

AN ARS GOTHICUS RULEBOOK

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IT IS THE 1890S, during America's Gilded Age. Industry reigns unchallenged as the veil of grandeur masks the suffering of the masses. Into this volatile setting of greed and corruption are thrown seven strangers from around the world, bound only by their mysterious, supernatural powers.

Little do these men and women know what manner of horrors stalks their every step. They will have to fight not for victory, but for survival, in a world more dangerous and wicked than even they could ever have imagined.

Seven Deadly Sins

A text-based adventure

RULEBOOK

Version 3.3.2: Combat is Still Fucked

TABLE OF CONTENTS:

Ctrl + F-search for each entry to find its location in the rulebook.

I: Stats and Starting Information

II: Restedness

III: Stress

IV: Inventory

V: Classes

VI: Skills

VII: Talents

VIII: Fatal Flaws
IX: Favor
X: Magic
XI: Checks
XII: Leveling
XIII: Combat
XIV: Death
XV: Tutorials and Calculation Notes

Section I: Stats and Starting Information

Your character's six **Stats** represent his or her personal attributes. Each Stat is important in its own way, being crucial to success in specific situations. There are three **Constitutional** stats:

- **Strength (STR)**
- **Stamina (STAM)**
- **Agility (AGIL)**

And three **Spiritual** stats:

- **Intelligence (INT)**
- **Charisma (CHAR)**
- **Perception (PERC)**

Strength determines how well your character will handle challenges testing physical prowess. In many circumstances, a fraction of the character's Strength will also add to his or her combat roll. **STR Checks occur when a character's muscular endurance or power is tested, but particularly the latter. STR Checks involving other characters will often subtract a factor of that character's STR from your roll. Example of a STR Check: lifting the heavy lid of a tomb.**

Stamina determines how well a character can endure physical stress, and is also a moniker for their general "toughness." Characters with high Stamina can take a few more hits in combat than the average man or woman. Armor is a factor separate of Stamina. **STAM Checks occur when a character is performing a tiring activity. They are often related to the Athletics Skill. Example of a STAM Check: sprinting to catch a carriage before it departs.**

Agility determines how nimble a character is, particularly in combat. Characters with high Agility will be able to Dodge many incoming attacks or avoid the consequences of a triggered trap. **AGIL Checks occur when a character take an action requiring deftness,**

speed, or precision. **Example of an AGIL Check: dodging falling debris during an earthquake.**

Intelligence determines the potency of a character's intellect. Characters with high Intelligence may see a situation in a novel manner (often alluding to help from the GM). **INT Checks are rare and often related to the Scholarship Skill. Example of an INT Check: naming the U.S. President when given the year.**

Charisma determines a character's social aptitude. Characters with high Charisma can talk their way out of many situations, while those with low Charisma may be seen as socially incompetent by their peers. Charisma can also be used to lower the prices of merchandise. **CHAR Checks consistently occur in dialogue. Example of a CHAR Check: convincing a police officer to let you off with a warning.**

Perception determines the keenness of a character's senses, from hearing to taste. Characters with high Perception may sometimes notice things the average man or woman would not. Combined with Agility, Perception influences reaction time. **PERC Checks are usually declared by the GM, but players may also ask to make a PERC Check at any time. Example of a PERC Check: scanning a poorly-lit room for interesting items.**

At the start of a campaign, every character will have (15) points to distribute among the six Stats at will. Every Stat starts with an automatic two (2) points. All Stats cap at twenty (20). All players also begin with two (2) Skills and ten (10) Talent points. Players must also choose one Fatal Flaw for each new character.

Upon leveling up, a character will receive one (1) Stat point to spend in order to increase an existing Stat permanently. They will also receive one (1) Talent point. Every four levels, characters may learn a new Skill. Talent points and Skills may be hoarded, but Stat points must be spent as soon as possible. Both Talent points and unlearned skills are cumulative, adding to the existing pool of points.

Some Talents are very expensive. You are not required to spend all your starting Talent points and instead may choose to reserve them in order to save for an expensive Talent. However, you just as all future Stat points must be spent, all starting Stat points must also be spent.

A character's backstory can slightly influence their Stats. These bonuses are called **Homeland Stats**. These bonuses are added before the campaign starts and act as permanent buffs, though may be affected by memory loss. They are determined by collaboration between the GM and the player. Each player receives four (4) points of Homeland Stats, and cannot invest more than two into a given Stat.

Stats CAN be permanently reduced by events of the campaign. If you want to know whether a situation has the possibility for Stat reduction, ask the GM. **Some scenarios**

may also grant permanent Stat buffs, though these are comparatively much rarer than their detrimental counterparts.

Sometimes, the concept of True Stats will be referenced. A character's **True Stats** are his or her Stats without the influence of temporary buffs or debuffs. Although often discussed for bookkeeping purposes, True Stats do have a few practical applications. For example, maximum Health are calculated based upon the character's True STAM, ignoring all external influences on the Stat.

Section II: Restedness

Restedness is a metric indicating a character's level of physical fatigue. It is affected by a number of factors: amount of recent sleep, amount of recent physical exertion, wounds, hunger, and thirst. Low restedness will lead to decreased Stats and increase penalties for Check failure. High restedness provides a modest Stat bonus.

There are five levels of Restedness. When **Exhausted**, a character's STR, STAM, and PERC are reduced by four (4). The character will also die if he or she loses all Health in combat while already Exhausted. Characters automatically become Exhausted when they collapse in combat at any other level of Restedness. **Fatigued** characters have their STR, STAM, and PERC reduced by three (3). **Tired** characters have their STR, STAM, and PERC reduced by two (2). The Stats of characters with **Normal** Restedness are unaffected. **Rested** characters gain two (2) STR, STAM, and PERC and have their Health recovery rate doubled. Rested characters also tend to recover from Status Effects more quickly.

The primary means of recovering Restedness is sleeping. Whenever a character sleeps undisturbed for a significant period of time, he or she recovers one (1) level of Restedness. Characters may sometimes recover Restedness through eating, or other leisurely activities. Occasionally, the GM may also increase or decrease Restedness non-systemically depending on circumstantial factors.

Section III: Stress

Stress is a representation of your character's mental health and psychological wherewithal. A character's Stress is tied to many potential events: disturbing sights and sounds, bad injuries, social anxiety, and moments of catharsis. High Stress leads to decreased Stats and increased penalties for Check failure. The antithesis of Stress, **Vigor**, can lead not only to boosted Stats, but great feats of prowess.

There are four levels of Stress. All characters begin feeling **Stable**. When Stable, a character's Stats are entirely unaffected. Upon experiencing Stress, a character may

become **Distressed**. Distressed characters have their PERC, CHAR, and AGIL reduced by one (1). Characters who continue to experience Stress will become **Disturbed**. Disturbed characters have their AGIL, INT, CHAR, and PERC reduced by three (3). Finally, characters sitting on the edge of sanity risk becoming **Unhinged**. Unhinged characters not only have their AGIL and INT reduced by four (4), but their CHAR and PERC values reduced to zero (0). Beware the depths of madness: upon becoming Unhinged, it may not be easy to feel normal ever again...

Characters may reduce their Stress in a variety of ways. Some Talents allow for roundabout methods to reduce Stress; otherwise, characters should spend time on relaxing activities in the presence of friends. Though victory in combat can sometimes grant Stress relief, this is often only a temporary salve.

The opposite of Stress is **Vigor**. Vigor is “reverse stress;” it represents the character’s feelings of personal strength or confidence. Vigor provides a powerful stat bonus, increasing all six Stats by four (4). Appropriately, Vigor is a rare state of mind, but can sometimes be achieved even in the darkest of moments. Unfortunately, it rarely lasts longer than a few hours.

Players may appeal to the GM if they believe their character is justified in feeling Vigorous. In other circumstances, the GM will assign Vigor to characters who have shown steadfast bravery in the face of Stress.

Section IV: Inventory

A character’s **Inventory** represents what he or she is carrying on his or her person. The inventory is often of great importance.

The Inventory might contain a variety of items, from weapons and armor to quest items to banal, everyday objects. You will be forced in many circumstances to use your items in order to solve problems. Get creative – there are many possibilities. Always remember to interact with the scene! Many objects described by the GM can be taken by player characters.

Carrying Capacity is the maximum amount of weight a character can personally carry. **All characters have a “soft” capacity of approximately 15 pounds.** All characters carrying weight above their soft cap will take a -½ AGIL debuff. **Characters can exceed this limitation through use of the “hard” capacity, which is an added value equal to the character’s STAM.** For example, if a character has ten STAM, his total carrying capacity will be 25 pounds: 15 for the soft cap, with 10 added to represent the hard cap. However, whatever the value of the hard cap, any character over his or her soft cap will still be penalized. **In order for the standard cap rules to apply, characters must be carrying a bag.**

Weapons are a character's armaments. Weapons fall into broad categories that affect their base damage; specific weapons are largely cosmetic, not affecting gameplay. However, as the campaign progresses, your characters may come across more unusual weapons, with potentially harmful or helpful effects. **Indeed, magical weapons may even add or subtract Stats, and possess abilities of their own.**

Clothing and Armor represent what a character is wearing. **Clothing** does not provide defense, but without pockets or a bag, it will be difficult for your character to transport items. Certain articles of Clothing (or lack thereof) may also influence a character's dialogue options, or his or her treatment by NPCs.

Armor provides some form of defense in combat. **Very few types of Armor can defend against bullets**, but Armor is quite effective against melee attackers and those wielding archaic ranged weapons. There are two types of defensive bonuses provided by Armor. **Armor Health** is a numerical value associated with a given piece of Armor. Armor Health absorbs damage "atop" a character's actual Health; it does not regenerate unless the Armor in question is repaired. In contrast, **Damage Reduction** is a separate numerical value which subtracts a flat amount of damage from all incoming attacks. An article of Armor may provide one or both bonuses.

Magical Armor and Clothing may add or subtract Stats from a character, or possess special abilities. Beware helmets and heavy Armor! Although they may provide greater protection, they might reduce your character's PERC and AGIL Stats...

Section V: Classes

Each of the **nine Classes** available for play provides a passive benefit. Many (but not all) Classes grant Stat bonuses which increase at levels 1, 5, 10, 15, and 20. The game is not Class-centric, being tailored to how you play; there are no rules against being an Orator with maxed Strength.

- **Pugilist:** Habitual bruiser. **Bonus: +1/2/4/5/6 STR to self.**
- **Soldier:** Paid regular. **Bonus: +1/2/4/5/6 STAM to self.**
- **Tumbler:** Lithe and vigorous athlete. **Bonus: +1/2/4/5/6 AGIL to self.**
- **Academic:** Erudite intellectual. **Bonus: +1/2/4/5/6 INT to self.**
- **Orator:** Persuasive speaker. **Bonus: + 1/2/4/5/6 CHAR to self.**
- **Agent:** Keen-eyed sleuth. **Bonus: +1/2/4/5/6 PERC to self.**

- **Captain:** Leader of men, on and off the battlefield. **Bonus: (Each ally pick ONE) +0/1/2/3/4 STR, +0/1/2/3/4 STAM, +0/1/2/3/4 AGIL to nearby allies (5 spaces), NOT including the Captain.**
- **Thief:** Unscrupulous criminal. **Bonus: Start with Sneak OR Thievery Skill;** the chosen Skill will NOT count toward the player's Skill total.
- **Chemist:** Scientist and technician. **Bonus: Start with Chemistry OR Engineering Skill;** the chosen Skill will NOT count toward the player's Skill total.
- **Handler:** Rugged trailblazer. **Bonus: May bypass Charisma Checks versus animals. Possesses animal companion with basic Stats.** The animal companion is always one level behind the player, has the Tracking Skill, and can Sneak alongside the player. The companion rolls the d6 when attacking and adds ½ AGIL and ¼ STR to its roll.

Section VI: Skills

Skills are particular trades a character has mastered. Skills allow characters to interact with their environments in novel ways, and characters with combat-oriented Skills are much deadlier in combat. Many previously unavailable Checks will become available once a Skill is learned. **Two given Stats affect a Skill: one primary, and one secondary.**

All characters start with two Skills. New Skills are learned at levels 4, 8, 12, and 16. Talents, Classes, and Favor may allow characters to take extra Skills.

- **Melee (Power):** Melee combat with large, unwieldy weapons, like clubs. Add ½ STR and ¼ STAM to your damage rolls when using these weapons. **STR, STAM**
- **Melee (Swift):** Melee combat with small, nimble weapons, like knives. Add ½ STR and ¼ AGIL to your damage rolls when using these weapons. **STR, AGIL**
- **Metallurgy:** Blacksmithing and metalworking. Creation of items from molten metal. Metallurgy Checks are Complex and require the correct reagents, as well as a forge. They use STR as the PS and add ½ INT. Metallurgy is required to repair some metal items, particularly pieces of armor. Repair Checks are Simple and add ¼ STR. Also grants intricate knowledge of smithing and metalworking. **STR, INT**
- **Intimidation:** During CHAR Checks involving threats, veiled or otherwise, you may instead choose to roll a STR Check. Additionally, you may add ¼ of your STR to all CHAR Checks. Beware the consequences of failure... **STR, CHAR**

- **Blast:** Mastery of large firearms intended for close-range combat, like shotguns. Add $\frac{1}{2}$ STR and $\frac{1}{4}$ PERC to your combat rolls when using these weapons. **STR, PERC**

- **Athletics:** Cardiovascular endurance. The Athletics Skill makes Retreat Checks easier. Although most Athletics Checks are available to all characters as Simple or Complex STAM Checks, only those with this Skill may add and $\frac{1}{4}$ STR to all STAM Checks and $\frac{1}{4}$ STAM to all STR and Retreat Checks. Also grants the character the ability to swim. **(Requires 5 STAM) STAM, STR**

- **Gymnastics:** Acrobatics requiring stamina and speed. The Gymnastics Skill grants an automatic 5% Dodge chance that stacks with other Dodge-related abilities. Although most Gymnastics Checks are available to all characters as Simple or Complex AGIL Checks, only those with the Skill may add $\frac{1}{4}$ STAM to all AGIL Checks. Also grants a bonus to Fall Checks: characters may add $\frac{1}{4}$ of their AGIL when rolling such Checks. **(Requires 5 AGIL) STAM, AGIL**

- **Piloting:** Steering automobiles, steamboats, trains and other mechanized vehicles. Also grants familiarity with the inner workings of these crafts. Piloting Checks occur when superior driving will determine the outcome of a situation. They are Complex with base STAM as PS and $\frac{1}{2}$ INT as bonus. In many scenarios, Piloting Checks scores will be compared to those of other player characters or NPCs to determine an outcome. **STAM, INT**

- **Presence:** Encourage allies and intimidate enemies. Nearby allies increase one Stat by $\frac{1}{4}$ character True CHAR during combat (chosen by the player with the Skill). One enemy Stat (also chosen by the player) is reduced by $\frac{1}{4}$ True STAM during combat. Presences buffs and debuffs do not stack; each combat faction must choose a designated "leader" who will serve as its only source of Presence. **STAM, CHAR**

- **Riding:** Skillfully riding horses and other mounts. Also grants automatic familiarity with horses other characters might lack. Riding Checks occur when superior riding will determine the outcome of a situation. They are Complex with base STAM as PS and $\frac{1}{2}$ PERC as bonus. In many scenarios, Riding Check scores will be compared to those of other player characters or NPCs to determine an outcome. **STAM, PERC**

- **Gunplay:** Mastery of handguns, like revolvers or pistols. Add $\frac{1}{2}$ AGIL and $\frac{1}{4}$ STAM to your damage rolls when using these weapons. **AGIL, STAM**

- **Fisticuffs:** Melee combat with one's fists and feet! Add $\frac{1}{2}$ AGIL and $\frac{1}{4}$ STR to your combat rolls when attacking unarmed. **AGIL, STR**

- **Archery:** Mastery of archaic ranged weapons like bows and crossbows. Add $\frac{1}{2}$ AGIL and $\frac{1}{4}$ INT to your roll when using these weapons. **AGIL, INT**

- **Thievery:** Stealing from unwitting marks. Thievery Checks are Complex, with AGIL as base PS and ½ CHAR added as a bonus. Like Cheat, they subtract ½ of the target's PERC if he or she is conscious. **AGIL, CHAR**

- **Lockpicking:** Unlocking what is locked. Locks have levels between 1 and 16. Lockpicking Checks are Complex with AGIL as PS and ½ player PERC added as a bonus; the lock's level is subtracted. To attempt to pick a lock, the player's PERC must be at least 50% of the lock's level. Lockpicking also requires the relevant tools. **AGIL, PERC**

- **Craftsmanship:** Whittling, carving and carpentry. Creation of small items from wood or stone. Craftsmanship Checks are Complex and require the correct reagents. They use INT as the base chance to succeed and add ½ STR. Required to repair some wooden items. Repair Checks are Simple and add ¼ INT. Also grants intricate knowledge of wood and stone crafts. **INT, STR**

- **Engineering:** Understand mechanisms and machinery. Allows the character to craft traps, repair mechanized objects, and operate a variety of appliances. Engineering Checks are Complex with total INT as PS and ¼ STAM as bonus. **INT, STAM**

- **First Aid:** Treating injuries and illnesses through the power of medicine. Characters with the First Aid Skill are granted automatic knowledge of various medicines, diseases, and their effects. Obscure knowledge is granted through Simple or Complex INT Checks. The character must have medicinal equipment on hand to bind and treat wounds. First Aid may be performed as a Simple or Complex INT Check adding ¼ AGIL. Health restored from the Complex Check is equal to ½ character INT; Health restored from the Simple Check is equal to ¼ character INT. Characters may only use First Aid on a given patient once every several days. **INT, AGIL**

- **Tongues:** Learning foreign languages. All characters may start with up to two (2) languages; forgoing a second language grants one (1) free point of INT. In order to learn new languages, the Tongues Skill must be taken, and language points must be spent. Each point of INT gained from leveling grants two language points. Each point of CHAR gained from leveling grants one language point. The possible languages learned through Tongues are (with costs), in order of obscurity: Germanic (2), Romance (2), Slavic (3), Indo-Iranian (4), Other Indo-European (5), Afro-Asiatic (6), Turkic (7), Other (8). **INT, CHAR**

- **Scholarship:** Recollection of dense reading and accumulated wisdom, usually worldly knowledge. Although most Scholarship Checks are available to all characters as Simple or Complex INT Checks, only those with this Skill may add and ¼ PERC to all INT Checks. Additionally, when rolling Complex INT Checks, characters with this skill may use 1.5x INT as the base PS. **INT, PERC**

- **Husbandry:** Interaction with beasts of many varieties; understanding animal physiology and care. Communicating with animals is a Complex Check with CHAR as base chance to succeed and ½ STR as bonus. Calming animals (besides horses) is a Simple CHAR Check that adds ¼ STR. Animal knowledge is innate with the Skill. **CHAR, STR**

- **Networking:** The gathering of pertinent information in social settings; knowing who is who. Networking Checks are Simple OR Complex CHAR Checks that add ½ STAM. The Networking Skill also grants knowledge related to fashion and current events. **CHAR, STAM**

- **Performance:** Use of stage magic and sleight-of-hand, meant to distract or entertain an audience. Tricks utilizing this Skill are Simple or Complex with CHAR as base PS and ½ AGIL added. ½ enemy PERC is subtracted from your roll. **CHAR, AGIL**

- **Rhetoric:** Debate using logical sophistry and verbal tactics. Players with the Rhetoric Skill may reroll any failed CHAR Check one time. Additionally, add ¼ of your INT to all CHAR Checks. **CHAR, INT**

- **Cheat:** Under-the-table trickery. Characters with Cheat may attempt Cheat Checks, which include cheating at games, hiding items on one's person, and performing a convincing disguise or imitation. Cheat Checks are Complex, with CHAR as your base chance to succeed and ½ PERC added as a bonus. Like Thievery, they subtract of ½ the target's PERC if he or she is conscious. **CHAR, PERC**

- **Sniper:** Mastery of precise firearms, like rifles. Add ½ PERC and ¼ STR to your damage rolls when using these weapons. In addition, add ½ (instead of ¼) PERC to your Aim Checks. **PERC, STR**

- **Tracking:** Stalking one's quarry over hill and over dale. Also grants survivalist and navigational skills. Tracking Checks are Simple or Complex with base PERC and ½ STAM added as a bonus. Characters with Tracking may not track other characters with Tracking, or characters that do not leave physical signs of their presence. **PERC, STAM**

- **Sneak:** Moving without being seen. To enter Sneak, character must roll a Complex Check with PERC as PS with a ½ AGIL bonus. Sneaking characters are automatically ignored by NPCs unless they are being actively searched for. In the case of a Sneaking character being hunted, enemies attempting to detect that character must roll a Complex PERC Check that subtracts ½ the sneaking character's AGIL. A melee attack by an undetected Sneaking character cannot be defended against. **PERC, AGIL**

- **Chemistry:** Understanding the chemical reactions that underpin the natural world. Players with the Chemistry Skill are granted automatic access to knowledge of the effects of compounds, reagents, and poisons. Obscure knowledge is granted through Simple or Complex PERC Checks with ¼ INT as bonus. Further, players with Chemistry

may craft poisons and bombs – if they have the proper tools and reagents. Chemistry Checks are Complex and require the correct reagents. They use PERC as the base chance to succeed and add ½ INT. The “values” of crafted items are equal to ½ character INT.

PERC, INT

- **Intuition:** Reading an NPC’s emotions, discerning intention and truthfulness. Also allows character to see through disguises and magical illusions. Intuition Checks are Complex with PERC as base. They add ½ CHAR. **PERC, CHAR**

Section VII: Talents

Talents represent perks and peculiar abilities that make a character unique. Points not spent may be saved for later. There are four categories. Cost is listed in parentheses () next to each Talent. Each category has one or more “ultimate” Talents that provide very powerful bonuses. **Players start with ten (10) Talent points and gain one (1) each level. There is no limit to the number of Talents a character may have.**

Martial Talents

- **Clumsy:** Before being attacked in combat, you may roll a static d20 Check with a 5% PS. If successful, the enemy’s attack misses and is negated entirely. However, when attacking, you must perform the same Check with a 5% chance of missing your own attack. (1)
- **Sadistic:** Killing a sentient enemy grants one point of Cruelty Favor. (1)
- **Pocket Sand:** You may attempt to temporarily apply the Blinded and Flinch Status Effects to an enemy with your handy pocket sand. Usable so long as your character is clothed. Requires Complex AGIL Check that subtracts ½ enemy AGIL. (2)
- **Pretty Face:** When your enemy aims for your head or eyes and rolls a Target Zone Check, subtract ½ your CHAR from their roll. (2)
- **Don Quixote:** Numerical values of Armor Health and Damage Reduction are 1.5x as strong. (3)
- **Coward:** +5 bonus to all Retreat Check rolls. (3)
- **Relentless:** Enemies fleeing from *your* character must succeed their Retreat Check two times in order to escape. (3)

- **Valor:** You may spend three (3) points of Compassion or Loyalty Favor to gain an extra Action during combat. (3)
- **Berserk:** When below 25% Health, gain an extra Action that can only be used as an attack every turn. If your Health is ever brought back above 25%, Berserk will lose effect until you are brought below 25% again. (4)
- **Backstabber:** When attacking from Sneak, add seven (7) to your attack roll. (4)
(Must have the Sneak Skill)
- **Bulwark:** STAM gains from external sources are increased by 1.5x. (4)
- **No Cry:** Your character will never Flinch, but can still be Stunned. (4)
- **Deathmatch:** Once per combat encounter, you may choose an enemy character. Until one of you has become incapacitated, no other characters may take a turn. (4)
- **Combat Roll:** Your character will never be shot at by enemies in Overwatch while moving between Cover. (4)
- **That's Metal:** After allowing yourself to be hit by an enemy melee attack, you may Riposte with a guaranteed Critical Hit. This Talent cannot be used after a failed Dodge. (5)
- **Dual-Wield:** You may wield one Melee (Swift) or Gunplay weapon in each hand. Dual-wielding characters may perform two Actions each turn, so long as one of those Actions is an attack. Your character must be holding some combination of the aforementioned weapons in order for this Talent to apply. (5)
- **Disarm:** After successfully Blocking an attack, you may attempt to disarm your opponent. Disarmament is a Complex AGIL Check that subtracts $\frac{1}{2}$ the defender's AGIL. If successful, the enemy in question will start their next combat turn without their weapon in hand. If your character attempts to disarm an enemy after a successful Block, he or she CANNOT also Riposte. You may, however, choose to Riposte instead of attempting to Disarm. (5)
- **Harrier:** Add three (3) to your roll in all Target Zone Checks. Bosses are immune to this effect. (5)
- **Parrier:** Whenever Blocking, add $\frac{1}{4}$ of your True AGIL to your Block roll. **(Requires 8 AGIL)** (5)
- **Courage:** Take reduced damage from enemy reaction attacks while Charging. The damage reduction is equal to $\frac{1}{4}$ of your character's STAM. **(Requires 8 STAM)** (5)

- **Charge!:** Whenever you attack a character wielding a ranged weapon following a Charge, add seven (7) to your roll. **(Requires 5 STR)** (5)
- **Heroic Assault:** Once every encounter when performing a Charge, bypass all enemy reaction shots. Add three (3) to your attack roll. (6)
- **Isolate:** Your first melee or ranged strike against an undamaged opponent nonadjacent to his or her allies gives a guaranteed Critical Hit. (6)
- **Victory Rush:** Become filled with vigor upon the death or disablement of your enemies. Whenever an enemy is incapacitated, add one (1) to your future damage rolls in that encounter. This Talent, no matter how many times it has stacked, resets after the end of an encounter. (6)
- **Contempt for the Weak:** Add two (2) to your damage rolls when attacking an enemy below 50% Health, or a Bleeding enemy. (6)
- **Whites of Their Eyes:** When an enemy makes a Charge against your character, you may attempt two reaction shots instead of one (or three, if your character is in Overwatch). (6)
- **Shrug It Off:** Whenever you take damage, reduce the amount of the damage taken by two (2). (6)
- **Savagery:** When making a melee attack from Sneak, your Target Zone Checks have a +10 bonus. (7) **(Must have the Sneak Skill)**
- **I Know Your Tell:** Can attempt to Dodge ranged attacks. (7)
- **Challenge:** Once per encounter, challenge an enemy. Challenging an enemy causes that enemy to do 25% less ranged damage to you and miss 10% more often. In melee, you do 25% more damage against your challenged enemy. (7)
- **Beefy:** 30% passive increase to your Health. (7)
- **Vigilant:** While reserving your turn in Overwatch, you may also attack enemies attempting to approach your allies. (7)
- **Vengeance:** Reduce your Stress permanently by one level every time an enemy is incapacitated. (7)

- **Bloodlust:** If you fall below 0 Health, you may continue combat until reaching -20 Health; after the combat session is over, your character will always die or become unconscious. (8) **(Requires 5 STAM)**

- **Grenadier:** When using a ranged weapon, your character may roll the d20 at the start of your combat turn. If you roll a 15 or higher, you may take an additional Action. This ability cannot be used with one-shot powder weapons. Attempting to use this ability does not cause you to lose any Actions if it fails; the turn will simply continue as normal. (8) **(Requires 8 AGIL)**

- **Second Wind:** Once every encounter, you may temporarily raise your Restedness by two levels. This bonus fades after combat is complete. If you are incapacitated after using Second Wind from Exhausted Restedness, you will avoid the character death normally associated with that scenario. **(Requires 5 STAM)** (8)

- **Undying:** Singular attacks may do no more than seven (7) damage to your character. (8) **(Requires 5 STAM)**

- **Render:** When attempting to Block your attacks, enemies do not add STAM or AGIL to their roll. Enemies cannot attempt to Dodge your ranged attacks, regardless of other factors. You also ignore enemy Armor. (9)

- **Adrenaline Rush:** During combat, ignore all Restedness and Stress-related debuffs to your Stats. (9)

- **Shadow:** You may attempt to enter Sneak during combat, allowing you to disappear until detected. The modified check's PS is equal to ½ character AGIL. This Talent is not usable in wide open areas. (9)

- **Mercy:** All Critical Hits scored by your character deal three (rather than two) times the usual damage. (10)

- **Brute:** You may roll the d12 when attacking with Melee (Power) weapons. Your chance to score a Critical Hit with Melee (Power) weapons is raised by 10%. (10) **(Must have the Melee (Power) Skill)**

- **Duelist:** You may roll the d10 when attacking with Melee (Swift) weapons. Your chance to score a Critical Hit with Melee (Swift) weapons is raised by 10%. (10) **(Must have the Melee (Swift) Skill)**

- **Enter the Fist:** You may roll the d6 when attacking unarmed. Your chance to score a Critical Hit unarmed is raised by 10%. In addition, gain an extra Action every turn that may only be used as an unarmed attack. (10) **(Must have the Fisticuffs Skill)**

- **Gunslinger:** You may roll the d8 when attacking with Gunplay weapons. Your chance to score a Critical Hit with Gunplay weapons is raised by 10%. (10) **(Must have the Gunplay Skill)**
- **Assassin:** You may roll the d10 when attacking with Sniper weapons. Your chance to score a Critical Hit with Sniper weapons is raised by 10%. (10) **(Must have the Sniper Skill)**
- **Maniac:** You may roll the d12 when attacking with Blast weapons. Your chance to score a Critical Hit with Blast weapons is raised by 10%. (10) **(Must have the Blast Skill)**
- **It's Six O'Clock:** Save for in extraordinary circumstances, your character will never miss a standard or likely shot. Skip ranged d20 Aim Checks. (12)
- **Speed, Too:** Gain one additional Action every combat turn. Relevant Status Effects still apply. Stacks with related Talents. (12)

Skill Talents

- **Dread:** Leadership bonuses gained from the Captain Class passive and Presence Skill are twice as potent; however, they affect both allies and enemies negatively. (1)
- **Meat Machine:** You may perform Simple First Aid Checks. (1) **(Must have the Engineering Skill)**
- **Penny Dreadful:** You see through all false sob stories without the need for a Check. (1) **(Must have the Intuition Skill)**
- **Potency:** All crafted poisons and bombs have deal 25% more damage. (2) **(Must have the Chemistry Skill)**
- **Work Ethic:** Succeeding in ANY Skill Check grants one point of Discipline Favor. (2)
- **Mentalist:** You may sometimes use an Intuition Check in place of a Simple or Complex CHAR check. (2) **(Must have the Intuition Skill)**
- **Superficial Socialite:** +4 bonus to all CHAR Checks and Networking Checks, but -4 debuff to all INT Checks. (2) **(Must have the Networking Skill)**
- **Smexy:** Add ¼ of your INT to CHAR Checks versus heterosexual characters of the opposite gender, or homosexual characters of the same gender. (2) **(Must have the Scholarship Skill)**

- **Upside Down and Backwards:** The primary and secondary Stats of your Skills are permanently swapped. (3)
- **Speed Racer:** +4 bonus to all Riding and Piloting Checks. (3) **(Must have the Riding or Piloting Skills)**
- **Veteran Carnie:** You also have the Cheat Skill. (3) **(Must have the Performance Skill)**
- **Putting on a Show:** You also have the Performance Skill. (3) **(Must have the Thievery Skill)**
- **Polyglot:** All languages cost only one language point to learn. (3) **(Must have the Tongues skill)**
- **Reading is Radical:** Succeeding in any INT Check reduces Stress by one level. (3) **(Must have the Scholarship Skill)**
- **On the Trail:** All characters can be tracked, even those that possess the Tracking Skill or do not leave signs of physical presence. (4) **(Must have the Tracking Skill)**
- **Lucky Shot:** During non-combat Aim Checks, you may add 1x PERC rather than ¼ PERC to your roll. (4)
- **I'm Here Till Tuesday:** Add two (2) to all your combat rolls while your Restedness is Tired, Normal, or Rested. (4) **(Must have the Performance Skill)**
- **Packin' Heat:** If your character is carrying a non-concealed weapon during a CHAR Check, you may add ½ STR to your roll instead of ¼. **(Must have the Intimidation Skill)**
- **Pack Mule:** Hard cap carrying capacity bonus is now 1.5x STAM rather than 1x STAM. Your hard cap may exceed 30lbs. (4)
- **Trapper:** Craft clever traps without the Engineer Skill. (5)
- **Sneaky:** +7 bonus to Sneak Check rolls. (5) **(Must have the Sneak Skill)**
- **Pickpocket:** +7 bonus to Thievery Check rolls. (5) **(Must have the Thievery Skill)**
- **Jack-of-All-Trades:** You may take one additional Skill. (5)
- **Polymath:** You may take one additional Skill. (5) **(Must have Jack-of-All-Trades)**

- **The Doctor Is In:** Your knowledge of anatomy grants you an additional 10% chance to score a Critical Hit, stacking with similar effects. (5) **(Must have the Scholarship AND First Aid Skills)**
- **Woah There, Roach!:** Your trusty steed will appear at your call in almost any outdoor environment. (5) **(Must have the Riding Skill)**
- **Call of the Wild:** Animals will never attack you, save for extraordinary circumstances. (6) **(Must have the Husbandry Skill)**
- **Distance Runner:** You don't lose Restedness from non-combat activities. (6) **(Must have the Athletics Skill)**
- **Phantom:** Can always Sneak at night. (7) **(Must have the Sneak Skill)**
- **Skeleton Key:** No locks are foreign to you. Pick any lock, and do not subtract lock level from your roll. (7) **(Must have the Lockpicking Skill)**
- **Who Am I? None of Your Business:** NPCs always believe your disguises, save for extraordinary circumstances. (7) **(Must have the Cheat Skill)**
- **Single-Minded:** Your Skills become based only around their primary Stats. Replace every mention of the Skills' secondary Stats in their description with their primary Stat. (8)
- **Outside the Box:** Your Skills become based only around their secondary Stats. Replace every mention of the Skills' primary Stats in the descriptions with their secondary Stats. (8)
- **One with Shadows:** You will never be seen while in out-of-combat Sneak, save for extraordinary circumstances. (9) **(Must have the Sneak Skill)**
- **Inexorable:** Your Restedness will never fall below "Normal." (9) **(Must have the Athletics or Gymnastics Skills)**
- **Beast of Burden:** Armor and goods won't weigh you down! Ignore Stat penalties imposed by Armor and carrying capacity. (9) **(Must have the Athletics or Gymnastics Skills)**
- **Quarreler:** Automatically pass all Simple CHAR Checks. (10) **(Must have the Rhetoric Skill)**
- **Prodigal Surgeon:** Health restored by First Aid Checks is equal to 1x INT from Complex Checks and ½ INT from Simple Checks. (10) **(Must have the First Aid Skill)**

- **Bodyguard:** Gain a permanent second character with level-scaling, player-independent Stats! Bodyguards level independently of the player, gaining new Skills and Stat points. Bodyguards do not have Talents or Fatal Flaws. However, they do earn Favor, contributing toward the same “pool” as the primary character. A character may have both the Bodyguard and Henchman Talents simultaneously. (10) **(Must have the Networking Skill)**

Social Talents

- **Paycheck:** Receive a weekly salary of fifty (50) currency if your character is in a settlement. (1)
- **Haggler:** Purchase items at 75% of their normal cost, and sell items at 125% of their actual value. (2)
- **Smooth Talker:** +2 bonus to all dialogue CHAR Check rolls. (2)
- **Get Down!:** Once per encounter, you may defend against an attack intended for an adjacent or non-adjacent ally. Leaping in front of the attack does not count as an Action. (2)
- **Rival:** Choose any player character, or dedicated NPC companion. When rolling against or in competition with that character, add one (1) to all your rolls. (3)
- **Send Off:** Start off each section of the campaign with 50% more currency. (3)
- **Body Language:** You may attempt a Complex PERC Check on a character to learn that character's exact Stats, Skills, and Talents. Outside of combat, you will receive hints about an NPC's actual mood, not the mood they are showing you. (3)
- **Charm:** +3 bonus to CHAR Check rolls versus heterosexual characters of the opposite gender, or homosexual characters of the same gender. (3)
- **Calming Aura:** +5 bonus to CHAR Check rolls intended to calm an NPC. (4)
- **Bread Winner:** Quest and bounty cash rewards are 30% more valuable. (4)
- **I Will Be King:** Succeeding any dialogue CHAR check grants one point of Ambition Favor. (4)
- **Friends in High Places:** A character with this Talent is oddly at home in well-off or wealthy areas, receiving a +5 bonus to CHAR Check rolls in these places. (5) **(Cannot have Friends in Low Places)**

- **Friends in Low Places:** A character with this Talent is oddly at home in destitute or poor areas, receiving a +5 bonus to CHAR Check rolls in these places. (5) **(Cannot have Friends in High Places)**

- **I Know a Guy:** Your character has a loose network of "friends". A Simple CHAR Check rolled when in cities, towns, or camps will sometimes net valuable information on current objectives. (5)

- **Jeering Taunt:** A player character in combat may attempt to taunt an enemy, forcing the targeted enemy to attack him/her on the next turn. The taunt is rolled as a Simple CHAR Check. Subtract $\frac{1}{2}$ of the targeted enemy's INT. Taunting counts as an Action. This Talent can only be used on an NPC that has the ability to be offended. Please do not yell insults at zombies who no longer have awareness or free will; that's just rude. (5)

- **IDK, my BFF Jill?:** Choose any player character, or dedicated NPC companion. Add one (1) to all rolls in the presence of that character. Add five (5) to all your collective Check rolls. Chosen NPCs will usually favor your decisions without the need for a CHAR Check. Should the target of this Talent die, a new target may be chosen three in-game days later. (5)

- **Virtuoso:** +5 bonus to CHAR Check rolls with artists of all shapes and sizes. You are also able to interpret works of art in manners that others might not. (5)

- **Litanies of Hate:** Use your well-traveled vocabulary to verbally lash an enemy. The insult is a Complex check with character CHAR as base PS. Subtract $\frac{1}{4}$ of the target's CHAR. If successful, the target loses 25% AGIL and 25% STR until his or her next turn. The insult counts as an Action. (6)

- **Good with Names:** You may learn any NPC's real name by passing a Complex CHAR check. (6)

- **Exhibitionist:** +10 bonus to all CHAR Check rolls versus heterosexual characters of the opposite gender, or homosexual characters of the same gender while upper or lower clothing items are removed. This Talent might fail against (or anger) certain NPCs. (6)

- **Amice:** Choose any player character, or dedicated NPC companion. While in the presence of that character, your Stress will never fall below "Stable." (7)

- **Play Dead:** During combat, your character may attempt to feign death. Playing dead is a Complex CHAR Check. Keeling over and pretending to die counts as an Action. (7)

- **Hooded Man:** 33% chance of gaining a level-scaling, player-independent ally in combat encounters. This Talent cannot be controlled. The Hooded Man will at most aid you once per session. (8)

- **Master Speaker:** Misspoke, or immediately regretted your words? Take them back, and the other party will forget you said them at all. Requires a Complex CHAR Check that subtracts ½ enemy INT. (9)

- **Bard:** At 20 CHAR, NPCs will always be convinced of your absolute knowledge, save for extraordinary circumstances. (9)

- **Henchman:** Gain a permanent second character with level-scaling, player-independent Stats! Henchmen level independently of the player, gaining new Skills and Stat points. Henchmen do not have Talents or Fatal Flaws. However, they do earn Favor, contributing toward the same “pool” as the primary character. A character may have both the Henchman and Bodyguard talents simultaneously. (10)

Lifestyle Talents

- **Addiction:** The temporary buffs granted by illicit substances last twice as long, in exchange for that stimulant's specified penalty being doubled for the same duration. (1)

- **Slob:** At the cost of -5 CHAR for the duration of the meal, recover one (1) Health every time your character eats. (1)

- **Zealot:** Your character may spend one point of Piety Favor to recover (1) Health. (2)

- **Sticks and Stones:** You are immune to taunts and verbal debuffs. (2)

- **All Brawn, No Brain:** Point floor for INT is removed, allowing the character to spend 2 points elsewhere. You are still allowed to put points into INT, but the attribute will begin at 0. Additionally, any bonuses to INT from other sources are instead rerouted to a Stat of that player's choice. You probably won't get along very well with those inclined toward intellectual pursuits... (2)

- **Hermit:** Point floor for CHAR is removed, allowing the character to spend 2 points elsewhere. You are still allowed to put points into CHAR, but the attribute will begin at 0. Additionally, any bonuses to CHAR from other sources are instead be rerouted to a Stat of that player's choice. You'll relate naturally to other Hermits. (2)

- **Hard Drinker:** Your familiarity with alcoholic beverages means that two bottles hardly give you a buzz. Ignore alcohol-related PERC and AGIL debuffs. (3)

- **Armchair Historian:** Bypass all history-related INT Checks, receiving the correct answer from the GM. (3)
- **Occultist:** Bypass all mythology and magic-related INT checks, receiving the correct answer from the GM. (3)
- **Luddite:** When your character attacks or is attacked by an enemy wielding a gun while he or she is holding an archaic weapon, add one (1) to all your combat rolls. (3)
- **Atheist:** Your Stress will never be raised by promises of fire and brimstone, or other religious symbolism. (3)
- **Iron Will:** Your PERC and AGIL remain unaffected by Stress. (4)
- **Libertarian:** Add four (4) to all CHAR checks against figures of authority. They will not appreciate your attitude. (4)
- **Outdoorsman:** Whenever free from cramped urban environments, add two (2) to your character's STR and AGIL. (4)
- **No Such Thing:** Add one (1) to all combat rolls against monsters or legendary creatures. (4)
- **Xenophobe:** Add one (1) to all combat rolls against NPCs and characters of other religions, races, or genders. (4)
- **Powernapper:** Your character regains a level of Restedness whenever he or she sleeps, regardless of the duration. Additionally, you always recover two (2) Health when you sleep rather than one. (5)
- **Crossfit:** Once per day, your character may spend a short time exercising. This exercise session raises a character's Restedness by one level. (5)
- **He's Just Meditating:** Once per day, your character may spend a short time meditating to recover three (3) Health. (5)
- **The Lord's Prayer:** Once per session, your character may pray to a higher power. This prayer lowers a character's Stress by one level. (5)
- **I Work Alone:** When in combat with no human allies, add two (2) to all your stats. (6)
- **Shell-Shocked:** Witnessing scenes of violence will never raise your Stress. (6)
- **Right Makes Might:** You may spend points of Compassion Favor as Talent points. (Compassion Favor can still be spent in other ways.) (6)

- **Scarred for Life:** Your Stress will never fall to Unhinged levels. (7)
- **Quick Study:** Gain one extra Stat point at levels 5, 10, 15, and 20. (8)
- **Death Wish:** Save for extraordinary circumstances, always win Initiative rolls. If two characters have this talent, they will roll only against each other. (9)
- **Vitality:** Whenever you gain Favor points, double the amount gained. (10)
- **Deus Ex:** If you fail ANY Check, you may roll the d20. If you roll a 15-20, you may reroll that Check. You may use the result of either roll. (12)
- **Nobody's Perfect:** Negate the effects of your Flaws while keeping the associated Talent points. (15)

Section VIII: Fatal Flaws

A character's **Fatal Flaws** are his or her personal shortcomings. Flaws are associated with mechanical drawbacks that hinder the character's efforts in a variety of tasks. **Each character MUST choose one Flaw at the start of the campaign;** it need not correspond to the sin that he or she represents. Players must also choose additional Flaws at levels 10 and 20.

But Flaws carry with them a benefit. Each Flaw is associated with a certain number of Talent points to be spent as the player pleases. The more severe the Flaw, the greater the corresponding number of points will be. Points are listed in parentheses () next to each Flaw.

- **Penny-Pincher:** Your character will never succeed in CHAR checks to lower vendor prices, nor will he or she be able to take advantage of money-related talents. (-2)
- **Anarchist:** -2 penalty to all CHAR rolls involving characters representing an establishment. (-2)
- **Merciless:** Any foe incapacitated in combat by the character is killed, if possible. (-2)
- **Paranoid:** Your character will be given false PERC checks and feel uneasy for no good reason. It will be difficult to interpret if perceptions are real or imagined... (-2)
- **Self-Hating:** Your character will never become Vigorous. (-3)

- **Materialistic:** Your character is entirely unwilling to part with currency, except to purchase items. (-3)
- **Arrogant:** Your loudmouthed tendencies crowd out your allies, who have -3 INT and CHAR penalties in your presence. (-3)
- **Ignorant:** You cannot invest points into the INT Stat. (-4)
- **Misanthropic:** You cannot invest points into the CHAR Stat. (-4)
- **Selfish:** Your character cannot receive Stat buffs from allies. (-4)
- **Craven:** Your character may attempt to Retreat from combat against your will. (-4)
- **Argumentative:** Subtract $\frac{1}{2}$ of your STR, STAM, or INT from all your CHAR Checks (whichever Stat is highest). (-4)
- **Clueless:** When rolling PERC checks, halve your base PS. Does not apply to Aim Checks. (-5)
- **Lecher:** -4 penalty to all CHAR rolls involving characters of the opposite sex. (-5)
- **Kleptomaniac:** Your character may attempt to steal items against your will. Beware not having the Thievery or Cheat Skills... (-5)
- **Skittish:** Your character's Initiative roll is automatically one (1). Should another character also roll a one, you will still lose the roll. (-6)
- **Hero Complex:** Without your control, your character may intervene in situations he or she would otherwise ignore... or potentially take a bullet intended for an ally. (-6)
- **Pessimistic:** Vigor and Restedness bonuses to allies are nullified in the presence of your character. (-6)
- **Antisocial:** Your character cannot have Social Talents. (-7)
- **Insomniac:** Sleep doesn't raise your Restedness. (-7)
- **Cassandra Truth:** NPCs will (almost) never believe your side of the story. (-7)
- **Volatile:** Your character cannot decline the opportunity to fight. (-8)

- **Inferiority Complex:** The negative effects of Stress debuffs are two times as strong. (-8)
- **Lost:** Your character possesses no Class, receiving no associated bonuses. (-9)
- **Nihilist:** Your character gains no Favor points. (-9)
- **Idle:** Your character will not learn new Skills at levels 4 and 16. (-10)
- **Weak of Will:** All $\frac{1}{2}$ Stat bonuses are reduced to $\frac{1}{4}$. (-12)
- **Laggard:** Your character possesses no Skills. (-16)

Section IX: Favor

Over the course of the campaign, the actions taken by your character will set him or her on a path of either virtue or vice. Choosing to play a character who acts consistently in the name of certain ideals (or lack thereof) offers tangible rewards in the form of **Favor**.

Favor points are awarded at the discretion of the GM, but once gained, cannot be otherwise lost. The number of points awarded will depend on the significance of the action; particularly drastic decisions will often award considerable favor. **A single decision may award Favor points in multiple categories.**

Each type of Favor (and its accompanying points) is associated with several powerful rewards. Your character may at any time spend his or her Favor points to attain that category's accompanying benefit(s).

There are **fourteen categories of Favor**, existing in seven thematic pairs. However, **every category of Favor exists alongside its binary opposite. The pairings represent seven total banks of points; gaining a point in one causes a reduction in the other.** A character cannot accumulate both Compassion and Cruelty points, for example. The player may choose how to keep track of his or her own Favor points, so long as consistency is maintained.

- **COMPASSION** points are gained through acts of selfless kindness or mercy. **Five (5) points of Compassion Favor are redeemable for one (1) Talent point.** Alternately, **one (1) point of Compassion Favor may be spent to defend against an attack intended for an adjacent ally.**

- **CRUELTY** points are gained through acts of wicked malice, intolerance, or selfishness. **Two (2) points of Cruelty Favor may be spent to guarantee success in a PvP or Initiative Check.** Alternately, **two (2) points of Cruelty Favor may be spent to increase the damage of an outgoing attack by 10%, and guarantee its application of a Status Effect (if it hits).**
- **PIETY** points are gained through acts showing respect for and awe toward higher powers. **Five (5) points of Piety Favor may be spent to reroll ANY roll one time; the results of either roll may be used.** Alternately, **four (4) points of Piety Favor may be spent to avoid any incoming attack.**
- **CYNICISM** points are gained through acts showing disregard for or skepticism toward the supernatural. They can also be gained through acts showing a disdain for ideals. **Two (2) points of Cynicism Favor may be spent to dispel a magically-related debuff.** Alternately, **two (2) points of Cynicism Favor may be spent to guarantee success in a PERC Check.**
- **DEFIANCE** points are gained through acts of stubborn disobedience or insubordination toward powerful authorities. **Three (3) points of Defiance Favor may be spent to attempt to Dodge a ranged attack.** Alternately, **three (3) points of Defiance Favor may be spent to automatically win a Block roll.**
- **SUBMISSION** points are gained through acts of blind deference to institutional authority. **Two (2) points of Submission Favor may be spent to nullify an enemy Critical Hit.** Alternately, **one (1) point of Submission Favor may be spent to reduce the damage of an incoming attack by 50%.**
- **DISCIPLINE** points are gained through acts of mindful moderation or restraint. **Two (2) points of Discipline Favor may be spent to skip a ranged Aim Check.** Alternately, **two (2) points of Discipline Favor may be spent to guarantee success in a STR, STAM, or AGIL Check.** **Two (2) points of Discipline Favor may also be spent to dispel a physically-related debuff or Status Effect.**
- **INDULGENCE** points are gained through acts of sinful hedonism or debauchery. **Four (4) points of Indulgence Favor may be spent to refund any Talent.** Alternately, **three (3) points of Indulgence Favor may be spent to refund any Fatal Flaw** (though it must be exchanged for another).
- **LOYALTY** points are gained through acts done in the name of personal fidelity. **Five (5) points of Loyalty Favor are redeemable for one (1) permanent Health point.** Alternately, **two (2) points of Loyalty Favor may be spent to guarantee success in a CHAR Check against a familiar character.**

- **DECEIT** points are gained through manipulative or misleading acts toward those who trust you. **Six (6) points of Deceit Favor may be spent to switch places with any other character during combat ONE time.** Alternately, **one (1) point of Deceit may be spent for a +5 bonus to a CHAR check.**
- **PRAGMATISM** points are gained through strictly practical actions. **Seven (7) points of Pragmatism Favor are redeemable for one (1) permanent Stat point in a Spiritual Stat.** Alternately, **one (1) point of Pragmatism Favor may be spent for a +5 bonus to a PERC or INT Check.**
- **PASSION** points are gained through acts that reject logic in favor of emotion. **Seven (7) points of Passion Favor are redeemable for one (1) permanent Stat point in a Constitutional Stat.** Alternately, **one (1) point of Passion Favor is redeemable for a +5 bonus to a STR, STAM, or AGIL check. One (1) point of Passion Favor may also be spent to regain one (1) point of Health.**
- **AMBITION** points are gained through acts showing vigorous initiative. **Fifteen (15) points of Ambition Favor may be spent to gain a second Class passive!** Alternately, **six (6) points of Ambition Favor are redeemable for one guaranteed Critical Hit on an attack of your choosing. Four (4) points of Ambition Favor may also be spent to increase your character's Restedness by one level.**
- **MEEKNESS** points are gained through acts showing mildness or humility. **Seven (7) points of Meekness Favor are redeemable for one new Skill.** Alternately, **two (2) points of Meekness Favor may be spent to reduce your character's Stress by one level.**

Section X: Magic

Most people in the year 1890 will dismiss **Magic** as fantasy, the stuff of fairy tales. But for better and for worse, you know the truth.

Although the fires of civilization have given light to once dark forests, pockets of arcane enigma can still be found even in the most urban of locales. Expect not only to encounter many magical creatures and mysterious sorcerers, but **Magical Items** of immense power. These items may be a help or a hindrance: the only way to discover them is to explore the world. As magical items of importance become known to all players, their powers will be listed here.

For unknown reasons, the seven player characters have been gifted with unique powers, each corresponding to one of the **Seven Deadly Sins: Pride, Wrath, Lust, Gluttony, Envy, Greed, and Sloth.** The abilities associated with these evils are listed below.

- **Luxuria (Lust): INFATUATION.** The object of Valentine's affections may gain superhuman strength, stamina, agility, and senses at her lover's command. Specifically, all her Stats are increased by 2.5x for the duration of the relevant encounter. Valentine and his beloved's Initiative becomes bound; the player may choose to have them attack in either order or at the same time. Infatuation fades at the encounter, decreasing the Restedness of both the beloved and Valentine by one level. The beloved also passively shares Valentine's Martial Talents. Switching the target (though not choosing an initial target) of Infatuation during combat counts as an Action.
- **Gula (Gluttony): VORACITY.** Remy may consume the flesh of the dead in order to witness their memories. Further, consuming the flesh of enemies which Remy himself has taken part in slaying will grant him a temporary Stat bonus, corresponding to the $\frac{1}{2}$ of the consumed enemy's highest Stat. The bonus lasts until Remy consumes another enemy. Consuming enemies designated bosses or mini-bosses will additionally grant Remy one (1) permanent Talent point. He also regains one (1) point of Health every time he eats something sating.
- **Avaritia (Greed): COVENANT.** All verbal or written agreements made between Eugene and other characters, both player and non-player, are obligated to be fulfilled. Each agreement has an allotted amount of time for the relevant party to hold his or her end of the bargain. If he or she attempts to break or renounce the contract, or runs out of time, he or she will immediately be possessed by a desire to fulfill the agreement to the best of his or her abilities, even at the cost of sleep, sanity, and personal safety. The effect fades when the Covenant is seen through. The user may cancel the Covenant if he so chooses. He may not change its conditions without making a new agreement.
- **Avaritia (Greed): ARGENTUM.** Eugene is an argentomancer, with the ability to manipulate silver to do his bidding. He may transform any metal touching his bare skin into silver, so long as he is conscious. In combat, Eugene may employ a layer of silver "skin" to protect him from incoming attacks. To do so, he must roll a Simple STR Check. If he succeeds, the damage of the incoming attack is reduced by an amount equal to $\frac{3}{4}$ his current level. Eugene may also utilize silver offensively, in the form of assailing spikes that fire at his enemies from the floor. The spikes roll for damage on the d10, adding $\frac{1}{2}$ Eugene's STR and $\frac{1}{4}$ of his PERC. The spikes may be Dodged, but not Blocked. Eugene may even halt any incoming silver bullets or weapons in their path. In addition, Eugene's silver-infused blood grants him immunity to poisons, toxins, venoms, and pathogens.
- **Acedia (Sloth): INDOLENCE.** Ezra's presence has the potential to energize or drain those around him, rallying allies and wearying enemies. When Ezra is Rested, his allies cannot drop below Rested until Ezra does. At Normal Restedness, Ezra's

enemies have their STR, STAM, and PERC reduced by one (1); when he is Tired, his enemies have their STR, STAM, and PERC reduced by two (2) and subtract three (3) from their Dodge rolls; when he is Fatigued, opposed entities have their STR, STAM, and PERC reduced by three (3) and subtract (6) from their Dodge rolls; when he is Exhausted, his enemies have their STR, STAM and PERC reduced by four (4), and cannot Dodge incoming attacks. At will, Ezra may hyperfocus his aura, sharpening it into a single target beam. When Ezra is Rested, an ally on whom this beam is focused will gain six (6) STR, STAM, and PERC and temporarily regain three (3) points of Health every turn. When he is Normal, an enemy has their STR, STAM, and PERC reduced by three (3); When he is Tired, an enemy has their STR, STAM, and PERC reduced by six (6) and subtract six (6) from their Dodge rolls; when he is Fatigued, an enemy has their STR, STAM, and PERC reduced by nine (9) and subtract (12) from their Dodge rolls; when he is Exhausted, an enemy has their STR, STAM and PERC reduced by twelve (12), and cannot Dodge incoming attacks. When Ezra focuses this beam, the magic breaks into the visual spectrum, appearing as a faint light blue wave that connects him and his target. Ezra can also never drop to the "Unhinged" Stress level. Switching the target (though not choosing an initial target) of the hyperfocused beam during combat counts as an Action.

- **Ira (Wrath): UNLEASH.** Andrea, when provoked, may transform into a powerful wolf-woman. She does not have complete control of this transformation; in order to contain her transformation at inopportune moments, she must roll a Simple STAM check. While in wolf form, her STR, STAM, AGIL, PERC and Health (current and maximum) are increased by ten (10). However, her CHAR and INT are set to zero (0) for the duration of the effect. She rolls for damage on the d10, adding $\frac{1}{2}$ STR and $\frac{1}{4}$ STAM. Wolf-form ignores all Stress and Restedness effects which Andrea may have been under. She also gains transitory access to the Tracking and Gymnastics Skills in this form. Andrea will revert back to human form if incapacitated, or may do so of her own accord by passing a Simple STAM check. Reverting to human form during combat counts as an Action. Reversion causes her to lose one level of Restedness and the ten points of temporary Health. Wolf-form is also frightening to allies, applying a slight (-1/1/1/1/1) debuff to their Stats.
- **Invidia (Envy): COPYCAT.** Viveka, upon witnessing any other Sin or Virtue's power in action, may attain her own version of the ability – but a version that does not mechanically resemble the original. This unique version of the power is based off Viveka's perception of how it works. In order to reset her copied power, she must witness another power in action. However, once a copy has been made, it will not change no matter the context under which Viveka views the original power in the future. Copycat also allows Viveka to eerily mimic the mannerisms and accents of other characters.
- **Non Luxuria (Lust Copy): FASCINATION.** *Viveka's pure love has the power to conquer all. Viveka may focus this energy into a powerful, targeted aura. For the*

duration of the effect, that target's STAM, STR, and AGIL are all doubled (2x). Additionally, the target of Viveka's Fascination has his or her Stress lowered and Restedness raised by one level while the effect is active. Viveka herself loses one level of Restedness after activating the power; the target is unaffected. Switching the target of Fascination during combat (though not choosing an initial target) counts as an Action.

- **Non Ira (Wrath Copy): FRENZY.** The grudges which Viveka nurses in her heart of hearts form the seed of a beastly transformation. At any time, Viveka may assume the form of the dire-wolf, temporarily shedding her humanity. As a dire-wolf, Viveka gains seven (7) STR, STAM, and AGIL. Her PERC is doubled (2x), and she gains transitory access to the Tracking Skill. She may also communicate with animals for the duration of the effect! However, Viveka's monstrous façade is dominated by rage – at the beginning of each combat turn, she must roll a Simple STAM Check in order to prevent herself from losing control! If she fails the check, she must attack an ally (of her choice). Viveka may revert to human form at any time, though doing so will cost her an Action. She isn't a very nice dog; her companions might find her nipping at their fingers.
- **Non Gula (Gluttony Copy): HARUSPICY.** Viveka's consumption of human flesh allows her to see into other worlds, a wicked Sybil. After eating the flesh of a slain enemy, Viveka temporarily gains a 50% bonus to her AGIL, and the ability to Dodge ranged attacks; these bonuses last until the end of her next combat encounter. Perhaps more importantly, Viveka also receives visions from the beyond after eating, granting her important hints about current objectives. Communing with otherworldly entities, she can direct these visions as she pleases, asking for the aid of departed spirits in guiding her along her path.
- **Non Superbia (Pride Copy): INDOMITABLE.** Viveka is the essence of regal and stately dignity. A glorious and just warrior-princess, she puts fear into the hearts of her enemies while inspiring her allies. During combat, ally STAM and PERC are increased by ¼ of Viveka's highest stat, while enemy STR and AGIL are decreased by ¼ of the same stat. This effect does stack with similar buff and debuff auras. While Viveka is nearby, her allies cannot be incapacitated by any attack unless they were already at one (1) Health. Additionally, Viveka herself cannot die, no matter the circumstances - though she may still be incapacitated. However, as an arrogant aristocrat, she suffers a consistent -½ debuff to her CHAR.
- **Superbia (Pride): VANITY.** Obsessed with the perfection of her own appearance, Nina has the potential to heal from all wounds. Her Health recovery rate is tripled regardless of Restedness, and she is immune to any Status Effect affecting her face. Additionally, all damage against Nina that draws blood is automatically reflected point-for-point onto the damage dealer, ignoring all defenses. Nina herself still takes the damage.

- **Tristitia (Despair): GLOOM.** As a swirling pool of fickle emotions, Aisling's perception of reality warps the world around her. Aisling is awarded Favor points from two unique categories: Sorrow and Bliss. **SORROW** points are gained through actions signifying pessimistic despair or despondent nihilism. Five (5) points of Sorrow Favor may be spent to deal damage equal to ½ Aisling's highest True Stat; the defender may resist the damage by rolling a Complex PERC Check. Three (3) points of Sorrow Favor may be spent to apply a random Status Effect to an enemy. Two (2) points of Sorrow Favor may be spent to Silence an enemy or ally, removing all Stat buffs and debuffs for the remainder of the encounter. One (1) point of Sorrow Favor may also be spent to reroll any failed Constitutional Stat Check one time. The results of either roll may be used. **BLISS** points are gained through actions signifying hopeful optimism or strength of will. Five (5) points of Bliss Favor may be spent to revive a fallen ally in combat with ½ his or her maximum Health. Three (3) points of Bliss Favor may be spent to heal an ally for ½ of Aisling's highest Stat. One (1) point of Bliss Favor may also be spent to reroll any failed Spiritual Stat Check one time. The results of either roll may be used. Unlike regular Favor points, Aisling's Sorrow and Bliss points do not cancel; they may be stacked simultaneously alongside each other.

But the seven strangers are not the only ones to mysteriously possess extraordinary abilities. In fact, the Seven Deadly Sins have a theological counterpart... the **Seven Heavenly Virtues**. These lethal foes will be your most dangerous adversaries.

- **Caritas (Charity): MIDAS.** H.B. Pruitt is a power auromancer, with the ability to bend gold to his will. He wields Joyeuse, the sword of Charlemagne. Any object – organic or otherwise – that touches the sword's blade is turned to solid gold. Any melee attack by Pruitt dealing more than twelve (12) damage instantly incapacitates the target. If Pruitt strikes a limb and deals damage, he always applies the Crippled Limb Status Effect regardless of the attack's damage.

All items turned to gold double in weight and often become useless. Armor turned to gold debuffs the AGIL of the wearer, reducing it by ½. Weapons turned to gold cannot be used to Block, and have their base damage reduced by two (2).

Pruitt's ability to manipulate gold allows him to create gold barriers or weapons at will, as long as a source of gold is nearby. He may block incoming bullets using normal Block rules. Pruitt's gold must always remain grounded, unless it takes the form of an object he holds or throws.

Pruitt can order sharpened spears of gold to attack his enemies. These spears count as Melee (Power) attacks. Golden spears may be Dodged, but not Blocked.

If Pruitt is separated from Joyeuse, he is unable to turn objects to gold, but may still manipulate gold.

When each individual boss is defeated, one of the seven Sinners will gain a **new power**. But beware: this task may be more difficult than it sounds. The character who receives the new ability will correspond to the slain Virtue; for example, slaying the Virtue of Diligence would result in the Sin of Sloth developing a second ability.

Section XI: Checks

Checks are random dice rolls necessary to progress through the world. They come in many different forms. The vast majority of Checks encountered in a given campaign will belong to one of three categories. All Checks utilize the d20 as a means of probability, with higher Stats granting a higher chance of successfully passing a Check. Usually, NPCs do not roll Checks; Checks are primarily a system by which player actions are determined.

A Check's chance of succeeding is called its PS, or probability of success. **There are varying degrees of Check success and failure. The GM will always explain in detail what your success or failure has brought about.** Always be sure to ask the GM if you're worried about a particular negative outcome.

The PS of a Check, regardless of Stats, may NEVER be below 5% or higher than 95%. This means that rolling a one (1) will always result in failure, and that rolling a twenty (20) will always result in success. The former case is known as a **Critical Failure**, and will often result in a tangible penalty. The latter case is called a **Critical Success**, and guarantees a complete realization of the Check's intention.

If a Check's PS exceeds a given value (often 75%), then circumstantial debuffs might be applied, lowering the PS. However, the PS will not be brought below its original given value.

Checks are an important part of leveling up. Most Checks calculate gains in experience through a factor based off the Check's chances of failure: **the higher the risk, the higher the reward**. All experience-yielding Checks will grant a minimum of 5 experience points, so succeeding a Check is never completely worthless. Checks also have a "base experience" value equal to 5x the character's level.

- **Simple Checks:** Checks of unremarkable difficulty to the average man or woman. These Checks have a base PS of 10/20. They factor half the relevant Stat in as a bonus. If the PS is above 75%, circumstantial Stats may subtract from the total! The PS, however, will not be brought below its original value. PS can never exceed 95%.

- **Complex Checks:** Checks that present a real challenge to the average man or woman. These Checks' PS chance is equal to the relevant Stat's value/20. The PS caps at

75%. If the PS is above 75%, circumstantial Stats may subtract from the total! The PS, however, will not be brought below its original value. PS can never exceed 95%.

- **“PvP” Checks.** In Player vs. Player Checks, your Stats are tested against those of another player character (and occasionally an NPC). **Target Zone Checks** function as modified PvP Checks, along with several other unique Checks. Both players will roll the d20 for their character and add 1x the relevant Stat(s). The higher roll wins the Check.

- **Fall Checks.** Fall Checks are utilized when characters fall considerable distances. When Falling, roll the d20. There are three types of Falls: short Falls, medium Falls, and long Falls. In **short Falls**, characters have a 75% chance of escaping unharmed and a 25% chance of taking two (2) damage. In **medium Falls**, characters have a 25% chance of escaping unharmed, a 25% chance of taking two (2) damage, a 25% chance of taking four (4) damage, and a 25% chance of permanently maiming themselves, taking eight (8) damage and permanently losing $\frac{1}{4}$ of their base AGIL. In **long Falls**, characters have a 5% chance of miraculously escaping harm, a 45% chance of taking ten (10) damage and losing $\frac{1}{4}$ of their base AGIL, and a 50% chance of character death. **If your character has the Gymnastics Skill, you may add $\frac{1}{2}$ of your AGIL to Fall Checks. Failing a Fall Check might also be associated with a Status Effect.**

- **Retreat Checks.** Retreat Checks are used in order to escape combat situations. They are not always possible. In **likely Retreat Checks**, characters have a 75% chance of escape. In **unlikely Retreat Checks**, characters have a 25% chance of escape. In **miraculous Retreat Checks**, characters have a 5% chance of escaping against all odds. **If your character has the Athletics Skill, you may add $\frac{1}{4}$ of your STAM to your Retreat roll.** Remember... escape is only temporary. You may find yourself rolling a series of STAM Checks not long after fleeing.

- **Skill Checks.** Many Skills come with specific, Skill-centric Checks that scale off two Stats rather than one. Most fall under the broad umbrellas of “Complex” or “Simple” but also have unique mechanics. For more information, see the Skills section.

- **Collective Checks.** Collective Checks represent actions that will only succeed with the combined effort of multiple players. Collective Checks are always Complex, with their PS being the sum of the relevant Stat across all participants/a number greater than 20 representing the difficulty of the task (determined by the GM). Ordinary Complex Checks (particularly those involving STR) can sometimes be made collective if multiple players are involved.

- **Aim Checks.** Aim Checks are used in order to determine whether or not a shot or toss hit its intended target. Aim Checks utilize the d20. Characters add $\frac{1}{4}$ PERC to their roll, unless Skills or Talents State otherwise. In **miraculous Aim Checks**, characters have a 5% chance of hitting their target. In **unlikely Aim Checks**, characters have a 10% chance of hitting their target. In **difficult Aim Checks**, characters have a 25% chance of hitting

their target. In **standard Aim Checks**, characters have a 60% chance of hitting their target. In **likely Aim Checks**, characters have an 80% chance of hitting their target.

- **Combat includes a number of rolls which resemble Checks, but technically are not.** If you are confused, ask the GM what factors into a particular roll, and whether or not it grants experience upon success.

Section XII: Leveling

Player characters gain power and skill through experience. This is the leveling system.

- **The game's maximum level is thirty (30).** Certain NPCs can exceed level 30, but players cannot.

- **Characters begin with two (2) points in every Stat and fifteen (15) points to spend freely. Every level, characters gain one (1) Stat point** for a total of thirty (30) possible Stat points to be freely allocated. **No Stat, however, may exceed twenty (20) points. Newly-gained Stat points must be spent as soon as possible.**

- **Characters begin with ten (10) Talent points. Every level, characters gain one (1) Talent point** for a total of thirty (30) possible Talent points to be freely allocated. **Talent points may be hoarded.**

- **All characters begin with ten (10) base Health points**, a value that also scales with True STAM. **Every other level, characters gain one (1) point of Health**, for a potential of twenty-five (25) base Health.

- In addition, **at levels 1, 5, 10, 15, and 20, the character's Class passive will scale appropriately**, if relevant.

- **Every four (4, 8, 12, and 16) a character may also choose a new Skill** to take on. **All characters start with two Skills**, excluding Thieves and Chemists, who start with three. Thus, a normal level 30 character will have access to six Skills. More Skills can be gained through Talents. **Unlearned Skills may be hoarded.**

- **All characters start with two (2) languages.** More languages may be learned through the Tongues Skill. For more information, see the Skills section. Forgoing a second language grants one free point of INT.

- **All characters must start with one Fatal Flaw. Characters must choose additional Fatal Flaws at levels 10 and 20.** A normal level 30 character will have three Fatal Flaws.

- **Level will not determine where a character can and can't go:** you're free to wander where you choose, but beware! Some areas have powerful enemies that should only be approached at higher levels or with the help of friends. Many enemies also scale with level, making them more powerful as you also grow. Some don't – if you've reached level 10, you probably won't have any trouble at all defeating a lone robber (assuming you've built for combat, that is).
- **Levels are gained from experience points.** Every successful encounter or Check results in experience! **The greater the risk, the greater the reward:** defeating intimidating monsters or escaping nigh-impossible situations, for example, will provide considerable experience.
- **The amount of experience required to reach new levels scales with level.** At level 1, only 100 experience is necessary to reach level 2. At level 2, 200 experience is necessary to reach level 3. This pattern continues through level 30, which requires a whopping 3000 experience to reach.
- **Leveling becomes progressively harder as your Stats increase:** higher Stats mean easier Checks in many circumstances, and less experience.

Section XIII: Combat

For some, **combat** is an unfortunate necessity – for others, it's a guilty pleasure. Whatever its motivations, combat is *dangerous*. You may want to think twice about picking a fight. Although your Stats, Skills, and Talents can help tip the scales of battle in your favor, beware; it is luck that matters most.

Combat may take place as a fast-paced shootout or a vicious hand-to-hand melee. While ranged combat utilizes the d20 to determine hits and misses, melee combat does not.

Combat is turn-based, taking place as series of rolls representing attacks and defenses. Combat usually continues until one party has fled or been defeated, though it sometimes possible to force a surrender from one's enemies.

Combat begins when the deciding of Initiative. **Initiative** is rolled as a PvP AGIL Check. Each combatant rolls the d20 and adds his or her AGIL to the roll; the combatant with the highest roll will take the first turn. The next highest roll will take the second turn, and so on.

Initiative rolls are used to assemble the **Turn Cycle**, the set order in which characters will take their turns. After each combatant has taken a turn according to his or her Initiative, the Turn Cycle repeats, with the highest roller taking a second turn.

Although the Turn Cycle is usually static, it may sometimes be disrupted, most often by the entrance of new characters.

Turn Cycles contain a limited number of turns. A given combat faction may take no more than eight (8) total turns per Cycle. (Remember, turns do not equate to Actions.) In the event that a combat faction has more than eight (8) combatants, **Attrition** is said to occur. During Attrition, that faction must decide which eight combatants will partake in the combat; the other combatants may only join once one of the original eight combatants is killed, replacing their slots in the pre-existing Turn Cycle.

If circumstances suggest Initiative beforehand, the GM will assign it. This is most frequently due to an **Ambush**: a scenario in which one character clearly made the first move.

A **turn** is a character's opportunity to perform a voluntary **Action**, each turn allowing a player one Action (potentially more with Talents, Skills, or other factors). An Action is most often an attack against an enemy, using a weapon or ability. However, players can also use Actions to interact with their environment. An Action might be used to open a door, throw an object, picking up a new weapon, attempt a retreat, or even try to reason with an enemy. Most activities in combat will cost a single Action unless the GM states otherwise.

Turns may be **Reserved**. When a turn is Reserved, a character forgoes all Action on his or her own turn in order to take that Action later. You are not allowed to Reserve your turn if you have already performed an Action.

Potential uses of a Reserved turn include:

- For characters wielding ranged weapons, a Reserved turn is known as **Overwatch**, giving the character the ability to take two (rather than one) free shots at approaching enemies. Characters in Overwatch may also fire one reaction shot at enemies moving between Cover.
- A Reserved turn **can be used to defend against an attack intended for an adjacent ally**.
- A Reserved turn **might be used to hand a new weapon or additional ammunition to an ally**.
- A Reserved turn **could also utilize a magical ability in a more reactive way, such as switching a buff to a different ally before he or she defends against an attack, or debuffing a priority target**.

- A Reserved **turn can even be used to activate a trap after an enemy has moved into position.**
- While a character's turn is Reserved, **his or her Dodge chance is increased by 15%, and he or she also adds 1x True STAM to Block rolls.**

Other Actions possible during Reserved turns vary depending on the circumstances. If you are confused as to what you can and cannot accomplish during a Reserved turn, ask the GM.

Enemies are slain or incapacitated by **attacking**. The attacked character may or may not, depending on a variety of factors, attempt to **defend** against an attack.

Before attacking, characters with ranged weapons must pass an **Aim Check**. Aim Checks reflect the likelihood that the shot will strike its intended target. For more information on Aim Checks, see the Checks section.

A character may also choose whether he or she wants to target a particular part of the enemy's body. **Target Zones** include the **eyes, head, wrists, ankles, kidneys, stomach, groin, arms, and legs**. Body parts of animals and creatures vary, and what is considered an available Target Zone is up to the GM's discretion in some cases. **Available Target Zones may also depend on Cover.**

A **Target Zone Check** is a modified PvP Check. **For melee attacks, it pits the AGIL of the attacker against the AGIL of the defender. For ranged attacks, it pits the PERC of the attacker against the AGIL of the defender.**

- To successfully strike the eyes, the attacker must win the roll by 20.
- To successfully strike the head, the attacker must win the roll by 15. A successful strike to the head guarantees a Critical Hit.
- To successfully strike the wrists or ankles, the attacker must win the roll by 10.
- To successfully strike the groin, the attacker must win the roll by 9.
- To successfully strike the kidneys or stomach, the attacker must win the roll by 8.
- To successfully strike the arms or legs, the attacker must win the roll by 7.

Characters **do not have to choose a Target Zone**. If they do not, it is presumed that they aim for the largest target on the body: the torso, which has no Status Effects attached to it, but can still result in Flinching. Further, if a character fails his or her Target Zone roll, successful Aim Check that preceded it is not nullified; the attack merely defaults to the torso.

After a Target Zone is chosen (or not), the character then rolls the appropriate die and adds relevant Stat bonuses to determine the damage value of the attack.

After an attack's damage value has been rolled, the attacker must also roll to see if he or she scored a **Critical Hit**. **Critical Hits deal twice as much damage as ordinary attacks**. All characters have a base crit chance of 5%; certain Talents and Skills can raise this chance, or change crit damage. As previously mentioned, an automatic Critical Hit is scored when an attack strikes the head.

Characters can attempt to defend against melee attacks. To this end, there are three options: to Block the blow physically, to Dodge it, or to willingly take the hit in full. With a few exceptions, **there is no defense against a ranged attack from a firearm**: the defender can only hope that his or her assailant misses.

Blocking refers to using a weapon, shield, or improvised object to parry or deflect a melee attack. It is calculated as damage reducer rather than a deterrent. The defender rolls the d8 and adds $\frac{1}{2}$ True STAM as a bonus; this value is then compared to the attacker's attack roll. If the attacker's roll is higher, he or she subtracts the defender's roll and deals damage equal to this difference. If the defender's roll is higher OR equal, he or she has the opportunity to instinctively respond with a melee counterattack (not a magical or environmental action). This is called a **Riposte**. A Riposte may be Blocked or Dodged like a regular attack. Once the Riposte has been attempted, the turn cycle continues. Ripostes themselves cannot be Riposted, even if Blocked.

For a melee strike on a Target Zone to do damage against a Block, it must exceed the defending roll by at least 5.

A character's **Dodge** chance is equal to his or her True AGIL/20. If successful, the character avoids the attack entirely. If unsuccessful, he or she takes the full damage of the attacker's offense roll. Returns are diminishing. If True AGIL is above 10, then further dodge PS adds only $\frac{1}{2}$ the character's True AGIL, rounded down. Be warned that certain melee attacks – perhaps those by magical weapons – might be too rapid to Dodge...

This is not to say that melee defenders have no options against ranged opponents. **Some Talents and Skills allow a character effectively to approach a firearm-wielding without being significantly harmed, or even to Dodge ranged attacks**. Even without the aid of such abilities, melee attackers can always take their chances with a Charge.

A melee attacker can close the distance with a ranged attacker using a **Charge**. During the attacker's advance, **he or she will be vulnerable to one or more reaction shots from the ranged defender**.

Cover should be utilized frequently during gunfights. Characters in the safety of appropriate cover will have either be untouchable, or force their ranged assailants to roll unfavorable Aim Checks. **Characters can move between Cover using Actions**. Under

most circumstances, **moving between Cover is safe**, but doing so will make the moving character **vulnerable to one or more reaction shots by characters in Overwatch**.

In order to determine the locations of the players in regards to their environment, combat utilizes conceptual maps. An example of such a map is shown below. Note the many ways in which a character's environment might help or hamper his or her actions.



If ranged combat comes down to two parties exchanging fire from Cover – with one likely in Overwatch and the other likely preparing a shot – a **Standoff** is said to occur. **During a Standoff, a PvP AGIL Check will determine who fires first.**

Remember, ranged weapons have **limited ammo**, based in the wielder's inventory. Even hostile NPCs will run out of ammunition sooner or later.

Attacks deal **damage** to a character's Health when the defender fails to avoid or parry the blow. All characters have a base **Health** value of ten (10). Health increases with

True STAM, level, and sometimes Armor. Once successful damage has been calculated, the relevant value is subtracted from the defender's Health.

Melee (Power) weapons use the d10 to calculate base damage. Melee (Swift) weapons use the d8. Unarmed damage is calculated with the d4. Improvised weapons fall into one of the above categories, being judged on their damage potential. Handguns use the d6 to calculate base damage. Rifles use the d8. Shotguns and similar weapons use the d10. All of these damage values can potentially be changed by Talents, Skills, and items.

Status Effects are body-related debuffs that can be applied during combat by attacking Target Zones, or through Talents and Favor. Some are permanent, and many have lengthy periods of recovery. In order for a Status Effect to be applied, you must successfully strike the correct area of the body and do the minimum amount of damage needed for your strike to truly sting (or have a Talent that causes Status Effects very easily). Which Status Effects are applied is subjective, being in the hands of the GM, though an attack dealing the necessary damage will almost always apply a Status Effect.

The most common Status Effect is the **Flinch**. Sometimes, certain attacks can cause an NPC or Player to Flinch. A character will Flinch when their assailant deals at least twelve (12) damage. (This means players will usually Flinch when struck with a successful ranged attack.) When a character Flinches due to an attack, it causes them to lose one action during their next turn.

A list of Status Effects can be found below.

- **Flinch:** Lose one action on next turn. Recovery: Immediate. **Requires 12 or more damage in any location.**
- **Stunned:** A more extreme version of Flinching. Lose an entire turn, and disrupt any channeled effects. Recovery: Immediate. **Requires 20 or more damage to any location.**
- **Agony:** Cannot defend against next attack. Recovery: Varies. **Requires 10 or more damage to gut, groin, head, or eyes.**
- **Reeling:** Next action cannot be an attack. Recovery: Varies. **Requires 10 or more damage to relevant wrists, or to the groin.**
- **Dazed:** Next Aim Check can have a PS no lower than "Difficult." Recovery: Immediate. **Requires 5 or more damage to head or eyes.**
- **Hamstrung:** Cannot move, but can still attack. Recovery: End of encounter. **Requires 10 or more damage to ankles or knees.**

- **Tunnel Vision:** Cannot Reserve turns. Recovery: End of encounter. **Requires two missed shots in a row.**
- **Kidney Shot:** Reserved turns and Overwatch are cancelled. Recovery: Immediate. **Requires 7 or more damage to gut.**
- **Vertigo:** - $\frac{3}{4}$ PERC. Recovery: Varies. **Requires 7 or more damage to head.**
- **Panting:** Turn automatically moved to end of the turn cycle. Recovery: Immediate. **Requires successful Dodge or Block of an attack dealing more than 20 damage.**
- **Diaphragm Spasm:** - $\frac{1}{2}$ STAM. Recovery: Varies. **Requires 5 or more damage to the gut.**
- **Bleeding:** Take one (1) damage each turn. Recovery: Varies. **Requires 12 or more damage to any location.**
- **Hemorrhaging:** Take $\frac{1}{4}$ of remaining Health in damage each turn. Recovery: Varies. **Requires 16 or more damage to any location.**
- **Blinded:** PERC reduced by $\frac{3}{4}$. AGIL reduced by $\frac{1}{4}$. Recovery: Varies. **Requires 8 or more damage to the eyes.**
- **Crippled Limb:** Effects depend upon the limb affected, and the damage inflicted. A Crippled arm usually reduces STR by $\frac{1}{2}$ for that respective arm and prevents Blocking and attacking with that arm. A Crippled leg usually reduces AGIL by $\frac{1}{2}$ and prevents Retreat. Recovery: Varies. **Requires 10 or more damage to the relevant arm or leg.**

In some situations it is possible to escape from combat with a d20 Check, aided by the Athletics Skill and Talents. This is known as a **Retreat Check**. Ask the GM if it is possible to escape a particular situation. Noticing a method of escape in the first place might require a PERC Check.

Section XIV: Death

Death will be common through the events of this campaign. Player characters, however, will usually be provided with some means of saving themselves in potentially fatal situations.

In order for a character to die, he/she must first lose all Health. In this circumstance, Restedness and nearby allies will determine survival. If Restedness is

Exhausted and the killing blow was especially strong, the character dies regardless of the presence of allies. If Restedness is above Exhausted, the character must have nearby allies OR NPCs interested in preserving the character's life in order to survive. In this case, the 0-Health character may slowly be nursed back to health. Characters can also die from falling without appeal. See Checks.

Version 3.3.4 Changelog

- *Block now properly factors in True STAM rather than STAM*
- *Greed's second Sin Power now listed*
- *Despair's Sin Power now listed*
- *Charity's Virtue Power now listed*
- *Attrition concept added, allowing for larger combat scenarios*
- *Check experience gain altered*
- *More typos fixed and ambiguous wording clarified*

Section XV: Tutorials and Calculation Notes

CHARACTER SHEET

Player Name	<i>Your name.</i>	Gender	<i>Your character's sex.</i>
Character Name	<i>Your character's name.</i>	Class	<i>Your character's Class.</i>
Age	<i>Your character's age.</i>	Sin	<i>Which of the Seven Deadly Sins your character represents.</i>
Nationality	<i>Your character's place of origin and identified culture.</i>		
Languages	<i>The language(s) your character speaks. Remember, characters who opt only to take one language at the start of the campaign receive a free point in INT.</i>		
Appearance	<i>Your character's outward physical appearance.</i>		

Stats	Ranks
Strength (STR)	<i>Your base STR.</i>
Stamina (STAM)	<i>Your base STAM.</i>
Agility (AGIL)	<i>Your base AGIL.</i>
Intelligence (INT)	<i>Your base INT.</i>
Charisma (CHAR)	<i>Your base CHAR.</i>
Perception (PERC)	<i>Your base PERC.</i>

Bufs and Debuffs	Ranks
Strength (STR)	<i>Changes to STR.</i>
Stamina (STAM)	<i>Changes to STAM.</i>
Agility (AGIL)	<i>Changes to AGIL.</i>
Intelligence (INT)	<i>Changes to INT.</i>
Charisma (CHAR)	<i>Changes to CHAR.</i>
Perception (PERC)	<i>Changes to PERC.</i>

Buff/Debuff Legend

(HL) = Stat points granted by Homeland Stats
 (T) = Free INT point granted by forgoing second language
 (HE) = Reallocated Stat points from Hermit Talent
 (ABNB) = Reallocated Stat points from All Brawn, No Brain Talent
 (OT) = Stat points granted or deducted by other Talents
 (F) = Stat points granted or deducted by Fatal Flaws
 (S) = Stat points granted or deducted by Stress level
 (R) = Stat points granted or deducted by Restedness level
 (E) = Stat points deducted due to Status Effects
 (CL) = Stat points granted by personal Class bonuses
 (CA) = Stat points granted by Captain Class passive
 (P) = Stat points granted or deducted by Presence Skill
 (W) = Stat points deducted by carrying capacity
 (O) = Other

HP: *Your Health.*

Carried Weight: *Your character's encumbrance.*

X Stat points to spend

Comment [G1]: You are responsible for maintaining an accurate Health value.

Comment [G2]: All values above the 15 pound soft cap, recall, come with a Stat debuff.

Comment [G3]: The number of Stat points available to be added to your base Stats.

Talents: *Your character's accumulated Talents.*

Points to Spend: *Your pool of unspent Talent points. You gain one Talent point every level.*

1. **Occultist:** Bypass all mythology-related INT checks, receiving the correct answer from the GM. (3)
- 2.
- 3.
- 4.
- 5.

Comment [G4]: How a Talent should appear in the Talents category.

Skills: *Your character's Skills.*

Points to Spend: *A number representing potential Skills a player has not yet chosen. New skills may be chosen at levels 4, 8, 12, and 16.*

1. **Gymnastics:** Allows the character to perform Gymnastics Checks requiring stamina and speed. The Gymnastics Skill gives an automatic 5% Dodge chance that stacks with other Dodge-related abilities. Although most Gymnastics Checks are available to all characters as Simple or Complex AGIL Checks, only those with the Skill may add $\frac{1}{4}$ STAM to all AGIL Checks. It also grants a bonus to Fall Checks: characters may add $\frac{1}{2}$ of their AGIL when rolling such Checks. (Requires 5 AGIL) STAM, AGIL
- 2.
- 3.
- 4.
- 5.

Comment [G5]: How a Skill should appear in the Skills category.

Sin: *Your character's unique Sin power!*

Fatal Flaw(s): *Your character's Fatal Flaws, chosen at levels 0, 10, and 20.*

One-Paragraph Backstory: *A short description of your character's life, leading up to the events of the campaign.*

Favor

Compassion & Cruelty	<i>Your bank of Compassion/Cruelty Favor points.</i>
Piety & Cynicism	<i>Your bank of Piety/Cynicism Favor points.</i>
Defiance & Submission	<i>Your bank of Defiance/Submission Favor points.</i>
Discipline & Indulgence	<i>Your bank of Discipline/Indulgence Favor points.</i>
Loyalty & Deceit	<i>Your bank of Loyalty/Deceit Favor points.</i>
Pragmatism & Passion	<i>Your bank of Pragmatism/Passion Favor points.</i>
Ambition & Meekness	<i>Your bank of Ambition/Meekness Favor points.</i>

Comment [G6]: Points of Favor are granted by the GM for significant actions.

Comment [G7]: As soon as you spend Favor points, be sure to remove them from these boxes.

Currency:	<i>The contents of your wallet.</i>
Restedness:	<i>Your Restedness, on a scale of Exhausted to Rested.</i>
Stress:	<i>Your Stress, on a scale of Unhinged to Vigorous.</i>
Experience:	<i>Your level, between 1 and 20. Your experience toward your next level.</i>

Comment [G8]: Your character can become more Rested by eating or sleeping.

Comment [G9]: Your character becomes Stressed by experiencing or witnessing disturbing events.

Comment [G10]: Leveling up occurs between sessions.

Comment [G11]: Whenever you make an experience gain from combat or a check, add it to the value listed here.

Inventory: Your Inventory is only limited by how much weight your character can carry.

ITEM	NOTES
Berthier Bolt-Action Rifle (8.5 lbs.)	A powerful, long-range rifle.

Comment [G12]: An example of an item.

Comment [G13]: The weight of the item.

Comment [G14]: Your personal notes about the item.

PET: If a player has a **Pet**, its Stats will be located here, beneath the inventory.

Comment [G15]: Handlers have pets. Henchmen have their own sheets.

Use these **Calculation Notes** to help you throughout the campaign. Remember – **always round up!**

Combat

- ❖ **Basic Attack** Melee (Power): Roll d10. Clubs, bats, and other blunt instruments
- ❖ Basic Attack Melee (Swift): Roll d8. Swords, knives, and other cutting tools
- ❖ Basic Attack Gunplay: Aim Check + roll d6. Revolvers, pistols, and other handguns
- ❖ Basic Attack Sniper: Aim Check + roll d8. Repeaters, carbines, and other rifles
- ❖ Basic Attack Blast: Aim Check + roll d10. All manner of shotguns
- ❖ Basic Attack Unarmed: Roll d4. Punches and kicks

Comment [G16]: Basic Attacks are attacks by characters who are not experienced in the use of their weapon.

- ❖ Attack Melee (Swift): Roll d8 + ($\frac{1}{2}$ STR) + ($\frac{1}{4}$ AGIL)
- ❖ Attack Melee (Power): Roll d10 + ($\frac{1}{2}$ STR) + ($\frac{1}{4}$ STAM)
- ❖ Attack Gunplay: Aim Check + roll d6 + ($\frac{1}{2}$ AGIL) + ($\frac{1}{4}$ STAM)
- ❖ Attack Sniper: Aim Check + roll d8 + ($\frac{1}{2}$ PERC) + ($\frac{1}{4}$ STR)
- ❖ Attack Blast: Aim Check + roll d10 + ($\frac{1}{2}$ STR) + ($\frac{1}{4}$ PERC)
- ❖ Attack Fisticuffs: Roll d3 + ($\frac{1}{2}$ AGIL) + ($\frac{1}{4}$ STR)

Comment [G17]: To add your Stats to combat rolls, you must possess the Skill associated with your weapon.

- ❖ Health/HP: $10 + (\frac{1}{2} \text{ base STAM rounded up}) + (\text{Armor HP}) + (\text{Level}/2)$
- ❖ Health recovery rate: 1 per 1 day. If restedness is full, 2/day

Comment [G18]: Your max Health value is unaffected by buffs and debuffs to STAM.

- ❖ Block: Roll d8 + ($\frac{1}{2}$ True STAM)
- ❖ Block Unarmed: Roll d4 + ($\frac{1}{2}$ True STAM)
- ❖ Dodge PS: $1 \times \text{AGIL}/20$ (subtract enemy AGIL if above 50% PS, but do not drop below 50% PS)

Checks

- ❖ Simple STR check PS: $10/20 + \frac{1}{2} \text{ STR}$
- ❖ Simple STAM check PS: $10/20 + \frac{1}{2} \text{ STAM}$
- ❖ Simple AGIL check PS: $10/20 + \frac{1}{2} \text{ AGIL}$
- ❖ Simple INT check PS: $10/20 + \frac{1}{2} \text{ INT}$
- ❖ Simple CHAR check PS: $10/20 + \frac{1}{2} \text{ CHAR}$
- ❖ Simple PERC check PS: $10/20 + \frac{1}{2} \text{ PERC}$
- ❖ Complex STR check PS: $\text{STR}/20$
- ❖ Complex STAM check PS: $\text{STAM}/20$
- ❖ Complex AGIL check PS: $\text{AGIL}/20$
- ❖ Complex INT check PS: $\text{INT}/20$
- ❖ Complex CHAR check PS: $\text{CHAR}/20$
- ❖ Complex PERC check PS: $\text{PERC}/20$

Comment [G19]: Almost all PERC checks will be rolled by the GM, not the player.

- ❖ **Short Fall PS:** 15/20 No effect, 5/20 2 Health damage
- ❖ **Medium Fall PS:** 5/20 No effect, 5/20 2 Health damage, 5/20 4 Health damage, 5/20 8 Health damage and permanent loss of $\frac{1}{4}$ base AGIL

Comment [G20]: With the Gymnastics Skill, you may add $\frac{1}{2}$ your AGIL to Fall Checks.

❖ Long Fall PS: 1/20 No effect, 9/20 10 Health damage and permanent loss of ¼ base AGIL, 10/20 Death!

❖ Initiative: Roll d20 + AGIL. The highest roll goes first, and so on.

❖ Likely Retreat PS: 15/20 Escape, 5/20 No escape

❖ Unlikely Retreat PS: 5/20 Escape, 15/20 No escape

❖ Miraculous Retreat PS: 1/20 Escape, 19/20 No escape

Comment [G21]: With the Athletics Skill, you may add ½ your STAM to Fall Checks.

❖ Likely Aim Check PS: 16/20 Hit, 4/20 Miss

❖ Standard Aim Check PS: 12/20 Hit, 8/20 Miss

❖ Difficult Ranged Check PS: 5/20 Hit, 15/20 Miss

❖ Unlikely Ranged Check PS: 2/20 Hit, 18/20 Miss

❖ Miraculous Ranged Check PS: 1/20 Hit, 19/20 Miss

Comment [G22]: Always add .5 PERC to your roll. With Sniper Skill, add 1 PERC.

❖ Skill Checks: See each subheading under V: Skills.

❖ PvP Check: Roll d20 + relevant Stat. The higher total wins.

❖ Collective Check PS: Sum of participants' relevant Stat/Task difficulty

Comment [G23]: A number higher than 20, determined by the GM.

Experience

❖ Experience from Check: $[(\text{Chance of failure}/20) * 5] + [\text{Character's level} * 5]$

❖ Experience from PvP Check: $(\text{Winning roll} - \text{losing roll}) * 5$

❖ Experience from monster: $(\text{Enemy's level experience})/\text{participants}$

❖ Experience required to level up: $\text{Current level} * 100$

Comment [G24]: All successful Checks grant some minimum amount of experience, regardless of the Stat in question.

Other

❖ Carrying Capacity: 15 (soft cap) [+ STAM (hard cap)]. Hard cap is ALWAYS 30 and characters over their soft cap will take a -½ AGIL debuff

❖ Loot: 10/20 Common, 6/20 Uncommon, 3/20 Rare, 1/20 Mythic

Comment [G25]: The GM rolls for Loot rarity.

Leveled Up?

- One (1) Stat point per level
- One (1) Talent point per level
- New Skills at levels 4, 8, 12, and 16
- New Fatal Flaws at level 10 and 20
- Class passives scale at levels 0/5/10/15/20

Bayport

