

As the world was torn asunder, some Humans escaped into cave systems deep underground and found themselves steeped in all number of toxins and latent arkāna. Over the years, adapting to these factors alone left this remnant of humanity wholly different from their former selves. Their blood had become caustic, their skin paled, and their vision had adapted to the scarce subsurface light. The lack of food underground drove them to cannibalism, which also encouraged the evolution of elongated fangs.

Vampires are a very superstitious people. They have no gods or angels, but fear a looming pantheon of demons and tormentors. When the Vampires fled their native caverns, they were forced to contend with Maldraan, the queen of emptiness and the surface world. The Vampires could not escape their torment below without first paying Maldraan the many hundreds of lives that were owed to her. Once the toll was paid, Vampires emerged as refugees into a hostile world. Today, most Vampires cling tightly to their superstitions. They wrap themselves in the tanned hides of their ancestors or other thick leathers to ward off Maldraan and her all-searing eye.

Many Vampires have also given up their traditional cannibalism. Following a year of relentless bloodshed known simply as the Vampire Hunts, many chose to abide by “true vampirism,” which means they consume only blood. This was done in an attempt to ingratiate themselves with the other races. They are a race driven by adaptation, and it is this very trait that has driven many Vampires into positions of great wealth and power.

## LANGUAGE

Vampires speak in a variety of dead languages collectively called Vald'im. While this collection of tongues can be learned to a degree, it is impossible to know how many languages are actually in use.

## GIVEN NAMES

Within the hierarchy of each esteemed coven lies a system of naming founded on one's prestige. With each new accomplishment, a member is bestowed a brand new honorific or surname, according to the coven's particular traditions. While being in a coven is not required to gain a title, Vampires who are in the same coven are more likely to give away a title to someone in their coven than members of rival covens, outcasts, or uninitiated Vampires.

### MALE EXAMPLES

Darius, Garthon, Harkon, Marius, Mathias

### FEMALE EXAMPLES

Islud, Jusilun, Kristo, Lillith, Orikasa

## AGE, HEIGHT & WEIGHT

Vampires mature slowly and are not often considered adults until their 20's and can live well past 90. Marquis has been known to live 140 years and no known draculesti ascendant has ever died of old age. Their average builds are similar to that of Humans, but they tend to be an inch or two taller and 10 to 15 pounds heavier.

## RACIAL TRAITS

### BLOODBURN

Generations spent below ground, immersed in virulent gasses and unstable magic left the Vampires with incredibly toxic blood. Vampires are immune to many diseases caused by foreign pathogens, except *helwretch*, *glass fever*, *gray lung*, *gritlac*, and *gutrot*. Unfortunately, their blood is also highly reactive to UV radiation, which slowly turns their blood into acid. While this reaction can be mitigated through the use of covering the whole body, the process is persistent and will eventually become lethal if the Vampire doesn't feed. If they do remain covered, Vampires suffer 4 damage that bypasses all DR and 2 points of *fatigue* each week that they do not feed. If for some reason a Vampire is exposed to direct UV

radiation, they suffer the same penalty each minute that passes. In either instance, any *fatigue* gained in this way can be eliminated by feeding.

### BLOODLUST

Vampires are expressly attuned to death and its workings. As third parties to such events, this manifests itself differently. Some Vampires become irritable, others may feel simple persistent chills, while others still may become aroused. If a Vampire is the direct cause of a death, however, their reaction is more potent and consistent. 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

Vampires begin as a member of a coven on Feneryss, an Uncoven, or an Exile. When choosing Exile, determine which coven exiled the character. There are a number of prominent covens to choose from, with their own pro's and con's. Uncoven have no significant benefits or penalties, but should have a relatively easy time acquiring coven membership should they change their mind. Exiles are marked with a distinct tattoo (page 70) that will lead other covens to shun them, or even actively obstruct them socially and economically. However, it is possible that certain covens may desire Exiles from their rivals. For example, Stillyr may desire Exiles of Skryst in hopes of leveraging their knowledge to free the coven from Skryst's influence.

### DARKSIGHT

Vampires are accustomed to living in dark underground areas. Vampires suffer no penalties to vision-based checks in darkness or ambient lighting but see only in black and white. They suffer a -2 penalty in dim light, a -6 penalty in daylight, and are completely *blinded* by bright light.

### EXTREMOPHILE

Vampires have incredibly robust respiratory systems that can extract oxygen from even the most deprived environments. As such, Vampires do not benefit or suffer from the effects of airborne potions or effects, except *glass fever* and *gray lung*. They can however, still be drowned.

### FEARED

As a result of their ancestor's actions, Vampires are very often feared by the masses. If an enemy realizes a character is a Vampire during combat, all fear-based effects against that enemy last for 1 additional round. Out of combat, the Vampire's next fear based action succeeds if the defender ties the Vampire.

### FEED

To combat their hemoacidosis (see Bloodburn), a Vampires' digestive system can siphon off plasma and inject it directly into their circulatory system. This dilutes the Vampire's bloodstream and staves off their hazardous condition. As a free action, a Vampire may feed on a target as the result of a successful grapple that they initiate (does not work with reactions or opposing a Grapple check). If successful, the effects of the Vampire's Bloodburn are delayed for one week. If the Vampire has gained *fatigue* as a result of Bloodburn, it is eliminated upon feeding. Vampires are unable to feed on Drones (even those with skin grafts), Florvana, or other Vampires.

After being fed upon, the victim gains 1 point of *fatigue* and the Vampire's Darksight trait for one day. The Vampire likewise gains one of the following racial traits for one day (note that a trait gained in this way is overridden if the Vampire feeds again):

- **Human:** Gain the Fated racial trait.
- **Alypse:** Gain the Zealotry racial trait.
- **Rekindled:** Gain the Been There, Done That racial trait.
- **Shade:** Gain the Natural Telepath or Noc'Shala racial trait.
- **Wretched:** Gain the Tremorsense racial trait.

# VAMPIRE COVENS

Covens are groups of Vampires bound by a set of shared beliefs that were initially established in response to the Vampire Hunts circa 2719 PR. With the end of the Hunts and, covens became social and political constructs that lobby for vampiric interests and provide safety from the rest of Feneryan society when needed. As certain covens grew in power, they quickly developed rivalries and convoluted political relationships with one another. Some Vampires have opted out of the whole mess, and are known as Uncover. Others, who remain in good standing with their coven and prove their worth to said coven gain an honorific to their first name. For males, they tack on -vir and for females, -vur (For example, Lorelei has gained good standing with Skryst and is now Lorelei-vur Orikasa). Finally, some Vampires who have transgressed against their coven are tattooed and forced out of the enclave. They are known as Exiles. All three have consequences, positive and negative, that will influence a Vampire's daily activities wherever they go.

## ALDINN OF THE ASHLANDS

Settled in the heart of the Ashlands at Solus Refuge, Aldinnians are an incredibly generous bunch renowned for their hospitality and communal living. There is no governing body; all members have a say in important decisions.

**FEEDING:** Volunteers and livestock only.

**ALLIES:** Dreyri, H'Vargi

**RIVALS:** None

**PROS** Aldinnians find that acquiring aid from friendly covens is significantly easier, and other coven members will give food and lodging anywhere you may find them. In addition, any equipment you may need is free from Aldinnians, assuming they are able to part with it.

**CONS** Members found feeding on unwilling subjects are exiled. This rule tends to make non-Vampires more amicable to Aldinnians, but the other less sympathetic covens (Sarrblot, Skryst, and Stillyr) tend to dismiss their ilk.

## DREYRI OF LOKORAN

Their influence spans the Alecian Plains from Glass Forest in the west to Demon's Jag in the east. Its position as the largest coven is thanks to Lokori law that allows Vampires to turn debtors into indentured servitudes with the sole purpose of providing blood to their creditor. The promise of a constant supply of blood is an attractive offer to any Vampire. The coven's social and economic successes are thanks to outlawing cannibalism (consuming and/or drinking from other Feneryans). The other races are much more comfortable knowing that Dreyri will execute any Vampire caught breaking this rule. There is a strong fraternity among its members despite how widespread they are.

**FEEDING:** Indentured servants and volunteers.

**ALLIES:** Aldinn

**RIVALS:** Skryst, Sarrblot

**PROS** Dreyri is in a unique position economically by housing itself in Lokoran. It has entirely embraced the free trade concept thus allowing its members to more easily acquire loans, knowledge, and assorted goods, both legitimate or otherwise, while within their reach.

**CONS** Most Vampires view Dreyri as greedy but not always underhanded. Those who do not belong to Dreyri may attempt to charge extra for goods and information knowing how rich the coven is.

## EXILES

On the off chance that a Vampire is kicked from a Coven due to a violation of the rules and/or a horrific act, their face is branded for all to know. Exiles are rarely interacted with by the Covens or even Uncover Vampires.

**FEEDING:** Various

**ALLIES:** No Covens

**RIVALS:** All Covens

**PROS** None

**CONS** Ostracized, they find it hard to live a normal life with other Vampires. They receive a -5 penalty to interacting with any Vampire who is not an Exile. Some Covens, especially the one from which they were removed, may kill them on sight.

## H'VARGI OF THE UNTARNISHED STEPPES

This is a hermetic coven established far from the centers of civilization. They safeguard a wealth of knowledge, manage meager crops, and venture from home only to collect additional information for their impressive library. Their reputation as apolitical academics affords them great freedom abroad and they defend this reputation fiercely.

**FEEDING:** Livestock only.

**ALLIES:** Aldinn, Dreyri, Stillyr, Skryst

**RIVALS:** None

**PROS** Members of H'Vargi have access to a vast wealth of ancient and secret lore through their fellow H'Varga and the underground archives. When traveling they are usually afforded a respectful distance, even by criminal elements.

**CONS** Penance for breaking the tenets of H'Vargi is always dire. Exile and execution are the most common. This includes getting involved in politics, criminal behavior, and other partisan activities.

## MARGYR OF NEROTH

Literally translating to "the many," this coven refers to a countless number of smaller, rivaling clusters within the city-state. They are just one more contributing factor to the chaos in the north. Groups under the title of Margyr are closer to racially aligned gangs than actual members of a coven, so it is impossible to say what ideals and values they possess.

**FEEDING:** Varies

**ALLIES:** None

**RIVALS:** None

**PROS** While obtaining help from other members of Margyr is more difficult than is the case with most other covens, members of this coven still find it easier to strike deals and gather information within Neroth's chaotic climes.

**CONS** Margyr has little to no reputation with other covens meaning outside help is nigh nonexistent, and the constant war for control of the city means showing your colors will often get you attacked.

## SARRBLOT OF HEL

The anarchic rulers of the Grave City, united by little more than need and a mutual respect. The few other Feneryans living there are treated as little more than corralled animals if they are unable to deflect the coven's attempts. Despite status as the greatest power in the area, they are keen to avoid the Tide and other horrors unless absolutely necessary.

**FEEDING:** Cannibalism

**ALLIES:** Skryst

**RIVALS:** Dreyri

CONS  
PROS

Those from Sarrblot have access to the knowledge of the majority of anarchist, terrorist, and other violent movements in their current area by contacting members in Sarrblot. Skryst are more than happy to provide armaments and political knowledge to Sarrblot at a reduced price assuming it does not interfere with Skryst plans.

Excluding Skryst, the covens are wary of Sarrblot due to their anarchist tendencies and proximity to powderkeg situations. All vampires who are not Skryst are distrustful of the Vampires of Sarrblot and may refuse to do business or even acknowledge them.

## THE WILLING

The Willing serve as both a first line of defense, and a willing food supply for Sarrblot. They protect the interests of the coven against the undead and the bands of scavengers that abound in Hel. In exchange for their service, they are permitted to live among the ranks of the Sarrblot, albeit as lessers. They do so out of a belief that serving their Vampire masters provides the best chance of survival. This subservience has propagated a less polite nickname: Helhounds.

## SKRYST OF LANIS

A growing and stout rival to Dreyri, Skryst has influence within a number of Lanisian dynasties. It is split into two houses who disagree on the best method to grow stronger: House Lightborn believes denying themselves blood for great periods of time is the true way to attain ascendance; House of Ror believes that they can grow strong only by consuming as much as they desire. Lightborn has established a Spositive reputation overall thanks to their contributions to society and eagerness to catch and execute cannibals from House of Ror. House of Ror is reviled as the stereotypical "evil" house of Vampires, who submit to wanton debauchery and egocentrism.

**FEEDING:** Lightborn, Volunteers and livestock only; periods of fasting are common and encouraged. Ror, unrestricted, including cannibalism.

**ALLIES:** H'Vargi, Sarrblot

**RIVALS:** Dreyri, Stillyr

CONS  
PROS

Vampires of Skryst find political dirt more readily available to them no matter where they are in the world. The coven has fingers in every political pie, no matter the size. Due to this political prowess, they are able to purchase all personal equipment at a reduced cost from most vendors.

Due to the fractured nature of the coven and the brutality it exerts onto its own members, only Sarrblot as a whole will willingly do business with Skryst. The other covens will do business but at an increased price. This is, of course, assuming they have not been persuaded by Skryst to be more friendly.

## STILLYR OF PULSE

The poorest coven and stuck beneath the boot heel of Skryst's House of Ror. They strive to one day to be free of their debt to Skryst, but for now bide their time until the moment is right. To pay this debt, they run Pulse's dim district, providing chemicals, games, and flesh for those who can pay. Though this would normally be a parasitic relationship, Stillyr is keen to defend Downtrod as fiercely as anyone else. It is, after all, their home. While cannibalism is illegal in Pulse, just as anywhere else, Downtrod is poorly enforced and as such Stillyr only punishes cannibalism within its ranks when it might otherwise negatively affect them.

**FEEDING:** Varies, mostly restricted to volunteers and debtors.

**ALLIES:** H'Vargi

**RIVALS:** Skryst

CONS  
PROS

Members of Stillyr never go without food or shelter while in Downtrod or the world as a whole. They are a scrappy coven that knows how to survive even in the harshest of environments. Once per day members of Stillyr may re-roll Survival or Stabilization checks and take the higher result. In addition, some Vampires may take pity on Stillyr and give discounts or food scraps.

Being the poorest city coven comes with its drawbacks. Those in Stillyr are often ignored as vagrants or considered too destitute to do business with. Also, members of Skryst will often bully and attack Stillyr members on sight.

## UNCOVEN

While most of the Vampires of Feneryss belong to one Coven or another, there is an ever expanding group of Vampires who wish to remain unaligned. Players receive no pros or con but some Covens may attempt to aggressively recruit them to their organization. Alternatively, they could be seen as indecisive or too weak to be part of a Coven.

**FEEDING:** Various

**ALLIES:** Any Coven

**RIVALS:** Any Coven

# WRETCHED

Noun: Wretched • Adjective: Wretched • Plural: Wretched • Group: Mass



72 PLAYABLE RACES

These tortured souls are the taller, bulkier offshoot of Humanity that endured the brunt of the Reckoning within great machines of old, huddled around eternal fires. The heat that seeped into their frigid bones also ravaged their bodies with radical mutations, for better or for worse. They maintain the same potential for physical diversity as Humans, but they have a tendency to possess dark hair and green or gray eyes.

The Wretched in the current age have sorted themselves into nomadic clans, but some still choose to travel in solitude or try to make a living in one of Feneryss's few cities. The clans wander the Ashlands, seeking the past's lost technology in hopes of turning a profit or finding their home of legend, Bravjegaad. Status within a clan is determined solely by strength, and this fixation on strength and aptitude makes the Wretched very ruthless, even cruel at times.

Their leadership structure is constantly shifting, which makes it difficult for other races to conduct business with the Wretched. One day a deal may be struck, then the next it is cast off by a new chief. They're also the primary slaver force, shackling their own as well as other races. It is no surprise that the Wretched are both revered as a strong people and reviled as savages. As such, Wretched are often bodyguards, martial arts teachers, or "the Brute Squad". A rare few are subjected to servitude as airship power cores.

Their incessant drive for strength and power also gives the Wretched an air of superiority when comparing themselves to other races. Because blood for many Wretched symbolizes vigor and prowess, they see the Drones and the Florvana as being not only unnatural but anathema to progress and the future. The Vampires, on the other hand, are the victims of a particularly venomous disdain. Not only is their blood weak, but they feed on their betters to survive. As far as the Wretched are concerned, Vampires are a scourge.

Humans, while individually viewed as weak, are often well regarded for their indomitable strength of will and spirit. The Alypse too are held in similar regard, though their cowardice is generally understood as a sign of being untrustworthy. Indeed, few Wretched ever ally with an Alypse, even in the gravest of circumstances. Finally, the Rekindled remain ill-defined among the Wretched. While they are known to be physically weak, most Wretched believe them to be spirits of the past, bound to walk Feneryss for eternity as penance for some long forgotten transgression. As a result, Rekindled are either pitied or completely ignored.

## LANGUAGE

Gnarltongue is the name given to the language of the Wretched. It is very guttural and is often described as angry due to its heavy use of hard inflections. The language is not too difficult to learn, but the vocal sounds are unnatural for foreigners and take much practice to replicate properly. Many historians believe that this language developed because the hard sounds stand out among the noises of the wastes, where many Wretched make their home.

## GIVEN NAMES

With the Wretched's penchant for strength and brutality, they have a tendency to name their offspring in a similar fashion, with abrupt tonal shifts and harsh syllables. Unlike many other races, shortening another's name for ease is not considered a term of endearment or friendship, and is instead taken as a slight.

### MALE EXAMPLES

Alcangrathundt, Gritch, Harthur, Kargrundt, Yanthong

### FEMALE EXAMPLES

Agnedt, Dagnyil, Hindregaad, Odlevigt, Tordunna, Vilhelvek

## AGE, HEIGHT & WEIGHT

Wretched are considered adults at or around 14 years of age. While in rare cases they can live as long or longer than Humans, such individuals are generally considered to be the strongest of the Wretched. In the vast majority, however, most Wretched live for little more than 60 years

because that is when their natural strength tends to falter. They are a tall and bulky race that averages between six and seven feet tall and between 200 and 275 pounds.

# RACIAL TRAITS

## ADAPTED

Wretched have spent the majority of their lives in the wastes of Feneryss. Exposed to such extremes, the Wretched have become immune to environmental hazards that are rated UC 4 or less.

## DUSKSIGHT

Accustomed to the dim surrounds of the Ashlands, Wretched suffer no penalties to vision-based checks in dim light. However, such a boon comes with some downsides. They suffer a -2 penalty in normal and ambient lighting, and a -4 penalty in bright light and total darkness.

## MUTANT

Due to their nomadic lifestyle, the Wretched have become incredibly resilient to mutation and other biological alterations. They cannot become infected with shadowburn as a result of a botched procedure to add either a biomod or a prosthetic. They can suffer from deformities, but may roll twice on the deformity table (page 165) and take the preferred result.

## TOUGH BASTARDS

The social onus of projecting strength and overcoming weakness is so prevalent among the Wretched that it is common for them to fight even after receiving debilitating wounds. 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. Each time they choose to fight through a fracture, the Wretched immediately gains 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 making contact with the ground. This ability does not provide directional information, but only the size and number of creatures or objects within range.

## UNSTABLE DECAY

When the Wretched gain a cancerous or sentient tumor, their bodies alter the tumor's chemistry making them highly combustible. On a successful grapple, a Wretched may choose to detonate and remove a number of tumors equal to or less than half their Toughness. Each tumor deals 1d6 points of damage to the opponent, which is reduced only by natural damage reduction. The Wretched suffers 1 point of damage per tumor, which bypasses all damage reduction.

# OPTIONAL RACIAL TRAITS

## CITY SLICKER

In the current age where the races no longer live in isolation, many Wretched choose to walk away from their ancestral homes in the wastes to resettle in bustling cities or newfound settlements. Their penchant for adaptation remains, but rather than shrugging off sandstorms and earthquakes, they become adept at negotiating crowds and gain a +1 bonus to reactions when outnumbered and being attacked by 3 or more individuals. This trait replaces Adapted.



# STATS

A character's stats are all their capabilities boiled down to seven simple numbers. They are **Strength, Toughness, Agility, Intelligence, Willpower, Perception, and Charisma**. All players start with 2 ranks in every stat. To purchase a rank in a stat, you must possess all previous ranks (i.e. you may not purchase rank 4 in Strength without first purchasing rank 3). If any of a character's stats are reduced to 0, they fall unconscious. Stats cannot be negative.

EXAMPLE

Lorelei currently has rank 2 in Toughness but wants to get rank 5 to improve her survivability. She purchases rank 3 (54xp), rank 4 (90xp), and rank 5 (135xp) for a total of 279xp.

## STRENGTH (S)

**Skills:** Melee, Athletics & Intimidate

This represents the character's physique and overall muscle mass. It is used for a variety of Combat Actions, such as *grapple* and *bullrush*.

Characters' **Carry Capacity** represents how much gear they can wear and wield before the weight affects their performance. Carry capacity is equal to **25 pounds (lbs.) multiplied by their Strength**. Carrying more than their carry capacity leaves a character *overburdened*: their stride is halved, they suffer twice as much *fatigue* per hour while exerting themselves, and take a -4 penalty to all Strength- and Agility-based checks.

## TOUGHNESS (T)

**Skills:** Block

Toughness is a character's ability to shrug off injuries and *fatigue*. It directly influences their Physical Resolve while also serving as the governing stat for the Block skill.

## AGILITY (A)

**Skills:** Hand-to-Hand, Dodge, Acrobatics, Pilot: Striker, Security, Sleight of Hand & Stealth

This is a measurement of a character's speed and reflexes. Its skills are. It determines their **Stride**, which is how many yards/squares you can move for 1 Action Point (AP).

## INTELLIGENCE (I)

**Skills:** Arkäna, Craft, Lore, Medicine, Navigation & Survival

This is a character's overall ability to retain and apply information. Furthermore, every 4th rank allows the character to learn another language. All races begin with their racial language plus Common. Vampires with the Coven racial trait at character creation also gain their coven's dialect.

## LANGUAGES

Binary (Drone), Chirshuni (Chirshun), Common (Human & Florvana), Dreyrul (Dreyri), Eldritch (Written language of Demons), Ellac (Margyr), Ghula (Kaartu'ghal), Gnarlontongue (Wretched), H'Tagga (H'Vargi), Mercheska (Skryst), Murlish (Pale Raiders), Pemmish (Stillyr), Sesshilaa (Old World Alypse Nation), Sign Language (Noc'Shalan, Military), Silemna (Aldinn), Steil (Sarrblot), Svoeden (Old World Common), Synthri (Alypse), Vald'im (Vampire)

## WILLPOWER (W)

**Skills:** Psy & Mental Resolve

The mental counterpart to Toughness, this is instrumental in determining a character's ability to withstand mental trauma and *fatigue*.

## PERCEPTION (P)

**Skills:** Awareness, Scrutiny & Search

This measures the aptitude of a character's senses. ranks in Perception affect their skill with ballistic weapons, determine their initiative roll.

## CHARISMA (C)

**Skills:** Command, Deceit, Devotion, Diplomacy, Disguise, Investigate & Perform

This represents your ability to speak and deal with people. This stat is essential for marshals.

## STATS AND CHARACTER DEVELOPMENT

Make sure to consider your character's Stats when developing their backstory. Why does your character have such high Strength? Perhaps they were trained to be a monster hunter by a Lanisian Legion. How does their atrocious Charisma score manifest? They might just be ugly, or perhaps they struggle to form grammatically sound sentences. Answering these questions can make it easy to go from a few numbers on a page to a living, breathing character.

\*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	9xp	27xp	54xp	90xp	135xp	189xp	252xp	324xp	405xp	495xp

# COMBAT SKILLS

Simply stated, these skills have a direct impact on a player's effectiveness during combat. These skills are **Arkäna**, **Ballistic**, **Block**, **Devotion**, **Dodge**, **Hand-to-Hand**, **Melee**, **Psy**, and **Resolve**. To purchase a rank in a skill, the character must possess all previous ranks, meaning that **Melee** rank 3 cannot be purchased without first purchasing ranks 1 and 2. For a deeper explanation of combat rules, see page 82. Skills may not be less than 0.

SKILL NAME	STAT (ABBREVIATION)
<b>Arkäna</b>	Intelligence (I)
<b>Ballistic</b>	Perception (P)
<b>Block</b>	Toughness (T)
<b>Devotion</b>	Charisma (C)
<b>Dodge</b>	Agility (A)
<b>Hand-to-Hand</b>	Agility (A)
<b>Melee</b>	Strength (S)
<b>Psy</b>	Willpower (W)
<b>Resolve</b>	Toughness/Willpower (T/W)

## ARKÄNA (I)

This skill covers anything related to the use of magic, from general knowledge to specific identification. More specifically, it is the measure of a character's ability to cast spells from any of the casting schools. The full rules for **Arkäna** can be found on page 117.

## BALLISTIC (P)

The **Ballistic** skill governs one's ability to hit a target with a ranged or thrown weapon or perform special combat maneuvers that utilize such weapons.

## BLOCK (T)

This governs the ability to defend against an attack using various methods. The **Block** rating is the sum of **Toughness + Block**. At base, any successful block confers the character's **Toughness** to **DR**.

## DEVOTION (C)

**Devotion** represents a character's connection with a specific ideal. This skill greatly influences the **Conviction** talent and miracles. For more about marshals, see page 122.

## DODGE (A)

**Dodge** is the representation of a character's agility in combat situations. It is used to avoid enemy attacks, traps, and other hazards.

## HAND-TO-HAND (A)

**Hand-to-Hand** (sometimes shortened to **H2H**) governs the character's ability to perform unarmed strikes, grapple, and other combat maneuvers. See also **Martial Arts** on page 131.

## MELEE (S)

The **Melee** skill governs one's ability to strike with a melee weapon (such as swords, knives, and clubs) in combat, or use other special combat maneuvers.

## PSY (W)

**Psy** is the character's ability to influence the world with their mind. **Psy** is the primary "attack" skill for psychics, while **Resolve** (listed below) is the primary component of the **Psy** defense. The psychic is a powerful foe who can manipulate the battlefield and influence the thoughts of others solely through the power of thought. Rules for **Psy** are located on page 135.

## RESOLVE (T, W)

The **Resolve** skill is tied to two elements of the character: **Mental** and **Physical Resolve**. **Physical Resolve** is used to resist alchemical banes, illnesses, and to **stabilize** when reduced to *Critical Health* (page 87). Characters will roll **Mental Resolve** when faced with **Fear** (page 89) or **Curses** (page 119) and will use it to defend against psychic attacks against the character's mind.

\*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	7xp	21xp	42xp	70xp	105xp	147xp	196xp	252xp	315xp	385xp

# NON-COMBAT SKILLS

Anything that is primarily used outside of combat falls under this category. These are mainly oriented around crafting, survival, and social interaction. Some skills, like Craft and Lore, have multiple subtypes, which must be purchased separately. Skills are organized alphabetically beneath their associated Stat. Skills may not be less than 0.

ASSOCIATED STAT	SKILL NAME
Strength (S)	<b>Athletics, Intimidate</b>
Agility (A)	<b>Acrobatics, Operate: Striker, Security, Sleight of Hand, Stealth</b>
Intelligence (I)	<b>Craft, Lore, Medicine, Navigation, Survival</b>
Perception (P)	<b>Awareness, Operate: Airship, Scrutiny, Search</b>
Charisma (C)	<b>Command, Deceit, Diplomacy, Disguise, Inquiry, Perform</b>

## STRENGTH

### ATHLETICS

This skill is applied to strenuous, sustained activities such as running, swimming, climbing, and lifting, to name a few. Things to keep in mind when determining difficulty are weather, terrain, and whether the character possesses the necessary gear. For every thirty minutes of activity, or at the GM's discretion, athletic activities incur 1 point of *fatigue* (page 89).

**Climb:** +4 to the UC for each yard climbed beyond the first. If attacked while climbing, the character suffers a -5 penalty to Dodge checks.

**Lift/Move:** Lifting or pushing a single object weighing greater than the character's carry capacity requires an Athletics check. The base UC is 4 and increases by 1 for every ten pounds over the character's carry capacity. Objects carried on a character such as items or weapons contribute to the carry capacity and may leave them *overburdened*.

**Run/Sprint:** Characters may run **300yds × Athletics rating** and sprint **100yds × Athletics rating** without interruption before suffering *fatigue*. Adverse conditions and terrain may increase the rate at which *fatigue* is gained.

**Swim:** +2 to the UC for each yard swam beyond the first.

### INTIMIDATE

Intimidation, either physical or mental, can be used to strike fear in a single opponent, who resists with a Mental Resolve check. On a successful intimidation, the target suffers an effect from the Fear Reaction Table (page 89). On a failure, there is no effect. Regardless of the outcome, the target cannot be intimidated again for the remainder of the encounter.

## AGILITY

### ACROBATICS

This skill governs balance, tumbling, jumping, flipping, etc. A character can jump up to 1 yard, horizontally or vertically, without a check. For more demanding scenarios or more unique stunts (flipping, tumbling, walking a cliff edge, etc.) an Acrobatics check is in order. Failing an Acrobatics check might mean the character takes a fall, slips, or is laid *prone*.

**Balance:** Crossing small or unstable surfaces. 1ft. width, UC 4, 6in. UC 6, 3in. UC 10, 1in. UC 14, unstable +2, shaky +4.

**Jump, Horizontal:** +3 to the UC for each yard beyond the first.

**Jump, Vertical:** +6 to the UC for each yard beyond the first.

**Stunts:** This includes flips, tumbles, and other acrobatic maneuvers that require practice. These increase the UC by a minimum of 2, and GMs should increase it for more dangerous or complex techniques.

**Contortion:** Used to slip through small spaces.

### SECURITY

Security is used to disable or work around traps, locks, doors, and other similar contraptions. Many inhabitants of Feneryss find skills such as these invaluable, whether they are a small time thief or private investigator. For all uses, the time required is 1 round, or 6 seconds, per 5 points in UC. If the UC is greater than 5, the actions/time must be taken consecutively. Interruption will require the character to start over. Reactions in combat are considered interruptions.

**Disable Trap:** The character attempts to make a trap harmless. They must overcome the Trap's UC.

**Hotwire:** 'Acquire' a vehicle without the use of keys. Failure could result in ruined wiring, and/or activating a vehicle's alarm systems.

**Lockpicking:** Open locks with your lockpicking tools. Failed attempts will leave the lock intact. In worse cases, failure could also mean a jammed lock, broken tools, or security alarms

\*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

## SLEIGHT OF HAND

This skill represents a character's manual dexterity, particularly when trying to confound or *distract* others. Sleight of Hand is rolled against an opponent's Awareness, which may be rolled by anyone within sight of the Sleight of Hand. If an Awareness roll is superior, then they are alerted to the character's attempt at subterfuge.

**Cheat:** The character is a real sleazeball, and will try to con gambling opponents with a hidden card, a subtle signal to their partner in crime, or a swift swap of the dice.

**Smuggle:** A character attempts to conceal a particular item from detection by others, such as a dagger tucked in a boot, or a precious amulet stashed in a cloak pocket. Success means the item goes unfound, failure will always result in the discovery of the contraband.

**Steal:** A character attempts to covertly pilfer something medium-sized or smaller. Success will send the thief on their way scot-free. Failure means someone witnessed their sly attempts.

## STEALTH

Stealth represents a character's ability to avoid being detected primarily by sight or sound. Stealth tests are opposed by the enemy's Awareness or Search.

**Sneak:** Creep discreetly through the shadows, or even in perfect silence during broad daylight in order to circumvent would-be hostiles or perform a Surprise Attack.

**Blend:** Become another face in the crowd. Enemies will attempt to Spot by performing a Search check.

# INTELLIGENCE

## CRAFT

There are three forms of crafting, and each is learned independently.

### Alchemy

Alchemy is a process for making potions and other special substances to buff allies and debilitate enemies.

**Appraise:** Any character may attempt to identify an unknown potion. The methods vary, from wafting the potion carefully, to ingesting a small drop. Only characters with ranks in the Alchemy skill can identify potions without suffering the effects, for better or worse. When rolling Alchemy to appraise, one reagent is identified for every 5 points on the dice rolled. This may only be attempted once per potion. If a character discovers all of its Reagents, they can immediately identify potions of that particular mixture in the future.

**Craft:** To devise alchemical concoctions, consult the alchemy section (page 166).

**Sabotage:** After successfully appraising a potion, a character may choose to nullify its effects with some of their own counteractive products. The character treats this as if they were creating a potion of the same difficulty and value that they are attempting to sabotage.

### Armaments

Take up armaments to forge, repair, or sabotage weapons and armor.

**Craft:** Consult weapon crafting on page 151.

**Repair:** With proper equipment, a smith can repair weapons and gear back to their full capacity. The cost of fully repairing a device yourself is equal to 10% of the item's total cost. The difficulty is equal to the UC to craft the item minus relevant skill, to a minimum of 5 UC. It takes the crafter 2 hours of work to repair the item, plus 1 hour for every 5 points of the UC.

**Sabotage:** The sabotage of weapons and armor is used to be able to negate the abilities that they have. Perhaps causing a flamethrower gas tank to explode upon firing, or rendering armor useless. This can be done with an opposed Craft (Armaments) check against the original UC of the item and can be hidden with a Sleight of Hand check.

## Mechanics

A mechanic has studied the inner workings of technology's many marvelous contraptions and applies this knowledge to make life on this rough rock just a little easier. They are irreplaceable members of society, constructing prosthetics to empower people with missing or partial limbs. Of course, these skills are potential assets to the war machine. Traps can catch unsuspecting foes, or kill them outright. Prosthetics have been designed to conceal small arms, while some are weapons themselves, serving no other purpose.

**Craft:** Consult prosthetic crafting (page 159).

**Repair:** A character can reset a sabotaged trap or repair a prosthetic. The cost of fully repairing a device is equal to 10% of the item's total cost. The UC for repairs is determined by subtracting the character's Mechanics skill from the item's craft UC, to a minimum of 5 UC and 2 hours. Add 1 hour for every 5 points of the UC beyond the minimum.

**Sabotage:** Common forms of sabotage with traps are to adjust its trigger so that it can be sprung in the advantage of the saboteur. Prosthetic sabotage requires a Sleight of Hand vs the owner's **Awareness + 3** if the Prosthetic is attached to someone and the saboteur wishes to keep it a secret. An additional Sleight of Hand is required if one desired to cover up the sabotage, which is opposed by Scrutiny. Sabotage can affect the prosthetic abilities, limit the range of motion, or destroy / cripple individual components.

## LORE

Lore represents topics and fields of study in which the character possesses greater knowledge than the average Feneryan. At GM's discretion, characters may attempt an Intelligence check on checks for Lore they do not possess. Game Masters may also approve Lore that is not found in this list:

**Arkäna:** Necromancy, Primaltheurgy, Sigils, Focii

**Arkäniks:** Ark-Drives, Arkwaves, Demigyres, Micro-Wells, Spires

**Engineering:** Airships, Mechanics, Prosthetics, Traps

**Faith:** Aspects, Avatars, Cults, Gods, Rites

**Geography:** Historical Sites, Landmarks, Pathfinding

**History:** Battles, Events, Inventions, Persons, Reckoning

**Local:** Choose a city or region

**Military:** Airships, Battles, Officers, Ranks, Tactics, Weaponry

**Legends:** Monsters, Personalities, Supernatural Events, Superstition

**Nature:** Domesticated Creatures, Flora, Monsters, Survival

**Nobility:** Clans, Covens, Dynasties, Politicians

**Old World:** Artifacts, History, Machines, Weaponry

**Politics:** City-State Relations, Organizations, Personalities

\*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

## MEDICINE

Treat wounds and stabilize critical allies, even in combat. This cannot be used on Drones (to heal Drones see page 60).

**Amputate Limb:** To remove a limb (or what remains of one), a medicus must pass a UC 14 Medicine check that requires 3 hours to perform and cannot be used in combat. Failure results in the amputee immediately entering critical health for the appropriate limb loss, and must pass all related checks to survive the ordeal.

**Heal:** A medicus may make a Medicine check, giving the patient health equal to the results. This may not exceed their maximum health. As a result of the patient's physical trauma, any subsequent attempts to heal them suffer a cumulative -1 penalty for the duration of combat.

**Reattach Limb:** A skilled medicus can attempt to reattach a detached arm or leg. The UC is 20 and requires 6 hours to perform. The difficulty increases by 2 for each hour the limb remains detached, and after 12 hours the limb is unsalvageable. This ability cannot be used in combat.

**Stabilize:** For 3 AP in combat, stabilize another character in critical condition, for 5 UC plus their current *critical health*. Success removes the *unconscious* condition and brings the patient to 0 health.

## NAVIGATION

Navigation is primarily used with vehicles, such as airships, but also serves as a means of traversing Feneryss on foot. It can be used to determine one's location with a combination of maps, visible terrain, light, and other environmental factors.

**Plot Course:** With knowledge of the terrain, groups of interest, and travel routes, a navigator will attempt to plan an itinerary to save their party time and effort. A success can reduce the time it takes to travel to the intended location; conversely, failure could lead to a much lengthier voyage, or even getting lost. There are also external factors that can give a bonus, such as an accurate map, or a penalty, like combat stress.

**Triangulate:** Using the surrounding flora, weather, and tools such as a demigyre and a calendar, you can determine your location.

## SURVIVAL

Should a character find themselves lost in the wilderness or out of supplies, using Survival is key.

**Gathering Sustenance:** Characters may attempt a Survival check to find food and water in their immediate area. First, the location type in which they are searching determines the base UC and is as follows:

- **Bountiful (4UC):** Alecian Plains, Woods of Neroth
- **Common (8UC):** City Outskirts, Mountainous Regions
- **Scarce (12UC):** City Centers, deep caverns, Glass forest
- **Desolate (16UC):** Desert, Land around Hel

The UC is then increased by 2 times the number of rations desired. The search takes 1 hour per ration sought. If successful the character acquires the rations.

**Scavenging for Alchemical Parts:** Alchemical parts, crucial to alchemy, can be gathered all over Feneryss. The base UC is determined by location:

- **Bountiful (4UC):** Alecian Plains, Woods of Neroth
- **Common (8UC):** City Outskirts, Mountainous Regions
- **Scarce (12UC):** City Centers, Deep Caverns, Glass Forest
- **Desolate (16UC):** Desert, Land around Hel

Increase the UC by 3 for every additional part desired. Scavenging requires 1 hour for every 4 parts the character seeks. Characters may also spend additional time, decreasing the UC by 2 for every extra hour spent, to a minimum of half the total UC.

**Track:** To pursue a person or creature, it is an opposed Survival test. If the target is *unaware* of their pursuer, the tracker gains a +4 bonus to the attempts.

# PERCEPTION

## AWARENESS

Awareness is the character's consciousness of their surroundings, and the acuity of their senses. It is often used passively to alert the character to important details in their environment.

**Spot Trap:** At any time outside combat, a character may search an area with an Awareness check. If it exceeds the craft UC of any traps in the area, they are revealed and the character discovers their trigger. This requires 5 minutes. A character may spend additional time, gaining a +2 bonus to their check for every 5 additional minutes, to a maximum of +10 and 30 minutes.

**Detect Surprise Attack:** When opponents attempt surprise attacks against a character or their teammates within line of sight, the character may roll an Awareness check to detect them. Failure means that the character continues none the wiser until otherwise alerted.

## SCRUTINY

An adventurer's wits will be regularly tested by liars, cheats, and other difficult problems. Scrutiny is a character's ability to ascertain truth from lies and see the details that matter.

**Discern:** This is used to counter Deceit, Disguise, and Diplomacy's Charm. A successful Discern check detects something awry; in the case of a tie, an uneasy feeling or uncertainty may remain. Failure means that any falsehood goes undetected. This is a social check.

**Analyze:** Through meticulous attention to detail and some cunning problem solving, a character can move one step closer to their goal. Attain "tips" from the GM as to how to solve puzzles or glean additional information about particular events or items. The GM may require a certain result to reward a given character insight to the problem at hand or forbid its use entirely, citing lack of information or evidence. Examples for Analyze include: examining a room for signs of hidden switches, trying to solve a riddle for the marshal trials, or evaluating an ancient relic for its intended purpose and attributes.

## SEARCH

Search is the more precise counterpart to Awareness. With it, characters seek something in particular and scour their surroundings for it.

**Loot:** When a character is seeking a particular item or rummaging through a stranger's room, they are looting. Objects intentionally hidden are given a UC based on the location in which they are hidden. The object in question may be:

- **Easy (4UC):** Poorly buried or covered by a thin sheet.
- **Average (8UC):** Hidden under or behind another object.
- **Hard (12UC):** Disguised as another object or otherwise hidden in plain sight.
- **Masterful (16UC):** Hidden in a secret compartment, or built into another object.

**Spot:** Characters use Spot to pick out a particular person or object, and oppose an opponent's Blend attempts.

\*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

# 78 NON-COMBAT SKILLS

# CHARISMA

## COMMAND

Lead friends, allies, and even the common folk in conflict, guiding them to victory, and bolstering their morale.

**Orders:** Can be given to as many NPCs as the character desire within hearing range of their voice. In combat, this costs 2AP, and unfriendly or unknown NPCs may resist with their mental Resolve. NPCs gain a +2 to resist orders for every step they've taken on the Fear scale.

**Rally:** For 1 AP per ally the character wishes to rally, they may attempt to reduce their reaction on the fear scale by 1 step. Success requires the character to meet or exceed the Fear check that afflicted them. This may only be used once per turn, and cannot be used on themselves.

## DECEIT

Deceit is used to mislead others or forge documents. It is opposed by a Scrutiny check. Failure will incur a cumulative -1 penalty on future Deceit attempts against that group or individual.

**Bluff:** This is a verbal form of deception, and requires a target that can both hear and understand the character's language. This is a social check.

**Forgery:** This is a written form of Deceit that includes any kind of false form or document. The detail and time required to create the forgery determine its UC. A forged document may be:

- **Shoddy (4UC):** Quickly conceived and scrawled across parchment with little concern for its presentation.
- **Passable (8UC):** Designed and laid out with some thought and intention.
- **Impressive (12UC):** Well designed and planned, but it lacks details that will appear obvious to any who have seen the original.
- **Indistinguishable (16UC):** Crafted with a great degree of precision, so much so that some may believe the original to be a fake.

## DIPLOMACY

This is a character's skill to peaceably persuade others, whether that be to garner a better price or coax information from them. All uses of Diplomacy are social checks.

**Barter:** Bartering with shopkeepers and other merchants can allow access to items at discounted prices or sell items for more. This is an opposed roll. The GM determines the discount or markup, but it is recommended to base this value on the degree of success. Failure means the item's price is non-negotiable and this test can not be retried.

**Negotiation:** Talking with someone in a peaceful manner can be used to lower the hostility opponents feel toward the character or their allies. It may also be possible for a character to talk their way out of a potentially violent situation. The opponent may defend themselves with either Negotiation or Mental Resolve. GM may determine when characters can attempt renegotiation of failed checks.

**Charm:** characters use Charm when they want to improve or maintain relations with someone else. Charm is opposed by the defender's Scrutiny. A Charm test can be used to shift an NPC's disposition towards the character from neutral to friendly, or save face when caught in the midst of suspicious activity that might worsen relations.

## DISGUISE

This skill encompasses the ability to assume the identity or association of others. This can range from a simple mask to a military dress uniform complete with ceremonial weapon and accurate rank insignias. The time it takes to create a disguise is determined by the UC and the cost to create it is 5 times the UC. When a disguise is used, anyone that has reasonable suspicion may make a Scrutiny test versus the Disguise roll.

UC	GENERAL DESCRIPTION	TIME
1-10	Common & easily made. Basic uniform; simple makeup for group association or slightly altering a character's appearance.	1-5 minutes
11-20	Uncommon. May require accessories. Official uniform; makeup that makes discernible differences in appearance.	5-15 minutes
21-30	Rare. Requires specific accessories or decals for authenticity. Uniform that is very difficult to acquire; makeup that makes character closely resemble another or makes them nearly impossible to recognize.	15-30 minutes
31+	Incredibly rare. attention to detail is paramount for success. One of a kind uniform; makeup that perfectly resembles another person or makes a character into a completely different person.	30+ minutes

## INQUIRY

This is a character's ability to gather information. All uses of Inquiry are social checks.

**Investigate:** When gathering information via eavesdropping, direct questioning, or other means a character must overcome a UC determined by the GM based on the scarcity of the information. The higher the success, the more useful the information gathered. Failure means nothing of worth was acquired. GM may determine whether or not multiple attempts are possible.

**Interrogate:** characters will use Interrogate when attempting to extract information from an unwilling source through cunning discourse, logic traps, or excruciatingly pleasant conversation. The opponent will attempt to resist with Mental Resolve. Failure means nothing of worth was acquired. GM may determine whether or not multiple attempts are possible.

## PERFORM

This skill encompasses a myriad of methods to entertain, *distract*, and delight. It is recommended that players work with the GM to specify which types of performance the character has proficiency. Examples include instruments, dance, storytelling, and even fight choreography. When used as a distraction, it is opposed by Scrutiny.

## OPERATE (VARIES)

Operate is the character's knowledge and ability to maneuver vehicles such as airships, strikers, etc. without error.

**Airship (P):** Requiring extensive training and predictive thinking, this skill is used when performing skills as an airship helmsman.

**Striker (A):** Lightning reflexes are a prerequisite if one wishes to pilot one of Feneryss's most nimble war machines, striker-class vessels.

\*All ranks must be purchased sequentially

RANK	1	2	3	4	5	6	7	8	9	10
XP COST	5xp	15xp	30xp	50xp	75xp	105xp	140xp	180xp	225xp	275xp

# CHAPTER 3: DICE, CONFLICT & CONDITIONS



# THE MULTI-DIE SYSTEM

In Shattered, you will use a combination of dice to represent your character's actions and to measure successes and failures. This system is called **MDS**, or **Multi-Die System**. Like the popular D20 system, it uses the sum of the dice and any modifiers to determine the outcome. The MDS utilizes four dice: 4-sided, 6-sided, 8-sided, and 10-sided. The sum of a stat and skill determines the character's rating and the dice rolled. For example, if a character has a Strength rank of 2, and a Melee skill of 2, they would have a Melee rating of 4 (Strength 2 + Melee skill 2 = Melee rating 4) and would roll a 1d10 for any Melee check. Note that anytime a die roll would be modified by an action, ability, talent, condition, etc. it must be declared prior to any roles taking place.

A rating of 1 provides 1d4 for a player to roll. Each time this rating increases by one, you will step up the die by one. Therefore, rating 2 provides 1d6, rating 3 provides 1d8, and rating 4 provides 1d10.

A rating of 5 causes what is referred to as **Die Wrap**. Instead of changing the die you roll, a Die Wrap adds 1d4. Die Wrap occurs again at ratings 9, 13, 17, 21, etc. See the MDS table below which establishes the pattern for die code progression. Although it is not listed here, should a rating exceed 20 for some reason, it is recommended to maintain the Die Wrap pattern.

RATING	DICE	RATING	DICE
1	1d4	11	2d10 + 1d8
2	1d6	12	3d10
3	1d8	13	3d10 + 1d4
4	1d10	14	3d10 + 1d6
5	1d10 + 1d4	15	3d10 + 1d8
6	1d10 + 1d6	16	4d10
7	1d10 + 1d8	17	4d10 + 1d4
8	2d10	18	4d10 + 1d6
9	2d10 + 1d4	19	4d10 + 1d8
10	2d10 + 1d6	20	5d10

## CHECKS: OPPOSED & UNOPPOSED

A **check** is anytime you are required to roll your dice to determine the outcome of an action your character has made, or respond to the action of another. The majority of checks in Shattered are **opposed checks**, which means one party is performing an action that directly affects another party (i.e. one character attacking another). Success goes to the highest roller, and the tie always goes to the player. If two players are involved in an opposed check against one another, ties go to the defender.

If a character or NPC chooses not to, or is unable to, make an opposing check (i.e. they opt not to React, or are *unconscious*), their roll is treated as a 0, which means that the opponent automatically critically succeeds.

Not every check in Shattered is against active opposition. These **unopposed checks** (UC) are static difficulties. They are determined by the situation or device at hand. For example, if a character is attempting to pick a lock with the Security skill, their check must meet or exceed the UC of the lock, which is determined at its creation. When attempting to Climb a rock wall, the UC is determined by the terrain. Below is a chart to help GMs determine UC difficulties on the fly. It indicates what is considered easy, average, and difficult for every possible skill rating.

RATING	LOW	AVERAGE	HIGH	RATING	LOW	AVERAGE	HIGH
1	2	3	4	11	13	16	19
2	3	4	5	12	14	17	20
3	3	5	6	13	16	19	22
4	4	6	8	14	17	20	23
5	6	8	10	15	18	21	24
6	7	9	11	16	19	22	25
7	8	10	12	17	22	25	28
8	9	11	14	18	23	26	29
9	11	14	17	19	24	27	30
10	12	15	18	20	24	28	31

## CHECKS: AGAINST MULTIPLE TARGETS

In the case of a skill check that will potentially affect multiple targets, the offender only makes one roll. Each target will roll their own defense. Examples include a primalist hurling a fireball at several enemies, or a psychic afflicting multiple foes with a Nightmare.

## ROUNDING

In many cases, a bonus or penalty to a skill check will be equal to half of a particular stat or skill. You will always round down to a minimum of 1, unless otherwise specified.

## CRITICALS

Whenever an opposed roll is made, if one roll results in being twice the opposing roll it is considered a **critical success**. When this happens, the character that critically succeeded gains a temporary effect. These effects are explained below.

**Fear Check:** When inflicting *fear*, increase the step by 1. When resisting, the character reduces their current *fear step* by 1.

**Grapple:** Move yourself and your opponent 1 yard, or disengage for free.

**Initial Arkana Check:** Gain 2 free SP to the current spell being cast.

**Non-Combat Skills:** Gain an advantage at the task at hand, determined by the GM.

**Physical Attacks:** The attack ignores DR.

**Psy:** Gain an effect of up to 5 Strain on the ability being used.

**Reactions:** The character gains twice their DR for the remainder of the round.

**Risk rolled 16 on his melee attack. His target, a Mechanidiver, rolled a 7 on its dodge reaction. Since Risk's attack roll was over double that of the Mechanidiver ( $7 \times 2 = 14 < 16$ ), Risk gets to ignore the Mechanidiver's DR, allowing him to deal more damage.**

**EXAMPLE**

# COMBAT

## COMBAT ORDER

Combat is comprised of up to 4 stages. To begin, any surprise attacks are resolved, then **initiative** is rolled. Combat lasts for as many turns as necessary, and typically ends with one side victorious (i.e. with the last man standing, or all enemies arrested, disabled, etc.). Below is a more detailed explanation of these stages.

### STEP 1: SURPRISE ATTACKS

Prior to being detected, players may attempt surprise attacks to catch their targets *unaware*. Surprise attacks may also be performed once combat has commenced and are described in detail in the Combat Actions section.

### STEP 2: ROLL INITIATIVE

All characters engaging in combat will roll initiative, which is their **Perception rating + Misc. Bonuses**. The rolls for each player are added together to give the group's total initiative. The same is done with the opponents' rolls. The group with the highest total initiative earns the chance to strike first in the initiative order.

### STEP 3: TAKE TURNS

Combat begins with the highest group initiative roll. During the players' combat turn, the group can use their actions in any order they desire, allowing for greater tactical flexibility.

**EXAMPLE** The party has just begun combat, and they won the initiative roll. Risk takes a move action and attacks an adjacent enemy. Terrosh uses a Psy ability on a different opponent that lowers their defenses, after which Rashe follows up by firing her shotgun at the weakened enemy before spending her remaining actions to move. Next Lorelei closes the distance to use her Martial Arts skills against the target that Risk attacked earlier in the round, gaining a bonus because the enemy is *overwhelmed*. So long as the correct number of actions are taken, and the actions were resolved, combat turns over to the enemies.

### STEP 4: END OF COMBAT

At the end of combat, players may pool their ranks in the Medicine skill to collectively restore health. The total of all players' ranks in Medicine is distributed among party as they see fit. The Craft (Mechanics) skill creates a similar pool which is split among the Drone players. This can be done only once.

**EXAMPLE** The party has a total Medicine skill ranking of 8, allowing the characters to divvy up 8 points of health. Both Rashe and Terrosh took 0 damage, Risk took 10 damage, and Lorelei took 5 damage. Since Rashe and Terrosh do not require healing, Risk and Lorelei split the pool evenly, each recovering 4 points of health.

## ACTION POINTS

All characters start with 5 action points (AP). These are spent on actions, which are divided into 3 categories: combat actions, reactions, and other actions. Once they're all spent, a character can no longer perform actions that turn. Once a team has spent all their AP or choose to end the turn early, their opponent's turn begins.

All actions have an AP cost, which is indicated by the number within the circle beside the action's name. There are also talents that grant a character unique actions not listed here.

## COMBAT ACTIONS

Combat actions are actions taken with the intent to inflict harm or weaken the opponent.

### ④ ALL-OUT-ATTACK

The character forgoes the ability to make any other actions this turn in order to gain a +4 bonus to a single melee or hand-to-hand attack.

### ② BASIC ATTACK

Melee, Ballistic, or Hand-to-Hand attack. Explained on page 83.

### ② BULLRUSH

This attack does no damage, but the character pushes an opponent up to a distance equal to half their Strength in yards. The attacker may choose to move with the target or stay where they are. This is an opposed **Strength + Hand-to-Hand** check. Characters must be within reach of their opponent.

### ② CAST ARKĀNA

The character casts a spell according to the rules found in the arkāna section (page 117).

### ⓧ CHANNEL PSY / INVOKE MIRACLE

The character summons their will to channel psy abilities (page 135) or their conviction to invoke miracles (page 128).

### ③ CHARGE

Move at least two yards, up to a maximum of the character's **Stride** in a straight line and attack, gaining a +2 bonus to the **Melee** or **Hand-to-Hand** attack roll. The character suffers a -1 to all reactions until their next turn.

### ② DISARM

The attacker rolls their **Agility + Weapon Skill** (Melee, Ballistic, or Hand-to-Hand) used to disarm versus the opponent's **Agility + Weapon Skill** for the targeted weapon. Success means the target drops its weapon. Target must be wielding a weapon to be valid.

## 5 FULL-AUTO ATTACK

Ballistic weapons only. Uses 10 rounds of ammunition to gain triple the damage rolled. The weapon must have the full-auto enhancement and be capable of firing all 10 rounds of ammunition. This action imposes a -3 penalty to the attack roll. Alternatively, full-auto can be used to attack all creatures in a 3 by 3-yard area without gaining triple damage. This still requires 10 projectiles, and incurs a -4 penalty to the attack.

## 2 GRAPPLE

Initiating a grapple is an opposed Hand-to-Hand check. See *grappling* in Combat Conditions on page 85 for more information.

## 3 MULTI-ATTACK

If a character is dual-wielding or striking with both hands, they may make 2 basic attacks, with the second suffering a -4 penalty.

## X POWER ATTACK

The character's expends additional AP to increase their damage roll by 1d6 per AP. This cannot be combined with talents that modify an attack.

EXAMPLE

Terrosh has a sword that deals 3d6 damage and wants to increase its damage potential on his next turn. He sacrifices 2 AP during his next turn to gain 2d6 damage. This makes his attack deal 5d6 damage, but leaves him with 1 AP for the remainder of the turn after the attack resolves.

## 2 PRECISION STRIKE

The character sacrifices damage dice to boost their attack roll. They gain 1d4 to the attack roll for every die of damage they sacrifice. This cannot be combined with talents that modify an attack.

EXAMPLE

Rashe has a Ballistic rating of 3 (1d8) and a rifle dealing 3d6 damage. She sacrifices 2d6 damage to gain a bonus to her attack roll. Her Ballistic check for this attack is increased to 1d8 + 2d4, while her damage is reduced to 1d6.

## 3 RAPIDFIRE

Ballistic weapons only. Uses 5 rounds of ammunition to gain double the damage rolled. The weapon must have the rapidfire enhancement and be capable of firing all 5 rounds of ammunition. This action imposes a -2 penalty to the attack roll.

## 2 SHIELD BASH

Attack with a shield, which is considered a melee attack, and deals 1d6 + Shield DR + Strength in damage.

## 1 STAND GROUND

Spend 1 action to hunker down which ends the turn, regardless of the remaining AP. If charged, this action negates any bonuses that would have been gained by the charging opponent. The charge can be dodged or blocked as usual, but if it is blocked successfully the opponent is knocked back one yard.

## 2 SUNDER

Attempt to break an opponent's weapon, shield, or armor. This requires a **Strength + Melee or Hand-to-Hand - 4** versus the opponent's **Strength + Melee or Hand-to-Hand** (for weapons) or **Block** (for shields and armor). Success means the opponent's weapon, shield, or armor is *broken*, halving its damage or DR.

## 2 SURPRISE ATTACK

A surprise attack costs 2 AP, plus any AP required to move within range of the target. Surprise attacks require a successful Stealth check, opposed by the target's **Awareness + Alertness bonus** (if any). If the character must cover a distance to reach or acquire line of site to their target, they suffer a cumulative -1 penalty to the Stealth check for each yard beyond the first. If they fail the Stealth check, this is treated as a basic attack. The defender is able to react and is aware of their attacker. If the stealth check is successful, the target may not use a reaction in response. If the target survives, both they and their allies within 5 yards of the target gain the *engaged* alertness bonus (page 92), which provides a +6 bonus to their Awareness for the remainder of the encounter.

## 2 TRIP

While attacking with a melee weapon or hand-to-hand, characters may forego damage in order to trip their opponent. On a successful Hand-to-Hand or Melee attack roll versus Dodge or Block, the opponent is left *prone* and take all associated penalties and bonuses.

# BASIC ATTACKS

As the name implies, this is a basic offensive action, the rules for which have been divided into Melee, Hand-to-Hand and Ballistic sections.

## MELEE ATTACKS

Any attack with a melee weapon that is not being thrown is a melee attack. This requires an enemy to be within the weapon's reach, which is 1 yard by default.

**Melee Attack Rating: Strength + Melee**

**Melee Damage: Weapon Base Damage + Strength**

## HAND-TO-HAND ATTACKS

Martial artists and unarmed fighters would make hand-to-hand attacks. This is also used to resolve attacks with natural weapons (i.e. horns, claws, etc.). This requires an enemy to be within the character's reach, which is 1 yard by default.

**Hand-to-Hand Rating: Agility + Hand-to-Hand**

**Hand-to-Hand Damage: 1d6 + Strength**

## BALLISTIC ATTACKS

Six-shooters, throwing knives, and flamethrowers all fall under ballistics. Ballistic weapons have range increments. The default for one-handed ballistic weapons is 5 yards, for two-handed it is 10 yards, and for thrown weapons it is equal to the thrower's **Strength + Thrown Weapon attribute** (if the weapon possesses it). Attacking targets beyond the first range increment incurs a cumulative -1 penalty for every increment exceeded.

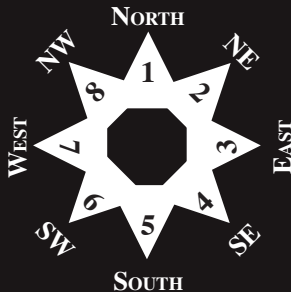
**Ballistic Attack Rating: Perception + Ballistic**

**Firearm Damage: Weapon Base Damage + Perception**

**Thrown Weapon Damage: Weapon Base Damage + Strength**

## ATTACKING INANIMATE OBJECTS

When attacking an inanimate object, such as doors, UC is determined by size class (Small 8 UC, Medium 6 UC, Large and beyond 4 UC). Ballistic weapons can also target empty spaces. Such a shot is a UC of 8, and is particularly useful for burst weapons to maximize their effectiveness. If the shot fails the UC, roll 1d8 to determine where it lands.



## REACTIONS

Reactions are performed to prevent or avoid harm. Characters cannot perform more than one reaction against a single attack, and there is no action point cost. This section lists all standard reactions, but unique reactions exist throughout Shattered that can only be performed after purchasing specific talents.

### BLOCK

Block is used to negate some or all of the incoming damage from an attack, and is determined by **Toughness + Block**. Before rolling, the character must choose which weapons and/or shields with which to block. Shields are the most effective tools— obviously— and provide a bonus to the block roll equal to their grade, plus any enhancements. Melee weapons suffer a small penalty to the block roll, (-1 for one-handed and -2 for two-handed) and all ranged weapons and focii suffer even greater penalties (-2 for one-handed and -4 for two-handed) as they are not designed for this kind of stress. Natural weapons (i.e. when blocking with one's own hands) provide neither a penalty nor a bonus.

On a failed block, only the character's armor and natural DR are applied. Damage reduction of a successful block is the sum of the character's armor, natural DR, Toughness, shield DR, and DR equal to half the damage dice of any weapons used (i.e. a 2d6 weapon grants 1 DR; a 4d6 weapon grants 2 DR). Natural weapons do not contribute to DR.

### DODGE

Quickness is sometimes enough to avoid a meaty fist or a lethal trap. Dodge's rating is derived from **Agility + Dodge**. Success means damage is completely avoided, unless it was an area of effect. Area of effect damage is reduced by half on a successful dodge. Damage is still reduced by armor and natural DR when a dodge fails.

### RESIST

Resisting necromancer curses and certain psychic attacks uses Mental Resolve (**Willpower + Resolve**). Successfully resisting means that there is no effect.

## OTHER ACTIONS

The actions listed below include movement and miscellaneous actions that are not attacks.

### ① AID ANOTHER

Characters can assist each other, which provides the character attempting the action 1 bonus rank in the appropriate skill rating. This may be performed once per round, the assistant must possess at least 1 rank in the appropriate skill, and must be adjacent to the character they are aiding. Skills that may be aided are: Acrobatics, Athletics, Craft, Disguise, Hand-to-Hand (grapple only), Medicine, Navigation, Perform, Security, and Survival, as well as the combat action Trip. To assist another caster, see arkana (page 117).

### ① DRAW/HOLSTER WEAPON

Characters draw their weapon(s) in anticipation of combat, or holster a weapon or shield that is currently drawn.

### ① DRINK POTION

Retrieve and consume a single potion.

### ① FREE ACTIONS

Actions dictated by skills, traits, or talents as free actions require no AP to use. They may not interrupt actions taken by the same character. For example, a free action cannot interrupt and alter the second attack of a multi-attack combat action. At the GM's discretion, multiple free actions may require the character to spend AP.

### ① GO PRONE / STAND UP

Get into or rise from the *prone* position.

### ② HEAL

The character makes a Medicine check to heal an ally. Patients gain health equal to the results of the dice, up to their maximum health. Subsequent attempts to heal the same patient suffer a cumulative -1 penalty for the duration of the combat.

### ① MOVE

Move a number of yards, up to the character's stride (**half Agility + 3 yards**). For players using a grid, diagonal movement should be treated as 1.5 yards. Characters cannot end movement in the same space as another character. Attempting to move through an opponent's space requires an Athletics or Acrobatics check, opposed by Physical Resolve. Failing this check expends the AP used to move, but stops the character in the space where they began the attempt.

### ① NON-COMBAT SKILLS

Non-Combat Skills that require interactions with the enemy or the environment. Such actions could include Intimidate, Security, etc. Non-Combat Skills that generally take no action points would be Lore checks, Awareness, or ones that do not require interactions.

### ⓧ RELOAD WEAPON

The AP required to reload a weapon is based on the weapon's reload value.

### ③ STABILIZE

Stabilize a character in critical condition with a Medicine check. The UC is equal to 5 + the patient's current *critical health*. Success removes the *unconscious* condition and restores the patient to 0 health.

## DAMAGE REDUCTION

Whenever taking damage, characters in most circumstances can negate some or all of the damage received with Damage Reduction (DR). Unless otherwise stated, a character always gains the DR from their armor and natural DR. Blocking can also add bonuses from weapons, shields, and even the character's Toughness ranks. There exist some types of damage that will bypass one or more of these factors.

The best example is sacrificing health. Some abilities allow characters to sacrifice some of their own health in order to acquire other benefits. This bypasses all forms of damage reduction, including natural DR and armor. It also cannot be used if the character's health would be less than 0 as a result.

## COMBAT CONDITIONS

### BROKEN EQUIPMENT

Equipment such as weapons, armor, and shields can be broken by a successful sunder combat action, the effects of acid rain, or from improper use, such as substituting a sword for a crowbar. Broken weapons deal half damage until repaired. Broken armor and shields confer half their normal DR. Prosthetics break once their Wear Limit is reached. Broken arms cannot carry anything. Broken legs reduce the character's stride by half and make it impossible to run, sprint, jump, or perform the charge and bullrush combat actions. Rules for repairing equipment can be found in the Equipment & Crafting Chapter in the item's respective section starting on page 142.

### GRAPPLING

Grappling is initiated by a Hand-to-Hand check that is opposed by either Hand-to-Hand or Athletics. On success, both attacker and defender are considered to be grappling. Each character must have at least one hand free to engage in the grapple. All held equipment without the light attribute is dropped. Once in a grapple, characters may make attacks, react, move their opponent, tackle their opponent, rise from *prone*, perform GM-approved free actions, and disengage. All actions while in a grapple cost 2 AP.

Attacking in a grapple is limited to unarmed strikes, natural weapons, and melee attacks with a light weapon. Grappling characters may only block attacks, unless they possess talents stating otherwise. Reacting to opponents other than the grappling adversary incurs a -4 penalty.

Moving a *grappled* foe is an opposed Hand-to-hand check. Success allows the character to move up to half their normal stride with the opponent. Failure means they remain locked in place.

Tackling an opponent is a Hand-to-Hand check opposed by Physical Resolve. A successful tackle will force a *grappled* opponent *prone* while maintaining the grapple. A failed attempt has no effect. Rising from *prone* while in a grapple is also Hand-to-Hand, opposed by the adversary's Physical Resolve.

Disengaging from the grapple is an opposed Hand-to-Hand or an Athletics check that ends the grapple on success. Failure means the grapple continues.

### OVERWHELMED

A character is overwhelmed when attacked by multiple opponents. Each attacker after the first gains a cumulative +1 bonus to their Melee or Hand-to-Hand attacks. This resets at the end of the attackers' turn.

**Terrosh is assailed by three zombies during the enemy turn. The first zombie to attack does not gain any bonus, but the second is granted a +1 for its attack(s), and the third is granted a +2 for its attack(s).**

EXAMPLE

### PRONE

While prone, characters gain a +3 to Ballistics and Stealth checks and can only move at half their normal stride. When attacking a prone opponent, characters suffer a -3 penalty to Ballistics checks and gain a +3 bonus to Melee and Hand-to-Hand attacks.

### SHOOTING INTO CLOSE COMBAT

When making a ranged attack against a target engaged in combat, the attack suffers a -4 penalty. Targets are considered engaged in combat if they have made a melee or hand-to-hand attack (including grapple), or have been the target of a Melee or Hand-to-Hand attack (including grapple). This penalty does not apply when adjacent to the target (1 yard away or less).

# CONDITIONS

Conditions are unique effects that hinder a character, especially in combat. Causes include severe weather, modified weapons, and lack of nutrition. Unless otherwise stated, conditions last for 1d4 rounds, or until treated. Like condition effects and durations also do not stack, unless otherwise stated. If the same condition is applied a second time, it lasts for whichever duration is greater.

### ABLAZE

When someone is set on fire, they immediately take 1d6 damage. On their next round, if they do not immediately attempt to quell the fire, they take 2d6 fire damage as the flames spread and intensify. For every round the fire remains unchecked, the damage will continue to increase by 1d6. There are several methods to put out the fire. The fire may be patted out for 5 AP, or for just 3 AP the character can stop, drop, and roll, but this leaves them *prone*. Jumping in water or similar actions will instantly put out the fire, but may cost 1 AP for interaction (i.e. dumping a bucket of water over yourself) in addition to any movement required.

## ACID BURN

When a character begins suffering from this condition, their armor's DR is reduced by 1 point per turn until the condition ends or its DR has been halved, thus becoming *broken*. If this condition affects characters with *broken* or no armor, they suffer 1d6 damage that bypasses DR until the condition ends. Regardless of its state, armor damaged by this condition may be restored using the repair rules for Craft (Armaments) (page 77). As a caveat, this condition does not affect natural DR.

## BLEED

This is a unique source of damage. When dealt, the target immediately receives 1d6 damage that bypasses armor and shield DR. The same amount of damage is taken at the beginning of every round for the duration of the bleed. Bleed can be treated with a Medicine check equal to twice its damage.

## BLINDED

The character cannot see. When attacking or performing other skill checks with a target, make the skill check as normal. If the sum of the dice is odd, resolve the check normally. If the sum is even, the character misses.

## COMATOSE

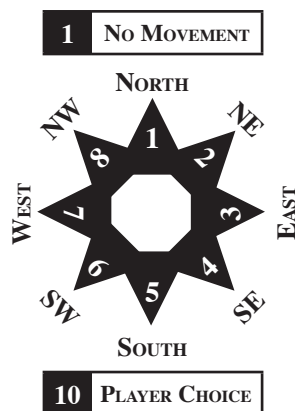
The character is in a deep state of *unconsciousness*. In addition to the *unconscious* requirements for revival, a successful Medicine check of UC 20 is required.

## CONFUSED

When confused, any actions that are made are subject to additional effects or actions. This may be removed with a Medicine check of 12.

**Attack Actions:** Make your attack roll normally. If the sum of the dice is odd, attack the nearest ally. If the sum is even, attack the nearest enemy. The AP is spent even if the target is out of range. Talents that grant bonuses for missed attacks do not benefit from attacks made while confused.

**Move Actions:** Prior to moving, roll 1d10 and move in the direction determined below.



**All Other Actions & Checks:** Any check made that is not an attack or move action, roll twice for that check and take the lowest result.

## DEAFENED

Becoming deafened either by direct damage to the ear or by exceedingly loud noise imposes a -4 to all Perception checks. Deafened may be removed with a Medicine check of 14.

## DEHYDRATED

If a character does not drink fresh water within 24 hours, they gain 2 *fatigue*, and an additional *fatigue* point every 12 hours thereafter. The *fatigue* from dehydrated does not go away until the character drinks one quart of water. Drinking a smaller amount of water may remove some points as the GM allows.

## DISTRACTED

Distracted characters pay less attention to their surroundings and suffer a -2 penalty to Agility- Perception- and Charisma-based social checks (i.e. Diplomacy) made in opposition. Taking damage, being attacked, or the losing track of the distraction can end this condition prematurely.

## FATIGUED

For every point of *fatigue* beyond the character's *Fatigue* Threshold, they gain a cumulative -1 penalty to all checks. Additionally, they must make a Physical Resolve check vs. the total number of *fatigue* points they currently possess each time they gain a point of *fatigue* beyond their Threshold. The character falls *unconscious* if they fail. Characters can remove *fatigue* points equal to their Toughness for 4 hours of consecutive rest. *Fatigue* is fully explained on page 89. Psykics (page 135) and Alypse (page 58) also have unique rules regarding *fatigue*.

## HELPLESS

For any number of reasons, the GM has determined that a character is conscious but unable to act or react. They could be tied up, pinioned by rubble, or otherwise rendered inept. The GM determines the duration and remedies, if any.

## INEBRIATED

Even the hardest warriors are susceptible to alcohol. Inebriated characters suffer a temporary -1 penalty to their Agility, Perception, and Willpower ratings. This condition can worsen if characters continue to drink in excess. Its duration can vary with the quantity and quality of alcohol.

## NAUSEATED

Nauseous characters are limited to 1 move action and 1 basic attack each round. All reactions suffer a cumulative -1 penalty, which resets at the beginning of their turn. This condition may be removed with a Medicine check of 12.

## OVERBURDENED

Characters carrying weight in excess of their carry limit (25lbs. × Strength) no longer factor in their Agility to calculate their stride. Additionally, they suffer twice as much *fatigue* from physical exertion, and suffer a -4 penalty to all Strength- and Agility-based checks.

## PARALYZED

The character loses the ability to perform any actions or reactions with the exception of Perception-based non-combat skills.

## STUNNED

Lose a number of AP per turn, which is specified by the item or ability.

## STARVED

When a character does not eat for more than 1 day, they gain 1 *fatigue* point, and 1 more every 12 hours thereafter. The *fatigue* from starvation does not go away until the character eats a full meal. Eating a small meal may remove some points as the GM allows.

## STUCK

Limbs become frozen, mired in muck, or glued to the ground and render the target unable to make any move actions until they break free. The method of breaking free depends on the cause. Unless otherwise stated, the victim or their ally may spend 4 AP to break them free.

## SUFFOCATING

The character is unable to breathe. They incur 2 points of *fatigue* at the beginning of every round until *unconscious*. Each round thereafter the character suffers 3 damage at the start of every round that bypasses all forms of DR. The source of this condition or the GM shall specify methods of escape or remedy.

## UNCONSCIOUS

The character falls *prone* and is unable to act or react. To regain consciousness, their health must be greater than or equal to 0 and they must possess fewer *fatigue* points than their Physical Resolve rating.

## CRITICAL HEALTH

In a world as lethal as Feneryss, permanent injury is common, and loss of life and limb a daily occurrence. There will come dangerous situations and conflicts that may reduce character's health below 0. Health below 0 is called *Critical Health*, and carries very significant ramifications, including permanent injuries and death. Characters suffering *Critical Health* are afflicted with dire penalties, called *Critical Health Effects* (see table below), and must immediately attempt a Stabilization check, which is made with Physical Resolve and must match or exceed 4 plus their current *Critical Health*.

Success on a Stabilization check restores them to 0 health and keeps them conscious and alive, but they continue to suffer any penalties from the *Critical Health*. Failure to naturally stabilize leaves the character *unconscious*, in addition to the *Critical Health* effect.

If the critically wounded character fails their initial Stabilization check, they have two more chances to recover. At the beginning of their next two turns, they make another attempt. During their turns, allies may also attempt to stabilize the character with a Medicine check. It requires 3 AP, and the difficulty is the same. If the character fails all three Stabilization checks, and no one succeeds a Medicine check, the character dies at the end of the third turn. Upon reaching 25 *critical health*, the character dies.

All *critical health* effects have their own penalties and recovery times, which can be found in the chart below. If a character is afflicted with multiple effects, the more severe penalties take precedence. Limbs may be reattached outside of combat within 12 hours of being severed. Arms require a UC 15 Medicine check, and legs require a UC 20 Medicine check. Otherwise, a prosthesis may be attached with a Medicine check of the same difficulty. Recovery from a lost limb is reduced to 4 weeks after receiving a prosthesis, or the remainder of recovery time, whichever is shorter.

EXAMPLE

Risk is suffering 5 Critical Health (Simple Fracture) and receives another 14 points of damage, bringing him to 19 Critical Health (Lose Leg). He would lose a leg and is now suffering its effects instead of Simple Fracture. He does not suffer a Compound Fracture, nor Lose Arm.

CRIT HEALTH EFFECT NAME	PENALTIES	DURATION
1 - 5	Deeply Wounded	Lose 1 AP. 1 Week
6 - 10	Simple Fracture	Lose 1 AP, reduce stride by 1 to a minimum of 1. 2 Weeks
11 - 15	Compound Fracture	Lose 3 AP, reduce stride by 3 to a minimum of 1. 4 Weeks
16 - 20	Lose Arm	Reduced to 1 AP, reduce stride by 3 to a minimum of 1, lose an arm. 8 Weeks while missing limb; 4 Weeks after reattaching limb or prosthesis.
21 - 25	Lose Leg	Reduced to 1 AP, reduce stride to 1, lose a leg.
26+	Decapitation	Lose your head, and your life. Death

## DISEASES

As if contending with ravenous beasts and eldritch demons wasn't difficult enough for Feneryans, they must also endure the plague of extremophiles and contagions that survived, or were born from, the Reckoning. They can be found in spoiled foods, dirty water, and on the fangs of wild beasts.

When a character comes into contact with a disease, they must make a Physical Resolve check (**Toughness + Resolve**) against the disease's UC. If successful, the character's body naturally resists and subdues the infection. If the check fails, the effects of the disease set in immediately. Unless otherwise stated, the disease may also be treated with a Medicine check made against the disease's current UC.

All diseases are progressive, meaning that they become more difficult to treat and more detrimental to the victim as time passes. This timeframe is called the disease's progression rate, which is measured in either hours or days. The disease's progression rate increases its UC by 1 for each hour or day that passes without treatment after symptoms first present. The progression rate also worsens a disease's symptoms, which is specified in its description. A Physical Resolve check or a Medicine check may be made once per day or hour, depending on the disease, to treat the illness and remove any existing symptoms.

Take note that Vampires are immune to all diseases due to their Bloodburn racial trait, except for *helwretch*, *glass fever*, *gray lung*, *gritlac*, and *gutrot*. Drones are immune to all diseases unless they have the Flesh Made Whole racial talent.

NAME	TRANSMISSION	PROGRESSION RATE	UC
Beggar's Gift	Touch	Days	18
Drunkard's Blight	Bite	Days	13
Glass Fever	Airborne	Hours	20
Gnaw	Bite	Days	18
Gray Lung	Airborne	Hours	30
Gritlac	Ingested	Days	8
Gutrot	Ingested	Hours	10
Helwretch	Ingested	Days	28
Hydropathy	Bodily Fluids	Hours	15
Pox	Touch	Days	13
Shadowburn	Open Wound	Days	8
Slough	Bite	Days	18

### BEGGAR'S GIFT

UC: 18

This malady is spread among vermin and their parasites, often infecting the limbic system, then spreading throughout the body. Victims suffer from muscle pain, *fatigue*, and shortness of breath, making movement of any kind incredibly taxing. If left untreated, the lungs begin to fill with fluid until the victim *suffocates*. Once the initial symptoms become apparent, the character's combat actions cost an additional point of AP, increasing cumulatively with each day that passes. If left untreated for 5 days, the character dies.

### DRUNKARD'S BLIGHT

UC: 13

Parasites, passed via insect bites, make their way through the host's blood stream and take up residence in their liver. They begin to slowly digest the liver, which leaves most victims experiencing varying states of insanity. At the onset, the character temporarily gains an eccentricity of the GM's choice for the next day. On the second day, if left unaddressed, the GM may assign a neuroses to the character. On the third day, if left untreated, the GM once again chooses an eccentricity. This process continues, back and forth, until treated.

**GLASS FEVER**

UC: 20

The spread of this condition has been attributed to storms that strike the Obsidian Forest, sending clouds of glass dust across the continent. This dust embeds itself in the airways of its victims, causing significant bleeding in the respiratory tract that progresses in a matter of hours. Glass fever inflicts 1 point of damage for every AP spent in combat, or every passing minute outside combat. This damage bypasses all forms of DR. With each hour that passes, this damage increases by 1. If by some miracle a traveler survives, the scarring in their airways lends them a +5 bonus to resisting this disease should they encounter it again.

**GNAW**

UC: 18

This disease infects the victim's central nervous system, eventually taking up residence in their brain. Symptoms present with headaches, fever, and moderate to severe lethargy separated by incredibly violent outbursts. At the onset, characters suffering from this malady must make a mental resolve check against the UC of this disease in order to perform any offensive combat actions. If any of the dice rolled result in a 1, the character gains 1 point of *fatigue*, but acts as if their Strength was twice what it is for the duration of their turn.

**GRAY LUNG**

UC: 30

A fungal infection of the lungs that occurs when a large amount of Florvana spores are inhaled. As the spores settle and begin to germinate, they begin to *suffocate* their host. When symptoms begin, infected characters gain the *suffocating* condition if they use 5 or more AP in any given turn. Each hour that this passes without treatment reduces this by 1 AP. For example, after 2 hours without treatment, a character begins *suffocating* if they use 3 or more AP in any of their turns. After 6 hours without treatment, the character gains the *suffocating* condition until the disease has been cured.

**GRITLAC**

UC: 8

This disease is the result of two separate parasitic infections. The first latches onto and feeds on the victim's bile duct, causing jaundice. The second feeds on the excess bilirubin in the blood stream, excreting a separate waste product that is bioluminescent in great enough quantities. While the results of this disease are not often directly fatal, the glow that this disease's victims possess draws unwanted attention from predators and pursuers. When symptoms present, a character's entire body gives off ambient light for 1 yard. Every 2 days that pass without treatment, the light that a character gives off increases by 1 yard and one step (ambient to dim; dim to normal; normal to bright). The UC of this illness follows the standard rules and increases by 1 per day the disease is left untreated.

**GUTROT**

UC: 10

This disease is not innately dangerous. It causes moderate diarrhea, fever, and abdominal pain that can lead to dehydration, but is easily treated. When a character is infected with gutrot and one or more other diseases, the base UC of all present diseases are increased by 6.

**HELWRETCH**

UC: 28

This slow acting but lethal bacteria infects the patient's digestive system and feeds on their stomach lining. Symptoms present initially as numerous small ulcers that can engulf the entire stomach in a matter of days. In most observed cases, victims of this disease live long enough to see their abdomen disintegrate, spilling their intestines and other innards. This disease is one of the few that Vampires are not immune to and is particularly dangerous given their need to feed on blood. At the onset, characters reduce their maximum health by 5 points and gain 1 *fatigue*. These penalties are applied every 24 hours. After 10 days without treatment, the character dies.

**HYDROPATHY**

UC: 15

An infection of the small intestine, this ailment strikes its victims with heavy diarrhea and vomiting that can leave the victims completely *dehydrated* in a matter of hours. Once symptoms arise, the victim becomes *dehydrated*. *Dehydration* from hydrophathy gives 1 *fatigue* every 3 hours without water instead of every 24. Additionally, every day the *fatigue* penalty from *dehydration* increases by 1.

**POX**

UC: 13

Victims of the pox develop large pus- and blood-filled blisters that localize on blood vessels of the skin, mouth, and throat. If a pox victim takes damage, they gain the *bleed* condition (1d6 dmg for 1d4 rounds). Each day untreated, the *bleed* condition damage increases by 1d6.

**SHADOWBURN**

UC: 8

This condition arises when a mass of bodily tissue dies, typically on the extremities, and is not removed from the body in a timely fashion. Roll 1d4 to determine the afflicted limb. At the onset, the limb hosting this plague becomes impaired, conferring a -2 penalty to any checks that make use of that limb, as specified by the GM. For each day that passes after the first, if left untreated, the penalty doubles. At this point and onward, if a successful Medicine check is made to address this illness, the limb is amputated as a result and may not be reattached. After 10 days of being untreated the infection spreads to the character's heart and kills them.

**SLOUGH**

UC: 18

This disease separates victims' skin from their bodies. At first it merely sags, giving them a drastically aged appearance. The victim suffers 1 point of *paranoia* and a -2 penalty to Dodge checks. Then the skin begins to peel away in large swathes. Every day the victim endures this sickness, they gain an addition point of *paranoia* and increase the Dodge penalty by 1. After 7 days, the character dies.

# STRESS & TORMENT

## FATIGUE

**Fatigue** is the amount of stress that characters experience while traveling the wastes of Feneryss. The amount of *fatigue* a character can withstand before taking penalties is called a **Fatigue Threshold**, which is equal to half their Toughness. Each point of *fatigue* in excess of this threshold adds a cumulative -1 penalty to all skill checks. Additionally, they must make a Physical Resolve check vs. the total number of *fatigue* points they currently possess each time they gain a point of *fatigue* beyond their Threshold. The character falls *unconscious* if they fail. A character can naturally remove a number of *fatigue* points equal to their Toughness for every 4 consecutive hours of rest they get on a bed or by using a bedroll. Other methods include, but are not limited to: a marshal's miracles, purified water restoring 1 point of *fatigue*, and the alchemical boon from the erbala root.

*Fatigue* comes from taxing physical or mental activities, such as climbing, psychic abilities, or conditions like *dehydrated*. Most causes specify when *fatigue* is earned, but GMs are encouraged to dole out *fatigue* points whenever they feel it is appropriate.

### EXAMPLE

Risk has 2 Toughness and 2 Resolve, meaning he has a Fatigue Threshold of 1 and a Physical Resolve of 4. Gaining any fatigue past the threshold means Risk must make a Physical Resolve check against his total fatigue. Risk also suffers a -1 to all checks for each fatigue point gained in excess of his Threshold.

## FEAR

Feneryss is terrifying. Zombies clamber from the pits of Hel and roam the realm largely unabated. Pirates fly the skies, pillaging undefended homesteads and robbing merchant ships. There are creatures that, given a chance, will devour people whole or use broken corpses as bait for future prey. Rumors abound of dragons and godlike beings that could kill a man from the fright alone. It is enough to make a man lock himself away until his dying days, but for most, it is simply another part of the daily grind. Some, however, are dissatisfied to merely endure the macabre. They choose to push against the invading darkness by becoming explorers, treasure hunters, monster killers, and more. This third and final group of people are adventurers, individuals prepared to face their fears and the unknown.

Throughout their adventures, the characters will undoubtedly encounter frightening creatures and situations that will shake their wills and test their faith. Some basic examples of fear inducing situations include hordes of zombies, ghost towns, and gruesome murder scenes—things that the average person, even in Feneryss, is mentally unprepared to handle. Characters will make a **Fear** check, which is the character's **Mental Resolve** versus the situation's **Fear Index** (see chart on the next page). Success means the character is unaffected by the scene and carries on normally. Failure leads to **Fear Reactions** (see table below), which are determined by subtracting the Mental Resolve roll from the Fear Index. The greater the difference, the more powerful the Fear Reaction. It is possible to end a Fear Reaction early through certain means, such as a marshal's miracles.

## FEAR REACTIONS

#	RESULT
1-5	<b>GASP!</b> : The character loses 2 AP for 1 round, stunned by the discovery. Examples include shocked silence, wetting oneself, vomiting, or denial (Nope!).
6-10	<b>HYPERVENTILATING</b> : The character loses 2 AP for 2 rounds and may only move at half their Stride. The actions lost are spent trying to catch their breath or calm down.
11-15	<b>TERRIFIED</b> : The character gains 1 <i>paranoia</i> and loses all their AP for one round, but may still react.
16-20	<b>FLEE</b> : The character attempts to flee the source of fear by any means for 1d4 rounds and gains 2 <i>paranoia</i> . They gain a +2 bonus to any check made to free themselves from being <i>grappled</i> or otherwise restrained. If another character tries to stop them, in their panic they must pass a Mental Resolve check with a UC equal to their Fear Reaction. If they fail, they attack their ally. Afterward, the character will again try to flee.
21-25	<b>HYSTERIA</b> : The character begins to tremble and laugh uncontrollably and becomes <i>confused</i> . This effect lasts for 1d4 rounds, or until the source of fear is eliminated. The character gains 4 <i>paranoia</i> .
26-30	<b>SHOCK</b> : The character is <i>paralyzed</i> for 1d4 rounds and gains 6 <i>paranoia</i> .
31-35	<b>CATATONIC</b> : Character falls into a coma. A UC 20 Medicine check is required to revive them. They also gain 10 <i>paranoia</i> .
36+	<b>NO FORCE IN SIN OR SAND</b> : The character's mind is broken, or fractured at the very least. Horrors of this magnitude often result in complete insanity, sudden death, and other powerful responses determined by the GM. If a character dies from this, any allies within sight must pass an additional UC 24 Fear check.

A successful **Intimidate** check will also provoke a Fear Reaction and is the offender's Intimidate versus the defender's Mental Resolve.

### SITUATIONAL FEAR INDEX

UC	EXAMPLE
1-5	Pools of blood
6-15	A few dead bodies
16-25	Gruesome murder scene
26-30	Numerous mutilated bodies or body parts
31-35	Someone nearby is horrifically killed without explanation
36-40	An entire town simply vanishes
41-46	A river of blood or massive invading army
47-51	Seeing a deity

## PARANOIA

Feneryss is a frightening place. Most of its denizens have ample reason to look over their shoulders at every turn; even the most seasoned adventurers, who know the horrors of the world better than most, fall prey to *paranoia*, superstition, or worse. Over the course of a campaign a character will encounter situations that are unnerving at best, and mind numbingly horrific at worst, and will gain points of *paranoia* in addition to contending with Fear.

If a character's *paranoia* becomes equal to or exceeds half their Mental Resolve, they must immediately make a Fear check against their current *paranoia*. If the check is passed, they continue to gain *paranoia*. If the check is failed, the character gains an Eccentricity (roll 1d10 to determine which) and their *paranoia* continues to increase.

If instead, a character's *paranoia* becomes equal to or exceeds their Mental Resolve rating they must immediately make a Fear check against their current *paranoia*. Failure results with the character gaining a Neurosis (roll 1d10 to determine which). If the check is failed, the character's *paranoia* returns to 0. If the check is passed however, the character continues to gain *paranoia* in excess of their Mental Resolve rating, and must make a Fear check each time their *paranoia* increases.

To mitigate the dangers of *paranoia*, characters may develop a number of superstitions (having no more than their rank in Willpower) over the course of their lives. All superstitions are defined by two things: a **compulsion** and a **frequency**.

A compulsion is simply the ritual that the character performs to assuage their *paranoia*. The compulsion is defined by the character (player) and must be approved by the GM.

The frequency determines how often the compulsion must be observed by the character, either once daily or per combat encounter. Daily superstitions allow a character to ignore 4 of their total *paranoia* for the remainder of the day; finally, Superstitions that take place per combat encounter require 2 actions to observe and allow the character to ignore 2 of their total *paranoia* for the remainder of the encounter. Encounter-based superstitions do not confer their benefit at any point outside of combat. When a character fails a Fear check, they lose any prior superstitions and must develop new ones to contend with additional *paranoia*.

## ECCENTRICITIES

### ALYPSE SYNDROME

Result: 1

Every time the character fails a check, they lament their failure verbally and even telepathically, if possible. Their initiative roll is always a 1 for the duration of this moping, which persists until they succeed on a skill check.

### ANTIPATHY

Result: 2

The character finds it extremely difficult to understand emotions and typical inflections of speech when dealing with others. Individuals suffering from this may often be derisively labeled dronespaw. Antipathy incurs a penalty to all Charisma-based checks equal to half their ranks in Charisma.

### DISSOCIATIVE AMNESIA

Result: 3

A dissociative amnesiac subconsciously suppresses memories of the most difficult failed Fear check and all events connected to it. They are unaware of any missing memory, but scenarios similar to the one they suppressed will trigger a flood of memories and severe anxiety. The UC for Fear checks similar to the suppressed memory are increased by 4.

### DYSLEXIA

Result: 4

Often times characters reading texts that would require a specific Lore to read, they will misread them with a varying degree of success. Just hope the character is not relied upon to recite directions to ancient traps or other life saving instructions. Any Lore checks may have words scrambled or backward and suffer a -4 penalty.

### EXHIBITIONISM

Result: 5

The character frequently loses articles of clothing, usually ending their day naked, or with conveniently positioned armor. This impulse can strike them at any time, even in combat. At the GM's behest, the character must occasionally pass a Mental Resolve check against twice their Willpower. For Drones, this often entails opening their exterior shell to expose internal mechanics or diagnostics panels.

### PHOBIA

Result: 6

The character develops an irrational fear of something very specific, which must be approved by the GM. Whenever confronted with the source of this fear they must make a Fear test, the difficulty of which is determined by the GM. Characters may take this Neurosis multiple times to acquire multiple phobias.

### SOCIOSKERE

Result: 7

The character becomes incredibly timid, rarely speaking up, especially in crowds. They are not comfortable in large social gatherings and must pass a fear test as specified by the GM. All Charisma-based checks take a -4 penalty while the character is in a crowd of ten or more people.

### SQUEAK

Result: 8

The character is frequently and randomly struck with the urge to make random sounds. It is very uncomfortable to ignore these impulses but possible. At the GM's discretion, they must make a Mental Resolve check to suppress the urge to squeak.

### STUTTER

Result: 9

Somewhere along the road, they developed a slight (or severe) stutter. While it does hamper their social interactions, it does not harm their social ties. Take a -2 penalty to all Charisma checks in which the character must verbally communicate. For Shades, this manifests as jumbled words or erratic images and ideas that are difficult for receivers to comprehend.

**TAE'KISM****Result: 10**

After facing strife and surviving, the character has come to the conclusion that they are the greatest thing since...well, ever. Their arrogance is quite off-putting, and they may find that their team leaves them behind to start their own adventures. Every time the character kills an enemy, they spend 1 AP on their next turn bragging about it. T'aekism only takes 1 AP even if they kill more than 1 enemy in a single round although their boasting may get more grandiose.

**NEUROSES****INTERMITTENT EXPLOSIVE DISORDER****Result: 1**

After failing a Charisma-based check, the character must make a Mental Resolve check. The difficulty is equal to the opponent's roll that elicited this check. If the Mental Resolve check fails, the character launches into a furious assault. The character can only target the individual that caused their social disgrace. Intermittent Explosive Disorder typically persists until either the character or their target is *unconscious* or dead. The outburst also ends if the target eludes the character for at least 1 minute.

**KERLING'S DISEASE****Result: 2**

The GM creates a new character with the same race and experience. This character is leveled by the GM. The GM may request a UC 20 Mental Resolve check. On success, the character's primary personality remains. Upon failure, the new personality created by the GM will be used for 1d10 hours, at the end of which the character will revert.

**KLEPTOMANIA****Result: 3**

A kleptomaniac is possessed with an endless desire for things. These items need not be valuable nor useful, but if they are shiny and small enough to fit in a pocket, the character yearns for them, and must make a Mental Resolve check. The difficulty of this check is set by the GM and should be based on the length of time that has passed since the character last snatched something. Upon failure, they must make a Sleight of Hand check to steal the object and keep it on their person.

**ORATOR'S LAMENT****Result: 4**

The character feels extremely uncomfortable with people and prefers to be alone with their thoughts. Crowds terrify them beyond belief and elicit a Fear test if the character cannot escape the situation. The UC is equal to 10 for a group of 5 and increases by 1 for every 5 beyond that. The character's party does not contribute to this Neurosis. If the character is subjected to extended exposure (i.e. wandering the bustling streets of Pulse), they should make this check once every half hour.

**PARANOID DELUSIONS****Result: 5**

This Neurosis causes the character to believe something about a group of people that is entirely false. This group could be, but is not limited to, races, companies, or cults. The character despises those people because of their delusion. Anyone attempting to convince the character that their belief is false is considered a co-conspirator. They take a -6 to all charisma-based checks with said group, and vice versa.

**PYROMANIA****Result: 6**

Some men just want to watch the world burn. Anytime the character sees something particularly flammable, they must make a mental Resolve check. The test is based on the flammability of the object and is determined by the GM. If they fail, they must set it on fire.

**SANDMAN'S SPELL****Result: 7**

Known as chronic lethargy to a trained medicus, sufferers of this Neurosis frequently find tasks are more draining than usual. Every time the character rolls a 1 on any skill check, including attacks, they lose 1 AP on their next turn, to a maximum loss of 3 AP.

**SPECTRAMANIA****Result: 8**

The character hears and sees things that are not real. At the GM's discretion, vivid visual or auditory hallucinations manifest. This requires a Mental Resolve check. The UC is 4 plus the total *fatigue* and *paranoia* the character currently possesses. On a successful check, they are able to differentiate between the hallucination and reality. Failure means they believe wholeheartedly in the hallucinations.

**VISIONS OF THE RECKONING****Result: 9**

Whenever the character attempts to sleep, they have nightmares and visions of the Reckoning. Whispers of dark deeds flit through the character's mind, and indescribable horrors flash behind their eyelids; their sleep is restless, and the character maintains a persistent 1 *fatigue* point regardless of how much rest they get.

**WAKING TERROR****Result: 10**

The character has witnessed far too much and is burdened with a constant dread that whenever something goes wrong, "It's all happening again." Any time this character fails a Fear check, they suffer a -2 penalty to all actions in combat for 2d4 rounds.

# ENVIRONMENTAL FACTORS

Environmental Factors are any number of conditions or circumstances which may affect a character's ability to perform various actions or skill checks.

## ALERTNESS

Alertness is a status for characters, usually NPCs, that influences their interactions with others. It grants bonuses to their Awareness, Scrutiny, and Search skill checks.

ALERTNESS	BONUS	EXAMPLE
Unaware	0	An off-duty guardsman has no reason to suspect that anyone is following him. The GM declares him unaware of Risk's efforts to stealthily pick his pocket for a key.
Wary	+2	Guards posted at the bank Risk intends to pilfer are trained to be vigilant. The GM gives them all a +2 to Awareness while Risk makes his stealth checks to infiltrate the facility.
Suspicious	+4	After passing the wall, Risk makes a bad security check to unlock a door, eliciting a loud noise. The GM gives a pair of guards within earshot a +4 on their Search checks to find the culprit as he tries to slip away.
Engaged	+6	When the guards spot Risk as he flees across the courtyard toward the wall, they gain a +6 to all future Awareness, Scrutiny, and Search checks while pursuing the thief through town.

## BREAKING OBJECTS

Breaking Objects rewrite: Sometimes players may find that going through is more efficient than going around. When that's the case, characters may attempt a basic attack against the object in question. The following chart displays the UC and health for every 1 in. of thickness of a material. DR is static and does not change with object thickness.

MATERIAL	UC	HEALTH	DR
Paper / Thin Material	2	1	0
Wood	2	3	1
Erminsul	3	4	3
Brick / Stone	4	5	6
Iron	4	6	9
Steel	5	7	12

## COLLISION & FALL DAMAGE

If a character is forcibly moved and comes in contact with an otherwise immovable object (wall, boulder, etc.) they suffer 1d6 damage that ignores all damage reduction.

For every 5 yards they fall, a character suffers 1d6 damage that ignores all damage reduction. Assistance from items such as ropes, wings, or other sources can reduce or negate fall damage.

## CONCEALMENT

To quote Iron Lord Brecht, "*The soldier cresting the hill is a towering target.*" Simply put, it is vital to use terrain to an advantage. Obstacles throughout Feneryss are capable of providing two useful features: **concealment and cover**. The former provides bonuses when reacting to attackers, and concealment grants bonuses to Stealth. Understand that any object providing cover can also provide concealment; however, many sources of concealment do not provide cover (i.e. fog or darkness). The GM will determine how much cover or concealment an object provides. The easiest metric is to ask: does the object cover or conceal part of the character, most of the character, or all of the character? If the character is detected by an Awareness or Search check, they no longer gain the concealment bonuses.

**Partial Concealment** grants a +2 bonus to Stealth checks. Knee-high shrubbery is the simplest example.

**Major Concealment** grants a +4 bonus to Stealth checks. At three yards, a dense fog could provide such a bonus.

**Full Concealment** grants a +8 bonus to Stealth checks. A cloth room partition would suffice.

## COVER

Cover is only provided by sturdy objects capable of taking a few hits; walls, vehicles, etc. When behind cover, characters gain bonuses to DR as well as Dodge and Block checks. Bonuses from cover increase by +2 per size category below medium, and decrease by -2 per size category above medium. It is also possible, at the GM's discretion to gain the benefits of full cover when *prone* behind objects that typically grant partial or major cover.

**Partial cover** provides a +2 bonus to DR, as well as Dodge and Block checks. Examples may include low-lying walls, fallen trees, etc.

**Major cover** provides a +4 bonus to DR, as well as Dodge and Block checks. This might be an upturned table or a half wall.

**Full cover** provides complete protection from all attacks originating from the other side. This could be a rocky outcrop, wall, or other obstacle larger than the character.

## TERRAIN

The Reckoning drastically altered the landscape. From the Glass Forest to Demon's Walk, much of Feneryss has become dangerous and difficult to traverse. When ambling across such terrain, certain penalties may apply.

**Difficult Terrain:** While in combat, a character's DR is reduced to half if the turn is ended while in the terrain. If in an airship or other vehicle, this terrain doubles the time required to travel across it. If in an airship, this terrain (for example the glass forest or the maw) imposes an immediate Operate check of 12 UC.

**Dangerous Terrain:** While in combat, a character's DR is reduced to half if the turn is ended in the terrain. This penalty endures until the character is no longer in dangerous terrain.

**Slick Terrain:** Whenever a move action is taken through this terrain, an acrobatics check must be performed against a UC of 12. On failure, the creature or player is knocked *prone*.

## VISION & ILLUMINATION

Feneryans and most creatures have some form of eyesight, which is divided into three categories. Different forms of vision have peak performance in different conditions. If a character possesses multiple forms of vision, they use whichever is best for the current lighting.

**Daysight:** Characters with Daysight are the most dependent on light sources to function, but suffer the least in bright conditions. The vast majority of Feneryans and creatures possess Daysight.

**Dusksight:** This variation of vision is better adapted to poorly lit areas. The dusk hour or a dimly lit tavern are good examples. Wretched possess Dusksight.

**Darksight:** Often limited in color, this vision enhancement typically presents as high contrast black and white. It allows for an incredible amount of detail in the cavernous dwellings of the Vampires but fares poorly above ground. This vision does allow for color with greater luminescence but is *blinded* in bright zones. Vampires have Darksight.

CONDITION	DESCRIPTION	MODIFIERS		
		DAYSIGHT	DUSKSIGHT	DARKSIGHT
Bright	A bright or flashing light that is harmful to the eyes.	-2	-4	<i>blinded</i>
Normal	Light of an average day, or most businesses.	0	-2	-4
Dim	Sitting around a campfire or in a weakly lit tavern.	-2	0	-2
Ambient	Traveling under a full moon or light few and far between.	-4	-2	0
Darkness	An area bereft of any light sources.	<i>blinded</i>	-4	0

## NATURAL HAZARDS

With magic let loose upon the world, wild and untethered, it is no surprise people worship the elements. Weather systems empowered by those unruly energies have become brutal things, impending catastrophes to be feared and avoided at all costs.

### ACID RAIN

A common and somewhat dangerous occurrence, these storms can deal considerable damage if proper care is not taken. Stories of metals being slowly dissolved are typical, and injured fools that ventured into the storm unprotected are by no means rare.

A character caught in an **acid rain** storm that does not find shelter will find that it erodes flesh, eats armor, and destroys weapons. They must make a Physical Resolve check each round/hour to reduce damage by half. In heavier storms, weapons and armor will lose effectiveness the longer they are exposed. Protecting equipment is as simple as wrapping it in sturdy, non-metal materials such as oilskin leathers or tarred canvas.

UC	DAMAGE	REDUCE WEAPON DAMAGE DICE & ARMOR DR BY 1
1-5	1d6	Every 4 rounds or 3 hours
6-15	1d6+1	Every 3 rounds or 2 hours.
16-25	1d6+2	Every 2 rounds or 1 hour.
26+	2d6	Every round or 30 minutes.

## ARKÄNIK RADIATION

Weather systems empowered by those unruly energies have become brutal things, impending catastrophes to be feared and avoided at all costs. Typically, this develops in the presence of malfunctioning ark-equipment, but it may also transpire naturally in the world where a combination of the land's asynchronous geometry and latent magical energies produce a visible, enervating cloud or fog of arkäna. Only the hardiest have natural resistance to exposure for a number of hours equal to half their Toughness. At the end of this time-frame, a character takes 1 point of *fatigue*. For every subsequent hour that passes, characters take 1 additional point of *fatigue*. Eight hours of rest without exposure to arks will reset the exposure.

### ASH STORM

These storms are swift and sudden, often burying victims in their tracks, or barricading and starving out those that find shelter. Some older residents of Pulse like to tell the story of an ash storm so heavy it buried most of the city and left an ash drift a mere ten feet shorter than the Wall itself. If caught in an ash storm, characters can expect reduced movement, visibility, and if poorly equipped, choking ash. Every round/10 minutes, make a Physical Resolve check. Success results in mitigating certain penalties.

UC	CONSTANT EFFECTS	FAILED RESOLVE EFFECTS
1-5	-1 penalty to Perception and Agility-based skill checks	-1 penalty to stride & all combat checks
6-15	-2 penalty to Perception and Agility-based skill checks, -1 stride	-2 penalty to all combat checks
16-25	-4 penalty to Perception and Agility-based skill checks, -2 stride	1 <i>fatigue</i> & -3 penalty to all combat checks
26+	-8 penalty to Perception and Agility-based skill checks, -3 stride	1 <i>fatigue</i> , no attack action this round

### BLIZZARD

Blizzards predominantly occur in the northeastern corner of the continent and consist of frozen acid rain. They have been recorded as far west as the Deadwood Forest south of Hel, and as far south as Snapspine Mountain Range just a few kilometers north of Lokoran. Characters roll their Physical Resolve checks once every round/10 minutes. *Unconscious* characters caught in a blizzard must continue to make Physical Resolve checks. Failure while *unconscious* results in double the penalty and will lead to death when the character reaches *fatigue* points equal to twice their Physical Resolve.

UC	CONSTANT EFFECTS	FAILED RESOLVE EFFECTS
1-5	-1 penalty to stride, -2 penalty to Perception checks	1 <i>fatigue</i>
6-15	-2 penalty to stride, -3 penalty to Perception checks	2 <i>fatigue</i>
16-25	-3 penalty to stride, -6 penalty to Perception checks	2 <i>fatigue</i> , <i>stuck</i>
26+	-4 penalty to stride, -10 penalty to Perception checks	3 <i>fatigue</i> , <i>stuck</i>

