

POINTS OF INTRIGUE

GRAVEKEEPERS

The Gravekeepers are an enclave of twelve masked necromancers who have garnered a legendary reputation. An elite vanguard against the Undead Tide, they appear without warning whenever their nemesis poses a dire threat to civilization. The identities of these individuals remain shrouded in mystery and hundreds of rumors pervade the circles of arkane academia. Though scribes seldom admit to it, the Great Library of Lanis does maintain a collection of accounts surrounding this group in an effort to sift out any truth.

Their arrival is both a blessing of hope and an ugly reminder of the endless undead horde. While the Gravekeepers employ all aspects of combat and trickery to outmaneuver the Tide, the most prominent weapons in their arsenal are colossal stitch constructs. Some of these are said to be as large as the fabled Giants of old. Most scholastic necromancers refute that claim, but nevertheless the rumor persists. In spite of the hearsay, there remains one singular thing that everyone knows: they never retreat, never fall in battle, and never fail to protect a settlement.

BONEFIELDS OF AGORRA

Festering in the shadows of Hel lies a caldera filled to the brim with bones and cadavers from ages and times long forgotten. It is a lake of filth and decay situated just south of the Grave City, on the western side of the main road leading into that perilous place.

It is also a place of bizarre circumstance. Here, time and death have unraveled for the poor souls within. Among the corpses and sewage, the dead are occasionally reconstituted, and some even return to life. These newly revived individuals, called rebirths by the locals, often panic, working themselves deeper and deeper beneath the surface into the dark, crushing depths below. If a few of these rebirths find the wherewithal to make it to the caldera's edge and cross it, they crumble to dust as they should have ages ago.

It comes as no surprise that few people live nearby, but there are a handful that try to profit from this phenomenon. The **Agorran manfishers** troll the muck in hopes of coming upon rebirths with valuable knowledge. They are often tortured for their potential information, then thrown back to die once again. More often than not, however, they hook delirious creatures driven mad by their suffering in the pit.

BOROUGH OF EMBERS

A small community west of Pulse, near the edge of the Maw, the Borough teeters on the brink of ruin as it has no renewable water source. Its location to the Maw means it has many active lava flows and no groundwater to speak of. The Borough does have, however, the largest deposit of sulfurous compounds in all of Feneryss and a dried up lake bed brimming with salt. They are able to supply the entirety of Pulse's gunpowder needs in exchange for water and protection.

CAELHELM

This town is situated on the northern side of the Snapspine range, dozens of miles west of the cave entrance that leads toward Lokoran. Settlers first made camp here following **Jolla Dirus**, the mother of modern prosthetics. She and her apprentices settled for ease of access to raw materials, but were soon confronted by a host of hangels. More sensible

folks would have moved, but the stubborn contingent of prosthetists have dug in their heels. Most visitors are either hired muscle looking to do some monster hunting, or people seeking Feneryss's highest quality prosthetics.

DAEMARREL

A mining town nestled between the slopes of two mountains at the western foot of the Snapspine Mountains, the area is rich in resources, particularly those required to make ark-drives. It maintains regular trade with slavers, the Plains, and the city-states. Unlike its sister city, Caelhelm, the architects of **Daemarrel** made defense part of the town's blueprints. It stands behind tiered walls that easily rebuff the average monster attack, or minor horde visit come the month of Vinskry.

DRAGONSKEEP

This massive city is mired in endless rumor, legend, and fantasy. It is said to be a nesting area for dragons, even though there has not been a confirmed dragon sighting in over a century. Many historians believe it is the site of mankind's greatest metropolis prior to the Reckoning, but none have succeeded in scouting beyond its imposing walls and lived to tell the tale. Feral covens, dubbed the **Aldranni**, who are rumored to live beneath the ruins are often blamed for this. Most people, however, agree that if they do exist, the Aldranni are merely fodder for whatever lurks behind the city's unrivaled fortifications. While no one has confirmed the existence of this coven, the occasional feral vampire cadaver will be found between Hel and Neroth with strange markings and charred skin not seen anywhere else.

PERSONS OF INTEREST

ABIEZER



Adventurers seeking entry into the enigmatic keep are likely to encounter this equally mysterious Rekindled. He is a bizarre sight, adorned with clashing fashions from innumerable past and present cultures. His excessive adornment gives **Abiezer** a deceptively bulky silhouette, but nothing can disguise the dead look in his eyes. Initial encounters are frequently awkward, but Abiezer is a friendly soul and excellent guide.

All he asks in exchange for his services is companionship. To those willing to tour Dragonskeep at his side, Abiezer is a fount of stories about local lore, scenery, and past adventures. On the topic of his personal history, however, it is unclear if he hides it intentionally, or he is so added that he can no longer distinguish fact from fiction. He has claimed to be a penniless human explorer, an educated Alypse "noble," and even a mighty dragon lord thwarted by betrayal prior to his rekindling.

KIRFALK

Originally a bustling stop-over town between Neroth and Lokoran, the town of Kirfalk has been in decline ever since airship travel became more accessible. Land-bound travelers and Scout-class airships still take advantage of its services. Perhaps the only other reason it might attract visitors is that it occasionally does receive direct sunlight.

GHOSTLANDS

The Atwood Mining Company, established by one Augustina Atwood, is the most successful mining venture to date. In recent decades, however, a series of "dried up" mines have led to a steep decline in production and profits. The company is on the rebound thanks to airships, which afford Miss Atwood's company the ability to reach previously inaccessible

locations as well as ship their goods in a fraction of the time. Their most successful establishment is currently in the peaks of the western Snapspine, known as Ternafel. It produces iron, coal, aluminum, and salt.

The abandoned string of mines along the southern face of the Snapspine Mountain Range is known as the Ghostlands. The mines and accompanying settlements are gradually being reclaimed by the elements and local wildlife. Some are occasionally reopened by ambitious Bagdoran slave owners looking to pad the profits from their farmland, but none have managed to make it worth their while.

GNAWTOW MIRE

On the northwestern corner of the Alecian plains at the base of the Snapspine Mountains, this swamp spans a few square miles. It is the sole swamp of the continent and home to the bogmouth (page 214) and other equally repugnant creatures. Attempts to settle its edge and purify the water have been made in the past, but all have failed. Like the Ghostlands just to the east, any remaining settlements here are rotten and abandoned.

THE HEARTWOOD FOREST

A lush forest slightly southwest of the Untarnished Steppe is the most “untouched” area of the known world. Despite its aura of peaceful nature, the forest is a dangerous region. It houses some of the world’s oldest trees and creatures. The most recognizable is the heartwood sloth, a languid creature that dangles from the eponymous heartwood trees and “fishes” the air and water for food with razor-sharp claws at the end of its six limbs. **Muddle Lake**, slightly to the east, stands as the cleanest source of surface water, though it is a foul leper when compared to the purity of Lokoran’s Cistern.

Tucked between the Heartwood Forest and Muddle Lake lies the small town of **Gammetra**. It enjoys a stubborn growth in population thanks to the unique properties of the heartwood trees, the abundance of food sources, and relative cleanliness of the lake. Nestled between the murky Muddle Lake, the eerily beautiful Heartwood Forest, and the sunburnt Untarnished Steppe, the whole spectrum of worldly beauty and ugliness can be found just a day’s trek in any direction.

SANCTUARY

A holy site for the Scythes of Tae’k, it is believed to be the location of the first Rekindled “birth.” As such, the Scythes of Tae’k believe it is where his resurrection will occur. The majority of the occupants of this little hamlet are devout marshals of Life and Death, although there are rare visitors. Sanctuary survives on what some would call sheer force of will. The space south of Demon’s Walk is an arid wasteland, that only becomes less hospitable the farther south one travels. Life in Sanctuary is unforgiving, but satisfying for many of the devout.

SANDORNE KEEP

A small, fortified outpost between Neroth and Hel. Those that dwell within these walls have devoted their lives to research and study of the undead and the yearly Tide. Cataloging new forms of undead horrors, estimating the Tide’s numbers and overall strength, and acting as an early warning should the Tide rise up too early.

The fortress itself is designed as a winding maze of walls to isolate undead creatures that wander in. The researchers and soldiers traverse within the walls themselves for safety, only venturing out to receive resupply drops and capture lone undead for study. Only a few dozen men and women occupy the keep, and its location ensures any possible containment breach from the numerous test subjects could never risk the civilian population of a larger town or city.

SNAPSPINE MOUNTAINS

These mountains demarcate the northern border of the Alecian Plains. Lokoran is nestled on its southeastern edge. A passage beneath eases travel from Lokoran to the north, and the famous Cistern laps gently in its cavernous belly. Towns such as Caelhelm and Daemarrel also draw various minerals from their stony flanks.

Known to many as the Beacon of the North, **Whitepillar** is a small town nestled deep in the range. Being only a couple hours by airship from Lokoran, they maintain a close friendship with the city and its citizens. In fact, citizens of Whitepillar are considered honorary citizens of Lokoran. The settlement possesses two claims to fame: the first is the stark, stone-hewn structure at its center from which it earns its name; the second is its status as the continent’s largest orphanage, with parentless youths making up more than half the population. The museum within the temple-like structure and the orphanage are curated and maintained by a man the locals call Uncle Church. He has been their guardian for as long as any can remember, and claims a wild assortment of trinkets and shards within the museum each played a part in one legend or another.

PERSONS OF INTEREST UNCLE CHURCH

The best phrase to describe Uncle Church probably would be “slightly more insane than he looks.” Standing at six and a half feet tall, he is an intimidating figure. Enduring the stare of his bright, almost unnaturally blue eyes is unsettling. Three parallel scars span his left cheek from eye to jaw and another pair criss-cross on the back of his left hand. Despite his youthful appearance, his legends tell of a much older man. Wretched respect his strength, children are grateful for his guardianship, and visitors appreciate his familial warmth.

A black newsboy cap is pulled snug over shoulder-length, slicked-back light brown hair, and his short, pointed beard lacks a mustache. Church dresses simply: steel-toed black boots, dark blue pants, white shirt, and leather vest. This latter item possesses a ludicrous number of pouches, and a high armored collar and pauldrons. A thick gut droops over the perfectly polished buckle of his rugged belt by a few inches. However, Uncle Church is better recognized for his excessive and peculiar accoutrements. Watches, bracelets, chains, and other strappings festoon his forearms, colorful buttons are pinned haphazardly to his vest, and dangling from his cap and belt are a myriad of knickknacks. A lunchbox, teddy bear, broken sword hilt, and bestial claw are some of the easily recognized items, but a score more are impossible to identify at first glance.

Strapped to his back is a collection of weapons: swords, hatchets, an antique pistol, and a sawed-off double barrel shotgun. His favorite weapon, however, is a lightly curved femur from a gigantic predator. Church has adorned it with a large spike on the top as well as a host of teeth and claws. Finally, carved into the silver-painted ‘handle,’ are a series of intricate runes. When not wielded as a club, the bone also serves as a walking stick.

While Church is a capable guardian and caretaker, there are many things he cannot provide by himself. Such is the curse of a hidden mountain village. He occasionally sets out on walkabouts with a few of his apprentices to Lokoran and other small villages to purchase basic supplies, materials, weapons, and other essentials. In order to pay for his expenses, Church peddles his skills as a storyteller for food and lodging, using his tips to purchase the required goods. Many consider it a privilege to be in the audience of one of his performances. On rare occasions, he may trade potentially valuable objects when a story is not the appropriate payment.

STORMBREAKER LANDING

Stormbreaker Landing is an independent port in the Ashlands that serves as a hub for smugglers pirates, assassins, and all manner of

other illicit enterprises. It began simply as a neutral territory for pirate conclaves. As more individuals took to piracy, Stormbreaker Landing grew into a bustling town and safe haven for any who toil in the shadows cast by law and order.

This port is constructed between a number of towers that have been retrofitted to support airship docking. But these spires, protruding from a shifting sea of dust and ash, are only but a small portion of Stormbreaker Landing's greater structure. Beneath the turbulent surface lie makeshift tunnels connecting each of the airship docks to a spherical underground structure called the Chalice. Collected here beneath ever looming collapse are the businesses, redlamps, and fleshvendors that fuel Stormbreaker's mystique and allure.

TACITURN

The Taciturn is an obscenely large castle structure outside of Hel. It stands atop a lone dissected plateau, which overlooks the Bonefields to the south and two deep, winding crevices that zigzag north and northwest. They are carved deep into the land and intersect with the Undercity several times. To enter, one must cross one of its myriad bridges, each no wider than a small wagon. The interior of Taciturn is deathly silent, broken only by the metal footfalls of the Hel Knights within. Their numbers are indiscernible and what they protect is unknown. However, Helians have reported an unusual amount of Rekindled wandering out of the castle in addition to an alarming number of unique undead abominations. On top of it all, it appears that Taciturn may possess properties similar to the great wall of Pulse, as it seems capable of expanding and repairing itself. Speculation on its purpose ranges from a Hel Knight manufactory to a necromancer's private lab. Only one attempt has been made to breach its walls and research, but they quickly evacuated when confronted by its colossal guardians. The sole attempt to attack the structure was rendered impotent by its self-repairing property. It remains a source of great mystery, local legends, and fear.

THE UNTARNISHED STEPPE

These beautiful mesas and mountains jut from the southeast corner of the Alecian Plains into the Wastes of Galaam to the south. Atop these scraggly peaks, one can witness the Feneryan struggle of life and death. The vibrance of the Alecian Plains and Heartwood Forest to the North and West contrast starkly with the impotence of the Wastes of Galaam and Demon's Walk in the South and East.

Most Feneryans find value solely in the Steppe's grand vistas as the soil sustains only the hardiest shrubs. However, there is great value when viewed through the industrialist's lens: the Steppe's great rock formations hint at the possibility of vast mineral wealth. Any hopes of unleashing that potential are quashed by the fact that the **H'Vargi Coven** resides within the confines of the Steppe.

Unlike their urban colleagues, H'Vargi Vampires abstain from meddling with the nearby town of Gammetra, unless the settlement is in need of defense. They abhor unnecessary violence, but they will not hesitate to defend themselves or aid a friend in need. Sustenance is derived from a meager crop, animal blood, and a few willing donors. Farming the Steppe is a tough business that perpetually exposes them to the hidden sun's harmful radiation. It comes as no surprise that the H'Vargi Coven has the highest concentration of Marquises on the continent.

When H'Varga are not tending to their livelihood, they pursue knowledge with an iconic fervor, which has established their reputation as sages of the Vampire race. Given the strict nature of their survival, the H'Varga cannot abide intentional crime in any form; infractions by its members are almost always met with exile. Transgressions that occur beyond Untarnished Steppe are always punished severely because they threaten the reputation of the coven and its ability to traverse most of Feneryss unharried.

THE WASTES OF GALAAM

The Wastes encompass roughly a quarter of the continent and yet they remain largely unexplored. Between the zombie hordes that pass through each year, the infamy of Dronus looming at its arid heart, and the overwhelming emptiness, exploration of any kind is exceptionally difficult. The Wastes of Galaam house little life above ground, save for a handful of vegetation and reptiles along its perimeter. While growth in the Ashlands may be scant, the Wastes are utterly devoid of wildlife within its borders.

Unlike the Ashlands, there are few storms of any kind, but the land is perfectly flat and offers no shelter from the elements. In addition, there are no covens here to give travelers respite during a long journey. Quite the contrary, there are rumors of ancient machines that patrol the wastes and seize weary wanderers from lightless voids that appear in the earth.

The most fascinating phenomenon is **the Tower Lies**. It is a solitary, perfectly smooth monolith that appears to curve outward while growing exponentially taller whenever one approaches. Few souls possess the bravery to explore the chaos within, and most scientists study it from afar.

Those that have entered and returned with their sanity intact have given conflicting reports. None have explored its entirety, and no two maps of the interior are the same. Some have disappeared beyond its doors for years, only to return not a day older than the moment they entered.

Theories to explain the Tower's nature include an arkānik device that affects perception instead of gravity; a dimensional rift in space and time; a portal to Ragnarok; and even an unidentified arkāne force.

The only constant is what has been labeled the Hall of Lies. In this space, perception is severely altered. Footsteps reverberate like the footfalls of great monsters; words are echoed in whispered threats and descriptions of torture. Light becomes malformed, warping vision. Madness is a common side effect of visiting the Tower. Destroying the tower has been suggested dozens of times, but many in the scientific community assert that unlocking the Tower's secrets may prove greatly beneficial to mankind.

PERSONS OF INTEREST

MONTAGE HIX



In the distant past, **Montage Hix** was a homesteader on the Alecian Plains. Together with his parents, wife, and children, he worked a small plot of fertile soil roughly two day's ride from Lokoran by dell. It was a simple life, which on Feneryss is a rarity, but it would not last. After several peaceful years of tilling soil and cultivating a number of crops, the family-run farm was attacked by Drone raiders. Montage and his family were captured and, in stereotypical Drone fashion, each one was experimented on. One by one, Montage witnessed his family tortured and disassembled, driving him into a fit of madness and rage. Montage tore through the flesh of his arm using only his teeth, freeing himself at the elbow. He then killed the drone attackers using his dismembered arm, but it was too late to save his family.

As grief, insanity, and rage coalesced in his mind, he collected an arm from one of the Drones to replace the one he had lost. He stalked out of his home, accompanied solely by his hatred. Any other kind of raider would have killed Montage and his family, or sold them into slavery; either would have been kinder than being subjected to those dark curiosities. Revenge filled his entire being.

In the years since the loss of his family, Montage has become an assassin of sorts who has become infamous, even sought after, for his hatred of Drones. Each of his victims is disassembled and used in the construction of a new, mechanical, body. Once complete, Montage will attempt to transfer his consciousness, becoming the very thing he despises. In doing so, he believes that he will be able to gain access to the great mechanical city, Dronus, and destroy it from within. Only then will he give himself up to death and rejoin his family in the Lost Abyss.

CHAPTER 2: CHARACTER CREATION



BUILDING YOUR CHARACTER

STEP ONE: CONCEPT

Character creation is a deeply enjoyable process, but may be daunting to players with no background in roleplaying games. If you are uncertain what kind of character you want to play, or just want to flesh out your ideas, then this short guide is for you. The first step to building a character is defining your **character concept**. The concept is a simple description of who your character is. For example, a charismatic gunslinger in search of gold and glory perhaps, or a timid bookworm yearning for adventure. The concept is the core of who they are and how others see them. If you want to jump right into the action, you can follow the Quick Character Creation guide on page 50, or by using any of our four premade characters at the end of this section.

BIRTH & UPBRINGING

A person's birthplace and status in life will play an important part in their future. Were their parents penniless peasants, working folk, or wealthy politicians? Were they raised by two parents, or just one? Perhaps they were an orphan. Where an orphan might know only surviving the slums and wastes of Feneryss, the offspring of Lanisian educators could spend their entire childhood with their nose stuck in a tome.

The situation into which your character is born will have a monumental impact on the character's future life skills, opinions, and experiences. An orphan will likely never witness the fine craftsmanship of an academy's vaulted ceilings. Nor is a spoiled politician's child likely to ever lay eyes on the suffering of those unfortunate souls struggling to live outside the walls of Pulse. While the orphan is likely to develop the fortitude and keen eye to endure the impoverished life, a child of wealth will study the strictures of courtly society and have easy access to teachings of arkāna. These are just some examples to get the gears turning, of course. There are many possibilities between these two extremes, limited only by your imagination. There will come a time though, when your character decides to leave their old life behind in search of something else— something more.

MOTIVATION

Why is your character turning to a life of adventure? Are they weary of toiling as a farmer? Do they desire the romanticized career of a wealthy mercenary? Adventurers come from all walks of life, each for their own particular reasons. Fortune, fame, excitement, knowledge, the unknown— there is an endless list of reasons for characters to strike out into the wild with nothing but their wits and a few like-minded souls.

PASSIONS

This is more than mere likes and dislikes. Passion is what lights a fire in your character. A craving for arkāne knowledge may drive your otherwise meek adventurer to risk life and limb on the rumor of dusty tomes stashed away in caves overflowing with deadly creatures. An irrepressible hatred for Vampires could lead a typically level-headed mercenary to unnecessary and heedless conflict. Perhaps the unquenchable thirst for power has led them to stake a claim on the world. These passions will bring the characters to life, flavoring their escapades, and fueling their endeavors.

DREAMS

These are long-term goals, and incredibly difficult to achieve more often than not. While not always immediately relevant or important, these dreams should never leave your character's thoughts and any opportunity to progress toward their completion should be seized with vim and vigor. The dream could be a materialistic want (like literal mountains of gold or a castle) but some prefer more abstract aims, like power or love. These can be as specific or as vague as the dreamer desires and when coupled with a motivation, it will set a path for your character's future efforts and development. A Wretched warrior struggling tooth and nail for the top spot in his clan is destined to face innumerable battles. A Vampire guildsman seeking absolute political control in Lanis will be presented with a myriad of socio-political quagmires in their quest. A Rekindled pursuing their forgotten past will likely venture far and wide in search of clues to solve the riddle of their history.

APPEARANCE

A character's physical appearance is a visceral road map of their life to this point. Mistakes often leave their mark in the form of scars. The few that undergo the marshal trials are clearly branded by their Omens. The lives of a stalwart soldier and a studious arkānist will develop very different musculature. A professor's traveling silks, a mercenary's leather armor, or an airship captain's uniform speak volumes without a single utterance. If you are unsure where to start, ask a few simple questions:

Are they ruggedly handsome, or capable of frightening children at a glance? What is their silhouette: tall and thin, short and squat, or somewhere in between? Do they possess any physical quirks such as scars, birthmarks, or tattoos? Were they born with genetic anomalies such as heterochromia, albinism, or a club foot? And let's not forget biogenics: a bioreactor or razor-sharp spines protruding from a man's back are sure to draw stares and color others' opinions of your character.

QUIRKS

Does your character stutter when nervous, or become tongue-tied when talking to the opposite sex? Perhaps they have an absent-minded tic or tapping of the feet when thinking. Quirks are minor flaws that make a character more realistic, though it is completely possible for a character to not have any major quirks worth mentioning.

STEP TWO: RACE

Your character's race is the foundation of who he or she is, and a pillar of their culture, beliefs, and world view. Each race has various strengths and weaknesses, but there is no limit to what any of them can become. Detailed descriptions of each are found in Races, starting on page 56. **Please note that all races listed in this book are considered Medium creatures.**

STEP THREE: EXPERIENCE (XP)

As characters progress in the game, they gain points towards expanding their overall power in the world of Feneryss, which are called **Experience Points (XP)**. These points are used to upgrade your character's stats and skills and purchase talents.

For a standard-pace game, characters start with a total of 400xp at character creation. Players can spend experience between sessions or anytime as specified by the GM. These points can be distributed as the players wish between stats, Combat Skills, Non-Combat Skills, and talents. It is recommended to spend 198xp on stats, 56xp on Combat Skills, 40xp on Non-Combat Skills, and the last 106xp on talents. These are the recommended expenditures for a well-rounded character, but you may spend the XP in any manner you prefer.

STEP FOUR: STATS

With your initial experience in hand, it is time to start spending. Undoubtedly the most valuable things you can purchase with XP are **Stat** upgrades. These are the numeric representation of your character's strengths and weaknesses. There are 7 stats, each governing a different aspect of your character. A rank 1 stat is considered to be undeveloped, 2 and 3 are average, 4 is above average, and 5 is the limit of "normal." 6 through 9 are varying degrees of exceptional, and 10 is high perfection. The stats, their importance, and XP costs can be found on page 74.

At character creation, all Stats start at 2. You may not increase any one stat beyond 4 at character creation. However, at GM discretion, you may reduce any of your stats to 1 and retrieve the 27xp in exchange. This can increase your XP pool by a maximum of 189xp.

STEP FIVE: SKILLS

Your character very likely wasn't born at the beginning of your campaign. While they might not have much experience, they have lived for a number of years before undertaking a life of adventure. Skills are a way of gauging what your character has learned thus far, and are divided into two different categories: **Combat** and **Non-Combat**.

All skills, whether Combat or Non-Combat, are governed by a primary stat which is listed in parentheses next to the skill name. Skills and their costs begin on page 76.

Combat Skills: The name says it all: these are directly related to combat. This includes offensive skills like Melee and Arkāna as well as defensive skills such as Dodge and Resolve.

Non-Combat Skills: While some of these skills may have a use in combat, their primary purposes exist outside of conflict. This includes Athletics, Diplomacy, Lore, and Survival.

STEP SIX: HEALTH & OTHER NUMBERS

Now that you have your stats and skills out of the way, there are a few more numbers that you need to know in order to complete your character. All characters have a base health of 10; for every rank of Strength, Toughness, and Agility the character gains 2 health; for every rank of Perception, Intelligence, Willpower, and Charisma the character gains 1 health. Every time a character purchases a rank with experience they gain the health bonus. Temporary and bonus ranks from talents and other sources do not increase health. The Toughness health bonus can be increased with the Endurance talent (page 104).

Next, each character has 5 action points (AP) that can be used each round of combat. The character's **Stride** determines how far your character can move for 1 AP. A character's stride is **3 yards, plus half their Agility**. This means most characters will start with a stride of 4.

The character's **initiative** is equal to their Perception ranks plus any talent bonuses.

Next, **Physical Resolve** is the sum of **Toughness + Resolve**. Physical Resolve is a character's ability to resist *fatigue*, disease, harsh weather, and potions. Your character's **Mental Resolve** is the sum of **Willpower + Resolve**. This is a character's ability to resist curses, Psy, and fear.

Their Fatigue Threshold determines how much mental and physical stress they can endure before their performance suffers as a result. This is equal to **half their Toughness**.

The final thing you should note is your **Carry Capacity**. Your ability to carry objects or drag them across the ground is equal to **25 pounds (lbs.) times your Strength**. Note that your Carry Capacity determines how much you can haul before you become *overburdened* (page 86).

STEP SEVEN: TALENTS

Talents are the core of Shattered character development. Talents take the raw data of stats and skills and turn them into unique, game-changing abilities. Characters with high Strength are clearly looking to be melee fighters, but of what kind? Do they want to become indomitable grapplers? They could funnel their experience into the Daohd Martial Arts Style for unique *grappling* abilities. Conversely, they might desire to be a legendary swordsman capable of fending off multiple attackers simultaneously. Take Whirling Dervish and punish anyone stupid enough to come within reach. The same attributes on two different characters can ultimately lead the player down two very different paths.

Each talent comes with an experience cost, and many have stat and/or skill prerequisites. Chapter 3: Talents & Archetypes starts on page 95 and is organized alphabetically within each respective category.

STEP EIGHT: EQUIPMENT

Now that your character's concept is completed, we advance to the final step in creation: clothing, gear, and weapons. Each player starts with **500 Banknotes (Nts. or ₮)** to outfit his or her character. Weapons, armor, and additional gear can be found in the **Equipment Chapter** (page 142).



QUICK CHARACTER CREATION

STEP ONE: CHOOSE A RACE

HUMANS (PAGE 56)

The most abundant race on Feneryss, Humans dominate politics and the economy. They have a general distrust towards the other races.

ALYPSE (PAGE 58)

Blamed for the destruction of the world, the Alypse are known for their affinity towards insanity, *paranoia*, and hiding their true nature.

DRONES (PAGE 60)

An ancient offshoot of Humans who transcended the biological coil to become sentient machines.

FLORVANA (PAGE 62)

A newer race on Feneryss created by the magics of the world in the Cistern. They are a conglomeration of sentient fungal colonies.

REKINDLED (PAGE 64)

The Rekindled started as one of the other races (except Florvana) but refused to pass on and instead remained on Feneryss due to a strong emotion.

SHADES (PAGE 66)

Shade are a matriarchal society of latent psykics who don't speak verbally due to the ferocity of their homeland, the Glass Forest. They are also known for being superior Dragonslayers.

VAMPIRES (PAGE 68)

Former aristocrats from before the Reckoning, this race was changed by gasses and magics beneath the surface becoming vulnerable to ultraviolet rays. This weakness can be sated by the blood of other races.

WRETCHED (PAGE 72)

Wretched are heavily mutated humanoids from a society where "might makes right".

STEP TWO: SPEND EXPERIENCE

STARTING XP: 400

RECOMMENDED XP EXPENDITURE
AT SESSION 1

STATS (PAGE 74): 198XP

COMBAT SKILLS (PAGE 75): 56XP

NON-COMBAT SKILLS (PAGE 76): 40XP

TALENTS: 106XP

Racial Talents (page 100)	General Talents (page 104)
Combat Talents (page 105)	Arkäna Talents (page 117)
Conviction Talents (page 122)	Martial Arts (page 131)
Psy Talents (page 135)	Stealth Talents (page 112)
Social Talents (page 115)	Airship Talents (page 139)

STEP THREE: CALCULATE REMAINING ABILITIES

HEALTH

10 base health

+ 2 health per rank in Strength, Toughness, and Agility

+ 1 health per rank in Perception, Intelligence, Willpower, and Charisma

ACTION POINTS

5 + Miscellaneous bonuses

STRIDE

Half Agility + 3 yards

INITIATIVE

Die code equal to Perception

CARRY CAPACITY

Strength × 25 pounds

MENTAL RESOLVE

Willpower + Resolve

PHYSICAL RESOLVE

Toughness + Resolve

FATIGUE THRESHOLD

Half Toughness

OTHERS (IF APPLICABLE)

CONVICTION POINTS

Conviction + Charisma +
(3 × Devotion)

CONVICTION RANGE

Willpower + 5

ARKÄNA RANGE

(Intelligence × Range
Modifier) + 5

PSY RANGE

(Willpower × Range Modifier)
+ 5

STEP FOUR: PURCHASE EQUIPMENT

STARTING NOTES: ₳500

WEAPONS & CRAFTING (PAGE 150)

ARMOR & CRAFTING (PAGE 155)

SHIELDS & CRAFTING (PAGE 157)

PROSTHETICS & CRAFTING (PAGE 159)

BIOGENICS (PAGE 161)

ALCHEMY (PAGE 166)

GOODS & SERVICES (PAGE 169)

RISK : MAN OF MISCHIEF

A PREBUILT SHATTERED CHARACTER

Race: **Rekindled** XP: **396 Spent / 4 Remaining** Gender: **Male**
 Languages Known: **All** Notes Held: **№35**

		Rank	Rating
STATS & SKILLS	STRENGTH	2	2
	Melee	2	4
	Athletics	2	4
	Intimidate	0	2
	TOUGHNESS	2	2
	Block	0	2
	AGILITY	3	3
	Dodge	3	6
	Hand-to-Hand	0	3
	Acrobatics	0	3
	Sleight of Hand	0	3
	Stealth	3	6
	INTELLIGENCE	2	2
	Medicine	0	2
	WILLPOWER	2	2
	Resolve	2	4
	PERCEPTION	3	3
	Ballistic	0	3
	Awareness	0	3
	Scrutiny	0	3
Search	0	3	
CHARISMA	2	2	
Deceit	0	2	
Diplomacy	0	2	
Inquiry	0	2	

HEALTH	INITIATIVE
35 / 35 <small>Current / Max</small>	1d8
0 / 1 <small>Current / Max</small>	5
FATIGUE	ACTIONS

PARANOIA	2/4 <small>Current / Max</small>	STRIDE	4
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RESOLVE	PHYSICAL	
	2	+ 2 = 4
	MENTAL	
	2	+ 2 = 4

WEAPONS

THROWING KNIFE
Damage: 1d6+2
Attributes: Light, Thrown

ARMOR
DR: 3

PROSTHETICS

LEFT ARM
Wear Limit: 5
Attributes: Climbing Spikes, Grappling Hook



Perhaps not the most orthodox of the Rekindled, Risk cares little for his past life, instead seeing his new body as an opportunity. He fills the void in his memory with the baubles and trinkets he has stolen from others. His eyes bear the color of emeralds, while his pale skin is adorned with ruffled, harlequin, garb standing in contrast to his profession. Following a heist gone askew he lost his arm and has since replaced it with a prosthetic that conceals his various thieving implements. While not necessarily an assassin, he shies neither from violence nor killing in his near-obsessive item collection.

TALENTS

DISTORTION

Slow Fall: characters fall at half the speed they would normally and can negate fall damage up to 4 yards. For each additional rank in Distortion, add 1 yard to Slow Fall's damage negation.

Long Jump: The character can increase their jump distance by 1 yard for each rank of Distortion.

SOMETHING IN THE CUSHIONS

The character has a knack for finding where people stash their valuables. When "turning over" a victim's home or business, the character may roll the Search check twice and take the highest result. This can only be performed once per locale.

SHADOW DREDGE

If a character successfully kills a target, they may immediately attempt a surprise attack against an adjacent enemy. The opponent does not gain their alertness bonus against the Stealth check. This may be performed once per round.

TRAITS

BEEN THERE, DONE THAT

Gain a +2 to Mental Resolve checks.

BROKEN MEMORIES

All Rekindled start with 2 points of *paranoia*.

FLICKER

Once per day, the Rekindled can blink back to a spiritual form. This is a reaction that replaces a dodge or block and allows the Rekindled to automatically avoid one attack.

PAST LIVES

Rekindled keep 1 racial trait from their previous life. Choose 1 racial trait from any other race, except Florvana who cannot rekindle.

SHELL OF ITS FORMER SELF

All Rekindled gain a +1 bonus to Dodge checks.

VISIONS UNSEEN

Each Rekindled starts with 2 ranks in any single Lore.

WHISPERS OF THE GRAVE

The Rekindled may take a single rank in either Arkāna or Psy Combat Skill.

LORELEI : DARK HORSE

A PREBUILT SHATTERED CHARACTER

Race: Vampire XP: 400 Spent / 0 Remaining Gender: Female
Languages Known: Common, Vald'im, Mercheska Notes Held: ¥140

	Rank	Rating
STRENGTH	3	3
Melee	0	3
Athletics	0	3
Intimidate	1	4
TOUGHNESS	3	3
Block	0	3
AGILITY	3	3
Dodge	3	6
Hand-to-Hand	3	6
Acrobatics	1	4
Sleight of Hand	0	3
Stealth	0	3
INTELLIGENCE	2	2
Medicine	0	2
WILLPOWER	2	2
Resolve	1	3
PERCEPTION	2	2
Ballistic	0	2
Awareness	0	2
Scrutiny	0	2
Search	0	2
CHARISMA	2	2
Deceit	0	2
Diplomacy	0	2
Inquiry	0	2

HEALTH	INITIATIVE
36 / 36	1d6
<small>Current Max</small>	
0 / 1	5
<small>Current Max</small>	
FATIGUE	ACTIONS

PARANOIA	0/3	STRIDE	4
	<small>Current / Max</small>		

RESOLVE	PHYSICAL
	3 + 1 = 4
RESOLVE	MENTAL
	2 + 1 = 3

WEAPONS
KUKRI
Damage: 1d6+1
Traits: Light

ARMOR
DR: 3
Attribute: Reinforced



In spite of her frail and alabaster features, Lorelei is an accomplished martial artist who left the quiet life of a Lanisian Scribe behind in search of a mythical hero of Vampire lore. She frequently hides her attractive golden eyes and strawberry-blond hair beneath a heavy cloak and hood. Carrying herself with a coarse detachment and a vicious smirk, she hides her intense loyalty for those she considers friends. When challenged, Lorelei often dispenses with many of the sweeping acrobatics of other martial arts in favor of fast and brutal attacks aimed at debilitation and death.

TRAITS

BLOODBURN

Vampires are immune to most diseases, except *glass fever*, *gray lung*, *gritlac*, and *gutrot*. If they remain covered, Vampires suffer 4 damage that bypasses all DR and 2 points of *fatigue* each week that they do not feed. If a Vampire is exposed to direct UV radiation, they suffer the same penalty each minute that passes.

BLOODLUST

During combat, a Vampire gains +1 to their Melee and Hand-to-Hand damage for each enemy that they kill until the end of combat.

THE COVEN

Lorelei is a member of Skryst (page 70).

DARKSIGHT

Vampires suffer no penalties to vision-based checks in darkness or ambient lighting. They suffer a -2 penalty in dim light, a -6 penalty in daylight, and are completely *blinded* by bright light.

EXTREMOPHILE

Vampires do not benefit or suffer from the effects of airborne potions or effects, except *glass fever* and *gray lung*.

FEARED

If an enemy realizes a character is a Vampire during combat, all fear effects against that enemy last for 1 additional round.

FEED

See page 69.

TALENTS

MARTIAL ARTS

Style: Daohd **Impact:** Vengeance **Race:** Vampire

The martial artist is enraged when their allies take damage. For every ally that takes damage, the martial artist's stride is increased by 1 yard, to a maximum of 3 until the end of their next turn.

Counter Grapple: The martial artist may make a Grapple check as a reaction to attacks made within their reach. If successful, the two characters are now *grappling* and no damage is dealt. If the martial artist is currently *grappled*, this Kata may only be used to negate damage from opponent they are *grappling*.

THUNDER STRIKE

The martial artist pounds the ground with incredible force. This is a Hand-to-Hand check opposed by Acrobatics by all characters adjacent to the martial artist. If they fail, they lose their balance and fall *prone*.

RASHE : SPELLSLINGER

A PREBUILT SHATTERED CHARACTER

Race: **Wretched** XP: **381 Spent / 19 Remaining** Gender: **Female**
 Languages Known: **Common, Gnarltongue** Notes Held: **45**

		Rank	Rating
STATS & SKILLS	STRENGTH	2	2
	Melee	0	2
	Athletics	0	2
	Intimidate	0	2
	TOUGHNESS	3	3
	Block	0	3
	AGILITY	3	3
	Dodge	2	5
	Hand-to-Hand	0	3
	Acrobatics	0	3
	INTELLIGENCE	3	3
	Arkäna	2	5
	Craft: Armaments	3	6
	Medicine	1	4
	WILLPOWER	2	2
	Resolve	0	2
	PERCEPTION	2	2
	Ballistic	3	5
	Awareness	0	2
	Scrutiny	0	2
Search	0	2	
CHARISMA	2	2	
Deceit	0	2	
Diplomacy	0	2	
Inquiry	0	2	

HEALTH	INITIATIVE
35 / 35 <small>Current / Max</small>	1d6
0 / 1 <small>Current / Max</small>	5
FATIGUE	ACTIONS

PARANOIA	0/2 <small>Current / Max</small>	STRIDE	4
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RESOLVE	PHYSICAL	
	3	+ 0 = 3
MENTAL		
	2	+ 0 = 2

WEAPONS

TRIGUN
Damage: 2d6
Clip: 3 Reload: 1
Range: 5 Yards

ARMOR
DR: 3
Attributes: Reinforced

ARKÄNA	
Primaltheurgy	1
Range	Overcast
8 yards	0/4



As a child, Rashe excelled at Primaltheurgy, learning as much as she could despite such a practice being considered “weaker” than brute strength. In order to compensate for the limitations of Arkäna, specifically the toll it takes on the mind, she took up gunnery. Her obsidian hair falls just past shoulder length, though her piercing jade eyes are the first, and often the last, feature an enemy sees. She carries herself with grace normally unbecoming of a Wretched, preferring to create and heal rather than to destroy. Despite this, she will not hesitate to eliminate her foes with a medley of spells and bullets.

TRAITS

ADAPTED

Wretched are immune to environmental hazards rated UC 4 or less.

DUSKSIGHT

Wretched suffer no penalties to vision-based checks in dim light. They suffer a -2 penalty in normal and ambient lighting, and a -4 penalty in bright light and total darkness.

MUTANT

Wretched are not infected with *shadowburn* after a botched biomod or a prosthetic attachment. Roll twice to determine deformities.

TOUGH BASTARDS

If the Wretched begins combat with a Simple Fracture or receives one during combat, they can opt to ignore the penalties for the duration of combat, immediately gaining 2 *fatigue*.

TREMORSENSE

Wretched can detect the movement of objects or creatures that are large-sized or greater within 10 yards, providing that both they and the Wretched are in contact with the ground. Does not provide directional information, only the size and number of objects or creatures in range.

UNSTABLE DECAY

On a successful grapple, a Wretched may choose to detonate and remove a number of tumors up to half their Toughness. Each tumor deals 1d6 damage to the opponent, bypassing all but natural DR. They suffer 1 damage per tumor, which bypasses all damage reduction.

BIOMODS

EXTRA LUNG

Running or swimming lasts twice as long before suffering *fatigue*. Can hold breath underwater for twice as long. Take -2 to resist airborne banes or toxins.

TALENTS

CASTING (PRIMALTHEURGY) (RANK I)

RECOIL WITH IT

After firing a ballistic weapon, the character can, as a free action once per round, move 1 yard in the opposite direction of the shot.

SPECIALIZED TRAINING: BALLISTIC (RANK I)

Gain a +1 bonus to Ballistic checks.

TERROSH : MARSHAL OF LOVE

A PREBUILT SHATTERED CHARACTER

Race: **Alypse** XP: **380 Spent / 20 Remaining** Gender: **Male**
 Languages Known: **Common, Synthri** Notes Held: **₳85**

		Rank	Rating
STATS & SKILLS	STRENGTH	3	3
	Melee	2	5
	Athletics	0	3
	Intimidate	0	3
	TOUGHNESS	2	2
	Block	0	2
	AGILITY	2	2
	Dodge	2	4
	Hand-to-Hand	0	2
	Acrobatics	0	2
	INTELLIGENCE	2	2
	Lore: History(Reckoning)	2	4
	Medicine	0	2
	WILLPOWER	2	2
	Resolve	0	2
	PERCEPTION	2	2
	Ballistic	0	2
	Awareness	0	2
Scrutiny	0	2	
Search	0	2	
CHARISMA	4	4	
Devotion	3	7	
Deceit	0	4	
Disguise	2	6	
Inquiry	0	4	

HEALTH	INITIATIVE
36 / 36 <small>Current Max</small>	1d6
0 / 1 <small>Current Max</small>	5
FATIGUE	ACTIONS

PARANOIA	STRIDE
0/2 <small>Current / Max</small>	4

RESOLVE	PHYSICAL
2	+ 0 = 2
RESOLVE	MENTAL
2	+ 0 = 2

WEAPONS

WHIP
Damage: 1d6
Traits: Light, Reach

ARMOR
DR: 3
Attribute: Field Medicine Assembly

CONVICTION
LOVE
Conviction Points: 12
Opposition: Hate



Unlike most Alypse and even mankind, Terrosh possesses an overwhelming capacity for compassion. At an early age, he was accepted by the Element of Love to become a marshal, much to his parents' dismay. Since coming of age, he has roamed the continent with his companion: his Whip of Love. He gleefully inflicts it's amorous touch upon those that would attempt to harm others or insult his patron Element. Terrosh rarely uses his flesh mask, instead relying upon his appearance to sort the grain from the chaff, as it were. He strives to eliminate hate from the land despite the futility of his actions. Terrosh possesses an irresistible air of joy and pride, always seeming to be in a positive mood despite the weight of the world on his shoulders.

TRAITS

FLESH MASK

Gain a +2 to Mental Resolve checks.

SNAKETONGUE

If an Alypse succeeds on a Diplomacy, Deceit, or Inquiry skill check, they gain a +1 bonus the next time one of these skills is used against the same target.

HERITAGE

All Alypse gain 2 ranks in Lore: History (Reckoning)

PERSONA NON GRATA

Alypse gain a +1 bonus to Intimidate checks against non-Alypse when their Flesh Mask is not in use.

TIRELESS RETRIBUTION

Alypse take 1 point of *paranoia* per 2 points of *fatigue*, and immediately fall *unconscious* if their *fatigue* exceeds their Physical Resolve.

KISS OF RAGNAROK

On a successful grapple, spend 1 AP to bite target and transfer *paranoia* equal to half the target's Willpower.

ZEALOTRY

Alypse gain 1 bonus conviction point for every rank in Conviction.

TALENTS

CONVICTION (LOVE) (RANK 2)

SCRY

A marshal of love is deeply attuned to the positive feelings of joy, love, and attraction. They gain a +3 whenever socially interacting with someone strongly experiencing these emotions and can even discern the cause of the emotion.

OPPOSITION AURA

The marshal's love falters and their compassion wanes. Their halo cracks, wavers, and casts a dark red glow. Unable to muster empathy for others, they cannot perform miracles that heal or buff others, cannot provide Solace, and suffer a -2 penalty to Charisma-based checks.

GRACES

Smooth Talker: Once per day, the marshal may choose to earn the trust of one other person. The target takes a penalty equal to half the marshal's ranks in Conviction (Love) to all Charisma-based checks against them.

PLAYABLE RACES

HUMANS

Noun: Human • Adjective: Human • Plural: Humans • Group: Scheme



Humans are the predominant subspecies of humanity on Feneryss. They outnumber the other races by a significant margin and their general status in society reflects this. This numerical superiority combined with their claim to most of Feneryss's wealth and influence has made it easy for the elites to adopt a smug arrogance. By and large human culture is dismissive of their fellows, the "Lesser Ones."

Recently, however, younger generations, especially those in poorer districts of the city-states, have been raised alongside the other races. The shared struggles of poverty and destitution have birthed a cultural revolution that shuns the racism of their forefathers. Interracial relations have been gaining positive traction in Humans' future leaders. But for better or worse, bigotry and racism dominates much of Human society.

Intrahuman culture fixates on personal glory and achievement. From their sixteenth birthday and on, Humans are told to go out and "leave their mark" on society. This intentionally broad goal is the linchpin of their cultural identity. It promotes ambition, aptitude, and performance. This cultural maxim, combined with the prevalence of Humans in "cultured" society led to their abundance in many positions of power across Feneryss. Good fortune breeds more good fortune. Widespread corruption and greed in society's upper echelons are the unfortunate side effects of this emphasis on the individual.

The credo, "leave your mark," pushes most Humans toward fields that reward individualism. Science, industry, and military officer corps are the most popular. The Pulse military is a prime example. While other races are encouraged to join, few ever see the upper ranks. In spite of the status quo, youthful notions are gradually diversifying these fields.

Compared to the warriors of the Lesser Ones, especially Wretched and Drones, Humans are physically inferior to nearly all others. They compensate for this weakness with great numbers, a tightly knit kinship, and unbridled ardor. Humans constitute the majority of both marshals and arkänists, which is also due to their population advantage. They have not displayed a preference for any one aspect or school of arkäna as a species. Human psykics are uncommon. While this may be biological, some historians believe that until recently there has been a stigma towards those with "unexplained" psychic powers. Where arkäna and the aspects can be rationalized through knowledge or faith, psy is more complicated. It is more difficult for the layman to grasp and comes with the added stigma of mutation. While mutations are prevalent throughout the world, the lack of mutation is part of the Human identity. Mutants, especially those with visible deformities, are treated with as much disdain as any other Lesser One.

For the most part, Humans view the other races as inferior in some regard. Vampires and Alypse are primarily responsible for the rise of general *paranoia* among the bulk of humanity and are seen as parasites who feed off of the progress of others. The Drones and Rekindled, while still looked down upon, are regarded with a degree of morbid curiosity, since they represent means to potentially cheat death. Lastly, the general opinion of Shades and Florvana paints them as savages and invalids to be tamed and uplifted, furthering Human standing and influence on Feneryss.

"Long has mankind shaped the world to its whim. Only ambition at heart, and little room for the concerns of lesser beings. If they could not adapt, they had no right to live. Now humanity finds itself the lesser being, unable to adapt. Many believe what remains is the last shuddering breath of a maligned, rot-infested corpse. The monarch, fallen from the throne, impaled upon its own crown. But mayhaps the Humans are merely on the precipice of their next awakening. Only time will tell."

-ARCTE MAGNUS

LANGUAGE

The common tongue of Humans has taken hold as the dominant language in the world. Nonetheless, the language is as varied as the people who speak it. There are a multitude of accents and a heavy use of regional slang. The language also has a very flexible vocabulary, periodically adopting bastardized verbiage from others. This language is very difficult to learn if it is not a person's first language.

GIVEN NAMES

There is no consistent pattern for given surnames or monikers for the species due to their dispersion and notable dialectic differences from region to region. However, a significant majority of names are derivatives of names from before the Reckoning, and parents are prone to recycling names of their parents or ancestors.

MALE EXAMPLES

Harrien, Mohammont, Matthil, Satigo, Luka, Anoxander, Fennig

FEMALE EXAMPLES

Marira, Sufi, Vadima, Amalya, Ansandrie, Elle, Emy, Minsoo

AGE, HEIGHT & WEIGHT

As with many other things, Humans set the standards for what is considered the normal height, weight, and lifespan. They usually fall within a few inches of five-and-a-half feet tall, and weigh 180 pounds, with a variance of 50 or so pounds depending on height and body type. The definition of Human childhood can vary by region, but it is generally believed to end at age 16. The expected lifespan of a human is usually 80-85 years.

RACIAL TRAITS

BIGOTRY

Due to their upbringing, most Humans in the modern world distrust the other races, even if only subconsciously. Humans gain a +1 bonus to oppose Deceit and Diplomacy checks prompted by members of the other races. Humans also suffer a -1 penalty to all other social interactions with all other races.

DETERMINATION

Humans are a steadfast race who, in spite of the odds, rarely give up in the face of adversity. Once per day, Humans can add half their Willpower as ranks to any skill check. The player must declare the use of this Trait before rolling the skill check.

FATED

In addition to their determination, Humans generally believe they are fated for something greater, more grandiose. They channel this belief and use it as one of their core values. Once per day, a Human may choose to take one die at its maximum, assuring they put their best foot forward. All other dice are rolled as normal. For example, if a Human were to use this trait on a roll of 1d10 + 1d4, it would instead become 10 + 1d4.

HUMAN INGENUITY

Humans have a natural affinity for creativity, allowing them to find unique solutions to complex problems. Their base time required to craft an object is 3 hours instead of 4.

SKILLED

At character creation, Humans may acquire the first rank of any Non-Combat Skill they desire. Once selected, this choice may not be changed.

STUBBORN

Once per day after a Human successfully self-stabilizes, they roll a 1d6 and gain that much health. This refusal to believe what is right in front of them is often as exasperating as it is inspiring.

THE ALYPSE

Noun: Alypse • Adjective: Alypse • Plural: Alypse • Group: Clutch



The Reckoning killed untold billions. The fortunate Aल्पse died, while those that remained were cursed with the likeness of their deity and an untreatable insanity. Their progeny bear these marks to this day, leaving their minds incredibly malleable and their heritage unmistakable.

They are forever haunted and tirelessly persecuted by other races, especially Humans, for their role in the Reckoning. Adapting to survive, the Aल्पse turned to illusions and false personas, and now hide in plain sight behind their flesh masks. Without these masks, the Aल्पse are immediately recognized by their scaled bodies. Some Aल्पse mourn their features, choosing to live their entire life beneath the lonely falsehood of their flesh mask. Others are proud of their heritage and choose to tough it out in ghettos or on the fringes of society. A third group, the Unmasked, never master their flesh mask and are forced to endure the judgmental gazes of Feneryss. Most Aल्पse use their flesh mask only when in the presence of Humans. The other races are less inclined to level blame for the mistakes of their ancestors.

Physically, Aल्पse possess serpentine figures: sleek bodies and smooth skin that produces a faint shimmer in direct light. Mentally, they are masters of deception in all its forms. They have to be, thanks to the constant threat of death from spiteful neighbors. Most find it easy to live undetected within any lifestyle on Feneryss, but with an innate ability at subterfuge, they often maneuver in law, politics, and trade. Aल्पse who choose to masquerade hold the same jobs as Humans. But those who do not, rarely hold steady jobs or legitimate ones.

While the current zeitgeist places the world at odds with the Aल्पse, they themselves harbor little animosity toward the other races. Given that they spend their days using their flesh masks to appear human, many Aल्पse either come to idolize or resent humanity. The amenable nature of the Rekindled makes them common friends. They share a mutual curiosity with Drones and vague kinship as a pair of outcast races. Wretched and Vampires are often a source of envy. They have accepted who they are and do not hide from the world. Their boldness is very alluring, and a number of unmasked Aल्पse have begun to crop up in Wretched clans that accept other races.

LANGUAGE

Synthri is a very mesmerizing tongue, using many soft, sibilant sounds and inflections, combined with steady exhalations. This makes entire statements sound like a single sinuous word. This language is extremely difficult to learn and next to impossible to master for a non-Aल्पse.

GIVEN NAMES

Aल्पse names typically hold the recurring theme of the double R, a rolling that lends itself to the hypnotizing flow of the Aल्पse language.

MALE EXAMPLES

Carrath, Garrbon, Hharrco, Rreclin, Thorrsious

FEMALE EXAMPLES

Athorrow, Janorrius, Kathorra, Westorren

AGE, HEIGHT & WEIGHT

The Aल्पse reach maturity much more quickly than that of the other races, often as early as ten years of age. The oldest known Aल्पse was 80 years of age, but they more frequently succumb to the ravages of their mental curse well before then. They possess similar, albeit smaller, dimensions when compared to that of their Human counterparts, usually being three to five inches shorter and 10-20 pounds lighter on average.

RACIAL TRAITS

FLESH MASK

Since the breaking of the world, the Aल्पse have hidden from the other races by using an ability called a flesh mask to blend in with Humans. They are trained in this ability from childhood, and each flesh mask is as

unique and unchanging as a Human fingerprint. An Aल्पse may summon their flesh mask at any time to take on their Human appearance.

The Aल्पse are capable of maintaining it even in times of stress. If an Aल्पse fails a *fatigue*-related Mental Resolve check, their flesh mask may flicker or waver and draw suspicion. This provokes an opposed check, pitting their Mental Resolve against the Scrutiny of anyone who witnessed the phenomenon. This can be maintained even while asleep, but if an Aल्पse is knocked *unconscious* the flesh mask fails, and their true form is revealed.

SNAKETONGUE

Every time an Aल्पse succeeds on a Diplomacy, Deceit, or Inquiry skill check, they gain a +1 bonus the next time one of these skills is used against the same target. This bonus can be earned from one skill and applied to another.

Terrosh, an Aल्पse marshal, convinces a shopkeeper to give him a 10% discount with Diplomacy, suggesting that a fellow believer should see the importance of his work. He then probes that same shopkeeper for a possible lead on his mission with an Inquiry check, which earns a +1 bonus from his success with Diplomacy.

EXAMPLE

HERITAGE

Many Aल्पse elders pass down myths and fables of the Reckoning to their children and grandchildren, granting all Aल्पse 2 ranks in Lore: History (Reckoning).

PERSONA NON GRATA

An Aल्पse's heritage brands the race as generally unwelcome in many places. Aल्पse gain a +1 bonus to Intimidate checks against non-Aल्पse when their Flesh Mask is not in use.

TIRELESS RETRIBUTION

The heritage and experiences of the Aल्पse have forged them into a tireless people, but this has driven many of them to the brink of madness. Aल्पse do not have a *Fatigue* Threshold like the other races and therefore do not suffer from the normal effects of *fatigue*. They instead take 1 point of *paranoia* for every 2 points of *fatigue*. Aल्पse will immediately fall *unconscious* when their *fatigue* points exceed their Physical Resolve rating.

KISS OF RAGNAROK

After a successful grapple, an Aल्पse can spend an additional 1 action point to bite their victim. During this "kiss" they may transfer a number of their *paranoia* equal to half their Willpower to the victim. The Aल्पse cannot give more *paranoia* than they currently possess.

ZEALOTRY

Aल्पse are inclined to pick up and ardently adhere to the cults of Feneryss. Aल्पse gain 1 bonus conviction point for every rank in Conviction.

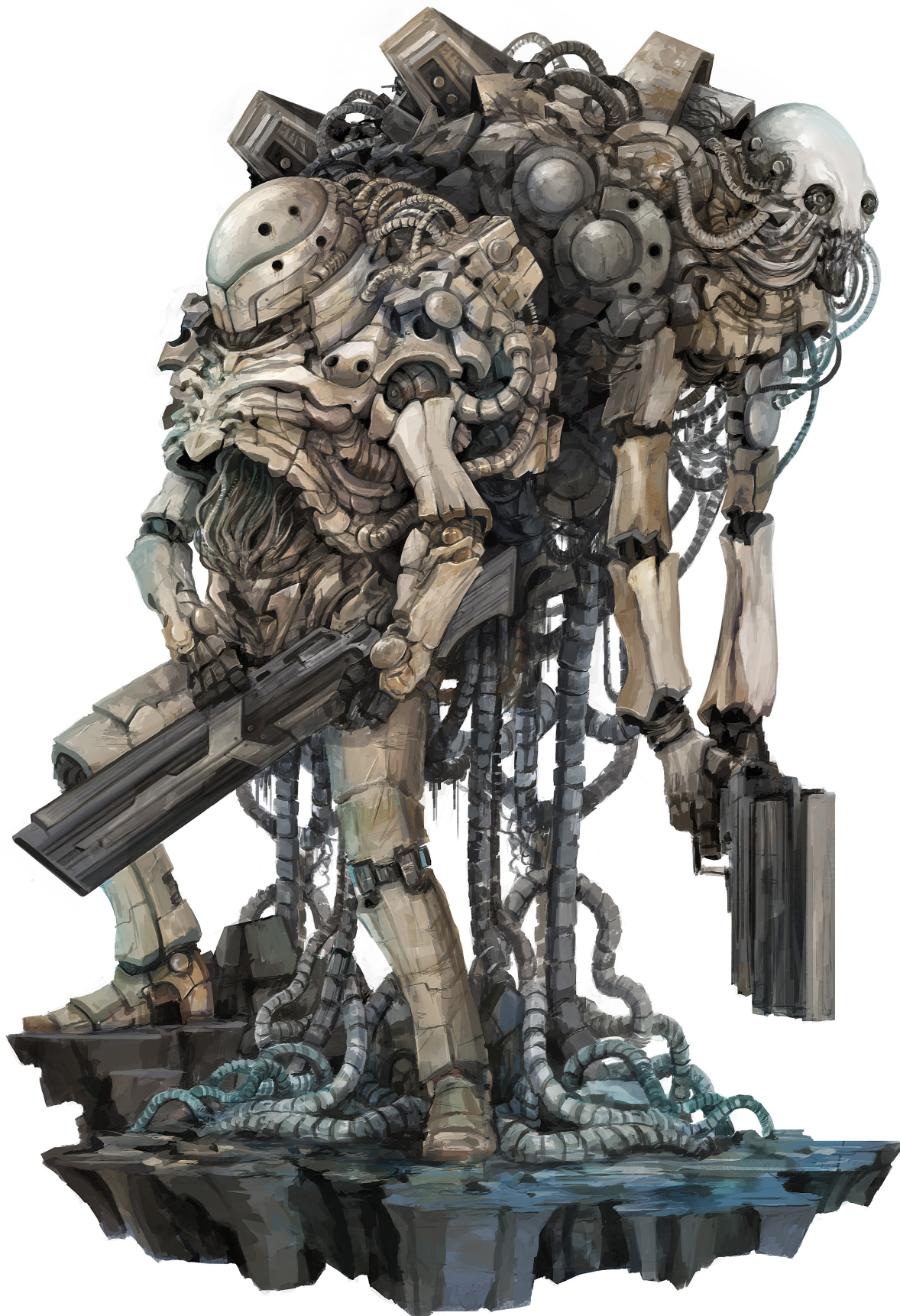
OPTIONAL RACIAL TRAITS

UNMASKED

Some Aल्पse never master the flesh mask. Shunned by both their family and the rest of the world, unmasked Aल्पse wander the world alone. Add a +2 bonus to all Resolve skill checks. This trait replaces Flesh Mask.

DRONES

Noun: Drone • Adjective: Dronish • Plural: Drones • Group: Lib



60 PLAYABLE RACES

Named for their typically detached nature and metal forms, Drones occupy an unusual niche in society. Some Drones will never see the world beyond the city of Dronus. It is easy to think of the few that depart home as cold and unfeeling, but that would be largely inaccurate. Culture shock and the language barrier are the true culprits. Just as the average Drone is unaccustomed to vocalized communication, so the average Feneryan has never uttered a single line of binary. This quiet distance also paves an easy path for the rumors that paint their species as a cult of kidnappers and mad scientists dissecting their victims.

In spite of the negative connotations tethered to their kind, Drones are largely respected and desired in manual labor and technical specialties. While much of Old World knowledge was lost or forsaken during the Reckoning, the Drones preserved a vast wealth of mechanical and biological data as it pertained to their modifications.

Mental and physical variation among drones is on par, and perhaps even exceeds, that of Humans. Their freedom to alter and replace their body parts wholesale has led to very unique aesthetics. While most Drones err on the side of pragmatism, they are no strangers to creative body modification. Though they typically manifest a Humanoid form, a holdover of their Pre-Reckoning origins, some have taken more outlandish forms such as mimicking animals or even uniquely asymmetrical chassis.

Beyond their fortress city, Drones are most frequently found as craftsmen, medical and technical workers, and mercenaries. They rarely attain significant political or social status, but a few have established promising Lanisian dynasties. Another fascinating quirk of their demographics: in the areas of arkāna, psy, and marshals they are almost perfectly spread across all specializations.

Racial bias is also very evenly split. Humans and Alypse have a fearful disdain, thanks to the pervasive rumors of kidnapping and human experimentation. Rekindled are very receptive, and the Wretched have a stoic respect for their strength. Florvana and Shades are disgusted by the nature of these beings, but it typically results in nothing more than social diffidence. Vampiric opinion varies greatly from coven to coven.

LANGUAGE

Drones can adjust their harmonizers to speak any language required. Some are more basic, and thus are easily identifiable by their synthetic tones, while others are nearly perfect recreations of the intended voice. When conversing with each other, they revert to analog tones or binary.

GIVEN NAMES

Drones carry a binary number as their true identification. Those that interact with other races almost always choose an additional designation that translates from their binary identifier. Others acquire or create nicknames to better integrate into society.

NAME EXAMPLES

Hash (35), C (67), Ti, (84/105), Ser (83/101/114), Lead (76/101/97/100), Study (83/116/117/100/121)

AGE, HEIGHT & WEIGHT

The vast variety of body types and sizes, not to mention the rate of modification, makes it impossible to offer averages for this species.

RACIAL TRAITS

ARTIFICIAL CONSTRUCT

Due to a Drone's construction, they cannot take on the *suffocating* condition or any diseases, unless otherwise mentioned. Instead, a Drone's body deteriorates over time. For every 4 points of *fatigue* they currently possess, results on the *critical health* table are increased by 1 step. For example, a Drone with 4 points of *fatigue* who suffers a simple fracture on the *critical health* table would instead suffer from a compound fracture. Any ability that can remove *fatigue* can remove a Drone's *fatigue*.

DRONE DIALECT

All Drones possess an intrinsic comprehension of machines and gain a +1 bonus to Scrutiny and Security checks when dealing with any type of mechanical system.

FOUNDATIONAL LEARNING

Whenever a Drone deals the killing blow to an enemy they are adjacent to, they may briefly study the body as a free action to obtain more knowledge about their opponents. When a Drone does this, they gain a bonus equal to their Intelligence to attack rolls against opponents of the same species for the remainder of combat.

GEAR HEAD

As a basis for survival and self-preservation, all Drones are natural mechaniks. They begin with 1 rank in the Craft (Mechaniks) skill.

METALMAN

Due to the fact that a Drone is not made of flesh, Medicine checks and miracle-based healing do not affect them. Instead, Craft (Mechaniks) checks must be made to heal Drones, stabilize them, reattach their limbs, or remove conditions, each of which are described in greater detail below.

HARDSHELL

Because all Drones have a metallic construction, they are more resilient to damage inflicted by modern weapons. To reflect this, all Drones have 2 points of natural damage reduction.

MODULAR

With efficacy being a primary driving force for Drones, all frames have a modular design. As such, at character creation and for no additional cost, each of a Drone's limbs are Grade 1 Articulated prosthetics. These starting limbs have no Wear Limit and behave like normal limbs. At no point do Drones suffer diseases as a result of botched prosthetic upgrades. Any upgrade to these limbs or newly created prosthetics acquired after character creation have twice the normal Wear Limit and limbs made for Drones have their cost increased by 1.5 times the base cost. Any prosthetic Wear gained can be removed if a Drone rests for 8 consecutive hours.

DRONE HEALING

HEAL

In combat, for 2 AP from each involved character, a Craft (Mechaniks) check can be made to restore a Drone's health by a number equal to the roll. This may only take place once, unless the Drone takes additional damage. Any health gained may not exceed the Drone's maximum health.

REATTACH LIMB

In combat, for 5 AP, a Craft (Mechaniks) check may be made to reattach a Drone's limb. The difficulty of this check is equal to twice the limb's upgrade UC. Outside of combat, the difficulty is equal to the limb's upgrade UC.

STABILIZE

In combat, for 3 AP, a Craft (Mechaniks) check against twice the Drone's current *critical health* may be made to stabilize a Drone.

REMOVE CONDITIONS

A Craft (Mechaniks) check equal to the condition's listed Medicine check must be passed to remove a condition from a Drone.

FLORVANA

Noun: Florvana • Adjective: Florvan • Plural: Florvana • Group: Culture



Florvana are born in the Cistern of Lokoran, children of natural fungi and magical residues of the Reckoning. Each one is a fungal colony kept coherent by an internal hivemind. Their approximate physical resemblance to members of the other races comes from forced growth. This effort to imitate others is an imperfect process that often leads to comical, exaggerated, or disproportionate bodies. As a natural response to potential threats, some Florvana intentionally increase their mass or grow hollow nodules in their bodies to appear larger and more menacing.

The youngest race of Feneryss has much to prove, and they have set the bar high for themselves. Their budding cultural worldview pivots around the idea that they are to be wardens of Feneryss. This concept drives an overwhelming percentage of their kind to become explorers and wanderers with the goal of restoring Feneryss to its pre-Reckoning lushness. They are easily stereotyped as kind-hearted and naive pacifists with a penchant for botany and the healing arts. Scientists, doctors, and teachers are the most common vocations for them. As marshals, Florvana gravitate toward the aspects of Life, Peace, Earth, and Water.

While it is true that Florvana have a predilection toward nonviolence, it would be unwise to assume they all avoid conflict. Those that take up arms typically reserve their might and magic for righteous crusades in defense of the helpless. These acts are seldom for personal gain. Florvan pirates, rogues, politicians, or other “unsavory” archetypes are rare. Equally rare is the Florvana that will lay hands on industrially crafted tools or weapons, often only electing to do so only in times of dire need. Instead, they favor unarmed combat or weapons that can be made without industrial equipment: wooden staves or bows and stone-tipped arrows are common. Armor is traditionally made from stone, tree bark, or tightly woven grasses. None of this is to say the Florvana are single-faceted or simple, but culturally speaking, the Florvan identity is vague. Today, 50 years after emerging from the Cistern, the majority of their population has remained in or near Lokoran, often going no further than Neroth or the Alecian Plains.

Although the Florvana did not exist in the time before the Reckoning, they are very cognizant of mankind’s involvement in the state of the world as it currently is, which weighs heavily on their collective psyche, and colors their perception of the other races. Humans, Alypse, and Vampires are often targets of the greatest scorn, and from the perspective of the Florvana are not separate species, but instead three parts of a larger whole. The Shade, in the minds of the Florvana, are the most admirable of the known races. Because they live off the land and do what they can to attain balance among their homes, they are believed to be a beacon of hope for Feneryss. The Wretched, on the other hand leave the Florvana in a bit of a quandary. They are not simply destructive out of negligence or ambition, but instead, embrace change and destruction with distinct purpose. Ghostly reminders of mankind’s ugly history, Rekindled are viewed with a certain pathos. Lastly, Drones and their synthetic bodies are perplexing and upsetting to most Florvana.

LANGUAGE

Prior to sentience, they had no need for language. They are quick studies, however, and have learned common tongue with incredible speed, although inflections and possessives continue to elude them. This deficit is alleviated by the potent fragrances they exude, which communicate tone and intent. For example, happiness will elicit scents of sweet flowers or tree sap; conversely, anger excretes a sharp, peppery scent.

GIVEN NAMES

Being that the Florvana consist of many individual fungi working in tandem, they have a tendency to combine the names of their major constituents into a single alias.

NAME EXAMPLES

Tirfolber, Sinnix, Talgaspah, Beraddica

AGE, HEIGHT & WEIGHT

Most Florvana grow to their full size within 15-30 days after spawning, but do not fully mature for another three to five years. In that time their size, shape, and coloration can change drastically. Once grown they often tower over the other races, standing at or above seven feet. Alternatively, given their physical makeup, they are incredibly light, only weighing between 100 and 150 pounds on average. Once their growth process is complete, they can typically live for another 30-50 years.

RACIAL TRAITS

HYPHAE

Florvana cannot become Rekindled. However, if their health becomes 0 or less, a mature Florvana may choose to cast off their current form and drop a small ironbark polyp. This polyp, which contains the anamnzoa, or collective memories, of the Florvana colony, has 5 health and 1 natural DR. Over the course of 24 hours it will develop into a small-sized replica of the former Florvana. Although their new physical appearance may differ, they maintain their stats, skills, and talents, but are subject to any relevant bonuses or penalties due to their size. After another 72 hours, the Florvana will regain its medium-size.

NATURALIST

Their love of nature and abhorrence of artificial constructs grants them a +1 to Medicine checks, a -1 to Craft (Mechanics) checks, and a -2 to social checks with Drones.

PHEROMONES

Once they have reached maturity, all Florvana exude an aura of pheromones and other chemicals that indicate their mood, intent, and even their tone of voice. While this goes largely unnoticed by the other races, other Florvana can easily sense these changes, gaining a +3 bonus to Scrutiny when opposing another Florvana.

REGROWTH

The Florvana’s unique structure is capable of rapid regeneration. They can fully restore a lost limb after 72 hours. This is reduced by 2 hours for every rank in Toughness beyond the second. Due to their unique structure and regeneration, they are unable to utilize prosthetics.

ROOTED

Florvana can bury roots deep into the ground, becoming immovable and incapable of movement until they uproot. This cannot be performed on metal or worked stone surfaces. Rooting and uprooting cost 2 AP during combat.

SYMBIOSIS

Thanks to a symbiotic relationship with lichen growing on their exterior, Florvana are able to nourish themselves through photosynthesis when food is scarce. Florvana must go 12 hours without both food and sunlight before they suffer the *starved* condition. 3 Hours of sunlight are enough to replace 1 meal.

THALLUS

Lacking an actual vascular system, Florvana are immune to the *bleed* condition and do not grant Vampires a benefit if they attempt to Feed.

REKINDLED

Noun: Rekindled • Adjective: Rekindled • Plural: Rekindled • Group: Haunt



64 PLAYABLE RACES

The Reckoning's effects were many and widespread. One of the most significant was the inception of the Rekindled: stubborn souls who refused to die. Through the combination of sheer willpower and the new abundance of arkāna, these individuals have rebuilt a flawed model of their former self. Some were born mere moments after their death while others have spent years, even centuries, struggling in death's grasp.

Once their soul has reclaimed a material shape, its appearance is often unsettling. Creating their new body is an imperfect process, but it always includes pieces of their former selves: bone, muscle, and skin. Gaps between the pieces are tethered by visible tendrils of arkāna. This often gives the initial impression of being undead, but only a fool would miss the signs of cognizant intelligence, not to mention the faint glow of magic holding their form together. Most Rekindled retain a few fragments of the previous life. This usually includes, but is not limited to, their name and cause of death. Some are total amnesiacs reborn with nothing but an unshakable feeling of rage or melancholy, an echo of the emotions that drove them to their Rekindling.

The loss of identity drives every Rekindled to search for something. Most Rekindled seek one of two things: their past or a new purpose. Members of the former camp will often turn to Noc'Shala or necromancers to obtain what was lost. The latter typically become aimless wanderers until something piques their interest.

Their existence is something of a controversy among the other races. Many view Rekindled as high-functioning undead while others consider them a collection of homeless beggars due to their lack of established identity. This ostracization has forced them to establish their own communities, called Graves. Most Graves are little more than ghettos or tiny hamlets. Some are content to live out their days alongside other reborn souls, but many give in to the urge to find their past or purpose.

Rekindled are, by and large, the weakest among Feneryans. This is easily offset by their seemingly preternatural affinity for the psychic disciplines and arkāna studies. Many also make a comfortable living as hermetic gurus or researchers thanks to knowledge gained in their past lives or during their time among the dead. Rekindled that prefer physical arms tend toward a ranged or roguish approach. They also have the most marshals per capita. It is believed that the nature of Rekindling and the primal emotions associated with it give them an affinity for the more poignant aspects, such as Life, Death, Love, and Hate.

The Rekindled are unique when compared to the other races of Feneryss for two reasons. First, they are not the products of time and genetic mutation. Second, anyone except the Florvana has the potential to become a Rekindled upon their death. Most Humans, Vampires, and Alype are distrustful of the Rekindled, often tying them to long held fears and superstitions. Drones are generally indifferent, Florvana take pity on them as lost souls, and the Shade are a wellspring of aid in the form of the Noc'Shala. That leaves just the Wretched, who are split into two camps. Some have great respect for the Rekindled's ability to return from the dead, while others dismiss their frail forms on sight.

LANGUAGE

The Rekindled have no unique language. In fact, when they speak, they speak in all tongues simultaneously. Listeners hear their native language clearly with a susurrant of all others beneath it.

GIVEN NAMES

Many Rekindled remember the name from their previous life and keep it, perhaps clinging to their past. For those who cannot remember, or choose to abandon their old identity, there are two common paths. Some opt for the fragmented memories of their death, seeing value in the origin of their second chance. Others seek a new name derived from purpose found in this new life.

NAME EXAMPLES

Burdened by the Mountain, First Sheperd, Ironfire, Sleepless in Ignorance, Stormlost, Warden of Many Paths

AGE, HEIGHT & WEIGHT

Given that the Rekindled live in a state of existence that is beyond full understanding, their bodies react differently to the natural elements of the world and to time itself. Maturity does not exist in a physical sense for the Rekindled and instead is recognized as a conscious choice about one's purpose. From that point on, a Rekindled can live for anywhere from a few decades to a few centuries. Their physical dimensions are just as mysterious, but many believe these measurements to be tied to the past life of each Rekindled.

RACIAL TRAITS

BEEN THERE, DONE THAT

The character's will to live was so strong that it conjured a body out of thin air. It is that same iron will that will permit them to persevere through Feneryss's many challenges. Gain a +2 to Mental Resolve checks.

BROKEN MEMORIES

The Rekindled have seen the underworld and walked the skull-strewn beaches of the Lost Abyss. While they do not remember their time among the dead, visions seep through their minds, calling them home. All Rekindled start with 2 points of *paranoia*.

FLICKER

Once per day, the Rekindled can blink back to a spiritual form. This is a reaction that replaces a dodge or block and allows the Rekindled to automatically avoid one attack.

PAST LIVES

Even through death and rebirth, Rekindled maintain a tenuous grasp on their former selves. Choose 1 racial trait from any other race, except Florvana who cannot rekindle.

SHELL OF ITS FORMER SELF

Because their bodies are so fragmented, it is considerably more difficult for enemies to inflict damage to crucial areas. For example, a bullet may completely miss, flying harmlessly through gaping cracks in their disjointed body. Because of this, all Rekindled gain a +1 bonus to Dodge checks.

VISIONS UNSEEN

Each Rekindled retains tenuous threads of the knowledge they once held. As a result, they start with 2 ranks in any single Lore of the player's choice.

WHISPERS OF THE GRAVE

Exposure to the realm beyond death has gifted Rekindled with unique insights regarding the way of the world. The Rekindled may take a single rank in either the Arkāna or Psy Combat Skill.

OPTIONAL RACIAL TRAITS

PAST EXPERIENCE

The passions of a past life can, on occasion, bleed through the barriers of death, giving many Rekindled a small portion of their lost ability. Gain a single tier 1 talent at no cost. The Rekindled must meet all requirements of the desired talent. Any subsequent purchases of the desired talent have an XP cost that is treated as if the talent had been acquired through traditional means. This trait replaces Past Lives.

THE SHADE

Noun: Shade • Adjective: Shaded • Plural: Shades • Group: Blind



The Shades are products of their environment, and the Glass Forest is easiest described as a giant death trap. The volcanic, onyx structures from which its name is derived are razor sharp. The creatures living there are all hunters struggling against one another in the absence of sustainable vegetation. The Shades are royalty among hunters with their claim to fame as dragon hunters. No other creature can make such a boast.

Their matriarchal society has very firmly established gender roles. Females are the dominant sex in relationships, politics, and society. Women become leaders, teachers, and huntresses. If men do not become foreign diplomats or craftsmen, they depart the Glass Forest to learn of the outside world in the hopes of returning with knowledge to enrich their cabal.

A few exceptions exist for both sexes. They are frequently hired on as guides and consultants for airship captains, and many black market operators appreciate the discretion that can come with hiring mute couriers. As with any culture, many also rebel and depart the Glass Forest to pursue their own ideals. The largest populations of Shades outside their ancestral home can be found in Lanis and Pulse's Quarterlock.

They can easily make a living beyond the Glass Forest as trackers, trappers, and guides for more urban Feneryans. The variety of fighting styles among the Shades is outmatched only by the Wretched. A majority of Feneryan psykics herald from this race, and there are a number of powerful arkanists among them as well. Shade marshals largely adhere to the aspects of Earth, Air, War, and Peace.

The Shade are begrudgingly respected by Humans, if only for their dragon hunting knowledge. Between their telepathy and albino Noc'Shala brethren, Humans find them to be collectively unnerving and strive to steer clear if possible. There is a general resentment among the Alypse toward them, partially because of their social success, but mostly because their latent psychic powers make them a threat to Alypse in hiding. Since the Rekindled are essentially spirits, they frequently seek out Noc'Shala to rediscover their broken past, or at least gather the pieces. Racial relations with both the Vampires and Drones are typically neutral, although they are viewed as a lovely source of blood by the former. The Wretched admire the skill required to fell a Dragon but dislike the Shade emphasis on gender roles: strength is strength, regardless of its source. Finally, the Florvana have a generally positive relationship. While hardline pacifists find their hunting culture excessive and barbaric, the overwhelming majority are impressed by their respect for life.

LANGUAGE

Since the Shade speak telepathically, they are able to communicate to all races through pure thought. While Shades do not have a verbal language, they do have a written one. It is through this medium that Shades assign meaning to the world and more importantly their offspring. Typically these messages come in the form of images, emotions, and basic impulses that can be universally understood. Though they lack spoken language, they are capable of learning and understanding others.

GIVEN NAMES

Each child is named several years after they are born when their parents have had time to observe their personality. While many Shades keep their given name, it is not uncommon for a Shade to allow their loved ones to select a new name to carry throughout adulthood. Many of these names cannot effectively be spoken by the other races, so most Shades also select a common name that best approximates their true name.

NAME EXAMPLES

Clash, Fire, Lance, River, Spine, Steel, Wing

AGE, HEIGHT & WEIGHT

Shade offspring, like that of the other races, face a violent and perilous world that demands quick maturity. A Shade is often considered an adult by the age of 10. Shade men have a tendency to live shorter overall lives,

often passing in their 50's. Alternatively Shade Matriarchs often live well into their 90's. Their stature is the shortest of the known races, usually being no greater than five feet tall, with their weight being proportional to that, falling between 75 and 100 pounds.

RACIAL TRAITS

CURIOSITY

Unlike many of the other races, the Shade view the world with an unyielding optimism. Feneryss is the world they were born into, and it is, in spite of considerable danger, a beautiful and awe inspiring place. They are curious, in many cases to a fault, and gain a +1 bonus to Scrutiny tests. Additionally, in certain social situations (i.e. when asking an inappropriate question), *curiosity* bestows a -1 penalty to Inquiry.

DRAGONS BANE

While Shade culture places women at the forefront, every Shade is taught how to effectively capture and kill dragons. Because of this, every Shade starts with 2 ranks in Secret Lore: Dragons.

FREE RUNNERS

The Glass Forest is perilous at every turn, meting out swift and bloody judgment upon anything not agile enough to brave its obsidian spires. Shades proudly count themselves among these worthy few, and each one bears the scars to prove it. Whether on the run from a rampaging dragon, or pursuing smaller game, they must be sure of every step, for it could be their last. This level of skill is not only a necessity for living in the Glass Forest, but it is in many ways a rite of passage for Shades. As such, all Shades gain a +1 bonus to Acrobatics.

IT'S ALL IN THE DETAILS

To survive the threat of dragons and the many perils looming in the Glass Forest, Shades have developed a greater situational awareness than the average person. They gain a +2 bonus to Awareness checks against surprise attacks made against them.

NATURAL TELEPATH

Shade posses vestigial vocal chords. Instead, they can use telepathy to communicate with any number of people within 10 yards. Other races find telepathy unsettling, granting a +1 bonus to the Shade on Intimidate checks against any non-Shade when using their telepathy to do so. The range of natural telepath may be increased with the greater mind racial talent.

UMBRA

Whenever a Shade makes two sequential move actions, they may leave behind an illusion of themselves. This illusion may occupy any 1 square yard that the character moved through this round. Only one such illusion may exist at a time, and it may be dispelled with any attack that deals damage. If it is not dispelled, the illusion dissipates at the beginning of the Shade's next turn.

OPTIONAL RACIAL TRAITS

NOC'SHALA

The character is now a Noc'Shala, able to converse with and, if necessary, fight off the spirits of the dead. Once per day they may attempt to speak to the dead or attempt to glimpse a Rekindled's past. If the GM permits the Shade to commune with a spirit or witness a Rekindled's history, the GM will also determine how long this seance lasts. Potential uses for this include questioning murder victims, gleaning info about historical events, or speaking to long lost relatives. This trait replaces Natural Telepath. Noc'Shala may still learn telepathy with the Psy talent.

VAMPIRES

Noun: Vampire • Adjective: Vampiric • Plural: Vampires • Group: Clot

