almost all argos are either carnivorous or omnivorous as they need high amounts of protein in their diet to maintain their high metabolism and muscular physique. Because of this heightened metabolism, the average

lifespan for an argos is around 40 to 50 years of age.

It's generally up to the player to determine exactly which contemporary animal species they wish their character to be most similar to, as well as their character's demeanor, attitude and appearance. Be creative!

Social Structures: Argos are typically born and raised in large, tight-knit families and communities. Argos fulfill a variety of roles and occupations in society and are figureheads in almost every sort of profession, politics, the arts, education and trade. While they are social creatures, they are fiercely independent and are extremely protective of their families and communities.

Names: Antis, Anubishan, Carlisle, Demetrius, Floyd, Finn, Kantor, Lourd, Iskander, Nicodemus, Stanley, Timothy, Weisser, Zucapio

Family Names: Abys, Aquitaine, Bobtail, Calhoun, Chislehurst, Devonreux, Marquesan, Nebelung, Oglethorne, Ragamuffin, Rastreador, Tweedwater

Add Origin Card

Add a **Bravado** origin card to your starting deck.

Innate Trait

Night Vision

Your eyes are highly adapted to seeing in the dark and you can see clearly up to 30 feet in low-light conditions. In the absence of any light, you are as blind as a bat (figuratively speaking).

Origin Traits (Choose 1)

Bayhound

Fierce and aggressive, you are known for a brutal fighting style that intimidates and terrifies your enemies. Once per combat encounter, as a free action, you may howl, bark or growl ferociously, intimidating those against you. Until the end of this round, gain **Force** with all melee attacks (weapon and ability cards) you activate this turn.

Brock

Stoic and solid, you are known for your toughness or hardness. Increase your starting maximum **Health** by 5. Additionally, once per turn, you may use a free action to remove a **Burn**, **Poison** or **Wound** card from your **Hand**.

Grimalkin

Graceful and quick, you have exceptional senses (olfactory, auditory and visual). You gain a +2 bonus to the **Observation** and **Prowl** skills in an appropriate situation as your keen eyes and ears allow you to hide and stalk your foes more efficiently.

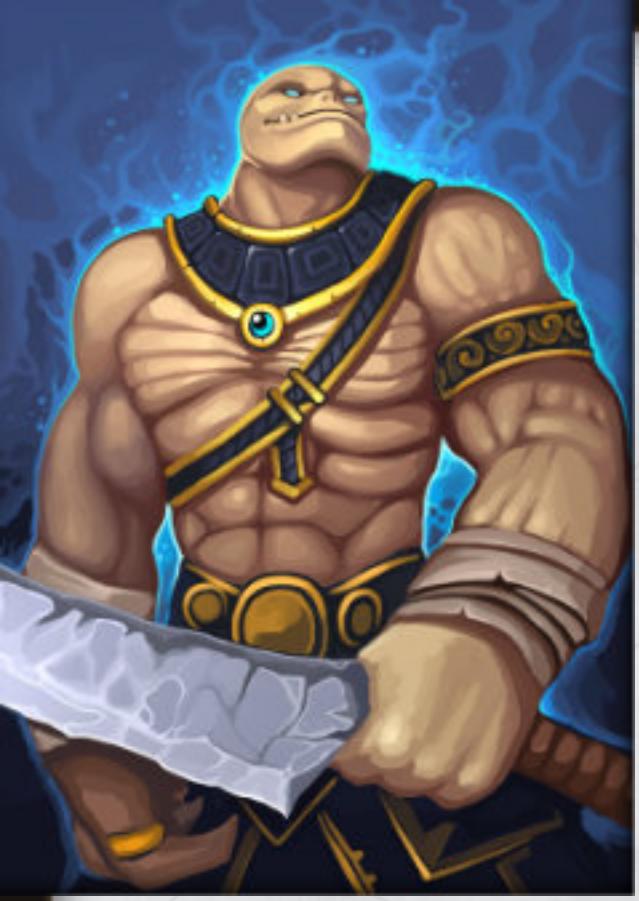
Vulpine

Sharp and insightful, you have an unmatched awareness of your surroundings. You suffer no penalties for being surprised or ambushed, even while asleep or knocked out, and you are broadly aware of your location even if you are blindfolded and moved around. You gain a +1 **Resistance** bonus to either **Intuition** or **Willpower** (your choice).

Starting Skills (Choose 2)

Choose which skills you wish your character to start with. For each skill chosen, fill in the box, or mark it with an 'x' or check mark. You cannot choose the same skill twice.





CARABUS

Carabus are a race of humanoid bipeds with insectoid features mostly around their heads, shoulders and other appendages. Beetle & dragonfly features are the most commonly found among the various species of carabus, but others exist as well.

Curious and inquisitive, Carabus are known for their physical hardiness and adaptability, enabling them to tread further and farther than any others. Many are filled with a sense of wanderlust and combined with their natural abilities, they make excellent explorers, physicians and spies.

Appearance: Due to the inherent danger that exists in the world around them, natural selection has played a significant role in the evolution of the carabus. Unlike most sentient species, carabus eyes are wide-set which grants them 240-degree vision. This distinction gives them greater visual acuity and awareness of approaching predators. Their eyes have narrow pupils and their irises are a prismatic array of various multi-hued colors.

Carabus typically stand over 7 feet tall and generally weigh between 200 and 300 pounds. However, some of the largest carabus have been known to weigh over 400 and 500 pounds respectively. This sheer physical hardiness means an individual carabus can expect to live for centuries with some having lived for well over a thousand years.

Carabus are generally broken down into three different sub-categories, with varying levels of difference in their cultural, societal beliefs and living structures. To outsiders, these differences are hard to discern aside from the physical characteristics of the carabus, which are wildly distinctive and unique. Some carabus decorate their body with piercings and body paint to reflect their personality or identity within their colonies. Others take a more modest or stoic approach in their appearance - believing in the whole more than the individual.

Social Structures: Carabus are a eusocial society, which means males and females alike take responsibility for at least one duty in their societies. This also means having cooperative brood care, including brood care of offspring from other individuals, and a division of labor into reproductive and non-reproductive groups. This division of labor creates specialized behavioral groups within the society which are then broken down into castes.

In the case of carabus, the females capable of reproduction take the roles of leadership and are referred to as Matron-Mothers, while everyone else, called Jobbers, work together to create a living situation favorable for their societal brood. Jobbers are broken down into a vast level of specificity based on the precise skills of the individual and are too numerous to list here.

Names: Aeshni, Akhenaten, Chepri, Hesperus, Hypatia, Mazon, Montaño, Surya, Tollar, Talloc

Family Names: Bakusui, Longhorn, Optera, Perdita, Solnhofen, Silverwork, Tennyson

Add Origin Card

Add an **Acid Lob** origin card to your starting deck.

Innate Trait

Amphibious

You can breathe underwater using an evolved respiratory system. Additionally, you have developed a thin web of skin between your fingers and toes, which gives you a swim speed equal to your terrestrial **Move** value (in squares).

Origin Traits (Choose 1)

Deathwatch

Your imposing appearance intimidates others and grants you incredible fortitude. Due to your massive horns or sharp mandibles, your terrifying carapace pattern or some other bodily feature, you gain a +2 bonus to **Persuasion** in situations where you are trying to intimidate others.

Your physical hardiness allows you to occasionally shrug off injury. As a free action once per encounter, when you take damage, you can reduce the amount taken by your **Grit** attribute value.



Scarab

You have a photographic memory, which means you can accurately recall anything you have seen or heard within the past month. You also always know which direction is north and the general time of day - within one hour, plus or minus 15 minutes. Once each session, you may re-roll one skill check involving **Piloting**, **Observation** or **Survival**.

Additionally, you can communicate using an excreted chemical that only other carabus can sense. You can leave your "mark" on people, places or things, which lasts for a few days and allows you to track their location.

Xenopterus

You have an unusual physiology compared to other organisms. Your blood is corrosive and harms those that touch it. You can draw sustenance from eating almost anything and if you can't find anything, you are capable of remaining active for a month without food or water. You can survive in a vacuum for up to 45 minutes.

These physiological differences give you immense resilience as your body rapidly responds to mortal injury.

Once per session, when you take damage that would reduce you to **0 Health** or less, you can use this trait to negate the damage and recover **Health** equal to half your maximum **Health**. This is considered a free action and any movement or status effects applied by the damage is completely ignored and nullified. For example, if you were Knocked Down as part of the damage of an attack, you are not considered in that state after using this trait.

Starting Skills (Choose 2)

Choose which skills you wish your character to start with. For each skill chosen, fill in the box, or mark it with an 'x' or check mark. You cannot choose the same skill twice.



REMADE

Sentient automatons fabricated by an unknown being or source and given free-will. They are a hive-mind and can freely communicate with one another through this shared connection. Sustained through thermo-electric power coils, they 'remake' themselves in order to fulfill specific duties according to the needs of the society they live in.

Appearance: Remade are extremely diverse looking from one another and can easily modify their torso, limbs or even head to their whims and desires. They use this freedom to literally make themselves fit into society more easily depending on their occupation or way of life. Some remade might be a hodgepodge of mismatched metallic components and have immense pride of their unique look, much like a modern day punk-rocker might be proud of their two-foot mohawk. Others might rigidly cultivate an appearance of perfect symmetry. It all really depends on how much of an importance it has in their daily lives.

Social Structures: All Remade belong to a Collective, short for Collective Intelligence, which is a shared intelligence that emerges from the collaborative efforts of many individuals. It is used in consensus decision making, in which participants develop and decide on proposals with the aim, or requirement, of acceptance by all.

Remade Collectives all exist "in their heads", for lack of a better term and generally speaking, they do not have a physical location where they meet, since all Remade of a Collective can communicate with each other immediately and at will.

Names: Not all Remade have a name. Some prefer a number or nomenclature instead and others use an alias or nickname based around their occupation or interests. Some examples: 4U70M471C, BitsNBobs (*could be a merchant*), Chinwag (*speaks too much*), KnowsYerOnions (*a scholar*), PopYourClogs (*perhaps a killer-for-hire*), Spanner (*perhaps a mechanic*), VOLT (*most likely a hydro-electrician*).

Family Names: As they do not have a biological family name, some Remade use the name of their Collective or no surname at all.

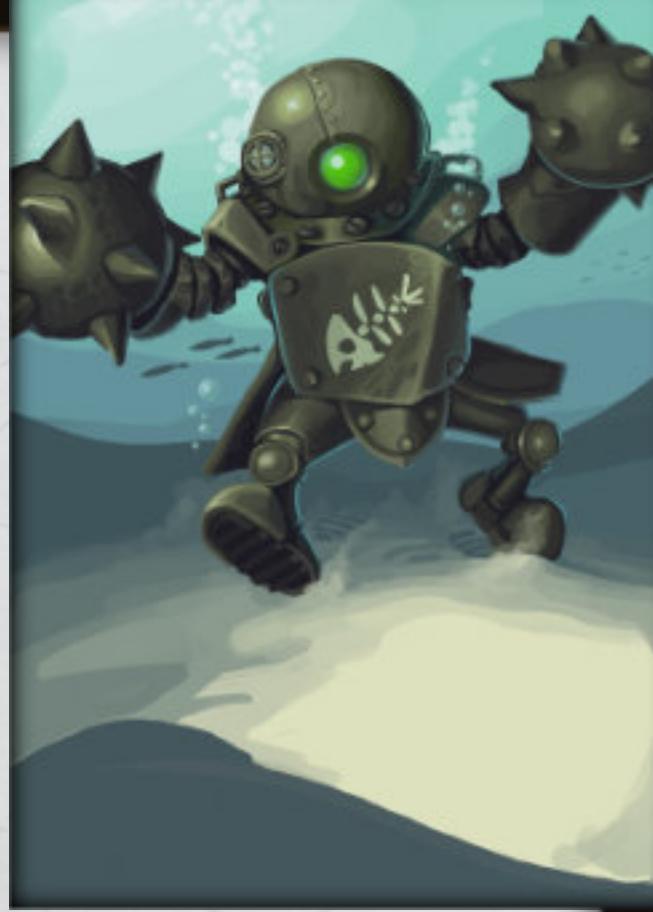
Add Origin Card

Add a **Transmutation** origin card to your starting deck.

Innate Traits

Metallic Body

Your body cannot be healed in a traditional sense and instead must use the **Tinker** skill (in-place of **Medical**) to recover lost **Health** and treat **Wounds** or cure other maladies. You do not need to breathe air, eat or drink to survive, however you must recharge your power coils once a day for at least four hours. Failure to do so puts you into an emergency state of low power, requiring the aid of another party to recharge you. Finally, you can willingly enter



a state of low-powered torpor and still be fully aware of your surroundings. This state of torpor grants you a +1 bonus to **Prowl** if you are in a dark or obscured area.

Hive Mind Communication

You can communicate to other Remade using a form of mesh network communication. Each collective has their own dialect, but this usually does not limit the ability to communicate to one another. Remade can close themselves off from this connection or encrypt it from others, offering them privacy and solitude in times of need.

Origin Traits (Choose 1)

Archeotech

The hardware comprising your physical form is incredibly advanced compared to what is commonly used today. The metallic alloys, circuitry, power systems and other components making up your body are sophisticated and complex, which increases the difficulty of all **Tinker** skill checks by one magnitude when used in actions like modifying your form or repairing physical damage. This advanced technology allows you to choose one special feature, which you can change during a resting period:

- **Augmented Optics:** You have enhanced optics systems installed granting you telescopic vision (x2 magnification) and night vision (can see in low-light environments).
- **Storage Capacity:** Your maximum Load value is increased by 2.
- **Transformable Weaponry:** You are considered to have all types of weapons installed and can freely use any **Weapon Attack** cards as an action.

Emissary

As the Collective Intelligence evolves, so do the Remade. In order to harvest knowledge at a greater rate and adapt to the changing world, the Collective Intelligence invented a new corporeal form for Remade to be cast in. These emissaries are then sent out into the world to live among the chosen new form, learning, adapting and forging new bonds.

You are one of the latest models crafted entirely from tiny, plasmid drones called nanites. These drones project your image onto a dermal sheath, allowing you to appear in the form of another origin species. While this form is programmed to stay within a specific range of appearances, you can alter it subtly over time.

For practical purposes, you have the appearance of any other species or origin found in the world. This lets you adapt and interact within those societies easier, granting a +2 circumstance bonus to **Deception** or **Persuasion** skill checks.

Additionally, you start with one of following skills depending on your emissary's primary directive:

• TO ADVANCE & EXPLORE: Piloting or Sciences

Emissaries with this directive are hyper-focused on exploration of the natural world, whether that be in the field or in a laboratory. Trained in the sciences and highly proficient in navigating the known world and uncharted waters is generally their specialty - and they also have a disposition to match it. Bold, confident and willing to take risks and push boundaries,



these emissaries are generally at the forefront of scientific advancement or exploration of the geological world.

• TO INSPECT & PRESERVE: Observation or Survival

This directive encourages the emissary to collect, catalog, practice and learn from the world around them - specifically in things related to society and technology. An emissary with this directive is generally highly-skilled, friendly and collaborative with those it trusts and careful and vigilant with those that may cause harm.

• TO SEEK & DESTROY: Prowl or Tinker

An extremely rare directive reserved only for times of war or great danger, this directive is tasked with the nullification of a specific target using any means necessary. This does not mean wanton slaughter or destruction as this directive is highly sensitive to collateral damage and the preservation of life. An emissary with this directive is considered a sharp and focused warhead, able to plan, infiltrate and take action expeditiously. Once their duty is complete, they usually are re-tasked towards one of the other directives to allow them to re-integrate into society.

Splintermind

You've chosen to splinter yourself from your Collective Intelligence and have lost all capacity to communicate within that interconnected system. This liberating action has expanded your capacity and desire for a free-willed and autonomous existence.

You choose **3 starting skills** when creating your character, instead of the normal **2**. You also add **+2** to your **initiative** roll at the start of combat due to your ability to focus your mind on your surroundings and others without the distracting presence of the Collective Intelligence.

Starting Skills (Choose 2 or 3 if Splintermind)

Choose which skills you wish your character to start with. For each skill chosen, fill in the box, or mark it with an 'x' or check mark. You cannot choose the same skill twice.



SIRIN

Known for their orderly and spiritual culture, sirin are flightless, bipedal creatures uplifted through means and circumstances lost to time and memory.

Sirin are noted for their empathetic openness and observational capabilities, which manifests as an aptitude for scientific, mechanical and political occupations.

Sirin have an unmatched force of will which allows them to "read" the emotions and thoughts of an individual just by watching their body language. This gives them huge advantages to negotiation, persuasion and other such social skills.

Appearance: Sirin are tall bipeds combining avian and reptilian features. They are generally feathered, bipedal creatures with an extra pair of arms (a side effect of their wings becoming withered and atrophied over decades of evolving in the solitaries), three-fingers and an opposable thumb. Most have talons instead of feet and toes.

A few "lucky" sirin are born with functioning wings in place of the extra pair of arms, but due to their body shape and increased weight, most if-not-all are incapable of flight.

Sirin have a hyperactive metabolism, which means they do everything quickly and with purpose. To other species, sirin are a fountain of energy and constantly on the move. Unfortunately, this heightened metabolism leaves them with a relatively short lifespan and sirin over the age of 30 are very rare. Unlike most avian and reptilian creatures, sirin are viviparous and give birth to live young.

Feel free to choose an avian or reptilian species you're most familiar or fond of when coming up with the look, mannerisms and attitude of your character.

Social Structures: Sirin culture revolves around the veneration of the dead, including one's ancestors. Sirin believe that their ancestors have a continued existence, and may possess the ability to influence the fortune of the living. Some groups venerate their direct, familial ancestors while others venerate saints as intercessors to the gods. The goal of ancestor worship is to ensure their continued well-being and positive disposition towards the living, and to sometimes ask for favors or special assistance.

Names: Astarte, Corvus, Flayr, Hayatum, Poe, Sama'tat, Toci, Vanya

Family Names: A sirin's surname is almost always more important than their first name as it represents the history, achievements and legacy of their family.

Add Origin Card

Add a **Keening** origin card to your starting deck.

Innate Trait

Four-Armed

You have four arms, which allows you to wield and hold up to four hands' worth of weapons and equipment.

Having two pairs of arms allows you to equip any combination of items that equals up to three hands worth of equipment and still keep one hand free to gain the **+1 Hand** bonus other characters get when keeping their second hand free. This means you would start with your full complement of 8 cards in your Hand, instead of 7.

Origin Traits (Choose 1)

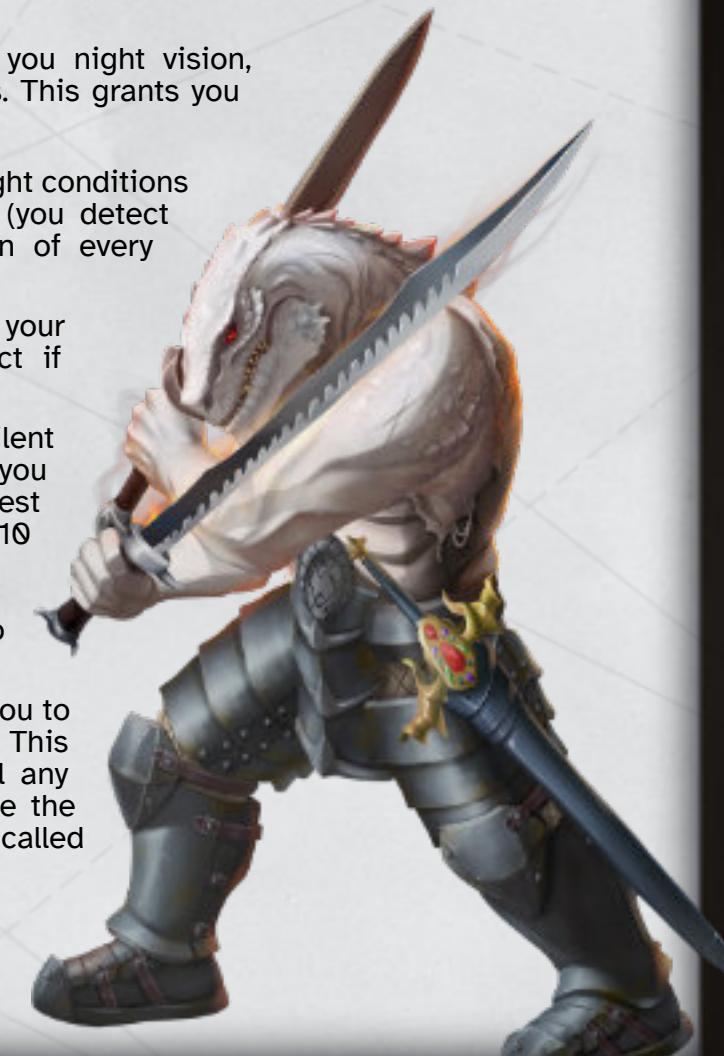
Dracohort

Some sirin evolved differently, eschewing avian qualities for more reptilian characteristics, like increased mobility, enhanced senses and an adaptable physique. You descend from this divergent evolutionary branch.

First, while you are no longer capable of flight nor do you have four-arms, you have adopted a more traditional, bipedal form allowing flexibility of movement. Your hands and feet are equipped with adhesive toe and finger pads, much like that of a reptilian lizard. These adhesive pads grant you the ability to cling to walls and ceilings and move rapidly upon their surface. You can move on walls and ceilings up to your base **Move** value.

Second, your senses have evolved, granting you night vision, enhanced senses and communication abilities. This grants you the following traits:

- **Dark Vision:** You can see perfectly in low-light conditions and somewhat well in no-light conditions (you detect silhouettes and know the general location of every creature within 10 squares).
- **Enhanced Senses (smell & taste):** Using your sense of smell and taste, you can detect if something is poisonous.
- **Subvocalized Speech:** Also called silent speech, this form of communication allows you to converse with other creatures. Its biggest limitation is distance, as only those within 10 squares of you can hear you, but is undetectable by those without the same ability or by those with technology able to detect it.
- **Encoded Memory:** Subvocalization allows you to memorize any document or text you read. This gives you the capability to perfectly recall any piece of information - as long as you have the time to subvocalize it all using a technique called encoding.



Soothsayer

You have extraordinary instincts that guide yours and others feelings pertaining to situations in the very near future. Your character starts with **2 Fate Points** (instead of 1) which can be used in various ways that **Fate Points** are illustrated on page 51 (Using **Fate Points**). You also have access to a few special uses for **Fate Points**, as indicated below:

- **That Didn't Happen:** You can spend a **Fate Point** to reveal the events that just happened to be false. No one knows the difference.
- **Heart's Desire:** After some careful observation, you can spend a **Fate Point** to find out what an NPC wants most of all right now.
- **Lucky Find:** Once per session, you can spend a **Fate Point** to gain one piece of Gear that you *just happened* to remember to put into your pack before heading out.

Winged Progenitor

Your ancestors were winged and capable of nimble flight. You have inherited these genetics, which has transformed your secondary arms into majestic wings. These wings allow you to fly a number of squares equal to your base **Move** value.

However, these arms are now fully-dedicated for flying so you lose the capability to wield an additional pair of weapons and interact with complex objects.

Flight is tiring - you may only stay airborne for as many rounds as your **Grit** or **Willpower** bonus - whichever is higher.

Starting Skills (Choose 2)

Choose which skills you wish your character to start with. For each skill chosen, fill in the box, or mark it with an 'x' or check mark. You cannot choose the same skill twice.





THANATAE

After a magical calamity of their own creation was unleashed upon them, thanatae became an elder species of magically transformed, arcane-infused skeletal beings. Thanatae do not need to eat, drink or breathe, but instead must draw nourishment by absorbing solar energy, like the sunlight from a solar core found in all the deep cities drifting through the ocean. Due to their calamitous history, all thanatae have some sorcerous ability and a great understanding of all things magical in the world.

Appearance: Consisting of bones and ectoplasmic energy, a thanatae radiates an aura of arcane power. Some have taken to decorating their bones in interesting fashion - through inscription, piercings or other adornments. All thanatae have glowing eyes, which change in color depending on the mood or attitude of the individual creature. Since they lack vocal chords, thanatae speech radiates outward from their body in metallic notes and with a distinctive flanging, as if they are trapped in an iron jar. Their eyes sometimes flash while "speaking", most often when they are excited about something.

Social Structures: Since the destruction of their ancient civilization, most thanatae are wanderers and lead a solitary existence. While some have formed new organizations within the Deep Cities, such as the solitary called **Know Hope**, many choose to remain by themselves. Thanatae are a dying race as they cannot reproduce and while they are essentially immortal in the aspect of age, some do eventually die through misfortune or acts of incredible destruction.

Names: Anviticus, Chrysanthe, Democritus, Eshtar, Inanya, Kelestor, Malistice, Tiamat, Vorax

Family Names: Many do not remember their surname or choose not to use it since they no longer have a culture, society or family to speak of, and therefore, find it meaningless. Despite this, many Thanatae invent an interesting title or surname for themselves to either increase their reputation or to stand apart from others like them.

Add Origin Card

Add a **Skullfire** origin card to your starting deck.

Innate Trait

Solar Powered

You do not need to eat, drink or breathe oxygen to survive, but must draw nourishment from solar energy. You need to absorb at least 4 hours of solar energy per day or begins to suffer the effects of starvation.

Origin Traits (Choose 1)

Legion of Souls

The spiritual energy manifesting in your form is comprised of the remains of thousands of your kind, giving you the ability to know or recall things you do not have any knowledge or experience with by tapping into their gestalt memories. Doing so comes at a price, however.

Once per turn, as a free action, you can add one rank to **any** skill check roll. This can give you a rank in a skill you previously had none in. Using this ability costs you **5 Health**, which cannot be reduced in any way, as you recall the knowledge or experience that the particular spirit held in its pained memories.

Living Shadow

Your physical form has almost completely crumbled away, the remainder being held together by rubbery, ectoplasmic tendrils. Your elastic physique makes it easier to traverse through difficult spaces and even gives you limited movement through objects impossible to others. Increase your **Fitness** skill by **1 rank**.

Your ectoplasmic nature also grants you some protection against physical damage. Once per combat, you can reduce all damage taken for one round by **half**. Unfortunately, your advanced state of physical deterioration has reduced your maximum **Health** by **5**.

Osteomorph

Your bones are made of a hard, calcified material making it difficult to harm you in battle. You have a natural **Protection** value of **1**, which stacks with any type of armor your character wears (heavy armor or the Bastion's exoskeleton, for example).

Unless your body is utterly obliterated or incinerated from massive damage, it recreates you after destruction. If you are destroyed through one of these methods, you reform after a few weeks, fully healed.

Starting Skills (Choose 2)

Choose which skills you wish your character to start with. For each skill chosen, fill in the box, or mark it with an 'x' or check mark. You cannot choose the same skill twice.



TRANSHUMAN

Considered one of the most ambitious creatures, transhumans are found throughout the far reaches of the ocean, all with widely varying tastes, morals, and customs in the places they dwell.

Genetically evolved from their contemporary predecessors, transhumans are known to be adaptable opportunists and have advanced beyond simple human means, gaining various capabilities like being able to see in dark spaces like a cat, swim and breathe underwater like a fish or granted some other special evolutionary advancement.

Appearance: Transhumans, much like the human race today, are a physically diverse species. Skin color, hair, height, weight all vary considerably among them. In general, any culture from the past, present or fictional future can be used as a basis for the look, attitude, and demeanor of your character.

Social Structures: Transhumans do not have an overarching society that applies to all of them, as their

upbringing, culture, political connections or religious beliefs tend to have more of an impact on their lives as a whole. Some may fluidly exist within various societies or groups, never feeling at home in any of them and some may dedicate their lives solely to one cause, belief or doctrine.

Names: Angelica, Atticus, Cassius, Chadwick, Charlotte, Eli, Flint, Garm, Hazel, Hippolyta, Isolde, Josephina, Lemuel, Lilikai, Máedóc, Montrose, Ronan, Ta-Nehisi, Ulysses

Family Names: Alcorn, Baumberger, Cromwell, Denali, Dulwich, Gladstone, Latimer, Mehta, Pimentel, Severane, Stephenson, Witherell, Ximénez

Add Origin Card

Add a **Cunning** origin card to your starting deck.

Origin Traits (Choose 2)

Because transhumans are a diverse bunch and do not start with any innate traits (like other **Origins**), you get to choose two to begin the game with! Evolution has been kind to them, if not mutable and sometimes random.

Chthonic

Your ancestors are one of the few remaining species that evolved on the ruined, apocalyptic landmasses of the surface world. You possess physiological differences which make you capable of enduring the rigors of exploring and surviving while on the surface.

You have enhanced eyesight capable of seeing clearly in low-light situations (i.e. lamp/torchlight) and are capable of holding your breath for up to 10 minutes due to an enhanced lung & respiratory system. Finally, you gain **Advantage** when making a **Survival** skill check in appropriate situations (specifically: on the surface).

Metabolic Reflexes

Your ancestors needed to be quick to survive and this quality has been passed on to you. The motto "be quick or be dead" has been the key to success in your life and other pursuits.

You are gifted with uncanny agility, a stealthy step, and an almost supernatural ability to move without making a sound. You gain a **+1 bonus** to your **Intuition** attribute due to your keen senses.

Additionally, you gain a **+2 bonus** to the **Prowl** and **Athletic** skills in appropriate situations.

Polymath

You're an individual whose knowledge spans a substantial number of subjects and known to draw on complex bodies of knowledge to solve specific problems. You are gifted with unquenchable curiosity and a feverishly inventive imagination.

All skills with no ranks of training gain a **+1 modifier** to any rolls when using them. This modifier increases by **1** for every three levels your character reaches, so would be **+2** at **3rd level**, **+3** at **6th level** and **+4** at **9th level**.

Trickster

You've inherited the quick wits, great intellect or secret knowledge from your fay folk ancestors and use this natural ability to play tricks or otherwise disobey normal rules and defy conventional behavior.

Once per encounter (combat or non-combat), you may add a **+2 bonus** to any skill check or combat result. You can add this bonus before or after seeing the result of the dice roll.

Undine

You can breathe underwater using an evolved respiratory system. Your ears have elongated to make room for your gills and your skin has acquired a blueish tone. Additionally, you have developed a thin web of skin between your fingers and toes, which gives you a swim speed equal to your terrestrial **Move** value (in squares).

These physiological differences allow you to not only breathe and traverse underwater naturally, but also allows you to withstand the pressurized depths of the ocean.

Starting Skills (Choose 2)

Choose which skills you wish your character to start with. For each skill chosen, fill in the box, or mark it with an 'x' or check mark. You cannot choose the same skill twice..

SKILLS & ATTRIBUTES

All characters are created with a variety of natural abilities, technical aptitudes, and general or specialized knowledge. These skills help define your character's profession, background or general interests in the world.

All skills start at 0, which is considered unskilled, and can be increased by up to four (4) ranks, to Master rank. The first rank of a skill adds a +2 bonus to any skill checks rolls and from there it increases by 1 for each rank thereafter (so +3, +4 and +5 at four ranks).

Players are free to choose any which skill they wish to use to overcome an obstacle by describing what their character does. Skills that are poorly suited to the situation may be less effective, more difficult to succeed with or may put the character into a more dangerous situation, but they can still be attempted.

Attributes & Resistances

All skills in the game are linked to a relative attribute, either **Grit**, **Intuition** or **Willpower**. Attributes are used to resist any negative effect or consequence in the game - when you don't like the effect or outcome of a situation, you can make a **Resistance** roll to negate or reduce the effect. The skills and their linking attributes is illustrated below:

Grit	Intuition	Willpower
Deception	Knowledge	Lore
Fitness	Piloting	Medicine
Prowl	Observation	Persuasion
Survival	Tinker	Sciences

Skill Checks

A skill check is sometimes required to test your character's innate ability, training or knowledge in order to overcome a challenge. The Game Master will ask for a skill check when your character desires to take an action that has a chance of failure.

In order to make a skill check, roll 2d12 and add the relevant skill rank modifier. Apply any bonuses and penalties as indicated by the situation or your GM, and compare the total to the **Difficulty Value**. If the total equals or exceeds the **DV**, the skill check is considered a success. Otherwise, the skill check is considered a failure, which means your character makes no progress toward the objective or makes some progress with conditions as determined by the GM.

Difficulty Values (DV):

For every skill check, the GM decides the difficulty of the task, represented by a **Difficulty Value (DV)**. The more difficult a task, the higher its **Difficulty Value**.

The chart on the right shows some sample difficulties and their numeric target values. The GM is free to adjust these numbers up or down based on the perceived difficulty or situational advantage (or disadvantage) the player characters might have.

Task Difficulty	DV
Trivial	5
Easy	7
Medium	11
Hard	16
Complicated	21
Herculean	28

Skill Descriptions

Fitness: Fitness represents your character's ability to run, climb, jump or swim in challenging or protracted situations. It is also used for acrobatic stunts or to ensure stability and balance while in a precarious situation.

Deception: Deception is the skill used for lying or otherwise manipulating people through dishonest actions or words. It also determines if you can convincingly hide the truth, either verbally or through your actions.

Knowledge: This skill is a broad representation of a character's general ability to recall historical facts, geographical points of interest, family histories, and other forms of facts and trivia about the mundane world. This skill may give a superficial understanding of other skills like mechanics, lore and science, however it does not allow the player to use this skill in place of them.

Lore: This skill measures your ability to recall information about magical traditions, strange artifacts, eldritch symbols, and fantastical creatures that dwell in this world and between others. Additionally, this skill covers myths and shared stories that are commonly accepted by the general populace, but can't be proven with science. Lost continents, horrific monsters, and a host of other interesting ideas are covered by Lore.

Medicine: This skill represents the training and capability to treat life-threatening injuries inflicted upon biological lifeforms as well as heal cuts and bruises. This skill is cannot be used on a Remade character (see **Tinker**). This skill allows a character to take the following actions or provides other benefits:

- You may treat an injured or **Wounded** character. By taking an action and using the proper tools, you can restore up to 6 Health or can remove 1 Wound card from the character's deck. This can be done once per resting opportunity. (See **Resting** in the Combat rules).
- Stabilize a character that has fallen in battle. With a successful roll against **DV 10**, the character is healed for 10 + Recovery Point amount and can stand up and rejoin the battle on their next turn.
- The ability to treat a poison falls under the Medicine skill as well. By taking an action, you may reduce the amount of poison damage inflicted on another player (or yourself) by 3.

Observation: The Observation skill allows you spot, hear, or otherwise detect the presence of something hidden or concealed. It represents a general awareness of the surroundings, how keen your senses are or represents a general intuitive sense of things being out of the ordinary. You can also focus your observation skills to scrutinize details or interpret evidence or objects of interest.

Persuasion: Persuasion represents the art of gently commanding or swaying people to provide help or assistance without using hard lies. Persuasion is used to determine the proper etiquette for a situation or to make cordial requests when acting in good faith.

Piloting: Piloting represents the character's aptitude in operating and performing maneuvers for a variety of submersible vehicles. It also represents their ability to command larger vessels (like steering the course of a propelled flotsam vessel) which are not directly controlled by one operator but requires the coordination of a large group of pilots and engineers. It allows the character to read charts and maps and to effectively plot a course for any vehicle they are aboard. With a successful skill check, the character can determine which way is north and if they are on a moving vessel, can determine their heading and speed in a rough sense. Finally this skill also covers familiarity with the ocean's trading routes and the types of craft and commerce most common along those routes.

Prowl: This skill represents the character's ability to hide and move silently while in the presence of an enemy or creature they do not wish to be detected by. This skill also allows the character to conceal themselves or others with the proper time and resources (properly camouflaging a tent, for example). This is typically a contest between the character's Prowl skill roll against the opposing creature's Perception. Environmental effects can modify the result of either skill depending on the situation, time of day, light source, concealing elements or other reasons based on player or GM reasoning.

Sciences: This specialized skill represents a character's knowledge of practical scientific concepts, operations, theories and experiments related to biology, chemistry and physics. It allows a character to analyze chemical and biological components, perform a variety of experiments, utilize alchemy for various purposes and research advanced scientific principles and theories.

Survival: The Survival skill represents the techniques that a person may use in order to sustain life in any type of natural or built environment. These techniques are meant to provide basic necessities for life which include food, water, and shelter. This skill enables the tracking of animals and supports proper knowledge and interactions with animals and plants to promote the sustaining of life over a period of time. Finally, the mind and its processes are critical to survival and this skill passively represents the character's will to live in a life-and-death situation.

Tinker: This skill is used to construct, modify, or repair mechanical objects like machinery, automatons, or submersible vehicles. It can also be used for nefarious purposes - to weaken or sabotage a mechanical device in order to cause a malfunction or outright failure. Tinkering also represents a character's understanding of the complex power sources (steam, solar, hydro) and mechanical systems that are integrated all throughout civilization. Finally, the Tinker skill is used to repair damage or injuries made to Remade characters. See the Medical skill for details and actions, applying the same rules and effects but just using this skill instead for the rolls.

BACKGROUNDS

Backgrounds represent a character's history, background, experience or profession. It is intentionally broad in description to allow for players to flesh out the details in regard to the type of character they wish to play in the game.

At a baseline, all **Backgrounds** give player characters the ability to recognize important people, organizations, signs and symbols of the society in which they grew up in. Many also give them additional knowledge skills, abilities or a contact as indicated below. When creating your character, choose **one** of these **Features**.

Finally, when selecting or creating a background, choose a detail about it that fits the description of your character. For example, if you chose an Academic origin, you might write *Researcher, College of Mathemagics* or if you chose a Military background, you might write *Tristanian Royal Marine*.

Academic

You spent your time growing up in the academic world as an alchemist, professor, researcher, apprentice, other science-oriented vocation. You listened to the greatest experts on the subjects that interest you, spent hours poring over manuscripts and tomes absorbing their knowledge or displayed an uncanny aptitude for a certain subject of interest.

Feature: Focused Education

Selecting this feature allows you to choose one skill from the following, either **Lore**, **Medical** or **Sciences** and increase it by 1 rank. This increase can allow you to start with the skill higher than the normal skill rank limit of 2 (to a maximum of 3).



Feature: Skilled Researcher

When you attempt to **gather information** about a subject related to the world of academia, you know where to find it, who to talk to regarding it or how to determine the best course of action in obtaining the information. This information usually comes from a library, museum, university, or a sage or other learned person or creature, but some information might be hidden away in ancient ruins or lost to history.

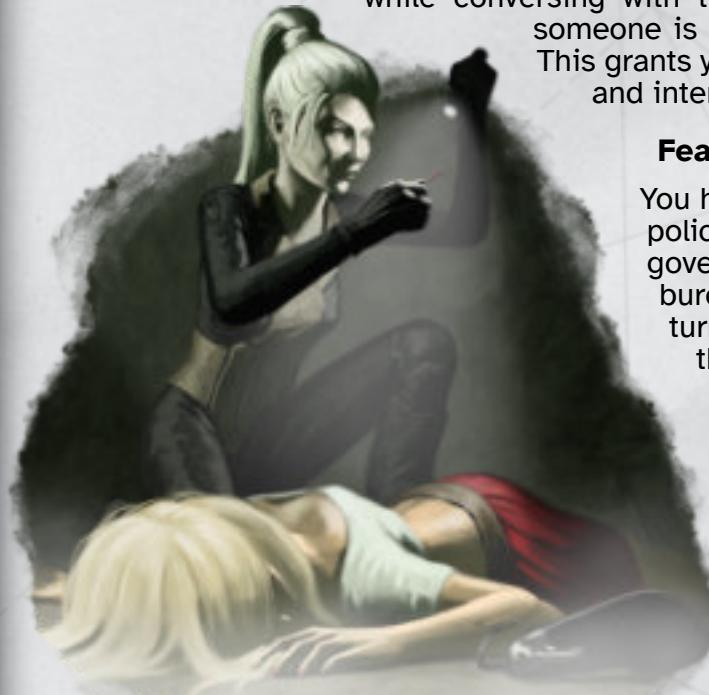
Law

You were born into a family of law bringers (Executioner parentage) or trained in a vocation to serve law and order. You might have been a judge, bailiff, sheriff, prosecutor or any other specialized profession in law.

Feature: Know People

You have a close contact in law enforcement that can aid you in various ways. They can help you with finding information, give you inside information or leads in regards to an investigation, perhaps even cover for any questionable actions you might take in your adventuring life.

Knowing people also means that you are good with reading their subtle body-language while conversing with them and have an innate knack for sensing if someone is being dishonest or noticing deceptive behavior. This grants you a +1 **Observation** skill bonus when observing and interacting with any sentient creature.



Military

You were a professional soldier, whether as a bodyguard for a noble family, a faceless conscript in a Solitary's Marine Corps, or a secret agent in the service of a wealthy mercantile trade union. When you choose this background, discuss with the GM or invent which military organization you were a part of, how far through its ranks you progressed, and what kind of experiences you had during your military career.

Feature: Military Rank

Your previous experience as a soldier has granted you with a military rank. Current soldiers of your former military organization still recognize your authority and influence, and they defer to you if they are of a lower rank. You may use your rank to exert influence over other soldiers or to requisition simple equipment or supplies. Finally, you can usually gain entry to friendly bases of operation or military structures, depending on your rank.

Feature: Covert Agent

You spent time as part of a specialized, covert military force and have developed special skills and training for the various operations you took part of. This could have left a sour taste in your mouth - perhaps your organization was responsible for clandestine operations that you did not agree with? Perhaps you left the special forces group after years of loyal service and still maintain those connections and training. Or maybe you

never left and are still available to them as a sleeper agent or are still on active duty. It's up to you to determine which special forces group, how secret they are and what exactly you did during that time.

Select a specialized training role from the list below and choose one of the two specialized skills with which to increase by **1 rank** (just like your Class and Species skill choices). This increase can allow you to start with the skill higher than the normal skill rank limit of 2 (to a maximum of 3).

- **Infiltrator** - Prowl or Survival
- **Saboteur** - Fitness or Tinker
- **Spy** - Deception or Observation

Noble

You were born into a noble family from one of the prominent Solitaries and your family wields significant political influence. You might be living the life of luxury, such as a dilettante or perhaps you come from a family caught up in Guild politics and the machinations within. Or maybe you come from a merchant or military family that has just been elevated to nobility through wealth or action. Come up with a history or story for your family and figure out how your character fits in to it.

Determine an appropriate title and how much authority that title carries. Unless your family has a presence on more than one Solitary, you will find that the benefits of such may not be as readily available when away from your home city. Once you've determined your noble title and the details regarding it, you should also spend time coming up with the details of your family and their influence on your character.

Feature: Privilege

Thanks to your heritage, most people are inclined to think the best of you. High society welcomes you, and people assume you have the right to be wherever you are. Commoners will do their best to be accommodating and avoid your displeasure, and others in this social circle treat you equally. Your privilege allows you to do or say things that could get other people into trouble. You can use this privilege to request an audience with a guild leader, noble ruler or other important people.

You have the service of three retainers loyal to your family. Your retainers are commoners who can perform mundane tasks for you, but they will not fight for you, will not follow you into clearly dangerous locations, and will leave if they are frequently endangered or abused. They also will generally not leave your noble family's home city unless there is good reason for them to do so.

Feature: Inheritor

You have inherited something of great value - not a business, parcel of land or wealth, but an important object that has been entrusted to your care. Maybe this object has come to you directly from a family member, by right of birth, or perhaps it was left to you by someone else important in your life - like a mentor, or teacher or close friend.

Choose an item that your character inherited from the following list or come up with your own: a letter, a document, or map; a trinket; a piece of jewelry; a mysterious gadget; a fancy or ancient weapon; a suit of armor or nethertech limb (perhaps if you're a Bastion, this is the armor you wear or if you're a Metal Thief, this is the cybernetic arm you use); an arcane tome; an archaic blueprint; a written story, song or poem.

Determine some details regarding your inherited item. Why is it so important? What's its history? Does it provide you with some form of advantage or bonus? You may prefer that the GM invent these details as part of the game, allowing you to learn more about your inheritance as your character does.

Trade

You grew up as a merchant, mechanic, engineer, factory worker, kelpmonger or some other type of tradesperson. Countless hours have been spent honing your craft, inventing fantastic devices, or learning how to refine fuel for the solar cores that power the solitaires and various other underwater vehicles. When selecting this background, choose a trade that your character is focused on: **Chemist, Engineer, Mechanic, Kelpmonger, Shopkeeper, Smith, Trader** or something of your own choosing.

Feature: Artisan

Choosing this feature increases your character's **Tinker** skill by 1 rank. This increase can allow you to start higher than the normal limit of 2, to a maximum of 3. When crafting any item (see **Crafting** on pg. **TBD**), you get one automatic boost of your choice, in addition to the option of spending shekels to increase the quantity of items (if a consumable) or in adding a special ability (if a piece of equipment).



Feature: Guild Membership

You are a respected member of one of your home city's guilds and can rely on special benefits that your membership provides. You have access to a guild workshop (if you're a craftsman) or trade hall (if you're a merchant) with the machines, tools and resources necessary to practice your trade. Your fellow guild members will provide you with lodging and food if necessary. This workshop also provides various contacts throughout the trade unions and can be used to procure **rare materials** for crafting. Finally, you can also use the workshop as supplemental income during your time between adventures.

You are required to pay dues to maintain your guild membership - a modest sum of 5 crowns per month is all that is needed to preserve the privileges and benefits the guild provides.

Underworld

You grew up alone and poor on the mean streets of the solitaires. With no one to provide for you, you had to scrounge and salvage to survive. You learned how to protect yourself from other less scrupulous individuals. You've slept on rooftops, in alleyways and other inhospitable places. You've survived against all odds and come out wiser and stronger than most would know or believe.

Feature: Streetwise

Selecting this feature allows you to choose one skill from the following, either **Deception**, **Prowl** or **Survival** and increase it by 1 rank. This increase can allow you to start with the skill higher than the normal skill rank limit of 2 (to a maximum of 3).

Your upbringing in the unsavory elements of society also grants your character the ability to speak a slang language to those with underworld ties. This language allows you to converse openly without drawing attention to yourself or others.

Feature: Silver Tongue

Your oratory skills are particularly eloquent, artful, seductive, or persuasive. You have the ability to talk in a very pleasing and polite way to make people do what you want. This gives you a +2 skill bonus to **Persuasion** or **Deception** in conversations with any sentient creature that understands you. You can also use your silver tongue in negotiations or bartering with others to ensure you get the best deal possible.

Custom Background

Feel free to work with your GM to create your own **Background** or **Background Feature** if none of the ones provided resonate with you.



DESTINY AND FATE

In **Fated Seas**, each character's destiny lies fully in each player's hands. As stewards of their goals and aspirations, the player is responsible for their character's actions and how they will achieve their goals. They are also responsible for determining the outcome of fulfilling their character's destiny. It is the Game Masters obligation to assist players in reaching the goals of their characters and to weave those stories within the greater fabric of the experience.

Destiny is most commonly known the power or agency that determines the course of events. It is the manifestation of the Will to Live, which is both living fate and choice overrunning fate. A more modern philosophical view, called Determinism, is that all events are determined completely by previously existing causes. It can be defined as the notion that all intents or actions are causally determined by the culmination of an agent's existing circumstances. Essentially, everything that happens is determined by things that have already happened.

Fate, or fortune, represents the balance of power in the world and how it affects each person in their actions. Fate, also called "Lady Luck" or "The Fates" by some, is about the closest thing to a belief system in the world as life on the ocean requires not only fortitude and perseverance, but also a lot of luck in order to thrive and survive. All denizens of the world believe in Fate a little bit - but some put a lot more faith in it than others. Regardless, everyone can tempt or bargain with Fate in regards to the outcome of a choice or situation, but more often than not, this action has a cost.

DESTINY

Whether you believe in destiny or not, every character has *something* influencing their future, even if it's their own actions.

Write down three aspirations or goals you have for your character, and what your character wants to achieve over the course of the campaign. This should have two parts. First is the **goal** that your character wants to attain. Second is a **sense of the outcome or complication** that might ensue once the goal is achieved—for good or for ill.

One of your destiny goals should be an **immediate** goal, one should be a **long term** goal, and one should be a goal that **concludes** your character arc at the end of the campaign. You don't have to decide on all three goals at the start. You can choose your immediate goal now and think about the other two while you get a feel for the tone of the campaign.

While these goals help your character stay motivated, they also help the Game Master create interesting stories that directly relate to your character. Your three destiny goals help the GM shape the campaign by determining what challenges or rewards to put in your path.

Each time you complete a destiny goal, your character gains a mechanical benefit, special item or powerful ability as a reward. Work with your Game Master to devise something appropriate.

You can roll 2d12 on the Destiny table for a random goal or pick one that suits your desires or whims. If the goal isn't a perfect fit for your character, you can tweak it, roll again to find one that works better or just invent your own!

Destiny Goals

Roll	Destiny
2	I will discover the truth about my heritage and embrace the secrets revealed to me. Doing so will change my world view dramatically.
3	I will steal the treasure ("legitimate salvage") from a Founders Lodge expedition. That wealth will make me happy, but it will also draw the attention of many unsavory characters.
4	I will witness a horrible injustice, root out and hunt down the evil-doers and become a Hand of Vengeance. Do the ends justify the means?
5	I will discover an ancient artifact and become famous, but doing so will awaken a long slumbering evil.
6	I will anger a powerful entity and it will hunt me in retribution. As it does so, others will suffer and I will pay the price.
7	I will explore a location of profound significance and this discovery will set societal events in motion beyond my control.
8	I will discover a secret fanatically guarded by the Merrow Kingdoms . This knowledge will open my mind to a terrifying truth.
9	I will meet an ancient mythical creature and live to tell the tale. This will attract the unwanted attention of a powerful foe.
10	I will slay the creature that killed my parents or other close family member(s). After its defeat, I may question my purpose in life.
11	I will accidentally destroy something important to me and try to hide the evidence. Another person will suffer for it.
12	My actions will lead to the death of a popular and powerful individual. I will know exactly who killed them, but no one will believe me.
13	I will become the heir to a powerful individual, corporation or organization and change the dynamics of local power profoundly.
14	I will befriend a creature from the deep and travel throughout the ocean with it. Others will envy me for the bond I have with this creature.
15	I will become a champion of the people and restore peace and order to a strife-ridden region. Doing so will change the political landscape in a profound way.
16	I will journey to the edges of the earth and find an artifact with the power of affecting great change. I will become a target for many who desire its power.
17	I will join a monastic order in Erebus Vault and learn the power of "wonder-working". Mastering this ability will come at a great cost.
18	I will become the head of a prestigious university in Know Hope , but will make a mortal enemy in the process.
19	I will bargain for power with an ancient spirit, but doing so will attract the attention of the Somber Chalice .

20	I will meet the Hammerhead of Covenshark without knowing who they are. This moment of uncertainty will reveal a new path in life.
21	I will destroy a powerful artifact to save the lives of others, but doing so will have unimaginable consequences.
22	I will intentionally (or unintentionally) unseat one of the Bright Queens of Tristania . This will cause the political structure to shift dramatically in some way.
23	I will harness the power of Miasma and destroy something that cannot be replaced or restored, all for a noble cause.
24	I will discover the truth surrounding the identity of Dread Pirate Roberts and become the next one.

For the Game Master

If you are the GM of your group, consider how long you want the campaign to run. Each player will eventually create three Destiny goals for their characters, all of which need to be achieved by the end of the campaign. If you take the number of game sessions you anticipate your campaign lasting and divide it by the number of goals laid down by all your players, you'll have the average number of sessions it should take for one player to complete one goal.

If it feels like the characters are completing their goals too quickly, remember that it's more interesting for players to achieve their goals rapidly rather than if they have to slog through a story that has nothing to do with them. Find a pacing that works for you and your group of players.

Rewarding Destiny Goals

Each time a character completes one of their three destiny goals, they gain some kind of reward. This reward or outcome might have been previously determined by the player and GM during character creation (or perhaps later in the campaign). Additionally, the GM has, at their discretion, the ability to add additional consequences or outcomes as part of the resolution to the goal, if something supremely interesting or profound resulted.

TBD: Reward Ideas

FATE

Fate allows the players to mold or influence situations, actions and outcomes in order to manipulate or better fit the vision they have for their characters according to their **Destiny**. All players begin each game session with **1 Fate Point**, which can be used for a variety of purposes to influence or change the outcome of their character's actions. When a player uses a Fate point, that Fate point is then given to the GM, who can conversely use it for their own purpose in order to hinder or provide complications (i.e. 'conflict') for your character. A transferred Fate point, by either GM or players, cannot be used to influence the originating action until that action is resolved.

Using Fate In Game

Players can use their Fate Points for a variety of purposes - in social encounters, during exploration, investigation and especially during combat. Unless otherwise stated, a player can only spend their Fate Points during their turn, but spending a Fate Point does not take an Action. Players can sometimes use Fate Points to interrupt or react to another player's or GM's action.

NON-COMBAT USES

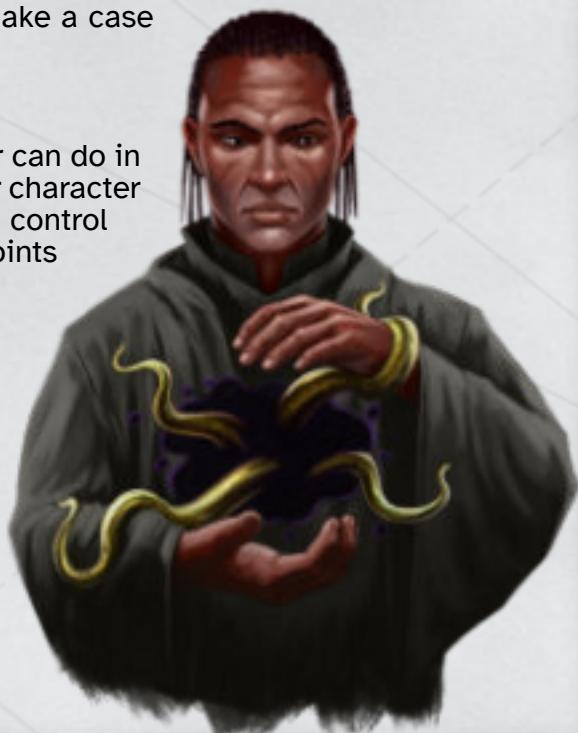
- Compel a character (PC or NPC) to take an action or behavior (within reason).
- Change the disposition of an NPC to be more or less friendly.
- Re-roll any amount of dice after making a skill check.
- Retroactively add +2 to a dice roll.
- Gain advantage on a Skill Check or Resistance roll (add 1 extra d12 to the roll and take the highest two dice).
- When drawing a card from anywhere. If you don't like that card, you may bury it at the bottom of the deck and draw a new card.
- Miscellaneous Use: if the player can make a good reason why they should be able to use a Fate Point, they can make a case for it to the other players & GM.

COMBAT USES

Fate plays a big part in determining what your character can do in combat based on the options provided by the cards your character has. This is called your Hand of Fate. While you cannot control Fate, you can bargain with it through the use of Fate Points to gain a powerful advantage or ability.

At any time during the combat, you can spend Fate Point to do the following:

- Draw a random card from your Discard pile
- Re-roll any dice
- Gain 1 Action



SPENT FATE POINTS

Regardless of when a Fate Point is spent, it is given to the GM, who can then use it for a variety of purposes (in and out of combat).

- Force a player to re-roll the dice
- Compel a character to take some action or behavior
- Dodge or negate a powerful Attack from a player

The GM then returns the Fate Point to the players, who can then determine who among them gets it. This is one of the only ways a player can acquire more than **1 Fate Point** this way (aside from Sirin characters, who all start with **2 Fate Points**).



THE SEVEN GREAT GUILDS

Once all players have finished creating their characters by choosing a **Class**, their **Species**, their **Origin**, and determining their character's **Destiny**, they need to work together in selecting one of the seven guilds they are agents for in the city of Tristania.

All guilds have different goals and methods for searching for, and claiming the secrets within the Dreamlands. Ultimately, this decision can determine the style and tone of game the players want to experience.

Each Guild is detailed more thoroughly in **Chapter 7: Tristania (page 80)**, but a brief summary of each is below, with examples of how each one might change the tone or style of the game, depending on the players wishes.

The Archon

"The Fire In Our Throats"

If you want to harness the infinite wealth and power of the Antediluvians, choose the Archon as your patron agency.

Selecting this guild represents an unscrupulous style of play that focuses on a group of power-hungry individuals wishing to either dominate or subjugate the world by finding artifacts or locations of great power and exploiting them for their own desires. This could end up focusing the game in any of the different styles of play - heavy on combat, exploration or political situations. If the players want to be "bad guys" or play in a *morally gray* environment, the Archon might be a good choice.

Duskbreakers

"Reign of Light"

If you want to play a group of righteous warriors on a crusade to claim ancient relics of power in order to triumph over evil, choose the Duskbreakers as your patron agency. Structured as a paramilitary order, all members start at the bottom as Watchmen, but eventually grow into valuable specialized roles within the order.

Selecting this guild focuses the game more heavily on combat - tracking down ancient enemies, reclaiming artifacts of power and using them to smite evil wherever it hides. This style of game could be played as a "heroes against the darkness" style of game.

Eternal Pact

"Calculating Infinity"

If you want to play as members of a secretive, mystical order obsessed with changing the past, present and future, choose the Eternal Pact as your patron agency. While viewed as no more than a cult by outsiders, members of this group refer to themselves as Adherents.

Selecting this guild represents a more balanced experience of combat, exploration and social experiences with an added twist of "unfathomable truths". If you are a fan of esoteric magic, forbidden knowledge and horrifying monsters that could turn your characters into gibbering madmen, this choice could facilitate that style of game.

Founders Lodge

"Fortune and Glory"

If you want to play a group of treasure hunters intent upon discovering the location of ancient riches and acquiring vast wealth, choose the Founders Lodge as your patron agency.

Selecting this guild focuses the game style more on dungeon delving and exploration with a fair amount of combat, because most treasures are not left unguarded. It also facilitates a *morally gray* environment to play within, as "legitimate" salvage may not always be the case.

Lodestar Hall

"Eyes Always Open"

If you want to play a group of intrepid explorers or seekers of knowledge, pick Lodestar Hall as your patron agency.

Selecting this guild focuses the experience primarily around exploration and combat, as those of Lodestar Hall are not only the keepers and protectors of knowledge but also voracious seekers of it.

The game could be a political game of espionage or intrigue (perhaps Lodestar Hall has been infiltrated and some of their secret documents have gone missing?). Perhaps the game is more about the players needing to travel to recently discovered antediluvian ruins to retrieve tablets of ancient knowledge? Many options lie in a game involving this group and their desire to discover the location of the Dreamlands and decipher the secrets within.

The Solitaire

"Unfettered Soul"

If you are obsessed with living in a Utopian society where freedom is key and all your earthly desires are provided for, choose the Solitaire as your patron agency.

Selecting this guild represents a more free-form, sandbox style of play. If you are less interested in the scavenger hunt aspect of the game and want something completely different or open-ended, you could all choose the Solitaire as your guild. This provides players the opportunity to tell their own stories or facilitates the GM running a game which deviates from anything standard or within the scope of the other guilds. This decision could also represent a "Choose Your Own Adventure" or "Monster of the Week" styled game as well.

Unwound Coil

"Harness the Vanishing Point"

If you want to play a group obsessed with escaping the physical realm and embracing the freedom of space and time, choose the Unwound Coil as your patron agency. Members of this group are known as Excarnates.

Selecting this guild represents a more balanced experience of combat, exploration and social experiences. The exploration side of the game could be developed into something metaphysical and far out in terms of subject matter and where the game goes long term. A game about traveling into other dimensions and different time periods would fit within the scope of the Unwound Coil and their desire to seek the Dreamlands in space and time.

CHAPTER 3: EQUIPMENT

Your character begins the game with functional weapons, armor and other pieces of equipment that make them effective but do not provide any other appreciable benefit. You decide how your character gained their starting equipment. Perhaps your character purchased this gear as they grew up. Perhaps they inherited it. Maybe their starting gear was given to them as part of their military service? Or maybe they stole it all just to survive? Or maybe a combination of all these things?

Weapons, armor, clothes, tools and other items can have varying quality levels depending on the skill of the person that crafted the item. Other items, like potions, do not vary in effect based on their quality level and instead will simply create multiples of the item when successfully crafted with a high enough roll. For all intents & purposes, your character's starting gear is all considered to be of a **simple** quality level.

Quality Levels

Simple

This is the default quality level for all equipment in the game. While simple pieces of equipment are effective and get the job done, they do not give any appreciable benefit to the character. They are easy to craft by those with the appropriate skill and tools.

Masterwork

A masterwork item typically gives a +1 bonus to a skill, resistance, some other statistic or dice roll. Masterwork items require a considerable amount of skill and material components to craft.

Imbued

Imbued items are extremely difficult to craft, requiring vast amounts of material components and high-level of magical knowledge and mechanical skill. Imbued items provide a special ability, effect or bonus listed on them and are represented by a card that will be given to your character when found or created. Imbued item cards are not added to your deck, but are instead placed on the table somewhere near your character sheet.

Artifact

Artifacts cannot be crafted and are only found in the world's ruins, lost continents or other dangerous and forgotten places. Artifacts are considered magic items, ancient technology, or archaic relics and are all represented by a card that will be given to your character when found. As with imbued items, artifact cards are not added to your deck, and are instead placed on the table somewhere near your character sheet. They are generally unique and provide special effects or abilities not easily found or duplicated elsewhere.

EQUIPMENT TABLES

Armor & Weapons

NAME	COST (shekels)	LOAD
Suit of armor (light or heavy)	20	1
Shield (buckler, kite, round)	10	1
One-handed melee weapon	12	1
Two-handed melee weapon	22	2
One-handed ranged/thrown weapon	15	1
Two-handed ranged weapon	25	2

Armor Rules & Descriptions

Suit of armor: Armor worn by various people around the world range from thick plated suits to light, flexible pieces of leather or hide. In general, all pieces of armor can be broken down into two distinct types, **light** or **heavy**.

Light armor: Wearing light armor (or wearing no armor) increases a character's **Move** value by 1. Padded cloth, leather, hides & studded leather armor are all examples of light armor.

Heavy armor: Wearing heavy armor increases a character's **Protection** value by 1. Brigandine, chain mail, and platemail are all examples of heavy armor.

Shield: Shields are held in one hand and are used to intercept or block attacks. Shields may or may not be strapped to the wrist or forearm. Shields vary greatly in size and shape, ranging from large panels that protect the user's whole body (like a tower shield) to small models (like a buckler). Shields increase the user's **Protection** value by 1.

Free Hand: If your character has one hand free, your **Hand Size** limit is increased by 1. For most characters, this allows them to have 8 cards in their hands instead of the default 7.

Armor Stats

NAME	SIMPLE BONUS	MASTERWORK BONUS
Light Armor	+1 Move	Add +1 to Intuition Resistance
Heavy Armor	+1 Protection	Add +1 to Grit Resistance
Shield (buckler, kite, round)	+1 Protection	Add +1 to Willpower Resistance

Weapon Rules & Descriptions

Every weapon equipped by the player's character gives them a card which can be played as an action to allow their character (see **Chapter 4: Combat** on page 46) to attack an enemy within the specified range. This action is called a **Weapon Attack** and can be taken during your combat turn as one of your actions. Simple and Masterwork weapons only deal damage when used with this action, but Imbued and Artifact weapons have other powers or abilities which can be used while also taking this action or in other ways as listed on the card.

Melee weapon (1-handed): One handed melee weapons are diverse in usage and capabilities. They can be daggers, longswords, handaxes, maces, clubs, sabers or other types of blunt, slashing or piercing weapons.

Melee weapon (2-handed): Two handed melee weapons are battle-axes, greatswords, spears, warhammers, pole-arms or some other type of large weapon providing distance and reach to the wielder.

Ranged weapon (1-handed): One handed ranged weapons are conventional pistols, hand crossbows or some other nimble and quick firing projectile weapon.

Ranged weapon (2-handed): Two handed ranged weapons are conventional rifles, crossbows and bows. They are large and unwieldy, but can deal tremendous damage. They are usually slow to reload.

Thrown weapon: These weapons are designed to be thrown at a target, usually at short range. Examples of these weapons are javelins, daggers, throwing axes, darts and even rocks in the right hands.

Ancient weapon: These weapons require either specialized training, are rare weapons of war from the calamity or are wielded by fringe societies and cultures. Some examples are monofilament swords, harpoon launchers, chain weapons, and energy weapons (like plasma or laser).

Weapon Statistics

NAME	SIMPLE STATS	MASTERWORK BONUS
One-handed melee weapon	5 damage	Add +1 damage to Melee Attack cards
Two-handed melee weapon	7 damage	Cards with a range of 1 (Melee) are considered to have Range 2
One-handed ranged weapon	4 damage	Add +1 damage to Range 5 attack cards
Two-handed ranged weapon	4 damage	Add +1 damage to Range 10 attack cards
Thrown weapon	4 damage Does not provoke	Increase range and damage by 1
Ancient weapon	6 damage	Special depending on type

Crafting Armor and Weapons

In order to craft armor or a weapon, the character must first buy the material components, which equals half the cost value of the item, then make a skill check using the **Tinker** skill against the listed **Difficulty Value (DV)**.

Quality Levels	Crafting Skill	DV
Simple	Tinker	11
Masterwork	Tinker	21

Bombs & Explosives

NAME	COST (shekels)	LOAD	CRAFTING SKILL(S) & DV
Black Smoke Bomb	7	1	Lore: 15 and Sciences: 15
Convulsion Bomb	20	1	Sciences: 15 and Tinker: 15
Glitterbomb	20	1	Lore: 15 and Sciences: 15
Inferno Grenade	25	1	Sciences: 15 and Tinker: 15
Thunderstrike Grenade	20	1	Tinker: 20

Rules and Descriptions for Bombs & Explosives

Bombs can be thrown or dropped as an action in combat. Most can be set up with a timed delay or triggered through another device, with the **Tinker** skill.

Black Smoke Bomb: This bomb, when detonated, releases a poisonous cloud that spreads into a 3-by-3 square radius area. An unprotected creature that ends their turn in a square with the gas takes **2 Poison** damage. The cloud lasts for two turns, then disperses.

Some equipment, like a respirator protects creatures from the harmful fumes. Some creatures, like Remade and Thanatae are also unaffected, as they do not need to breathe to survive.

Convulsion Bomb: This bomb, when detonated, explodes into an electro-magnetic shock wave in a 5 square radius area. This bomb wreaks havoc on mechanical and electronic devices, instantly disabling them until they are repaired by someone using the Tinker skill (usually a DV 10 skill check). Some creatures, like Remade, are **Stunned** by the explosion if they fail a **Willpower Resistance** check against a DV of **15**.

Glitterbomb: This bomb detonates into fine, sparkling dust which fills a 3-by-3 square radius area. The dust persists for 3 rounds. Creatures that start their turn or enter into the area are **Staggered** and cannot become invisible or use the **Prowl** skill.

Inferno Grenade: This is a smaller explosive that can be easily thrown up to 5 squares away. When detonated, it releases a conflagration of fire into a 3-by-3 square radius area. This explosion causes **5 damage** to all creatures and objects in the area of effect and also adds **1 Burn** card to any Player Character's deck or causes a non-player character to **Burn**.

Thunderstrike Grenade: This explosive detonates into a 2-by-2 square radius area and releases small armor-piercing shards shredding all targets in the area of effect. Those within the area of the explosion take **5 damage**, ignoring up to **2 points of Protection**.

Chemicals and Elixirs

NAME	COST (shekels)	LOAD	CRAFTING SKILL & DV
Alchemist's Fire	200	0	Sciences: 21
Aquarius Elixir	100	0	Sciences: 10
Dissolvent	50	0	Sciences: 15
Elixir Vitae	120	0	Medical: 15
Feelgood Elixir	150	0	Medical: 15
Grey Goo	150	0	Sciences: 15
Ironclad Elixir	150	0	Sciences: 15
Quicksilver Elixir	120	0	Sciences: 15
Tidal Force Elixir	120	0	Sciences: 15
Thunderbolt Elixir	250	0	Sciences: 21

Chemical and Elixir Descriptions

An **Elixir** needs to be consumed slowly to allow for full effect. However, the boons they provide are generally powerful and longer lasting than a potion or other fast-acting, beneficial boon.

Alchemist's Fire: An oily, smoky substance that explodes violently when thrown or dropped. The oil sticks to whatever surface it's thrown upon, which makes it difficult and painful to extinguish. When a character is affected by Alchemist's Fire, add three **Burn** cards to the character's deck. Non-player characters suffer the Burn status until they are able to take an action to remove it.

Aquarius Elixir: Consuming this elixir allows the user to breath underwater for up to 4 hours.

Desolvent: Considered to be a "universal solvent", this fluid immediately counters and nullifies the effects of other liquids & chemicals.

Elixir Vitae: This elixir, when consumed, nullifies the effects from noxious chemicals and ingested poisons immediately.

Grey Goo: This grayish-brown paste permanently binds objects together quickly. It can only be dissolved by a Desolvent.

Feelgood Elixir: When consumed, the user immediately regains **10 Health** or can remove **1 Wound** card from their deck.

Quicksilver Elixir: When consumed, the user regenerates **2 Health** at the end of their turn. This effect lasts for **5 rounds**.

Ironclad Elixir: When consumed, the user immediately increases their **Protection** by **1** for two hours.

Tidal Force Elixir: When consumed, the user can swim efficiently while underwater. Your movement speed is equal to your terrestrial speed.

Thunderbolt Elixir: When consumed, the user gains a **+1 Move** bonus for 5 rounds in combat or for 1 minute (out of combat).

Crafting Chemicals & Elixirs

In order to craft chemicals, elixirs and other alchemical substances, the character must first buy the material components, which equals half the cost value of the item, then make an appropriate skill check against the listed **Difficulty Value (DV)**. They also will need access to specialized equipment and space for this intricate and sometimes dangerous work.

Since these items don't fluctuate in quality (you're either successful or not), successfully making the skill check against the target **difficulty value** yields the creation of 1 item. However, if the character rolls exceedingly well, they will generate bonus items depending on how well they rolled over the target **DV**.

- Skill check roll was **5 or greater than** the target **DV** = Craft 1 additional item
- Skill check roll was **10 or greater than** the target **DV** = Craft 2 additional items
- Skill check roll was **15 or greater than** the target **DV** = Craft 3 additional items



Gadgets

NAME	EFFECT	COST (shekels)	LOAD	CRAFTING SKILL(S) & DV
Darklight Goggles/Mask	Allows the user to see in low or no light situations. Should not be worn in normal or well lit areas or risk blindness.	400	1	Tinker: 21 Sciences: 21
Fathometer	An echo sounding device used to determine relative depth of a submersible. Useful for underwater navigation, especially when paired with a Gyrocompass.	175		Tinker: 15 Sciences: 15
Gyrocompass	Allows the user to determine rough position geographically. Useful for navigation under the water. Much more useful when combined with a Fathometer.	150	1	Tinker: 15 Sciences: 15
Skeleton Key	This gadget, when given enough time, will automatically pick the lock of any mechanical door (those that use a regular key).	300	1	Tinker: 21 (2 rolls)
Timepiece	Allows the user to precisely determine the time-of-day based on a 24 hour clock.	1000	0	Tinker: 15 (3 rolls)
Voltaic Cell	Can be used to generate an electrical charge, which then plugs into various devices to provide electricity. Provides power for up to 4 hours.	500	1	Sciences: 21
Wristbow	This small gadget is easily concealed and counts as a hand crossbow, but can also be used to fire a grappling hook or for other uses.	600	1	Tinker: 21

Crafting a Gadget

In order to craft a gadget, the character must first buy the material components, which equals half the cost value of the item, then make an appropriate skill check against the listed **Difficulty Value (DV)**. Some gadgets require multiple rolls to successfully craft. They will either have the multiple skills listed or will state in parentheses how many rolls are required to be successful (example: 2 rolls).

Gear

NAME	COST (shekels)	LOAD	CRAFTING SKILL(S) & DV
Arcane Implements	7	1	Lore: 15 and Sciences: 15
Backpack	15	-3	Tinker :15
Bedroll	5	1	Tinker: 10
Climbing Gear	12	1	Tinker: 15 (3 rolls)
Clothes, common	2	1	Knowledge: 10
Clothes, fancy	5	1	Knowledge: 21
Clothes, work	2	1	Knowledge: 6
Crowbar	6	1	Tinker: 10
Journal	10	0	Lore: 10
Lantern	8	1	Tinker: 15
Medical Bag	15	1	Medical: 15 (3 rolls)
Shovel	4	1	Tinker: 10
Tinkering Tools	12	1	Tinker: 15 (3 rolls)



CHAPTER 4: COMBAT

It is inevitable that you will eventually encounter a creature or foe that you won't be able to talk your way out of a fight with. In those cases, you are thrust into combat! This is where you will use the 15 card deck you built during character creation. Before the combat begins and at the end of your character's turn, you must draw 5 cards from your deck and put them into your hand. These cards will be used as part of the actions you can take during your turn.

Combat in the game is designed to be played on a standard square grid mat. All ranges and distances in combat are referred to by squares or indicate an area-of-effect as a square radius. While it can be assumed that each square equals an standardized amount of distance, like 5 feet, this number it isn't as important as it is in other games to simplify the amount of math required to play. While it's not necessary to play on a table or with a battle-mat, combat is a more engaging experience with miniatures and a sweet-looking hand drawn battlefield (at a minimum).

COMBAT ROUND - STEP-BY-STEP

1. ESTABLISH THE SCENE

The GM and players should determine if any characters on either side are **surprised**, have **advantage** or **disadvantage** at the beginning of the battle. All player characters and non-player characters should be placed on the battlefield in their starting position (unless some NPCs are hidden from the players due to line-of-sight or use of the prowl skill). This step is important primarily for the first round of combat, as things can change dramatically and quickly between rounds. Feel free to adjust or expound upon this at the beginning of each round if necessary.

2. DETERMINE INITIATIVE

At the beginning of combat, you roll 2d12 and add your skill bonus for one of two skills (whichever is highest): either **Fitness** or **Observation**. A higher number is considered "faster" than a lower number and thus will go earlier in the combat round (before lower numbers). NPCs (friendly, neutral or enemy) do not roll Initiative and just use the value indicated in their statistics.

3. TAKE TURNS

All characters refresh to 3 actions at the beginning of their turn. These actions are used for a variety of purposes: to move their character, play cards from their hand, use weapon attacks or to focus on gaining a powerful ability, maneuvering to a better position or taking a moment to heal their wounds.

The players are able to take the following actions with their characters during their turn in any order they choose.

Standard Actions

- **Move:** Your character may move a number of squares on the board equal to their **Move** value (the default movement speed for most characters is 5). You cannot move through a square with enemies, but may move through allied squares during your Move action.
- **Play Card:** You may play a card from your hand. Most cards have a difficulty value which requires you to roll 2d12 and add the relevant attribute modifier (either **Grit**, **Intuition** or **Willpower**). If your total is equal to or above the difficulty value, the card play is

considered a success and you can then resolve the effect on the target or targets specified. You do not need to play all your cards at once - you may wish to intersperse them between other actions, like a **Move** action. Some card effects allow you to spend **Energy** in order to boost the effects of the card being played or to gain some kind of bonus. **Energy** is spent by discarding another card from your hand and using it for the **Energy** value located in the lower-left corner of the card. A card spent in this way is considered **Exhausted** and can be returned to your Hand by using a **Ready** action.

- **Draw 2 Cards:** You can spend an action to draw 2 cards from your Deck.
- **Ready:** You can return an **Exhausted** card to your **Hand** by taking this action. Cards are typically exhausted when spent for **Energy**, but some cards are also **Exhausted** just by playing them (representing a weapon that needs reloaded, for example).
- **Recover:** Taking a recover action does two things for your character:
 1. Regain **one-fourth** ($\frac{1}{4}$) (rounded down) of your characters maximum **Health**.
 2. Place all **discarded** cards into your **Draw** pile. **Draw 1** card. This card can be used immediately.
- **Weapon Attack:** You may take the action of one of your equipped weapon **Attack** cards to target an enemy in range, dealing the damage listed to the target. You may only take this action once per turn, but the card is not discarded - instead it is rotated to indicate it has been used during this round. **Weapon Attack** cards automatically ready at the beginning of your character's next turn.

Free Actions

Some actions, like drinking a potion, drawing a weapon, giving an item to another, picking up something off the ground are considered free. You can take up to 2 free actions a turn. Additionally, using a **Fate Point** is considered a Free Action, but does not count as one of the free actions you are permitted to take during your turn.

Reactions

Some actions or cards allow you to take a reaction to something that just happened in the combat. When this happens, resolve the effects of the reaction first before proceeding with the rest of the action that provoked it. Additionally, you are allowed to use a **Fate Point** in reaction to an unfavorable outcome or critical moment where you really want your character to succeed.

End of Turn

At the end of your turn, if your character has any cards in their Draw pile, draw as many needed to return to your maximum Hand Size (7 is default or 8 if your character has one hand free of equipped items).

4. END OF ROUND

Once all participants of the battle have taken a turn, the round ends. Repeat Step 3 until the combat is over. Any cards that were rotated after being used are readied by rotating them back to a vertical position.

SPECIAL RULES

ADVANTAGE and DISADVANTAGE

Advantages and **Disadvantages** can be gained both in combat or in social situations. Some combat situations and card effects can grant a character or group of characters **Advantage**. Gaining **Advantage** during a social situation can be granted by a player intimidating or persuading someone, having information valuable to the person they are interacting with, plain ol' bribery, or other methods & ideas that players come up with during play. It's up to the GM to determine if the players would have either during a session based on a variety of factors.

Advantage: A character that gains **advantage** can immediately use it to gain one of these effects:

1. Roll an additional d12 as part of the attack action or skill challenge and take the highest two dice as the result.
2. Can **Shift 2** squares immediately or during their combat turn.
3. Can add a **+2 bonus** to their next played card or skill check.

Disadvantage: A character that has **disadvantage** is affected by a penalty either determined by the GM or negotiated by players with the GM. If the player can make a sufficient case for a different penalty to affect them, the GM can allow it - especially if it allows fun role-playing or a crazy combat situation.

1. Roll an additional d12 as part of the attack action or skill challenge and take the lowest two dice as the result.
2. The character might have a **-2 penalty** to a skill check.
3. The character is not permitted to take any **Shift** actions during their combat turn.

CRITICAL HIT

While rolling the dice for any reason, if you roll an unmodified 12 and an unmodified 10+, that roll is considered a critical hit. If the roll was for a card played in combat, double all the damage or healing gained from that card's effects.

If the critical hit was rolled for a skill or resistance check, you gain a bonus of some sort relevant to the situation. This bonus can be invented by yourself or any other player at the table, if it makes sense and if the GM agrees with you.

COVER

There are two types of cover in the game - **partial** and **full**. **Partial** cover is either an object that partially obscures their whole body, like foliage and branches, a low wall or a large piece of furniture. **Full** cover is something that completely obscures the character - like a metal wall, a piece of machinery or a heavy steel door.

Partial Cover: Provides a temporary **Protection** amount of 1 for as long as the character is obscured by it.

Full Cover: Provides a temporary **Protection** amount of 2 for as long as the character is obscured by it.

The **Protection** gained from either types of cover stacks with any other amount the character may already have. A character only gains this **protection** amount if they end their combat turn next to a cover providing object.

Destroying Cover

If the cover item takes enough damage equal to 5 times its Protection (**5 for Partial, 10 for Full**) amount, the cover item is considered destroyed or ruined beyond usefulness and no longer provides cover to any characters.

DEATH

When a non-player character (NPC) is defeated in battle, they are assumed to be killed by their foes (either the player characters or other non-player characters). If players want to knock out or disable an opponent without killing them, they need to let the GM know this before they make their next attack. It is assumed the players assault the enemy to the point of unconsciousness, but do not make any killing blows.

Player Characters can also be killed, but it's a more difficult process for enemies to accomplish. When a character's **Health** reaches 0, they go into what is called a **Downed** state. They can only take a **Shift 1** action during their turn. They are not allowed to play any cards, unless a card or effect states otherwise. A downed player can still be attacked and damaged by enemies and their abilities. If the downed character takes enough damage equal to over $\frac{1}{2}$ their **maximum Health** (rounded down), then they are slain. This is called a character's **Death Threshold** and is the only way for a player character to die.

Example: Tony's character, Mortimer has a maximum **Health** value of 25. His **Death Threshold** value is half of that, rounded down, so 12 HP.

Reviving a Downed Character

Any other player can revive a **Downed** character by moving adjacent to them and discarding 3 cards from their **Hand**. The downed character stands up immediately and regains **one-fourth** ($\frac{1}{4}$) of their maximum **Health**.

Cards that restore or recover **Health** will not revive a downed character, but can be used on a player character after they have been revived.

DIFFICULT TERRAIN

Many combat locations have terrain features or objects that interfere with movement of the combatants in unexpected or difficult ways. A square that is considered difficult terrain counts as two squares for the purposes of calculating movement. Pieces of furniture, bits of destroyed equipment or rubble and shallow, murky water are all examples of difficult terrain.

OPPORTUNITY ATTACKS

Combat is a quick and messy affair and while moving without regard is sometimes necessary, characters need to be mindful of their actions or suffer the consequences for hasty or careless movement.

If a character starts their turn next to or moves into a square adjacent to an enemy, they are considered **engaged** with that enemy. Moving out of a square adjacent to an engaged enemy provokes an **Opportunity Attack**, which for an NPC is indicated in their game statistics or for a player, one of their equipped **melee** or **thrown** weapons damage cards (**Strike** or **Throw**).

The safest way to move away from an engaged enemy is by using an action that allows you to **Shift**. Additionally, **Pushing** and **Pulling** a creature does not provoke an **Opportunity Attack**, regardless of who does the **Push** or **Pull** action.

PROWLING

Using the Prowl skill successfully gives your character an **Advantage** for the next action they take. Once they've taken any **Action**, they lose the **Prowl** effect.

Enemies trying to spot a creature using **Prowl** need to make an opposing **Observation** roll against the **Prowl** value of the creature. If their Observation roll is equal to or higher than the **Prowl** value, they can see the creature and act against them.

SURPRISE

Some situations in a combat may give one side or the other the element of surprise. If a character or side is considered to have surprised their enemies at the beginning of combat, they are considered to have the upper hand and gain **Advantage** before rolling for initiative and the first round of combat.

END OF COMBAT

Combat ends when one side is victorious over the other - either by reducing the **Health** of all characters on one side to 0, or by one side conceding, surrendering or fleeing the battlefield. Combat can also end through other methods, events or situations dictated by the GM.

RESTING

There are two ways for the characters to rest and recuperate after a long, hard day of adventuring or a brutal battering in combat - a **short rest** and a **long rest**.

SHORT REST

A short rest is a period of time where the player characters relax, eat food and drink, tend to wounds, meditate or perform some other activity that represents them recovering some of their lost **Health** from previous encounters or the perils of adventure.

All characters have **Recovery Points** which can be used during a short rest to restore lost **Health**. **Recovery Points** are calculated by adding up a character's **Grit**, **Intuition** and **Willpower** values, which are derived by the highest rank skill in each group. Spending a **Recovery Point** heals the character **one-fourth** ($\frac{1}{4}$) (rounded down) of their character's **maximum Health** per **Recovery Point** spent this way and also puts all discarded cards back into their **Hand**.

They can also use **Recovery Points** to remove a **Wound** card from their deck at a one-for-one basis. **Recovery Points** only recharge when the player characters take a long rest, which is explained below.

Example:

Jacqueline's character Flayr has **Grit** and **Intuition** values of 2 and a **Willpower** of 3. She totals those up to determine her maximum amount of **Recovery Points**, which is 7.

After a tough fight, she decides to take a short rest. Her character has 5 **Health** remaining from her 25 **Health** maximum, so she decides to use 4 **Recovery Points** to return her character's **Health** to full.

LONG REST

A long rest is a period of time where the party has made a camp or is staying overnight in a place of shelter - like a stronghold, inn, tavern or other safe and secure location. A long rest typically represents between 6 to 8 hours of time - long enough for each character to sleep, gain nourishment and tend to the needs of their body and minds.

Each character regains lost **Health** after a long rest, restoring themselves to their **maximum Health** value. They can also remove up to 2 **Wound** cards from their deck. Finally, they regain any spent **Recovery Points** they may have used earlier in the adventure.



CHAPTER 5: ADDITIONAL RULES

Character Advancement

How characters increase in level is generally up to the desires and whims of all the players. Do they want their characters to rise meteorically or progress more slowly and methodically? **Fated Seas** uses a milestone system based around sessions or adventures completed rather than an experience point based system.

The normal pace of leveling is generally on a 1:1 basis, where one adventure equals one level increase, but some adventures that are longer or shorter could speed up or slow down the leveling process. It also depends on what all the players want their overall experience to be like - and it could also vary throughout the campaign. Maybe you level up through the first few levels quickly but then the leveling up process slows down a bit to allow for a richer campaign experience. Again, it all depends on what kind of experience the players want.

At every level after the 1st, increase your character's maximum **Health** by **2**. Additionally, you may **add or remove 2 cards** to or from your character's **Deck**, although you must always have a minimum of 12 cards in your deck.

Additionally, each character gets the following additions, choices or bonuses as indicated in the chart below:

Level	Advanced Class Cards	Actions	Skills	Class Traits	Talents
1	4	3	5	1	0
2	5	3	7	1	0
3	5	3	9	1	1
4	6	3	11	1	1
5	6	4	11	2	1
6	7	4	13	2	1
7	7	4	15	2	2
8	8	4	16	2	2
9	8	5	16	2	2
10	9	5	18	2	3

Crafting

In between adventures or game sessions, characters can craft items or equipment if they have access to the required materials and tools. This includes constructing weapons, fashioning armor and making or modifying gadgets, potions or other items.

The character must know the blueprint for the item they wish to craft. Some items, like common gadgets or equipment, may have blueprints that you might already know or are easy to find. Ask the GM if you already know it, can acquire it (purchase from a merchant or gained through a social contact), or if it requires something more specific gain access to it.

Designing a unique or complex item will require you to create a blueprint for it from scratch, which is described below.

CRAFTING FROM A BLUEPRINT

In order to craft a item you have a blueprint for, you will need to make a **Tinker** skill roll to determine the quality level of the item you produce. The base quality level is equal to your **Tinker** skill rank, modified by the result of the roll.

The GM sets a minimum Difficulty Value (DV) that must be achieved to craft the item, based on the difficulty of the blueprint, player character skill or other factors. Generally, this requires one roll to determine success or failure, but some more complex items may take up to three skill rolls.

You may spend **shekels** to increase the result of your roll at a 5-to-1 basis (5 shekels for +1 to the roll), but must spend the money before making the dice roll (paying for materials, tools, etc.).

Failure on the dice roll (or any of the dice rolls in a multi-stage item) either means you fail to craft the item or the item quality level is 1 or more levels less than what you desired.

DESIGNING A BLUEPRINT

Designing a blueprint is a long-term project and requires a minimum number of skill checks with an appropriate skill (like **Tinker**, **Sciences**, or **Medical**) or **gather information** rolls to invent the design or formula for the item. This can only be done in the time between your character's adventures.

Designing a blueprint requires between **six** to **nine** successes depending on the complexity or utility of the item. How much downtime the player characters have between adventures will dictate how many rolls can be made. On average a character can make one dice roll per day, but it is up to GM if more or less rolls can be made depending on the perceived complexity or difficulty of the item.

The player and the GM discuss the details of the invention to define what it will do in play and what is required to craft it. The player records these answers in their notes for future reference.

Once you've invented a formula or design, you can craft it in-between game sessions or adventures. No one else can craft this invention unless they learn your design as a long-term project. If you acquire a formula or design invented by someone else, you may study it as a long-term project (though it should be much shorter than inventing it yourself). Common devices don't require special blueprints to learn. Anyone may attempt to craft them by using commonly available instructions.

Encumbrance & Load

Fated Seas doesn't use a numeric weight system for inventory management. Instead it uses an abstract number ranging from 1 to 10 to indicate how overburdened a character might be. The goal of this system is to keep it abstract enough that it only requires very simple arithmetic to track and account for.

All characters have a maximum **Load** value of 10, but there are ways to increase your **Load** value through talents, special abilities or other cards. Almost all items and equipment in the game have a **Load** cost. Carrying more than your **Load** value maximum has the following negative effects and are cumulative.

- **Load value > maximum:** Reduce your movement speed by 1.
- **Load value >= 2 over maximum:** You are permanently considered having **Frailty**.
- **Load value >= 4 over maximum:** Reduce your movement speed to a maximum of 1 and you may not use cards or abilities to move any further.

Gathering Information

Role-playing games are set in unique fictional worlds and it would be unreasonable to expect any player (even the GM!) to know everything about it. An important element to these types of games is the players abilities to create and flesh out details to help fill in the gaps regarding almost any subject - be it geographical, historical, political, social or cultural items of importance. This is a shared responsibility among all players, not just the GM, and can lead to some fun, creative and engaging moments in the game. Players that come up with these details tend to be invested into the experience and are more likely to remember key details for the GM.

When a player wants to know something specific about the world, their character can **gather information** about it. The GM will typically ask you how your character would like to gather the information or if they might already know it due to their background, origin, or class choice. If the information would be considered common knowledge, the GM can just answer your question or might allow you to come up with the pertinent details. If gaining access to the information is a complex or challenging task, the GM may require the player to make a skill roll, setting an appropriate DV depending on how difficult gaining that information would be. The GM may dictate which skill to use, but if the player can make a case for why a specific skill could be useful in this situation, the GM can allow it at their discretion.

Gathering information can take quite a bit of time, but if they don't get sufficient information the first time and the situation allows for it, the player can always try again later. Some information gathering scenarios may require a character to maneuver themselves into a specific position before they can do so. For example, a character may want to watch the patrol routes the local constables are taking and need to be on higher ground to do so. This would most likely be an **Observation** skill check, but **Fitness** or some other skill could potentially be used as well if a player makes a strong case for it.

RESEARCH & INVESTIGATION

Some information gathering scenarios are too complex to answer with a single skill roll. Difficult research on a technical skill or science, searching for a local crime boss's hideout, or gaining access to detailed schematics of a local bureaucratic structure could all be considered complex tasks that require much more time and effort to be successful in.

To complete one of these tasks requires between **three** to **five** successes depending on the complexity, difficulty or danger inherent to the information and can only be attempted in-

between adventures. How much downtime the characters have between adventures will dictate how many rolls can be made. On average a character can make one dice roll per day, but it is up to GM if more or less rolls can be made depending on the perceived complexity or difficulty of the information being sought.

Talents

Talents give characters new abilities, special actions or a passive bonus to a particular skill or resistance. They represent extraordinary training, experience, and abilities beyond what a class, origin or background provides.

Every even-numbered level gives your character the ability to choose one talent. Unless the talent's description says otherwise, you can take each talent only once.

BLADE DANCER: Once during your turn in combat, you may **Shift 2** squares for free.

BRUISER: When using a Move action, you can use a bonus action to **Push** a target creature 1 square. If you move at least 2 squares in a straight line immediately before taking this bonus action, you gain a +2 damage bonus to the next card played or can **Push** the target 1 additional square and **Shift 1** square as a follow-up.

COMBAT VETERAN: You can add two **Advanced Class** cards to your deck.

DUELIST: You gain both bonuses that would be afforded from your offhand equipment (i.e. using a shield vs. having one hand free). Essentially, you have **+1 Protection** and your **Hand Size** is increased by **1**.

EFFICIENT PACKER: Add 2 to your maximum **Load** value.

ENCYCLOPEDIC KNOWLEDGE: You have an incredible memory for details and know quite a bit about a variety of subjects. Increase your **Knowledge** skill by 1.

ENTWINED FATE: Your fate is entwined with another character in your party. You share a fate point with that person - when you spend it, you give it to that player. When that player spends the fate point, it goes back to you. You start each session with this fate point regardless of where it ended up in previous sessions.

FIRST TO FIGHT: Add 3 to your **Initiative** roll at the beginning of combat.

FORESIGHT: You may swap any amount of cards from your **Hand** at the start of combat with cards in your **Reserve**.

FULL-BLOOD: You may add an additional identical origin card to your Deck.

HALF-BLOOD: You may add a card from a different origin to your Deck.

INSPIRATIONAL: You are an inspiring presence to others and they look to you to get them through tough situations. When an ally needs to make any **Resistance** check, you may add a +2 to their result. You may provide this boon 3 times per day.

INTESTINAL FORTITUDE: (No Thanatae or Remade) You can eat things most would find disgusting or that most would not gain nourishment from. If you eat rotten food or drink dirty water, you must make a **Grit Resistance** roll against a DV (difficulty value) of 12. If you succeed, the food or water does not make you sick. Additionally, ingested poison values are reduced by 3 (so if you decided to eat a mysterious mushroom that ended up being poisonous and you are supposed to take 5 poison damage from it, you'd take only 2 damage instead).

IRON WILL: Add 2 to **Willpower** resistance rolls.

NATURAL ATHLETE: You may re-roll one die when making an **Fitness** skill check.

OCCULTIST: You have studied ancient and exotic civilizations, which allows you to use the **Lore** skill in situations involving antediluvian magic and rituals. Increase **Lore** skill checks by 2 when in situations involving them.

POWERFUL: You may have two **Power** cards in play at the same time.

THE RIGHT TIME: Once per session, insert yourself into a situation where you are not currently present, so long as there's some conceivable way you could get in there.

TOUGH AS NAILS: Add 2 to **Grit** resistance rolls.

SIXTH SENSE: Add 2 to **Intuition** resistance rolls.

SWIFT: Increase your **Move** value by 1.

VIGOROUS: Increase your maximum **Health** by 5.

VIGILANT: As long as you are not surprised, you may **Shift 5** squares at the beginning of a combat encounter.



CHAPTER 6: A BRAVE NEW WORLD

The 'Post Post-Apocalypse'

Fated Seas takes place in a fictional Earth, sometime in the far future. The "apocalypse" is long forgotten and very little evidence remains of what caused it or the outcome. Those that live in this world today have no memory of the previous civilizations (i.e. us in present day), only that many areas of the world are considered inhospitable ruins of ancient civilizations. Much like we study the ancient Greek or Egyptian civilizations today, the people of this world also view the 21st century civilizations in the same way.

This section of the book mostly covers a small geographical region of the world called the *Austral Expanse*, which is present day Antarctica.

Climate and Geography

Sometime in the calamitous past, a great war raged. In that firestorm, vast rings of debris were created which now orbit the earth in a dazzling array of light and reflection, but also imprisoning all that live on the planet. The outcome of such a calamity spelled doom for the survivors of the world and changed the dynamic of life on the planet forever.

Combined with climate change, global warming and the ocean sea-level rising, what was once the large continent of Antarctica is now a mountainous island wasteland and cinder-slagged marsh. While the center of the *Austral Expanse* is covered in a vast, cold arctic wasteland, the coastal areas are scrub, polar forests and the petrified remains of the ancient survivors of the calamity.

Despite this area of the world now being considered a temperate zone, the light of the sun is perpetually shrouded by vast dust clouds and the rings of debris in the upper-atmosphere. This traps in the heat, making temperatures at the surface consistently dry and warm at both poles and unbearably hot along the equator. Gritty ash-fall is a frequent occurrence, as are windstorms and massive dust clouds. While visiting the surface is certainly possible, most do not do so for an extended time without proper protective gear (goggles, respirators & protective clothes at a minimum).

Many natural landmarks and unnatural features are found in this area of the world, and while most have never been explored by those in the solitaires, much abounds in rumor and speculation about what treasures await in such places.

Deep Cities

No governments or political systems exist in the world which are capable of governing of multiple cities or to claim dominion over vast territory. Due to their inherent self-sufficiency, most deep cities, or *solitaires* are self-governed and are considered individual city-states. The styles of government, societal, cultural and economic structures vary greatly among each one based on a multitude of reasons, each one unique in their own way.

Physical Characteristics

Solitaires are enormous submersibles the size of a small city or town. Fully enclosed and spherical in shape, they have thick metallic hulls allowing them to withstand the pressures of the deep ocean. All *solitaires* are arranged with their interiors centralized around a miniaturized fusion device called a solar core. Those that live in each *solitaire* rely upon the

light of the solar core to survive. It provides warmth, light and a near limitless source of energy to all within.

While all solitaries are generally structured in a similar physical arrangement of solar core in the center surrounded by city structures, many solitaries have wildly varied architecture and layouts based on the societal or cultural needs of its people or the desires of its governing body.

The largest solitaries in the world boast of populations over tens-of-thousands, while the smallest have populations only in the hundreds. Despite the size differences, all solitaries are designed to be self-sufficient and capable of surviving on their own for years, if not centuries.

The Solar Core

A critical component to the workings of a solar core is a specialized fuel called phlogiston. Primarily a bio-fuel created through alchemical processes, phlogiston is a powerful, clean and efficient resource. It is created from two primary components: organic biomass from kelp and algae and the powdery metallic oxide (called Calx) of various precious metals and other minerals.

The solar core is considered the most important structure in every solitary. While each solitary may have drastically different governments, social structures or cultures, they all have one thing in common - their need for phlogiston. Running out of phlogiston would mean certain death in the darkened depths of the ocean, therefore all solitaries put the harvesting and refinement of phlogiston as one of their highest priorities. This provides a staggering amount of jobs and occupations for many of its denizens and is one of the driving economic forces within each one.

On the Surface

The landmasses of the surface are all generally viewed as inhospitable wastelands. Only a small fraction of these areas have been explored due to a multitude of dangers - hostile creatures, extreme weather, treacherous environments and the all too present danger of the miasma (toxic environments causing sickness and death, for those staying in one too long).

Anyone planning on visiting a surface locale would do well to plan ahead for the journey or else risk meeting an untimely fate.

Terrestrial Environments & Features

As life in a solitary is meant to be self-sustaining, not much is known about the land masses situated in the vicinity of each solitary as it floats through the ocean. Only recently have some intrepid individuals ventured out into this terrestrial wasteland seeking knowledge, fame and fortune. What they've discovered is a treasure trove of foundational knowledge regarding terrain features, dangerous flora and fauna, hazardous miasma zones, and ruined structures of old. While maps are scarce, some can be found if you talk to the right people or put coins in the right hands.

Antediluvian Ruins

The only thing remaining from the Age of the Antediluvians are the tall, metallic husks of their grandest structures. Very little of interest is found on the surface - much of it lost to the ashes of the apocalypse or looted in ages past. However, hidden in the depths are a multitude of secret chambers and passages. Some of these underground "vaults" or "shelters" were used by the Antediluvians to survive the calamity. Others were used as repositories of artwork, relics

and other treasures. And some were used by those with devastating weapons of war and the will to dominate those less fortunate. Known Antediluvian ruins of the Austral Expanse are Anderbey, Cromwell's Point, Grytviken, and Sheolvarg, but countless others surely exist among its rugged coastline and treacherous interior.

The Barrens & The Boiling Sea

As one ventures north from the Austral Expanse, one will notice that the temperature begins to increase dramatically. Due to the heat-trapping properties of the planet, the equatorial to tropical bands are excessively hot, with temperatures consistently reaching over 150-degrees Fahrenheit (65-degrees Celsius). The landmasses in this region are collectively referred to as "The Barrens" and the oceans are known as "The Boiling Sea". Not much is known about this area of the world, as surviving in the extreme temperature and environment is incredibly difficult.

Ghost Marshes

At first glance, ghost marshes resembles a scrubby plain covered with short grasses, however a closer look reveals a bizarre and almost unearthly landscape. Small strands of dead and stunted trees grow where the land protrudes above the water table. Additionally, pools of water stained dark red are scattered about, making traversing the marsh treacherous.

This grassland appearance invites the unwary to walk on it, but even the most solid marsh is spongy and waterlogged. Traveling through the marsh is a strange and dangerous experience for the unwary and those unaccustomed to such a journey. Almost always at night, lights appear in the atmosphere without an obvious cause. Some view these lights as a portent of death, while others believe that these lights are said to be the spirits buried with treasured goods and other riches.

Luminous Forests

Luminous forests are rare, but generally exist in the most remote or extreme fringes of the environment. They are all characterized by the production and emission of light from the local flora, fauna and nearby bodies of water.

Some sources of this 'bioluminescence' originate from phosphorescent algae, but not all sources are the same. As one of the few natural areas for creatures to thrive, these forests typically sustain a wide diversity of life within. Wild and alien to those that now live almost



exclusively under the waves, luminous forests are incredibly dangerous for those unprepared, but present an opportunity for dramatic discoveries hidden within.

Miasma Zones

There are areas of the world where the air, water and the earth is utterly toxic and poisons those within it. Spending time within such areas causes all sorts of maladies - usually starting with nausea & sickness, eventually leading to internal bleeding & burning skin and then ultimately, death.

One of the biggest dangers of a miasma zone is that they can exist almost anywhere and spotting the signs of a miasma zone is difficult for those without specialized equipment or experience. Unfortunately, many miasma zones are discovered accidentally - as one spends too much time within it, they start to notice symptoms of illness in themselves or their party.

Other signs of a miasma zone can be seen in the flora and fauna of the region. Oddly-shaped or colored plants can be a sign of miasma in the air. Animals with strange mutations, like a third eye, are also a clear sign of miasma. Without the proper protective gear, most miasma zones are to be avoided at all costs.

Petrified Forests

The calamitous past, while highly destructive, also had a wide range of strange and bewildering effects on some environments in the world. One such effect was that of petrification - the literal replacement of organic molecules with minerals. How such a stark transformation occurred so rapidly is lost to history, but what remains are areas characterized by densely-packed rocky spires which look like trees.

These regions are notoriously difficult to explore due to the rough, unstable terrain, inclement weather (flash flooding being most common) and lack of resources. Very little survives within this environment and although some 'petrified forests' provide a roosting spot for avian creatures, none of them live here permanently.

Stygian Mountains

Most mountain ranges in the world are typically brown, sterile spires of windswept rock and stone. Volcanic in structure, Stygian mountains are known by their deeply saturated, blueish-black coloration and for the vast, dark pine trees that ring their foothills.

At their heights can be seen the bright red glow of the active volcanoes. At their lower altitudes, the pine groves protect and facilitate a rich biodiversity - from the mundane mushroom to apex predators, like the silvertooth wulf.



Stygian forests are dark, foreboding places, full of titanic creatures battling for survival. Those that venture here are typically big game hunters seeking an epic trophy, fortune-finders searching for a mythical fortune, or explorers and scientists eager to study the throng of life.

In the Depths

As almost all civilized folk live beneath the waves in the solitaires, the features under the sea are just as important as on the surface continents. While most creatures are unable to inherently breath underwater, many devices, tools or magical abilities exist to facilitate it. The real danger of exploring the depths is that of pressure.

For the most part, the solitaires floating through the oceans stay within a certain depth, typically in the **open-water** zone (0 to 400 meters) or the upper edge of the **deep-water** zone (400-1000 meters). At these depths, the immense pressure felt on a humanoid body is unbearable. Exploring outside the safety of the solitaires is impossibly dangerous without access to the proper equipment. Traveling outside a solitary requires smaller submersibles capable of withstanding the immense pressures of the deep ocean.

Another danger with leaving the safety of the solitaires is that of the Merrow Kingdoms. Thought to just be folk tales or mythological creatures, the merrow are an ancient race of aquatic creatures that have lived in the depths of the oceans for thousands of years. Generally considered xenophobic, they fiercely protect their kingdoms from the surface civilizations. As long as the citizens of the solitaires do not venture into their domains, they are generally left alone. However, that does not mean the merrow do not send out raiding parties to acquire the things they need or want, which sometimes means a violent encounter in an environment entirely unsuitable to terrestrial folk.

Undersea Environments

While some characteristics of the underwater environment are universal, the various ecosystems that exist under the sea are dependent on local factors such as depth, topography, temperature and tidal influence.

Due to the self-sufficiency of the solitaires and the dangers undersea, much of the depths have not been mapped or explored. A generally agreed upon policy among the solitaires is that they all stay within an specific area of the ocean, which ensures that each one has access to ample resources in order to survive and without having to compete against each other.

Coral Reefs

Sometimes called the 'rainforests of the sea', coral reef zones form some of the most diverse ecosystems. While most are commonly found at shallow depths in tropical waters, deep water and cold water coral reefs exist as well.

Coral reef zones provide ecologically complex and varied marine habitats supporting a wide range of other organisms. The biodiversity of all coral reefs is unsurpassed by any other region under the sea and almost any type of sea creature can be found living here or surviving off of the ecosystem.

Kelp Forests

Kelp grows in "underwater forests" which covers a large part of the world's temperate and polar coastlines. As kelp grows primarily in shallow oceans and are known for their high growth rate, kelp forests are considered highly productive and dynamic ecosystems.

A diverse array of sea life uses kelp forests for protection or food. Various fish and invertebrates, such as shrimp, crustaceans, bristle worms (such as the Cankerworm), sea stars and snails are commonly found here. Many marine animals can also be found, such as giant seals, otters and other such megafauna.

A major source of sustenance for the denizens of the *deep cities*, kelpmongers routinely farm the forests that surround them or those which they pass by (for those solitaires on the move).

Hydrothermal Vents

Hydrothermal vents are fissures on the seafloor from which geothermally heated water discharges. They are commonly found near volcanically active places and are generally surrounded by rocks and mineral ore deposits (such as iron, gold, nickel and copper) useful for metallurgical and alchemical purposes.

A vast ecosystem exists in and around hydrothermal vents. Especially in the deep sea areas, biological communities around them depends on nutrients found in the dusty chemical deposits and fluids in which they live. Tubeworms, eel fish, octopuses, predatory snails and eyeless shrimp can all be found in these areas.

Hydrothermal zones are considered very dangerous areas due to the extreme heat, toxic gases, and lack of visibility. Venturing into these zones requires specialized gear, such as the *Mantis Exosuit*, specifically designed for underwater mining, construction and demolition.

Sand Dunes

In open-water areas devoid of other ecologically-rich characteristics, there are only the rocks and sandy dunes. These areas provide very little in terms of material resources, food or other items of value. The ocean floor is in a constant state of flux as the sand dunes drift to the tides and currents. Dune ecosystems are extremely difficult places for plants to survive and the creatures most found in these regions are either migratory or predatory hunters constantly on the move, like sharks.

Seagrass Meadows

Seagrass meadows are underwater ecosystems formed by marine plants (mostly grasses) found in shallow coastal waters and in the brackish waters of estuaries. Seagrass meadows are sometimes called 'prairies of the sea' and have diverse and productive ecosystems equal to that of coral reefs.

Seagrasses are found in shallow seas on the continental shelf of all continents. They are generally safe places used by society to hunt and fish as many herbivorous creatures use the seagrasses for protection or as a food source.

Seamounts

A seamount is a large geologic formation that rises from the ocean floor but does not reach the water's surface. They are typically formed from extinct volcanoes, but some may still be active, which drastically changes the environment and ecology in the nearby area. Because of their abundance, seamounts are one of the most common marine ecosystems in the world. Due to their elevated position in the water and their interaction with currents, seamounts attract plankton, corals, fish, and marine mammals alike.

Volcanic Caves

Sea caves may be formed in volcanic rocks, although some are created through erosion by the wave action of the sea. Volcanic caves are characterized by large, arching structures and walls of hardened lava with occasional steaming lava streams. Most cave systems under the ocean are unstable from the constant erosive pressure and thus are extremely dangerous to traverse.







Landmarks of the Austral Expanse

Aether Vortex

A vast swirling vortex of light and darkness hovers vertically throughout the area, penetrating into the depths of the ocean and extending thousands of meters in the sky. Most steer clear of the Aether Vortex when traversing the waters nearby, as the dangers of the swirling vortex threaten to tear all vessels to shreds. Many speculate that the origins of the vortex are linked to the disappearance of solitary that used to float in the same area and that it was created by some horrible calamity with its solar core. No one has been crazy or foolish enough to try to enter the vortex to find out.

Alabaster Spire

A tall, pale and featureless spire rises out of a perpetually shrouded isle off the coast of Austral. Those that have ventured to the isle return speaking of murderous ghosts inhabiting it, and vow never to return.

Devil Horns Isle

Known for its distinct horn-shaped peaks along the northern tip of the island, an ruined Ulvengard outpost is one of its only other notable features. Originally created as a military outpost for the Duskbreakers, it was quickly discovered, raided and destroyed in one cycle by a powerful Verdulac force that seemed to emerge from the shadows around them. Those that survived vow to return one day and reclaim what was lost.

Dyer Lake

High upon a plateau in Austral lies a freshwater lake emanating a perpetual orange glow. The source of the light comes from the abundance of phosphorescent algae living within the nutrient-rich water. The forest surrounding the lake radiates, as the cones on the trees themselves emit the same orange glow from decades surviving off the waters of the lake. This whole region feels primordial and otherworldly and provides a small ecosystem for some creatures to live within.

Swamp of Vostok

On the eastern edges of Austral lies the fetid and vast swamp of Vostok. Very few creatures can survive within the barren swamp. If anything, unliving creatures such as wendigo or guls haunt the swamp, most likely the unfortunate victims of its terrible environment.

The Bloated Fen & Coast

Shallow waters and muddy marshland encompass this wide stretch of land on the southern edge of the continent. Crabs, crocodilians, and other amphibious creatures live in and under the water in this ecosystem. The fen is also known for frequent "ghost lights", although whether they are malicious spirits and ghosts or just natural phenomena like bioluminescence is yet to be determined.

Tyrannical Steppes

Named for the gigantic reptilian predators that roam these blackened, rocky hills, the steppes are a dangerous place for most creatures to tread. Prowled by creatures that have adapted to the darkness, these evolutionary ancestors to crocodiles and are more akin to dinosaurs like the Tyrannosaurus Rex or Allosaurus. With frequent incursions into the forests surrounding Dyer Lake in search of food, very few places on the continent are out of reach of these predators.

Other Solitaries of the Austral Expanse

Covenshark Thalassocracy



The City of Vagabonds

Considered a rowdy and oft-times dangerous solitary, Covenshark is a haven for scavengers, thieves and those of less-reputable, fringe occupations. Ruled by a Collective Intelligence calling themselves the 'Hammerhead', this governing body of Remade maintains a sometimes illogical sense of order and balance in the solitary, but generally freely allows those to come and go and do as they please. Covenshark is orbited by numerous flotsam of ill-repute owned by pirates, mercenaries and other various scum of the world.

Erebus Vault



The Wonderwork

Erebus Vault is a large solitary located near the Alabaster Strand off the coast of Austral. Equipped with a solar core too small for its size, barely any light reaches the extant of its hull, giving the feeling of eternal darkness surrounding those living within. The solitary is governed by a monastic order dedicated to mastering the arts of thaumaturgy or "wonderworking". What deity or otherworldly being grants them this power is too difficult to explain and only understood by those in the upper echelons of the monastic order. It's not a question of "who" or "what" but more of "when".

Not many other people live in Erebus Vault besides the monks - those that do are either ancestrally related and have lived there for centuries or are new petitioners to the order. Any goods and services they provide are most likely created out of boredom rather than necessity as the primary focus is always on supporting the thaumaturgical arts of the monks, which require very little aside from food, water and clothing.

Harkness

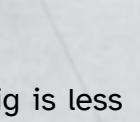


The Eclipsed

Harkness is actually two small *deep cities* orbiting around each other, which is colloquially referred to as a *binary* (rather than a solitary). Physically connected to each other by numerous tunnels and passageways, the pair revolve around a common center of mass. Each solitary is governed independently from one another but work together systematically to support those living in both cities. Harkness is not known for anything special in terms of trade goods or services, and is extremely self-sufficient due to its remote location in the ocean.

As the only one of its kind in the southern oceans, Harkness is rumored to be the headquarters of the **Somber Chalice**, and the home of the Wardens. Many of those seeking to join the organization venture here, but most only find a duality of slow-paced undersea life with a sleepy and laid-back citizenry. The truth of Harkness is more shocking than most would believe, but few discover its secret.

Hydraulic Empire of Hollow Rig



The Unbroken Port

The remnants of two small solitaries that have collided into one another, Hollow Rig is less spherical and more oblong in shape after being forcibly welded together to create a

mismatched metallic monster-city. The denizens of the previous two solitaries have intermingled into one society and are viewed by outsiders as ruggedly individualistic, scrappy and resourceful. Some of the most brilliant engineers in history were born and bred in Hollow Rig's depths.

Hollow Rig is "ruled" by a monarchy with very little real power. As more of a figurehead for the people, the King and Queen represent the outward interests of the people and leave the actual governing of the city to the establishment of local worker-based organizations, calling themselves unions or syndicates.

A labyrinthine network of tunnels and chambers, Hollow Rig is difficult for outsiders to navigate and many who come to visit hire guides to get around safely and efficiently. While mostly civilized and safe, some areas of Hollow Rig are considered 'wild' and house all manner of dangerous creatures to hunt or harbor nefarious individuals eager to prey on those lost in the depths.

Know Hope



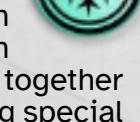
The Keeper of Secrets

Home to a coven of ancient thanatae (some say the eldest of their kind), Know Hope is known for its research institutions, arcane academies and universities dedicated to science and technology. A largely insular and cerebral society, Know Hope floats lazily through the waters off the tip of the Drake Passage (present day South America), and makes an excellent base of operations to those eager to explore the mainland. Others come seeking the freedom to conduct various experiments or research in topics questionable in other locations.

Know Hope is a direct democracy with all policies being determined by the will of the people. It is organized around a General Council formed of all voting-age members and has the power to create legally-binding decisions through referendums.

The solitary is known for its striking architecture and advanced integration of various technological wonders. The phlogiston used to fuel the solar core is treated through a chemical process granting it incredible efficiency and potency, but also allows for changing the color seasonally as per the desires of the citizens.

Ulvengard Dominion



The City of Dawn

Ulvengard is a small solitary located on the eastern shore of Austral and floats along the length of the continent in a roughly two-week time-span. While many solitaries tend to float through the ocean in a circular route, Ulvengard runs a line along the coast, ever vigilant against the dual threats of the Merrow kingdom to the east and the Wargraven domain to the west. A largely militaristic society, the citizens of Ulvengard refer to themselves as Duskbreakers. Ruled by a Council of Paladins, Ulvengard is considered safe and orderly, if not a bit strict in their judicial structure. But in their mind, it's all for the greater good, considering the threats found so closely nearby.

Wraith Crest



The Silver Crown

CHAPTER 7: TRISTANIA

This chapter covers in detail one of the most powerful solitaries in the Austral Expanse, Tristania. Called the **Jewel of the Expanse**, it is the wealthiest solitary (most likely in the world) and is home to large trade corporations, enigmatic politicians and ancient lorekeepers and historians. While not all of the Guilds tasked with discovering the Dreamlands are headquartered here, they all have a presence due to the prominence of the city and its relationship to the others in the region. As a primarily mercantile nation, it avoids alliances that might entail military, political, or direct economic action and has been neutral for centuries.



Government

Tristania is a medium sized Solitary of around 600,000 citizens and is ruled by the Bright Queens - an oligarchical government comprised of secret appointees from the major mercantile unions, political organizations and other special interest guilds. Each guild or organization nominates a representative to the Bright Council, who then make decisions democratically on all things important to the function and governance of the Solitary. While it has generally been a council of eleven distinct groups for the majority of its existence, the number of guilds and organizations in the Bright Council have ebbed and flowed over the decades as new ones spring up in place of old ones.

If a guild or organization wants representation on the Bright Council, they need to make a case for why to the Council itself, which then deliberates privately on the matter before voting on it to determine the outcome. Organizations need to fulfill specific criteria to get a seat on the council - either they fulfill an important need for Tristania, represent the needs of an important but marginalized group, or are supported by a significant portion of the population or population group and therefore need to be recognized.

Currency and Trade

Tristania is a tiered Solitary - architecturally, socially and politically - the wealthiest live in higher tiers of the city and literally look down upon those of lower fortune. A wholly capitalist society, wealth is spread among many industries and professions and represents a diverse slice of the population - all looking to make their way to the top.

As the primary trading hub in the region due to its policy of neutrality, mercantile needs and desires, Tristania welcomes all trade vessels within its walls. A robust government run port authority called the **Port Consortium** exists to handle the vast amount of vessels arriving and departing daily.

Metallic coins are the dominant form of currency, as paper materials are not as durable in the wet and salty environments of the deep cities. The dominant coin used by almost all nations and societies is called a **Shekel (sk)**. While many deep cities have other forms of currency - the standard means of buying and selling goods and services is treated ubiquitously in shekels. Because of copper's value as a conductor of electricity and in the creation of many electrical components, it is not used for coinage anywhere in the world.

Tristania's other forms of currency (and their exchanges) used by its inhabitants on a daily basis are:

- **Crown (cr)** (crafted from steel): 10 Shekels equal 1 Crown
- **Mark (mk)** (crafted from iron): 10 Marks equal 1 Shekel
- **Shell (sh)** (crafted from tin): 10 Shells equal 1 Mark

The Bright Council

The identity of each council member representative is secret and only known by each organization's members. However, much speculation exists about who the representatives from the various Great Guilds and Organizations are and is a topic of discussion and amusement by the general populace of Tristania and its visitors.

Visually, all council members wear matching robes and gloves to conceal their physical features. Additionally, all of them wear mirrored glass masks and thematically designed crowns crafted to show which organization or guild they represent on the Council. While they are generally referred to as "Queens", many guilds and organizations address their representative by different titles based on the values, traditions or desires of the guild or organization.

Current Members of the Bright Council

Not every guild organization is represented on the Bright Council. This is for various reasons - be it considered a conflict of interests (like the **Tristanian Royal Marines**), the organization does not originate from Tristania (like the **Eternal Pact** and **Unwound Coil**) or the organization does not wish to take part in Council matters (like **The Solitaire**).

- 1. The Archon** - Prime Archon
 - 2. Boilermaster Union** - Director
 - 3. The Captains League** - Admiral
 - 4. Duskbreakers** - General
 - 5. Founders Lodge** - Regent
 - 6. Guild of Deep Divers** - Queen
 - 7. Lodestar Hall** - Magistrate
 - 8. Kelpmonger Cooperative** - Queen
 - 9. Port Consortium** - Director
 - 10. Steelmettler Combine** - Queen
 - 11. Thermo-Electric Trade Union** - Queen
 - X. Tristanian Royal Marines***
- Director-General Xakhennon (public, non-voting member)

The Seven Great Guilds

THE ARCHON

"The Fire In Our Throats"

The Archon believe that the Antediluvians were weak and ineffectual during their reign and that whatever remains of their society exists only now to be conquered and plundered. All

members of this order believe that "might makes right" and it is by their will alone that humanity will be saved by the liberation of the secrets of the Dreamlands. This conviction attracts all manner of individuals from all walks of life and occupations. They organize themselves into divisions - each with different goals and objectives, all run from the top by the Cabal of Thirteen - the original Archon members still alive to this day. How some of them have managed to do so is a mystery and one that will not so easily be solved.

A group of player characters Archons in this game represents one small division among a vast hierarchy of others. Their goals range from the acquisition of knowledge, exploring dangerous locales, or clearing enemy forces from points of interest for further study and accrual.

Notable Individuals

Cassia Thracion

While her outward persona is a wise and soft-spoken elderly argos woman, Cassia Thracion is in reality a shrewd, insightful and clever member of the Archon. She regularly speaks publicly in regards to preserving liberty, free markets and self-ownership within Tristania. As one of the eldest members of the Cabal of Thirteen, it is rumored that she also dons the mantle of the Archon Prime for the Bright Council.

Professor Sebastian Hellebore

A notable professor of chemical engineering, Sebastian Hellebore is a tall, lanky and pot-bellied nebbish of around 50 years of age. He oversees a number of academic programs and private research projects at the Erasmus University of Technology. A generally quiet and reserved individual, he always seems to be deeply focused on some new kind of research or project.

Cinereas Olvadoi

Originally from Hollow Rig, this female siren of a vaguely horned owl appearance is known as a cold and calculating agent of the Archon. As the established leader of her division, she runs an agency of individuals tasked with the monitoring and surveillance of various threats to the interests of the Archon. Most recently, she's led incursions into the Verdulac Domain on the mainland, but has not been able to get far due to the widespread miasma zones within.

DUSKBREAKERS

"Reign of Light"

The idea of danger in the darkness persists to this day, both in the murky depths of the ocean and the twilight haze of the surface world. Horrific creatures lurk in the shadowy regions, always waiting for the right opportunity to take what they want, which is more often or not, your life. The Duskbreakers exist to combat these creatures, hold them at bay and to strike back at where they hide. A paramilitary order, the Duskbreakers are organized in ranks specific to their particular role within the organization. Newcomers all start as Watchmen, but after years of experience and training, are given a more specialized role and title within the organization.

A group of Duskbreakers are called a Cohort and each member of the group have specific titles based on their role or capabilities. Cohorts have no permanent commander or leader; the most experienced member usually leads in combat situations, however this could change based on the specifics of the situation or combat strategy. The various ranks are: Augur, Phalanx, Praetorian, Proxy and Venator. All are considered equal to one another to facilitate flexibility and fluidity when it comes to enacting orders or taking action.

Augurs are scouts, map-makers and spies for the organization. They research places where

ancient relics of power could be hidden and lead expeditions to these places. Some are also sent incognito to far-off places to keep tabs on emerging threats or other dangers.

Phalanx are front-line combatants and are responsible for recruiting, training and maintaining the combat readiness of the organization.

Praetorians are vigilant guardians of people, places or objects of value. This rank is generally a temporary rank for when the need arises - otherwise, most Praetorians fulfill the duties and obligations of another rank, usually as a Phalanx or Venator.

Proxies are ambassadors, lawyers and administrators for times when the cohort is deployed to faraway lands or cities.

Venator are monster hunters and expert trackers. Complimented by the skills of the Augurs, these two are frequently sent on initial expeditions together.

Notable Individuals

Commander Ellis Tychomane

Known as a brilliant tactician and skillful combatant on the battlefield as well as having a keen eye for details and logistics, Ellis has been leading the Duskbreakers of Tristania for over 15 years. She's brave, intelligent, trustworthy and matter-of-fact in her dealings with others. Ellis was raised as a boy, but quickly discovered that she identified as female and transitioned in her youth. She'll well regarded by those in her charge and takes pride in her work.

Venator Abumazar Magnus Ghazali

A short, stout carabus with a jet-black exoskeleton and stag beetle appearance, Venator Ghazali is known in the Duskbreakers as 'The Scrapper' because he prefers to go toe-to-toe with the creatures he hunts. Most Venators engage at range due to the dangers of close, personal combat, but Ghazali relishes getting up close and personal with his prey. Gentle and convivial, Ghazali spends much of his free time tending his personal garden when not on a hunt. His yin to the yang of being a fearless hunter.

Proxy '5P13L3R'

A matter-of-fact and practical ambassador from Ulvengard, this stately decorated Remade was unceremoniously gifted its name for its adherence to speaking bluntly and precisely regarding the topic at hand. Rigid in thinking and to the letter of the law, "Spieler" is amazingly good at its job, but who knows what its really thinking deep within the Collective Intelligence. "Spieler" tends to be the first person an outsider meets when they come to Duskbreaker Hold in Tristania. While maybe not the most personable, you can rest assured that your business will be taken care of promptly and efficiently.

ETERNAL PACT

"Calculating Infinity"

The Eternal Pact are a secretive, mystical order obsessed with changing the past, present and future. While viewed as no more than a cult by outsiders, members of this group refer to themselves as Adherents and practice the art of "wonderworking" or thaumaturgy. As a communal magical art, only the highest ranking members, known as Conductors, are actually capable of producing wonders capable of dramatic change or outcomes. Most can only achieve minor temporal changes even with the aid of their peers.

Thaumaturgy is ritual magic requiring the communion between a choir of casters, each one channeling their collective power into the group in order to create temporal effects of mostly

minor, but sometimes great, effect. This process is incredibly taxing and fatigues all involved once the ritual is completed.

While the sect of the Eternal Pact in Tristania originates from Erebus Vault, it is a splintered off one that does not follow the accords, treatises and goals of its predecessors. This group is far more interested in discovering the secrets of the Dreamlands and are highly convinced that the **Final Wonder** will be found within its walls or domain.

Notable Individuals

Conductor Eva Darkstar

The only member with the rank of Conductor in the Tristanian branch of the Eternal Pact, Eva Darkstar is rumored to be over 500 years old and immensely powerful. As the only one capable of leading the choir in the art of thaumaturgy, she rarely performs public feats of wonder out of concern of attracting too much attention to the guild. Instead, she focuses on building a strong reputation in the community and training and empowering new recruits.

Voice Filbert Buttercup

With features reminiscent of a German shepherd, Filbert is a gregarious and optimistic argos of around 30 years of age. Filbert is well on his way to becoming the next Conductor of the Tristanian branch of the Eternal Pact and focuses his efforts routinely in such endeavors. He balances this practice by also aiding the Eternal Pact's many Adherents in their search for the location of the **Dreamlands** and obtaining the secrets of the **Final Wonder**. As such, he is considered the most knowledgeable regarding such things and is highly sought after for his extensive experience and repository of knowledge.

Voice Surya Servius

Surya Servius is a studious spitfire, and has unexpectedly proven to also be an expert expedition leader, leading and scouting out important locations related to the Eternal Pact cause. A public recluse for most of her life, Surya is both a gifted researcher and dedicated historian. Recently focused on uncovering the mysteries of the forbidding and cursed Alabaster Strand, Surya actively seeks allies and adventurers willing to venture onto the enigmatic isle in hopes of exploring the tower and recovering any information and relics for further study.

The Art of Thaumaturgy

Colloquially referred to by most people as "wonderworking", thaumaturgy is an arcane, scientific procedure performed by a group of individuals called a Choir. Most choirs are made up of a dozen individuals, all led by the choir master called a Conductor. By channeling the energies of repeated magical formula, true acts of wonder, or miracles, can be performed by the Conductor. What constitutes a miraculous effect and the cost of such a wonder is highly variable depending on a number of esoteric factors which must be properly calculated and analyzed by members of the choir before performing the act of thaumaturgy. This usually requires a large amount of material resource and time researching and planning the communal magical act. Failure to do so means at best, the thaumaturgical wonder fizzles out with no effect. At worst, the catastrophic failure causes a complete meltdown of the communal minds, ravaging the body and soul into a drooling, dim-witted husk of life. Strangely enough, this outcome even affects Remade - cutting them off from the Collective Intelligence they are all part of - and into a state of pure isolation and terror. Many do not recover from such mental anguish.

FOUNDERS LODGE

“Fortune and Glory”

Members of the Founders Lodge are treasure hunters intent upon discovering sites of interest and retrieving or acquiring the riches and artifacts within. Created by a wealthy aristocratic group with the belief that it is their duty and obligation to find and excavate these treasures for the good of society, this guild operates as two distinct groups - the Vanguard and the Antiquarians. The primary task of the Vanguards are to seek out new sources of information regarding ancients ruins, wrecks, crypts or other surface installations. Once they've sufficiently scouted the location for possible threats, dangers and valuables, they return and send in an Antiquarian expedition, which laboriously excavates the site and retrieves everything else of value.

Player characters of this group are most likely part of the Vanguard as that is where the *real* action and excitement occurs. While being part of the Antiquarian division may sound more interesting, in reality the duties of the archaeologists are rather mundane, time-consuming and require back-breaking work. The Antiquarians dwarf the Vanguard in terms of size, but most are considered unskilled laborers and engineers, without the fortitude, skill or conviction to be part of the Vanguard. The most prestigious individuals have always been the Vanguard as they are the ones to first discover a location, delve deep within and return with artifacts never before seen.

Notable Individuals

Head Archaeologist Lacedon Stroud

Fiercely nationalistic and proud of his heritage, Lacedon Stroud believes that everything he and the Founders Lodge accomplish is for the betterment of the people of Tristania. The fortunes acquired, by any means necessary, enriches each and every one's lives and guides the city towards progress, stability and growth. Whether or not this is true is subject to debate as while it's clear that the Founders Lodge get the best spoils first, very little seems to trickle down to the rest of the people Tristania. Despite this, Lacedon perceives himself as a little bit of a liberator and a little bit of a saint as his conviction to the cause of the Founders Lodge is unwavering.

Precursor Kestrel Reeve

Kestrel is the oldest and only original member of the Founders Lodge and functions in the role of historian, loremaster and archivist. Calm and imposing, Kestrel walks the hall of the Lodge with a keen eye on the planning and execution of up-and-coming expeditions. Always eager to impart their knowledge upon those willing to listen, Kestrel feels that in order to uncover the secrets of the future, one must always remember the past.

Josephine Eden, Vanguard Captain

Josephine is a master scout and pathfinder, using her skills to discern and reveal traces of long lost civilizations and signs of ancient relics. She is known for having a powerful will and a tactician's mind. While it seems that her attention is scattered among a dozen points at any given time, her ability to read patterns and calculate the hidden nature of her surroundings impresses all that have been fortunate enough to go on an expedition with her.

LODESTAR HALL

“Eyes Always Open”

Structured more as a university or academy, Lodestar Hall is an architecturally striking - and

highly secure - building found in the Collegiate Ward of Tristania. Called the *Erudite Fortress* by the locals, the building is difficult to visit without a permit and well-guarded from intrusion by those not of the order. While the organization maintains smaller outposts among the other solitaires and even the occasional terrestrial outpost, this one is the home and sanctuary for insatiable seekers of knowledge, rugged, intrepid explorers and fearless technophiles pushing the limits of science, technology and the acquisition of knowledge.

As a premiere repository of knowledge, members of Lodestar Hall have the reputation as knowledge-brokers and the keepers of sensitive documents (everything from private legal documents to dangerous or heretical manuscripts are allowed to be stored here). If you need to learn everything about anything, you go to Lodestar Hall and pay them for that information. While most topics of information are easily bought from Lodestar Hall, anything regarding the Dreamlands, is absolutely off-limits to non-members. That doesn't stop people from trying to get their hands on it, many through unscrupulous or criminal means.

Notable Individuals

Archivist “Big Data”: Value, Veracity and Volume

These three Remade form a singular Collective Intelligence and are responsible for maintaining the vast collection of art, artifacts, objects, documents, and other historically relevant items of Lodestar Hall. Virtually identical in appearance, only those most familiar with all of them can usually differentiate between the three; their names are a bit of a hint on the style of answer you'll receive for your question or inquiry. When not cataloging Lodestar Hall's collection, each member of the Big Data Collective spends time educating and training petitioners on the history, responsibility and bureaucracy of Lodestar Hall.

Curator Joyce Hazel Hawke

A young prodigy of Lodestar Hall, Joyce is a fiercely intelligent and independent girl in her teenage years. A little bit of a daydreamer but with an impeccable attention to detail, Joyce is responsible for the care and research of Lodestar Hall's collection. She is also known as being the best at assessing the authenticity and significance of items related to the Antediluvians and the Dreamlands. Obsessed with the ancient civilization, Joyce has visions of riding fantastic mythological creatures in the pristine grassy meadows of the Dreamlands someday. In her eyes, every discovery related to the Antediluvians paints a storybook picture of what the ancients were like and how they lived and she dreams of one day being able to witness it herself.

Chief Engineer Bigby Cleverley

As the chief engineer of Lodestar Hall, this scruffy-looking argos of Scottish Terrier resemblance is responsible for the development and maintenance of various technological wonders that the research and development division employs. He also oversees research projects focused on determining how ancient devices or artifacts function and if they can be reverse-engineered or applied beneficially towards the goals of Lodestar Hall and ultimately, the people of Tristania. Bigby is known in the political world as a vocal opponent critical of the Founders Lodge and believes that their methods and actions are largely immoral, self-centered and illegal.

THE SOLITAIRE

“Unfettered Soul”

Stark individuality is the nature of existence for the Solitaire. No one leads them and they have no base-of-operations or organizational assets to speak of. While outsiders view them as little more than just gangs, clubs or cults, all self-declared Solitaire follow what might be called

"social-anarchism" by today's standards. They oppose private ownership as the means of production, seeing it as a source of inequality and instead advocate ownership through collective ownership. Solitaire groups come with both peaceful and insurrectionist tendencies, which is why they are sometimes viewed negatively within society.

A unique quality exists among all who identify with the Solitaire which is the subconscious or involuntary desire to seek out Agartha - Shangri-La, The Promised Land, Zion - all just different names for what most consider the Dreamlands. The Solitaire believe this land is a utopia where they can live freely again under the sun's shining, golden rays, where all their bodily needs are sustained and where they will find spiritual enlightenment.

Notable Individuals

Anthem Olympia

A well known activist and musician, Anthem is the founder of the **Oblique Square**, a societal movement aimed at dismantling the systemic issues of class discrimination (or classism) within Tristania. While progressive in many ways, a gulf exists between the less fortunate and those in the upper echelons of Tristanian society. Her beliefs are that those of higher status do not generally mix with lower-status people and therefore are able to control their activities by influencing laws and social standards, thereby furthering the divide between the people of Tristania. This is the crux of Anthem's cause and are the bonds that she strives to unshackle society from. This mindset has led her to believe that true independence and opportunity lies somewhere else out in the world, untouched and pristine, but until she finds it, she will bend Tristania to her will.

Toland Firehawk

No one knows how old Toland truly is, nor when he founded the society known only as the **Baroque Initiative**. Rumor is that his ancestors were actual Antediluvians and that he is privy to their long, lost knowledge. Some believe that he might even be an Antediluvian himself, fallen to the same fate as the rest of the Thanatae of the world. Only Toland himself knows the truth but as a noted recluse, Toland is rarely seen in public.

Pharos Hernández

Lone wanderer, deaf. Uses sign language to converse (more details TBD)

UNWOUND COIL

"Harness the Vanishing Point"

The Intronauts of the Unwound Coil seek only to escape the limitations of the physical realm and depart for space between time and dimensions (some call it 'astral space', but there are many other names for it). There, they believe, is the one true location of the Dreamlands. Unfortunately, how to make that journey has yet to be discovered or discerned. Whether or not the universe is even structured in such a way is not clearly proven.

None of this stops the Unwound Coil from their calling and they have spent centuries studying various rituals, technology, magical sites and other mysteries in the hopes of finding out the answer to life, death and the secrets of the multiverse. While the **Somber Chalice** may have some insight into secrets beyond the material realm, anything they have gleaned over the years is closely guarded and only known by the upper echelons of that order. Needless to say, members of the Unwound Coil are highly interested in gaining access to their secrets and will pay handsomely for it.

The Unwound Coil does not have an official organizational base nor overall leadership group

- all are structured in localized cells with little correspondence between them. The largest known cells dwell in these cities but more certainly exist: Harkness, Know Hope, and Tristania.

Notable Individuals

Members of the Unwound Coil prefer to keep low profiles, but the few that are publicly known in the **Tristania Coil** or make their membership aware to the public are described here.

Buckminster Noguchi

Male Transhuman

tbd

Kassandra Peregrin

Female Argos

Tbd

Mambaroccio the Panoptic

Female Sirin

tbd

Organizations of Tristania

Various trade unions, societies, agencies and military organizations exist within Tristania and represent the diverse careers and occupations of those that live here. The majority of them have representation on the Bright Council, but those that do not will be indicated below in their descriptions.

Baroque Initiative

TBD

Boilermaster Union

Refining saltwater from the ocean is absolutely vital for ensuring that the people of Tristania have access to fresh water, salt and other important minerals. The Boilermaster Union represents those with occupations integral to the collection, refinement, distribution and management of Tristania's water supplies. Their council representative is rumored to be a tall sirin with gray and white feathers wearing a featureless gray mask & crown adorned with metallic baubles and dangling gems.

The Captains League

The Captains League is an organization which represents the interests of ship captains that call Tristania their home port. The group is considered fairly informal and is organized more like a club of like-minded individuals. They get together monthly to exchange stories, tall tales and engage in other acts of revelry before usually heading out back to sea. Their representative to the Bright Council is a short, stocky individual that speaks in a loud, slightly accented, masculine voice. The thin crown that this representative wears is made of dark metal with shiny green hues.

Erasmus University of Technology

TBD

Guild of Deep Divers

Working in the depths of the ocean is incredibly hazardous, expensive and difficult. This organization ensures that the engineers, mechanics, welders (and other vocations) have continued access to proper safety equipment, lodging and supplies. They are also responsible for ensuring that guild members follow proper protocols, laws and procedural standards as recommended by the guild's organizational leadership group. Their representative to the Council is a diminutive individual wearing a pale, weathered robe and a decorative crown shaped like a divers bell.

Kelpmonger Cooperative

The reliance upon kelp farmers for a variety of purposes (food source, medicine, phlogiston refining, etc.) is incredibly high for all solitaires, not just Tristania. Therefore, the Kelpmonger Cooperative is a large and well organized group existing to ensure that their issues are addressed by the council and that any threats or problems that arise are immediately dealt with - as anything that threatens their ability to cultivate and harvest the kelp would have dire consequences to the well-being of Tristania. Their representative to the council is rumored to be a thanatae, based on the sound of her voice, which sounds deep and hollow. She perpetually wears an ornate metal crown of azure hues, even while out in public.

Oblique Square

TBD

Port Consortium of Tristania

As trade plays a huge part in the daily lives and operation of Tristania, the Port Consortium is responsible for handling the day-to-day affairs of the wharves and cargo bays surrounding Tristania. In addition, they are responsible for hiring and managing the labor, processing and handling the goods and related services for the ports. As an important agency for the governing and functioning of Tristania, the Port Consortium is an independent and financially stable organization. Their representative to the council is a rotund individual who speaks in a haughty tone, hollow voice. Their crown has stylized, cresting waves etched on the surface.

Steelmettler Combine

A labor union for the steelworkers, silversmiths and various other metallurgists, the Steelmettler Combine ensure that laborers are treated well and have access to fair lodging, health care and other necessities. Their Bright Council representative is rumored to be a tall and lanky individual who speaks in a soft, husky voice. They wear an enormous silver crown adorned with curved, ornamental horns.

Solar Core Conservation Committee

This organization is primarily an oversight board and does not have a seat on the Bright Council. The solar core is the most important device of any solitary. This group is made-up of volunteers or appointees from the other guilds and organizations of Tristania to ensure that all issues, problems or ideas are accounted for in ensuring the smooth operation of Tristania's solar core.

Thermo-Electric Trade Union

This trade union represents the interests of electricians, hydraulic engineers and other professions involved in the distribution, collection and expansion of electrical systems within Tristania. Their Council representative is a soft-spoken, but fast-speaking individual with a thin build and wiry arms. They wear a featureless copper crown etched with ornate scripting.

Tristanian Royal Marines

As the primary military and security force for the people of Tristania, the TRM are led by a Director-General appointed by the Bright Council. As the only publicly known member of the Council, they are sometimes viewed as the voice and face of it, even though they have no legislative power. While the Director-General is generally present for council matters, they do not have a vote and are only there to give advice in military or security matters. The Director-General reports directly to all Bright Council members to ensure that no one can utilize the military exclusively for their own gain or interests.

CHAPTER 8: CREATURE COMPENDIUM

Horrifying creatures and villainous scoundrels are found all over the world from civilized spaces within the solitaires to surface world ruins and wild lands. All try to eke out an existence as best they can, which sometimes puts them at odds with the player characters.

The overall design of the creatures in **Fated Seas** is primarily for ease-of-use and rapid play. The GM is free to modify any of the creatures if they so desire, but the stock versions are meant to facilitate a streamlined experience where combat turns flow rapidly between the player characters and their foes.

COMBAT ACTIONS (AT-WILL and ENCOUNTER)

All creatures use a few different types of abilities which have limits on how often they can be used. Most abilities are considered **AT-WILL**, which means the creature can use the ability with no limitations during the combat. **ENCOUNTER** abilities can be used once per combat encounter and are typically more powerful, provide the creature with a specific advantage or inhibit player characters in some other way.

ENERGY

Most creatures do not use **Energy** for their combat actions. When it is their turn, they simply move up to their movement speed value and attack an enemy using one of their combat actions.

Some powerful creatures in the world are able to take multiple combat actions during their turn using **Energy**, much like the player characters. If a creature has an **Energy** value, it will be clearly marked in their statistics. Additionally, those with an **Energy** statistic will have costs for all of their combat abilities. During their turn, they can use any combination of abilities as long as they have the **Energy** to pay for them.

TIER

All creatures fall within a tier of difficulty relative to the player characters. There are five tiers of creatures, with each tier representing a level range of the player characters (from 1 to 10).

TIER	PC LEVEL RANGE
I	1-2
II	3-4
III	5-6
IV	7-8
V	9-10

In general, the player characters should be able to defeat enemy creatures one tier lower or higher than them, with lower tiers feeling “easier” and higher tiers feeling “harder”. As with many things, difficulty is always subjective and can fluctuate widely based on situation, party class make-up, player skill, or just plain old luck. The GM can build encounters with this guideline in mind.

Cankerworm (Infant/Adult) (Adult)

**Tier: I (Infant) / III
(Adult)**

Cankerworms are large, segmented marine animals covered in spiny, poisonous bristles with which they use to impale their prey. As ambush predators, they hide within burrows or holes and rapidly emerge to strike any creature that ventures too close. Cankerworms are blind and use their bristles to sense other creatures moving nearby. Infants are around 3 to 4 feet in length, while adults reach sizes up to 10 feet in length.

SIZE: Medium (1 square)/Large (4 squares, 2x2)

HEALTH: 24/70

INITIATIVE: 8/6

MOVE: 5/6

ACTIONS: 2/3

SPECIAL FEATURES:

Blindsight: Cankerworms can sense anything within 15 squares of them through bundles of motion-sensing bristles all over their body. They are blind to anything beyond that distance.

AT-WILL ACTIONS

- **Spiny Bristles (Infant) (11+):** Targets one adjacent creature. Inflicts **4 Damage** and add a **Wound** card to their hand if they fail a **Grit Resistance** check (DV: 13).
- **Spiny Bristles (Adult) (11+):** Targets one creature within 2 squares. Deals **7 damage**, inflicts **6 Poison** and add **2 Wound** cards to their hand if they fail a **Grit Resistance** check (DV: 16).
- **Refuge:** The cankerworm retreats back into their lair, granting it increased protection from all attacks. The cankerworm gains **3 Protection (infant) or 6 Protection (adult)** when retracting back inside.

ENCOUNTER ACTION (Infant/Adult)

- **Ambush (9+):** Cankerworms typically lurk inside a hole or cylindrical objects and wait for something to get close before striking. Once a creature gets within 3 squares, the cankerworm springs out to bite them. Deals **5/12 damage** and **Staggers (infant) or Stuns (adult)** the target.



Eel

Tier: Varies

AMPEEL

SIZE: Medium (1 square)

HEALTH: 45

INITIATIVE: 18

ENERGY: 1

SPECIAL DEFENSE: Immunity to Lightning

MOVE: 7 squares

ACTIONS: 2

AT-WILL ACTION

- **Iron Jaw [10+]:** Target one adjacent creature. Deal **3 damage** and apply **3 Poison**.
- **Electric Shock [11+]:** Target one creature within 5 squares of the electric eel. Deals **5 damage** and **Staggers** the target.

ENCOUNTER ACTION

- **Electrocute [8+]:** Range 10. Targets all creatures in a 3 by 3 square area within range. Deals **5 damage** and applies **Frailty** to each affected target.

Eel Swarm

SIZE: Small Swarm (1 square)

HEALTH: 23

INITIATIVE: 20

MOVE: 7 squares

ACTIONS: 2

AT-WILL ACTION

- **Slippery Swarm [10+]:** Targets one adjacent creature. Deals **5 damage** and the Eel Swarm can **Shift 3** squares and **Pull** the target 3 squares.

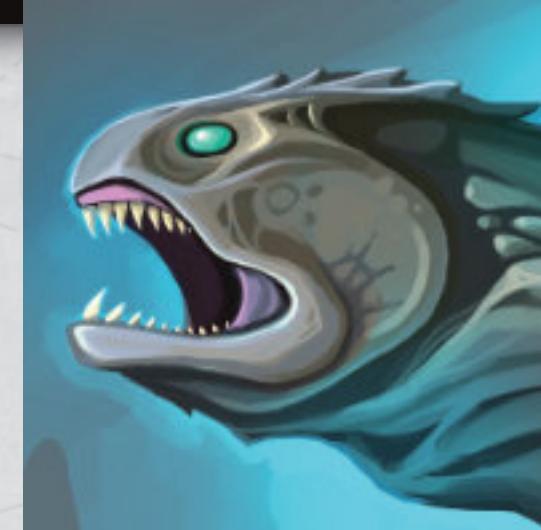
ENCOUNTER ACTION

- **One Thousand Cuts [9+]:** Targets **all** adjacent enemies, deals **4 damage** and adds a **Wound** to their deck if they fail a **Grit Resistance** check (**DV: 13**).

SPECIAL BEHAVIOR

Coalesce/Scatter: The swarm of eels can, as an action, **scatter** (which makes them take half-damage and are immune to Push, Pull, Shift, Stun, Stagger and Knockdown, but they cannot attack this round) or **coalesce** (which then allows them to attack).

TIER: I



Tier: I

Gargantuan Hermit Crab

SIZE: Large (4 squares, 2x2)

HEALTH: 78

PROTECTION: 2

INITIATIVE: 11

MOVE: 5 squares

ACTIONS: 2

ENERGY: 2

AT-WILL ACTIONS

- **Big Pincer [9+]:** Target a creature within 2 squares. Deals **7 damage** and **Stuns** the target.
- **Bulldoze [max once per turn]:** The hermit crab **Shifts** 5 squares. For each creature that the hermit crab moved over or collided with, deal **5 damage** and **Push** the target 2 squares.

ENCOUNTER ACTION

- **Shell Fortification:** The hermit crab gains **2 Protection** as it recedes into its shell, protecting itself with an enormous claw.

SPECIAL BEHAVIOR

When the hermit crab reaches **20 Health** or less, the object being used for a shell becomes too damaged to provide further protection and the hermit crab is no longer considered to have a **Protection** value. The hermit crab will exit the shell in the next round. While out of its shell, the hermit crab's movement speed is increased to 7, but cannot use the **Shell Fortification** action until it finds a suitable replacement.

Grindylow

Tier: I

Grindylow are the hideous combination of a shark and an octopus. They have ashen-gray mottled skin, large dark eyes, sharp triangular teeth and a mass of octopus appendages below the waist. They are known to be voracious, but craven creatures and tend to go for the quick and easy kill over prey that will fight back.

SIZE: Small (1 square)

HEALTH: 18

INITIATIVE: 12

SPECIAL FEATURE: Amphibian (can breathe on land and in water)

SPECIAL DEFENSE: Not affected by **Push**, **Pull** and **Knockdown** effects

MOVE: 6 squares

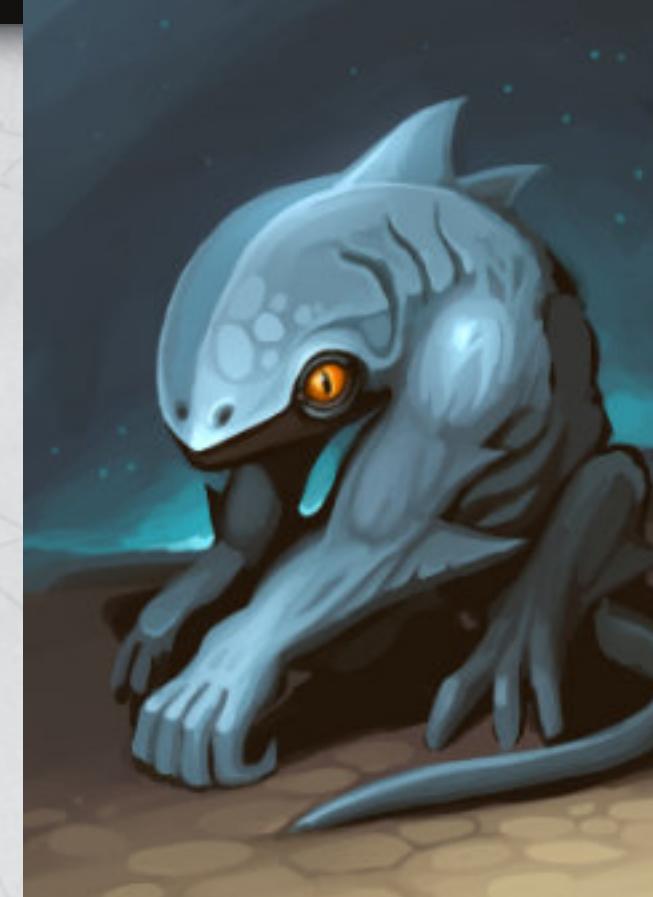
ACTIONS: 2

AT-WILL ACTION

- **Feeding Frenzy (11+):** Target up to 3 adjacent creatures. Deal **5 damage** to each one (cannot hit the same target more than once).
- **Sucker Punch (11+):** Target one creature within 5 squares. Deal **5 damage** and **Pull** the target 3 squares towards the Grindylow.

ENCOUNTER ACTION

- **Undertow (11+):** Deal **6 damage** and **Knockdown** all creatures in a line starting from the grindylow and proceeding out 5 squares. Grindylow are unaffected by the knockdown effect due to their special defense ability.



Gul

Tier: I

Gul are believed to have been corrupted, deceitful, jealous or greedy people in their previous lives. As a result, they are afflicted with an insatiable hunger for a particular repugnant or humiliating object, like feces or cadavers. They are also known to have disturbing visions and while other creatures looking at a river would see clear water, gul see the same river flowing with a repellent substance such as pus, blood or filth.

SIZE: Medium (1 square)

HEALTH: 12

PROTECTION: 2 (incorporeal)

INITIATIVE: 15

MOVE: 6 squares

ACTIONS: 2

SPECIAL FEATURES: *Meld with Shadows*

The gul can meld into darkness and shadowy areas, becoming incorporeal and invisible. Until they emerge from the shadow, they can not attack or be attacked. They can teleport to any other area shrouded in darkness, which during combat, takes 1 action. Shining a light on the darkness will force the gul to substantiate and it will try to flee to an area of darkness as quickly as possible or attack if presented with no other option.

AT-WILL ACTIONS

- **Chilling Touch (11+):** Target an adjacent creature. Deals **4 damage** and inflict **2 Frailty**.

ENCOUNTER ACTION

- **Unhinged Whispers:** Target one creature within 10 squares and force them to make a **Willpower Resistance** check (**DV: 14**). If the target fails, **Stagger** and **Shift** them 3 squares (you pick the direction and destination).

Stagger: Causes the target to lose an Action on their next turn..



Karkinos

Tier: I

Karkinos are enormous predatory crabs - some of the largest have been recorded as having a carapace over 4 feet wide and weighing more than 70 pounds. They feed on carrion and slow-moving creatures they encounter in the coastal regions or shallow waters surrounding the various land masses. Karkinos can sometimes be found in the solitaires - but they are a rare delicacy and fetch a high price when caught. They generally don't attack the larger humanoid species, but will do so in self-defense or in desperation.

SIZE: Medium (1 square)

HEALTH: 22

PROTECTION: 1

INITIATIVE: 14

MOVE: 7 squares

ACTIONS: 2

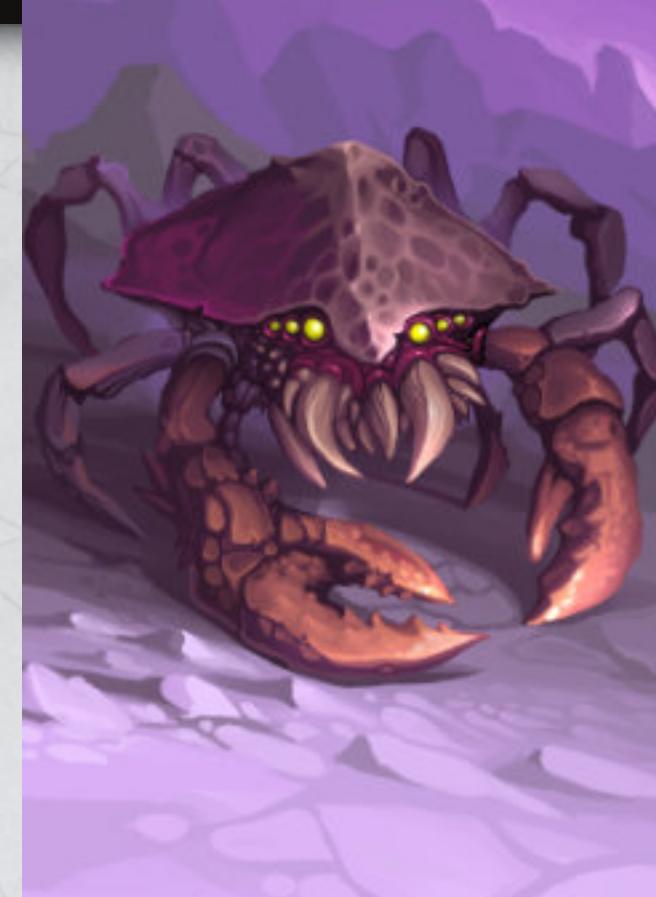
AT-WILL ACTION

- **Pinch (11+):** Target an adjacent creature. Deal **7 damage**.

- **Skitter:** Shift **4** squares and gain **1 Protection**.

ENCOUNTER ACTION

- **Clapperclaw (10+):** Target an adjacent creature. Deal **6 damage** and **Stun** them.



Kraken Overlord

Tier: I

All Theurgists live in a world where their subconscious desires and whims are constantly being shared with their octopus familiars. This connection between two creatures sometimes becomes too far entangled and one creature takes control over the mind of the other. In cases where the octopus becomes master, a primal intelligence takes over - ruling efficiently and ruthlessly, it subjugates or slays those that it deems less than itself.

SIZE: Small (1 square)

HEALTH: 45

INITIATIVE: 16

MOVE: 5 squares

ACTIONS: 3

ENERGY: 3

SPECIAL FEATURE: Amphibian (can breathe on land and in water)

AT-WILL ACTIONS

- **Barbed Beak (11+):** Targets 1 adjacent creature. Deal **5 damage** and recover **5 Health** (ignores the **Protection** value of the target).
- **Tentacle Assault (11+):** Targets all enemy creatures within 2 squares. Deals **5 damage** and **Pushes** all affected creatures 2 squares away from the octopus overlord.

ENCOUNTER ACTION

- **Black Cloud:** Range 10. Targets all creatures (ally and enemy) in a 3 x 3 area. Inflicts **Poison** and **Frailty** to all creatures in the area-of-effect unless they make a **Grit Resistance** check against **DV 13**. The octopus overlord can **Shift 5** squares after resolving the attack.





LANTERN SQUID

TIER: II

Lantern squid are massive and intelligent cephalopods. While predatory in nature, they are not malicious and generally won't attack unless they are hunting for food. They are able to fly out of the water using a combination of water jet propulsion and by spreading their tentacles in a flat fan shape with a mucus film between the individual tentacles. Lantern squids use bioluminescence to shine light downwards to disguise their shadows from any predators that may lurk below, as well as to provide camouflage with their background for when hunting for food.

SIZE: Large (4 squares/2x2)

HEALTH: 85

INITIATIVE: 19

MOVE: 6 squares on land, 8 squares fly

ACTIONS: 2

SPECIAL DEFENSE: Camouflage

The lantern squid is capable of changing the color of its skin to camouflage themselves in the background. This essentially counts as giving them a Prowl score of 15 against any creature that is looking for it or passively aware of their surroundings.

AT-WILL ACTION

- **Toothy Maw (11+):** Targets one creature within 2 squares. Deals **8 damage**.
- **Tentacle Whip (11+):** Targets up to two different creatures within 5 squares of the lantern squid. Deals **6 damage** and **Staggers** the target.

ENCOUNTER ACTION

- **Flash Orb:** The lantern squid generates a bright flash of light by launching a bioluminescent orb at a specified location. This ability targets a square within 10 squares and detonates into a 5 by 5 square area. All creatures in the area-of-effect must make a **Intuition Resistance** check (**DV 12**) or are **Stunned** and inflicted with **Frailty**.

MERROW

TIER: II

Merrow are aquatic humanoids with fish and amphibian-like traits. Their skin is green, glossy and slippery with a pale yellow or white stomach. They have a head similar to that of a fish with extremely wide mouths and glossy round eyes incapable of blinking. They have ridged, muscular backs, as well as webbed hands and gills on their necks. They move in an inhuman fashion, by hopping about, or occasionally move on all fours.

They are an intelligent species, although generally xenophobic, and live in the abyssal depths of the oceans in their stone and sand barrows. Most merrow encountered outside of these locales are either explorers or soldiers in search of something important to the barrow.

SIZE: Medium (1 square)

HEALTH: 45

INITIATIVE: 13

MOVE: 5 squares

SPECIAL FEATURE: Amphibian (can breathe on land and in water)

SPECIAL DEFENSE: Toxic Gore

When a merrow loses half of their Health or is grievously wounded by an attack of 10 or more damage, their blood spills out into an adjacent square. Contact with the air causes a chemical reaction that turns the blood into a poisonous gas, inflicting 3 Poison to any adjacent creatures (Merrow are immune).

ACTIONS: 2

AT-WILL ACTION

- **Vicious Slice (11+):** The merrow may **Shift 2** squares before taking this action. Target up to 2 adjacent creatures (may not target the same creature). Deal **5 damage**.
- **Regurgitate (11+):** Hurl a viscous, noxious orb at one creature within 10 squares. Deal **4 damage** and place a cloud of poisonous gas in the square which lasts for 2 rounds. Entering or ending your turn in the poisonous gas requires a **Grit Resistance** check (**DV 13**) or be inflicted with **Poison**. Merrow are immune to this poisonous gas.

ENCOUNTER ACTION

- **Pounce:** Leap up to 6 squares away. Upon landing, deal **4 damage** to all adjacent targets and **Stagger** them unless they dodge out of the by rolling an **Intuition Resistance** check (**DV: 12**).

Stagger: Causes the target to lose 1 Action on their next turn.



OUTSIDER

TIER: I

Outsiders represent a wide-range of like-minded humanoids organized in a hierarchy or societal structure outside the normal boundaries of civilization. Survivalists, pirates, bandits, thugs and other types of unsavory or unscrupulous individuals are considered to be different types of Outsiders. (TODO: Flayer, Splicer)

Brute Outsider

SIZE: Medium (1 square)

HEALTH: 37

PROTECTION: 1

INITIATIVE: 9

MOVE: 5 squares

ACTIONS: 2

ENERGY: 1

AT-WILL ACTIONS

- **Massive Smash (9+):** Target 1 adjacent creature. Deal **5 damage** and **Stagger** the target.
- **Throw Brick (10+):** Target 1 creature within 5 squares. Deal **7 damage** and Knockdown the target.

ENCOUNTER ACTION

- **Concussive Slam:** Shift **3 Squares**. All characters adjacent to the Brute at the end of this movement must make a **Grit Resistance** check (**DV: 13**) or be **Staggered**.

Pirate Outsider

SIZE: Medium (1 square)

HEALTH: 28

PROTECTION: 1

INITIATIVE: 13

MOVE: 5 squares

ACTIONS: 2

AT-WILL ACTIONS

- **Intimidating Strike [10+]:** Target 1 adjacent creature. Deal **5 damage** and **Push** the target 1 square.
- **Grapeshot Blast [9+]:** Target up to 3 creatures adjacent to one another within a 15-foot cone. Deal **4 damage** to all targets and inflict **Frailty**.

ENCOUNTER ACTION

- **Menacing Advance [10+]:** Target 1 adjacent creature. Deal **5 damage** and **Shift** the target 2 squares. The outsider may **Shift 2 squares** after the attack.

Anglerfish
Coral Zombie
Coin Tick
Cold Ooze
Giant Catfish
Leech Rat



SAWTOOTH

Sawtooth are large aquatic creatures possessing an elongated body with armored, scaly skin. Its head features a very long and narrow snout which is widened at the end and filled with numerous sharp teeth. Because of this long snout, the sawtooth is especially adapted to catching and eating fish. It resembles some extinct marine reptiles.

SIZE: Large (1 x 2 squares)

HEALTH: 41

PROTECTION: 1

INITIATIVE: 14

MOVE: 7 squares (swim)

ACTIONS: 2

AT-WILL ACTION

- **Rip and Tear (11+):** Target 1 adjacent creature. The sawtooth can **Shift 3** squares before the attack. Target an adjacent creature. Deal **6 damage** and inflict **Frailty**.

ENCOUNTER ACTION

- **Death Roll (10+):** Target 1 adjacent creature. The sawtooth grapples the target and rolls violently, attempting to disorient and tear the creature apart. Deal **8 damage** and **Knockdown** the target. They must also make a **Grit Resistance** check (DV: 14) or add two **Wound** cards to their Hand.

TIER: I

SABERTOOTH WULVER

Imagine a dire wolf with sabertooth tiger fangs. Give it the ability to stand up and strike from its hind legs like a bear.

SIZE: Large (2 x 2 squares)

HEALTH: 88

PROTECTION: 1 (tough hide)

INITIATIVE: 15

MOVE: 7 squares (land), 5 (swim)

ACTIONS: 2

ENERGY: 3

SPECIAL FEATURES: *Blood Rage*

Once the sabertooth wolver has lost half of its Health, it enters a bloody rage. The sabertooth wolver gains an additional **Action** during its turn until the end of the combat (or it is slain).

AT-WILL ACTIONS

- **Jagged Claws:** Target an adjacent creature. Deals **13 damage** and inflicts a **Wound**.
- **Sabertooth Slice:** Target up to three adjacent creatures. Deals **14 damage**, ignoring up to **4 Protection** on each target.

ENCOUNTER ACTION

- **Grab:** The sabertooth wolver grabs an adjacent creature and throws them 5 squares away in a straight line. Deal **15 damage** and **Stagger** the thrown creature. Any creatures in the path of the thrown creature are **Stunned** upon impact unless they can resist (**Willpower DC: 18**). If they succeed, they are **Staggered** instead. Regardless, any creature impacted by the thrown creature takes **8 damage**.

TROGON

Trogons are enormous, bear-sized beavers. Semiaquatic rodents around five-feet in length, some could grow up to seven-feet from tip to tail. They have large incisors (around 6 inches), which they use to build dams and lodges using tree branches, vegetation, rocks and mud. Trogons are territorial creatures and their size alone makes them dangerous to those seeking to harm or tangle with them. Trogons have traditionally been hunted for their hides and castoreum, an oily substance used for medical purposes.

SIZE: Medium (1 square)

HEALTH: 36

PROTECTION: 1 (tough hide)

INITIATIVE: 8

MOVE: 5 squares (land), 8 (swim)

ACTIONS: 2

ENERGY: 1

SPECIAL FEATURES: *Adaptation*

Trogons can hold their breath underwater for up to 30 minutes. This allows them to forage effectively or to escape predators.

AT-WILL ACTIONS

- **Claws:** Target an adjacent creature. Deals **8 damage**.

ENCOUNTER ACTION

- **Acrid Spray:** Target up to three creatures adjacent to one another within 5 squares. All creatures hit by the spray are **Staggered** and their clothes, armor or weapons smell of urine until cleaned thoroughly.

TIER: I

TROW

TBD.

SIZE: Medium (1 square)

HEALTH: 36

PROTECTION: 1 (tough hide)

INITIATIVE: 8

MOVE: 5 squares (land), 8 (swim)

ACTIONS: 2

ENERGY: 1

SPECIAL FEATURES: *Adaptation*

Trogons can hold their breath underwater for up to 30 minutes. This allows them to forage effectively or to escape predators.

AT-WILL ACTIONS

- **Claws:** Target an adjacent creature. Deals **8 damage**.

ENCOUNTER ACTION

- **Acrid Spray:** Target up to three creatures adjacent to one another within 5 squares. All creatures hit by the spray are **Staggered** and their clothes, armor or weapons smell of urine until cleaned thoroughly.

TIER: I



WARGRAVEN

TIER: IV

Fearsome in appearance, wargraven have metallic ebony skin and heavily-muscled bodies. Their faces are mostly featureless except for large pointed ears, four glossy black eyes and two metallic fangs where their mouths would be. Rumored to be capable of a variety of incredible abilities such as flight, hypnosis and melding into shadows, witnesses to a wargraven attack call them vampires or devils due to the similarity of such ancient mythological creatures.

In actuality, wargraven are the remnants of an ancient human civilization with access to incredible technology. Their full-body exosuits provide them fantastic “powers” which they use to dominate all who infringe upon their domain. An extremely xenophobic society, they use these suits to cultivate a sense of fear and terror to keep interlopers or those curious about them at bay. Their suits are also the only way they gain sustenance as they use the hypodermic needles embedded in the teeth of their mask to drink the blood of those they prey upon.

SIZE: Medium (1 square)

HEALTH: 80

INITIATIVE: 20

MOVE: 7 squares (ground), 10 squares (flight)

ACTIONS: 3

ENERGY: 3

SPECIAL FEATURES: *Regeneration*

Wargraven regenerate **15 Health** per round at the beginning of their turn. This regenerative ability is suppressed if the wargraven is in bright light.

AT-WILL ACTIONS

- **Drain Vitality:** Target an adjacent creature. Deals **12 damage** and the wargraven recovers **12 Health**. The target is also **Staggered** unless they make a **Grit Resistance** check (DV: 16).
- **Obsidian Claws:** Target up to two adjacent creatures. Deals **15 damage** (ignore up to 3 points of **Protection**).
- **Stealth Protocol:** The wargraven becomes silent, completely invisible and can move rapidly (double movement speed).

ENCOUNTER ACTION

- **Hypnotize:** Target a creature within 10 squares and force them to make a **Willpower Resistance** check (DV 20). If the target fails this resistance roll, the target is unable to see, hear, or interact with the wargraven, even if the wargraven takes a hostile action against them. It’s as if their mind just erases the presence of the creature. Hypnotize lasts for 10 rounds or if the target can be convinced to try to resist the effect, they can make another **Willpower Resistance** roll (same DV as above).

WENDIGO

TIER: II

A wendigo is a malevolent spirit of a creature consumed by a corrosive drive toward environmental destruction and insatiable greed, traits that sow disharmony and destruction if left unchecked. The embodiment of gluttony, greed, and excess, wendigo are never satisfied after killing and consuming one person, they are constantly searching for new victims.

Wendigo look like a gaunt skeleton recently disinterred from the grave, with its desiccated skin pulled tightly over its bones, its complexion ash-gray of death, and its eyes pushed back deep into their sockets. Wendigo give off a disturbing odor of death, decay and corruption.

SIZE: Medium (1 square)

HEALTH: 55

INITIATIVE: 21

MOVE: 5 squares

ACTIONS: 2

AT-WILL ACTIONS

- **Wicked Claws:** Target an adjacent creature. Deals **7 damage** and **Staggers** the target.
Stagger: Causes the target to lose 1 Action on their next turn.
- **Furious Leap:** The wendigo **Shifts** up to 5 squares (can move over enemies and obstacles). It may target any adjacent creature upon landing with a devastating claw attack, dealing **8 damage**.

ENCOUNTER ACTION

- **Unhinged Jaw:** The wendigo unhinges its jaw and attempts to consume a target whole. Target an adjacent creature. That creature needs to make a **Willpower** or **Grit Resistance** check (DV: 14). If they fail, they take **25 damage**. If this kills or downs the character, the Wendigo swallows them whole - its stomach distending grotesquely. If the wendigo is slain before it can escape, the swallowed creature is expelled in a gory mess.



INTO THE DEPTHS

This is an introductory adventure suitable for players and game masters just beginning their journey in the world of **Fated Seas**. This adventure is intended for a group of three-to-five players, but the GM should feel free to adjust the combat encounter enemy numbers, make-up or starting situation to accommodate for their players needs or adventure desires (*lower or higher difficulty, an experience more focused on combat or intrigue, etc.*). This adventure is balanced and written to fill a “one night (or day) gaming session”. It can be shortened or lengthened easily by adding or subtracting encounters along the way.

CRUDE AWAKENING

The players begin by waking up from suspended animation through hydronic methods. The water drains from each of their pods, their throats filled with salty water. The doors open and they all stagger out into the cold darkness of a circular metal room.

Your eyes dart open and you immediately panic. You realize you are underwater and in the dark. Something hard and rubbery is thrust down your throat and as you grasp at what it is, a hose perhaps, the water rushes out from around you and onto the floor. You stand in a metallic pod looking out into a cold and dark room. Peering out from inside, you see many other pods circling the room, each with a similarly looking groggy occupant.

Each player is bound to the pod by leather straps and a mass of hoses and rods thrust down their throats (as life support). Remade and Thanatae characters are in special solutions for their body types. They can unfasten the leather straps fairly easily, but removing the hoses is a disturbing and slightly painful endeavor - everyone takes 5 points of damage from the ordeal.

Depending on how many players are in the game, there are as many pods located here plus an additional one. However, this additional pod is already empty - as if somebody else was there but awakened before the rest of them. Allow players to make an **Observation** skill roll or use another appropriate skill to discover this information.

There are two metal doors that lead out of the chamber - each with large wheels that must be turned to open. Small portholes look out into a hallway in one direction and a storage chamber in the other. Their clothes, equipment and supplies are stored in the latter. The hallway is dark, but has what looks to be emergency floor lighting illuminating it. It is silent, aside from a steady dripping of water.

The hallway leads to a ladder - at the top, a porthole opens into darkness.

If they climb up and out of the hole, they find themselves outside in a cavernous space - the interior of some sort of vessel, probably a small Solitary. It is dark. No light emits from the center of the core. It's burned out. If they want to survive, they need to either find a way out of it or re-ignite the solar core to enable it to be habitable again.

Skill Check - OBSERVATION (DV 12):

The hatch that covers the hole looks like it would be cleverly concealed when closed, indicating the area they came from was well hidden and in plain sight.

Even though their memories are fuzzy, all of the characters know that if they want to reactivate the solar core, they will need to venture to the center of the vessel, figure out what happened to it and restart the process. If they just want to bug out, they will need to find where the escape pods or submersible transports are located - typically this is near the outer hull of the solitary.

What's going on here?

Named the “Evening Star”, this flotsam of the great Solitary called Tristania is considered a “pleasure vessel” owned by a wealthy noble named Eli Cromwell III. The Cromwell family uses it to host extravagant parties and staged events, like private hunts, murder mysteries or ‘Great Escapes’. The event hosted here now is a masquerade for Cromwell’s many friends and business partners. After the solar core was extinguished and power was lost, mayhem broke out on the vessel - many of the guests were able to reach the Triton transports to escape, but those that didn’t turned on each other in violence. Some formed into groups, or gangs - one aimed with finding a way to survive and escape and the other ensuring that no one is allowed to leave.

Cromwell had a backup plan, much like many wealthy folk hosting risky or questionable affairs. Before hosting an event, the Cromwell family always retained the services of highly-skilled adventurers or mercenaries who were then put into torpor for the duration of the festivities. In the unfortunate event of something going awry, these retainers would eventually be awakened to “fix” the problem.

In this specific situation, the retainers we’re talking about are the player characters. The business of being put into suspended animation has various negative effects - short term memory loss being one of them, so it’s up to the GM to help the PC’s “remember or not remember” as much or as little as they want. The important thing is freedom of choice and the expression of the players when put into various difficult situations.

So how do they fix things here?

There are basically two options for the party. They can travel to the edges of the vessel in hopes to find a submersible transport or venture to the center to re-ignite the solar core. The Evening Star is a maze of rooms and corridors, many of the bulkhead doors locked down to contain hull breaches and other damage from various acts of desperation or sabotage.

ADVENTURE FLOW

The party can experience between 3 to 5 encounters along their way to the solar core or to the Triton submersible. It’s up to you on how short or long you want the adventure to be and the flow chart below is one example of how it could be run. Feel free to alter it in any way by adding or reducing the amount of encounters along the way or even rearrange them to your preference!

CREATURE ENCOUNTERS

Many of the maps for the locations the players will travel to show the starting spaces for the various creatures that inhabit each area. Some encounters have a variable amount of creatures located there which is based on how many player characters are in the party. For example:

Creatures located here:

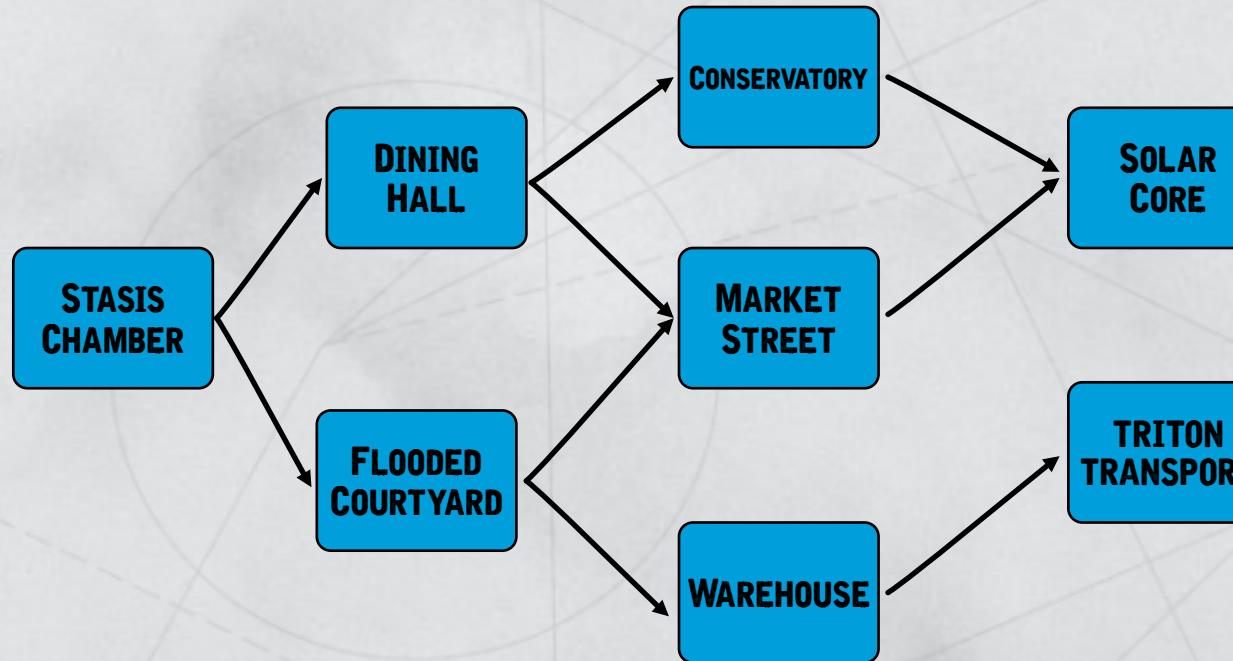
- Grindylow = **PLAYER CHARACTER COUNT +2**

While the map may only show the location for 5 Grindylow, a party of five players would encounter 7 of them here. The GM is free to place (or hide) the location for the other grindylow in the encounter. Perhaps the players encounter five grindylow first and then two others emerge from the tunnel in the rear during the combat. Perhaps two grindylow are hiding in the grates below. The GM should feel free to embellish and change the encounters to suit their whims.

CREATURE VARIANTS

Two special variants exist for this adventure. Both are based off the **Outsider** creature listed in the compendium, and are documented on the opposite page. Please refer to the **Creature Compendium** (pg. TBD) for stats on the rest of the creatures encountered during the adventure.

Outsiders represent a wide-range of like-minded humanoids organized in a hierarchy societal structure outside the normal boundaries of civilization. Survivalists, pirates, bandits, thugs and other all types of unsavory individuals are considered different types of Outsiders.



Masqueteer (Outsider variant)

Masqueteer's are nobles that came to the Evening Star for a night of revelry, but instead were subjected to a horror show of mayhem and slaughter. They've managed to survive for this long, but have no way to leave the vessel and must now strive to survive.

SIZE: Medium (1 square)

HEALTH: 27

INITIATIV

MOVE: 5 squares (walk)

ACTIONS:

AT-WILL ACTIONS

- **Press Gang (12+)**: Target 1 adjacent creature. Deal 5 damage and Push the target 1 square.
 - **Grapeshot Blast (11+)**: Target up to 3 creatures adjacent to one another within 5 squares. Deal 4 damage to all targets and inflict 1 Frailty.

ENCOUNTER ACTION

- **No Quarter (12+)**: Target 1 adjacent creature. Deals 5 damage and Pull the target 2 squares. The Outsider may Shift 2 squares.

Kindred (Outsider Flayer)

The Kindred are the remade servants of the Evening Star that have been “reprogrammed” to obey IXANAXI’s commands and ordered to subjugate the guests of the Masquerade. They have grafted makeshift weapons to their limbs and their heads are replaced with metallic tentacled maws, writhing spasmodically.

SIZE: Medium (1 square)

HEALTH: 35

INITIATIVE: 16

PROTECTION: 2

MOVE: 5 squares

ACTIONS:

AT-WTI | ACTIONS

- **Vicious Shank (12+)**: The kindred stabs one adjacent creature with their grafted on silverware hands. Deals **5 damage** to the target.
 - **Firebomb (11+)**: The kindred throws a bottle of alchemist's fire at a target within 10 squares. All creatures in a 2 by 2 square area take **4 damage** and add **1 Burn** card to their deck (or cause **Burning** to NPCs).

ENCOUNTER ACTION

- **Ink Blot (12+)**: Targets up to two creatures within 10 squares (must be different). Deals 4 damage and Staggers them.

Tier: I

136

137

DINING HALL - *The Masqueteers*

You exit into a large open space leading to what appears to be a dining hall. You hear people speaking to one another and the sound and clatter of someone rummaging through things. Draped over the entryway is a paper sign that says "Welcome to the Evening Star Masquerade!"

As the players get closer and are able to see inside the structure:

The looters are dressed like filthy pirates, but their mannerisms and speech suggests they are nobility forced into a less than desirable situation.

The players do not have to get into a fight here if they don't want to. They can try to get more information from the Masqueteers, if they so desire. The Masqueteers are here to scavenge for food and then will continue on towards the outer hull of the *Evening Star*, as they encounter less Kindred the further away they get from the solar core. As long as the party doesn't try to stop them or interfere with their actions, they can most likely converse and learn more about what happened and their options on how to escape. The Masqueteer's aren't inclined to help unless the party can offer some assurances, incentive or are extremely persuasive, but nothing is impossible.

Creatures found here:

- **Masqueteers (Outsider variant) = PLAYER CHARACTER COUNT +1**



CONSERVATORY - *Grindylow Incursion*

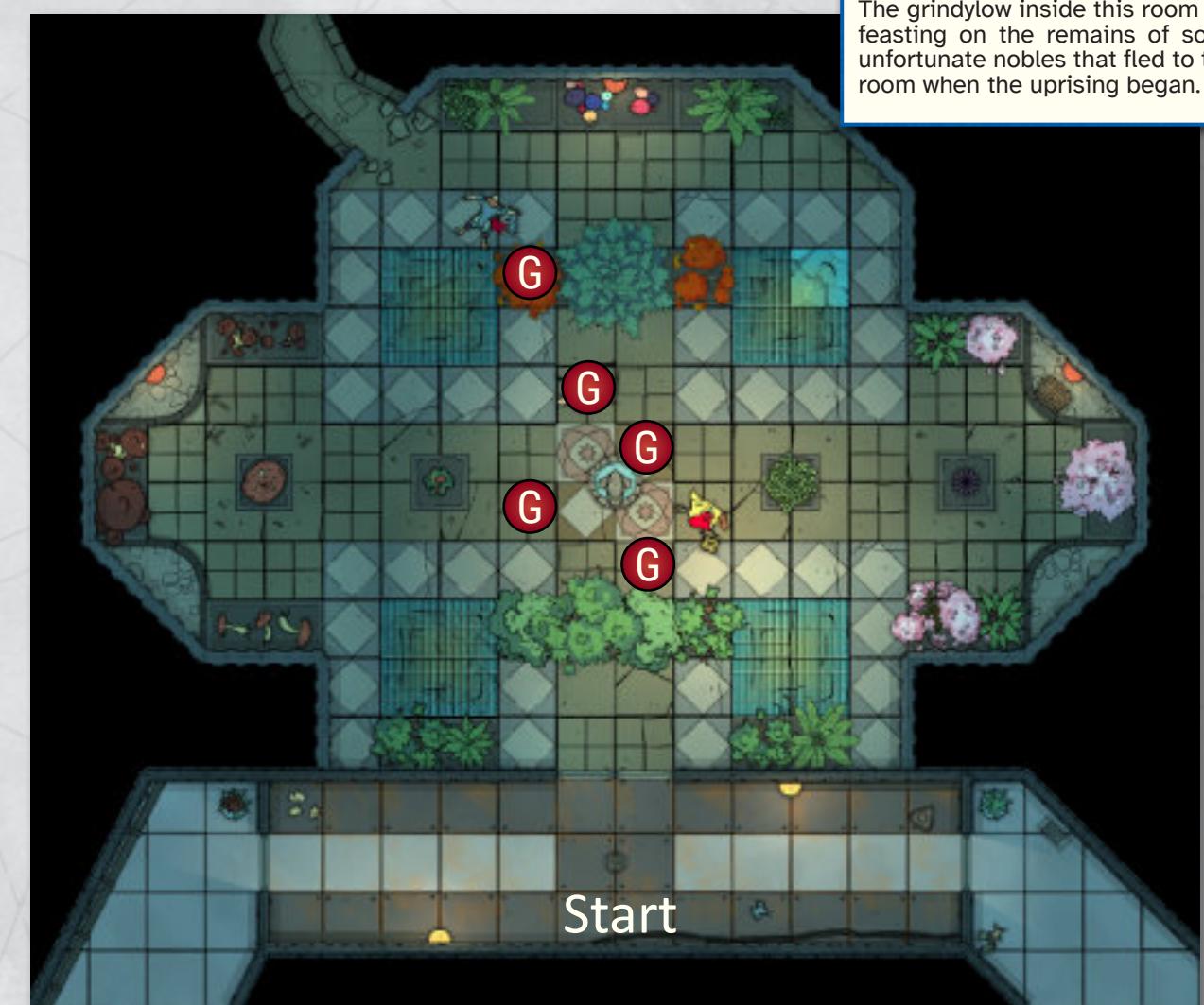
In the conservatory, the party encounters a pack of grindylows that have breached inside and begun prowling around. They have just finished successfully hunting down some of the unfortunate guests and have begun to feast on their bodies.

You enter a waterlogged conservatory. It is dark, humid and the air is tinged with the scent of blood. The sound of movement and sloppy slurping is heard from somewhere near the front of the room, obscured by large bushes, trees and other vegetation.

A number of grindylow are huddled around the corpses, loudly tearing into them and devouring their flesh. Players have the opportunity to sneak up on them if they are careful, as the grindylow only have an **Observation** skill roll of **5** due to their preoccupation with gorging on their unfortunate victims.

Creatures found here:

- **Grindylow = PLAYER CHARACTER COUNT +2**



WAREHOUSE - Kindred Ambush

You encounter a torn up bulkhead leading into what looks to be a storage warehouse. Pitch black and silent, you can only see barely into the room. Open crates and empty boxes litter the floor and water drips from the rusty catwalks drooping overhead.

The crates are all ransacked and nothing of value remains. Lurking in the catwalks above are a band of Kindred waiting to ambush any Masqueeteers or the player characters once they enter and start searching. After a few have entered the room, the Kindred drop down from the catwalks and attack.

Because of their remade nature, the Kindred stand perfectly still high above and are difficult to perceive. A player that wishes to use **Observation** in the room can detect the presence of one or two high above (DV 15), but at any distance, it is difficult to make out more than just their humanoid shapes.

Creatures found here:

- Kindred (Outsider Flayer) = PLAYER CHARACTER COUNT +1



WAREHOUSE - CATWALKS ABOVE



FLOODED COURTYARD - Eel Pit

You exit a waterlogged corridor and emerge into a soiled and filthy garden of hedges and overgrowth. The water is knee-high and murky.

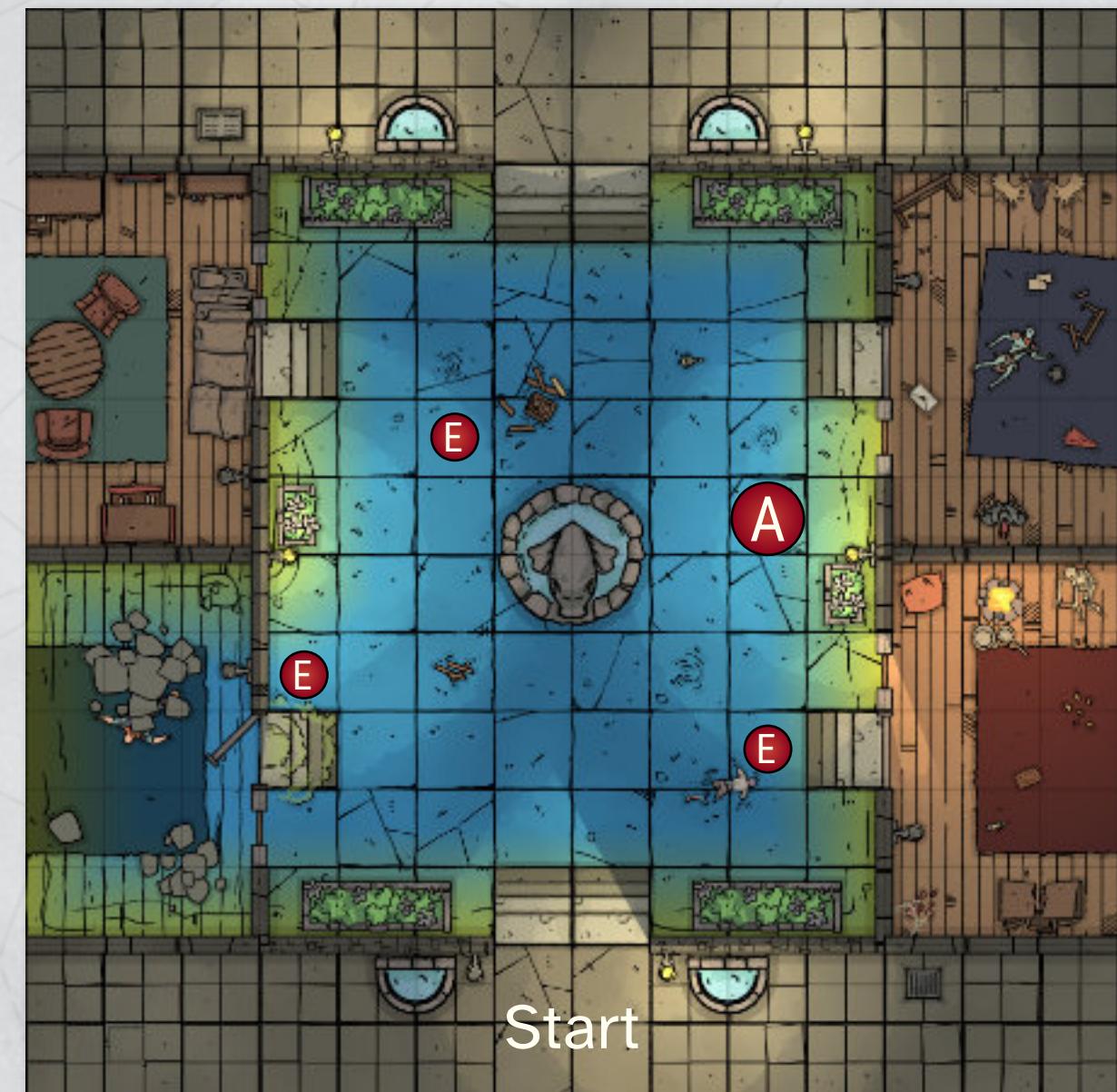
Skill Check: OBSERVATION DV: 12

You notice some thing... or things... slithering just below the surface of the water.

Just below the surface of the water lurks a dangerous ampeel and some smaller eel swarms, all of them hungry and eager to feast on the flesh of the living. The ampeel will be drawn to remade characters as they are an excellent source to leech electrical energy from.

Creatures located here:

- Ampeel = 1
- Eel Swarms = PLAYER CHARACTER COUNT -2



MARKETSIDE STREET - *Rumble in the Market*

The clanging of steel-on-steel rings in the darkness and the smell of gunpowder fills the air. Out in the street near a ruined and wrecked market, two groups of humanoids fight among the stalls. Some are dressed like filthy, mask wearing pirates and the others appear to be disturbing metallic humanoids - their hands replaced by blades and other makeshift weapons. Their heads are nothing but writhing tentacles.

Neither side seems to have the upper hand. You could change that.

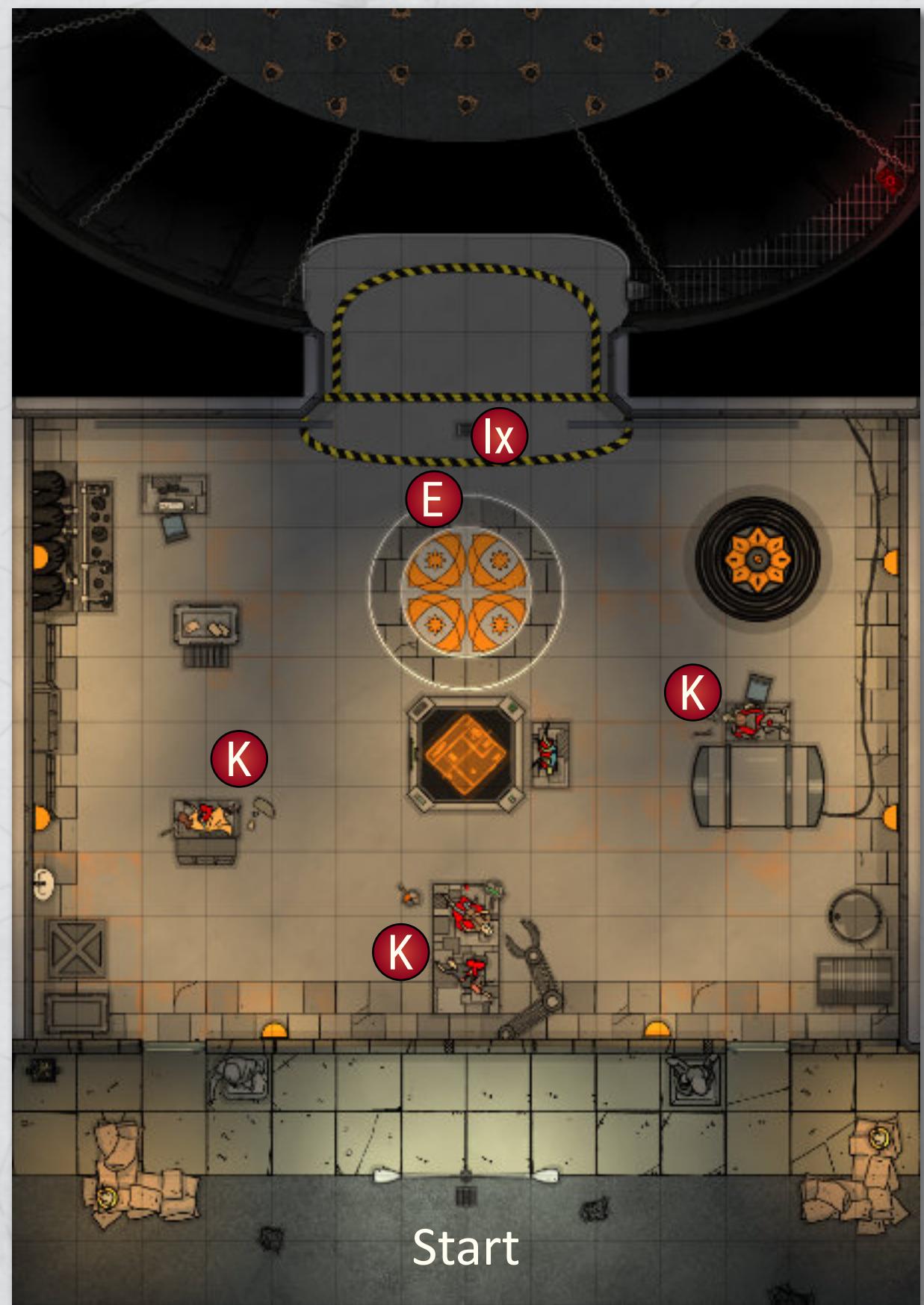
The Masqueeteers may or may not be hostile to the party depending on how their interaction went at the Dining Hall (if the party encountered them there). Depending on how the party interacts with this scrum in the middle of the streets, they could either end up hostile, neutral or friendly. Does the party come to their aid or the Kindred? Do they do nothing and watch as both parties slaughter each other? At a certain point, each side will become wary of their presence and either ask for their help (Masqueeteers) or threaten them (Kindred). This is a volatile situation with many outcomes depending on how the players act.

Creatures located here:

- Kindred (outsider variant) = PLAYER CHARACTER COUNT
- Masqueeteers (outsider variant) = PLAYER CHARACTER COUNT



EVENING STAR SOLAR CORE



SOLAR CORE - Eli Cromwell and the Octopus Overlord

BACKGROUND

Eli Cromwell III, the nobleman that owns the *Evening Star*, has gone mad due to the influence of his octopus companion, IXANAXI. The octopus dominated Eli shortly after the party started, disabled the solar core and started feeding on the guests. It now ruthlessly and efficiently lords over Cromwell's body and mind forcing him to do whatever it desires. The remade servants were ordered to change their appearance and role for the party and are now known as the Kindred. These creepy servitors hunt down the remaining noble lords and ladies trapped here and prevent anyone from leaving the *Evening Star*. The Remade think this is all part of 'the game and theme' of the *Evening Star* Masquerade, but have clearly taken things a bit too far.

ARRIVAL

Creatures located here:

- **Eli Cromwell III**
- **IXANAXI**
- **Kindred (outsider variant) = PLAYER CHARACTER COUNT -1**

The players arrive outside the solar core in a long alleyway that stretches in a circle around the entire structure. They can see the dark metallic dome of the solar core behind the massive structure in front of them - the solar core master control room. This is where solar core engineers monitor things from and where they need to be in order to fire it up.

The imposing structure in front of you is comprised of featureless dark stone. Centered in the middle of the wall are two massive stone doors. To the left is a large metallic wheel - most likely used to open and close the doors. Since it will require turning the massive circular wheel to open them, it would seem like there's no way to do this quietly.

Skill Check - Knowledge, DV 10: A metallic surface surrounding the solar core would get way too hot here.

Once either (or both) of the doors is opened, the players can see inside this massive mechanical workshop.

The doors creak open loudly and you can fully see into this dimly lit workshop. The large room is filled with shelves, massive machinery and worktables. Many of the tables are decorated with bloody body parts - gore dripping down on the floor. Behind all of this, past the two sliding blast doors, stands a disheveled man pacing wildly back and forth. On his shoulder sits a large, red-skinned octopus. You didn't notice it before, but also standing near the blast doors are a few of the tentacle-headed robots, all with nasty tools and silverware grafted to their hands. They stand eerily still - clearly having no reaction to the opening of the massive doors.

Once the players enter the room and get close enough to Cromwell, he will abruptly stop pacing, face and address them. He speaks strangely - as if he's not fully in control of the way his mouth moves while talking.

"Ah, you HAVE arrived. This was NOT intended, but NOT unexpected as well. I SEE the old man put in a contingency plan, AS usual. NO matter. You CAN be put to GOOD use."

Cromwell, at first glance, seems to be normal to anyone able to observe or converse with him.

His speech pattern is strange and alien at times and his eyes are bloodshot and swollen from being deprived of sleep. A successful **Observation** skill check or **Knowledge/Lore** skill check (**DV: 10**) by a Theurgist character can determine that he's been dominated by his octopus companion.

It's up to the party to decide how to proceed - they can try to break the domination through force or other methods or they can just kill everyone and be done with it. One or more of the group could remember that they were hired by Cromwell as insurance against a situation just like this, so that could influence the way they proceed, but it's all up to what you, the GM, want to do. IXANAXI would prefer the ruse continue - eventually it will summon more Kindred and try to slaughter the players for food.

Slaying IXANAXI ends the domination and immediately brings Cromwell back to his senses. He will order the Kindred (if any remain) to stop attacking and will try to speak to the players. At this point, the players can decide what they want to do - if they continue to attack, Eli and the Kindred will defend themselves, but will not try to kill any members of the party, only knock them unconscious.

AFTERMATH

There are quite a few outcomes, depending on who survives. It does not matter if the Kindred are killed or survive as they think the events of the Masquerade were an intentional part of the experience.

- **If IXANAXI dies, but Cromwell lives:** Cromwell regains his senses and implores the players to stop attacking. He promises to explain everything, but in a matter-of-fact and sort of condescending way:

The players are mercenaries and were hired on as a contingency plan in case anything "unfortunate" happened during the Masquerade. This is fairly standard operating procedure for the Cromwell family as some of their previous family events have a "history" of spiraling out-of-control. The contingency plan is that after a specified time passes (in this case, two weeks), the mercenaries are awakened to fix whatever has gone wrong. Unfortunately, some people suffer short-term memory loss from the hibernation pods (in this case, it affected the entire party), but the Cromwell family knows that they hire "only the best" and are "always confident" in their ability to handle any issue that arises, which is kind of true, in this situation.

- **If Cromwell dies, but IXANAXI lives:** IXANAXI will pretend to be free from the "tyranny of Eli's mind" and ask the party to accompany it to the Triton transport so they can leave. Along the way, they will be ambushed by Kindred and have to fight them as IXANAXI's dementia has forced it into a blind rage at this point. If the player characters survive this ordeal, they are free to do whatever they wish with the *Evening Star* and everyone aboard. They could try to take the Triton and leave, or they could venture to the bridge of the *Evening Star* and find out just how precarious the situation truly is... but that's another story.
- **If both Cromwell and IXANAXI dies:** The party is left in the dark about what truly happened here, but eventually their short-term memory loss wears off and they will recall being hired by the Cromwell family as mercenaries in case something was to go wrong during the *Evening Star* Masquerade. This should have been easy money for them, as Masquerades typically aren't that crazy of an event. As with the second outcome, the player characters are free to do whatever they want.

Some Masqueeteers and Kindred still remain in the *Evening Star*. This can make it dangerous to continue exploring - but it all depends how the players react to those encounters. The

Kindred, for the most part, proceed down the same path as before and try to slaughter the “meatbags” as dictated by the once dominated Cromwell. If Cromwell lives, he will order them all to stand down and revert back to their orderly appearance of mechanical tuxedos and top hats.

The Masqueteers only want to escape, or if Cromwell lives, want revenge. The players may have to protect him or if they want to experience some frontier justice, they could always just hand him over. There are endless opportunities to continue on in the adventure.

ELI CROMWELL III (TRANSHUMAN THEURGIST)

A well dressed, but disheveled man, Eli has been completely dominated by his octopus companion IXANAXI. His eyes are bloodshot from sleep deprivation and his face frequently twitches uncontrollably. When he speaks, his mouth quivers as if he's trying to resist some overwhelming force upon his body and mind. Eli's subconscious mind is very concerned with survival and will always prioritize defensive abilities over deal damage if it looks like Eli is in a bad situation.

HEALTH: 45

INITIATIVE: 12

ENERGY: 2

ACTIONS: 3

MOVE: 6 squares

AT-WILL ACTIONS

- **Flickerbolt (9+):** Range 15. Targets 1 creature. Deals **3 damage** and Eli can **Shift 2** square.
- **Telekinetic Slam (9+):** Range 10. Targets 1 creature. Deals **5 damage** and **Pushes** the target 4 squares away from Eli.
- **Storm Armor (9+):** Eli gains **2 Protection** until the beginning of his next turn. Any creature striking him takes **3 damage** and **Frailty** as lightning arcs off his magical shield.

ENCOUNTER ACTIONS

- **Shock Dome (10+):** Creates a deadly sphere of lightning in a 3 by 3 square area centered on a target within 10 squares. Deals **5 damage** and **Staggers** all targets in the area-of-effect.

TIER: I

IXANAXI (KRAKEN OVERLORD VARIANT)

HEALTH: 45

PROTECTION: 1

INITIATIVE: 14

ENERGY: 3

ACTIONS: 3

SPECIAL DEFENSE: Resist Water damage (take half)

MOVE: 6 squares

AT-WILL ACTIONS

- **Voracious Beak (9+):** Target one adjacent creature. Deal **5 damage** and recover **4 Health**, minus the Protection value of the target.
- **Tentacle Assault (9+):** Hits all targets within 5 squares of IXANAXI. Deals **3 damage** and **Pulls** them all 3 squares towards IXANAXI.

ENCOUNTER ACTIONS

- **Black Cloud (9+):** A toxic black cloud is expelled in a 2-square radius surrounding IXANAXI. The cloud inflicts **Frailty** to all creatures in the area of effect immediately. The inky cloud persists for **two-rounds** and blocks line-of-sight for all characters. Anyone entering or ending their turn in the cloud is affected by it - deal **3 damage** to them. IXANAXI may **Shift 10** squares after the attack.

KINDRED (OUTSIDER FLAYER) (AMOUNT: PARTY SIZE -1)

TIER: I

The Kindred are the remade servants of the Evening Star that have been “reprogrammed” to obey IXANAXI’s commands and ordered to subjugate the guests of the Masquerade. They have grafted makeshift weapons to their limbs and their heads are replaced with metallic tentacled maws, writhing spasmodically.

SIZE: Medium (1 square)

HEALTH: 35

INITIATIVE: 16

PROTECTION: 2

MOVE: 5 squares

ACTIONS: 2

AT-WILL ACTIONS

- **Vicious Shank (11+):** The kindred stabs one adjacent creature with their grafted on silverware hands. Deals **5 damage** to the target.
- **Firebomb (11+):** The kindred throws a bottle of alchemist’s fire at a target within 10 squares. All creatures in a 2 by 2 square area take **4 damage** and add **1 Burn** card to their deck (or cause **Burning** to NPCs).

ENCOUNTER ACTION

- **Ink Blot (10+):** Targets up to two creatures within 10 squares (must be different). Deals **4 damage** and **Staggers** them.

ESCAPE POD - *Hidden Hermit*

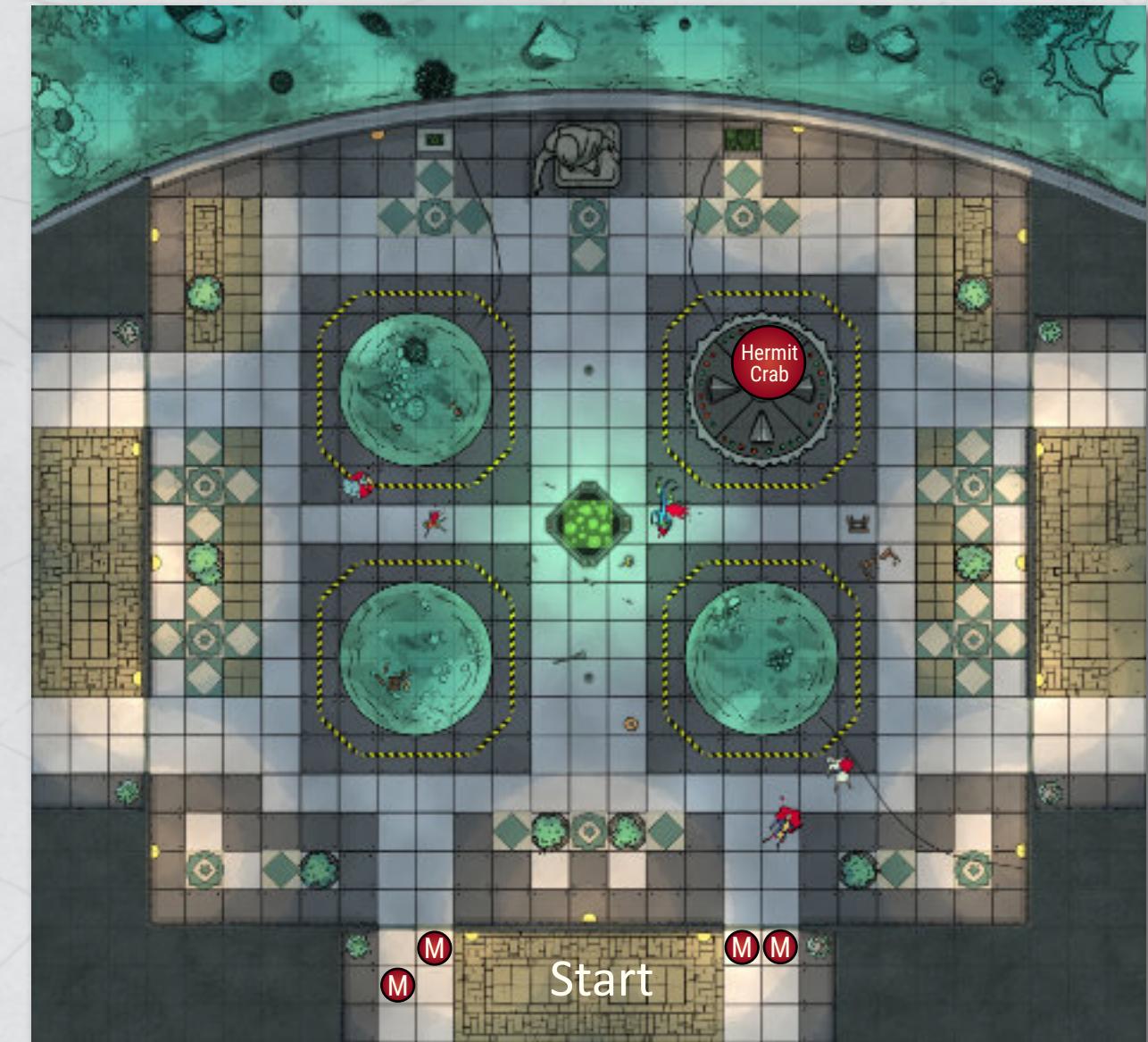
The players will travel to this chamber by heading towards the outer edges of the **Evening Star** near the hull. Once they reach one of the double door entryways, they will find a group of Masqueeteers there trying to cut their way inside with power tools.

As you turn a corner towards the entryway leading to the Triton transport pods, you hear the sound of power tools and the loud clanging of a hammer. You open the bulkhead doors leading into the antechamber and see four Masqueeteers before you, all of them busy trying to force their way into the transport room. One of them notices you and motions to the rest to stop what they are doing. They stand there with the arms crossed, waiting for somebody to say something.

The players can attack them, talk to them or take some other action they think of (they could ignore them and try to find another way inside, for example). The players could offer to let them inside - the Masqueeteers are fine with this for now, but once they see there is only one remaining Triton, they will threaten the players and tell them that they are leaving the **Evening Star** by taking it. This will probably not go down well with the players - but not before one of the Masqueeteers is brutally eviscerated by the Hermit Crab dwelling inside and all hell breaks loose.

Creatures located here:

- Gargantuan Hermit Crab = 1
- Masqueeteers (outsider variant) = 4



AFTERMATH

For all intents & purposes, this adventure is now finished. The GM is free to continue on from here by making up their own story or can continue on in the sister adventure.

The aftermath from here may depend on how the players got here and what their initial decision was. If the players chose to escape the Evening Star instead of going to the Solar Core, they will need to spend some time repairing and cleaning up the Triton before they can use it for transport. As long as they don't mind a bit of a stench, they can depart on the Triton in less than a day.

If the party came here after going to the Solar Core, they are here because they either need food (thus the hermit crab) or they came here to use the Triton for other purposes.

INDEX



- B Burn 8
C Character Creation 12
Class 12
E Exhaust 8
F Force 8
Frailty 8
G Grit 14
H Health
I Impulsive 8
Innate 8
Intuition 14
K Keep 8
Knockdown 8
M Move 8, 13
O Origin 12
- P Poison 8
Protection 8, 13
Provoke 8
Pull 8
Push 8
R Reaction 9
Recovery Points 8, 13-14
Retaliate 9
S Setting 10
Shift 9
Species 12
Stagger 9
Stun 9
W Willpower 14

