AN ARS GOTHICUS *RULEBOOK*

BY GRANT R.

AMELIA C.

WITH A SPECIAL THANKS TO

WILL G.

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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.
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Seven Deadly Sins

A text-based adventure

RULEBOOK
Version 3.2.6: Fixed a bug that allowed Reaper to Shadow Step to unintended locations

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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 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 buffs or debuffs. Although often discussed for bookkeeping purposes, True Stats do have a few practical applications. For example, maximum hitpoints are calculated based upon the character's True STAM, ignoring all external influences on the Stat.

Section II: 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.

- **Simple Checks**: 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**: 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. 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 HP damage. In **medium Falls**, characters have a 25% chance of escaping unarmed, a 25% chance of taking two HP damage, a 25% chance of taking four HP damage, and a 25% chance of permanently maiming themselves, taking eight damage and permanently losing ¼ of their base AGIL. **In long Falls**, characters have a 5% chance of miraculously escaping harm, a 45% chance of taking ten HP damage and losing ¼ of their base AGIL, and a 50% chance of character death. **If your character has the Gymnastics Skill, you may add ½ of your AGIL to Fall Checks.**

- **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 ¼ 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 Section V: Skills.

- **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 the accuracy of a shot or toss. Aim Checks utilize the d20. Characters add ¼ 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 III: 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 hitpoints.

- 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 Section V. 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.

- **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 IV: 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.

- **Soldier:** Paid regular. **Bonus: +1/2/4/5/6 STR 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:** Tamer of beasts. **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 V: Skills

Skills are particular trades your character has mastered. They will allow for increased interaction with the environment or bonuses in combat situations. 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 and Classes may allow characters to take extra Skills. See Sections IV and VI for more details.

- **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. Repair Checks are simple and add ¼ STR. Also grants intricate knowledge of smithing and metalworking. **STR, INT**

- **Blast:** Mastery of large firearms intended for close-range, like shotguns. Add ½ STR and ¼ 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 ¼ STR to all STAM Checks and ¼ STAM to all STR and Retreat Checks. Also grants the character the ability to swim. **(Requires 5 STAM) STAM, STR**

- **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 ¼ STAM to all AGIL Checks. Also grants a bonus to Fall Checks: characters may add ¼ 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 ½ 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**

- **Riding:** Allows the character to ride horses and other mounts. Also grants familiarity with horses. Riding Skill grants automatic knowledge of horses that characters would otherwise lack. Riding Checks occur when superior riding will determine the outcome of a situation. They are complex with base STAM as PS and ½ 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 ½ AGIL and ¼ STAM to your damage rolls when using these weapons. **AGIL, STAM**

- **Fisticuffs:** Melee combat with one's fists and feet! Add ½ AGIL and ¼ STR to your combat rolls when attacking unarmed. **AGIL, STR**

- **Archery:** Mastery of archaic ranged weapons like bows and crossbows. Add ½ AGIL and ¼ INT to your roll when using these weapons. **AGIL, INT**

- **Thievery:** Stealing from unwitting marks. Thievery Checks are complex, with AGIL as base chance to succeed 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**

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- **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:** Proficiency with medicine. Players 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. Success is calculated through a complex Check based on INT, with a ¼ AGIL bonus. HP restored is equal to ½ character INT. Characters may only use First Aid on a given target once every several days**. INT, AGIL**

- **Tongues:** Memorization of foreign languages. New languages are learned through the Tongues Skill. All characters may start with up to two (2) languages. In order to learn extra 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 important information, 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**

- **Presence:** Encourage allies and intimidate enemies. Nearby allies increase one Stat by ¼ character CHAR in and out of combat, respectively (chosen by the player with the Skill). One enemy Stat in combat (also chosen by the player) is reduced by ¼ STAM. **CHAR, STAM**

- **Performance**: Use of stage magic and sleight-of-hand, meant to distract or entertain an audience. Tricks utilizing this Skill are 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:** Tracing one's query. Also grants survivalist and navigational skills. Tracking Checks are complex with base PERC and ½ STAM added as a bonus. Characters with Tracking may not track other characters with Tracking. **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:** Ability to read the emotions of NPCs, including 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 VI: 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)

•   **Pocket Sand**: You may attempt to temporarily blind an enemy with your handy pocket sand. Usable so long as character is clothed. Requires complex AGIL Check that subtracts ½ enemy AGIL. (2)

•   **Pretty Face:** When your enemy aims for your head and rolls a Target Zone Check, subtract ½ your CHAR from their roll. (2)

•   **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)

•   **Berserk:** When below 20% Health, gain an extra action that can only be used as an attack every turn. If your Health is ever brought back above 20%, Berserk will lose effect until you are brought below 20% again. (4)

•   **Backstabber:** If attacking while in Sneak, add five (5) to your attack roll. (4)

•   **Bulwark:** STAM gains from buff sources are increased by 1.5x. (4)

•   **No Cry:** Characters with this Talent are immune to Flinching (not Stuns). (4)

•   **That's Metal:** After allowing yourself to be hit by an enemy melee attack, you may Riposte with a 100% crit chance. 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.

•   **Disarm:** After successfully Blocking an attack with a defense roll HIGHER than that of your opponent's total attack roll, you may attempt to disarm that opponent. Disarmament is a complex AGIL Check that subtracts ½ the defender's AGIL. If successful, the enemy in question will start their next combat turn without their weapon in hand. If the character attempts to disarm an enemy after a successful Block, he or she CANNOT Riposte. (5)

- **Harrier:** Add two (2) to your roll in all Target Zone Checks. Bosses are immune to this effect. (5)

- **Parrier:** Whenever Blocking, add ¼ of your 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 ¼ of your character's STAM. **(Requires 8 STAM)** (5)

- **Charge!**: Whenever you attack a character wielding a ranged weapon following a Charge, add five (5) 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) damage to any damage roll 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 an additional 25% chance to succeed if the target is a limb. (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**: Your Stress is reduced by two levels rather than one after a combat victory. Additionally, you will never revert back to a higher state of Stress. (7)

- **Bloodlust:** If you fall below 0 HP, you may continue combat until reaching -15 HP; 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 two actions. This ability cannot be used with one-shot powder weapons. Attempting to use this ability does not cause you to lose your turn 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. You also ignore enemy Armor. (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)**

- **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**: You may always take two actions, regardless of weapon type. Relevant Status Effects still apply. (12)

Skill Talents

- **Dread:** Leadership bonuses gained from the Captain passive and Presence Skill are 2x stronger; however, they affect both allies and enemies negatively. (1)

- **Potency:** All crafted poisons and bombs have 25% increased effect. (2) **(Must have the Chemistry Skill)**

- **On the Trail:** Even characters that possess the Tracking Skill can be pursued. (4) **(Must have the Tracking Skill)**

- **Lucky Shot:** During non-combat Aim Checks, you may add 1.5x PERC to your roll. (4)

- **Lottery:** Your chances at finding Uncommon, Rare, and Priceless loot inventories are all increased by 5%, increasing your total chance of finding non-Common loot by 15%. (4)

- **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:** +6 bonus to Sneak Check rolls. (5) **(Must have the Sneak Skill)**

- **Pickpocket:** +6 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)**

- **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 Lockpicking Skill)**

- **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)

- **Beast of Burden:** Armor and goods won't weigh you down! Ignore Stat penalties imposed by armor and carrying capacity. (9)

Social Talents

- **Paycheck:** Receive a weekly salary of fifty (50) currency if your character is in a settlement. (1)

- **Haggler:** 15% off in all shops. (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 ally. (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 the game 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)

- **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 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. Rolled as a simple CHAR Check. Subtract ½ of the targeted enemy's INT. 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)

- **Intimidation:** During CHAR Checks involving threats, veiled or otherwise, you may choose to add ½ of your STR. Beware the consequences of failure... (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 ¼ of the target's CHAR. If successful, the target loses 25% AGIL and 25% STR until his or her next turn. (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. (7)

- **Hooded Man:** 25% 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. (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)

- **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 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)

- **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) hitpoints. (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, +2 bonus to all your stats. (6)

- **Shell-Shocked:** Witnessing scenes of violence will never raise your Stress. (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)

- **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 VII: 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 may 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 number of points will be. Points are listed in parentheses ( ) next to each Flaw.

- **Petty:** Your character will never succeed in CHAR checks to lower vendor prices. (-2)

- **Anarchist:** -2 penalty to all CHAR rolls involving characters representing an establishment. (-2)

- **Cruel:** Any foe incapacitated 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)

- **Pessimistic:** Vigor bonuses to allies are nullified in the presence of your character. (-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 a -3 INT penalty in your presence. (-3)

- **Ignorant:** You cannot invest points into the INT 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)

- **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. (-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)

- **Self-Hating**: Your character will never become Vigorous. (-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 1.5x as strong. (-8)

- **Lost:** Your character possesses no Class, receiving no associated bonuses. (-9)

- **Lazy:** Your character will not learn new Skills at levels 4 and 16. (-10)

- **Weak of Will:** All ½ Stat bonuses are reduced to ¼. (-12)

Section VIII: 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 locations. 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, Catherine, 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 Catherine's initiative also becomes bound; they always attack together under the power's influence. Further, while the effect is active, Catherine will have temporary access to all of Valentine's Talents. Infatuation fades at the encounter, decreasing the Restedness of both Catherine and Valentine.

- **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 one permanent Stat point per foe eaten, corresponding to that enemy's highest Stat. He also regains one point of health every time he eats something sating.

- **Avaritia (Greed)**: **COVENANT.** Details unknown.

- **Acedia (Sloth)**: **INDOLENCE**. Ezra's presence has the potential to energize or drains those around him, rallying allies and draining 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 have their HP recovery rate tripled. 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.

- **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 ¼ STR and ¼ AGIL. Wolf-form ignores all Stress and Restedness effects which Andrea may have been under. Andrea will revert back to human form if incapacitated, or may do so of her own accord by passing a simple STAM check. 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. 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. At the start of a combat encounter, she may choose a target. For the duration of the effect, that target's STAM, STR, and AGIL are all doubled (2x). Viveka may change the target of the effect at the start of her turn without using up an action. 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.*

- *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.

- **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.

- **??? (???):** ???

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.

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 Sloth developing a second ability.

Section IX: Combat

For some, **combat** is an unfortunate necessity – for others, it's a guilty pleasure. Whatever your 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 ranged 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 dice-based with bonuses or handicaps appropriately applied. Combat usually continues until one party has fled or been defeated. Both parties start with ten hitpoints (+/- more depending on level, STAM, and armor) per player character. Combat is turn-based until one party stands as the victor.

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. Initiative rolls are used to create a "turn cycle;" after every combatant has taken a turn, the highest roller will take a second turn, beginning the cycle anew. If circumstances suggest Initiative beforehand, the GM will assign it.

A **turn** is a player's opportunity to perform a voluntary action, each turn allowing a player one action (potentially two with Talents, Skills, or other factors). After Initiative has been rolled for participating characters, characters take turns in a set order that does not change unless new combatants enter or old ones are incapacitated. Turns usually consist of attacking the enemy with a weapon or ability. However, players can also use turns to interact with their environment: open a door, throw an object, or even pick up a new weapon. Most activities in combat will cost a single action unless the GM states otherwise.

Turns may be **Reserved**. Reserved turns allow those with a more supportive nature, such as spellcasters or snipers, to aid their allies passively, whether through reactive abilities or watchful observance. For characters with 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. You are not allowed to Reserve your turn if you have already performed at least one action.

Combat consists of up to two phases: **attacking** and **defending.** When **attacking**, a character must first choose whether he/she wants to aim at a Target Zone. **Target Zones** include the **eyes, head, wrists, ankles, kidneys, stomach, 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**.

Status Effects are body-related debuffs that can be applied during combat by attacking Target Zones, or by being assailed by a character with certain Talents. 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.

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's attack roll is 2x that of the character's Block roll, or the total damage dealt is higher than ten (10). (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 at the end of this section.

Aiming at a Target Zone is not the same as a general Aim Check. In order to determine if a ranged weapon even struck its target, the Aim Check must be rolled before the Target Zone's Check.

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 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, the character then rolls the appropriate die and adds relevant Stat bonuses.

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 d6 and adds ½ 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 two rolls are equal, nothing happens. If the defender's roll is higher (NOT equal), he or she has the opportunity to instinctively respond with a melee attack - 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 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. Dodge chance caps at 50% in most cases; anything above 50% will subtract the enemy's AGIL from the roll. This subtraction will not cause the chance of a Dodge to fall below 50% if 50% has already been achieved. Be warned that certain melee attacks – perhaps those by magical weapons – might be too rapid to Dodge…

  After both attack and defense dice have been rolled, the attacker must 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 can raise this chance, or change crit damage.

  All characters have a base **Health** value of ten (10) hitpoints. Health increases with base STAM, level, and sometimes armor. Once successful damage has been calculated, the relevant value is subtracted from the defender's hitpoints.

Combat proceeds in this manner until one party is victorious!

- **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.

- Ranged combat requires an Aim Check with the d20. Following a successful Aim Check, the attacker will roll for **unblockable, undodgeable damage**.

- The targets of ranged attackers have several options against their assailants, such as using their Talents and Skills effectively to reach them without being harmed, seeking cover, or taking their chances with a Charge.

- Melee characters close the distance with ranged attackers using a **Charge**. During his or her advance, **the melee attacker will be vulnerable to up to two free reaction shots from his/her ranged target.**

- **Cover** should be utilized frequently in ranged combat. Characters in the safety of appropriate cover cannot be damaged.

- 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.**

- Ranged characters have **limited ammo** based in their inventory.

- 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.

The following is a short list of **common Status Effects**; more specific effects can occur based on the situation.

- **Stunned:** A more extreme version of Flinching. Lose an entire turn, and disrupt any channeled effects. Recovery: Immediate.

- **Agony:** Cannot defend against next attack. Recovery: Varies.

- **Reeling**: Next action cannot be an attack. Recovery: Varies.

- **Dazed**: Next Aim Check can have a PS no higher than "Difficult."

- **Hamstrung**: Cannot move, but can still attack. Recovery: End of encounter.

- **Tunnel Vision**: Cannot Reserve turns. Recovery: End of encounter.

- **Kidney Shot**: Reserved turns and Overwatch are cancelled. Recovery: Immediate.

- **Vertigo**: - ¾ PERC. Recovery: Varies.

- **Panting**: Turn automatically moved to end of the turn cycle. Recovery: Immediate.

- **Diaphragm Spasm:** - ½ STAM. Recovery: Varies.

- **Bleeding:** Take one (1) damage each turn. Recovery: Varies.

- **Blinded:** PERC reduced by ¾. AGIL reduced by ¼. Recovery: Varies.

- **Crippled Limb:** Effects depend upon the limb affected, and the damage inflicted. A Crippled arm usually reduces STR by ½ for that respective arm and prevents Blocking with that arm. A Crippled leg usually reduces AGIL by ½ and prevents Retreat. Recovery: Varies.

Section X: Inventory and Loot

A character's **Inventory** represents what he or she is carrying on his or her person.

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.

Armor/Clothing represents what the character is wearing. Armor provides some form of defense in combat. Very few types of armor can defend you from bullets, but armor is quite effective against melee attackers and those with archaic ranged weapons. Clothing, in contrast, does not provide defense, but without pockets or a bag, it will be difficult for your character to transport items. Magical armor and clothing may add or subtract Stats from a character. Beware helmets and heavy armor! Although they may provide greater protection, they might reduce your character's PERC and AGIL Stats...

Loot refers to items obtained from the world, whether they are dropped by slain monsters and NPCs or merely discovered within caches. Loot drops exist as "inventories" - that is, an inventory of a given quality will by default contain at least one item of the implied value. Usually, loot inventories will be of unremarkable quality, but a chance exists for players to stumble across items of exceptional rarity. For example a rare inventory might contain a valuable jewel, but can also contain many common items.

Several Talents may affect the rarity of loot. In increasing order of rarity, the four levels of loot obtainable are **Common, Uncommon, Rare,** and **Mythic**. Common inventories represent approximately 50% of drops. Uncommon inventories represent 30% of drops. Rare inventories represent 15% of drops. Mythic inventories represent 5% of drops.

Section XI: Restedness

Restedness is a metric representing how fatigued a character is. 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 HP in combat while already Exhausted. Characters automatically become exhausted when they collapse in combat at any other level of restedness. **Fatigued** characters will have STR, STAM, and PERC reduced by three (3). **Tired** characters will have STR, STAM, and PERC reduced by two (2). Characters with **Normal** Restedness will gain no bonuses or debuffs. **Rested** characters will gain two (2) STR, STAM, and PERC and have their HP recovery rate doubled. Rested characters also tend to recover from Status Effects more quickly.

Restedness recovery depends on the subcategory. Exhausted characters will only need one day to become Fatigued. Fatigued characters may need at least two days to become Tired. Tired characters may need several days to become Normal. Normal characters will require three days of respite to become Rested. Players normally recover one (1) Health each in-game day; Rested characters, recall, recover twice this amount. Occasionally, the GM may increase or decrease Restedness non-systemically depending on circumstances.

Section XII: Stress

Stress is a representation of your character's mental health and general wherewithal. A character's Stress is tied to many potential events: disturbing sights and sounds, bad injuries, social anxiety, and moments of catharsis. Winning or losing a battle will always lower or raise Stress, respectively. 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 leisurely activities in the presence of friends. Though victory in combat can 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 XIII: 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 HP. 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 HP character may slowly be nursed back to health. Characters can also die from falling without appeal. See **Checks**.

Version 3.2.6 Changelog

- *Added Changelog*
- *Ambiguous or confusing wording clarified*
- *Typos corrected*
- *Stats now divided into Constitutional and Spiritual categories; future mechanics may come based off this distinction ("Stats and Starting Information")*
- *Existing concept of True Stats given a short section ("Stats and Starting Information")*
- *Charge "Checks" are no longer erroneously called Checks ("Checks")*
- *Reduced incidence of PvP Checks, replacing many with modified complex Checks ("Skills")*
- *Added Parrier Talent ("Talents")*
- *Render Talent updated to reflect its high cost ("Talents")*
- *Added Lost Fatal Flaw ("Fatal Flaws")*
- *Sloth Sin power now publicly visible ("Magic")*
- *Block now utilizes ½ STAM rather than ¼ (reversion) ("Combat")*
- *Added Panting Status Effect ("Combat")*
- *Added new categories in Buff/Debuff Legend ("Tutorials and Calculation Notes")*

Section XIV: Tutorials and Calculation Notes

This is your **Character Sheet**, which allows you to track your character's current status.

CHARACTER SHEET

Player Name	*Your name.*	Gender	*Your character's sex.*
Character Name	*Your character's name.*	Class	*Your character's Class.*
Age	*Your character's age.*	Sin	*Which of the Seven Deadly Sins your character represents.*
Nationality	*Your character's place of origin and identified culture.*		
Languages	*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.*		
Appearance	*Your character's outward physical appearance.*		

Stats		Ranks
Strength	(STR)	*Your base STR.*
Stamina	(STAM)	*Your base STAM.*
Agility	(AGIL)	*Your base AGIL.*
Intelligence	(INT)	*Your base INT.*
Charisma	(CHAR)	*Your base CHAR.*
Perception	(PERC)	*Your base PERC.*

Buffs and Debuffs		Ranks
Strength	(STR)	*Changes to STR.*
Stamina	(STAM)	*Changes to STAM.*
Agility	(AGIL)	*Changes to AGIL.*
Intelligence	(INT)	*Changes to INT.*
Charisma	(CHAR)	*Changes to CHAR.*
Perception	(PERC)	*Changes to PERC.*

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>Comment [G1]: You are responsible for maintaining an accurate Health value.</comment>
Comment [G2]: All values above the 15 pound soft cap, recall, come with a Stat debuff.
<comment>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 ¼ STAM to all AGIL Checks. It also grants a bonus to Fall Checks: characters may add ½ 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.*

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

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.*

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

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

- ❖ Attack Melee (Swift): Roll d8+ (½ STR) + (¼ AGIL)
- ❖ Attack Melee (Power): Roll d10 + (½ STR) + (¼ STAM)
- ❖ Attack Gunplay: Aim Check + roll d6 + (½ AGIL) + (¼ STAM)
- ❖ Attack Sniper: Aim Check + roll d8 + (½ PERC) + (¼ STR)
- ❖ Attack Blast: Aim Check + roll d10 + (½ STR) + (¼ PERC)
- ❖ Attack Fisticuffs: Roll d3 + (½ AGIL) + (¼ STR)

- ❖ Health/HP: 10 + (½ base STAM rounded up) + (Armor HP) + (Level/2)
- ❖ HP recovery rate: 1 per 1 day. If restedness is full, 2/day

- ❖ Block: Roll d8 + (½ STAM)
- ❖ Block Unarmed: Roll d6 + (½ STAM)
- ❖ Dodge PS: 1x AGIL/20 (subtract enemy AGIL if above 50% PS, but do not drop below 50% PS)

Checks

- ❖ Simple STR check PS: 10/20 + ½ STR
- ❖ Simple STAM check PS: 10/20 + ½ STAM
- ❖ Simple AGIL check PS: 10/20 + ½ AGIL
- ❖ Simple INT check PS: 10/20 + ½ INT
- ❖ Simple CHAR check PS: 10/20 + ½ CHAR
- ❖ Simple PERC check PS: 10/20 + ½ PERC
- ❖ Complex STR check PS: STR/20
- ❖ Complex STAM check PS: STAM/20
- ❖ Complex AGIL check PS: AGIL/20
- ❖ Complex INT check PS: INT/20
- ❖ Complex CHAR check PS: CHAR/20
- ❖ Complex PERC check PS: PERC/20

- ❖ 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 ¼ base AGIL

Comment [G14]: Basic Attacks are attacks by characters who are not experienced in the use of their weapon.

Comment [G15]: To add your Stats to combat rolls, you must possess the Skill associated with your weapon.

Comment [G16]: Your max Health value is unaffected by buffs and debuffs to STAM.

Comment [G17]: Almost all PERC checks will be rolled by the GM, not the player.

Comment [G18]: With the Gymnastics Skill, you may add ½ 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

- ❖ 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

- ❖ 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

Experience
- ❖ Experience from Check: (Chance of failure/20) * 5
- ❖ Experience from PvP Check: (Winning roll – losing roll) * 5
- ❖ Experience from monster: (Enemy's level experience)/participants
- ❖ Experience required to level up: Current level * 100

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

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

Comment [G19]: With the Athletics Skill, you may add ½ your STAM to Fall Checks.

Comment [G20]: Always add .5 PERC to your roll. With Sniper Skill, add 1 PERC.

Comment [G21]: A number higher than 20, determined by the GM.

Comment [G22]: All checks grant a minimum of 5 exp. The maximum amount of experience gained from a check is 95.

Comment [G23]: The GM rolls for Loot rarity.

Bayport