

AN ARS GOTHICUS RULEBOOK

BY GRANT R.

AMELIA C.

WITH A SPECIAL THANKS TO

WILL G.

MATT C.

JACK M.

WWW.ARSGOTHICUS.COM

IT IS THE YEAR 1890 A.D. The civilized West is witnessing the pinnacle of its gilded grandeur. Industry reigns unchallenged as the veil of opulence masks the suffering of the masses. Into this corrupt and volatile setting are thrust seven strangers from across the globe, united only by the mysterious powers that they share.

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

the

Seven Deadly Sins

A text-based adventure

RULEBOOK
Version 6.0.0: GAS GAS GAS

TABLE OF CONTENTS:

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

PART I: Basics

- Section I: Character Creation – p. 3**
- Section II: Stats – p. 6**
- Section III: Checks – p. 8**

PART II: Traits

- Section IV: Classes – p. 11**
- Section V: Skills – p. 13**
- Section VI: Talents – p. 20**
- Section VII: Fatal Flaws – p. 52**

PART III: Systems

- Section VIII: Rest & Restedness – p. 56**
- Section IX: Stress – p. 57**
- Section X: Inventory – p. 58**
- Section XI: Favor – p. 59**
- Section XII: Masteries – p. 63**
- Section XIII: Magic – p. 64**
- Section XIV: Sin Powers and Penance – p. 65**
 - 1. *Lust* – p. 66
 - 2. *Gluttony* – p. 68
 - 3. *Greed* – p. 70
 - 4. *Sloth* – p. 72
 - 5. *Wrath* – p. 75
 - 6. *Envy* – p. 77
 - 7. *Pride* – p. 84
 - 8. *Despair* – p. 86
 - 9. *Virtues* – p. 88
- Section XV: Combat – p. 96**

PART III: Appendices

- Section XVI: Glossary – p. 109**
- Section XVII: Tutorials and Calculation Notes – p. 110**

Part I: Basics

Section I: Character Creation

The world of the Seven Deadly Sins is one of constant peril. Your characters will be plunged into this hostile environment as relative novices, unaware of the nightmarish challenges they will face.

Regardless of their backgrounds, **new characters always begin at level 1**. A level 1 character will possess...

- ...**three (3) base points in every Stat**. They also possess **twelve (12) Stat points to be allocated freely across the game's six Stats**.
 - Each time a character levels up, **he or she gains one (1) Stat point**, also to be spent freely.
 - **Newly-gained Stat points cannot be hoarded** and must be spent immediately.
- ...**twelve (12) Talent points to be spent freely on Talents of their choosing**.
 - Each time a character levels up, **he or she gains one (1) Talent point**, also to be spent freely.
 - **Talent points may be hoarded**.
- ...**two (2) Skills**.
 - **At levels 4, 8, 12, and 16, characters gain one (1) new Skill**, for a grand total of six (6) Skills.
 - **Unlearned Skills may be hoarded**.
- ...**one (1) Fatal Flaw**. All characters must have Fatal Flaws; you may at no point opt out of choosing them.
 - **Every ten levels (10, 20, and 30), characters gain one (1) new Fatal Flaw**, for a grand total of four (4) Flaws.
 - **Flaws must be chosen immediately upon leveling up**.
- ...**two (2) languages**.
 - Characters do not passively gain languages as they level. Instead, characters gain access to more languages through the **Tongues Skill**.
 - Characters may **forgo a second language to gain one (1) extra Stat point**.
- ...**and one (1) Class**.

Other values vital to your character require calculation. The first of these is your character's **Health**. Health is a measurement of your character's physical durability. If your Health runs out in or outside of combat, your character will collapse, becoming **incapacitated**. Sometimes, such incapacitation can mean – or directly lead to – death.

To calculate your character's maximum Health, add the values of twenty (20), your level, and your True Stamina.

This means that a level 1 character with only three (3) True STAM will have twenty-three (23) Health. A level 30 character with twenty (20) True STAM will have a whopping seventy (70) Health!

Another value necessary to calculate is your character's **Carrying Capacity**. Carrying Capacity is a measurement of how much a character can carry without becoming **Encumbered**, or becoming unable to move at all.



- Characters over their Soft Capacity take a penalty of -50% Effective AGIL. **Soft Capacity is a static value equal to thirty (30) pounds of weight.**
- Characters over their Hard Capacity are unable to move without dropping items from their inventories (or being very creative). They take the same penalty as Soft-Encumbered characters. **Hard Capacity is equal to thirty (30) plus two times (2x) your character's True STR pounds of weight.** A character with ten (10) True STR would thus have a Hard Capacity of fifty (50) pounds.

The Seven Deadly Sins (but not ordinary mortals) unlock points in **the Penance system** as they level. Penance allows the Sins to purchase both passive and active upgrades to their already formidable powers.

- **Penance points are gained at levels 6, 12, 18, and 24.** A level 30 character will thus have access to four (4) Penance points.
- Each point corresponds to a **single box**, or individual "Penance."
- **Penance points can be hoarded.**
- It is possible to purchase a **fifth Penance point** via the **Mastery system**.

Penance does not exist in tiers or categories; instead, each distinct Sin power is associated with four (4) Penance options. There is no limit to the number of available Penance points a Sin may spend on a particular power; they might choose to purchase all four upgrades for one of their powers, but none for another.

Over time, the accomplishments of your characters will lead his or her prowess and expertise to increase. This is the **level system**.

The game's maximum level is 30. NPCs may exceed level 30, but player characters may not. A complete level 30 character should accordingly have all of the following:

- ✓ Fifty-nine (59) points spread across their Stats, with at least three (3) in each Stat. Characters forgoing a second language will have an even sixty (60).
- ✓ Forty-one (41) Talent points
- ✓ Six (6) Skills
- ✓ Four (4) Fatal Flaws and a variable number of associated Talent points
- ✓ Two (2) languages. Characters with the Tongues Skill will have a variable number of languages.

Level will not determine where a character can and can't go: you're free to wander where you choose, but beware! Some enemies or challenges will prove daunting for low-level characters, especially without the aid of allies. Other enemies will also scale with level, growing in power alongside your characters. Some don't – if you've reached level 20, 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 slain enemy or successful Check results in experience! Successful Checks grant **fifty (50) experience apiece**. Incapacitated enemies grant **one hundred (100) experience apiece**.

Even at level 30, characters **do not cease to gain experience**. Excess experience may be spent on useful Masteries. For more information, see the Masteries section.

As your level increases, so too does the amount of experience necessary to reach the next level. **The experience required to “level up” is equal to one-hundred (100) times the proceeding level.** At level 1, only 200 experience is necessary to reach level 2. At level 2, 300 experience is necessary to reach level 3. This pattern continues through level 30, which requires a whopping 3000 experience to reach.



Section II: Stats

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 his or her physical prowess.

- **STR Checks** occur when a character performs an action requiring raw brawn or muscle.
- **Example of a STR Check:** lifting the heavy lid of a tomb.
- **In addition to contributing directly to damage, STR also contributes to your character's Pain Tolerance:** his or her ability to resist damage.

Stamina determines how well your character can endure physical stress, and is also a moniker for their general "sturdiness."

- **STAM Checks** occur when a character performs a tiring action.
- **Example of a STAM Check:** sprinting to catch a carriage before it departs.
- **STAM sometimes contributes to damage**, though most often as a secondary Stat. **STAM does, however, contribute directly to your character's Health.**

Agility determines how nimble a character is, particularly in combat.

- **AGIL Checks** occur when a character performs an action requiring deftness, speed, or precision.
- **Example of an AGIL Check:** dodging falling debris during an earthquake.
- **A character's AGIL determines his or her Dodge chance. AGIL also contributes directly to the damage of many combat Skills.**

Intelligence determines your character's intellectual aptitude.

- **INT Checks** occur when a character performs an action requiring cultivated knowledge or critical thinking.
- **Example of an INT Check:** naming the U.S. President when given the year.

- **Characters with high Intelligence may see a situation in a novel manner** (often alluding to help from the GM), or recollect important information. In select cases, INT contributes to damage.

Charisma determines your character's social expertise and personal charm.

- **CHAR Checks** occur when a character performs an action requiring compelling oratory, seductive wiles, or choice words.
- **Example of a CHAR Check:** convincing a police officer to let you off with a warning.
- **Characters with high Charisma can defuse tense situations with their words alone.**

Perception determines the keenness of a character's senses, from hearing to taste.

- **PERC Checks** occur when a character performs an action requiring sensory acuity or unusual cunning.
- **Example of a PERC Check:** scanning a poorly-lit room for interesting items.
- **Characters with high Perception may sometimes notice things the average person would not. PERC also contributes directly to the damage of several types of ranged attacks.**
- Together, Agility and Perception influence reaction time.

At any given moment, your character's Stats will likely be affected by any number of bonuses or penalties. **A character's Effective Stats are his or her Stats' values following the application of buffs and debuffs.**

- When rolling Checks and when rolling for damage, **characters will utilize their Effective Stats unless stated otherwise.**
- **Effective Stats can exceed twenty (20)!** There is no limit to how high Effective Stats can be raised.
- Beware, however... **powerful penalties can cause Effective Stats to drop beneath zero (0)**, directly lowering your character's damage and PS in crucial Checks.

Sometimes, the notion of True Stats is referenced. **A character's True Stats are his or her Stats without the influence of buffs and debuffs.** Although often alluded to for bookkeeping purposes, True Stats do have a few practical applications.

- Recall that maximum Health and Hard Carrying Capacity are calculated based upon the character's True STAM, ignoring all external influences on the Stat.
- Hit rolls, utilized during combat, also draw upon True Stats.
- **True Stats never exceed twenty (20), except for a few rare circumstances.**



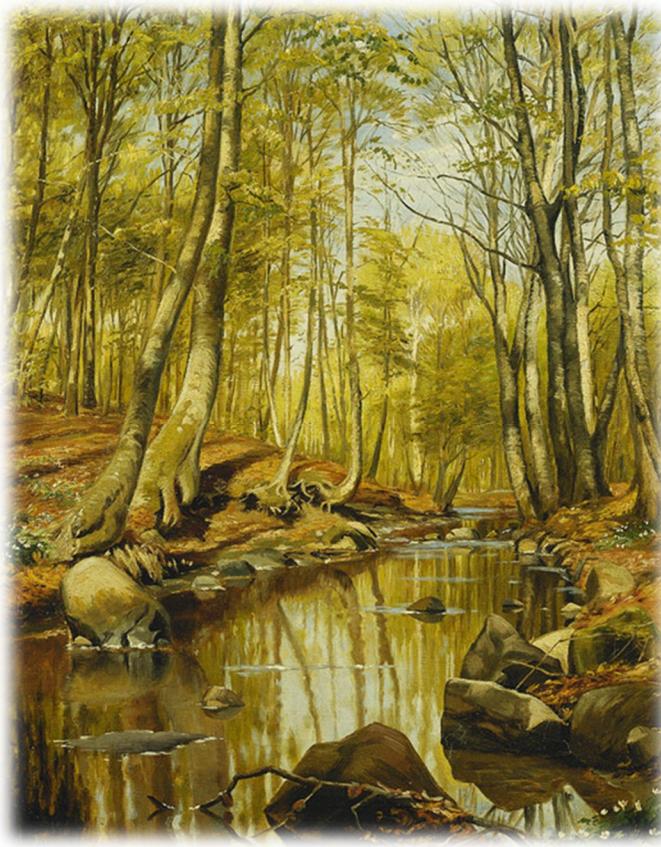
Section III: Checks

Checks are the tasks, feats, and trials your character must face to progress through the world of the Seven Deadly Sins. Although they take many different forms, the vast majority of Checks encountered in a given campaign will belong to one of two categories: **Standard** or **Versus**. The outcomes of all Checks are determined using dice, most frequently the d20. Stats directly govern your chances of success in a given Check. Narratively, 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) (or the relevant die's highest value) will always result in success. The former case is known as a **Critical Failure**, and will often result in an extreme negative outcome. The latter case is called a **Critical Success**, and guarantees a complete realization of the Check's intention.

Due to the frequency with which they are encountered, Checks represent an important part of leveling up. No matter their relative difficulty, **all Checks yield a static value of fifty (50) experience.** These experience gains occur only outside of combat, and only on rolls bearing the title of "Check." **Rolls performed during combat never grant experience, though slain enemies do.**



- **Standard Checks:** Most Checks are standard, meaning they take the invariable form of $(Stat + Bonuses)/X$. Here, *Stat* refers to the Stat being tested, Bonuses refers to any additions (or penalties) to the roll governed by Stats, Skills, and Talents, and *X* refers to the value of the die rolled. For example, a STAM/20 Check would utilize Stamina, and would be rolled on a d20.

The PS of Standard Checks is equal to the value of the pertinent Stat. In the previous example, a character with eight (8) STAM and a +4 bonus to the Check in question would have a 12/20 PS – and would thus need to roll a 8 or higher to succeed.

The value of the die thus represents the relative difficulty of the Check. On some occasions, players will encounter

mundane Standard Checks rolled on a d10. On others, they will encounter exceptionally difficult Standard Checks rolled on a d50 or higher. The most common die rolled in Standard Checks is the d20.

- **Versus Checks.** Unlike Standard Checks, Versus Checks pit two characters against one another in a battle of Stats. They occur whenever the outcome of a situation is dependent upon the resolution of such a conflict: a struggle as simple as an arm-wrestling match, or one as complex as opposing factions trying to persuade the same target. In Versus Checks, both parties roll the d20 and add the entirety of the relevant Stat. The higher roll wins the Check.

- **Collective Checks.** Collective Checks incorporate the Stats of multiple characters. As already implied, Collective Checks may be either Standard or Versus Checks, depending on the scenario. They are most likely to occur when the difficulty of a challenge is beyond any one character's ability, or when a particular challenge begs for teamwork.

1. Standard Collective Checks take the form of $(Stat Total + Bonuses)/X$. In this case, *Stat Total* refers to the sum of the relevant Stat across all participants in the Check. Any bonuses applicable to the Check are still applied. Ordinary Standard Checks can sometimes be made Collective if multiple characters choose to become involved.

- Versus Collective Checks function almost exactly the same as ordinary Versus Checks, except that both conflicting groups add the grand total of their Stats to their roll. The only major difference is that Versus Collective Checks are often rolled on a die higher than the d20 to add a factor of variability to the mix.
- Fall Checks.** Fall Checks are a special form of Check utilized when characters fall considerable distances. There are three types of Falls: Short Falls, Medium Falls, and Long Falls. When Falling, roll the d20, and add $\frac{1}{4}$ of your character's True AGIL.

The outcomes of Fall Checks are left largely to the whims of fate, adding minimal Stat bonuses. The damage dealt by Fall Checks ignores Armor and Pain Tolerance.

- In **Short Falls**, characters rolling a 6-20 escape unharmed. Characters rolling a 1-5 take fifteen (15) damage.
 - In **Medium Falls**, characters rolling a 16-20 escape unharmed. Characters rolling an 11-15 take fifteen (15) damage. Characters rolling a 6-10 take (25) damage. Characters rolling a 2-5 maim themselves, taking forty (40) damage and permanently losing $\frac{1}{4}$ of their True AGIL. Characters who roll a 1 are immediately killed.
 - In **Long Falls**, characters rolling a 20 miraculously escape unharmed. Characters rolling an 11-19 take fifty (50) damage and permanently lose $\frac{1}{4}$ of their True AGIL. Characters who roll a 1-10 are immediately killed.
- Retreat Checks.** Retreat Checks are special form of Check used in order to escape combat situations. There are three types of Retreats: Likely Retreats, Unlikely Retreats, and Miraculous Retreats. When Retreating, roll the d20, and $\frac{1}{4}$ of your character's True AGIL or True STAM (whichever you prefer).

Rolling a Retreat Check is not always possible. Further, do not expect a successful Retreat Check to guarantee your safety; you may find still find yourself in mortal danger, even after the fact.

- In **Likely Retreat Checks**, characters rolling a 6-20 escape. Characters rolling a 2-5 do not escape, but keep the remainder of their AP. Characters rolling a 1 immediately end their turns.
- In **Unlikely Retreat Checks**, characters rolling a 16-20 escape. Characters rolling a 2-15 do not escape, but keep the remainder of their AP. Characters rolling a 1 immediately end their turns.
- In **Miraculous Retreat Checks**, characters rolling a 20 escape. Characters rolling a 2-19 do not escape, but keep the remainder of their AP. Characters rolling a 1 immediately end their turns.

Part II: Traits



Section IV: Classes

Each of the six **Classes** available for play provides a powerful passive benefit. The Seven Deadly Sins is not a Class-centric game, instead being tailored to how you play; there are no rules against being a Raconteur with maxed Strength. **However, the abilities conferred by your Class are likely to become vital to the character you build.**

New characters choose one (1) Class at the start of the game. It is not possible to gain any additional Classes.

- **Soldier:** A paid regular. Soldiers are combat experts, hardened by years of service on the front.
 - ★ *Soldiers are immune to AP-related Status Effects, including Stunned.*
 - ★ *Additionally, Soldiers roll an extra die when attacking with all weapons, ranged or melee. For example, a Soldier attacking with a Blast weapon would roll 2d10 instead of 1d10.*
- **Jockey:** A lithe and vigorous athlete. Jockeys are robust and driven sportsmen who delight in the unique thrill of competition.
 - ★ *Jockeys have a modified maximum Health calculation. Instead of adding 1x True STAM, they add 2x True STAM, and instead of twenty (20), they add forty (40).*
 - ★ *Additionally, Jockeys are immune to Knockback and Status Effects hindering their Movement, including Hamstrung.*

- **P**olymath: A discerning autodidact. No matter their education, Polymaths temper their inquisitiveness with admirable discipline and diligence.
 - ★ *Polymaths begin the game with **two additional Skills of their choosing**, for a total of four starting Skills.*
 - ★ *Additionally, Polymaths may purchase **a second Ultimate Talent** at standard cost, for a total of up to two (2) Ultimate Talents.*
- **A**cademic: A scholar equal parts perceptive and introspective. Academics have a clear vision of the world around them, and will shape their reality to match it.
 - ★ *In all rolls and calculations, Academics may **utilize INT and PERC interchangeably**.*
 - ★ *Additionally, Academics receive **50% more Talent points** from their **Fatal Flaws**. An Academic with a Fatal Flaw providing ten (10) Talent points would receive fifteen (15) points instead.*
- **R**aconteur: A colorful and persuasive storyteller. Raconteurs are magnetic orators and natural conversationalists.
 - ★ *Raconteurs receive **twice as much Favor** as ordinary characters for their dramatic actions.*
 - ★ *They will also be able to **access all CHAR-based Checks**, even those that would normally be available on Appeal of CHAR Skills.*
 - ★ *Additionally, Raconteurs in combat may use up to **two (2) Taunts** per turn cycle.*
- **C**aptain: A leader of men, on and off the battlefield. Captains have many friends, and are not afraid to call upon the services of these men and women.
 - ★ *At all times, your Captain will be accompanied by a second character – the **Henchman** – controlled and played by you.*
 - ★ *Henchmen are **complete characters** with their own Talents, Skills, and Flaws. However, Henchmen **may not choose a Class**.*
 - ★ *Henchmen **do not gain experience** or contribute to your character's experience; instead, they are **always equal in level** to the main player character.*
 - ★ *If a Henchman is killed or otherwise lost, he or she can be replaced after **three (3) in-game days**, given the proper circumstances.*
 - ★ *Captains may even choose to split from their Henchmen to cover twice as much ground...*
 - ★ *Henchmen **may utilize Favor and Masteries**, but draw from the experience or Favor point pools of your **primary character's sheet**.*

Section V: Skills

Skills are particular arts and trades your character has mastered. Skills allow characters to interact with their environments in novel ways, and characters with combat Skills are much deadlier in combat. **Two given Stats govern a Skill: one primary, and one secondary.**

Though certain Skills (such as Chemistry and First Aid) may be used actively, the benefits of most Skills are passive. Before rolling any Check, characters may **Appeal** to the GM if they believe **their knowledge of a particular Skill would aid them in their task**. Should the GM deem it appropriate, the character in question may be granted a **useful bonus** of $\frac{1}{4}$ the Effective Stat to the Check (most often the primary Stat).

Perhaps more importantly, Skills also determine which Talents are available to a given character. Most Talents have an associated Skill requirement, without which they cannot be chosen. Pick your Skills carefully.

All characters begin the game with two (2) Skills. New Skills are learned at levels 4, 8, 12, and 16. Your character's Class, Talents, and Masteries may grant additional Skills, but additional skills are otherwise unobtainable.

The seven **combat Skills** – which grant a flat bonus to damage rolls, and are rarely used in Appeals – are marked in **red** in the list that follows. Each Skill's description hints at potential Appeals, but nothing is set in stone; if your argument is convincing enough, **anything can be Appealed**.



Primary STR Skills

- **Melee (Power):** Mastery of melee combat using large, unwieldy weapons, like clubs or axes. Your character adds $\frac{1}{2}$ Effective STR and $\frac{1}{4}$ Effective STAM to all damage rolls when attacking with these weapons. **STR, STAM**



- **Melee (Swift):** Mastery of melee combat using nimble weapons bladed, like swords or knives. Your character adds $\frac{1}{2}$ Effective STR and $\frac{1}{4}$ Effective AGIL to all damage rolls when attacking with these weapons. **STR, AGIL**

- **Craftsmanship:** Laborious enhancement through unwavering work ethic. Craftsmanship means a steady hand, a profound understanding of material quality, and knowledge even at a glance of what differentiates a superior creation from an amateur one. The Craftsmanship Skill can also be used to methodically repair or improve Armor and Weapons. **STR, INT**

- **Intimidation:** Browbeating the hapless. Intimidation is the art (or science) of wielding the threat of altercation as a weapon in its own right. However, exercise caution... not all characters will take kindly to coercion, nor will those you bully be quick to forget your actions. **STR, CHAR**
- **Blast:** Mastery of powerful, close-range firearms, like shotguns. Your character adds $\frac{1}{2}$ Effective STR and $\frac{1}{4}$ Effective PERC to all damage rolls when attacking with these weapons. **STR, PERC**

Primary STAM Skills

- **Athletics:** Hearty endurance, cultivated through years of stimulating exercise. Athletes are often sportsmen (though do not have to be), and may possess knowledge of their sports. **(Requires 5 STAM) STAM, STR**
- **Gymnastics:** Acrobatics requiring prodigious vitality and speed. Gymnasts are remarkably spry, and may be able access areas impossible for other characters to reach. **(Requires 5 AGIL) STAM, AGIL**
- **Survival:** Eking out a living in hostile, often remote environments. The knowledge of Survivors is eclectic, though superficial. For example, a Survivor might know how to bind a wound, but not as well as a character with the First Aid Skill. **STAM, INT**
- **Presence:** Exercising one's imperious authority to encourage allies and frighten enemies. In combat, Visible allies of a character with Presence increase one (1) of their Stats (chosen by the player with Presence) by $\frac{1}{4}$ of the character's True CHAR. Visible enemies reduce one (1) of their Stats (also chosen by the player) by $\frac{1}{4}$ of the character's True STAM during combat. If more than one character with Presence is on the field, the associated bonuses and penalties do not stack. Instead, each combat faction must designate a **Presence Leader** from whom all Presence will originate. **STAM, CHAR**
- **Riding:** Energetic equestrianism. Riders are not only skilled horsemen, but are thoroughly familiar with the abilities (and limitations) of their steeds. Mounted characters also function uniquely in combat; for more information, see Section XV: Combat. **STAM, PERC**



Primary AGIL Skills

- **Fisticuffs:** Mastery of melee combat using fists and feet! Your character adds $\frac{1}{2}$ Effective AGIL and $\frac{1}{4}$ Effective STR to all damage rolls when attacking unarmed. **AGIL, STR**
- **Gunplay:** Mastery of a diverse assortment of handguns, like revolvers and pistols. Your character adds $\frac{1}{2}$ Effective AGIL and $\frac{1}{4}$ Effective STAM to all damage rolls when attacking with these weapons. **AGIL, STAM**
- **Archery:** Mastery of archaic ranged weapons like bows or crossbows. Your character adds $\frac{1}{2}$ Effective AGIL and $\frac{1}{4}$ Effective INT to your damage rolls when attacking with these weapons. **AGIL, INT**
- **Performance:** Artistry, stage magic, and sleight-of-hand, meant to distract or entertain an audience. Music and theatre, as “performing arts,” fall under the umbrella of Performance. **AGIL, CHAR**
- **Thief:** Stealing from unwitting marks; picking locks. Pickpocketing is rolled most frequently as a Versus Check pitting your character’s AGIL against your target’s PERC. Locks have “levels” between 1 and 10 representing their complexity; the lock’s level will subtract from your character’s lockpicking roll. Lockpicking also requires the relevant tools. **AGIL, PERC**



Primary INT Skills

- **Faith:** Strength of conviction and discipline of spirit. Once per session, characters with the Faith Skill may opt to roll *any* Check (in or out of combat) as a Faith Check. Faith Checks are INT/30 Checks that add $\frac{1}{4}$ of the character's Effective STR as a bonus. The faithful also boast significant knowledge of their own religious or spiritual creeds. **INT, STR**

- **Engineering:** Knowledge of mechanisms, machinery, and the physics that drive them. Skilled engineers can craft traps, repair mechanized objects, and operate a variety of appliances. **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, ailments, and their effects. If the proper equipment is available, First Aid may be used to restore Health outside of combat. The Health restored by a successful First Aid Check is equal to the healer's Effective INT. Characters may only use First Aid on a given patient once per session. **INT, AGIL**



- **Tongues:** Learning foreign languages. All characters may begin with up to two (2) languages, with or without Tongues; forgoing a second language grants one (1) free Stat point. In order to learn new languages, the Tongues Skill must be taken, and Language Points must be spent. A character's pool of Language Points is equal

to the sum of his or her True INT and True CHAR. Language Point costs are decided based on language families: Germanic (3), Romance (3), Slavic (4), Indo-Iranian (5), Other Indo-European (5), Afro-Asiatic (6), Turkic (7), Sino-Tibetan (8), Other (7). All languages within a character's native language family cost only two (2) points. **INT, CHAR**

- **Scholarship:** Recollection of dense reading and accumulated wisdom, usually in the form of worldly, material knowledge. Scholars are also well-informed on the current events of their day. **INT, PERC**

Primary CHAR Skills

- **Husbandry:** Understanding of animal physiology and care. Characters with the Husbandry Skill are adept at communicating with beasts of all shapes and sizes, and may even be able to calm particularly ornery creatures. **CHAR, STR**
- **Networking:** The gathering of pertinent information in social settings; knowing who is who. Characters with the Networking Skill blend almost instinctively into groups, and may be able to coax favors from the generosity of strangers. **CHAR, STAM**
- **Mercantile:** Trade, luck, and loot. Mercantilists are financially fluent, and proud of it. They are more likely to receive discounts on wares than other characters. They also bear a nuanced understanding of markets, money, and pricing. **CHAR, AGIL**
- **Rhetoric:** Debate using logical sophistry and verbal tactics. Characters with the Rhetoric Skill know how to win arguments, even if they must use underhanded appeals to emotion in order to do so. **CHAR, INT**
- **Cheat:** Under-the-table trickery. Characters with Cheat are masters of disguise and swindling, especially in games or negotiations. Desperate Cheaters can also attempt to hide items on their person, and will succeed at this far more often than ordinary characters. **CHAR, PERC**



Primary PERC Skills

- **Sniper:** Mastery of precise firearms, like rifles or carbines. Your character adds $\frac{1}{2}$ Effective PERC and $\frac{1}{4}$ Effective STR to all damage rolls when attacking with these weapons. **PERC, STR**

- **Tracking:** Pursuit of a target through environments both urban and hinterland. Characters with Tracking may not track other characters with Tracking, or characters that do not leave physical evidence of their presence... but just about anyone or anything else is fair game. **PERC, STAM**

- **Sneak:** Moving without being seen. To enter Sneak, a character must succeed in a PERC/30 Check with $\frac{1}{4}$ Effective AGIL added as a 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 Versus Check pitting the seeker's PERC against the sneaking character's AGIL. In combat, this occurs whenever a Sneaking character moves within three (3) tiles of the seeker, crosses the seeker's line of sight, or at the start of each seeker's turn. When defending against attacks by Sneaking characters, defenders roll only a flat 1d20, though the Sneaking assailant is always revealed after attacking. **PERC, AGIL**

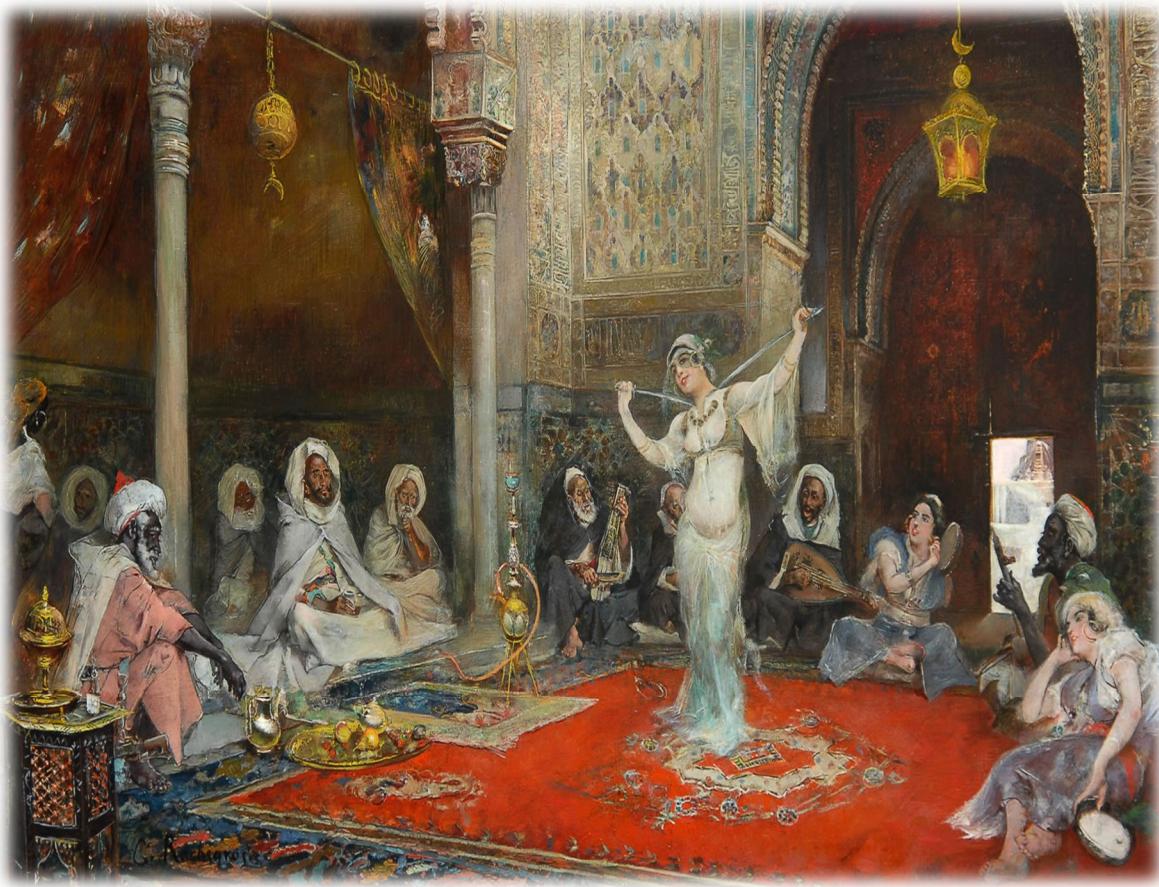


- **Chemistry:** Understanding the chemical reactions that underpin the natural world. Chemists have obscure knowledge of the properties of compounds, reagents, and poisons. Further, characters with Chemistry may methodically craft poisons and bombs, so long as they have the proper tools and reagents on hand. The "values" of crafted items are equal to $\frac{1}{2}$ character True INT. Chemists may craft up to four (4) potions per in-game day, at a maximum rate of two (2) potions per hour. **PERC, INT**

- **Intuition:** Reading emotions, discerning intentions. Characters with the Intuition Skill naturally understand the inner workings of the human mind, and are sometimes even capable of seeing through magical disguises and illusions. **PERC, CHAR**

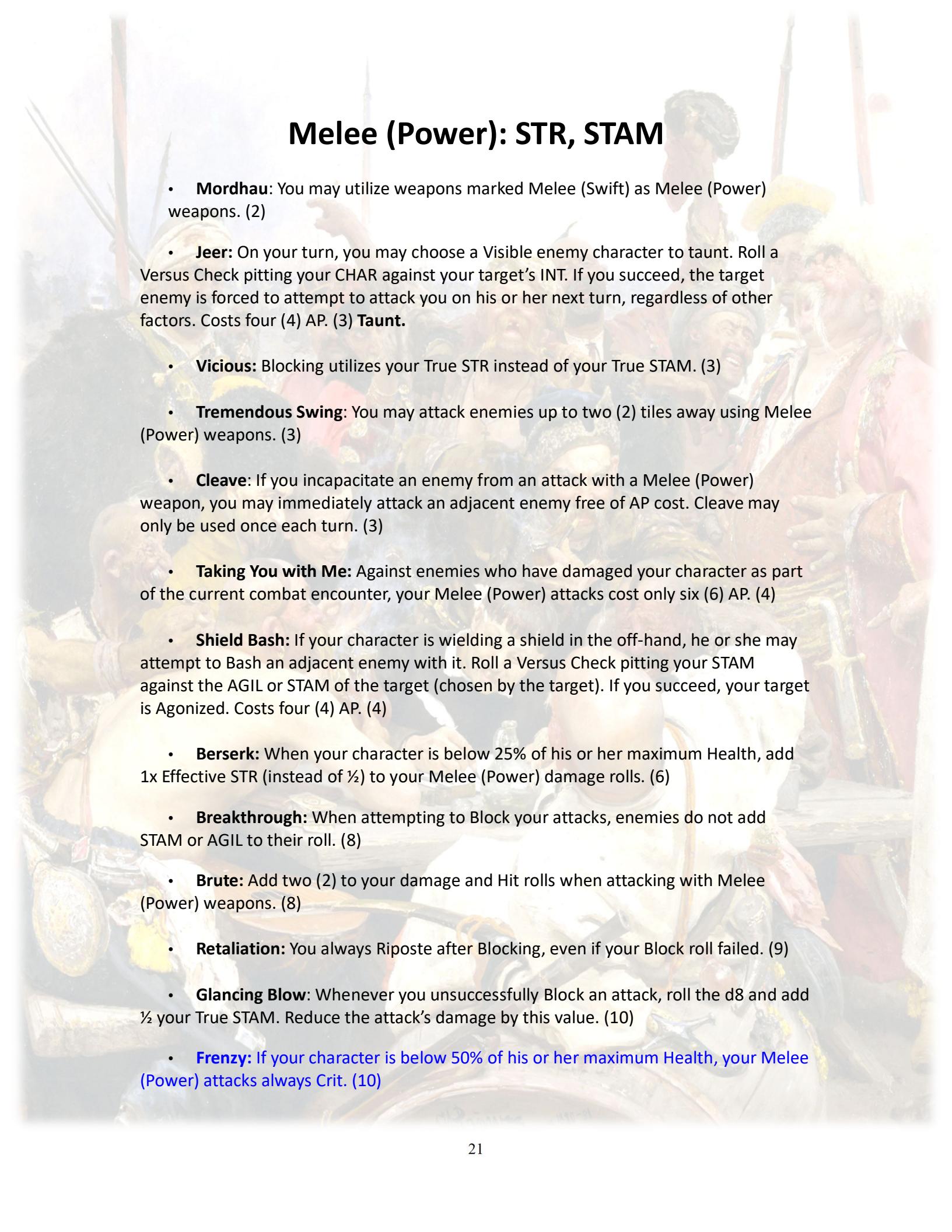
Section VI: Talents

Talents represent special perks and abilities that make a character unique. If Class and Skills are the foundation of your character, then Talents are the frame. Points not spent may be saved for later. Cost in Talent Points is listed in parentheses next to each Talent. **Players start with twelve (12) Talent points and gain one (1) each level.** There is no limit to the number of Talents a character may have.



In order for a Talent to be chosen, its requirements must be fulfilled. Most Talents are associated with certain Stat or Skill prerequisites.

Talents that cost more than ten (10) Talent Points are referred to as Ultimate Talents (“blue” Talents). No character may have more than one (1) Ultimate Talent at a given time. Like all other Talents, Ultimate Talents are also associated with certain prerequisites. **Every Skill has at least one associated Ultimate Talent.**



Melee (Power): STR, STAM

- **Mordhau:** You may utilize weapons marked Melee (Swift) as Melee (Power) weapons. (2)
- **Jeer:** On your turn, you may choose a Visible enemy character to taunt. Roll a Versus Check pitting your CHAR against your target's INT. If you succeed, the target enemy is forced to attempt to attack you on his or her next turn, regardless of other factors. Costs four (4) AP. (3) **Taunt.**
- **Vicious:** Blocking utilizes your True STR instead of your True STAM. (3)
- **Tremendous Swing:** You may attack enemies up to two (2) tiles away using Melee (Power) weapons. (3)
- **Cleave:** If you incapacitate an enemy from an attack with a Melee (Power) weapon, you may immediately attack an adjacent enemy free of AP cost. Cleave may only be used once each turn. (3)
- **Taking You with Me:** Against enemies who have damaged your character as part of the current combat encounter, your Melee (Power) attacks cost only six (6) AP. (4)
- **Shield Bash:** If your character is wielding a shield in the off-hand, he or she may attempt to Bash an adjacent enemy with it. Roll a Versus Check pitting your STAM against the AGIL or STAM of the target (chosen by the target). If you succeed, your target is Agonized. Costs four (4) AP. (4)
- **Berserk:** When your character is below 25% of his or her maximum Health, add 1x Effective STR (instead of $\frac{1}{2}$) to your Melee (Power) damage rolls. (6)
- **Breakthrough:** When attempting to Block your attacks, enemies do not add STAM or AGIL to their roll. (8)
- **Brute:** Add two (2) to your damage and Hit rolls when attacking with Melee (Power) weapons. (8)
- **Retaliation:** You always Riposte after Blocking, even if your Block roll failed. (9)
- **Glancing Blow:** Whenever you unsuccessfully Block an attack, roll the d8 and add $\frac{1}{2}$ your True STAM. Reduce the attack's damage by this value. (10)
- **Frenzy:** If your character is below 50% of his or her maximum Health, your Melee (Power) attacks always Crit. (10)

Melee (Swift): STR, AGIL

- **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)
- **Molon Labe:** On your turn, you may choose a Visible enemy character currently armed with a ranged weapon. Roll a Versus Check pitting your CHAR against the target's PERC. If you succeed, the target cannot attack with ranged weapons on his or her next turn. Costs three (3) AP. (3) **Taunt.**
- **Draw Strike:** When you switch to another melee weapon, you may immediately attack an adjacent enemy with that weapon free of AP cost. This effect can only occur once per turn. (4)
- **Dual-Wield:** You may wield a combination of Melee (Swift) or Gunplay weapons in each hand. Dual-wielding characters gain an extra attack with their off-hand weapon each turn, free of AP cost. Your character must be holding some combination of the aforementioned weapons in order for this Talent to apply. (5)
- **Parrier:** Whenever Blocking, add $\frac{1}{4}$ of your True AGIL to your Block roll. (5)
(Requires 8 True AGIL)
- **Feint:** When attacking with a Melee (Swift) weapon, you may ignore the enemy's Block roll and instead roll a Versus AGIL Check in its place. (5) **(Requires 5 True AGIL)**
- **Reflex:** Add ten (10) to your Dodge roll against any enemy Engaging you for the first time that turn cycle. Your character must not ignore Engagement for this Talent to function. (6)
- **Twisting the Knife:** On your turn, your second consecutive Melee (Swift) attack against the same target ignores Armor. Your third consecutive attack ignores Armor and Pain Tolerance. (7)
- **Whirlwind:** If you are wielding a melee weapon and end your base Movement adjacent to more than one enemy, you may attack all adjacent enemies one time each, free of AP cost. (8) **(Requires 8 True AGIL)**
- **Duelist:** Add two (2) to your damage and Hit rolls when attacking with Melee (Swift) weapons. (8)
- **Slice and Dice:** If your damage roll in a Melee (Swift) attack is below its statistical average value, you may continue attacking with a Melee (Swift) weapon, free of AP cost. You may continue attacking without spending AP until the roll's value is at or above its average. (12)

Craftsmanship: STR, INT

- **Check in the Mail:** Gain twenty (20) currency at the start of each session. (2)
- **Serrated Arrows:** Your arrowheads are modified to cause considerable bleeding. Whenever you deal damage with an Archery weapon, roll 2d4. Deal additional damage equal to the roll. (2) **(Must have the Craftsmanship AND Archery Skills)**
- **A Few Mods of My Own:** Add 1d4 to your damage rolls made when attacking with firearms. (2)
- **Work Ethic:** Succeeding in ANY Appealed Check grants one (1) point of Discipline Favor. (3)
- **Improvise, Adapt, Overcome:** Add one (1) to the values of all weapon and armor improvements you make using the Craftsmanship Skill. (3)
- **Function over Form:** Your reinforced clothing grants your character a Pain Tolerance of two (2) against all incoming attacks, stacking with similar effects. (3)
- **Form over Function:** Your beautified clothing grants your character a +3 bonus to all dialogue CHAR Checks. (4)
- **Overtime:** If your Restedness is lower than Normal, add five (5) to all of your Appealed Checks. (4)
- **Hone Weapon:** With the proper tools on hand, you may attempt an INT/30 Check on any bladed melee weapon to permanently raise its base damage by a d2. This effect may only occur once per weapon. Honed Weapons may be given to allies. (5)
- **Damascus Steel:** When Blocking with a melee weapon, roll a Versus STR Check. If you succeed, your opponent's weapon is shattered, becoming unusable until repaired. (7)
- **Razor Edge:** If your bladed weapons deal more than fourteen (14) damage to a target, they inflict the Lacerated Status Effect. Lacerated targets take damage equal to the die roll of your attack at the start of EVERY turn. (8)
- **Ironclad:** No matter the result of their Hit rolls, your enemies must exceed a total of twenty (20) in order to for their attacks to directly damage your character. (10)
- **Perfectionist:** Whenever you make any roll, add 1d4 to its ultimate value. (12)
- **Endeavor:** Gain one (1) extra Stat point at even-numbered levels. (12)

Intimidation: STR, CHAR

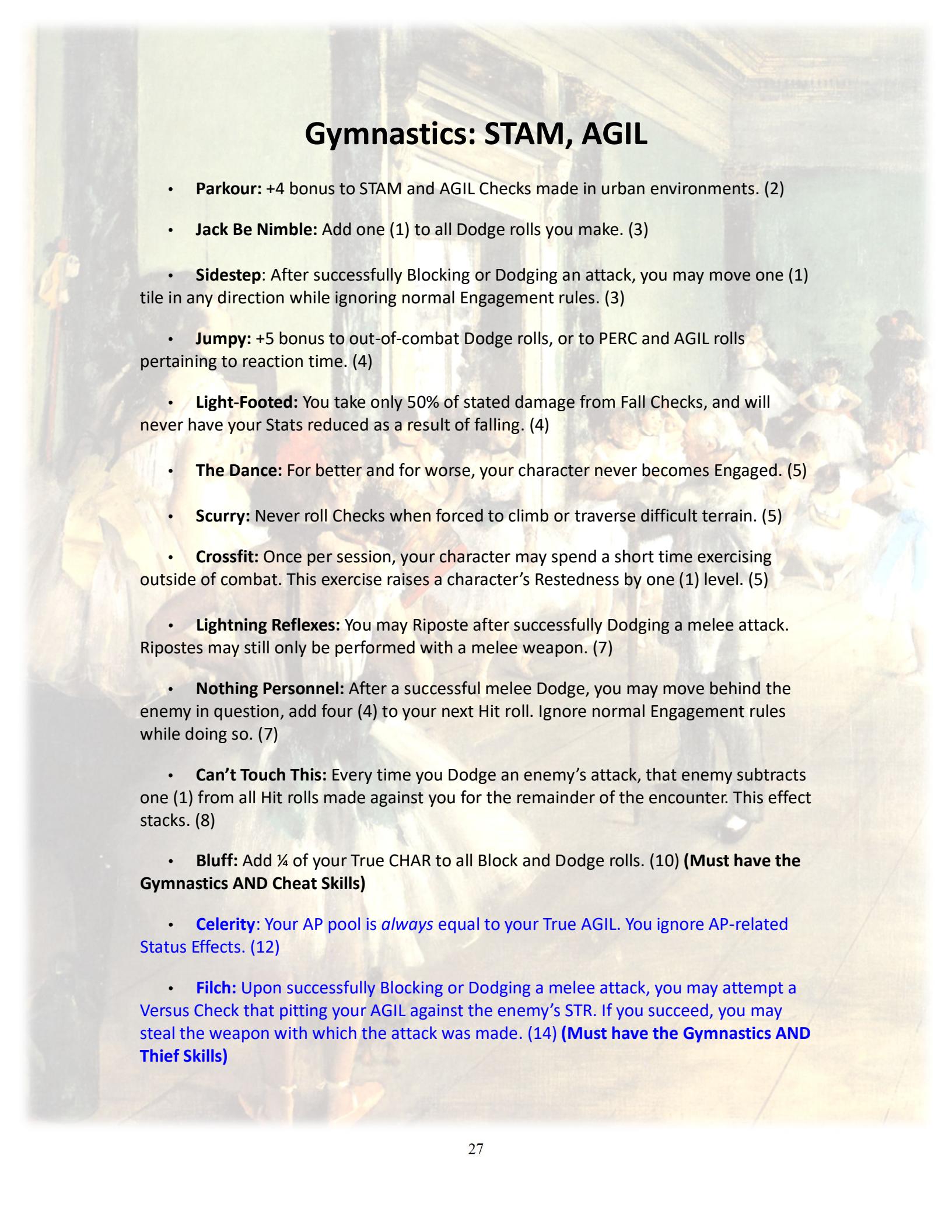
- **We Will Rock You:** You may turn any Collective CHAR Check (Versus or Standard) into a Collective STR Check which utilizes you and your allies' STR instead of their CHAR. (2)
- **Bellow:** On your turn, you may choose a Visible enemy character. Roll a Versus Check pitting your CHAR against the target's STAM. If you win the check, the target enemy cannot move on his or her next turn. Costs three (3) AP. (3) **Taunt.**
- **Yawp!**: On your turn, you may attempt to startle an adjacent enemy with a Yawp. Yawp is rolled as a Versus Check that pits your STR against the enemy's STAM. If you succeed, the enemy is Knocked Back one tile, thus Disengaging and becoming vulnerable to a Parting Strike. Costs three (3) AP. (3)
- **Fear the Reaper:** After having personally incapacitated two (2) or more enemies in combat, enemies must succeed in a STAM/25 Check in order to move within three (3) tiles of your character. (3)
- **Tough Guy:** Your Health pool also incorporates $\frac{1}{2}$ of your True STR. (4)
- **Bully:** Add four (4) to your base damage rolls when attacking Stunned, Agonized, or Reeling enemies. (4)
- **Packin' Heat:** +4 bonus to CHAR Checks made while your character is carrying a non-concealed weapon. (4)
- **That's Metal:** After allowing yourself to be hit by an enemy melee attack, you may immediately Riposte with a guaranteed Critical Hit. The enemy cannot defend against this attack. In order to do so, your character must not be Stunned or Reeling as a result of the damage taken. This Talent cannot be used after a failed Dodge or Block; it must be declared beforehand. (5)
- **It Feels Good to be a Gangster:** If you succeed in a CHAR Check appealed with Intimidation, your character's Stress is reduced by two (2) levels. (7)
- **Tremble:** Whenever you attack a target, your enemy also takes 1d20 of damage, regardless of your attack's actual Hit outcome or damage. (10)
- **Cry Havoc:** Whenever an enemy is incapacitated, allies (including your character) within four (4) tiles of the slain enemy remove one (1) Status Effect of their choosing and regain ten (10) Health. (11)

Blast: STR, PERC

- **Shot in the Dark:** On your turn, you may attack a Visible, empty tile. If a Sneaking or hidden character is on that tile or any adjacent tile, he or she is forced to defend against the attack and is immediately removed from stealth. (2)
- **Sadistic:** Killing a sapient enemy grants one (1) point of Cruelty Favor. (3)
- **Ultraviolence:** You may spend Cruelty Favor as AP, with one (1) point of Cruelty Favor being equal to three (3) AP. (3)
- **Shrapnel:** Whenever you incapacitate an enemy with a Blast weapon, whatever damage was not used to incapacitate that target is immediately dealt to all adjacent foes. Shrapnel cannot be Dodged or Blocked. (3)
- **There Are Many Like It, But This One Is Mine:** Choose up to three (3) firearms in your inventory at any given time. These firearms weigh nothing. (4)
- **Overextend:** You may spend ten (10) points of Health, ignoring Armor and Pain Tolerance, in order to gain an extra attack on your turn, free of AP cost. Overextend may only be used once per turn. (4)
- **Contempt for the Weak:** Add four (4) to your base damage rolls when attacking Hemorrhaging, Hamstrung, or Blinded enemies. (4)
- **Spray and Pray:** Enemies attempting to Dodge your Blast shots subtract $\frac{1}{2}$ your True STR from their rolls. (5)
- **Render:** Your Blast attacks ignore enemy Armor. (6)
- **Eat Lead:** Your Blast attacks ignore enemy Pain Tolerance. (6)
- **Up Close and Personal:** Count the number of tiles between you and the target of your Blast attack. Subtract it from twenty (20). Add this number to your damage roll. (6)
- **Pandemonium:** For every five (5) damage you deal with a Blast attack, add two (2) to the base damage roll of your next attack with a Blast weapon. This effect does not carry over across combat encounters. (8)
- **Maniac:** Add two (2) to your damage and Hit rolls when attacking with Blast weapons. (8)
- **Buckshot:** Your Blast attacks strike ALL targets in a 1-2-3 cone in front of your character, regardless of your target. (11)

Athletics: STAM, STR

- **Every Day is Leg Day:** You may spend points of Passion or Discipline Favor as Movement, with one (1) point of Favor being equivalent to three (3) tiles. (1)
- **Adonis:** +4 bonus to CHAR Checks versus heterosexual characters of the opposite sex, or homosexual characters of the same sex. (2)
- **Sprinter:** Gain additional base Movement equal to $\frac{1}{4}$ of your True STR. (3)
- **Tread Water:** +10 bonus to all Constitutional Stat Checks made in aquatic environments. (3)
- **Dash:** If the tile you intend to end your Movement on may be reached via a clear path, you may spend your entire base Movement to reach it, regardless of the actual distance. You must spend at least one (1) tile of base Movement. (4)
- **Combat Roll:** Your character will never be shot at by Rook, Bishop, or Vigilant enemies, and will never be vulnerable to more than one (1) Reaction Shot. (5)
- **Powernapper:** Your character requires only one (1) hour of rest to regain Restedness. Additionally, you roll an additional 1d20 when recovering Health after a rest, stacking with other bonuses. (5)
- **Distance Runner:** You don't lose Restedness from non-combat activities. (6)
- **Marathon:** Add $\frac{1}{2}$ Effective STAM to your base Movement instead of $\frac{1}{4}$ True STAM. (6)
- **Beefy:** Your maximum Health is increased by 30%. (7)
- **Winding Up:** You may hoard points of base Movement across turns. (7)
- **Second Wind:** During combat, your Restedness is always set at "Rested." This bonus fades after the combat encounter is complete. (7) (**Requires 5 True STAM**)
- **Inexorable:** Your Restedness will never fall below "Normal." (10)
- **Resilience:** Your AP pool is *always* equal to your True STAM. You ignore damage-over-time Status Effects. (12)
- **Atlas:** You may spend points of base Movement as AP. (13)

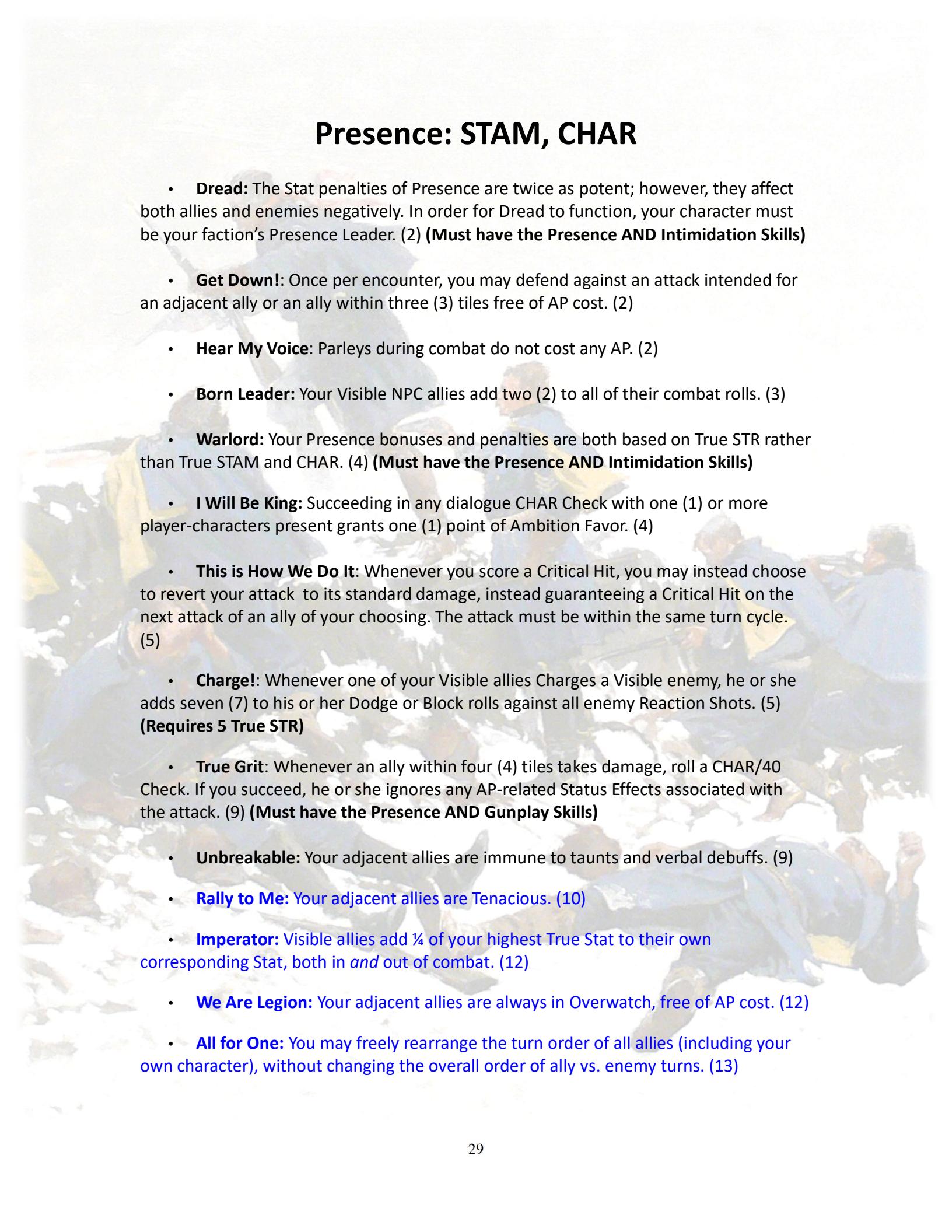
A painting depicting a group of acrobats in various poses, some hanging from ropes and others in mid-air, set against a backdrop of a building with arched windows.

Gymnastics: STAM, AGIL

- **Parkour:** +4 bonus to STAM and AGIL Checks made in urban environments. (2)
- **Jack Be Nimble:** Add one (1) to all Dodge rolls you make. (3)
- **Sidestep:** After successfully Blocking or Dodging an attack, you may move one (1) tile in any direction while ignoring normal Engagement rules. (3)
- **Jumpy:** +5 bonus to out-of-combat Dodge rolls, or to PERC and AGIL rolls pertaining to reaction time. (4)
- **Light-Footed:** You take only 50% of stated damage from Fall Checks, and will never have your Stats reduced as a result of falling. (4)
- **The Dance:** For better and for worse, your character never becomes Engaged. (5)
- **Scurry:** Never roll Checks when forced to climb or traverse difficult terrain. (5)
- **Crossfit:** Once per session, your character may spend a short time exercising outside of combat. This exercise raises a character's Restedness by one (1) level. (5)
- **Lightning Reflexes:** You may Riposte after successfully Dodging a melee attack. Ripostes may still only be performed with a melee weapon. (7)
- **Nothing Personnel:** After a successful melee Dodge, you may move behind the enemy in question, add four (4) to your next Hit roll. Ignore normal Engagement rules while doing so. (7)
- **Can't Touch This:** Every time you Dodge an enemy's attack, that enemy subtracts one (1) from all Hit rolls made against you for the remainder of the encounter. This effect stacks. (8)
- **Bluff:** Add $\frac{1}{4}$ of your True CHAR to all Block and Dodge rolls. (10) (**Must have the Gymnastics AND Cheat Skills**)
- **Celerity:** Your AP pool is *always* equal to your True AGIL. You ignore AP-related Status Effects. (12)
- **Filch:** Upon successfully Blocking or Dodging a melee attack, you may attempt a Versus Check that pitting your AGIL against the enemy's STR. If you succeed, you may steal the weapon with which the attack was made. (14) (**Must have the Gymnastics AND Thief Skills**)

Survival: STAM, INT

- **Dayman:** +1 bonus to all Stats when during the daytime; however, -1 debuff to all Stats during the evening. (2)
- **Nightman:** +1 bonus to all Stats when during the evening; however, -1 debuff to all Stats during the daytime. (2)
- **Rationing:** One-use food, drink, drug, or medicine items used by your character are not actually consumed, but may only be used once per session. (3)
- **Fight or Flight:** Attempting Retreat costs zero (0) AP, but may still only be attempted once per turn. (3)
- **Now This Is a Knife:** Add one (1) to all combat rolls made while wielding a bladed weapon. (3)
- **Outdoorsman:** Whenever your character is outside, add two (2) to his or her STR and AGIL. Your character will also never gain Stress while outdoors. (4)
- **Camouflage:** So long as your character remains completely still in natural cover, he or she is immune to detection. (5) (**Must have the Survival AND Sneak Skills**)
- **Field Medicine:** Once per session, you may heal an ally for a value equal to your Effective STAM. This Talent may only be used outside of combat. (5)
- **Rules of Nature:** Whenever an enemy melee attack would otherwise incapacitate your character, you may attempt to pre-emptively attack the enemy in question (if circumstances allow). If the attack strikes its target, it is an automatic Critical Hit. (6)
- **Stayin' Alive:** Once per session, you may perform a STAM/30 Check to heal for $\frac{1}{2}$ of your maximum Health and remove all Status Effects. This Check may be performed during combat. (7)
- **The Field Guide to Natural Anesthetics:** Your character gains one (1) point of Pain Tolerance for every five (5) points of their Effective STAM. (7)
- **Mountain:** If your character does not actively move on your turn, gain twelve (12) additional AP on that turn only. (8)
- **Outsider:** When fighting without any player-character allies, ignore AP-related Status Effects and damage-over-time Status Effects. Add ten (10) to your Pain Tolerance, and eight (8) to your Hit rolls. (11)



Presence: STAM, CHAR

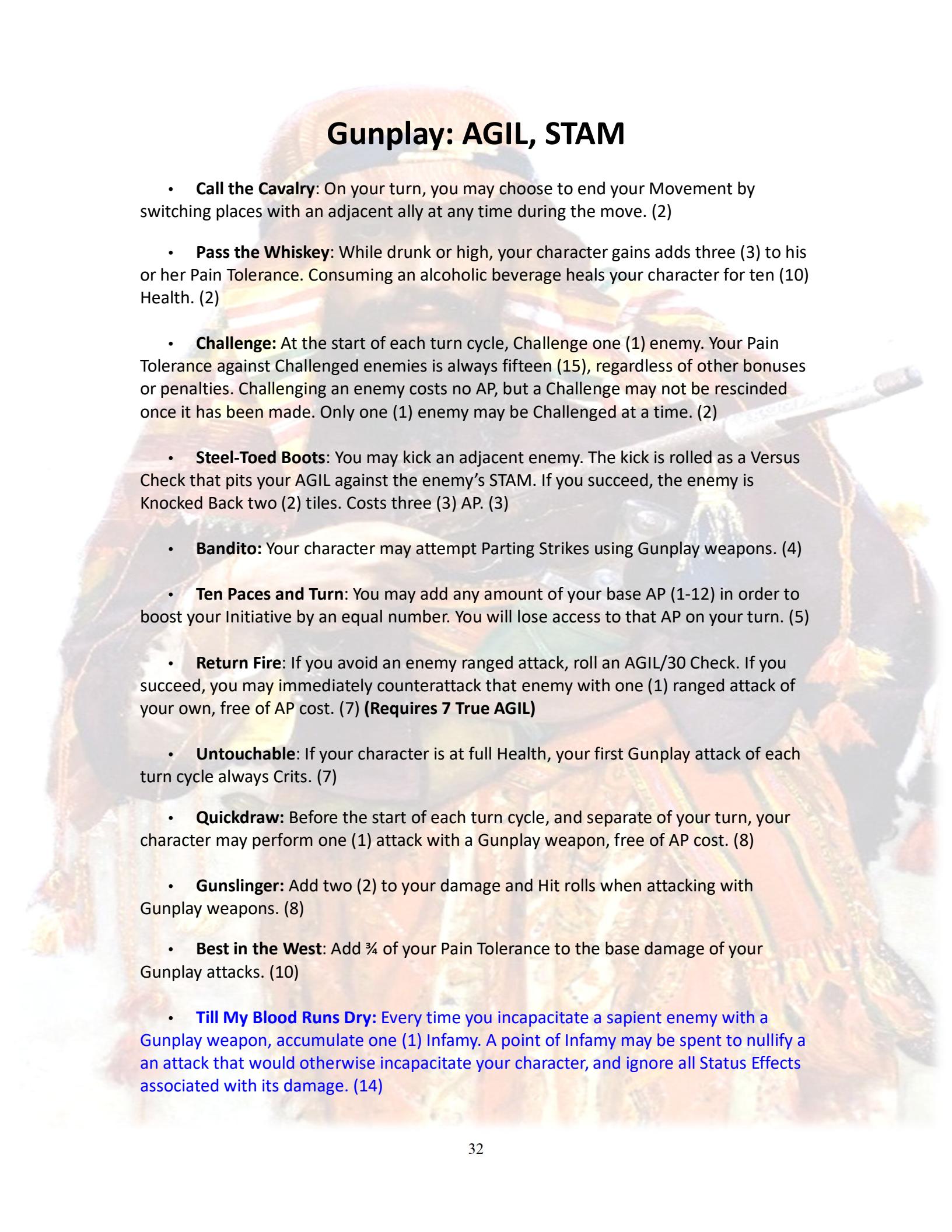
- **Dread:** The Stat penalties of Presence are twice as potent; however, they affect both allies and enemies negatively. In order for Dread to function, your character must be your faction's Presence Leader. (2) (**Must have the Presence AND Intimidation Skills**)
- **Get Down!**: Once per encounter, you may defend against an attack intended for an adjacent ally or an ally within three (3) tiles free of AP cost. (2)
- **Hear My Voice:** Parleys during combat do not cost any AP. (2)
- **Born Leader:** Your Visible NPC allies add two (2) to all of their combat rolls. (3)
- **Warlord:** Your Presence bonuses and penalties are both based on True STR rather than True STAM and CHAR. (4) (**Must have the Presence AND Intimidation Skills**)
- **I Will Be King:** Succeeding in any dialogue CHAR Check with one (1) or more player-characters present grants one (1) point of Ambition Favor. (4)
 - **This is How We Do It:** Whenever you score a Critical Hit, you may instead choose to revert your attack to its standard damage, instead guaranteeing a Critical Hit on the next attack of an ally of your choosing. The attack must be within the same turn cycle. (5)
 - **Charge!:** Whenever one of your Visible allies Charges a Visible enemy, he or she adds seven (7) to his or her Dodge or Block rolls against all enemy Reaction Shots. (5) (**Requires 5 True STR**)
 - **True Grit:** Whenever an ally within four (4) tiles takes damage, roll a CHAR/40 Check. If you succeed, he or she ignores any AP-related Status Effects associated with the attack. (9) (**Must have the Presence AND Gunplay Skills**)
 - **Unbreakable:** Your adjacent allies are immune to taunts and verbal debuffs. (9)
 - **Rally to Me:** Your adjacent allies are Tenacious. (10)
 - **Imperator:** Visible allies add $\frac{1}{4}$ of your highest True Stat to their own corresponding Stat, both in *and* out of combat. (12)
 - **We Are Legion:** Your adjacent allies are always in Overwatch, free of AP cost. (12)
 - **All for One:** You may freely rearrange the turn order of all allies (including your own character), without changing the overall order of ally vs. enemy turns. (13)

Riding: STAM, PERC

- **Look at My Horse, My Horse is Amazing:** +2 bonus to all CHAR Checks while Mounted. (2)
- **Hammer and Anvil:** Whenever you incapacitate an enemy while Mounted, deal $\frac{1}{4}$ of the killing blow in damage to all adjacent enemies. The damage cannot be Blocked or Dodged. (3)
- **Midnight Rider:** Add two (2) to all combat rolls while you are Mounted. (3)
- **Don Quixote:** The Health value afforded by your Armor is 50% higher when your character is Mounted. (3)
- **Speed Racer:** +8 bonus to STAM Checks rolled in horseback races or pursuits. (3)
- **Brave Sir Knight:** You are immune to mind-altering magic effects while Mounted. (This does NOT grant immunity to ordinary taunts and verbal debuffs.) (3)
- **Move Aside:** When Mounted, you may move through enemy characters, Knocking them Back (at random) one (1) tile to their right or left. (4)
- **Warhorse:** When Mounted, enemies within four (4) tiles subtract two (2) from all of their Stats. (4) (**Must have the Riding AND Presence Skills**)
- **Run Like the Wind:** +7 bonus to Retreat Checks while Mounted. (4)
- **Jockey:** Mounting/Dismounting in combat costs four (4) fewer AP. (5)
- **Woah There, Roach!:** Your trusty steed will appear at your call in almost any outdoor environment. (5)
- **Cavalier:** When attacked by non-Mounted enemies while Mounted and wielding a melee weapon, your character takes five (5) less damage from all incoming attacks. (6)
- **Dragoon:** When Mounted, attacks with firearms cost two (2) fewer AP apiece. (8)
- **Tilted:** When you fail a roll while Mounted, count the threshold by which you failed. Add this number to your next roll of any nature. (11)
- **Momentum:** When attacking an enemy at the end of a Mounted Charge, roll a Versus Check that pitting your STR against his or her STAM. If you succeed the Check, treat the character as Agonized, ignore their Pain Tolerance, and add fifteen (15) to your base damage roll. (12)

Fisticuffs: AGIL, STR

- **Ridicule:** At the start of each combat encounter, choose an enemy character and roll a STR/20 Check. If you succeed, that character can no longer attempt Retreat. (2)
- **Deathmatch:** Once per combat encounter, you may choose an enemy character. Until one of you has become incapacitated, no other characters may take turns. Does not cost any AP, though the Deathmatch must be declared on your turn. (4)
- **No Cry:** Your character rolls a STR/20 Check for Shock (instead of a STAM/40 Check). (4)
- **Five Finger Death Punch:** Every fifth Fisticuffs attack you make is an automatic Critical Hit. This Talent is active at all times, carrying over between combat encounters. (5)
- **Sticks and Stones:** You are immune to taunts and verbal debuffs. (5)
- **Shrug It Off:** Add $\frac{1}{4}$ of your True AGIL to your Pain Tolerance. (6)
- **Victory Rush:** Whenever a Visible enemy is incapacitated (not necessarily by you), add two (2) to all future base damage rolls for that encounter. This Talent, no matter how many times it has stacked, resets at the end of an encounter. (6)
- **Personal Space:** You may rush to meet any enemy on the same terrain level who moves within three (3) tiles of your character, being granted ONE (1) Fisticuffs attack against that enemy. The Movement and the attack cost no AP, but standard rules of Engagement still apply. (7)
- **Enter the Fist:** Add two (2) to your damage and hit rolls when attacking with your fists or feet. (8)
- **Adrenaline Rush:** During combat, ignore all Restedness and Stress-related penalties to your Stats. (8) (**Must have the Fisticuffs AND Athletics Skills**)
- **The Old One-Two:** Whenever you Riposte, attack twice, free of AP cost. (9)
- **Bloodlust:** If your character falls below zero (0) Health, you are not incapacitated, and may continue combat until reaching the negative equivalent of your maximum Health. As soon as the encounter ends, your character will always die or become incapacitated. (11) (**Requires 5 True STAM**)
- **Bulletproof:** Ranged attacks deal only $\frac{1}{2}$ damage to your character. Pain Tolerance does not apply to attacks which have their damage halved by this talent. (14)



Gunplay: AGIL, STAM

- **Call the Cavalry:** On your turn, you may choose to end your Movement by switching places with an adjacent ally at any time during the move. (2)
- **Pass the Whiskey:** While drunk or high, your character gains adds three (3) to his or her Pain Tolerance. Consuming an alcoholic beverage heals your character for ten (10) Health. (2)
- **Challenge:** At the start of each turn cycle, Challenge one (1) enemy. Your Pain Tolerance against Challenged enemies is always fifteen (15), regardless of other bonuses or penalties. Challenging an enemy costs no AP, but a Challenge may not be rescinded once it has been made. Only one (1) enemy may be Challenged at a time. (2)
- **Steel-Toed Boots:** You may kick an adjacent enemy. The kick is rolled as a Versus Check that pits your AGIL against the enemy's STAM. If you succeed, the enemy is Knocked Back two (2) tiles. Costs three (3) AP. (3)
- **Bandito:** Your character may attempt Parting Strikes using Gunplay weapons. (4)
- **Ten Paces and Turn:** You may add any amount of your base AP (1-12) in order to boost your Initiative by an equal number. You will lose access to that AP on your turn. (5)
- **Return Fire:** If you avoid an enemy ranged attack, roll an AGIL/30 Check. If you succeed, you may immediately counterattack that enemy with one (1) ranged attack of your own, free of AP cost. (7) **(Requires 7 True AGIL)**
- **Untouchable:** If your character is at full Health, your first Gunplay attack of each turn cycle always Crits. (7)
- **Quickdraw:** Before the start of each turn cycle, and separate of your turn, your character may perform one (1) attack with a Gunplay weapon, free of AP cost. (8)
- **Gunslinger:** Add two (2) to your damage and Hit rolls when attacking with Gunplay weapons. (8)
- **Best in the West:** Add $\frac{3}{4}$ of your Pain Tolerance to the base damage of your Gunplay attacks. (10)
- **Till My Blood Runs Dry:** Every time you incapacitate a sapient enemy with a Gunplay weapon, accumulate one (1) Infamy. A point of Infamy may be spent to nullify a an attack that would otherwise incapacitate your character, and ignore all Status Effects associated with its damage. (14)

Archery: AGIL, INT

- **Simple Geometry:** Add INT (instead of PERC) to your ranged Hit rolls. (2)
- **William Tell:** Always succeed in out-of-combat Hit rolls. (3)
- **Overdraw:** If your Hit roll on an outgoing Archery attack failed, you may choose to halve the attack's damage and deal it to your target regardless. (3)
- **Bullseye:** When attacking enemies less than ten (10) tiles away with an Archery weapon, add 1d12 to your base damage rolls. (4)
- **Velocity:** When attacking enemies more than eight (8) tiles away with an Archery weapon, add 1d12 to your Hit rolls. (4)
- **Fluid:** After incapacitating an enemy with an Archery weapon, you may move 1d8 of tiles free of AP or base Movement cost. (5)
- **Concentration:** You may still enter Overwatch and fire ranged weapons at non-adjacent enemies while Engaged. (5)
- **Trick Shot:** You may attack enemies in Complete Cover with Archery attacks. Your Hit roll on such attack utilizes a d12 instead of a d20. (5)
- **Van Hellsing:** Your attacks made with Archery weapons against legendary or mythical creatures add 1d12 of damage. (6)
- **Draw...:** You may spend six (6) AP on your current turn in order to add 1d8 to the Hit roll of your first Archery attack of the next turn. (6)
- **Thread the Needle:** You may choose to make up to one (1) Archery attack on your turn a Critical Hit, regardless of other factors. If you do, skip your next turn. (6)
- **Pincushion:** You may roll 1d6 of damage against a target for each successive attack you have made against them on the same turn. This effect stacks, though Stat bonuses and Critical Hit modifiers are only applied to the total of your rolls. (8)
- **Bowmaster:** Add two (2) to your damage and Hit rolls when attacking with Archery weapons. (8)
- **Rapid Fire:** Gain 1d20 additional base AP on each of your turns. Relevant Status Effects still apply. Stacks with related Talents. (12)
- **Swift Shot:** Roll for 4d6 of base damage with Archery weapons. Stat modifiers and other bonuses are still applied only once. (12)

Performance: AGIL, CHAR

- **Pretty Face:** When your enemy targets your head or eyes with a ranged attack subtract $\frac{1}{4}$ of your True CHAR from their Hit roll. (2)
- **Only Getting Warmed Up:** At the start of each new turn cycle (including the first), add a +2 bonus to all the Stats of your character. The bonus fades after combat ends. (2)
- **Virtuoso:** +10 bonus to CHAR Checks rolled with or against fellow artists. (2)
- **Again, With Feeling:** You may spend two (2) points of Passion Favor for a +15 bonus in any non-combat CHAR Check. (3)
- **Such Sweet Sorrow:** When enemies attempt to Disengage from your character, you may take up two (2) Parting Strikes (instead of one (1)). (5)
- **Escape Artist:** +7 bonus to all Retreat Checks. (4)
- **I'm Here Till Tuesday:** Add two (2) to your combat rolls while your Restedness is at Rested. (4)
- **Dazzle:** In combat, you may target a Visible enemy. Roll a Versus Check pitting your CHAR against the target's PERC. If you succeed, the enemy is Agonized. Costs six (6) AP. (4) **Taunt.**
- **Exhibitionist:** +10 bonus to all CHAR Checks versus heterosexual characters of the opposite gender, or homosexual characters of the same gender while showing significant skin. This Talent might fail against (or anger) certain NPCs. (5)
- **Litanies of Hate:** In combat, you may target a Visible enemy to verbally lash with Shakespearian insults. Roll a Versus Check pitting your CHAR against the target's STR. If you succeed, the target cannot Crit on his or her next attack, regardless of other factors. Costs four (4) AP. (6) **Taunt.**
- **Alas Poor Yorick:** Your allies are moved by your dramatic demise. Whenever your character is incapacitated, all allies within five (5) tiles restore $\frac{1}{4}$ of their maximum Health and remove one (1) Status Effect of their choosing. (9)
- **Curtain Call:** Take a second turn at the end of every turn cycle. (15)
- **The Show Must Go On:** You may take up to two (2) additional turns per turn cycle in place of Stunned allies. (15)

Thief: AGIL, PERC

- **Burglar:** At nighttime, ignore lock level when lockpicking. (2)
- **Pocket Sand:** You may target an adjacent enemy with a Versus AGIL Check. If you succeed, that enemy is Blinded. Your character must be clothed. Use of Pocket Sand in combat costs three (3) AP. (2)
- **Gentleman Thief:** +2 bonus to *all* dialogue CHAR Checks, stacking with similar effects. (2)
- **Black Market:** Merchants will never balk at bartering with you, no matter your reputation – or how illicit the goods you are attempting to sell. (2)
- **The Italian Job:** Add two (2) to all combat rolls against characters from whom you have stolen. (2)
- **Body Language:** You may attempt a PERC/30 Check on a character to learn that character's exact Stats and Skills. (3)
- **Tricks of the Trade:** Your character requires no tools on hand in order to pick locks. (3)
- **Friends in Low Places:** Your character is oddly at home in destitute or poor areas, receiving a +5 bonus to CHAR Checks in these locations. (4) (**Cannot have Friends in High Places**)
- **Sleight of Hand:** +7 bonus to AGIL Checks when pickpocketing. (5)
- **No Honor Among Thieves:** Against other characters with the Thief or Cheat Skills, add seven (7) to your base damage rolls and Versus Check rolls. (5)
- **I Know a Guy:** Your character has a loose network of "friends". A CHAR/20 Check rolled when in cities, towns, or camps will sometimes net valuable information or modest favors on current objectives. (5) (**Must have the Thief AND Networking Skills**)
- **Skeleton Key:** No locks are foreign to your character. You may open all mundane locked doors and containers quickly and quietly – and without the need for a Check. (8)
- **The Perfect Crime:** Excepting being caught in the act, your perfect poker face means that you are never a suspect. (9)
- **The Professional:** Your character is always successful when attempting to Retreat from combat, except under extraordinary circumstances. (11)

Faith: INT, STR

- **Zealot:** Your character may spend one (1) point of Piety Favor to recover fifteen (15) Health. (2)
- **Triple Vow:** Whenever you gain a point of Meekness or Discipline Favor, also gain one (1) point of Piety Favor. (3)
- **Orthodoxy:** Add one (1) to all combat rolls against monsters or legendary creatures. (4)
- **Heresy:** Add one (1) to all combat rolls against NPCs and characters of other religions, races, or genders. (4)
- **Determinator:** Your character may lose one (1) level of Restedness in exchange for a +10 bonus to any Constitutional Stat Check, or gain one (1) level of Stress in exchange for a +10 bonus to any Spiritual Stat Check. (4)
- **Courage:** When defending against Reaction Shots as the result of Charging any enemy, include $\frac{1}{4}$ of your Effective STAM in your Pain Tolerance. (5) (**Requires 8 True STAM**)
- **The Lord's Prayer:** Once per session, your character may pray to a higher power. This prayer lowers the character's Stress by one level. (5)
- **He's Just Meditating:** Once per session, your character may spend a short time meditating outside of combat to recover $\frac{1}{4}$ of his or her maximum Health. (5)
- **Deicide:** Add four (4) to all combat rolls against player-controlled characters. (6)
- **Requiem:** You may roll two (2) Checks per session as Faith Checks (instead of one (1) Check). (7)
- **Iron Will:** Your AGIL and INT stats are never penalized by Stress. (8)
- **Righteousness:** Whenever you spend at least three (3) points of Compassion Favor, restore $\frac{1}{3}$ of your character's maximum Health. (9)
- **Vitality:** All uses of Favor cost only two (2) points. (11)
- **Deus Ex:** Up to four (4) time per session, you may reroll ANY failed Check or Hit roll. You may use the results of either roll.
- **Hail Mary:** Your chance of Critical Success in all rolls (including Hit rolls during combat) is doubled. (12)

Engineering: INT, STAM

- **Meat Machine:** Once per session, you may heal an ally out-of-combat for $\frac{1}{4}$ of your Effective INT. (1)
- **Battlefield Repair:** During combat, you may repair an adjacent machine ally using an INT/30 Check, if the proper tools are available. Health restored is equal to the value of your roll. Costs four (4) AP. (2)
- **Gas Mask:** Your character is immune to the effects of noxious fumes and gasses. Poisons and pathogens that are spread by other means still affect you. (2)
- **Breathing Apparatus:** Your character can breathe underwater. (2)
- **Conserve Ammo:** Whenever you fire a gun, roll an INT/30 Check. If you succeed, the attack does not consume ammunition. (3)
- **Mechanical Mayhem:** Add eight (8) to your base damage rolls when operating any stationary mechanical weapon. (3)
- **Positioning:** Before the start of each turn cycle, your character may move six (6) tiles, following standard rules of Engagement. (4)
- **Night-Vision Goggles:** Add two (2) to any roll involving PERC made in a dark environment. This includes damage and Hit rolls. (4)
- **Hole Puncher:** Your firearms are modified to cause two (2) tiles of Knockback on any enemy they damage. (4)
- **Modified Munitions:** Your firearm attacks ignore Armor, and 50% of Pain Tolerance. (5)
- **Tough as Nails:** Whenever your character recovers Health by resting, roll 3d12. Also recover Health equal to your roll. (5)
- **Telescopic Sight:** When attacking with a firearm at range, never subtract the distance between you and your target in tiles from your Hit rolls. (5)
- **Exploding Rounds:** Your firearm rounds are uniquely altered. Apply the Burning Status Effect whenever you would ordinarily apply the Hemorrhaging Status Effect to enemies. (11)
- **Nuts and Bolts:** You may add $\frac{1}{2}$ INT and $\frac{1}{2}$ STAM to your base damage roll whenever attacking with a firearm (in place of other Stat modifiers). (11)

First Aid: INT, AGIL

- **Veterinarian:** +10 bonus to First Aid Checks performed on animals. (1)
- **Emergency Medical Technician:** When your character Retreats from combat, roll a STR/20 Check. If you succeed, an incapacitated ally may Retreat with you. (2)
- **Stay With Me!**: Add $\frac{1}{2}$ of your target's Effective STAM to the Health restored by your First Aid Checks. (3)
- **The Good Doctor:** Whenever your character succeeds in a First Aid Check rolled on a d30 or higher, gain one (1) point of Compassion Favor. (4)
- **Standard of Care:** Your nearby allies regenerate an additional ten (10) Health whenever they recover Health by resting. (4)
- **The Doctor Is In:** The Health restored by your First Aid Checks is equal to 2x your character's True INT (instead of 1x your character's Effective INT). (5)
- **Surgeon General:** Choose one of your combat Skill. It now scales off Effective AGIL and Effective INT instead of its original Stats. (5)
- **Anatomy:** Your margins of success for striking specific Target Zones in Hit rolls are two (2) lower, but may not be lower than one (1). (6)
- **Triage:** You may target an adjacent ally during combat. Remove all damage-over-time Status Effects from that ally. Triage costs six (6) AP. (7)
- **Preventative Medicine:** If a Visible enemy targets an ally with less than $\frac{1}{4}$ of his or her maximum Health remaining, you may immediately make one (1) ranged attack against that enemy, free of AP cost. This effect may only occur once per enemy turn. (8)
- **Prodigal Surgeon:** Whenever you heal a character outside of combat with First Aid, roll 2d20. Your target regains Health equivalent to your roll, in addition to the Health restored by your First Aid Check. (10)
- **Primum Non Nocere:** Your character is unable to attack or deal damage, but recovers $\frac{1}{2}$ of his or her maximum Health every time he or she rests. In addition, *all* First Aid Checks performed on allies restore $\frac{1}{2}$ of their maximum Health. (13)
- **Hypovolemia:** Your character's attacks inflict the Shock Status Effect at only thirty (30) (instead of sixty (60)) damage. (13)



Tongues: INT, CHAR

- **Culture Shock:** Whenever your character gains a point of Favor, instead gain it in the opposite category. This does not apply to Favor gained through Talents. (1)
- **Pantomime:** +15 bonus to CHAR Checks with characters who do not or cannot speak. (1)
- **Thank You, Come Again:** 25% discount on the wares of merchants with whom you share a foreign language. (2)
- **Read Lips:** You do not need to hear conversations in order to understand them – only to see those speaking. (3)
- **Ventriloquist:** Your character can perfectly mimic the voices of other characters he or she has heard before. (3)
- **Expanded Mind:** Add the number of languages your character knows as a bonus to all out-of-combat INT Checks. (3)
- **Code Talker:** Your character gains knowledge of a complex cipher, understood only by him or her. The cipher has both written and sign forms. You may teach the cipher to other characters. (5)
- **Xenophile:** +10 bonus to CHAR Checks with characters who share a non-native foreign language. (6)
- **Good with Names:** You may learn any NPC's real name by passing a CHAR/30 Check. (6)
- **Pocket Dictionary:** You can read (but not speak) all languages, including those you have not explicitly learned. (6)
- **Etymology:** You can verbally understand (but not speak) all languages, including those you have not explicitly learned. (7)
- **Rosetta Stone:** In your presence, Visible allies may also speak one (1) of your secondary languages (chosen by you). (7)
- **Polyglot:** All languages cost only one (1) language point to learn. (8)
- **Communication:** Allies within four (4) tiles (including your character) who share a foreign language gain six (6) additional AP each turn. If no such allies are present, gain no bonuses. (11)

Scholarship: INT, PERC

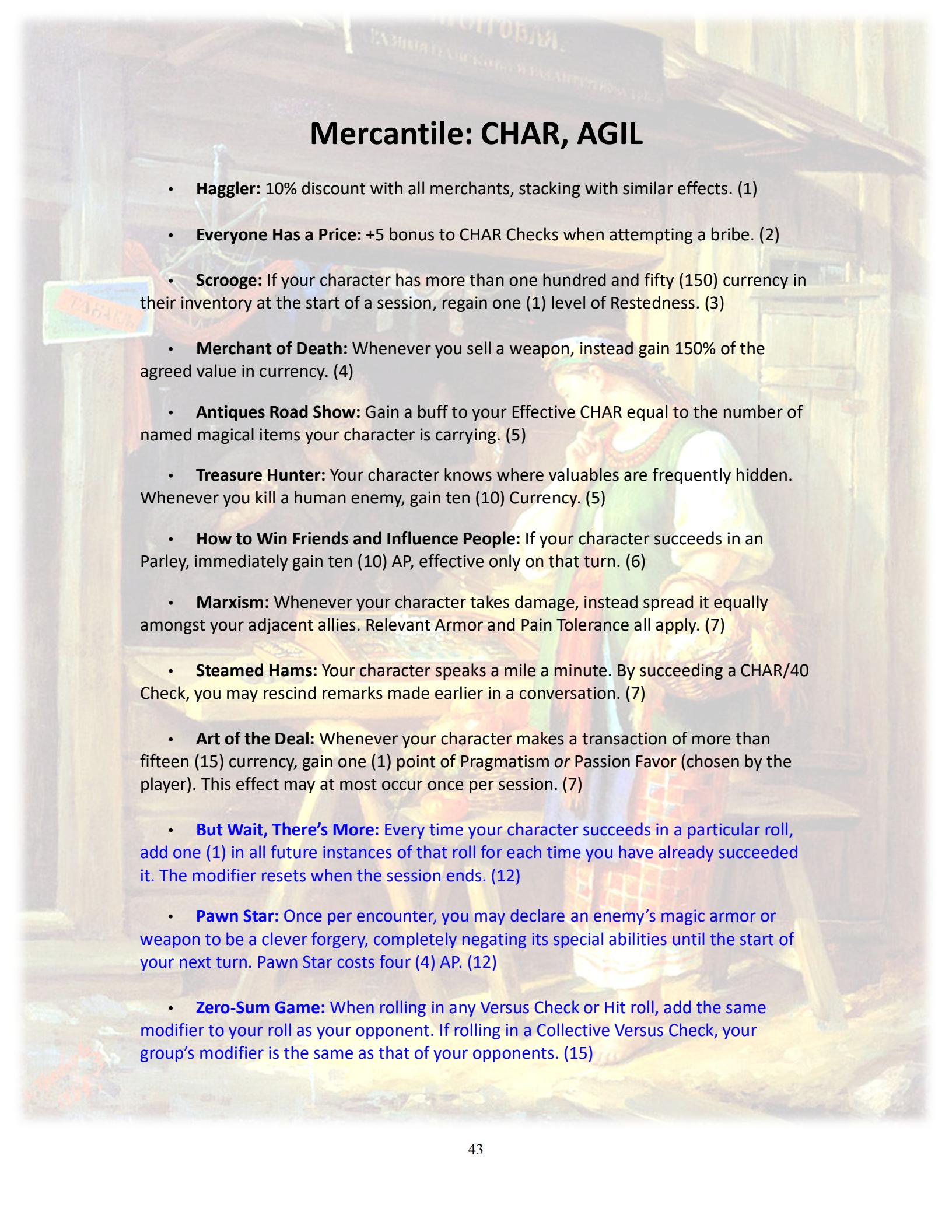
- **Smexy:** Add $\frac{1}{4}$ of your Effective INT to CHAR Checks versus heterosexual characters of the opposite gender, or homosexual characters of the same gender. (2)
- **Photographic Memory:** Recalling previously-learned information never requires a Check. (2)
- **Armchair Historian:** Bypass 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)
- **Reading is Radical:** Succeeding in any INT Check reduces your character's Stress by one (1) level. (3)
- **Quick Study:** Successful out-of-combat Checks grant your character seventy-five (75) rather than fifty (50) experience. (5)
- **Archimedes:** Choose a Visible, non-adjacent target. Roll a PERC/40 Check. If you succeed, your target is blinded. Requires a source of light. Using Archimedes in combat costs three (3) AP. (4)
- **Libertarian:** +5 bonus to CHAR Checks rolled against figures of authority. If you fail, they may not appreciate your attitude. (4)
- **Renaissance Man:** Add two (2) to all combat rolls made with medieval or ancient weapons. (5)
- **Atheist:** Your Stress will never be raised by promises of fire and brimstone, or other religious symbolism. You are immune to mind-altering magical effects. (6)
- **Mind Over Matter:** Whenever your character is inflicted with the Shock or Agonized Status Effects, roll an INT/40 Check. If you succeed, ignore the Status Effect. (7)
- **Trivial Pursuit:** Replace the text of this Talent with that of another Ultimate Talent from ANY other Skill, even one that your character does not have. (10)
- **Pupil:** Your character also gains new Skills at levels 20, 24, and 28, for a total of three (3) new Skills. (10)
- **The Gordian Knot:** Add $\frac{1}{4}$ of your Effective INT to all non-combat Checks that do not already incorporate INT. (11)

Husbandry: CHAR, STR

- **Animal Lover:** Once per session, you may heal an animal ally for up to forty (40) Health. Animal Lover may only be used outside of combat. (1)
- **Pig:** At the cost of -5 CHAR for the duration of the meal, recover 10% of your maximum Health every time your character eats. (1)
- **Ain't It Cute:** +5 bonus to CHAR Checks with an allied animal present. (2)
- **Pet Pals:** +10 bonus to CHAR Checks rolled against animal owners. (2)
- **Luddite:** Against enemies wielding firearms while your character is wielding an archaic weapon, add one (1) to all your combat rolls. (3)
- **Go for the Throat:** The first attack of each turn cycle by an animal ally is always a Critical Hit. (3) (**Must have the Husbandry AND Survival Skills**)
- **Like a Rabid Wolf, That One:** +3 bonus to all combat rolls when your character is Disturbed or Unhinged. (4)
- **Bull Rush:** Enemies you attack after Charging must roll a STAM/20 Check. If they fail, they are automatically Stunned, regardless of your attack's damage. (4)
- **Calming Aura:** +5 bonus to CHAR Checks intended to calm an NPC. (4)
- **Pack Mule:** Your Soft Carrying Capacity (and the base of your Hard Carrying Capacity) is fifty (50) (instead of thirty (30)). (4)
- **Therapy Dog:** Once per session, one of your animal allies may cuddle with a companion, reducing his or her Stress by one (1) level. (5)
- **I Work Alone:** When in combat with no human allies, add three (3) to all of your Stats and combat rolls. (6)
- **Call of the Wild:** Wild animals will never attack you, save for extraordinary circumstances. (6)
- **Play Dead:** Once per combat encounter, your character may attempt to feign death. Playing dead is a CHAR/40 Check. Characters who succeed may not move or spend AP, but will never be attacked. Costs four (4) AP. (7)
- **Beast Friends:** You may target a Visible enemy animal in combat with a Versus STR Check. If you succeed, the animal will become your ally. (12)

Networking: CHAR, STAM

- **Office Synergy:** Whenever your character participates in a Collective Check, gain one (1) point of Loyalty Favor. (2)
- **The More the Merrier:** Add one (1) to all combat rolls for each adjacent enemy. (3) **(Must have the Networking AND Performance Skills)**
- **Superficial Socialite:** For the duration of a given session, you may choose to increase your Effective CHAR by four (4) whilst also decreasing your Effective INT by four (4). (2)
- **The Social Network:** Add fifteen (15) to all Collective Checks rolled with four (4) or more allies participating. (3)
- **Strength in Numbers:** Add two (2) to all combat rolls when four or more allies are present. (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 Checks made in these locations. (4) **(Cannot have Friends in Low Places)**
- **IDK, my BFF Jill?:** Choose any player character, or NPC ally. Add one (1) to all rolls in the presence of that character. Add five (5) to all Collective Checks which involve both of you. 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)
- **Hooded Man:** At the start of each combat encounter, roll the d20. If you roll a 16 or higher, a mysterious and powerful ally appears to aid you. You may never add bonuses to this roll. The Hooded Man will at most aid you once per session. (7)
- **Amice:** Choose another player character. While in the presence of that character, your character will not be affected by Stress-related Stat penalties. (7)
- **Bounty Hunter:** At the start of each turn cycle, designate an enemy. If that enemy is not incapacitated by the end of the same turn cycle, you may immediately take an additional turn. During this turn, you may only attack the marked enemy. Bounty Hunter costs no AP. (11)
- **The Bigger They Are:** At the start of each turn cycle, designate a Visible enemy. Successive ally attacks (not including yours) against that target will roll one additional (1) die of base damage, capping at six (6) total dice. (15)



Mercantile: CHAR, AGIL

- **Haggler:** 10% discount with all merchants, stacking with similar effects. (1)
- **Everyone Has a Price:** +5 bonus to CHAR Checks when attempting a bribe. (2)
- **Scrooge:** If your character has more than one hundred and fifty (150) currency in their inventory at the start of a session, regain one (1) level of Restedness. (3)
- **Merchant of Death:** Whenever you sell a weapon, instead gain 150% of the agreed value in currency. (4)
- **Antiques Road Show:** Gain a buff to your Effective CHAR equal to the number of named magical items your character is carrying. (5)
- **Treasure Hunter:** Your character knows where valuables are frequently hidden. Whenever you kill a human enemy, gain ten (10) Currency. (5)
- **How to Win Friends and Influence People:** If your character succeeds in an Parley, immediately gain ten (10) AP, effective only on that turn. (6)
- **Marxism:** Whenever your character takes damage, instead spread it equally amongst your adjacent allies. Relevant Armor and Pain Tolerance all apply. (7)
- **Steamed Hams:** Your character speaks a mile a minute. By succeeding a CHAR/40 Check, you may rescind remarks made earlier in a conversation. (7)
- **Art of the Deal:** Whenever your character makes a transaction of more than fifteen (15) currency, gain one (1) point of Pragmatism or Passion Favor (chosen by the player). This effect may at most occur once per session. (7)
- **But Wait, There's More:** Every time your character succeeds in a particular roll, add one (1) in all future instances of that roll for each time you have already succeeded it. The modifier resets when the session ends. (12)
- **Pawn Star:** Once per encounter, you may declare an enemy's magic armor or weapon to be a clever forgery, completely negating its special abilities until the start of your next turn. Pawn Star costs four (4) AP. (12)
- **Zero-Sum Game:** When rolling in any Versus Check or Hit roll, add the same modifier to your roll as your opponent. If rolling in a Collective Versus Check, your group's modifier is the same as that of your opponents. (15)

Rhetoric: CHAR, INT

- **Objection!**: Whenever affected by a taunt or verbal debuff, you may roll an INT/30 Check. If you succeed, ignore it. (3)
- **No True Scotsman**: Add one (1) to all combat rolls against NPCs of the same religion, race, and gender. (4)
- **Pathos**: You may target a Visible character with a Versus Check pitting your CHAR against his or her INT. If you succeed, the target character's turn is immediately moved to the next slot in the turn cycle, though his or her Effective AGIL is reduced to zero (0) until your next turn. Costs four (4) AP. (5) **Taunt**.
- **Logos**: You may target a Visible enemy with a Versus Check pitting your INT against his or her PERC. If you succeed, the target character must attack one of YOUR chosen allies of your choosing on his or her next turn. Costs four (4) AP. (5) **Taunt**.
- **Moral Support**: At the start of each turn cycle, choose a Visible ally. When it comes time to take your turn, that ally takes a turn instead. (6)
- **Stubborn**: Whenever an enemy attack would normally apply an AP-related Status Effect, roll a STAM/40 Check. If you succeed, do not apply the Status Effect. (7)
- **Ethos**: You may target a Visible enemy with a Versus Check pitting your INT against his or her INT. If you succeed, the target enemy skips his or her next turn. Costs four (4) AP. (7) **Taunt**.
- **Humiliate**: You may target a Visible enemy with a Versus Check pitting your CHAR against his or her CHAR. If you succeed, the damage of the target enemy's attacks is halved until the start of your next turn. Costs four (4) AP. (8) **Taunt**.
- **Opening Argument**: At the start of each turn cycle, roll a Versus CHAR Check against the first character in the cycle. If you succeed, take your turn first instead. (9)
- **The Gift of Gab**: Your character may reroll up to three (3) failed CHAR Checks one (1) time each. Does not stack with similar effects. (10)
- **Ad Hominem**: Whenever you target an enemy, you may choose that enemy's mode of defense, so long as it is valid against your attack. (11)
- **Strawman**: On your turn, choose a Visible enemy. Roll a Versus Check pitting your CHAR against his or her STR. If you succeed, the target is Agonized. The next attack to strike the target will also ignore all Armor and Pain Tolerance. Strawman costs eight (8) AP. (11) **Taunt**.

Cheat: CHAR, PERC

- **Opening Gambit:** On your first turn of the cycle, you may roll the d20. If you roll an 11 or higher, you gain an additional attack with any weapon on your first turn of the cycle, free of AP cost. If you roll a 10 or lower, skip your turn. (1)
- **Misdirect:** You may target a Visible enemy during combat. Roll a CHAR/30 Check. If you succeed, the enemy subtracts $\frac{1}{2}$ of your True CHAR from his or her next Hit roll. Costs two (2) AP. (2) **Taunt.**
- **Two-Faced:** Succeeding in any CHAR Check grants your character one (1) point of Deceit Favor. (3)
- **Concealed Carry:** All weapons your character is carrying are hidden from sight – including rifles, bows, and large melee weapons. NPCs searching thoroughly may still discover them. (3)
- **Just a Flesh Wound:** Whenever your character is revived from incapacitation by an ally, you begin at a minimum of $\frac{1}{4}$ of your maximum Health. (4) (**Requires 6 True STAM**)
- **Disarm:** After successfully Blocking or Dodging an attack, you may attempt to Disarm your opponent. Disarmament is a Versus AGIL Check. If you are successful, the enemy's weapon is cast to the ground. If your character may NOT Riposte and Disarm; he or she must choose one or the other. (5)
- **Opportunist:** When wielding a melee weapon, you may immediately attack enemies who enter Engagements with you ONE (1) time with said weapon. The Attack of Opportunity does not cost any AP. (6)
- **Cheap Shot:** When targeting the gut, add six (6) to your Hit rolls. (6)
- **Who Am I? None of Your Business:** NPCs always believe your disguises, save for extraordinary circumstances. (7)
- **Trip:** If you are wielding a Melee (Swift) or Melee (Power) weapon, you may attempt a Versus Check pitting your STR against the AGIL of any enemy who moves adjacent to you. If you succeed, the enemy is Stunned. Trip has no AP cost. (9)
- **Fight Dirty:** Engaged enemies subtract five (5) from their Block and Dodge rolls against your character. (10)
- **Gambling Man:** You may guess each of your rolls made on a d20 or higher before rolling. If your guess is correct, the roll is a Critical Success. (11)

Sniper: PERC, STR

- **Soldier's Discipline:** You may switch weapons without spending AP. (2)
- **Fix Bayonets!:** At close range, your Sniper or Blast weapon doubles as a Melee (Power) weapon. (3) (**Must have the Sniper or Blast AND Melee (Power) Skills**)
- **Valor:** You may spend three (3) points of Compassion or Loyalty Favor to gain eight (8) AP. This effect may at most be utilized once per turn. (3)
- **Hold the Line:** If you do not move on your turn, you may enter Overwatch free of AP cost. (4)
- **Sharpshooter:** When attacking with a Sniper weapon, add the distance in tiles between you and your target to your base damage roll. (4)
- **Shell-Shocked:** Witnessing scenes of violence or carnage will never raise your Stress. (5)
- **Whites of Their Eyes:** When an enemy makes a Charge against your character, you may attempt two (2) Reaction Shots instead of one (1) (or three (3), if your character is in Overwatch). The attacks must be with a Sniper weapon. (6)
- **Isolate:** Your first Sniper attack against an undamaged opponent not within three (3) tiles of his or her allies is a guaranteed Critical Hit. (6)
- **Where It Hurts:** Add five (5) to all Hit rolls when attacking with a Sniper weapon. (6)
- **Assassin:** Add two (2) to your damage and Hit rolls when attacking with Sniper weapons. (8)
- **One Shot, One Kill:** If your Sniper attack damages an enemy within $\frac{1}{4}$ or less of his or her maximum Health, it immediately incapacitates the target. Does not affect characters with more than two hundred (200) Health. (9)
- **Hawkeye:** When attacking with a Sniper weapon, add distance in tiles between you and your target to your Hit rolls instead of subtracting it. (11)
- **Mercy:** All Critical Hits scored by your character deal three (3) (rather than two (2)) times their unmodified damage. (12)
- **Precision:** Regardless of your Hit roll's outcome, always damage enemies with your Sniper attacks. Attacks that failed the Hit roll can still Crit through other means. (11)

Tracking: PERC, STAM

- **Into the Woods:** When in hot pursuit of a character you are tracking, never lose Restedness. (1)
- **I Have Special Eyes:** Your character does not require PERC Checks to find their way in the dark. (2)
- **Bide Time:** When rolling for Initiative, you may also alter your roll to any number less than or equal to your actual roll. (3)
- **Patient:** You may choose to forgo any amount of AP on your turn in order to use it on a future turn. (This is not the same as Overwatch!) (3)
- **Always Follow Your Nose:** Never become lost. (3)
- **Relentless:** Enemies fleeing from *your* character must succeed their Retreat Check two (2) times in order to escape. (3)
- **Trapper:** Craft clever (but simple) traps without the Engineer Skill. (3)
- **On the Trail:** All characters can be tracked, even those that possess the Tracking Skill or do not leave signs of a physical presence. (4)
- **Thrill of the Hunt:** Successfully locating a tracked target reduces your Stress by one level. (4)
- **Vigilant:** If you are wielding a ranged weapon during Overwatch, you may fire Reaction Shots at any Visible enemy Charging an ally for a standard AP cost. (5)
- **Big Game Hunter:** Add three (3) to all combat rolls made against animals. (5)
- **The Detective:** Investigation of your quarry's tracks will uncover unusually detailed information about them, including their physical appearance. (6)
- **The Predator:** Add four (4) to all combat rolls when fighting an enemy you recently tracked. (7)
- **Bloodhound:** Your character is at all times accompanied by an animal companion with its own independent character sheet! Bloodhounds are always the same level as the player character, and do not earn experience or Favor. They do not have Fatal Flaws or Classes, may not purchase Ultimate Talents, and always have Effective INT and CHAR equal to zero (0). For Skills, they possess only the Melee (Swift), Melee (Power), Tracking, and Sneak Skills, and may freely purchase Talents of these Skills. (12)

Sneak: PERC, AGIL

- **Skulker:** Ranged attacks made from Sneak that do not damage their intended target do not reveal your location. (1)
- **Don't Ask:** At the start of each session, choose a small item that is not a weapon. This item cannot be removed from your inventory that session. (2) (**Must have the Sneak AND Cheat Skills**)
 - **Still as Death:** +10 bonus to detection Versus Checks against monsters and animals. (3) (**Must have the Sneak AND Survival Skills**)
 - **Backstabber:** When attacking from Sneak, add seven (7) to your base damage roll. (4)
 - **Agile:** You can move through enemies without becoming Engaged. (4)
 - **Fleet of Foot:** If Cover is available, begin all combat encounters in Cover. (5)
 - **Like Smoke:** You are never vulnerable to Attacks of Opportunity or Parting Strikes. (5)
 - **Nowhere to Run:** Add three (3) to your combat rolls against enemies who have no allies within four (4) tiles. (6)
 - **Savagery:** When making a melee attack from Sneak, add ten (10) to your Hit roll. (7)
 - **In Plain Sight:** In urban environments, your character may roll a Sneak Check to blend in with his or her surroundings – regardless of Cover, congestion, or time of day – in order to vanish from the sight of pursuers. (7)
 - **Phantasm:** Can always enter Sneak at night, without the need for a Check. (7)
 - **Shadow:** You may attempt to enter Sneak during combat, allowing you to disappear until detected. Shadow is rolled as a series of separate Versus PERC Checks against all Visible and alert enemies within three (3) tiles. To enter Sneak, your character must succeed every Check. This Talent is not usable in wide-open areas; Cover must be available. Shadow costs two (2) AP, and may only be utilized once per turn. (11)
 - **No Rules:** When attacking in melee, ignore the defenses of enemies who are already Engaged with one of your allies. (11)
 - **Apparition:** For purposes of ability text, your character never counts as “Visible,” regardless of the circumstances. (14)

Chemistry: PERC, INT

- **Addiction:** The temporary buffs granted by illicit substances last twice as long, in exchange for that substance's specified penalty being doubled for the same duration. (1)
- **Never Go In Against a Sicilian When Death Is on the Line:** Your character is immune to the effects of manmade poisons. (2)
- **Better Living Through Chemistry:** Your character is immune to the effects of disease and illness, magical or otherwise. (2)
- **Lemony Fresh:** Your character mysteriously repels all manner of dirt, filth, and grime, remaining miraculously clean. (2)
- **Vapors:** You may throw your chemical concoctions at allies or enemies in order to activate their effects on your turn. You must succeed in an appropriate Hit roll. Throwing a concoction costs three (3) AP. (3)
- **5-Hour Energy:** Once per session, you may brew a concoction to restore any ally (your character included) to Normal Restedness. (4)
- **Mind Tonic:** Once per session, you may brew a concoction to restore any ally (your character included) to Stable Stress. (5)
- **My Product is Impeccable:** Brewed poisons, potions, and poultices crafted through the Chemistry Skill utilize $\frac{3}{4}$ of your character's True INT (instead of $\frac{1}{2}$). (6)
- **Vasoconstrictor:** Take only 50% damage from damage-over-time Status Effects. (7)
- **Venomous Arrowheads:** Your arrowheads are coated with a deadly nerve toxin. Enemies damaged by your Archery attacks also take damage equal to their Effective STR. The added damage (but not the initial damage) ignores Armor and Pain Tolerance. (8)
(Must have the Chemistry AND Archery Skills)
- **Thermite:** With the proper reagents, your character may blast his or her way through most locks and walls. Be warned – this is quite noisy... (8)
- **Poisoned Blades:** Whenever you attack an enemy with a melee weapon, ignore his or her Pain Tolerance and instead add its value to your damage roll. (11)
- **Mr. Hyde:** A special serum grants your character unnatural Pain Tolerance. Regardless of STR, your Pain Tolerance always reduces incoming damage by twenty (20). Since Mr. Hyde's Pain Tolerance already provides the maximum level of Pain Tolerance a character can have, it does not stack with any other Pain Tolerance effects. (11)

Intuition: PERC, CHAR

- **Penny Dreadful:** You see through all false sob stories without the need for any Check. (1)
- **Psychic:** At the start of each combat encounter, guess the base Initiative roll of the first enemy in the turn cycle. If you succeed, that enemy skips his or her first turn, and you take an additional turn in their place. (1)
- **Make My Day:** In combat against only one enemy and without allies, automatically win Initiative rolls. (2)
- **Mentalist:** In certain circumstance, you may be allowed to substitute a PERC Check for a CHAR Check. (2)
- **Awake:** You automatically detect Sneaking and hidden characters within three (3) tiles of your character without the need for a Check. (3)
- **Empath:** At the cost of one (1) level of Stress, guarantee success in your next CHAR Check rolled on a d40 or lower. Cannot be used if you are already Unhinged. (4)
- **Rook:** When wielding a ranged weapon during Overwatch, you may fire ONE (1) shot at any and all enemies who move across tiles in a straight line relative to your character. Rook costs no AP. (4) (**Cannot have Bishop**)
- **Bishop:** When wielding a ranged weapon during Overwatch, you may fire ONE (1) shot at any and all enemies who move across tiles diagonal relative to your character. Bishop costs no AP. (6) (**Cannot have Rook**)
- **Mindfreak:** At any time during conversation, you may attempt to roll a Versus Check pitting your PERC against your target's CHAR. If you succeed, you will immediately learn the veracity of your target's most recent statements. (8)
- **Know Thy Enemy:** Once per turn, you may target an enemy and roll a Complex PERC/20 Check. If you succeed, you will receive the exact text of a random, unknown enemy Talent. Know Thy Enemy costs no AP. (8)
- **I Know Your Tell:** Add $\frac{1}{4}$ of your True PERC to all of your Block and Dodge rolls. (11)
- **Anticipation:** If you are wielding a ranged weapon during Overwatch, roll a Versus PERC Check whenever a Visible enemy attempts an attack against you with a ranged weapon. If you succeed, you are immediately allowed ONE pre-emptive shot at the attacking enemy, free of AP cost. (12)

No Skill Requirement

- **Flabby:** Point floor for STR is removed, allowing your character to spend three (3) base points elsewhere. You are still allowed to allocate Stat points into STR, but the attribute will begin at zero (0). Additionally, any bonuses to STR from other sources are instead rerouted to a Stat of that player's choice. Flabby characters will have difficulty seeming imposing. **A character may only have one (1) floor removal talent.** (2)
- **Feeble:** Point floor for STAM is removed, allowing your character to spend three (3) base points elsewhere. You are still allowed to allocate Stat points into STAM, but the attribute will begin at zero (0). Additionally, any bonuses to STAM from other sources are instead rerouted to a Stat of that player's choice. Your poor constitution will attract the pity of those around you. **A character may only have one (1) floor removal talent.** (2)
- **Lackadaisical:** Point floor for AGIL is removed, allowing your character to spend the three (3) base points elsewhere. You are still allowed to allocate Stat Points into AGIL, but the attribute will begin at zero (0). Additionally, any bonuses to AGIL from other sources are instead rerouted to a Stat of that player's choice. Your laid-back attitude will irritate more diligent company. **A character may only have one (1) floor removal talent.** (2)
- **All Brawn, No Brain:** Point floor for INT is removed, allowing your character to spend the three (3) base points elsewhere. You are still allowed to allocate Stat points into INT, but the attribute will begin at zero (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... **A character may only have one (1) floor removal talent.** (2)
- **Hermit:** Point floor for CHAR is removed, allowing your character to spend the three (3) base points elsewhere. You are still allowed to allocate Stat points into CHAR, but the attribute will begin at zero (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. **A character may only have one (1) floor removal talent.** (2)
- **Witless:** Point floor for PERC is removed, allowing your character to spend three (3) base points elsewhere. You are still allowed to allocate Stat points into PERC, but the attribute will begin at zero (0). Additionally, any bonuses to PERC from other sources are instead rerouted to a Stat of that player's choice. Your complete lack of self-awareness in missed social cues. **A character may only have one (1) floor removal talent.** (2)

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 (1) 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, 20, and 30.



But Flaws carry with them a benefit. Characters compensate for their Flaws in roundabout ways. **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.

- **Anarchist:** -2 penalty to all CHAR Checks versus characters representing an establishment or institution. (+2)
- **Merciless:** Any foe incapacitated in combat by your character is immediately killed, if possible. (+2)
- **Claustrophobic:** Entering enclosed, tight spaces raises your character's Stress by one (1) level. (+2)
- **Braggadocio:** Your character cannot lie about his or her own accomplishments or identity. (+3)
- **Self-Hating:** Your character will never become Vigorous. (+3)
- **Miserly:** Your character is entirely unwilling to part with currency, except to purchase items. (+3)
- **Arrogant:** Your know-it-all attitude crowds out your Visible allies, who have a -3 penalty to INT and CHAR in your presence. (+3)
- **Imposing:** Your aggressive mannerisms intimidate your Visible allies, who have a -3 penalty to STR and STAM in your presence. (+3)
- **Standoffish:** You cannot participate in Collective Checks. (+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 bonuses from allies. (+4)
- **Foolhardy:** -5 penalty to all Retreat Checks. Your character cannot take Retreat-related Talents. (+4)
- **Argumentative:** Subtract $\frac{1}{2}$ of your Effective STR, STAM, or INT from all your CHAR Checks (whichever Stat is highest). (+4)
- **Effete:** -4 penalty to all Checks rolled in rural or hinterland settings. (+4)
- **Outcast:** -4 penalty to all Checks rolled in urban settings. (+4)
- **Depressed:** Your character will be permanently killed if incapacitated at Fatigued (in addition to Exhausted) Restedness. (+5)
- **Clueless:** -10 penalty to all PERC Checks (not including Hit rolls). (+5)

- **Sensitive:** Your character always falls for Taunts. (+5)
- **Lecher:** -4 penalty to all CHAR Checks involving characters of the opposite sex. (+5)
- **Sore Loser:** -10 penalty to all Versus Checks. (+5)
- **Codependent:** When not in the presence of another player character, your character's Stress level is always Disturbed or lower. (+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)
- **Pessimistic:** Vigor and Restedness bonuses to allies are nullified in the presence of your character. (+6)
- **Let Justice Be Done, Though the World Perish:** Your character cannot lie. (+6)
- **Antisocial:** Your character cannot take primary CHAR Skills. (+6)
- **Plebeian:** Your character cannot take primary INT Skills. (+6)
- **Insomniac:** Sleep doesn't raise your Restedness. (+7)
- **Cassandra Truth:** NPCs will (almost) never believe your side of the story if any reasonable alternative is available. (+7)
- **Unlucky:** Your character's chances of Critical Failure are tripled. (+7)
- **Carrier of Burdens:** Whenever you would normally lose Restedness or gain Stress, instead lose $\frac{1}{4}$ of your remaining Health. This ignores Armor and Pain Tolerance. (+7)
- **Hemophiliac:** Your character takes twice as much damage from the Hemorrhaging Status Effect. (+7)
- **Slippery:** Your character rolls only 1d12 when Blocking, and cannot take any Block-related Talents. (+7)
- **Foolhardy:** Your character cannot attempt to Retreat from combat. (+8)
- **Pansy:** Your character has no natural Pain Tolerance, and may not take any Talents granting Pain Tolerance. (+8)

- **Masochistic:** Your character rolls only 1d12 when Dodging, and cannot take any Dodge-related Talents. (+8)
- **Inferiority Complex:** The negative effects of Stress debuffs on your character are two times as strong. (+8)
- **Sickly:** The negative effects of Restedness debuffs on your character are two times as strong. (+8)
- **Antagonist:** In your character's presence, Visible allies receive a -4 Penalty to the PS of ALL Checks. (+9)
- **Slowpoke:** You have NO base Movement in combat; moving always costs AP. (+9)
- **Lost:** Your character possesses no Class, receiving no associated bonuses. (+9)
- **Nihilist:** Your character gains no Favor points. (+9)
- **Noncommittal:** Your character may not access the Mastery system. (+10)
- **Predictable:** Your character will always attempt to attack the closest enemy during combat. (+10)
- **Idle:** Your character will not learn new Skills at levels 4 and 16. (+10)
- **Anxiety:** When Engaged, your character skips his or her turns. (+11)
- **Pacifist:** Your character cannot have combat Skills. (+12)
- **Weak of Will:** All $\frac{1}{2}$ Stat bonuses are reduced to $\frac{1}{4}$. (+14)
- **Laggard:** Your character can have two (2) Skills at most (four (4) if a Polymath). Your character will not learn new Skills at levels 4, 8, 12, and 16. (+16)



Part III: Systems

Section VIII: Rest & Restedness

Restedness is a metric indicating a character's bodily fatigue. It may be affected by a number of factors: amount of recent sleep, amount of recent physical exertion, wounds, hunger, and thirst. Low Restedness will lead to potent Stat penalties. High Restedness provides a modest Stat bonus.

There are five levels of Restedness.

- When **Exhausted**, a character's STR and STAM are reduced by eight (8). Their PERC is reduced to zero (0).
 - Characters who **are incapacitated in combat while already Exhausted die without appeal.** Characters automatically become Exhausted when they are incapacitated in combat at any other level of Restedness.
- **Fatigued** characters have their STR, STAM, and PERC reduced by four (4).
- **Tired** characters have their STR, STAM, and PERC reduced by two (2).
- **Normal** Restedness confers no Stat bonuses or penalties.
- **Rested** characters add two (2) to their STR, STAM, and PERC.
 - Characters who **sleep while already Rested** roll an additional 1d20 when recovering Health after resting.

The most reliable means of recovering Restedness (and Health) is **resting**. Whenever a character sleeps undisturbed for **at least four (4) hours**, he or she recovers one (1) level of Restedness and rolls 3d20, restoring Health equal to the value of the roll.

Periods of rest that are rudely interrupted may or may not restore Health and Restedness. Always seek locales free of disturbance when it comes to rest.

Characters may sometimes recover Restedness through eating, leisurely activities, or through Talents, Favor and other abilities. On occasion the GM may also **increase or decrease Restedness non-systemically** conditional to the context of the scenario.

Section IX: 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 hefty Stat penalties. The antithesis of Stress, **Vigor**, can lead not only to Stat bonuses, but great feats of prowess.

There are four levels of Stress.

- When **Unhinged**, a character's INT and AGIL are reduced by eight (8). Their CHAR is reduced to zero (0).
 - Beware the depths of madness: upon becoming Unhinged, **it may not be easy to feel normal ever again...**
- **Disturbed** characters have their AGIL, INT, and CHAR reduced by four (4).
- **Distressed** characters have their AGIL, INT, and CHAR reduced by two (2).
- **Stable** Stress confers no Stat bonuses or penalties.

Though there **are few consistent means of alleviating Stress**, characters may reduce their Stress in **a variety of ways**. Some Talents allow for the reduction of Stress. Particularly Stressed 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;" Vigorous characters are overcome with feelings of personal strength or confidence – or perhaps seized by righteous anger.

- **Vigor removes all existing Stress penalties**, returning the character's Stress to Stable.
- Vigorous characters have **all of their Stats** increased by four (4).
- Vigorous characters are also **Tenacious** for the duration of the effect.

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 single encounter.

Players may petition for Vigorous the GM if they believe their character is justified in feeling inspired or determined. In other circumstances, the GM will assign Vigor to characters that have shown steadfast bravery in the face of Stress.

Section X: Inventory

Your 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 carry on his or her person. All characters have a **Soft Carrying Capacity** of thirty (30) pounds. Characters who exceed this capacity take a -½ penalty to their **Effective AGIL**, but may still move.

Characters have a **Hard Carrying Capacity** of thirty (30) + 2x True STR. **Characters who exceed this Hard Cap are unable to move without first dropping items.** In order for the standard cap rules to apply, the character must be carrying a bag.

Weapons are a character's armaments. Weapons fall into broad categories that affect their base damage; specific weapons are often cosmetic, not affecting gameplay. However, as the campaign progresses, your characters may encounter powerful weapons with distinctive benefits. **Indeed, unusual or magical weapons may even provide Stat bonuses, or confer Talent-like abilities of their own.**

Ranged weapons require **Ammunition** to fire. Each shot, unless otherwise stated, consumes one (1) round of the weapon's corresponding ammunition. Ammunition weighs nothing in a character's inventory, but no character is allowed to carry more than forty (40) *total* rounds of ammunition at once.

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. Though cumbersome, Armor used right can be quite effective. Unlike Pain Tolerance, Armor grants a unique value called **Armor Health** (sometimes called only Armor). Armor Health is a numerical value associated with a given piece of Armor. Armor Health absorbs damage "atop" a character's actual Health, providing a superficial increase to their overall Health pool. It does not regenerate in or outside of combat unless repaired. **Five of the six Target Zones (head, arms, legs, gut, and torso) may each equip one (1) piece of Armor.** Beware helmets and heavy Armor! Although they may provide greater protection, they might reduce your character's PERC and AGIL Stats...



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 **two potential uses**, which cost **three (3) and five (5) points of Favor**, respectively. 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.** (Similarly, the uses of opposing Favor tend to mirror each other in functionality.)

For example, if a player begins with four (4) points of Passion Favor in the Passion/Pragmatism “bank,” then gains two (2) points of Pragmatism Favor, he or she will lose two (2) points of his or her Passion Favor. This character’s new Favor total will be 2 Passion, 2 Pragmatism. Should the player regain 2 Passion later, the total will return to its original value: 4 Passion, 0 Pragmatism. **Other categories of Favor will never be affected.**

The player may choose how to keep track of his or her own Favor points, so long as consistency is maintained.

Unless otherwise specified, Favor may be used at any time, and costs no AP.

- **COMPASSION** points are gained through acts of selfless kindness or mercy.
 - **FIVE (5) POINTS** of Compassion Favor can be spent in combat to revive an adjacent incapacitated ally with $\frac{1}{4}$ of his or her maximum Health, free of AP cost.
 - **THREE (3) POINTS** of Compassion Favor may be spent to defend against an attack intended for an ally within six (6) tiles, free of AP cost.
- **CRUELTY** points are gained through acts of wicked malice, intolerance, or selfishness.
 - **FIVE (5) POINTS** of Cruelty Favor may be spent in combat to add $\frac{1}{4}$ of an enemy's maximum Health to the damage of your next attack against that enemy. This does not work against certain bosses.
 - **THREE (3) POINTS** of Cruelty Favor may be spent to strike up to two (2) enemies adjacent to your intended target with your next attack, in addition to the target itself.
- **PIETY** points are gained through acts showing respect for and awe toward higher powers. Acts showing dutiful nature may also result in Piety.
 - **FIVE (5) POINTS** of Piety Favor may be spent to gain a +15 bonus to any Spiritual Stat Check.
 - **THREE (3) POINTS** of Piety Favor may be spent to reroll ANY roll one (1) time; the results of either roll may be used.



- **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.
 - **FIVE (5) POINTS** of Cynicism Favor may be spent to gain a +15 bonus to any Constitutional Stat Check.
 - **THREE (3) POINTS** of Cynicism Favor may be spent to force ANY other character (including bosses) to reroll ANY roll one (1) time; the results of the second roll are always used.
- **DEFIANCE** points are gained through acts of stubborn disobedience or insubordination toward powerful authorities.
 - **FIVE (5) POINTS** of Defiance Favor may also be spent to nullify a killing blow, bringing your character no lower than one (1) Health.
 - **THREE (3) POINTS** of Defiance Favor may be spent to add six (6) to a Hit roll.
- **SUBMISSION** points are gained through acts of blind deference to institutional authority.
 - **FIVE (5) POINTS** of Submission Favor may also be spent to nullify a killing blow, bringing your character no lower than one (1) Health.
 - **THREE (3) POINTS** of Submission Favor may also be spent to add six (6) to a Block or Dodge roll.
- **DISCIPLINE** points are gained through acts of mindful moderation or restraint.
 - **FIVE (5) POINTS** of Discipline Favor may be spent to make any roll in which you already succeeded a Critical Success.
 - **THREE (3) POINTS** of Discipline Favor may also be spent to remove one (1) physically-related debuff or Status Effect.
- **INDULGENCE** points are gained through acts of sinful hedonism or debauchery.
 - **FIVE (5) POINTS** of Indulgence Favor may be spent to make any roll in which another character already failed into a Critical Failure.
 - **THREE (3) POINTS** of Indulgence Favor may also be spent to remove one (1) magically-related debuff or Status Effect.
- **LOYALTY** points are gained through acts done in the name of personal fidelity.
 - **FIVE (5) POINTS** of Loyalty Favor may be spent to perform any roll in place of an ally, using your Stats instead of theirs.
 - **THREE (3) POINTS** of Loyalty Favor may also be spent to remove one (1) Status Effect from an adjacent ally.

- **DECEIT** points are gained through manipulative or misleading acts toward those who trust you.
 - **FIVE (5) POINTS** of Deceit Favor may be spent to perform any roll in place of an enemy, using your Stats instead of theirs.
 - **THREE (3) POINTS** of Deceit Favor may be spent to immediately inflict one (1) random Status Effect on an adjacent enemy.
- **PRAEGMATISM** points are gained through strictly practical actions.
 - **FIVE (5) POINTS** of Pragmatism Favor may be spent to add $\frac{1}{5}$ of an enemy's maximum Health to a base damage roll, capping at fifty (50).
 - **THREE (3) POINTS** of Pragmatism Favor may be spent to remove one (1) level of Stress.
- **PASSION** points are gained through acts that reject logic in favor of emotion.
 - **FIVE (5) POINTS** of Passion Favor may be spent to regain $\frac{1}{5}$ of your character's maximum Health, capping at fifty (50).
 - **THREE (3) POINTS** of Passion Favor may be spent to regain one (1) level of Restedness.
- **AMBITION** points are gained through acts showing vigorous initiative.
 - **FIVE (5) POINTS** of Ambition Favor may be spent to gain one (1) additional combat turn between any two other turns.
 - **THREE (3) POINTS** of Ambition Favor are redeemable for one guaranteed Critical Hit on an attack of your choosing.
- **MEEKNESS** points are gained through acts showing mildness or humility.
 - **FIVE (5) POINTS** of Meekness Favor may be spent to guarantee the success of a Retreat Check of any level.
 - **THREE (3) POINTS** of Meekness Favor may be spent to nullify an enemy Critical Hit against your character.



Section XII: Masteries

As the Sixth Sin-Virtue War drags on, the conflict's most persistent survivors may find themselves pushed to the limits of their natural abilities. Even at level 30, characters do not cease to accumulate experience. Those fortunate (or unfortunate) enough to reach this point in their progression gain access to powerful **Masteries**.

Masteries are unique & potent benefits purchased via experience points. They only become accessible upon reaching level 30. Like Favor, Masteries may be triggered at any time, but **each Mastery may only be utilized one (1) time per session.**

- ★ **ADVANTAGE:** On your next roll, roll one (1) additional die of the same value as the relevant die. If the roll is a Check or Hit roll, use the result of either roll.
❖ COST: 1000 EXPERIENCE
- ★ **RAMPAGE:** Your next Critical Hit deals 4x (instead of 2x) as much damage to your target.
❖ COST: 2000 EXPERIENCE
- ★ **CONNECTION:** No matter your location and no matter how dire your state of affairs, a friendly NPC appears and offer you aid.
❖ COST: 3000 EXPERIENCE
- ★ **BRINK:** Your character is granted a second lease on life. No matter how battered you may be, you regain $\frac{1}{4}$ of your maximum Health and set your Restedness to Tired. Incapacitated characters that use Brink are revived.
❖ COST: 4000 EXPERIENCE
- ★ **ESTEEM:** Gain ten (10) points of any category of Favor. It may be spent immediately.
❖ COST: 5000 EXPERIENCE
- ★ **ASCENDANCE:** Gain one (1) of the following. Ascendance may only be once (1) per campaign.
 - Twelve (12) Talent points
 - Two (2) Skills
 - One (1) Penance point
❖ COST: 8000 EXPERIENCE

Section XIII: Magic



Most people in the year 1890 will dismiss **Magic** as fantasy, the stuff of fairy tales and legends. But for better and for worse, your characters 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.

Magic is most often encountered in the form of powerful **Magical Items**, many straight from the pages of myth. From enchanted blades to lucky charms to objects of more sinister implication, these items may be a help or a hindrance: the only way to discover them is to explore the world around you.

Characters may also expect to encounter all manner of **monsters**, from Boschian demons to eldritch horrors. On occasion, these creatures will be friends... but more often than not, they are driven by an insatiable hunger for human flesh. Others still want nothing more than to be left alone. Certain monsters are intelligent enough to be dealt and reasoned with, but always be cautious when you choose to explore the far reaches of the world.

In the world of the Seven Deadly Sins, no enemy is beyond death – if it bleeds, then it can be killed. However, this doesn't mean that reckless courage will always be rewarded. Taking time to investigate a monster's strengths and weaknesses prior to seeking combat is strongly advised.

Section XIV: Sin Powers and Penance

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*. They are joined the mysterious entity of *Despair*, whose role at this time is not yet clear...

The Sins are locked in a centennial cosmic war with their theological counterparts, the **Seven Heavenly Virtues**. These lethal foes will be your most dangerous adversaries, having incredible abilities that far outshine those of the Sins.

Nevertheless, the Sins are growing in power with each passing day. Not only are the Sins afforded second Sin Powers by toppling their Virtue counterparts... they also walk path of **Penance**. Though arduous, Penance yields fruitful rewards.

The Penance system represents the **progression of an individual Sin's powers over time**. Individual Penances are divided into **two tiers, one for each individual Sin Power**. **Sins may spend their Penance points freely between the two tiers**.

Sins unlock Penances through Penance points. At levels 6, 12, 18, and 24, Sins gain one (1) Penance point, which they may use to choose a single new Penance. They are not required to spend their Penance points immediately upon earning them; the points may be hoarded.

A comprehensive guide to the powers of each individual Sin and Virtue is found below. Penance trees have their own, separate document.





Luxuria (Lust): INFATUATION.

The object of Valentine's affections may gain superhuman strength, stamina, agility, and senses at her lover's command. Her Stats are increased by 2.5x for the duration of the combat encounter. Infatuation fades at the encounter's end, decreasing the Restedness of both the beloved and Valentine by one (1) level. Valentine may not use Infatuation if either he or his target are Exhausted. Infatuation's target need not be Visible.

Valentine's Henchmen also have Fatal Flaws and no limit on the number of Talents they may take, though they still cannot be spent on Skill Talents or Social Talents.

Switching the target (though not choosing an initial target) of Infatuation during combat costs two (2) AP. Infatuation is NOT a Channeled Effect.



Luxuria (Lust): ADULTERATION.

Valentine taints the weapons of his allies with unclean, lustful curses. Valentine gains access to a unique category of Favor: Corruption. He gains Corruption Favor through wanton, debauched, or self-serving acts. Points of Corruption Favor may be spent to modify the attacks of Visible allies at any point during the turn cycle. Valentine's Adulteration is even more potent when combined with a lover under the effects of Infatuation.

Adulteration effects only the next attack of Valentine's target, regardless of its success or failure. Valentine MAY Adulterate his own attacks, but does not count as an Infatuated character. Adulteration costs no AP.

- ◆ **THREE (3) POINTS** of Corruption Favor may be spent to imbue an allied attack with IMPURITY. If an Impure attack deals damage to an enemy, one (1) random enemy Talent is nullified until Valentine is incapacitated.
 - ◆ If an Infatuated character's attack is imbued with Impurity, two (2) random talents are nullified.
- ◆ **FIVE (5) POINTS** of Corruption may be spent to imbue an allied attack with ENSNARE. If an Ensnared attack deals damage to an enemy, that enemy and his or her nearest ally are linked, or "Ensnared." Whenever either enemy takes damage, the Ensnared ally will take the same amount of damage, but will not be afflicted with Status Effects.
 - ◆ If an Infatuated character's attack is imbued with Ensnare, both Ensnared enemies will be afflicted with a random Status Effect upon taking damage.

| Penance: INFATUATION | |
|---|---|
| Ace of Hearts Valentine's swords swirl about him in a hissing vortex; he automatically attacks any enemy who steps adjacent to him, free of AP cost. On his turn, Valentine ignores normal AP rules, instead gaining an attack with a sword of his choice for each lover present. | The Lovers Valentine and his companions roll for Initiative as a unit, collectively taking only one slot in the turn cycle. They may choose to take their turns in any order. The Effective AGIL utilized the Initiative roll is always that of the highest-AGIL character. |
| Lord of Lust Valentine gains a Henchman companion, regardless of his actual Class. | Carnality At the start of his turns, Valentine heals the current target(s) of Infatuation for a value equal to his Effective CHAR. Healing costs no AP. The target does not need to be Visible. Further, switching the target of Infatuation no longer costs any AP. |

| Penance: ADULTERATION | |
|---|---|
| Free Love All of Valentine's Visible allies are considered Infatuated characters for the purposes of Adulteration, and receive the corresponding bonuses to their Adulterated attacks. | Charm FIVE (5) POINTS of Corruption may be spent to imbue an allied attack with CHARM. If a Charmed attack deals damage to an enemy, that enemy must attempt to attack the nearest of their allies at the start of his or her next turn. Following this, the Charm fades. If an Infatuated character's attack is imbued with Charm, the Charm will not fade until the start of the enemy's NEXT turn. Charm may not work against certain bosses. |
| Desire THREE (3) POINTS of Corruption may be spent to imbue an allied attack with DESIRE. If a Desirous attack deals damage to an enemy, Valentine may immediately attempt to attack that enemy one (1) time free of AP cost, if he is adjacent. If an Infatuated character's attack is imbued with Desire, Valentine only requires Visibility, not adjacency, to attack the target enemy. | Liberate THREE (3) POINTS of Corruption may be spent to imbue an allied attack with LIBERATE. Liberated attacks have no special effect on enemies. Instead, Liberated attacks that target allies heal them for $\frac{1}{2}$ of their damage value. If an Infatuated character's attack is imbued with Liberate, the target ally heals for the attack's entire damage value. |



Gula (Gluttony): **VORACITY.** Outside of combat, Remy may consume the flesh of the dead in order to witness their memories. During Voracity, Remy enters a trancelike state, viewing the past through the eyes of devoured character. Whenever he consumes a character, Remy adds $\frac{1}{4}$ of that character's Effective Stats to his own. The bonus lasts until Remy consumes another enemy.

Devouring characters with Voracity grants Remy one (1) point of Favor each, with the specific variety of Favor declared by the GM. Consuming combat enemies grants Remy 200 experience apiece.

Whenever Remy eats something sating, he regains $\frac{1}{4}$ of his maximum Health, gains one (1) level of Restedness, and removes one (1) level of Stress. This effect typically does not apply to characters consumed under Voracity.

Gula (Gluttony): **TIME-EATER.** Remy consumes the very fiber of time itself, feasting on the fabric of reality. By succeeding in a Time-Eater Check, Remy may reverse the flow of events, forcing one (1) repetition of any ally or enemy roll (including all types of Checks), or any ally or enemy combat turn.

At the start of each session, Time-Eater begins as a STAM/40 Check. With each successive use, regardless of the Check's outcome, the dX increases by ten (10). For example, if Remy has already used Time-Eater two (2) times, then his next use of Time-Eater will be rolled as a STAM/60 Check.

Once per session, Remy may eat into the future as well. By succeeding in a Time-Eater Check that follows ordinary rules, Remy may *skip* ANY roll, automatically assuming non-Critical success for an ally or failure for an enemy. He may also choose to skip an enemy turn, even that of a boss.

Use of Time-Eater costs no AP.

If Remy Critically Fails any Time-Eater Check, something peculiar might occur...

| Penance: VORACITY | |
|---|---|
| Excess of Gluttony | Revelation |
| <p>Whenever Remy consumes an enemy with Voracity, he gains a point of Excess. Remy may spend points of Excess on any roll he has already “won,” in order to boost his margin of victory. Each point of Excess spent adds four (4) to the roll.</p> | <p>While witnessing memories during Voracity, Remy quite literally becomes the devoured character, gaining full freedom to interact with the apparitions present in the vision.</p> |
| <p>Ritual</p> <p>Remy gains the ability to physical manifest devoured organs as his own. Each organ is associated with a particular Stat bonus, though Remy may have only one (1) Ritual bonus at a time. Ritual bonuses are expressed in addition to Remy’s ordinary Voracity bonus, and may allow Remy’s individual True Stats to exceed twenty (20).</p> <ul style="list-style-type: none"> ➤ Manifest Arms: Remy adds the target’s entire True STR to his own. ➤ Manifest Musculature: Remy adds the target’s entire True STAM to his own. ➤ Manifest Legs: Remy adds the target’s entire True AGIL to his own. ➤ Manifest Brain: Remy adds the target’s entire True INT to his own, and may access their memories at will. ➤ Manifest Tongue: Remy adds the target’s entire True CHAR to own, and may mimic their voice at will. ➤ Manifest Eyes: Remy adds the target’s entire True PERC to his own. | <p>Well-Fed</p> <p>Remy’s Health, Restedness and Stress restoration now functions whenever he utilizes Voracity. In addition, Remy gains access to two (2) additional levels of Restedness and Stress bonuses, allowing him to rise above Rested and Vigorous. Unlike other characters, Remy may also gain Vigorous through natural Stress reduction.</p> <ul style="list-style-type: none"> ➤ Sated (R): +3 STR, STAM, and PERC ➤ Stuffed (R): +4 STR, STAM, and PERC ➤ Inspired (S): +5 to all Stats ➤ Realized (S): +6 to all Stats |

| Penance: TIME-EATER | |
|---|---|
| Restore Time | Regurgitate Time |
| <p>Restore Time</p> <p>Remy may use also Time-Eater Checks to heal allies outside of combat for a value equal to his own Effective STAM.</p> | <p>Regurgitate Time</p> <p>Once per session, Remy may use a Time-Eater Check to turn any allied roll into a Critical Success or any enemy roll into a Critical Failure.</p> |
| <p>Excrete Time</p> <p>Whenever Remy succeeds in a Time Eater Check, his next damage roll will use the same die as that Check.</p> | <p>Digest Time</p> <p>Remy’s digestion of time creatures a localized black hole. His adjacent enemies must succeed in a daunting Versus STAM Check to move nonadjacent from him.</p> |



Aavaritia (Greed): **COVENANT**. All verbal and written agreements made between Eugene and other characters, both player and non-player, are obligated to be fulfilled. As defined by Eugene, some contracts are indefinite, while others have set time limits. Characters who attempt to break or renounce the contract (or run out of time to complete its terms) will immediately be possessed by a desire to fulfill the agreement to the best of their abilities, even at the cost of sleep, sanity, and personal safety. The effect fades when the Covenant is seen through.

In order for a Covenant, written or verbal, to be made, the contracted party must be capable of perceiving an agreement, and provide the appropriate confirmation in words or writing.

Eugene may cancel the Covenant if he so chooses, unless he is in some way bound by its terms. He may not change its conditions without making a new agreement. If Eugene's Sin Powers are for any reason neutralized, all his contracts are broken, and must be remade. Eugene may make only one Covenant with a given individual, no more.

Aavaritia (Greed): **ARGENTUM**. Eugene is an argentomancer, with the ability to manipulate silver to do his bidding. In combat, Eugene can employ a layer of silver Armor to protect him from incoming attacks. To do so, he must roll a STR/30 Check. If he succeeds, the damage of the attack is reduced by his True STR.

Eugene may also utilize silver offensively, in the form of assailing spikes that fire at his enemies from below. The spikes roll for damage on the d12, adding $\frac{1}{2}$ Eugene's Effective STR and $\frac{1}{4}$ of his Effective PERC. The spikes may be Dodged, but not Blocked. Firing a silver spike costs eight (8) AP.

Eugene may use his silver to create a smooth, slippery surface on a single map tile. Grounded enemies who pass over the tile must roll a Complex AGIL Check; if they fail, they are Stunned. Creating the surface costs three (3) AP.

Eugene may even halt any incoming silver bullets or weapons in their path. The silver must at all times maintain a connection to the ground.

| Penance: COVENANT | |
|--|---|
| I Have Altered the Deal Eugene may change the terms of an existing contract at any time, though must clearly write the changes or speak them aloud, depending on the Covenant. | The New World Silence and Excommunication effects do not neutralize Eugene's existing Covenants (but Silences targeted to the contracted party still do). |
| Grandfather Clause Eugene may create unique Covenants that only take effect when contracted characters take a certain action. Unlike regular Covenants, these do not require quite so explicit an agreement... | Joker Whenever Eugene seals a Covenant with another character, he instantly gains \$100. |

| Penance: ARGENTUM | |
|---|--|
| Silver Touch Eugene's Argentum allows him to transform any metal touching his bare skin into silver, so long as he is conscious. In Overwatch, Eugene may also command the silver to defend his Visible allies within four (4) tiles. This action costs no AP. | Clarity Eugene's silver-infused blood grants him immunity to poisons, toxins, venoms, and pathogens. He is also immune to magical taunts, charms, and mind control. Eugene may attempt to free an adjacent ally from the effects of a taunt or charm purifying them with silver. If he succeeds in a STR/40 Check, the target removes the charm in question. Using Purity in combat costs four (4) AP. |
| The Silver Standard All Eugene's bullets and blades strike with the purity of silver, being able to harm magical entities. His silver deals always Crits against werewolves, vampires, and undead. | Deluge of Greed Eugene calls down a rain of molten silver, scalding ALL characters on the map not in Complete Cover. Characters affected by the storm take $\frac{1}{2}$ of Eugene's Effective CHAR in damage at the start of EVERY turn outside of Cover. Damage dealt by the Deluge cannot choose Target Zones. This damage cannot be Blocked, Dodged, or reduced by Pain Tolerance. Deluge of Greed costs twelve (12) AP, and may only be used outside. Characters specially contracted by Eugene do not take damage from Deluge of Greed. |

A

cedia (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 Visible allies have their Effective STR, STAM and PERC increased by two (2).
- When he is Normal, his Visible enemies have their Effective STR, STAM, and PERC reduced by two (2).
- When he is Tired, his Visible enemies have their Effective STR, STAM, and PERC reduced by three (3) and subtract three (3) from their Block and Dodge rolls.
- When he is Fatigued, his Visible enemies have their Effective STR, STAM, and PERC reduced by four (4) and subtract (4) from their Block and Dodge rolls.
- When he is Exhausted, his Visible enemies have their Effective STR, STAM and PERC reduced by five (5) and roll only a flat d20 as a Hit die when defending.



At will, Ezra may hyperfocus his aura, sharpening it into a single target beam. The target of Ezra's beam must be Visible.

- When Ezra is Rested, the target ally of his beam has his or her Effective STR, STAM, and PERC increased by four (4), and is Tenacious.
- When he is Normal, the target enemy has his or her Effective STR, STAM, and PERC reduced by four (4).
- When he is Tired, the target enemy has his or her Effective STR, STAM, and PERC reduced by six (6) and subtracts six (6) from Block and Dodge rolls.
- When he is Fatigued, the target enemy has his or her Effective STR, STAM, and PERC reduced by eight (8) and subtracts (8) from Block and Dodge rolls.
- When he is Exhausted, the target enemy has his or her Effective STR, STAM and PERC reduced by ten (10), subtracts ten (10) from Block and Dodge rolls, and rolls only a flat d20 as a Hit die when defending.

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. Switching the target (though not choosing an initial target) of the hyperfocused beam during combat costs two (2) AP.

If Ezra's aura OR hyperfocused beam causes an enemy's STAM to drop below zero (0), the enemy falls asleep, and is temporarily incapacitated until Ezra releases the effect (voluntarily or involuntarily), or until awakened by an ally. Indolence's beam (but not its aura) is a Channeled Effect. Neither form of Indolence affects undead, automatons, and immaterial entities.

Ezra can also never drop to an "Unhinged" level of Stress.



Acedia (Sloth): FOCUS. Ezra bides his time, saving his energy for the perfect opportunity. Once per session, Ezra may Center. While Centered, Ezra is in Overwatch, and gains access to the Vigilant Talent. Ezra may add ten (10) to three (3) Effective Stats of his choosing. Centering costs no AP.

The effects of Centered last until the start of Ezra's next turn. On his next turn, Ezra cannot Center, and rolls on a flat d20 as a defensive Hit die.

Once per in-game day, Ezra heightens his senses and hones his reflexes to inhuman levels, becoming Focused. While Focused, Ezra is in Overwatch, and gains access to the Vigilant Talent. Until Ezra's next turn, two (2) Effective Stats of his choosing are doubled. Ezra's Vigilance is heightened, allowing him to defend against enemy ranged attacks intended for Visible allies... by knocking them from the air with ranged attacks of his own! For each attack targeted, Ezra must roll a Versus Check pitting his AGIL against the enemy's PERC. If he succeeds, the attack is totally neutralized. Each enemy attack targeted costs Ezra four (4) AP, subtracted at the start of his next turn.

Ezra loses Focus at the start of his next turn, crashing. On his next turn, Ezra cannot Center, and rolls on a flat d20 as a defensive Hit die, and subtracts five (5) from his defense rolls. Further, his Restedness is raised by one (1) level, weakening the power of his Indolence.

| Penance: INDOLENCE | |
|---|--|
| Spirit of Sloth Ezra's Indolence aura continues to affect Visible enemies even when his hyperfocused beam is being used. | Hypoactive Ezra's Restedness penalties are instead expressed as bonuses. For example, Exhausted Restedness yields Ezra a bonus of +8 STR, STAM, and PERC. |
| Vampiric Ezra's hyperfocused Indolence now drains the life from its targets. On EVERY turn on which the beam is active on a target, Ezra drains ten (10) of the target's Health, ignoring Armor and Pain Tolerance. | Energizer Targets of Ezra's hyperfocused Rested beam heal for 1d10 of Health at the start of EVERY turn, and remove one (1) Status Effect at the start of their turns. |

| Penance: FOCUS | |
|---|---|
| Ghost Ezra is invulnerable to Parting Strikes and never treated as Engaged with adjacent enemies, though adjacent enemies are treated as engaged with him! He is also invulnerable to Reaction Shots, and other attacks made during Overwatch. | Multitasking While Focused or Centered, Ezra may move his hyperfocused Indolence beam freely between targets without spending any AP. Multitasking works both during Ezra's turn and during the cycle of Overwatch before his next turn. |
| Jack of Clubs While Focused, Ezra may defend against incoming ranged attacks aimed at him by firing a Riposte Shot. The damage of the incoming attack is reduced by a value equal to the damage of Ezra's countershot. If the damage of the countershot exceeds the damage of the incoming attack, the attacker takes unblockable damage equal to the excess. For each enemy attack Riposted, Ezra loses two (2) AP at the start of his next turn. If Ezra chooses to fire a Riposte Shot, he may NOT also Block or Dodge the incoming attack. | Catnap After crashing as a result of either Center or Focused, Ezra may choose to skip his next turn entirely. If he does, he restores $\frac{3}{4}$ of his maximum Health and removes all Status Effects at the start of the <i>following</i> turn. The penalties associated with crashing still apply. Should Ezra choose to catnap, the effects of his Indolence will not be felt until he awakens. |



Ra (Wrath): FUROR. Khalid's passionate anger takes on material form as he commands earth and stone to do his bidding. Khalid may use this power both offensively and defensively, to bring justice to the wicked and defend the righteous from harm.

Khalid can harden the sands into a powerful Sandstone Barrier; the barrier provides Cover for both him and his allies. Creating a Sandstone Barrier costs five (5) AP, as does dismantling the barrier. He may similarly use his sands to alter the terrain around him, creating and destroying walls and platforms. Each sand-structure occupies a single tile; Khalid can create a larger structure by spending more AP.

When attacking, Khalid may shape earth into deadly projectiles. These projectiles roll for damage using 4d4, adding $\frac{1}{2}$ of Khalid's Effective STR and $\frac{1}{4}$ of his Effective STAM; if they deal damage to the target, they always apply the Blinded Status Effect, no matter the Target Zone. Khalid may choose to lash out at multiple targets with a barrage of projectiles by dividing his 4d4 as he sees fit. He may attack up to four (4) different enemies by rolling a minimum of 1d4 of damage per individual attack. For example, Khalid would roll 2d4 each if attacking two (2) enemies, and 1d4 each if attacking four (4) enemies. Firing any number of sand projectiles in one attack costs eight (8) AP.

Once per session, Khalid may focus his powers into a fiery sigil on his palm. On his turn, he may target a Visible enemy with his Sigil; he rolls a Versus Check pitting his STR against the enemy's STAM. If Khalid wins the roll, he deals 5d20 of damage to the target and inflicts the Burning Status Effect. Due to the toll it exacts on Khalid's body, use of the sigil drains $\frac{1}{4}$ of his maximum Health.

| Penance: FUROR | |
|---|---|
| Jack of Spades | Sandman |
| <p>Khalid's sigil can be utilized once per <i>turn</i> instead of once per session, but costs his entire AP pool in order to use.</p> <p>Additionally, the target of Khalid's sigil does not need to be Visible.</p> | <p>Once per in-game day, Khalid may take on the form of a fearsome Golem. While in Golem form, Khalid occupies seven (7) tiles instead of one (1). Although he may not use weapons in Golem form, he rolls for base damage on the d100 (adding no Stat modifiers), and his attacks cannot be Blocked. His maximum Health is set equal to two hundred and fifty (250), and his True STAM and True STR become equal to twenty-four (24). However, his True AGIL and all of his Spiritual Stats are set to zero (0). Entering Golem form in combat costs twelve (12) AP.</p> <p>In Golem form, Khalid becomes unable to Dodge incoming attacks, but may Block all incoming attacks, even ranged ones. Even if he succeeds in his Block roll, Khalid will still take $\frac{1}{2}$ of the attack's associated damage. If he fails, he takes the attack's entire damage. He is completely immune to Status Effects in Golem form.</p> <p>Khalid may still use Furor and his Penances while in Golem form.</p> |
| Void of Wrath | Dust to Dust |
| <p>Khalid may take the form of his sand, moving about the battlefield like a phantom. Khalid is never vulnerable to Reaction Shots, never becomes Engaged, and may move freely about earthy terrain without spending movement or AP.</p> <p>Because Khalid's movements have no cost, he can also defend against attacks intended for ANY ally, if he is in Overwatch.</p> | <p>Given the proper terrain, Khalid can conjure a ferocious sandstorm. ALL characters caught outside of Complete Cover in the sandstorm without eye protection are Blinded; ALL characters subtract three (3) from their Hit rolls. Enemies caught in the sandstorm take 1d4 of damage EVERY turn, ignoring Armor and Pain Tolerance. Summoning the sandstorm costs six (6) AP.</p> |



nvidia (Envy): COPYCAT. Ada, 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 Ada's perception of how it works. However, once a copy has been made, it will not change no matter the context under which Ada views the original power in the future. Ada may switch to a different power one (1) time per session, or upon Visibly witnessing it. Switching powers in combat costs four (4) AP.

Copycat also allows Ada to eerily mimic the mannerisms and accents of other characters.

Non Tristitia (Despair Copy): BRAVE. In emulation of Olive, Ada takes the burdens of the world upon herself. In and out of combat, she may heal a targeted ally for $\frac{1}{2}$ of the target's maximum Health; however, in doing so, Ada loses $\frac{1}{4}$ of her own maximum Health. If Ada is Exhausted or Unhinged, she loses the ability to heal. Healing an ally counts costs eight (8) AP.

During combat, Ada may also Bolster a Visible ally. The next time damage is dealt by an enemy to the Bolstered ally, Ada takes the damage instead, though ignores any associated Status Effects. If the Bolstered ally is a Rival, BFF, Amice, or Henchman of Ada, then the attack's damage is reduced by $\frac{1}{2}$ its total value. Bolstering an ally costs six (6) AP. Bolstering is a Channeled Effect.

Non Luxuria (Lust Copy): AMOUR. Ada bestows her blessing on an ally... but don't get the wrong idea! She may choose a target, Visible or not. For the duration of the effect, the target adds four (4) to all of his or her Stats, and adds two (2) to ALL Hit rolls, offensive and defensive.

While bound by Amour, the target also passively shares ONE of Ada's Talents, chosen by Ada, and may spend Favor from Ada's Favor pool – though only if Ada allows it, of course.

Switching the target (though not choosing an initial target) of Amour during combat costs two (2) AP. Amour is a Channeled Effect.

Non Avaritia (Greed Copy): AUREATE. Ada can bend lustrous metals to her will. She can freely manipulate all such metal within a short radius (approximately 10 feet, or one (1) tile), for a variety of purposes.

Ada may strike at her enemies with molded blades, which are fired as small projectiles. Spikes roll for damage on the d10, adding $\frac{1}{2}$ her AGIL and $\frac{1}{4}$ of her STAM. The projectiles may be Dodged, but not Blocked. Firing a molded blade costs ten (10) AP.

Ada may even attempt to halt incoming metal projectiles. Whenever she is fired on by a ranged attacker whilst Unengaged, she may roll a Versus Check pitting her STAM against that attacker's PERC. If Ada succeeds, the attack is completely neutralized. She loses two (2) AP at the start of her next turn. If in Overwatch, Ada may also utilize this ability to defend allies within two (2) tiles; she loses the same two (2) AP for each successful usage.

Non Ira (Wrath Copy): ERUPTION. Ada's rage makes her one with the earth. She becomes immune to poisons and damage-over-time effects while Eruption is active.

Ada can form Earthen Barriers, creating Cover and camouflage for her and her allies. Allies add one (1) to their Block and Dodge rolls for each barrier to which they are adjacent. Creating an Earthen Barrier costs five (5) AP, as does dismantling the barrier. Each Earthen Barrier occupies one (1) tile; Ada can form larger structures by spending more AP.

Ada may also utilize this ability offensively, shaping earth into small (but lethal) projectiles. The projectiles roll for damage on the d6, and add $\frac{1}{2}$ Ada's AGIL and $\frac{1}{4}$ of her STAM. The projectiles may be Dodged or Blocked. Attacking with these projectiles costs eight (8) AP.

Finally, Ada may cause an Earthen Barrier to erupt, striking all adjacent enemies with shards of rock. Enemies who fail an AGIL/40 Check take damage equal to Ada's Effective STAM. Erupting an Earthen Barrier costs eight (8) AP.

Non Benevolentia (Kindness Copy): NIGHTMARE. Ada bewitches her enemies with ghastly visions, severing them from reality. She may target a Visible enemy with a Nightmare. Ada and her target roll a Versus Check pitting Ada's AGIL against the enemy's highest True Stat.

- *If Ada rolls Critical Success, or if her roll exceeds the target's by at least twenty (20) or more, the target is instantly incapacitated. She may not use Nightmare again for the remainder of the session.*
- *If Ada's roll exceeds the target's by at least fifteen (15), the target becomes Deranged. Deranged targets indefinitely join Ada's faction, and have all their Stats increased by five (5).*
- *If Ada's roll exceeds the target's by at least ten (10), the target becomes Mad. Maddened targets always attack the closest character, regardless of affiliation. Maddened targets also become Agonized.*
- *If Ada's roll exceeds the target's by at least five (5), the target is Stunned and Agonized.*

- If Ada rolls Critical Failure, or if the target's roll exceeds hers by at least twenty (20) or more, Ada is instantly incapacitated.

Regardless of her exact roll, Ada may choose to afflict the target with any one of Nightmare's effects, so long as the correct excess is still met. To escape the Nightmare, targets must succeed in an INT/60 Checks at the start of each of their turns. Any use of Nightmare in combat costs ten (10) AP. Nightmare is a Taunt. (Nightmares may backfire against bosses...)

Non Industria (Diligence Copy): BALLET. Ada has mastered the art of dance, boasting unparalleled grace and agility.

Once per session, Ada may enter an elegant Ballet for ONE (1) full turn cycle. During Ballet, she cannot be directly targeted by ranged or melee attacks of any nature. She is still vulnerable to area-of-effect damage; she rolls for an appropriate defense in these cases.

At the end of this turn cycle and before the start of the next, Ada rolls the d20. Her PS is equal to the number of enemies she incapacitated during the previous cycle. If she succeeds, Ballet continues uninterrupted.

Ada must declare Ballet at the start of a turn cycle, not while it is occurring. She must first have the power active in order to declare Ballet. After Ballet ends, Ada loses one (1) level of Restedness and ¼ of her maximum Health.

Non Acedia (Sloth Copy): DELIRIUM. Ada's foes share in her exhaustion. At the cost of two (2) AP, she may target any Visible enemy with Delirium, depleting that target of their strength.

Delirious enemies are more susceptible to the Shock Status Effect, and will enter Shock after surviving only thirty (30) damage. Incoming attacks against them ignore their Pain Tolerance. The target is also indefinitely Hamstrung. Enemies under the beam's effects are unable to Crit, even in the case of successful headshots.

The beam breaks into the visible spectrum as a tendril of ghostly green light. Switching targets costs Ada two (2) AP. Delirium is a Channeled Effect.

Delirium does not affect undead or immaterial entities, and some bosses may be immune to its effects.

Non Avaritia (Greed Copy): ENTENTE. Once per session, Ada may pronounce a contract or condition that forces the very laws of nature to bend to her will. Declaring an Entente always costs twelve (12) AP, and Ada may have only one (1) Entente active at a time. The active Entente is considered a Channeled Effect. All Ententes are universal, which means that they affect both allies and enemies regardless of other factors.

Potential Ententes include, but are not limited to:

- *SILENCE*. Neither allies nor enemies may utilize magic, or magical items, for the duration of the Entente.
- *PERSÉVÉRANCE*. Neither allies nor enemies are affected by Status Effects for the duration of the Entente.
- *PACIFISME*. Neither allies nor enemies may attack or deal damage for the duration of the Entente.
- *INSOUCIANCE*. Neither allies nor enemies may flee combat for the duration of the Entente.
- *BARBARIE*. All attacks of both allies and enemies are Critical Hits for the duration of the Entente.
- *GRAVITÉ*. Neither allies nor enemies may regain Health for the duration of the Entente.
- *PUISANCE*. Both allies and enemies add ten (10) to a *True Stat* of Ada's choosing for the duration of the Entente. Their True Stats may exceed twenty (20).
- *FAIBLESSE*. Both allies and enemies subtract ten (10) from a *True Stat* of Ada's choosing for the duration of the Entente. Their True Stats may exceed twenty (20).
- *DANSE FANTÔME*. Neither allies nor enemies may be affected by Engagement for the duration of the Entente.
- *IMMOBILITÉ*. Neither allies nor enemies may move for the duration of the Entente.
- *HONNÊTETÉ*. Both allies and enemies are compelled to speak the truth for the duration of the Entente.

Additional Ententes may be explored upon appeal to the GM. Not all Ententes will affect bosses. Ententes wear off exactly one turn cycle after Ada has declared; she must spend additional AP to continue the same Entente.

Non Gula (Gluttony Copy): ASPECT. Ada takes on the Aspect of any living being by devouring its flesh. The essence of Ada's Aspect need not be human, and its flesh may be consumed in any context. Per Aspect, Ada gains temporary access to one (1) of that character's standard Talents, one (1) of that character's Skills, or a +10 bonus to one of her Stats, corresponding to the Aspect's highest Stat.

Ada may have only one (1) Aspect active at any given time.

For a short time following the initial consumption, Ada may also speak to her Aspects beyond the grave, potentially garnering valuable objective-related information. Some spirits are likely to be less cooperative than others...

The bonuses granted by Aspect remain in effect even when Aspect is not one of Ada's active powers. However, she must still have the power active in order to gain a new Aspect's bonuses or access the power's séance function.

Non Superbia (Pride Copy): VAUDOU. Ada unravels fate itself, binding the innocent to wicked karma... or vice versa. In combat, she may target any Visible character. By spending six (6) AP, Ada may designate that character as either the Effigy or the Chosen. Ada may designate only one (1) Effigy and one (1) Chosen at a time.

Whenever the Chosen is targeted by any damage, healing, bonus, or penalty effect, Ada may choose to roll a Versus AGIL Check against the Chosen. If she succeeds, the effect in question is redirected from the Chosen to the Effigy. There is no AP cost associated with this action.

The effects of Vaudou expire after a full turn cycle, and must be reapplied. Vaudou is a Channeled Effect.

Non Superbia (Pride Copy): MISÈRE. Ada draws upon her own pain to destroy her enemies. In combat, Ada may target HERSELF with any of her attacks; this attack will proceed to ignore Armor and Pain Tolerance. Ada may then select a Visible enemy. An equal amount of damage, also ignoring Armor and Pain Tolerance, is dealt to the target. Status Effects are applied separately to Ada and the target of Misere.

If Ada is in Overwatch, she may utilize Misere reactively. At the cost of two (2) AP, Ada may pre-emptively attack herself to potentially debilitate an enemy about to attack an ally. The AP is subtracted from the AP pool of Ada's next turn.

Ada may also choose to add four (4) AP to the cost of any Misere attack to effect not only herself and her target, but all enemies within four (4) tiles.

Non Temperantia (Temperance Copy): ÉPURATION. Ada purges the weak and inferior. Before the start of each turn cycle, Ada is granted an additional turn during which she may only target her lowest-STR enemy. If the identity of this enemy is unknown to her, it will be provided by the GM.

During her Epuration turn, Ada adds seven (7) to her Hit rolls, seven (7) to her base damage rolls, and deals thrice as much damage (instead of twice as much) with her Critical Hits.

Additionally, Ada gains the ability to sniff out the weak while Epuration is active. She may roll a PERC/30 Check to immediately discern the exact identity of the lowest-STR character Visible to her.



nvidia (Envy): INVASION. Even the smallest of secrets do not escape Ada's omniscient gaze. Ada may Invade the minds of others, sifting through their thoughts and memories as she pleases. Ada passively gains the Intuition Skill; if she already possesses this Skill, she may exchange it for another. Intuition does not count toward Ada's Skill limit. Ada's Appealed Intuition Checks are instead rolled as Versus Checks, pitting Ada's

AGIL against the target's INT. These Checks allow her not only to determine the veracity of a statement, but to learn the precise details of the truth & the definitive intentions of the character in question.

In combat, Ada may select any enemy (Visible or otherwise) to target with Invasion. She rolls a Versus Check, again pitting her AGIL against the target's INT. Against Invaded enemies, Ada adds six (6) to offensive Hit rolls, and three (3) to Block & Dodge rolls. Whenever a Visible, Invaded enemy attacks any ally, Ada may attempt to fire one (1) pre-emptive shot at that character with a ranged weapon, free of AP cost.

At any time during the turn cycle, Ada may also interrogate the GM to learn potential weaknesses of the Invaded character. There is no AP cost associated with this action.

Targeting an enemy with Invasion costs four (4) AP. Only one (1) enemy may be targeted with Invasion at a time.

| Penance: COPYCAT | |
|---|---|
| <p>Capricious</p> <p>Switching between Copycat copies in combat no longer costs Ada any AP, though must still be done on her turn.</p> | <p>Green-Eyed Monster</p> <p>Ada may physically manifest her many Copies as churning emerald energy. At will, Ada may “detonate” a Copy to achieve an extreme effect; the effect varies depending upon the text of the detonated Copy. Detonating a copy always costs twelve (12) AP.</p> <p>Once Ada has detonated a Copy, she will be unable to use it until she has witnessed its active use again.</p> |
| <p>Ersatz Impersonator</p> <p>When in the company of the originator of her active Copycat copy, Ada may choose also to copy that character’s Stats, Skills, and Talents. Turning Impersonation on and off during combat costs two (2) AP..</p> | <p>I Feel Pretty</p> <p>At the cost of twelve (12) AP, Ada may temporarily copy any Visible enemy item (including both weapons and Armor). If the copied item is a weapon, Ada also receives one (1) attack with that weapon, free of AP cost. The conjured item vanishes at the start of her next turn.</p> |

| Penance: INVASION | |
|--|---|
| <p>Enemy Mine</p> <p>Once per combat encounter, Ada may target a Visible enemy. She rolls a Versus STAM Check against her target. If she succeeds, Ada possesses the target enemy during his or her next turn. During the possession, Ada will control all of the Skills, Talents, and abilities of that enemy. Use of Enemy Mine costs eight (8) AP. May not work against some bosses...</p> | <p>C'est la Vie</p> <p>Whenever Ada fails a roll, the next enemy to attempt the same roll will fail by an equal margin. C'est la Vie does not cost any AP.</p> |
| <p>Beau Geste</p> <p>Once per combat encounter, Ada may absorb the damage of an incoming attack, negating it entirely. The damage of her next attack is equal to that of the absorbed attack.</p> | <p>Usurpateur</p> <p>Once per combat encounter, Ada may choose any enemy roll. Her next roll of that type will share the value of the chosen enemy roll.</p> |



Quperbia (Pride): **VANITY**. Obsessed with the perfection of her own appearance, Nina has the potential to heal from all wounds. Her Health reverts to its maximum value at the conclusion of every combat encounter, and she is immune to the Blinded and Stunned Status Effects.

Nina's physical body can never be destroyed. Even if incapacitated while Exhausted, Nina will survive. She is also immune to death via Check; no matter how grievous the harm she takes, Nina will always regenerate after an allotted period of time.

Quperbia (Pride): **DOMINA**. Nina may target a Visible ally or enemy with Domina.

That character's magical powers and abilities are negated until Nina switches targets. Further, that character's magical items and weapons lose their associated functions, and he or she may not spend Favor for the duration of the effect. All magic-related debuffs, penalties, curses, and obligations are dispelled from the target, not returning even when Nina chooses a new target.

Only one character may be under Domina's effects at a time. Choosing an initial target does not cost any AP, but switching targets costs four (4). Domina does not affect bosses. Domina is a Channeled Effect.

| Penance: VANITY | |
|---|---|
| <p>Ivory Tower</p> <p>Nina's vision of self-perfection removes any need for food or rest. She no longer gains Stat bonuses or penalties as a result of Restedness, ignoring it entirely. When she consumes illicit substances, she receives the bonuses whilst ignoring the side-effects.</p> <p>Nina is also immune to all poisons, toxins, and pathogens, and never takes CHAR debuffs as a result of dirt or filth.</p> | <p>All is Vanity</p> <p>All damage against Nina that draws blood is automatically reflected point-for-point onto the damage dealer, ignoring all Armor and Pain Tolerance. Nina herself still takes the damage.</p> |
| <p>Before the Fall</p> <p>If Nina is at full Health, she rolls 1d20 of base damage, regardless of what weapon she is wielding.</p> | <p>Blood of Pride</p> <p>Nina may slather an ally with her blood out of combat to heal that character for $\frac{1}{3}$ of his or her maximum Health and removing any ongoing Status Effects. Divine Blood will not restore permanent damage done to the character's body – only mend the wounds.</p> |

| Penance: DOMINA | |
|---|---|
| <p>Queen of Hearts</p> <p>Any damage dealt or reflected by Nina applies Domina to the target for one (1) turn. All of Domina's associated effects apply.</p> | <p>Supremacy</p> <p>The Effective Stats of targets affected by Nina's Domina are always equal to their True Stats.</p> |
| <p>Long Live the Queen</p> <p>The target of Nina's Domina is forced to serve her. At the start of each turn, enemies affected by Domina must roll a Versus STR Check.</p> <p>If Nina succeeds, the enemy in question will take the proceeding turn as an ally.</p> <p>If Nina Critically Succeeds, the enemy in question will act as an ally for the remainder of the combat encounter, or until Domina is canceled.</p> | <p>Dismiss the Rabble</p> <p>Against targets affected by Nina's Domina, Nina's Visible allies add five (5) to their Hit rolls.</p> |



Cristitia (Despair): GRIEF

The melancholy Olive places the suffering of others before her own well-being. At any time, Olive may use Grief to heal the wounds of her allies. By giving up any amount of her own Health, she may heal a Visible ally for five (5) times that amount and remove all of their Status Effects. Additionally, once per session, Olive may reset an ally's Stress and Restedness to Stable and Normal.

Olive may also use her power to force her enemies to share in the burden of her sorrow. She may target an enemy during combat. Olive and her enemy roll a Versus INT Check. If Olive succeeds, the target enemy takes damage equal to Olive's entire roll. If Olive Critically Succeeds, the target enemy takes damage equal to his or her maximum Health. Grief's offensive form cannot choose Target Zones, but ignores Armor and Pain Tolerance.

Any usage of Grief during combat costs eight (8) AP.

| Penance: GRIEF (7) | |
|--|--|
| <p>Drain Life</p> <p>All damage dealt by Olive heals her for an amount equal to the ultimate damage taken by the target enemy.</p> | <p>Battlefield Medic</p> <p>When using her First Aid Skill out of combat, Olive may roll two (2) consecutive Checks on the same target, in order to restore twice as much Health.</p> <p>If both she and her target are in Complete Cover, Olive may attempt First Aid during combat at the cost of four (4) AP.</p> |
| <p>Queen of Spades</p> <p>Olive may drain her own Health to damage nearby enemies. For each point of Health spent, she damages all Visible enemies within six (6) tiles for three (3) times that amount. Enemies who succeed an INT/30 Check resist the damage. Queen of Spades costs eight (8) AP.</p> <p>Queen of Spades can NOT heal Olive in combination with Drain Life.</p> | <p>Depths of Despair</p> <p>Olive may voluntarily incapacitate herself in order to return all incapacitated Sins within four (4) tiles to their feet at $\frac{1}{2}$ of their maximum Health. Depths of Despair costs twelve (12) AP. After using Depths of Despair, Olive may not be revived for the remainder of the encounter.</p> |

Paritas (Charity): **MIDAS**. H.B. Pruitt is a powerful 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.

All items turned to gold double in weight and often become useless. Armor turned to gold penalizes the Effective AGIL of the wearer, reducing it by $\frac{1}{2}$. Weapons turned to gold cannot be used to Block, and roll a mere 1d4 of base damage.

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, but may be flung from range. 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.



Despite being born into wealth, Hiram Barnes Pruitt lost everything at the tender age of six, when his family's estate burned to the ground – with them inside of it. Taken in by the wealthy Rowan family of Bayport, Pruitt quickly proved himself a business prodigy, even securing the hand of his one true love, Phoebe Rowan, in matrimony.

The young Pruitt served as a Union Army officer during the American Civil War, in suspiciously close proximity to the famous "Savannah Specter," a vigilante phantom who brought justice on wicked Union soldiers. The war fundamentally changed Pruitt, whose idealism was replaced by a harsh, pragmatic edge.

Although outwardly defined by a string of financial successes, Pruitt's adult life was plagued by familial troubles. His daughter Josephine eloped with a Greek-American business heir, while his son Junior became afflicted with debilitating madness after witnessing terrible atrocities on the frontier.

In fits of rage, Pruitt would come to disown them both. With the passing of his beloved Phoebe, he abandoned all hope at reconciliation with his children, retreating even further into himself and pursuing increasingly unethical business practices. Nevertheless, Pruitt maintained a reputation of generosity toward his allies, rewarding all those complicit or silent in the face of his corruption.

Pruitt thought nothing of his membership in the enigmatic Knights Templar until he began to develop strange new abilities as the Virtue of Charity. Nevertheless, the prideful tycoon was scorned and mocked by his fellow Virtues, who believed him the weakest of their number, unworthy of a seat at the table.

It was through Pruitt's machinations that five of the seven Sins escaped what was to be certain death, being left instead to wander Bayport, armed and dangerous. Pruitt's plan was to frame the Sins for a series of disturbances around Bayport, and then claim credit for defeating them single-handedly. With the assistance of a few canny Bureau agents, the Sins navigated Pruitt's web of deceit and unraveled his intrigues.

With the tables turned, a drunken Pruitt met his end at the hands of the Sins – though not before learning that the Templars had kidnapped his grandson Gerard as a bargaining piece... or perhaps for more nefarious reasons.



Humilitas (Humility): NULL. As the Virtue of Humility, Sinclair lowers even the mightiest of his enemies to fight on his level. In Sinclair's presence, enemy Sin Powers and Penances are negated; magical items and weapons lose their associated functions; Favor may not be spent.



As a boy, Arthur Sinclair was known to his working-class English community as a gentle giant. Possessing a strong sense of justice, Sinclair never abused nor flaunted his great strength, only ever using it to protect the ones he cared about.

Manipulated by poisonous friends, Sinclair ran away from his home and responsibilities in order to pursue fame through the increasingly popular sport of bareknuckle boxing. He was met with a rude awakening when he discovered his own lack of skill in the face of far more talented and experienced fighters.

Sinclair took to drink, becoming hired muscle for several prominent London gangsters. He owed his recovery to his dear friend and onetime lover Granville Reis, a Bohemian artist with a rebellious streak. Although rehabilitated by Granville, Sinclair was nonetheless left alone and friendless in the city, living day-to-day off Granville's inherited fortune.

Through Granville, Sinclair would learn of the Knights Templar, a devious secret society with bizarre, esoteric aims. Though Granville had long since forsaken his family's involvement with the Templars, hope for the two men vanished when Sinclair began to display supernatural powers. Sinclair was made a tempting offer, and in a moment of weakness, accepted. He was brought into the Templar fold as the Virtue of Humility. Content with his lot, he obeyed even unethical orders dutifully.

After a series of disasters destroyed nearly the entire Templar expedition in Ammen – with Granville among the casualties – Sinclair attempted to bargain with representatives of the Bureau and Scotland Yard to secure safe passage for his surviving friends. Although he offered himself up in exchange for their freedom, this was not enough for Inspector David Tomlin, who concocted a treacherous plan to kill the unsuspecting Templars using a magical bomb. When Sinclair's Null Field threw a wrench into Tomlin's schemes, the Sins of Pride, Sloth, and Gluttony were forced to confront him. The boxer was narrowly defeated in the ensuing fight.



ndustria (Diligence): BUSHIDO. Centuries of training have imparted to Yamada superhuman speed, strength, and senses. Yamada may not only attempt to Dodge ranged attacks, but Block them as well. If he successfully Blocks the attack, he may deflect the bullet back at the shooter. The deflected shot is the same as the attack fired at Yamada – from its Hit roll to its damage value to other modifications such as Critical Hits.

Yamada is still human. During a given turn cycle, he may only deflect a total of eight (8) incoming ranged attacks.

Additionally, whenever a nearby innocent is attacked, Yamada is forced to use his Jin. If the last attack Yamada defended against was intended for one of these innocents, Yamada rolls a flat d20 defensive Hit die against the next attack aimed at himself.



Of distant Portuguese ancestry, Daisuke Yamada was born as a bastard child into a peasant family. He was recruited to serve as a levy soldier during the endless wars of the Sengoku Jidai. Yamada quickly rose through the ranks due to his industry and charm.

High on his own power, Yamada disobeyed the orders of his superior in ransacking a helpless village. The wickedness of his own actions did not dawn on Yamada until he found his blade stained with the blood of two young parents... whose twelve-year-old daughter Yuno had survived by hiding in a closet.

Confronted by one of the massacre's survivors – a village witch – Yamada was cursed to wander the earth forever, until he was able to epitomize the paradox of the righteous warrior. Something within Yamada awakened, and he became the Virtue of Diligence.

For centuries, Yamada roamed both Japan and the world with Yuno at his side, honing his samurai's craft whilst attempting to give meaning to his violence. Yamada fought in the Sin-Virtue Wars of both 1590 and 1690, but became disillusioned with the Knights Templar and his fellow Virtues after the regrettable end of his second such conflict.

His own man until the end, Yamada refused to aid the Templars in the Sixth Sin-Virtue War; he would eventually come to the town of Redtree, Wyoming in an attempt to stop both Maria and the Sins from claiming the Blade of War. The samurai thus felt that he had no choice when it came to opposing the Sins of Greed, Lust, Envy, and Despair. After a hard-fought battle that nearly claimed the lives of several Sins, the contradiction called Daisuke Yamada bled out on the streets of an ancient subterranean city.



Benevolentia (Kindness): HALCYON. Maria may ensnare her nearby enemies in their wildest, most enrapturing fantasies. In order to escape these visions, each enemy must reject his or her own languor in favor of their ideals. Halcyon dreamers do not age while they sleep, nor do they need to eat or drink; they may not be harmed by any outside sources. However, once they have rejected Maria's reality, they may never be affected by a Halcyon dream again.

There exists no earthly means of resisting the visions, once Maria has chosen her target...



As the only surviving child of firebrand Spanish radical Reynaldo Montero, Maria Montero y Lopez was born as heir to a legacy. Her formative days took place during the revolutions of 1848, when a young Maria witnessed just how far those in power would go to protect their station. Before she could even be called a woman, Maria had not only embraced the designs of the revolutionary left, but championed them.

On his deathbed, Reynaldo told his prodigal young daughter of a secret society: the Knights Templar. These men and women, he claimed, were perhaps the world's last and best hope at a justice and equality. If Maria was truly devoted to her progressive principles, then the Templar Order was her only future.

Though initially skeptical, Maria soon became infatuated with the Templars' alluring ideals and promises of power. Their broken hierarchy, however, left something to be desired. Equal parts playful and devious, Maria showed no mercy in her rise to power. She ascended the European Order's ranks in a matter of years, transforming the organization from a nepotistic hierarchy to an impartial commune of like-minded individuals. Those who defied the new majority were forced out. Along the way, she crossed paths with Pruitt and Crawford, and became a one-time lover to the latter.

But while Maria was reforming the Order in Europe, Crawford was transforming the Order in America – with very different ambitions in mind. Maria sought to build a world free of class and its evils; Crawford wished for the return and sedimentation of precisely this system. The de-facto Grandmasters became irreconcilably estranged. As direct a result, the Order was at first polarized, before splitting in two. Rumor grew in Lavinia of "Maria the Mad," while Mont Bethléem dubbed Crawford a pitiful tyrant.

To neither's surprise, both Maria and Crawford awakened supernatural abilities ahead of the impending Sin-Virtue War of 1890. Realizing that the time of their ultimate victory might be nigh, the two put aside their differences and agreed to combine their efforts in the name of He of Virtues. They were nearly successful – had Pruitt not interfered, more than half of the Sins might have been executed before their sinister sorcery had begun to blossom.

Knowing full well what was at stake, Maria joined the fight in person, traveling to the remote frontier town of Redtree. With the aid of local philanthropist Valdemar Nistor, and the scheming Latin Rule pariah Dr. Ephraim Devereux, Maria succeeded in unleashing the Rider of War, bringing He of Virtues' apocalyptic vision one step closer to reality. Redtree was wiped off the map, and the Sins were dealt a stinging psychological defeat. Entrapped in fever dreams, Maria's conquered foes were escorted back to Lavinia.

But all did not go as planned upon Maria's return. He of Virtues' confrontation with the Beast (meant to bring about the return of the Uncreated God then and there) succeeded only in wrecking the island and isolating it from the mainland. While her former brothers and sisters clashed with Bureau and Sin forces, Maria retreated to her lavish mansion to throw decadent parties in celebration of the world's end – a rapture which the Virtue of Kindness remained certain was coming.

Having driven her own loyal followers to bloody homicide as an act of "mercy," Maria was nearly defenseless when confronted by the Sins of Lust, Greed, Envy, and Despair. Now immune to the effects of her waking visions and uninterested in her empty promises of a perfect world, the Sins were made to bleed for their ideals, just as Maria had. Following a nail-biting battle to the death, Maria's revolution came to an ignominious end.



Temperantia (Temperance): NATURAL SELECTION.

Crawford's Darwinist ideology manifests itself as a literal struggle for survival. At the start of each Turn Cycle, Crawford causes time to warp around him. In this temporary sub-cycle, only two characters take turns: Crawford, and Crawford's highest-STR enemy. The rift created by Natural Selection ends when Crawford has incapacitated his target... or when Crawford himself has been incapacitated. During Natural Selection, Crawford may only attack the trapped enemy, and vice versa. The world around them – no matter its state – is entirely ignored, frozen in suspended animation until the victor is decided.



Dr. Crawford, despite the fear his name would later come to evoke, was not born a Crawford, but a Beauregard, on the picturesque island of Lavinia. For centuries before Crawford's birth, the esteemed yet humble Beauregard clan had tended the same plot of swampy land along Lavinia's muddy coast.

In celebration of Thaddeus Charles Beauregard's fourth birthday, the Beauregard family took to stormy waters aboard a rickety ferry. It would prove to be their undoing. The young Thaddeus was one of the accident's only survivors. Custody of the boy fell to an obscure maternal aunt, and her bookish husband: Irene and Callahan Crawford.

Callahan Crawford was far and away the wealthiest planter on Lavinia, reigning over his lands on Eveque Isle as a petty king. Disheartened by his wife's infertility, Callahan raised Crawford as his own... and before long, inducted his adopted son into the esoteric rituals of the Knights Templar.

Crawford excelled at his studies, becoming a learned student of history, literature, and arithmetic before adolescence. The lofty mores of the Templar Order resonated deeply with the boy, whose time on Callahan's plantation instilled in him a cynical understanding of the world. To Crawford, life was an immutable hierarchy of kings and subjects, parents and children... or masters and slaves.

When the famous slave rebellion of Lucas Boissieu ravaged Lavinia, the Crawfords were among the first families to fall victim to their vengeance. As Crawford hid in his family's vast garden, Irene and Callahan were butchered like animals.

The event was a sinister impetus. Steeling his purpose, Crawford immersed himself in the Templar Order, becoming an ordained Inquisitor by the age of sixteen. Unsatisfied with the Order's antiquated instruction, he funded his own education in Darwinian biology at the University of Georgia.

While Crawford remained a student, shots were fired at Fort Sumter, and the American Civil War broke out. The cowardly Crawford refrained from fighting, or even assisting the war effort, grounding his abstention upon the cosmic importance of his own work. It was a decision he would come to sorely regret.

The war ended with the total defeat of the Confederacy, and Crawford's very world was upended. Even the leverage of Templar membership could not save Crawford's lands from being confiscated by Carpetbaggers. Crawford was forced to watch as the victorious Union demolished the harmonious order he had strived to protect, and swore bloody retribution.

With connections in local across governments across the South, and more than a few friends in the Ku Klux Klan, Crawford asserted convincing command over the floundering Templar Order. Within a decade, he had brought the organization to heel. The new Grandmaster built a new Order: one founded upon merit, structure, and brutal coercion of all dissenters. His rivalry with Maria Montero would become the stuff of legend, eventually resulting in a schism that few imagined would ever be repaired. Yet, repaired it was... just in time for the Sixth Sin-Virtue War.

Although the Grandmaster's machinations would have cut the conflict savagely short, Crawford's instinctive dismissal of H.B. Pruitt resulted in an explosion of violence in locales as distant as Egypt. Desperate to reaffirm control over the situation, Crawford sent many Templars to their ultimate deaths against the Sins.

A social Darwinist to the very end, Crawford aimed to harness He of Virtues' power to create a perfectly symmetrical society. Yet following the calamitous "December Storm" and war between the Sins and Virtues on Lavinia, Crawford found himself alone and paranoid, exposed as nothing more than a pawn in a conflict beyond his influence.

Crawford found his courage before the end. After a perverse yet empowering exchange with the nun Constance, he sacrificed his life to guarantee the escape of He of Virtues.

Section XV: 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 before 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 can take the form of 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. It utilizes a map divided into tiles in order to simulate movement. The deadly dance usually continues until one party has fled or been defeated, though it sometimes possible to force a surrender from one's enemies.

The Basic Combat Cycle

Combat begins when the deciding of Initiative. Initiative is rolled as a Versus AGIL Check. Each combatant rolls the d20 and adds $\frac{1}{4}$ of his or her Effective 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.

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. Ambushed characters are unable to defend against the first attack that targets them that turn cycle.

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

Although Initiative determines who goes first, combat is back-and-forth, with allied and enemy turns always alternating, regardless of circumstances. This concept is known as **Attrition**. Characters of the more numerous faction determine the length of the Turn Cycle (which may never exceed ten (10) turns per faction), meaning that characters of the less numerous faction may be given **additional turns** to even the odds their enemies. Because these enemies have fewer targets, of course, **outnumbered characters still remain at a distinct disadvantage**. The order of characters given extra turns under Attrition is determined by Initiative.

The Turn Cycle is equal in length to the number of player characters present. **Every player character is guaranteed a turn in the Turn Cycle** (though players may choose to forgo their character's participation in combat). Regardless, because neither faction's Turn Cycle may exceed ten (10) total turns in length, meaning that **NPC allies and enemies may sometimes be crowded out**. Characters that are crowded out can still defend themselves, but will not receive the benefit of their own turn.

A **turn** is a character's opportunity to spend his or her **Action Points**. Action Points (**AP**) are the universal currency of combat agency, used for everything from attacking to demanding surrender. All characters have a base AP of twelve (12), but this number may be higher or lower depending on Talents, Status Effects, Penance, and items. **A character may never spend more than his or her allotted AP, but is not required to spend all of it.**

Regardless of bonuses, a character's total AP pool may never exceed twenty-four (24).

Movement refers to the number of tiles a character may traverse in a given turn. **All characters possess an innate, “base” Movement equal to $\frac{1}{4}$ True STAM + $\frac{1}{4}$ True AGIL.** It is possible to move further, but doing so will cost AP. Movement may be performed at any time during the character's turn, so long as he or she is Unengaged. Sometimes, Movement will be hindered or even prevented by terrain or other circumstantial factors. Remain aware of your surroundings, or risk being backed into a corner.

Sometimes a character is moved backward against his or her will. This is called **Knockback**, and results from a variety of Talents and weapons. In a select few instances, characters may even be dragged into the fray!

Overwatch is a focused, defensive stance that costs AP in order to enter. When the character enters Overwatch, his or her turn immediately ends. Its benefits are reaped between, rather than during, turns; Overwatch exchanges active actions in the now for reactive or passive actions in the future. **Actions taken during Overwatch are associated with lower AP costs than those taken during a turn, and the mode itself offers several powerful defensive bonuses.**

Should AP be spent when outside of a character's designated turn, either during Overwatch or as Reaction Shots, the amount spent will subtract from the character's AP at the start of his or her next turn.

A table of basic actions and their AP costs is located on the opposite page. Many Talents and Penance choices have their own active abilities, associated with their own AP costs; refer to their specific text for more information.

| ACTION | AP COST |
|--|--------------------|
| <i>Attack, Any Weapon</i> | 8 AP |
| <i>Enter Overwatch</i> | 6 AP |
| <i>Parley (with or without CHAR Check)</i> | 2 AP |
| <i>Move One (1) Tile</i> | 1 AP per tile |
| <i>Attempt Retreat</i> | 2 AP |
| <i>Switch Weapon</i> | 2 AP |
| <i>Safely Disengage</i> | 4 AP |
| <i>Revive Incapacitated Ally (at current Health)</i> | 4 AP |
| <i>Mount/Dismount</i> | 6 AP |
| <i>Use Active Abilities (ex.: Taunts)</i> | Varies |
| <i>Interact w/ Environment</i> | Varies |
| <i>Use Item</i> | Varies |
| <i>Reaction Shot</i> | 2 AP (next turn) |
| <i>Defend for Adjacent Ally</i> | 2 AP (next turn) |
| <i>Give Weapon/Ammo to Ally</i> | 2 AP (next turn) |
| <i>Activate Trap or Machinery</i> | Varies (next turn) |
| <i>Use Magic or Aura Reactively</i> | Varies (next turn) |

Note that not all actions taken in combat involve swinging a weapon. Characters may always attempt to reason with their enemies in the form of a **Parley**. If reconciliation fails, then mockery and petty insults are always on the table. **Taunts** are attempts to verbally distract, debilitate, or hinder enemies. **A given character may utilize ONE (1) Taunt per turn cycle at the most.**

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

The outcome of the **Hit Roll**, a modified Versus Check, determines whether or not the attack struck, whether or not it hit its intended Target Zone, and whether or not it dealt Critical damage. For the attacker's half of the Hit Roll is referred to by name as the **Hit Roll**, while the defender's half may be referred to as the **Block or Dodge Roll**. The umbrella term **defense roll** encompasses both Blocking and Dodging.

No matter the circumstances, **characters may never add more than twelve (12) to any Hit roll, whether attacking or defending.**

Target Zones are vital locations on an enemy's body that your character may choose to assault. A Target Zone **must be declared by the attacker before a Hit Roll is made**. They include the **head, arms, torso, gut, legs, and eyes**. 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**.



After a Target Zone is chosen, **the attacker and defender roll the appropriate, corresponding dice for the Hit Roll**. Both Hit and defense are most often rolled on the d20, but there are rare exceptions. The Stat bonuses they add to their rolls depend on

the circumstances of the attack. For example, a rifleman shooting at a long-distance target will have a different roll than a swordsman trying to stab an adjacent foe.

| I am a... | Block Roll | Dodge Roll |
|--------------------|--|---------------------------------------|
| Melee Attacker... | d20 + ¼ True STR | d20 + ¼ True AGIL |
| Melee Defender... | d20 + ¼ True STAM | d20 + ¼ True AGIL |
| Ranged Attacker... | d20 + ¼ True PERC – distance in tiles (rare) | d20 + ¼ True PERC – distance in tiles |
| Ranged Defender... | d20 + ¼ True STAM (rare) | d20 + ¼ True AGIL |

This chart above shows a spread of all possible circumstances in a combat exchange. Note that ranged attackers are **penalized by distance**, and will have significant difficulty hitting faraway targets.

Once the attacker has rolled his or her Hit Roll, it falls on the defender to choose a **defense roll**. To this end, there are two options: to **Block** using one's STAM, or to **Dodge** using one's AGIL.

Blocking is a defense roll typically pitting the STR of the attacker against the STAM of the defender. The attacker rolls the d20 and adds ¼ of his or her True STR, while the defender rolls the d20 and adds ¼ of his or her True STAM.

- In order to Block, the defender must be wielding an object capable of Blocking. It is not possible, for example, to Block an incoming attack using a revolver. Furthermore, only melee attacks (not ranged attacks) can be Blocked. There is one exception to this rule – Archery attacks may be blocked if the defender is carrying a shield.
- If the attacker wins the Block roll, the defender takes the full damage of his or her attack. If the defender wins the Block roll, the damage is negated and the defender is granted a Riposte. A **Riposte** is a single melee counterattack that disrupts the normal turn cycle. **Ripostes themselves can be defended against like any other attack, but cannot be Riposted themselves.** Once the Riposte is resolved, the turn cycle resumes.
- In the case of a tied roll, **the defender wins the Block.**

Dodging is a defense roll typically pitting the AGIL or PERC of the attacker against the AGIL of the defender. The attacker rolls the d20 and adds ¼ of his or her True AGIL or PERC, while the defender rolls the d20 and adds ¼ of his or her True AGIL.

- **Dodging requires no special implements**, and may be performed by any character under almost any circumstances against almost any attack.

- If the attacker wins the Dodge roll, the defender takes the full damage of his or her attack. If the defender wins the Dodge roll, the damage is negated, and nothing further occurs.
- In the case of a tied roll, **the attacker wins the Dodge**.
- **While a successful Dodge does not result in a Riposte, Dodging affords the unique opportunity to avoid ranged attacks.**

Whether or not the attacker struck his or her intended Target Zone is determined by **the differential of the two rolls**.

- Attackers need only **exceed the defender's roll by one (1) or more** to strike the **torso**.
- Attackers need to **exceed the defender's roll by six (6) or more** to strike the **arms, legs, or gut**.
- Attackers need to **exceed the defender's roll by ten (10) or more** to strike the **head or eyes**.

Additionally, any Hit roll that exceeds the defense roll by ten (10) or more is a **Critical Hit**, or a **Crit. Critical Hits deal twice as much damage as ordinary attacks**. All characters have a base Crit chance of 5%, in that rolling a 20 will always result in a Critical Success. **Certain Talents and other modifiers can add to a character's Hit roll, increasing accuracy and Crit chance**, or change Crit damage itself. Because striking the two Target Zones requires a differential of at least ten (10), **an automatic Critical Hit is scored when an attack strikes the head or eyes**.

- **Critical Failures** on Block and Dodge rolls also result in Critical Hits for the attacking character!

If an attacker's Hit roll was higher than the target's defense roll, but not high enough to reach the intended Target Zone, **the attack defaults to the torso**.

Status Effects are debilitating penalties that can be applied during combat by successfully striking Target Zones. The only requirement of applying a Status Effect is to **strike at the corresponding Target Zone**.

The most common Status Effect is **Hemorrhaging**. A Hemorrhaging character takes 1d20 of damage at the start of each of their turns, ignoring Armor and Pain Tolerance. Over time, this damage can very easily add up...

A list of Status Effects can be found on the opposite page. **AP-related Status Effects** are marked in **red**, while **damage-over-time Status Effects** are marked in **blue**.

- **1. Stunned:** If you are Stunned on your turn, the turn immediately ends. Begin your next turn with zero (0) AP. Recovery: start of the *following* turn. **Head**
- **2. Reeling:** Roll a flat 1d20 on your next Hit (offense) roll. Recovery: after next Hit roll. **Arms**
- **3. Hemorrhaging:** Take 2d20 of damage, ignoring Armor and Pain Tolerance, at the start of each of your turns. Recovery: indefinite. **Torso**
- **4. Burning:** Take 1d20 of damage, ignoring Armor and Pain Tolerance, at the start of EVERY turn of the turn cycle! Recovery: Must be put out! **Circumstantial**
- **5. Agony:** Roll a flat 1d20 on your next defense roll. Recovery: after next defense roll. **Gut**
- **6. Hamstrung:** Roll 1d4 at the start of each of your turns. You may move no more than this number of tiles on that turn, regardless of other factors. Recovery: indefinite. **Legs**
- **7. Blinded:** PERC (True and Effective) reduced to zero (0). Character cannot see, thus negating Visibility. Recovery: indefinite. **Eyes**
- **8. Shock:** Must roll a STAM/40 Check at the start of each of your turns. If you fail the Check, you are incapacitated! Recovery: indefinite, or a return to at least $\frac{1}{2}$ maximum Health through any means. Never affects bosses. ***Shock is only applied when an attack deals more than sixty (60) damage to ANY location.***

If the assailant's attack successfully connects with his or her target, a damage roll follows. This roll determines how much Health the defender will lose as a result of the attack. Different weapons roll for damage on different die, and the Stat bonuses applied to damage rolls also vary depending on Skills and Talents.

- **Melee (Power) weapons use the d10 to calculate base damage.** Without the Melee (Power) Skill, they add $\frac{1}{4}$ STR. With the Melee (Power) Skill, they add $\frac{1}{2}$ STR and $\frac{1}{4}$ STAM. Melee (Power) weapons include clubs, axes, and all two-handed weapons.
- **Melee (Swift) weapons use the d8.** Without the Melee (Swift) Skill, they add $\frac{1}{4}$ STR. With the Melee (Swift) Skill, they add $\frac{1}{2}$ STR and $\frac{1}{4}$ AGIL. Melee (Swift) weapons include swords and knives.
- **Unarmed damage is calculated with the d4.** Without the Fisticuffs Skill, it adds $\frac{1}{4}$ AGIL. With the Fisticuffs Skill, it adds $\frac{1}{2}$ AGIL and $\frac{1}{4}$ STR. “Fisticuffs

“weapons” do exist; they include instruments like brass knuckles and punching daggers.

- **Improvised melee weapons fall into one of the above categories, based on their damage potential.** Some improvised melee weapons might include farming tools, kitchen knives, or even blunt instruments like rocks.
- **Archery weapons use the d6 to calculate base damage.** Without the Archery Skill, they add $\frac{1}{4}$ AGIL. With the Archery Skill, they add $\frac{1}{2}$ AGIL and $\frac{1}{4}$ INT. Archery weapons include bows and crossbows.
- **Gunplay weapons use the d8.** Without the Gunplay Skill, they add $\frac{1}{4}$ AGIL. With the Gunplay Skill, they add $\frac{1}{2}$ AGIL and $\frac{1}{4}$ STAM. Gunplay weapons include revolvers and pistols.
- **Sniper weapons use the d10.** Without the Sniper Skill, they add $\frac{1}{4}$ PERC. With the Sniper Skill, they add $\frac{1}{2}$ PERC and $\frac{1}{4}$ STR. Sniper weapons include rifles and carbines.
- **Blast weapons use the d12.** Without the Blast Skill, they add $\frac{1}{4}$ STR. With the Blast Skill, they add $\frac{1}{2}$ STR and $\frac{1}{4}$ PERC. Blast weapons include all manner of shotguns.

After an attack’s damage value has been rolled, the attacker must always remember to apply Critical Hit damage, if it is necessary.

Separate from Block and Dodge is the concept of **Pain Tolerance**. Pain Tolerance is flat damage reduction which categorically lowers the damage of incoming enemy attacks. **Characters may never exceed a Pain Tolerance of twenty (20).**

All characters have access to innate Pain Tolerance. This inborn Pain Tolerance scales off the character’s True STR. Characters with high True STR have high Pain Tolerance, allowing them to reduce incoming damage by a modest amount. In many scenarios, **Pain Tolerance can mean the difference between life and death.**

- **With 1-5 True STR**, characters gain no damage reduction due to Pain Tolerance.
- **With 6-10 True STR**, characters gain a damage reduction of three (3) against all attacks.
- **With 11-15 True STR**, characters gain a damage reduction of seven (7) against all attacks.

- With 16-20 True STR, characters gain a damage reduction of ten (10) against all attacks.

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 at least 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.

Other Combat Concepts

The previously introduced concept of **Overwatch** allows characters to spend AP on their turns in order to benefit outside their turns. These benefits are listed below.

- Characters in Overwatch wielding ranged weapons **gain the ability to take two (2) (rather than one (1)) free shots at Charging enemies**. Each Reaction Shot still costs two (2) AP, lost at the start of the next turn.
- Overwatch can be used to **defend against an attack intended for an adjacent ally**, at the cost of two (2) AP.
- Overwatch might be used to **hand a new weapon or additional ammunition to an ally**, at the cost of two (2) AP.
- Overwatch could also **utilize a magical ability in a more reactive way**, such as switching a bonus to a different ally before he or she defends against an attack, or debuffing a priority target. Ordinary AP costs are associated with these actions.
- Overwatch can even be used to **activate a trap after an enemy has moved into position**, at a variable AP cost.
- While a character is in Overwatch, he or she **adds three (3) to Block and Dodge rolls**, free of AP cost.

A melee attacker with a ranged target may choose to ignore normal Movement rules and instead **Charge** his or her target. Regardless of how many tiles of Movement the Charging character has remaining, the Charging may close the entire distance between him or herself and the target. The Charging character is then placed on a tile adjacent to the target enemy.

- During the attacker's advance, **he or she will be vulnerable to one or more Reaction Shots from the ranged defender**. Additional Reaction Shots may come from Overwatch, or from the effects of Talents.

- **Firing a Reaction Shot at a Charging opponent costs the defender two (2) AP, no matter the weapon type.** The AP is subtracted at the start of the defender's next turn.
- Charging characters **must have a clear path available for their Charge.** As a ranged defender, consider using height to your advantage...

Engagement occurs when a character is locked in combat with an adjacent opponent. Characters become Engaged by **moving adjacent to an enemy character.** Engagement severely limits the range of action of both parties.

- When Engaged, both parties **cannot fire ranged weapons at non-adjacent targets** without the proper Talents.
- Engaged characters **cannot enter Overwatch.**
- Engaged characters are **not able to fire Reaction Shots** at Charging enemies!
- Either character may attempt to **Disengage by moving away**, but doing so grants the other character a single **Parting Strike** against the Disengaging character.
- Characters can leave Engagements safely, **but must spend four (4) AP in order to do so.**

Cover should be utilized frequently during firefights. Characters in the safety of appropriate cover will have either be untouchable, or force their ranged assailants to roll unfavorable Aim Checks.

- Under most circumstances, **moving between Cover is safe**, but doing so may make the moving character **vulnerable to Reaction Shots by Overwatch characters with the proper Talents.**
- The actual safety provided by a piece of Cover **is determined by the GM.**
- Minimal Cover **forces attackers to subtract three (3) from their ranged Hit rolls.**
- Partial Cover **forces attackers to subtract six (6) from their ranged Hit rolls.**
- Complete Cover **totally negates incoming ranged attacks.** Complete Cover is rare, and even more rarely effective from every angle.

A concept closely associated with Cover is **Visibility**. Many Skills, Talents, and other abilities require their targets to be Visible.

- To be Visible, a target must be unobscured and within clear view of the targeting character.
- Characters in Complete Cover are never Visible.
- **Visibility is not synonymous with a line of sight, or the ability to attack.** Many characters who do not count as “Visible” can still be attacked. For example, Blinded characters can still flail or fire wildly in the direction of their enemies.
- **Visibility has no tile limit.** So long as two characters are in clear view of one another, they are also Visible to one another, regardless of the distance.

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 Versus 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.

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... **there may not always be a valid escape route.**
- Noticing a method of escape in the first place **might require a PERC Check.**
- Escape usually requires the fleeing character **to be near the edge of the map.**
- For information on the different types of Retreat Checks, see the Checks section.

Characters atop horses, camels, and other Mounts are considered **Mounted**. Mounted characters have several unique considerations in combat.

- **Mounted characters move faster than other characters, but are limited by their terrain.** Mounted characters ignore ordinary Movement rules, and may instead choose to end their Movement on any Navigable space on the same level as their mount. Navigable terrain will always be declared by the GM.

- Many tiles easily traversable on foot will not be Navigable to Mounted characters.
- Mounted characters **add four (4) to all of their damage rolls while Mounted, and two (2) to all of their Block rolls!**
- **Mounts have their own Health pools.** All Mounts have a Health of fifty (50) and a Pain Tolerance of five (5).
- Attacking enemies may choose to assault either the Mount or the Mounted character.
- **If a character's Mount is incapacitated from beneath them, the character is forcibly Dismounted.** Dismounted characters are forced to roll a Medium Fall Check, and regardless of its results, are cast onto an adjacent tile.
- **If a character is incapacitated from atop their Mount, the Mount will attempt to flee the field.** Characters with the Riding Skill may be able to calm these spooked Mounts and use them for themselves...

Tenacity is a frequently-encountered effect most often granted by Vigor. While Tenacious, characters cannot be incapacitated unless they were already at one (1) Health.

- If a character has two (2) Health and is Tenacious, even an attack dealing one hundred (100) damage will leave that character standing with a single point of Health.
- Although Tenacity is powerful, Tenacious characters are still vulnerable to **damage-over-time Status Effects**.

The umbrella term of **combat rolls** is important to understanding the text of many Talents. Combat rolls are **all rolls made during combat**, including base damage rolls, Hit rolls, and Checks.

- Though Checks rolled during combat grant no experience, **succeeding in them is good for your health...**
- Bonuses to combat rolls stack up quickly. Consider investing into at least a few of these powerful Talents.

Armor is a non-innate bonus to your character's survivability gained through equipped items. Unlike Pain Tolerance, which offers static damage reduction, Armor acts as non-regenerating Health.

- Unlike Health, Armor **does not regenerate after being damaged**. Instead, the equipment in question must be **repaired** before it can provide bonus Health again.
- Since Status Effects are **only applied if they damage their target's actual Health**, the Armor Health provided by Armor offsets and **potentially prevents their application**. Armor is particularly useful against **Shock**.
- Individual pieces of Armor correspond to individual Target Zones. **Each Target Zone may at most be covered by one (1) piece of Armor at a time**.
- Some pieces of Armor also afford **one-time opportunities** to negate or deflect the damage of incoming attacks. Should these “charges” be used, the Armor in question is immediately broken, losing its associated Armor Health value.

Channeled Effects are spells requiring continued focus to maintain. If the caster of a Channeled Effect is damaged or incapacitated, the spell in question immediately ends.

- Protecting the casters of Channeled Effects can thus be a worthwhile investment...

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, the character dies regardless of the presence of allies**. If Restedness is above Exhausted, the character must have nearby player allies OR NPCs interested in preserving the character's life in order to survive. In this case, the zero-Health character may slowly be nursed back to health.
- **Characters can also die without appeal from failing high-stakes Checks at crucial moments.**



Section XVI: Glossary

- ★ **Action Points (AP):** Action Points (or AP) are the currency of combat agency. Almost every action available in combat is associated with an AP cost. All characters have a core AP of twelve (12). Though they may boost this number, it can also never exceed twenty-four (24).
- ★ **Adjacent:** Characters located on tiles directly neighboring one another are said to be adjacent.
- ★ **Agony:** A Status Effect. In combat, roll only a flat 1d20 on your next defense roll.
- ★ **Ambush:** A combat scenario in which Initiative is decided without a dice roll, because one or more characters clearly made the first move.
- ★ **Ammunition:** Ammunition is required to fire ranged weapons. It has no weight, but a character can carry only forty (40) rounds of ammunition on his or her person at a time.
- ★ **AP-related Status Effect:** A Status Effect affecting a character's agency. The standard AP-related Status Effects are Stunned and Reeling.
- ★ **Appeal:** If characters believe their knowledge of a particular Skill would aid them in a Check, they may Appeal that Check to the GM, who may in turn grant a useful bonus.
- ★ **Armor:** Armor grants a passive bonus to Health that sits “atop” a character’s actual Health. Armor always originates in equipment. After it is destroyed, Armor will not provide bonus Health again until repaired.
- ★ **Attrition:** In combat, Attrition takes effect when outnumbered characters are given extra turns in order to better contend with their enemies.
- ★ **Base Damage:** The initial die roll determining an attack’s damage, plus any relevant Stat modifiers. Critical Hits modify base damage, and are not considered part of it.
- ★ **Blinded:** A Status Effect. In combat, your character’s True and Effective PERC are reduced to zero (0). You are unable to see, negating Visibility.
- ★ **Block:** A means of defending against an incoming attack. Blocking is used almost exclusively against melee attacks. Roll 1d20 and add $\frac{1}{4}$ of your True STAM.
- ★ **Burning:** A damage-over-time Status Effect. In combat, take 1d20 of damage, ignoring Armor and Pain Tolerance, at the start of EVERY turn.

- ★ **Carrying Capacity:** A measurement denoting how much weight your character can carry before suffering Stat penalties or becoming unable to move.
- ★ **Channeled Effect:** An ongoing spell, either helpful or harmful, that is interrupted when the caster is damaged.
- ★ **Charge:** A means of closing distance between melee attackers and ranged defenders. Charging attackers are vulnerable to Reaction Shots from their targets.
- ★ **Check:** Any dice roll, usually made on a d20 or higher, representing a challenge necessary to progress through the world.
- ★ **Class:** A passive designation reflecting your character's specialty. Your Class is likely to form the foundation of your character sheet.
- ★ **Collective Check:** Any Standard or Versus Check in which multiple characters participate.
- ★ **Combat Roll:** All rolls made during combat, including Hit rolls, defense rolls, base damage rolls, and even Checks.
- ★ **Combat Skill:** A Skill granting a Stat-scaling damage bonus to a particular grouping of weapons. Combat Skills are rarely Appealed.
- ★ **Constitutional Stat:** STR, STAM, and AGIL are the Constitutional Stats.
- ★ **Cover:** Any obstacle providing shelter from ranged attackers. There are several levels of Cover, each being associated with specific bonuses to the defender of a ranged attack.
- ★ **Critical Failure:** Rolling the lowest possible value, without Stat modifiers, in any Check or Hit roll. Critical Failure guarantees total catastrophe.
- ★ **Critical Hit:** An attack that deals twice as much damage through exceeding the enemy's Block or Dodge roll by at least ten (10).
- ★ **Critical Success:** Rolling the highest possible value, without Stat modifiers, in any Check or Hit roll. Critical Success guarantees almost divine realization.
- ★ **Damage-Over-Time Status Effect:** A Status Effect that deals damage to the afflicted character as combat drags on. The standard damage-over-time Status Effects are Hemorrhaging and Burning.

- * **Defense Roll:** The defender's portion of the Hit roll calculation. Melee attacks may be Dodged – or Blocked, if the defender is wielding the correct instrument. Ranged attacks may only be Dodged.
- * **Dodge:** A defense roll in which the defender rolls 1d20 and adds $\frac{1}{4}$ of their True AGIL.
- * **Engaged:** Engagement is defined by adjacency to an enemy character. Engaged characters cannot enter Overwatch, cannot fire Reaction Shots, cannot attack non-adjacent targets with ranged weapons, and will be vulnerable to a Parting Strike if they attempt to move away without Disengaging.
- * **Experience:** A representation of your character's growth. When characters collect enough experience, they level up and gain access to new Skills, Talents, and other bonuses.
- * **Fall Check:** A special form of Check rolled when a character plummets a significant distance. They add $\frac{1}{4}$ True AGIL. Failing a Fall Check can have serious consequences.
- * **Fatal Flaw:** Your character's personal shortcomings, which confer serious penalties. Fatal Flaws also grant Talent points, proportional to the severity of the Flaw.
- * **Favor:** Favor points are awarded to characters for completing major decisions as the campaign progresses. They may be spent at any time for powerful bonuses! There are fourteen categories of favor divided into seven antithetical pairs.
- * **Hamstrung:** A Status Effect. In combat, roll 1d4 at the start of each of your turns. You may move no more than this number of tiles on that turn, regardless of other factors.
- * **Hard Carrying Capacity:** Characters who exceed their Hard Carrying Capacity in weight cannot move. It is equal to thirty (30), the value of Soft Carrying Capacity, + 2x True STR pounds.
- * **Hemorrhaging:** A damage-over-time Status Effect. In combat, take 2d20 of damage, ignoring Armor and Pain Tolerance, at the start of each of your turns.
- * **Hit Roll:** A roll made during combat to determine whether or not an attack struck its intended target, and if it was a Critical Hit. During Hit rolls, attackers and defenders each roll 1d20 and add $\frac{1}{4}$ of their pertinent True Stat. The term Hit roll is often used as a concise reference to the attacker's half of this exchange.

- * **Incapacitated:** In combat, characters who reach zero (0) Health become incapacitated, and are removed from the turn cycle. Incapacitated characters are not necessarily dead, but can be!
- * **Initiative:** A roll that takes place before the start of combat to determine the turn cycle. When rolling Initiative, participants in an imminent battle roll 1d20 and add $\frac{1}{4}$ of their Effective AGIL.
- * **Inventory:** Your character's inventory represents those items carried exclusively on their person. It is affected by Carrying Capacity.
- * **Level:** A representation of your character's accumulated experience. As characters level up, they will undergo natural growth of their Stats, Skills, Talents, and Flaws.
- * **Killing Blow:** An attack that incapacitates (or would otherwise incapacitate) a character.
- * **Knockback:** Any time a character moves tiles against his or her will, opposite the direction he or she is facing.
- * **Mastery:** A series of six (6) powerful rewards characters who have reached level 30 may spend their excess experience on. Masteries are only accessible at level 30; even if characters possess the necessary experience to purchase them earlier, they cannot.
- * **Mounted:** A character atop a horse, camel, or other steed. Mounted characters have special considerations in combat, such as bonus movement
- * **Movement:** A currency spent in combat in order to navigate the map. Each point of movement corresponds to one (1) map tile. A character's base Movement – that is, how many tiles they may move without resorting to AP or special abilities – is equal to $\frac{1}{4}$ True AGIL + $\frac{1}{4}$ True STAM.
- * **Overwatch:** A heightened defensive stance taken between turns. Characters may forgo a modest amount of AP on their current turn in order to enter Overwatch. Not only do characters in Overwatch fire more Reaction Shots at Charging enemies, but they also add three (3) to their Block and Dodge rolls. Overwatch fades at the start of the character's next turn.
- * **Pain Tolerance:** A value by which all incoming damage is reduced. It never exceeds twenty (20). Pain Tolerance is both innate, granted by True STR, and obtainable via Talents and items.
- * **Penance:** The Seven Deadly Sins may access the Penance system, which upgrades their formidable Sin Powers as they gain experience. There exist two (2) tiers of

Penance, one for each power, and four (4) Penance points to be spent between these tiers.

- ★ **PS (*Probability of Success*):** A shorthand acronym referencing a given Check's success chance as a percentage or fraction.
- ★ **Reeling:** An AP-related Status Effect. In combat, roll a flat 1d20 on your next Hit (offense) roll.
- ★ **Rest:** A period of at least four (4) hours of sleep, following which player characters regain 3d20 of Health and one (1) level of Restedness.
- ★ **Restedness:** A metric indicating your character's bodily fatigue. There are five (5) levels of Restedness. The more physically drained your character, the worse the penalties you will suffer. Characters at Exhausted Restedness die if incapacitated! Restedness is lost taxing activities, and regained through resting.
- ★ **Retreat Check:** A special Check rolled when trying to withdraw from combat. They add $\frac{1}{4}$ True AGIL or True STAM, whichever is higher.
- ★ **Shock:** A Status Effect. In combat, you must roll a STAM/40 Check at the start of each of your turns. If you fail the Check, you are incapacitated! Shock is only applied when an attack deals more than sixty (60) damage to ANY Target Zone.
- ★ **Sin Power:** The mysterious but powerful gifts of the Seven Deadly Sins.
- ★ **Skill:** Specific crafts your character has mastered. The knowledge conferred by your Skills may be Appealed if it becomes relevant. Skills also determine what Talents your character may access.
- ★ **Soft Carry Capacity:** Characters who exceed their Soft Carrying Capacity in weight take a -50% penalty to their Effective AGIL. It is equal to the static value of thirty (30) pounds.
- ★ **Spiritual Stat:** INT, CHAR, and AGIL are the Spiritual Stats.
- ★ **Standard Check:** The majority of Checks encountered throughout the campaign, which take the form of *Stat/dX*, where Stat is the relevant Stat and *dX* is the die on which the Check is rolled.
- ★ **Standoff:** A rare scenario in which a pair of ranged adversaries are locked in Overwatch and/or Cover. They roll a Versus AGIL Check to determine who fires first.
- ★ **Status Effect:** Debilitating penalties applied by attackers who successfully strike Target Zones. There are eight (8) standard Status Effects.

- * **Stress:** A metric indicating your character's mental health. There are four (4) levels of Stress, not including Vigorous. The more emotionally traumatized your character, the worse the penalties you will suffer. Unlike Restedness, Stress is both applied and relieved inconsistently, at the GM's behest.
- * **Stunned:** An AP-related Status Effect. In combat, begin your next turn with zero (0) AP. If you are Stunned on your turn, then it immediately ends.
- * **Talent:** Special perks that make your character unique. Talents may be purchased using Talent points, which in turn are obtainable via Fatal Flaws and leveling up. Almost all Talents are associated with prerequisite Skills.
- * **Target Zone:** A section of the body targeted by an attacker during a Hit roll, in an attempt to apply a Status Effect.
- * **Taunt:** Attempts to verbally distract, debilitate, or hinder enemies. A given character may utilize ONE (1) Taunt per turn cycle at the most.
- * **Tenacious:** Tenacious characters cannot be incapacitated by a single attack unless they were already at one (1) Health. Attacks against Tenacious characters will thus never bring their Health lower than one (1) unless their Health was already one (1).
- * **Turn:** Your character's opportunity to freely spend his or her AP in combat. Most characters receive one (1) turn per turn cycle, with the location of their turn in that cycle determined by Initiative.
- * **Turn Cycle:** The set order in which characters take their turns. It is determined through an Initiative roll.
- * **Ultimate Talent:** Also known as blue Talents, characters may select one (1) of these impressive capabilities at most (or two (2), if a Polymath).
- * **Versus Check:** A Check that pits two (or sometimes more) characters against each other. In most Versus Checks, each of the challengers rolls 1d20 and adds their entire relevant Stat.
- * **Vigor:** A righteous and vengeful state of mind associated with dynamic bonuses. Should
- * **Visible:** For targeting purposes, a Visible character is unobscured and within clear view of the targeting character. Though Visibility is explicitly necessary in the text of many abilities, it is not explicitly necessary to assail a target with an ordinary attack.

Section XVII: 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> | | |

| True 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> |

| Effective Stats | 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> |

Health: *Your Health.*

Carried Weight: *Your character's encumbrance.*

X Stat points to spend

Helpful Shorthand for Bonuses and Penalties

(HL) = Stat points granted by Homeland Stats

(T) = Free INT point granted by forgoing second language

(SFR) = Stat points reallocated from Skill Floor Removal Talents

(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

(SE) = 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

Talents: *Your character's accumulated Talents.*

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

- 1.
- 2.
- 3.
- 4.
- 5.

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.
- 2.
- 3.
- 4.
- 5.

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

Fatal Flaw(s): *Your character's Fatal Flaws, chosen at levels 0, 10, and 20, and 30.*

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> |

| | |
|-------------|---|
| 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 30. Your experience toward your next level... or toward your next Mastery.</i> |

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

| ITEM | NOTES |
|---------------------------------------|--------------------------------------|
| Berthier Bolt-Action Rifle (8.5 lbs.) | <i>A powerful, long-range rifle.</i> |
| | A description |
| | |
| | |
| | |
| | |
| | |

Henchmen and Pets: If a player has a Henchman or Bloodhound, their sheets should be located here, beneath the inventory.

Use these **Calculation Notes** to help you throughout the campaign. Remember – in case of .5s, **always round up!**

- ❖ Basic Attack Melee (Power): $1d10 + (\frac{1}{4} \text{ Effective STR})$. Axes, blunt weapons, and large blades
- ❖ Basic Attack Melee (Swift): $1d8 + (\frac{1}{4} \text{ Effective STR})$. Swords, knives, and other small blades
- ❖ Basic Attack Gunplay: $1d8 + (\frac{1}{4} \text{ Effective AGIL})$. Revolvers, pistols, and other handguns
- ❖ Basic Attack Sniper: $1d10 + (\frac{1}{4} \text{ Effective PERC})$. Repeaters, carbines, and other rifles
- ❖ Basic Attack Blast: $1d12 + (\frac{1}{4} \text{ Effective STR})$. All manner of shotguns
- ❖ Basic Attack Unarmed: $1d4 + (\frac{1}{4} \text{ Effective AGIL})$. Punches and kicks
- ❖ Basic Attack Archery: $1d6 + (\frac{1}{4} \text{ Effective AGIL})$. Bows and crossbows

- ❖ Experienced Attack Melee (Swift): $1d8 + (\frac{1}{2} \text{ Effective STR}) + (\frac{1}{4} \text{ Effective AGIL})$
- ❖ Experienced Attack Melee (Power): $1d10 + (\frac{1}{2} \text{ Effective STR}) + (\frac{1}{4} \text{ Effective STAM})$
- ❖ Experienced Attack Gunplay: $1d8 + (\frac{1}{2} \text{ Effective AGIL}) + (\frac{1}{4} \text{ Effective STAM})$
- ❖ Experienced Attack Sniper: $1d10 + (\frac{1}{2} \text{ Effective PERC}) + (\frac{1}{4} \text{ Effective STR})$
- ❖ Experienced Attack Blast: $1d12 + (\frac{1}{2} \text{ Effective STR}) + (\frac{1}{4} \text{ Effective PERC})$
- ❖ Experienced Attack Fisticuffs: $1d4 + (\frac{1}{2} \text{ Effective AGIL}) + (\frac{1}{4} \text{ Effective STR})$
- ❖ Experienced Attack Archery: $1d6 + (\frac{1}{2} \text{ Effective AGIL}) + (\frac{1}{4} \text{ Effective INT})$

- ❖ Maximum Health: $20 + (\text{True STAM}) + (\text{Level})$

- ❖ Health recovery rate: $3d20$ of Health after each period of rest. If Restedness is Rested, $4d20$

- ❖ Base Movement: $\frac{1}{4} \text{ True STAM} + \frac{1}{4} \text{ True AGIL}$

- ❖ Hard Carrying Capacity: $30 + 2x \text{ True STR}$. Characters over their Hard Carrying Capacity cannot move without first dropping items

- ❖ Hit, ranged attacker: $1d20 + (\frac{1}{4} \text{ True PERC})$
- ❖ Hit, melee attacker (vs. Block): $1d20 + (\frac{1}{4} \text{ True STR})$
- ❖ Hit, melee attacker (vs. Dodge): $1d20 + (\frac{1}{4} \text{ True AGIL})$

- ❖ Block: $1d20 + (\frac{1}{4} \text{ True STAM})$
- ❖ Dodge: $1d20 + (\frac{1}{4} \text{ True AGIL})$

- ❖ Standard Stat Check PS: Effective Stat/dX, where X is the value of the die

- ❖ Versus Check: $1d20 + \text{relevant Effective Stat}$. The higher total wins

- ❖ Collective Stat Check PS: Sum of participants' relevant *Stat/dX*, where X is the value of the die
- ❖ Short Fall: $1d20 + \frac{1}{4}$ True AGIL. 6-20 no damage; 1-5 15 damage
- ❖ Medium Fall: $1d20 + \frac{1}{4}$ True AGIL. 16-20 no damage; 11-15 15 damage; 6-10 25 damage and maimed; 2-5 40 damage and maimed; 1 death
- ❖ Long Fall: $1d20 + \frac{1}{4}$ True AGIL. 20 no damage; 11-19 50 damage and maimed; 1-10 death
- ❖ Likely Retreat: $1d20 + \frac{1}{4}$ True AGIL OR True STAM, chosen by player. 6-20 escape; 2-5 no escape; 1 turn ends
- ❖ Unlikely Retreat: $1d20 + \frac{1}{4}$ True AGIL OR True STAM, chosen by player. 16-20 escape; 2-15 no escape; 1 turn ends
- ❖ Miraculous Retreat: $1d20 + \frac{1}{4}$ True AGIL OR True STAM, chosen by player. 20 escape; 2-19 no escape; 1 turn ends
- ❖ Initiative: $1d20 + \frac{1}{4}$ Effective AGIL. The highest roll goes first, and so on
- ❖ Experience from Check: 50
- ❖ Experience from slain enemy: 100
- ❖ Experience required to level up: Current level * 100

Leveled Up?

- One (1) Stat point per level
- One (1) Talent point per level
- One (1) Health point per level
- New Skills at levels 4, 8, 12, and 16
- New Fatal Flaws at levels 10, 20, and 30
- Penance points at levels 6, 12, 18, and 24

Art Credits

- ❖ p. 5 – Konstantinos Volanakis
- ❖ p. 6 – William Henry Buck
- ❖ p. 7 – Peder Monsted
- ❖ p. 9 – John Frederick Lewis
- ❖ p. 10 – Jean Désiré Gustave Courbet
- ❖ p. 12 – Albert Bierstadt
- ❖ p. 13 – Edward John Gregory
- ❖ p. 14 – Arturo Michelena
- ❖ p. 15 – Luigi Aloys Francois Joseph Loir
- ❖ p. 16 – Paul Dominique Philippoteaux
- ❖ p. 17 - Wilhelm Carl August Zimmer
- ❖ p. 18 – N.C. Wyeth
- ❖ p. 19 – Georges Antoine Rochegrosse
- ❖ p. 20 – Ilya Repin
- ❖ p. 21 – Rudolf Ernst
- ❖ p. 22 – Édouard Joseph Dantan
- ❖ p. 23 – Ilya Repin
- ❖ p. 24 – Illarion Pryanishnikov
- ❖ p. 25 – Thomas Eakins
- ❖ p. 26 – Edgar Degas
- ❖ p. 27 – Gigo Gabashvili
- ❖ p. 28 – Frederic Remington
- ❖ p. 29 – Heinrich Breling
- ❖ p. 30 – Thomas Eakins
- ❖ p. 31 – Unknown
- ❖ p. 32 – Charles M. Russell
- ❖ p. 33 – Fritz Beinke
- ❖ p. 34 – George Derville Rowlandson
- ❖ p. 35 – Jean Georges Vibert
- ❖ p. 36 – Fernand Cormon
- ❖ p. 37 – Thomas Eakins
- ❖ p. 38 – Charles M. Russell
- ❖ p. 39 – William Michael Harnett
- ❖ p. 40 – Albert Tschautsch
- ❖ p. 41 – Honoré Daumier
- ❖ p. 42 – Sergei Gribkov
- ❖ p. 43 – Nikolai Ge
- ❖ p. 44 – Louis Capdevielle

- ❖ p. 45 – Peter Baumgartner
 - ❖ p. 46 – George Robert Lewis
 - ❖ p. 47 – Aleksander Gierymski
 - ❖ p. 48 – Albert Edelfelt
 - ❖ p. 49 – Santiago Rusiñol
 - ❖ p. 51 – Jules Grun
 - ❖ p. 54 – Gustave Caillebotte
 - ❖ p. 55 – Elizabeth Shippen Green
 - ❖ p. 60 – William A. Breakspeare
 - ❖ p. 62 – Léon Comerre
 - ❖ p. 63 – Georges Antoine Rochegrosse
 - ❖ p. 99 – Charles Schreyvogel
 - ❖ p. 107 – Georges Antoine Rochegrosse
- ❖ Character portraits courtesy of N. al-Sheikh