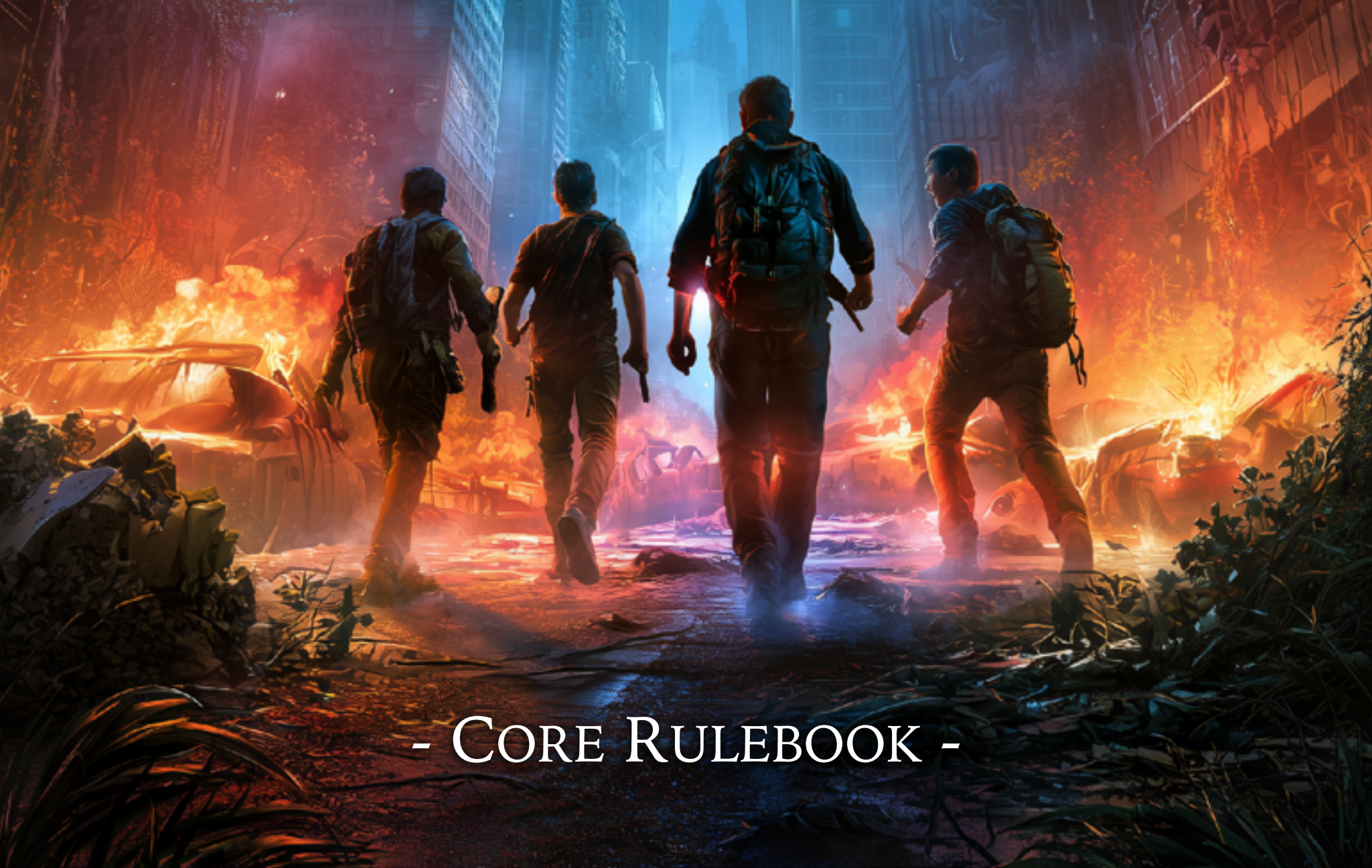
ANTAGONISTS

Beta Version 0.5

Everything is a work in progress



- Core Rulebook -

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Inception

Antagonists began as a quest for my dream roleplaying game. I've always favoured modern settings, but I also love fantasy and magic. I tried many games, and I still cherish them, but something always felt missing.

Antagonists aims to create a fantastic roleplaying game set in the modern world, infused with supernatural elements. The unique rules system fosters a seamless integration between the universe and gameplay. A friend once told me that a great roleplaying game should balance risk and reward, and that resonated deeply with me. Antagonists' world is grey, with no clear distinction between good and evil. Survival drives people, and some cooperate, while others resort to terrible actions. Even the monsters lurking in the streets are survivors simply trying to eat.

Currently, Antagonists exists as a digital version, allowing for regular updates and improvements. It's an independent product, and the version you're reading will be even better in a few weeks.

As a software developer with over 20 years of experience working with open-source software, I've always valued free software. It provided me with a job, and I wanted to give back. While I didn't find my dream software to work on, I believe I've found my dream project here. Antagonists is free, and it's my way of expressing gratitude to all the software engineers who've created incredible free software.

I'm passionate about roleplaying games and the community that surrounds them. Gathering around a table with friends is one of life's greatest joys. I want to be a part of this community and help others experience the same happiness I do. Antagonists was my creation, and now it's yours. Together, we can create unforgettable moments for many.

Thank you for being a part of this journey.

Ai Generated Images

We used AI to generate the images for Antagonists. It's a sensitive and unpopular topic, but it was the only way to create illustrations for this book at a low cost. While the book itself is free, its creation wasn't. Like many hobbies, we found it normal to spend a few hundred dollars on software, a website, text reviewers, and an AI service for the images. However, our budget is limited. We hope to commission original artwork from artists in the future, but since we don't anticipate making money from this work, we'll need to ensure a dedicated readership before investing more resources.

Introduction 1

Role-Playing Game 1

What the Game Master Does 1
What the Players Do 1
For example 1

Antagonists 2

The World of Antagonists 2
Antagonists Basic Concepts 2
The 6 Pillars of the Setting 2
The 11 Pillars of the System 2
What You Need to Play 3
How to use this book 4

Tips for New Players 5

What You Should Do 5
What You Should Not Do 5

Protagonist 7

Conceptualization 10

What Your Character Will Do 11

Survive 11
Explore the World and Scavenge 11
Join Factions and Play Politics 12
Investigate the Supernatural 12

Key Concepts 13

Descriptors 13
Descriptors During the Game 13
Attributes 13
Skills 13
Skills During the Game 13
Tools 14
Tools During the Game 14

Creation Summary 15

1. Characteristics 18

Descriptor Distribution 18
Method 1 - Balanced 18
Method 2 - Average 18
Method 3 - No Weakness 18
Method 4 - Jack of All Trades 18
Incompatible or Similar Descriptors ... 19
Not an Average Character 19
Major Descriptors 19
Attributes Descriptors 19
Gender 19
Age Descriptors 19
Size Descriptors 20
General Descriptors 20
Size Value 26
Height 26
Weight 26
Health 26
Example of Characteristics 27
Validity Check 28

2. Lifepath 30

Occupation 31
Criminals 33
Explorers 37
Enforcers 41
Professionals 45
Expertises or Hobbies 51
Childhood 55
Skill Rating 58
Skill Level Distribution 58
Other ways to distribute skill's level ... 58
Skill Rating Calculation 59
Specialization 59
Overview of Specializations 60
Example of Lifepath 61
Validity Check 62

3. Identity 64

Names and Surname 64
Ethnicity 64
Handedness 64
Religion 64
Sexual Preference 64
Faction 64
Languages and Literacy 64
Values 65
Value 66
Despised Behaviours or Situations . 67
Changing the Value 67

4. Quirks 70

Edges 70
Major Edges 70
Physical Edges 71
Mental Edges 71
Social Edges 72
Plot Edges 73
Supernatural Edges 73
Hindrances 75
Major Hindrances 75
Physical Hindrances 75
Mental Hindrances 76
Social Hindrances 77
Plot Hindrances 79
Supernatural Hindrances 80
Changing Hindrances 81

5. Source of Power 84

Overview of Sources 84
Overview of Major Masteries 94
Overview of Minor Masteries ... 100
Esoterics 100
Manipulations 101
Mutations 102
Others 102
Attributing Power Levels 103

6. Assets 106

Relationship 108
Pre-made contacts 108
Create your contacts 108
Relationship 108
Contact's Descriptors 109
Contact's Information 109
Cost of a Contact 109
About the Contacts 110
Relationship Kits 110
Equipment 111
Style Descriptors 111
Starting Equipment 112
Basic Equipment Kits 113
Extra Equipment Kits 113
Criminal's Kit 113
Explorer's Kit 114
Security Enforcer's Kit 114
Professional's Kit 114
Other Kits 115
Shelter 117
Shelter Kits 118

7. Background Story 120

Almost Done 120
Character's Description 120

Character's Progression 122

How to get XP 122
Expending XP 122
Improving Attribute 122
Gaining Edge 123
Improving Skills 123
New Power 123
Improving Specializations 123
Other Specializations 123
Improvement Summary 124

Crew 125

Your Group 127

The Council of Players.....127

Crew Identity 128

Crew Goals.....128
Crew Type 129
Name and Logo.....129

Members 130

Leaders and other Roles 130
Members Relationship.....130
Contacts.....130
Alliances and Enemies.....130

Crew Quirks 132

Crew Edges 132
Crew Hindrances 132

Crew Assets 133

Treasury 133
Hideout.....133

Core Traits 135

Attributes 137

Agility (AGI) 138
Charisma (CHA).....138
Constitution (CON) 138
Intelligence (INT) 138
Perception (PER) 138
Reflex (REF) 138
Strength (STR).....139

Skills 140

Actions Skills.....140
Mental Skills 140
Physical Skills.....140
Social Skills.....140
Which Skills are Better?.....140
Skills Chart 141
Acrobatics 142
Accuracy.....142
Athletics.....142
Brawn.....142
Charm 143
Deception.....143
Insight.....144
Intimidate 144
Investigate.....145
Knowledge 145
Nimbleness 146
Persuade.....146
Quickness 146
Sleight of Hands.....146
Stealth.....147
Survival 147
Technicals.....147

Play your Skills 149

Social Options (5 skills) 149
Mental Options (4 skills).....150
Physical Options (4 skills).....150
Action Options (4 skills) 150

Supernatural 151

Supernatural in the World 153

Monsters Everywhere 153
Normal People and the One with Powers 153
The One with Powers 153
They are right to fear you. 153
Items of Corruption 153

The Red Vine 155

Poisonous Sap 155
Creep Fruit 155

The Fog 156

Source of Power 157

Patrons.....157
Arachne.....159
The Spider Queen 159
Child of Gaia.....161
Gaia 161
Chupacabra's Spawn.....163
Chupacabra 163
Clairtangent 165
The Object 165
Creeper 167
The Red Vines 167
Flesh Crafter 169
The Forbidden Art 169
Mortician.....171
The Forbidden Knowledge 171
Primalist.....173
The Prime Being.....173
Puppeteer.....175
The Scarecrow.....175
Ritualist 177
The Ancient Knowledge.....177
Shadowfell 179
The Shadow Entity.....179
Siren.....181
The Seafolk.....181
Spiritbound 183
The Visages.....183
Succubus 185
The Entity 185
Trickster 187
The Imp.....187
Unstained.....189
The Incorruptibles 189
Werebeast 191
The Beast Within 191
Worlds Walker 193
The Glare 193

Other Worlds 196

The Glare 197
Inhabitants of the Glare 198
Surviving the Glare 198
The Great Plains 199
Inhabitants of the Great Plains 199
Surviving the Great Plains 200
Source of Power.....200

Masteries 201

Masteries and Powers 203

Gaining Powers.....203
Cost to Powers.....203
More Costs to Pay.....204
Breakpoint.....204
Power Alteration.....204
Power Duration.....204
Power Obviousness.....204

Major Masteries 205

Animalism.....205
Animalism Limitations 205
Totem.....206
Animal Companion 206
Animalism's Breakpoint.....206
1 Animal Affinity 206
1 Speak with Animals 207
2 Call Animal.....207
2 Odor of the Predator.....207
3 Animal Healing.....207
4 Merge with an Animal 208
5 Alpha.....208
Arachnida.....209
Spider Affinity 209
The Spider Nest.....209
Arachnida's Breakpoint 210
1 Cobweb 210
1 Silk Robe.....210
1 Lay Eggs.....210
2 Control Spiders 210
2 Spider Form.....210
2 Venomous Bite.....211
3 Summon Giant Venomous Spider 211
3 Climbing Spider Form.....211

3 Spiderweb.....211
4 Jumping Spider Form.....211
4 Paralyzing Bite.....212
4 Razor-Sharp Web.....212
4 Venomous Bite.....212
4 Summon Vorpal Spider.....212
5 Fatal Bite.....213
5 Summon Giant Tarantula.....213
Cleansing.....215
Cleansing's Breakpoint.....215
1 Untouchable.....215
2 Supernatural Hunter.....216
3 Purification.....216
4 Cleaning.....216
4 Immaculate.....216
5 Negate.....217
Elementalism.....219
Elementalism's Breakpoint.....219
1 Control Over Earth.....220
1 Control Over Light.....220
2 Control Over Electricity.....220
2 Control Over Plants.....221
2 Control Over Trees.....221
3 Control Over Air.....221
3 Control Over Water.....221
4 Control Over Fire.....222
5 Master Over Elements.....222
Flesh Craft.....225
Flesh Crafting Requirements.....225
Connection Link.....225
Dying Creature.....226
Piece of Art.....226
Flesh Craft's Breakpoint.....226
1 Flesh Crafting.....226
Creature Maquette.....227
Arcanic Maquette.....227
Creating New Creatures.....227
Lure.....229
Playing with Emotions.....230
Lure' Breakpoint.....230
1 Emotion Catalyst.....230
1 Faceless.....230
1 Laugh of Madness.....230
1 Repulse.....231
1 Silence.....231
2 Awe.....231
2 Curse.....231
2 Emotion Reading.....232
3 Hysteria.....232
3 Object of Desire.....232
3 Sleep.....233
4 Fatal Attraction.....233
4 Kiss of Death.....233
5 Song of Death.....233
Metamorphosis.....235
Castes.....235
Metamorphose.....235
Metamorphosis' Breakpoint.....236
1 Wereboar.....237
1 Werecat.....237
1 Werecupine.....238
2 Werebadger.....238
2 Werecoyote.....239
2 Werehare.....239
2 Wererat.....240
2 Weretortoise.....240
3 Werebat.....241
3 Werefox.....241
3 Werehyena.....242
3 Wereshark.....242
3 Werewhale.....243
3 Werebear.....243
4 Werejaguar.....244
4 Wereowl.....244
4 Wereraven.....245
4 Wererepitile.....245
5 Weretiger.....246
5 Werewolf.....246
Mind Control.....247
Using the Voice and Mind Tricks..247
Mind Fortress.....248
Mind Control's Breakpoint.....248
1 Break the Weak.....248
1 Manipulate the Mind.....248
2 A Little Push.....249
2 Forget.....249
2 Memory Transfer.....249
2 Trap Mind.....250
3 Command the Weak.....250
3 Read Memory.....250
4 Mind Proxy.....251
5 Alter memories.....251
5 Corruption.....251
Psychometry.....253
Object Offering.....253
Attune Object.....254
Restriction and Known Objects....254
Clairtangent's Stain.....254
Deep Pocket.....254
Clairtangent's Breakpoint.....254
1 Artifact of Transmutation.....254
1 Fragile Object.....255
1 Object Reading.....255
1 Seal Object.....255
1 Secret Message.....255
2 Feel the other Side.....255
2 Scry.....256
2 Transmute.....256
2 True Meaning.....256
3 Blacksmith.....256
3 Dual Object.....257
3 Invisible Object.....257
3 Rigidity.....257
3 Ward.....257
4 Ghostly Object.....257
4 Hide the Stain.....258
4 Teleport Object.....258
5 Weirding.....258
Ritual.....259
The Ritual.....260
Moon Phases.....260
Ritual's Breakpoint.....260
1 Become a Tree.....260
1 Familiar.....261
1 Recharge Gemstone.....261
1 Simmer.....261
2 Circle of Protection.....261
2 Cure Disease.....261
2 Drunkard.....262
2 Receptacle.....262
2 True Talk.....262
3 Polymorph Self.....262
3 Switch Bodies.....262
3 Teleport Other.....263
4 Old Age.....263
4 Open The Door.....263
4 Polymorph Other.....263
5 Doll.....264
5 Stalker.....264
Smoke and Mirrors.....265
Illusions.....265
Smoke and Mirrors' Breakpoint...266
1 Atmospheric Effects.....266
2 Accessory.....266
3 Theatrical Scene.....266
4 Lead Actor.....266
5 Supporting Role.....267
Thanatology.....269
Thanatology's Breakpoint.....269
1 Chemicals.....270
1 Dead Eye.....270
1 Move Wounds.....270
1 Rigor Mortis.....270

2 Command Corpse *270*
2 Dead Memory *271*
2 Destroy Corpse *271*
2 Transfer Wounds *271*
3 Absorb Defection *271*
3 Shatter Bones *271*
3 Spare Parts *272*
4 Corpse Explosion *272*
5 Life Sharing *272*
5 Resurrection *272*
Thorn 273
Red Vines *273*
Thorn's Initiation *274*
Thorn's Breakpoint *274*
1 Grow Red Vines *274*
1 Ram *274*
2 Entangle *274*
2 Hide in Vines *275*
2 Poisonous Fruit *275*
3 Shelter of Vines *275*
3 Tunneling *275*
4 Grow Back *275*
5 Wall of Vines *276*
Trailblazing 277
Citizen of the Glare *277*
Trailblazing's Breakpoint *278*
1 Feel the Glare *278*
1 Hide in the Glare *278*
2 The Whisperer in the Glare *278*
2 Walk the Glare *278*
3 Repulse the Glare *279*
4 Tear off the Glare *279*
5 Banish *279*
Umbramancy 281
Conduit to the Shadow Entity *281*
Conduit Open at Level 1 ..... *281*
Conduit Open at Level 2 ..... *282*
Conduit Open at Level 3 ..... *282*
Conduit Open at Level 4 ..... *282*
Closing the Conduit *282*
Umbramancy's Breakpoint *282*
1 Change Taste *282*
1 Extinguish Light *282*
1 Shadowplay *282*
2 Filthy Ordor *282*
2 Sacrifice to the Shadow *282*
2 Shadow Ground *283*
2 Shadow Reception *283*
2 Sound Dampening *283*
2 Veil of Shadow *283*
2 Force Confession *283*
3 Shadow Transformation *283*
3 Wave of Shadow *283*
4 Teleport in Shadow *284*
5 Shadow Form *284*
Vampirism 285
Blood Sucking *285*
Vampirism's Breakpoint *285*
1 Enhanced Leap *286*
1 Gender Swap *286*
2 Blood Healing *286*
2 Enhanced Strength *286*
3 Gliding Wings *286*
3 Horrific Camouflage *286*
4 Hypnosis *287*
5 Disgusting Healing *287*
Visages 289
The Visages *289*
Visages' Breakpoint *290*
1 Assume the Visage *290*
2 Visage *290*
3 Visage Intervention *290*
4 Sacrificed Visage *290*
5 Visage Projection *290*

Minor Masteries 293

Berserker 293
Rage Trigger *293*
Resisting Trigger *294*
Rage Duration *294*
Roleplaying the Rage *294*
Berserker's Breakpoint *294*
1 Berserk *294*
Rage Effect at Level 1 ..... *294*
Rage Effect at Level 2 ..... *294*
Rage Effect at Level 3 ..... *294*
Dream Weaver 297
Dream Weaver Passive *298*
The Dream *298*
Dream Duration *298*
Waking Up *298*
Crafting Dream Catchers *298*
Dream Weaver's Breakpoint *298*
1 Enter Dream *298*
2 Circle of Dreamers *298*
2 Healing Dream *298*
2 Nightmarish Dream *299*
2 Sleepwalker *299*
2 Emotional Dream *299*
3 Never-Ending Dream *299*
3 Rough Night *300*
3 Wonderful World *300*
Seafolk 301
Voice of the Siren *301*
Seafolk Survival *302*
Seafolk's Breakpoint *302*
1 Fish Tail *303*
1 Fish Tail *303*
2 Communicate with Fish *304*
2 Feel the Waves *304*
2 Underwater Vision *304*
3 Sea Current *304*
3 Translucent Appearance *304*
3 Water of Life *304*
Seer 305
The Visions *305*
Seer's Breakpoint *305*
1 Detect the Supernatural *306*
1 Piggyback *306*
2 Aura Reading *306*
2 Direction *307*
2 Tongues of Fire *307*
3 Astral Projection *307*
3 See Beyond Appearances *307*
3 See the Future *307*
Storm Chaser 309
Storm Chaser's Breakpoint *309*
1 Change Weather *310*
2 Obscure the Sun *310*
3 Storm *310*
3 Strong Wind *310*
Telekinesis 313
Moving Objects *313*
Telekinesis' Breakpoint *313*
1 Quick Move *314*
2 Deadly Projectile *314*
3 Defy Gravity *314*
3 Move Object *314*
3 Deflect Projectiles *314*
3 Levitate *315*
3 Remote Action *315*
3 Telekinetic Scream *315*
Toxin-Breather 317
Toxin-Breather's Breakpoint *317*
The Fog *317*
Warmonger 319
Pain and Suffering *319*
Warmonger's Breakpoint *320*
1 Armor Breaking *320*
1 Gladius of War *320*
1 Marked by Fire *320*
2 Marked by Lightning *320*
2 Warcry *320*

3 Mass Destruction *321*
Wendigo 323
Taste for Raw Meat *323*
Wendigo's Breakpoint *323*
1 Thick Skin *323*
1 Voice Mimicry *324*
2 Deep Hibernation *324*
2 Night Vision *324*
2 Relentless Hunter *324*
3 Disgusting Immortality *324*
3 Heart of the Beast *324*

Specializations **325**

Belligerent 325
1 Charge *325*
1 Death from Above *325*
1 Everything is a Weapon *325*
1 Heavy Gunner *326*
1 No Pain, No Gain *326*
2 Desperate Measure *326*
2 Guns Akimbo *326*
2 Heavy Attack *326*
2 Pin Down *326*
2 Shield Bash *326*
2 Sweep Attack *326*
2 Throw Opponent *327*
2 Will to Survive *327*
2 Two-Weapon Fighter *327*
Erudite 329
1 Alchemist *329*
1 Botanist *329*
1 Brewmaster *329*
1 Demolition Worker *329*
1 Library Use *330*
1 Master Electrician *330*
1 Nurse *330*
1 Nuclear Technician *330*
1 Veterinary *331*
2 Chemist *331*
2 Doctor of Medicine *331*
2 Mechanic *331*
2 Pilot *331*
3 Field Surgeon *331*
Hunter 333
1 Animal Harvester *333*
1 Firearm Expert *333*
1 Projectile Expert *333*
2 Precise Shot *333*
2 Pyrotechnician *333*
2 Quick Reload *334*
2 Scout *334*
2 Trapper *334*
2 Breath Control *334*
3 Sniper *334*
Magnate 335
1 Animal Trainer *335*
1 Drunken Master *335*
1 Eavesdropper *335*
1 Intimidator *335*
1 Leader *335*
1 Orator *336*
1 Pacifier *336*
1 Person of Interest *336*
1 Provoker *336*
1 Sex Machine *336*
2 Negotiator *336*
Scoundrel 337
1 Cheater *337*
1 Damage Weapon *337*
1 Dirty Trick *337*
1 Escape Artist *338*
1 Forger *338*
1 Hacker *338*
1 Master of Disguise *338*
1 Safe Cracker *339*
1 Sucker Punch *339*
1 Vicious Backstab *339*
2 Attack of Opportunity *339*
2 Bulleyes *339*
Survivor 341
1 Camper *341*
1 Dowser *341*
1 Endurant *341*
1 Meteorologist *341*
1 Mycologist *341*
1 Pack Rat *342*
1 Rope Tricks *342*
2 Scavenger *342*
2 Self-Healer *342*
2 Short Sleeper *342*
3 Master Tinkerer *342*
Tactician 343
1 Death Punch *343*
1 Flanking *343*
1 Grab Weapon *343*
1 Nuisance *343*
1 Weapon Expert *343*
2 Defender *344*
2 Lock and Choke *344*
2 Pack Tactic *344*
2 Precise Strike *344*
3 Projectile Deflection *344*
3 Weapon Parry *344*
Traceur 345
1 Acrobatic Move *345*
1 Arise *345*
1 Catch and Throw *345*
1 Light Steps *345*
1 Parkour *346*
1 Tightrope Walking *346*
1 Water Movement *346*
2 Cat Fall *346*
2 Gecko Crawl *346*
2 Wall Running *346*

Rules **347**

The Basics **349**

Rounding 349
Dice 349
Time 349
Round *349*
Encounter *349*
Scene *349*
Chapter *350*
Story *350*
Downtime *350*
Example of Downtime *351*
Distances 351
Close Range (Close) *351*
Short Range (Near) *351*
Long Range (Far) *351*
Zones *351*
Grid *352*

Tests **354**

When Doing a Test 354
Basic Concepts 354
Skill or Power Test 354
Choose a Skill or Power *354*
Example of Skill to use *354*
Get the Difficulty *355*
Difficulty Against an Opponent ... *355*
Example of Difficulty *355*
Multiple Opponents *355*
Example of Multiple Opponents ... *356*
Situational Conditions *356*
Example of Situational Conditions *357*
Roll *357*
Example of Roll *357*
Resolve *358*
Example of Resolution *359*
Reversed Tests 359

Getting the Reversed Values.....359
Example of Reversed Test.....360
Doing the Test for the Opponent...360
Group Test.....360
All the players need to succeed.....360
Only one player needs to succeed...360
Extended Test.....361
Example of Extended Test.....361
Repeating Test.....361

Combat 363

Initiative and Turn Order.....363
Initiative Test.....363
Turn Order.....363
Example of Turn Order.....364
Ambush.....364
Example of Ambush.....364
Surprise Attack.....364
Actions.....365
Aim.....365
Attack.....365
Close Combat Maneuvers.....366
Reload Weapon.....366
Help and Assist.....366
Full Defence.....366
Use a Skill.....367
Power Move.....367
Access Item.....367
Extinguish Fire.....367
Quick Action.....368
Quick Actions.....368
Concentrate.....368
Delay Action.....368
Draw Item or ready weapon.....368
Drop Prone or Getting Cover.....368
Open a Door or Push a Button.....368
Pickup or Drop an Object.....369
Quick Move.....369
Speak.....369
Stand Up.....369
Causing Harm.....369
Preventing harm.....370

Advanced Combat 371

Call Shot.....371
Coup de Grâce.....371
Counting Munitions.....371
Explosives.....372
Grenade Mechanics.....372
Optional Grenade Scattering.....372
Firing Modes.....372
Getting Cover.....372
Human Shield.....373

Special Damage 374

Acid.....374
Bleeding.....374
Burn.....374
Cold.....374
Electrical.....375
Slippery.....375
Asphyxia.....375
Holding Breath.....375
Falling.....376
Poison, Toxin, and Addiction....376
Becoming Addicted.....376
Addiction.....376
Withdrawal from Addiction.....376

Health and Wounds 377

Getting Wounds.....377
Health Test.....377
Example of Health Test.....378
Wounds.....378
One Arm Wounded.....378
Two Arms Wounded.....378
One Leg Wounded.....378
Two Legs Wounded.....379
Thorax.....379
Vitals (Critical).....379
Abdomen.....379
Pelvis.....379
Head (Critical).....379
Eyes (Critical).....380
Conditions.....380
Bleed.....380
Infected.....381
Exhausted.....381
Privation.....381
Special Conditions.....381
Unconscious.....381
Dying.....381
Status.....382
Role Playing Wounds.....382
Non-Lethal Damage.....383
Resting and Natural Recovery ..383
Resting.....383
Natural Healing.....383
Healing Actions.....383
First Aid and Surgery.....383
Example of Healing.....384

Movements 385

Walking and Running.....385
Sprinting.....385
Climbing.....385
Climbing Fast.....386
Jumping.....386
Swimming.....386
Front Crawl.....386
Slowed.....386
Effort Test.....387

Special Actions 388

Alchemy.....388
Fiend's Parts.....388
Special Parts.....388
Animal Handling.....389
Domesticate Animals.....389
Commanding Animal.....389
Concealing Objects.....390
Searching for an object on someone.....390
Concentrate.....390
Cooking.....391
Crafting and Repairing.....391
Tools and Facilities.....391
Crafting and Repairing Charts....391
Required Scraps.....392
Test and Difficulty.....392
Duration.....392
Dismantling Item.....393
Destroying Structures.....393
Foraging and Hunting.....393
Harvesting Parts.....393
Forcing a Door.....394
Hiding.....394
Identifying Monsters.....394
Identifying Stained Objects.....395
Improvising a Tool.....395
Lighting a Fire.....395
Pickpocketing.....395
Recovering Ammunition.....396
Refining Monsters.....396
Scavenging.....396
Searching.....396
Setting Traps.....397

Travel and Camp 398

Force March.....398
Travel using Vehicles.....398
Negative Conditions to Travel ..399
Wounded Character.....399
Traveling by Night.....399
Difficult Terrain.....399
Bad Weather.....399
Tracking.....399
Sneaking.....399
Keeping Watch.....399
Overloaded.....399
High Altitude.....399
Elevation.....399

Positive Conditions to Travel 399
No Equipment 399
Using Roads 399
Travel Speed Modification 399
Becoming Lost 399
Camping Activities 400
Basic Activities 400
Advanced Activities 400

Equipment 401

Item Management 403
Items Weight 403
Standard Item 403
Stackable Items 403
Lightweight Items 403
Large Item 403
Heavy Items 403
Encumbered and Weight Lifting 403
Sharing the Weight 403
Item's Duration Test 403

Item's Value 404
Currencies 404
Outsider Prices 404
Item's Quality 404
Merchants and Qualities 405
Selling Items 405
Haggling 406
Scavengers Trading Guild 406
Scraps 407

Illegality 408
Stealing 408
Black Market 408

Wearable 410
Clothing 410
Style Descriptors 410
Example of Style Descriptors 411
Armour 411
Shield 417
Tattoo 418

Consumables 419
Power Supply 419
Food and Ration 420
Medical Supplies 421

Gear 423
Travel Gear 423
Light Source 424
Tools 425
Technologies 427
Miscellaneous 428

Weapons 430
Weapons Properties 430
Exceptional Effects 430
Weapon General Descriptors 430
Projectile Weapons 432
Close Combat Weapons 435
Small Arms 438
Long Arms 440
Traps and Artillery 443
Ammunition 444
Bullet Calibers and Types 444
Weapon Accessories 446

Chemicals 448
Usage 448
Type 448
Effects 448
Duration 448

Animals 453

Animal Accessories 454
Animal Armour 454
Animals Feeding 454

Vehicles 455
Working Vehicles 455
Vehicle Prices 455
Vehicle Fuel 455
Vehicle Maneuvers 455
High Speed 455
Tight Turn 455
Ramming 455
Vehicle Properties 455
Vehicle Structure 456
All Tires Damaged 456
Half Tires Damaged 456
Hot-Air Balloon 456
Frame 456
Sail 456
Wings 456
Hull (Critical) 456
Motor (Critical) 456
Gas Tank (Critical) 457
Rotor or Jet Engine (Critical) 457
Vehicle Conditions 457
Uncontrollable 457
Crash 457

Ground Vehicles 458
Bikes and Motorcycles 458
Cars 460
Trucks 462
Other Ground Vehicles 464

Aerial Vehicles 466
Helicopters 466
Aircraft 467
Other Air Vehicles 468

Maritime Vehicles 470
Boats 470
Other Water Vehicles 472

Vehicle Accessories 473
Vehicle Modifications 473

Lodging 475
Lodging Services 475

Hideout 476
Hideout Descriptors 476
Hideout Construction 476
Basic Structures 477
Advanced Structures 478
Hideout Accessories 480
Examples of Hideout 482
Abandoned Restaurant 482
Grace's Settlement 483

Hirelings 485
Hiring Mercenaries 485
Services 485

Game Master 487

Game Mastering 489
Organizing a Game 489
Game Presentation 489
Scheduling and Details 489
Crew and Characters 490
It's Time to Play 490
Make Adjustments 490
Game Preparation 490
50% - 50% Story 491
Everybody should have Fun 491
Encourage Creativity 491
Consequences 491
Narrative Events 492
Recapitulation and Retrospective 492
Starting without Power 492
How Dangerous is the World? 492
Number of Players 492
Managing Missing Players 492
Dark Topics 493
Timer 493

Dice Rolling 494
Using Descriptors 494
Storytelling Method 494

Mystery Method....494
Hybrid Method....494
Disadvantages....494
Challenging Actions....494

Characters 496

Temporary Descriptors....496
Awarding Experience....496
Regular Progression....497
Awarding Rewards....497
Minor Descriptor....498
Managing Plot Hindrances....498
Plot hindrances in the group....498
Contacts and Companions....498
Non-player Companion....499
Killing contacts and Companions....499
Disease and Sickness....499
Anthrax....499
Bubonic Plague....499
Chicken Pox....499
Cold....500
Gangrene....500
Hepatitis....500
Influenza (Flu)....500
Leprosy....500
Measles....500
Mumps....500
Parasitic Infection....500
Pneumonia....501
Rabies....501
Radiated....501
Smallpox....501
Tuberculosis....501
Typhoid Fever....501
Brucellosis (Undulant Fever)....501
Dead Protagonist....501

Supernatural 503

The Fear of the Corruption....503
Managing the use of powers....503
The Truth about the Source of Power....504
The Race....504
Patron and Protege....504
Arachne (The Spider Queens)....504
Child of Gaia (Mother Gaia)....504
Chupacabra's Spawn (Chupacabra)....504
Clairtangent (The Object)....505
Creeper (The Creeps)....505
Flesh Crafter (The Disgusting Art)....505
Mortician (Science of Life and Death)....505
Primalist (Primal Being)....505
Puppeteer (Scarecrow)....505
Ritualist (Blood Curse)....506
Shadowfell (Shadow Entity)....506
Siren (Cannibals of the Deep)....506
Spiritbound (Energy Wisps)....506
Succubus (Symbiotic Larva)....506
Trickster (The Imp)....507
Unstained (Something Else)....507
Werebeast (The Beast Within)....507
Worlds Walker (The Glare)....507
What Really Happened....507
Attracting the Glare with Staining Powers....507
Designing The Glare....509
The Glare Layout....509
A Scary Place....509
The Other Worlds....510

Encounters 511

Scavenging....511
Food and lodging....511
Light....511
Noise....512
Crafting....512
Downtime....512
Weather....512
Travels Encounters....514
Non-player character's behaviours....519
Combats....519
Group the Enemies....520
Swarm....520
Impossible Monsters....520
Pursuit....521
Initiative and Turn Order....521
Paths....521
Obstacles....521
Actions....522
Opponent's Actions....522
Ending the Pursuit....522

Items and Stained Objects 523

Shops....523
Equipment....523
Managing Ammunition....523
Using Item Condition....523
Breaking Items....524
Effort Test....524
Stained Item Quality....524
Effects of Stained Items....524
Basic Effects....524
Side Effects....524
Stained Items....524
Arcanic Maquette....525
Animal Figurine....525
Artifact of Transmutation....526
Back Door Plank....526
Bag of Sun....526
Blurred Hood....526
Cape of the Flying Squirrel....526
Cape of the Manta Ray....526
Choking Necklace....526
Creepy Hand....526
Crested Canary....526
Crystal Torchlight....526
Dark Lantern....527
Dimensional Chalk (Stack)....527
Donkey Skin....527
Evil Puppet....527
Fish Suit....527
Ghostly Weapon....527
Glare Relic....527
Mirror of the Glare (heavy 2)....527
God's Shackles....527
Heat Stone....528
Horrific Mirror....528
Icy Knife....528
Insomnia Trinket....528
Invisible Ink....528
Loser Dice....528
Marking Knife....528
Mask of the Cult....528
Mask of the Tentacles....528
Master Key (Stack)....528
Parachute Umbrella (Large)....528
Photoscope....528
Power Relic....528
See-Through Bottle....529
Staff of Bad Weather....530
Rat Tail....530
Screaming Stone (Stack)....530
Oath Trinket....530
Pocket Fire....530
Warning Necklace....530
Whistle of Alarm....530
Stained Creatures....530
Air Octopus....530
Anti-Toxin Leeches....530
Blowfish Bomb....530
Truth Bug....531
Stained Plants....531
Black Bird Seeds (Stack)....531

Dark Caribou Liquor *531*
Kakout Flower (Stack) *531*
Purple Dust *531*
Rizen Acorn (Stack) *531*
Stained Minerals 531
Ash Stone *531*
Damascus Steel *532*
White Crystal *532*

Improving the Systems 533
Creating Descriptor 533
Creating Skills 533
Creating Rules 533
Creating Powers 533
Usage *533*
Range *534*
Duration *534*
Damage *534*
Adding Normal Items 534
Item's Price *534*
Evaluating Item's Weight *534*
Weapon's Damage *534*
Item's Level *534*
Creating Stained Items 534

Creating Backdrop 536
Creating Non-Player Character . 536
Creating Cities and Countries .. 538
Population *538*
Creating Factions 538
Creating Locations 539
Creating Colony Events 540

Creating Stories 541
Types of Stories 541
Fetch Stories *541*
Event Stories *541*
Investigation Stories *541*
Heist Stories *541*
Creation Process 541
Creative process *542*
Hooks *542*
Challenges and Setbacks *542*
Puzzles and Twists *543*
Story Advancement and Social Encounters *544*
Players' Stories *544*
Rewards *544*
Climax *544*
Conclusion *544*
Details 544

Exclusion Zone 547

The New World 549

General Information 549
Arts and Entertainment 549
Businesses 549
Black Market *549*
Climate 549
The Fog *549*
The Toxic Rain *549*
Criminal Organizations 549
Demographics 550
Education 550
Firearms and Weapons 550
Food 550
Geography 550
Health and Medical Supply 551
Identification Card 551
Languages 551
Law and Order 551
Crimes *551*
Punishments *552*
Media 552
Military 552
Moving Around 552
Walking *552*
Horseback *552*
Ground Vehicles *552*
Air Vehicles *552*
Water Vehicles *553*
The Walls *553*
Nightlife 553
Power Supply 553
Biodiesel *553*
Hydroelectricity *553*
Solar Panels *553*
Wind Turbin *553*
Religion 553
Science and Technology 554
Sports and Games 554
Utilities 554

Ground Zero 555

Quebec Timeline 556
Days before outbreak *556*
Day 1 of the outbreak *556*
Day 2 of the outbreak *556*
Day 3 of the outbreak *556*
1 Week After *556*
2 Weeks After *556*
2 Months After *557*
3 Months After *557*
6 Months After *557*
1 Year After *557*
2 Years After *557*
3 Years After *557*
5 Years After *557*
10 Years After *558*
15 Years After *558*
25 Years After *558*
Now, 30 years after *558*

The New Normal 558

Montreal 559
Landmarks of Montreal 559
Biodome *559*
Botanic Garden *559*
Bridges *559*
Chinatown *560*
Downtown *560*
Grand Library *560*
Great Walls of Montreal *561*
Memorial Stadium *561*
Mont Royal *561*
Old Port *562*
Olympic Stadium *562*
Parc Jean Drapeau *562*
Planetarium *562*
Port of Montreal *562*
Subway System *563*
The Airport *563*
The Basilica of Truth *563*
The Oratory *564*
Underground City *564*
Universities *564*

Factions 565
Leadership *565*
Size of Faction *565*
Skills of members *565*
Specialization of members *565*
Artists 566
Roseline Louis *566*
Bastion 567
General Henry Martin *567*
Carpenters 568
Lucas Anderson *568*
Children of the Earth 569
Mary Saint-Mary *569*
Church of Truth 570
Pope Benedict II *570*
Cockroaches 571
The Queen of Cockroaches *571*

Collectors....572
Jakob Kristiansen....572
Convoy....573
MacReady....573
Coven....574
Tabitha Nox....574
Crows....575
Master of Whispers....575
Crusaders....576
Paladin Ferguson....576
Degenerates....577
Pitbull....577
Government....578
The President of the Government, William Morin....578
Grace's Settlement....579
Grace Bell....579
Guardians....580
Le Duc or Duke....580
Hunters....581
Drake....581
Highwaymen....582
Raine....582
Imperium....583
Lord O'Sullivan....583
Inquest....584
Amelia Meyer....584
Iron Circle....585
Bahati....585
Jailers....586
Clemens....586
Keepers....587
Oliver Smith....587
Librarians....588
Nathan Saint-Germain....588
Lion Crest....589
Mayor John....589
Lost Boys....590
Kim "Raven" Bazzi....590
L'Unique....591
Relgrephor "Rel"....591
Meat Packers....592
Cook Juliette....592
Masked Cult....593
The Unknown....593
New Cross....594
Karl "Path" Johnson....594
Orphans Coalition....595
Claire Williams....595
Outpost 17....596
Administrator Ford....596
Plague Doctors....597
Hansel....597
Raiders....598
Travis Manson, The King of Beggars....598
Rats....599
Tom Tom....599
Red Lotus....600
Yichen Zhang....600
Runners....601
Antoine "Clash" Beaumont....601
Sanctuary....602
Havoc....602
Scavengers Trading Guild....603
Mister Beautiful....603
Shroomers....604
Eddy....604
Seven Nation Army....605
Sandra Radcliffe....605
Steel Gang....606
Wreck....606
The Family....607
Mother....607
The Forgotten....608
Seraphim....608
The Law....609
Chief J. McDonald....609
The Militia....610
Mason Turner....610
The Orphanage....611
Madame Turcotte....611
The Yellow Kid....612
Sarah-Michelle Potter....612
The Tribe....613
Maksym Shevchenko....613
Third Estate....614
Amy Fisher....614
Union....615
Donnie Bianchi....615
VE2-RST....616
Debra "Deb"....616
Zon Society....617
Blanche Beauchamp....617

Activities 618

Dart or Knife Throwing....618
Dice Game....618
Drinking Game....618
Luck Games....618
Unarmed Combats....618
Boxing....619
Mix Martial Arts....619

Antagonists 621

Monster List 623

Beasts 627

Bear, Brown....627
Blue Tail....628
Bone Head....629
Cat....630
Catcher....631
Chamelerat....632
Dog, Guard....633
Eagle....634
Electric Snake....635
Ermibat....636
Firebees, Swarm....637
Ghost Monkey....638
Horse....639
Jerboa, Phasing....640
Jumper....641
Leaf Lizard....642
Quillfox....643
Rat....644
Royal Jellyfish....645
Slimy Gecko....646
Wolf....647

Monstrosities 648

Abomination....648
Acid Mound....649
Angry Joe....650
Animated Corpse....651
Ashen....652
Ashen Beast....653
Ashen Minion....654
Belästigend, Fire Lizard....655
Belästigung, Fire Imp....656
Blinker....657
Bloater....658
Boggit....659
Bruiser....660
Bulker....661
Ceiling Catcher....662
Creeper Soldier....663
Electric Floater....664
Faun....665
Flare Lizard....666
Floating Whale....667
Flying Mantis....668
Goliath....669
Goo Horror....670
Lashworm....671
Leg Eater....672
Living Spider Hive....673
Lostling....674
Merger....675
Pangolin....676
Pincher....677
Ravager Beast....678
Ravager Charger....679
Ravager Dog....680

Ravager Soldier 681
Roi des Rats 682
Scav 683
Shrew, Scout 684
Shrew, Soldier 685
Shrew, Worker.....686
Skulk 687
Snatcher 688
Spider, Giant Wolf.....689
Spider, Giant Venomous 690
Spider, Giant Vorpal.....691
Spider, Giant Tarantula 692
Spifrog.....693
Spikecupine.....694
Spitter 695
Spore Chub 696
Spore Thrower 697
Tunnel Hunter.....698
Venomtail.....699
Wolf, Direwolf.....700

Fiends 701

Avatar of Gaia 701
Chupacabra 702
Doppelgängers, Lost Child 703
Doppelgängers, Mimic.....704
Jackalope 705
Prime Being.....706
Ravager King.....707
Red Vine.....708
Sandman 709
Scarecrow.....710
Widower 711

Glare Inhabitants 712

Engulfer 712
Glare Butterfly 713
Glare Charger.....714
Glare Fiend 715
Glare Sundew.....716

Behemoths 717

Forgotten King.....717
World Destroyer 718

Creating a Creature 719

Size *719*
Health Schema.....*719*
Quirks *719*
Attributes.....*720*
Skills *720*

Monsters' Basics 720

Statistics.....720
Type of Creature *720*
Creature's Level *721*
Attitude *721*
Active Time.....*721*
Size Descriptors *721*
Special.....721
Health schemas.....721
Quadruped *722*
Aquatic Body *722*
Edges.....722
Combat Edges.....*722*
Movement Edges *724*
Physical Edges *725*
Power Edges *727*
Senses Edges *727*
Hindrances.....728
Behavior Hindrances *728*
Combat Hindrances.....*728*
Movement Hindrances *728*
Physical Hindrances *728*
Senses Hindrances.....*729*
Creature Template 730



Chapter 1

INTRODUCTION

WELCOME TO ANTAGONISTS

We want to thank you for your interest in our game. This section provides a brief introduction to the game and its universe. We hope you enjoy it.



Role-Playing Game

A role-playing tabletop game (TTRPG) is a game where players take on the roles of fictional characters and collaboratively create a story within a set of rules.

The players describe what their characters do, while a Game Master describes the world, controls non-player characters, and determines what happens.

What the Game Master Does

- Creates or runs the scenario
- Controls enemies, NPCs, and the environment
- Presents challenges and consequences
- Interprets the rules
- Adapts the story to the players' decisions

What the Players Do

- Create a character
- Decide their personality, goals, abilities, and background
- Describe their character's actions
- Make decisions as the story unfolds

For example

- **Game Master:** "You arrive at the abandoned hospital. You hear something moving inside."
- **Player:** "I want to climb to the window and look inside."
- **Game Master:** "Make an Acrobatics roll."

Player rolls the dice.

- **Game Master:** "You successfully climb to the window. It looks empty, but you see footprints covered in blood."

The important part is that the players aren't simply following a predetermined story. Their choices can change what happens.

Antagonists

Antagonists is a free tabletop role-playing game where you'll survive in a modern world overrun by monstrous creatures and strange powers. You'll play as a survivor battling the unknown on a world invaded by colossal monsters, corruption, and humanity's darkest instincts.

Malevolent entities have come to our own world, granting power to some chosen one and using them in a grim machination. You are one of the chosen ones.

The World of Antagonists

Imagine a world devoid of the Internet, electricity, and clean water. Picture monsters roaming the deserted streets and colossal creatures the size of skyscrapers. Overgrown vegetation would blanket the landscape. Survivors would regroup in shelters, underground metro stations, and fortified communities. Fear and scarcity would fuel humanity's best and worst instincts.

Antagonists Basic Concepts

When creating antagonists, we employed some fundamental concepts. Here are the keystones of antagonists.

The 6 Pillars of the Setting

- **Modern:** It's our world, broken and almost destroyed, but with a touch of fantasy.
- **Exploration:** Explore ruined buildings and abandoned locations, similar to dungeon crawlers, but beware the Glare and the strange red vines.
- **Monsters and Supernatural:** Horrifying monsters lurk in dark places, and epic fights will ensue as more horrifying and giant creatures emerge.
- **Powers:** Your character possesses forbidden powers, which are incredibly powerful but feared by everyone. There is always a cost to pay to use a power; it can be blood, your own life, or even worse. Use them at your own risk.
- **Politics:** Factions fight for survival, often forming alliances and betraying each other in the process.

Inspiration

The World of Antagonists draws inspiration from various media, particularly video games. Consider playing *The Last of Us* or watching the show, which features an abandoned world overrun by lush vegetation and an excellent storyline. For those who enjoy monster fighting in modern city streets, try *Remnant: From the Ashes*. The first Fallout games and the Wasteland series also influenced the development of rich factions and the iconic monsters in Fallout. While the desolate wasteland may not resemble our own, these games offer a lot of cool stuff. The Stalker games are another great source of inspiration.

Zombie movies are great, even if the zombies are generally slow and not the typical predators we envision. Their survival elements have influenced the world of Antagonists. *I Am Legend* is a particularly good example. Monster movies like *The Mist*, *Cloverfield*, *A Quiet Place*, and *Love and Monsters* are also great for their horror, suspense, and big bad monsters.

The Watch novels by Sergei Lukyanenko were a significant source of inspiration. They feature ordinary people with powers and various factions fighting against each other, which is pretty cool. If you're looking for more books to read, we recommend the Metro series by Dmitry Glukhovsky. There are also video games based on those novels.

- **Loot:** Working items are rare but can solve problems, while extraordinary items grant great powers.

The 11 Pillars of the System

- **Narrated Character Creation:** The description of your character reflects their statistics, not the other way around. This allows you to create your character almost without the rulebook. Furthermore, the process of creating your character also helps build your character's story.
- **Risk and Reward:** The game operates on a risk versus reward system. While numbers and statistics won't restrict your character, your willingness to take risks will.
- **Balanced Narrative:** The narrative and numbers are well-balanced at all levels. The rules are simply there to assist with role-playing.

- **Reversible Dice Rolling:** Players can roll all the tests themselves, the Game Master can roll them, or they can split the work. The suspense and the situation determine the method.

- **Perfectly Unbalanced:** Balance is not our primary goal. We don't prioritize perfect balance, so it allows for a lot of creative freedom.

- **Fast but Complex:** The game offers numerous options between action sequences, but you don't need to consult the rules during role-playing scenes. Combat is quick and straightforward, while character customization is extensive.

- **Narrative Damage:** The impact of injuries is more significant than the sheer number of them.

- **Clean Equipment Management:** Scavenging and equipment management are balanced to be simple to manage but deep enough to take an important place in the system. Crafting is also straightforward.

- **Game Master Support:** The Game Master section provides a wealth of information to help Game Masters create their own stories, games, and rules.

- **It's Free:** You can use, share, and modify the game as you want.

What You Need to Play

Here is what you need to play Antagonists:

- **Game Master:** First and foremost, you need a Game Master—someone to prepare and narrate the stories.

- **Friends:** Secondly, you'll need some friends to play along with the stories the Game Master tells.

- **Dice:** You'll also need some 20-sided dice (or d20s). While one is the minimum if you don't mind sharing and rolling multiple times, at least five per player is recommended. Alternatively, you can use online dice rollers.

- **Character sheets:** Before the game, you'll need to print character sheets for each player. Download





the sheets from our website. Also, print the Crew Sheet. Just one for the group. Don't forget to bring some pencils.

- **Virtual tabletop system:** Lastly, you can also use a virtual tabletop system.

How to use this book

This book is divided into five parts and eleven chapters.

The first six chapters will help the players develop their characters. If you're not interested in playing as the Game Master, you don't need to go further.

- Introduction: What is Antagonists.
- Protagonist: How to create a character.
- Crew: How to create a group.
- Core Traits: Attributes and Skills.
- Supernatural: Source of power and other worlds.
- Masteries: List of all the powers.

The next section will outline all the rules. While the Game Master is required to read this section, players are not obligated to do so. However, it can help speed up the game if everyone is familiar with the rules.

- Rules: How to play Antagonists.

Next, players will encounter equipment, vehicles, and hideouts. While they'll need to check these sections periodically, the Game Master will introduce elements from those pages throughout the campaign.

- Equipment: Items and vehicles.

The following sections are for the Game Master only. They provide hints on gameplay, details for the default setting, and some terrifying monsters.

- Game Master: How to run an adventure.
- Exclusion Zone: A region that can be used during adventures.
- Antagonists: List of creatures.

For more information, visit the website https://www.antagonistsrpg.com. You'll find additional resources to help you play Antagonists.

- Character Sheets to print and Online Sheets
- Dice roller
- Vault full of ready-to-play characters
- And more…

Tips for New Players

What You Should Do

Your character will participate in your Game Master's story. The Game Master will describe the world and the non-player characters your character encounters. However, a role-playing game's greatest aspects lie in the player's character's own story and actions. Players should be integral to the narrative, driving the story as much as the Game Master. Be prepared to move the story forward! Embrace the story and let it guide your character wherever it takes you.

- Always describe your character with words and not with their statistics.
- Do not explain what your character says. Simply talk as your character.
- Describe what your character does. Add details to their actions. It's also true in combat, do not just say that your character attacks an enemy but describe the blow and the effects depending on the dice results.
- Think about what your character wants to do before checking your character sheet. Your character's skills, features, and powers should help you do what you want but not be the list of your possibilities. Use your creativity and imagination before looking at your character's statistics.

What You Should Not Do

During the game, players have almost complete freedom, but there are a few limitations and expectations set by your Game Master. Remember, you're playing a role-playing game to have fun. If something stops being funny, stop doing it.

- The most obvious thing a player should not do is what we call metagaming. It's when a player uses their own knowledge at their advantage when their character should not be able to know it. It's not because a player knows something that the character knows it as well.
- Do not use what you hear during the game if your character is not present in a situation.
- It's always nice when a player helps another player, and suggestions are welcome, but everyone controls their own character. Do not dictate the actions of another player's character.
- The players are not in competition with the Game Master. Do not try to win or to break the story or the game. Respect the Game Master's vision.
- Don't interrupt others and make decisions quickly.

Thought of the Day

There are people who are decent but unfortunately, they are generally dead.







Chapter 2

PROTAGONISTS

CREATE YOUR CHARACTER

You should now have a group of friends and some knowledge of the game you're about to play. Creating a character is often the best way to get introduced to a game, so sit down with your group and create your characters. Download the character sheet and get ready.

Everything has gone to hell. We've lost the internet, public services, electricity—and clean water has become a rare commodity. Something strange happened thirty years ago, and ever since, some crazy things have entered our world. Monsters, like giant lizards the size of cars, roam the streets and devour people. Massive spider-like creatures, taller than buildings, suddenly appeared in city centres.

These monsters aren't from another planet, but they're definitely alien to our world. Red vines now crawl across the land, infecting everything and everyone they touch. All this chaos somehow found a way into our reality.

We're no longer at the top of the food chain. We live in shelters and fortified hideouts, using weapons to defend ourselves. Traveling is incredibly dangerous, and bullets are more valuable than money or gold. Humanity shows its best—but also its worst—every single day.

The world has become a nightmare. Monsters run rampant, hunting us relentlessly. Cities have turned into abandoned ruins, now overgrown with lush vegetation. Resources are scarce, and scavenging is essential for survival.

Something has awakened in a few of us. A rare minority has developed strange and incredible abilities, blurring the line between humanity and the monstrosities that now walk among us.

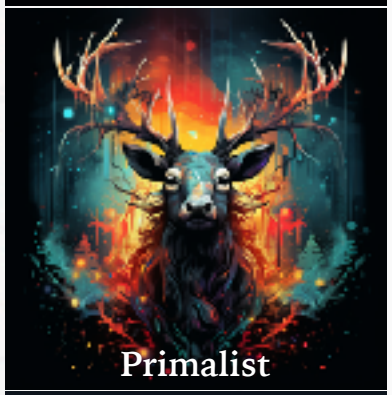
And one last thing, don't stay too long in the Glare or it will eat you alive.

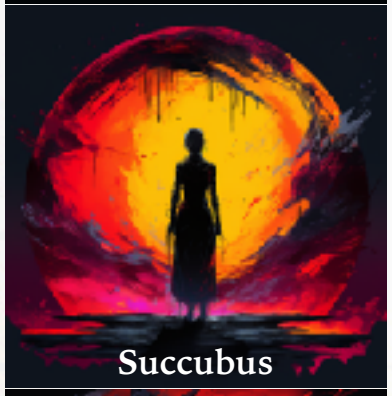
Eve, September 10, Year 30

Conceptualization

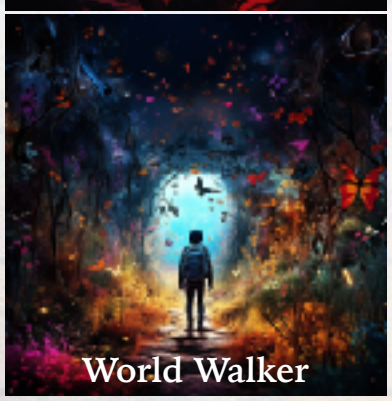

Child of Gaia


Mortician


Primalist


Succubus


Werebeast


World Walker

In *Antagonists*, your character typically possesses extraordinary powers derived from a Source of Power. This source is a crucial aspect of your character, likely defining them most significantly. There are no mandatory statistics for choosing a source of power, and any character can excel with any one. Here are a few examples to spark your creativity. We will give you more information about them later in the book. For now, just keep that information in your mind.

The **Arachne** befriends spiders and can even sprout spider legs from its back and bite enemies with their venomous fangs.

The **Child of Gaia** can control elements like air, water, and fire, but not create them. Surrounded by nature, they can accomplish incredible feats.

The **Chupacabra's Spawn** is like a vampire, drinking the blood of their victims. They can have enhanced strength and be healed by their precious blood.

The **Clairtangent** controls objects and is able to transform them into the most useful one for the situation.

The **Creeper** can control strange vines that are growing everywhere. They can use those toxic vines to block passages or entangle their enemies.

The **Flesh Crafter** designs monsters from flesh and gives them life to be served and protected.

The **Mortician** is fascinated by life and death, and has access to one of the few masteries capable of healing wounds.

The **Primalist** can communicate with animals and share their powers with the beasts around them. They can even seek support from their animal companions.

The **Puppeteer** can control the mind of the weak, giving orders that cannot be disobeyed.

The **Ritualist** performs rituals that cast magic-like spells to protect a room or transform themselves or other persons into small animals.

The **Siren** is what you think a siren is but just a little more dark. The siren can transform into half-man and half-fish and gain powers to control the flow of water.

The **Spiritbound** shares their mind with other human entities, named Visages. It allows the Spiritbound to know things that they never learn but that their Visages know.

The **Succubus** manipulates the emotions of those around them, allowing them to be feared or loved in a strange and abusive manner.

The **Trickster** is the only one to see their strange and chaotic companion, an imp. They are able to create illusions, allowing them to confuse people and create diversions.

The **Werebeast** can transform into a half-human, half-beast, gaining animal-like features but only while in their monstrous form.

The **World Walker** can travel to a superimposed world called Glare, a magnificent yet terrifying and dangerous realm.

What Your Character Will Do

Survive

In this harsh world, your character must survive. Monsters roam the wild, and raiders attack the unprepared. Only the strongest will prevail against giant monsters, strange beings, and the worst of humanity. Furthermore, your character possesses strange powers, and anything supernatural is feared. Those who discover your true nature will seek to kill you. Find in the side column a few possible occupations for your character.



Explore the World and Scavenge

Houses, facilities, and underground metro stations have been abandoned for years. Those daring enough to venture into these forgotten places can find loot and equipment. Monstrous beings lurk in these isolated locations, guarding strange and mysterious objects.













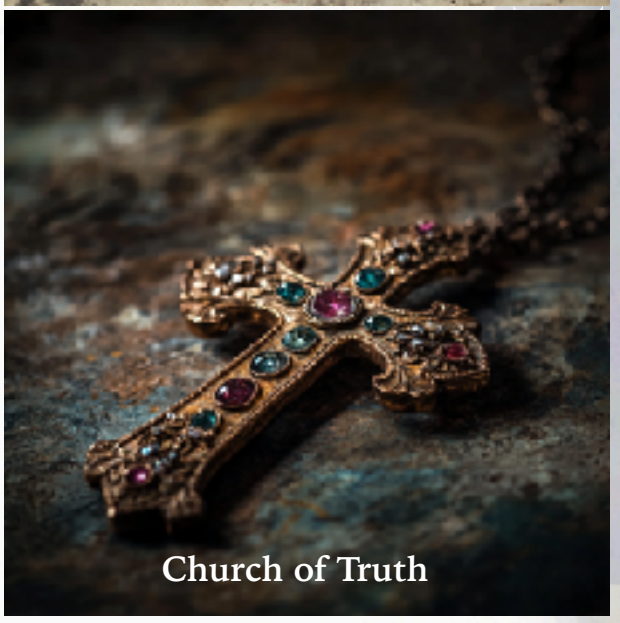
Join Factions and Play Politics

Your character will find themselves caught in violent conflicts, whether they're fighting against other humans or the supernatural. Your character can join a faction or refuse to choose a side. No matter their position, they will be drawn into brutal struggles against or with communities and factions. They will work to rise to power or orchestrate the downfall of a faction. On the side column, find a few of the factions.





Plague Doctor



Church of Truth

Investigate the Supernatural

No one truly understands what happened, nor what allowed monsters to invade our world. Your character can uncover clues about the outbreak and work to prevent further devastation. A mysterious force is plotting against humanity, and some brave individuals must confront the darkness. Ultimately, you have the choice to use the information you discover for your own benefit.





Masked Cult



Children of the Earth

Key Concepts

The goal of character creation is to blend game mechanics with as much background detail as possible. While some steps are purely mechanical, others are designed to deepen your understanding of your character. Both are crucial, so don't skip any. We wanted the creation process to also build your character's story.

Here are some key concepts to keep in mind before creating a character.

Descriptors

Summary: Those describe your character. Mainly used to fasten the game session.
Amount: Unlimited
Rated: No

Descriptors are crucial mechanics during character creation and gameplay. These are a single word or a few words that define your character. They can be positive, negative, or a mix of both, reflecting your character's essence. While they serve as mechanics, they also provide role-playing hints. Unlike attributes and skills, descriptors don't have ratings. A character can have a descriptor or not. These descriptors shape your character and influence their actions.

Some descriptors can change or be added during the game. The Game Master manages their progression and changes, but players can always suggest modifications.

Descriptors can also be temporary. This information isn't crucial at this stage, so we'll delve deeper into it later in the book.

Descriptors During the Game

The descriptors will also be used by your Game Master during the game, eliminating the need for rolls when applicable. For instance, a "Small" character can navigate a narrow tunnel, while a "Large" character can block a passageway. No dice rolls are necessary in these scenarios. Players can also request a skip on a roll when their character with a survivalist descriptor attempts to light a fire with the proper materials and a match. However, if it's raining and dangerous beasts are approaching in the dark, the Game Master should still ask for a roll, even if the character has a descriptor. This allows for a more dramatic tension and simulates the character's stress. Descriptors streamline the game but don't remove tension. Players are encouraged to use their character's descriptors during the game.

Attributes

Summary: It's what your character is.
Amount: 7
Rated: Yes

Strength (STR), Constitution (CON), Agility (AGI), Reflex (REF), Intelligence (INT), Perception (PER), Charisma (CHA)

Attributes are a way to compare your character to others. Seven attributes summarize your character, each representing a core trait. These attributes are graded from -2 to 2 at character's creation, with an average of 0. A rating of 1 or higher indicates an attribute is above average. While not directly used in gameplay, attributes influence your character's skills. They can be raised during the game, but at a slow rate.

Skills

Summary: It's what your character knows and has trained.
Amount: 17
Rated: Yes

Action Skills: Accuracy, Quickness, Sleight of Hands, Stealth
Mental Skills: Investigate, Knowledge, Survival, Technicals
Physical Skills: Acrobatics, Athletics, Brawn, Nimbleness
Social Skills: Charm, Deception, Insight, Intimidate, Persuade

Skills are abilities your character can learn and practice to improve. There are 17 skills available for training, and they're rated to determine if the level of expertise is that of a beginner or a professional. While a character's inherent traits play a role, their knowledge and mastery of these skills truly define them. For example, a charismatic character might excel in social interactions, even without practice, simply due to their natural charm. As your character gains experience and encounters various situations, their skills can be further developed. There's no upper limit to how high a skill level can go.

Skills During the Game

Skills are used during the game to assess a character's ability to complete tasks. Since skills are rated, characters with higher levels generally perform better. The Game Master can ask a player to perform a skill test after they describe the character's actions. Test

values typically combine two attributes and the skill level.

Tools

Summary: Tools are objects that can be used during the game and are part of the character's equipment. They can influence the skill tests.
Amount: Unlimited
Rated: Yes

Tools can assist a character in performing an action. Sometimes, a tool is necessary to complete the task, and without it, the action becomes impossible. For instance, locksmith tools or similar objects are required to unlock a door. Without these tools, it's simply not possible.

Tools During the Game

Since many items can serve multiple purposes, an exhaustive list of their uses isn't feasible. For example, a crowbar can be used to force open a door, just as a hammer or even a piece of furniture might. The Game Master must decide whether an item is necessary for a specific action. Using an inappropriate object can work but applies a disadvantage.



Survival's Rule #5 and #6

~~Don't~~ shoot first or you will only have enemies
Conserve ammo

Creation Summary

1 Characteristics (Attributes)

1. Assign descriptors to the 7 attributes. Use the following method or check the Characteristics section for more options.
   - Assign 2 positive descriptors to 1 attribute (level 3 Great)
   - Assign 1 positive descriptor to 3 attributes (level 2 Good)
   - Assign 1 negative descriptor to 2 attributes (level 1 Bad)
   - Assign 2 negative descriptors to 1 attribute (level 0 Mediocre)
2. Fill the Height (20) and Weight (20) values and the health (5).

2 Lifepath (Skills and Specialization)

1. Decide on an occupation, hobby, and childhood for your character. It's associated with 2 or 3 skills and one specialization for each.
2. Distribute the skill levels among the associated skills; you can start with 3 Lifepath Skills at Novice level (1) and 3 Lifepath Skills at Competent level (2). Check the Lifepath section for more options.
3. Calculate the skill ratings for every skill, adding the 2 associated attributes to the skill level. Check this number of boxes.
4. Choose one specialization provided by one of your life paths and one level 1 power in it.

3 Identity (Value, Despise Value, Faction and Languages)

1. Decide on a name, an ethnicity, a religion, a sexual preference, and one language that your character talks. Your character is illiterate unless you select the "Literate" Edge at step 4.
2. Decide at least one value and one "despise" value.

4 Quirks (Edges and Hindrance)

1. Decide on a few edges. There are no limits on the number of edges. Major ones worth 2 normal ones.
2. Decide on the same number of hindrances as the number of edges. Hindrances can also be major.

5 Source of Power (Masteries and Powers)

1. Decide on a source of power, choose one associated major mastery and choose a minor mastery from those available.
2. Decide on 1 power of level 1 in the two masteries selected.

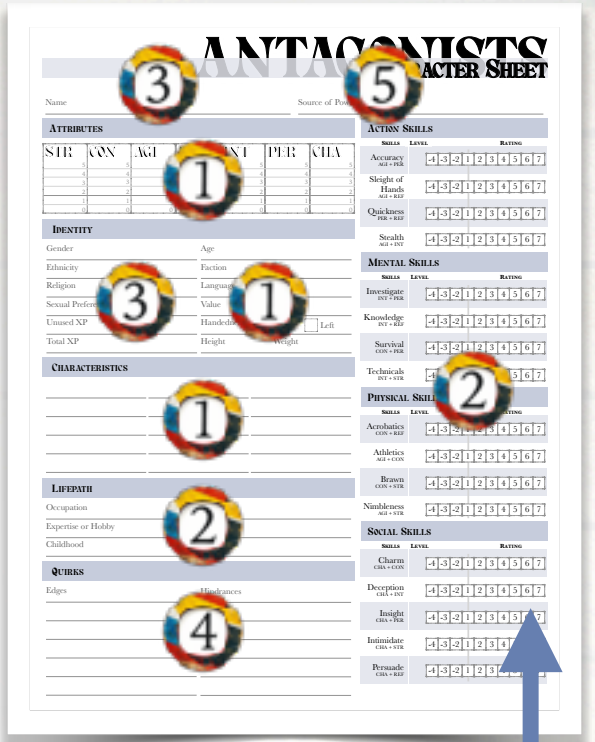
6 Assets (Relationships, Equipment and Shelter)

1. Get 35 slugs to purchase your relationship, equipment, and shelter.

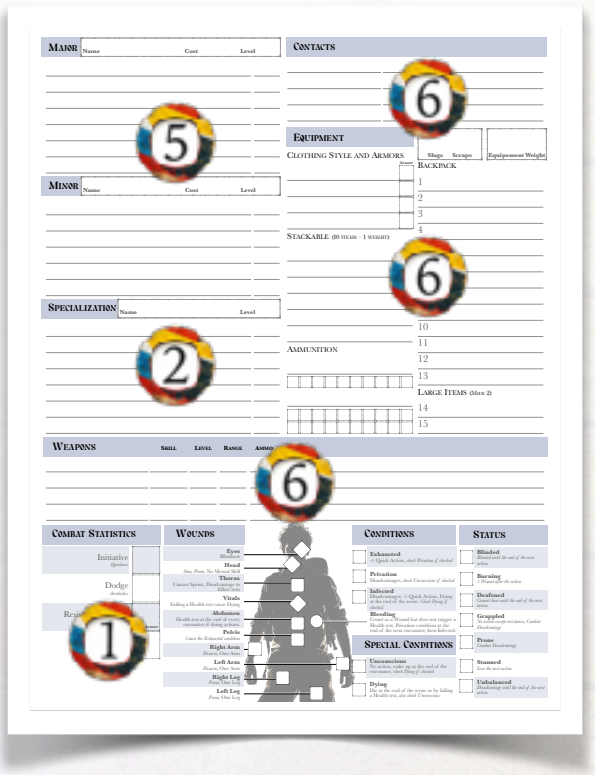
7 Background Story

1. If you want, create a background story for your character.

Character Sheet



Skill Rating
Check a number of boxes equal to **Attribute 1 + Attribute 2 +Skill Level**





CHARACTERISTICS

Can you see her or him? Perhaps it'll be easier if you close your eyes.

Is she a woman or a man? It doesn't really matter. You can be whoever you want!

What's her age? Can you see her?

How tall is she? She might be of average height or very short, or tall.

Can you see her more clearly now? What are her physical features? Is she bright or perhaps strong? Please describe her with words to me.



1. Characteristics

Descriptor Distribution

To begin character creation, imagine your character and their strengths and weaknesses. Consider their seven attributes. For more details on each, see the Attributes section in the Core Traits chapter, but they should be self-explanatory.

- Strength (STR)
- Constitution (CON)
- Agility (AGI)
- Reflex (REF)
- Intelligence (INT)
- Perception (PER)
- Charisma (CHA)

For each attribute, think about how a descriptor can modify it. Generally, a descriptor positively or negatively modifies an attribute. The number of associated descriptors will determine the level of an attribute.

Level	Description	Required Descriptors
0	Mediocre	2 Negative Descriptors
1	Bad	1 Negative Descriptor
2	Good	1 Positive Descriptor
3	Great	2 Positive Descriptors

Use one of the following methods to associate positive or negative descriptors to each attribute. The following tables show the number of attributes that must be modified by a number of positive or negative descriptors. It also determines the value of the attributes.

Method 1 - Balanced

Distribution
1 Attribute at 3 (Great)
3 Attributes at 2 (Good)
2 Attributes at 1 (Bad)
1 Attribute at 0 (Mediocre)

Method 2 - Average

Distribution
4 Attributes at 2 (Good)
3 Attributes at 1 (Bad)

Method 3 - No Weakness

Distribution
1 Attribute at 3 (Great)
2 Attributes at 2 (Good)
4 Attributes at 1 (Bad)

Method 4 - Jack of All Trades

Distribution
5 Attributes at 2 (Good)
1 Attributes at 1 (Bad)
1 Attribute at 0 (Mediocre)

You can additionally assign a positive and a negative descriptor to any attribute to add more nuance to the attribute. Positive and negative descriptors negate each other when counting the number of descriptors, but all those descriptors will still be used during the game. Be sure to have more positive descriptors than negatives for the character's strengths and more negatives for weaknesses.

Create a character that resonates with your feelings and your desired playstyle. Descriptors modify a character's attributes, but try not to choose one only for the bonus but more for what it means. Select a descriptor that you'll enjoy playing and that aligns with your vision for your protagonist.

Incompatible or Similar Descriptors

Avoid using contradictory descriptors like “thin” and “fat”, as a character can’t be both simultaneously. Similarly, avoid overly similar descriptors like “injured eardrum” and “deaf”. Deafness is generally considered a worse condition than an injured eardrum, so don’t combine them. Choose one, but not both.

Not an Average Character

One of the following tables contains entries for gender-based modifiers that influence your character’s size. These descriptors represent averages, and while females are generally smaller and thinner than males, the associated modifications reduce size. However, since almost all body types exist, feel free to adjust these values to suit your vision. Similarly, age descriptors don’t affect everyone equally, so feel free to change them as you see fit. The only requirement is that the sum of all positive attributes minus the negative one equals 1 at the end of this section. Embrace your creativity and don’t create an average character; instead, craft a unique one.

Major Descriptors

A descriptor can be a standard version or a major one. When using a major descriptor, simply add “Very” in front of it. Major descriptors are worth two descriptors. For example, a character could be “Hardy” or “Very Hardy”. Typically, a “Hardy” descriptor is considered as having one descriptor for the CON. A “Very Hardy” character, however, is considered as having two positive descriptors for CON. Some descriptors don’t have a major version; “One eye” is a good example. Ultimately, choose the descriptor that makes the most sense to determine if it can be “major” or not.

Attributes Descriptors

Descriptors can positively or negatively affect attributes. It can also modify the character’s size.

Positive Descriptor

Negative Descriptor

Height and Weight start at 20 and are then modified by some descriptors with the following modifier:

Very Small — The character is smaller, -5 than the average.

Small — The character is smaller, -1 than the average.

Tall — The character is taller, +1 than the average.

Very Tall — The character is taller, +5 than the average.

Very Light — The character is lighter, -5 than the average.

Light — The character is lighter, -1 than the average.

Heavy — The character is heavier, +1 than the average.

Very Heavy — The character is heavier, +10 than the average.

Gender

Your gender can significantly impact your character’s development or be irrelevant to some. Choose to play as a female, male, or any other gender. Remember, descriptors are used during the game, and your gender can play a crucial role in seducing other characters. Protagonists and non-playable characters can have sexual preferences, and your gender will influence those encounters.

Suggestions of Size Descriptors	
Female or other	Small, Light
Male or other	

Age Descriptors

Age can define your character to some extent. Younger characters tend to have more energy and are generally in better shape. Older characters are usually slower but are often wiser. Again, these are general guidelines, so feel free to be more creative.

Some non-playing characters may react differently to people of various ages, so your descriptions can influence interactions. Choose wisely, but remember, there’s no wrong choice. If you are unsure about what to choose, pick Adult. After selecting the descriptor, you can choose a precise age value.

Suggestions of Age Descriptors	Age
Child (INT, STR, Very Small, Very Light)	5 - 12
Teen (Small, Light, CON)	13 - 19
Adult	20 - 34
Mature (INT)	35 - 44
Old (CON, INT)	45 - 54
Senior (CON, INT)	55 - 64
Venerable (CON, INT, STR)	65+

Size Descriptors

Size significantly influences character attributes. Smaller, thinner characters are generally more agile and faster, while taller, larger characters tend to be stronger. Feel free to create characters with varying sizes.

Some descriptors modify a character's height and weight. Keep these in mind, as they'll be used in Step 3: Identity.

Suggestions of Size Descriptors
Dwarfism (CON, Small, Light)
Little (AGI, CON, REF, STR, Very Small, Very Light)
Small (CON, REF, Small, Light)
Small Frame (STR, Small, Light)
Stocky (STR, Small, Heavy)
Short (CON, Small)
Medium
High (CON, Tall, Heavy)
Tall (CON, Very Tall, Heavy)
Large (STR, Tall, Very Heavy)
Well-Built (STR, CON, Tall, Heavy)
Giant (AGI, CON, STR, Very Tall, Very Heavy)

General Descriptors

The following tables list some attribute descriptors, but feel free to create new ones that better fit how you imagine your character. The attributes modified by a descriptor can also be changed with your Game Master's permission. If a descriptor becomes obsolete during the game, a new one will be required to replace it. Descriptors are divided into attributes, but some can modify multiple attributes. It's possible to have both positive and negative descriptors for the same attribute, but a character cannot have the same number of both.

Strength Positive Descriptors
Athletic (CON, STR)
Brawny (STR)
Fat (CON, STR, Heavy)
Fit (CON, STR)
Heavy (STR, Heavy)
Heavy Lifter (STR)
Morbid Obese (CON, REF, STR, Very Heavy, Very Heavy, Very Heavy)
Muscular (CHA, STR, Heavy)
Obese (REF, STR, Very Heavy, Very Heavy)
Overweight (AGI, STR, Very Heavy)
Powerful (STR)

Strength Positive Descriptors

Strong	STR, Heavy
Sturdy	STR, CON
Thick	STR, CON, Light
Trained	STR, CON

Strength Negative Descriptors

Frail	STR, Light
Malformed Callus	STR
Puny	STR, Light
Rickety	STR, Light
Skinny	STR, Light
Unsporty	STR
Weak	STR, Light

Constitution Positive Descriptors

Athletic	STR, CON
Endurant	CON
Fit	STR, CON
Hardy	CON
Healthy	CON
Jogger	CON
Slender	AGI, CON
Sporty	AGI, CON
Sprinter	REF, CON, Heavy
Sturdy	STR, CON
Thick	STR, CON, Light
Tough	CON
Trained	STR, CON

Constitution Negative Descriptors

Chronic Pain	CON
Fat	CON, STR, Heavy
Flabby	CON, Heavy
Injured	CON
Malnourished	CON
Morbid Obese	CON, REF, STR, Very Heavy, Very Heavy, Very Heavy
Sluggish	CON, Heavy
Thin	CON, Light
Unathletic	CON
Underfed	CON, Light
Underweight	CON, Light

Agility Positive Descriptors

Agile	AGI
Balanced Step	AGI, REF
Catlike	AGI

Agility Positive Descriptors

Dexterous	AGI
Double-Jointed	AGI
Eye-Hand Coordination	AGI REF
Flexible	AGI REF
Good Balance	AGI REF
Slender	AGI CON
Sporty	AGI CON

Agility Negative Descriptors

Chubby	AGI Heavy
Club-Footed	AGI
Clumsy	AGI
Overweight	AGI STR Heavy
Unsteady Hands	AGI

Reflex Positive Descriptors

Alert	REF
Balanced Step	AGI REF
Bon Vivant	AGI REF
Bright	INT REF
Crafty	INT REF
Curious	PER REF
Eye-Hand Coordination	AGI REF
Fast	REF
Fast Hands	REF
Fast Thinker	REF
Flexible	AGI REF
Good Balance	AGI REF
Instinctive	REF
Intuitive	REF
Inventive	INT REF
Lightning Fast	REF
Quick	REF
Quick Reflexes	REF
Resourceful	REF
Spontaneous	INT REF
Sprinter	REF CON Heavy
Swift	REF
Wiry	REF
Witty	REF

Reflex Negative Descriptors

Crude	REF
Curvy	CHA REF Heavy
Distracted	REF

PROTAGONIST

Reflex Negative Descriptors

Dreamy	REF
Dumb	REF
Flighty	REF
Lazy	REF, Heavy
Morbid Obese	CON, REF, STR, Very Heavy, Very Heavy, Very Heavy
Obese	REF, STR, Very Heavy, Very Heavy
Plump	REF, Heavy
Scattered	REF
Slow	REF

Intelligence Positive Descriptors

Bright	INT, REF
Brilliant	INT
Clever	INT
Crafty	INT, REF
Educated	INT
Fast Learner	INT
Focused	INT, PER
Genius	INT
Intellectual	INT
Inventive	INT, REF
Knowledgement	INT

Intelligence Positive Descriptors

Logic	INT
Methodical	INT, PER
Open-minded	CHA, INT
Orderly	INT
Sage	INT
Sharp	INT
Smart	INT
Spontaneous	INT, REF
Studious	INT
Wise	INT

Intelligence Negative Descriptors

Confuse	INT
Dimwitted	INT
Disorganized	INT
Dropout	INT, STR
Dyscalculia	INT
Ignorant	INT
Inexperienced	INT
Moronic	INT
Obtuse	INT
Simple	INT

Intelligence Negative Descriptors

Slow Learner	INT
Stupid	INT
Thoughtless	INT
Uneducated	INT
Unintellectual	INT

Perception Positive Descriptors

Acute Hearing	PER
Acute Taste and Smell	PER
Acute Vision	PER
Keen-Eyed	PER
Methodical	INT PER
Observant	PER
Perceptive	PER
Sharp Shooter	PER
Vigilant	PER

Perception Negative Descriptors

Absorbed	PER
ADHD	PER
Bad Sight	PER
Cross-Eyed	PER
Deaf	PER
Focused	INT PER
Inattentive	PER
Injured Eardrum	PER
Myopic*	PER
One Eye	PER
Stressed	PER
Tinnitus	PER
Tone Deaf	PER
Unobservant	PER

Myopic: Myopic reduces the perception. Even with glasses, the vision stays an hindrance. There is no way to prevent this hindrance.

Charisma Positive Descriptors

Attractive	CHA
Beautiful	CHA
Bon vivant	CHA REF
Breathtaking	CHA
Caring	CHA
Charismatic	CHA
Charming	CHA
Charming Voice	CHA
Cheerful	CHA
Communicator	CHA

Charisma Positive Descriptors			
Curvy	CHA	REF	Heavy
Cute	CHA		
Empathic	CHA		
Entertaining	CHA		
Extrovert	CHA		
Friendly	CHA		
Fun	CHA		
Funny	CHA		
Gorgeous	CHA		
Handsome	CHA		
Muscular	CHA	STR	Heavy
Open-minded	CHA	INT	
Outgoing	CHA		
Personable	CHA		
Pleasant	CHA		
Pretty	CHA		
Romantic	CHA		
Sensual	CHA		
Sexy	CHA		
Shapely	CHA		
Sympathetic	CHA		

Charisma Positive Descriptors	
Trusted Face	CHA
Unifier	CHA

Charisma Negative Descriptors	
Arrogant	CHA
Awkward	CHA
Bald	CHA
Boring	CHA
Discreet	CHA
Disfigured	CHA
Hairy	CHA
Hideous	CHA
Introvert	CHA
Neglectful	CHA
Odious	CHA
Quiet	CHA
Repulsive	CHA
Rude	CHA
Scarred	CHA
Scrawny	CHA
Scruffy	CHA
Shy	CHA

Charisma Negative Descriptors	
Smelly	CHA
Stuttering	CHA
Ugly	CHA
Unattractive	CHA
Unattractive Appearance	CHA
Uncouth	CHA
Unkempt	CHA
Vitiligo	CHA

Size Value

To calculate your character's height and weight, use the descriptors you selected earlier.

Height

Your character's starting height using the game system is 20. This value helps you compare your character to the weight of other objects and beings. For a precise height, refer to the last column of the following table. Adjust the height value based on your descriptors, then refer to the table above.

Weight

The weight value allows you to compare your character's weight to that of an object or another being. Your character begins with a weight of 20, which is roughly equivalent to the weight of 20 objects. Adjust the weight value based on your descriptors, then refer to the table above.

Game Value	Height	Weight
-	-9cm	-4kg
15	135cm / 4'5"	60kg / 132lbs
16	144cm / 4'9"	64kg / 141lbs
17	153cm / 5'0"	68kg / 150lbs
18	162cm / 5'4"	72kg / 159lbs
19	171cm / 5'7"	76kg / 168lbs
20	180cm / 5'10"	80kg / 176lbs
21	189cm / 6'2"	84kg / 185lbs
22	198cm / 6'6"	88kg / 194lbs
23	207cm / 6'9"	92kg / 203lbs
24	216cm / 7'1"	96kg / 212lbs
25	225cm / 7'5"	100kg / 220lbs
+	+9cm	+4kg

Health

The health value depends on the size of the being. Use the lowest value between the height and weight.

The health value is used when a character sustains a wound and needs to roll a health test.

Descriptor	Size	Health
Tiny	1 to 5	2
Small	6 to 10	3
Medium-Small	11 to 15	4
Medium	16 to 50	5
Large	51 to 250	6

Example of Characteristics



Let's check how to choose descriptors and how they're noted on the character sheet. We will create the character of Frank. We choose the Method 1 - Balanced for Frank.

Distribution	Descriptor	Value
1 Attribute	2 Positives	4 (Great)
3 Attributes	1 Positive	3 (Good)
2 Attributes	1 Negative	2 (Bad)
1 Attribute	2 Negatives	1 (Mediocre)

We decided that Frank's greatest strength is actually physical strength. He will be great with the following attributes: Agility, Intelligence, and Charisma. We will assign positive descriptors to those. The remaining 3 attributes will be his weaknesses; Constitution, Reflexes, and Perception being his greatest weakness. We will assign negative descriptors to those.

We decided that our character is an Adult Male of Medium size. Those descriptors do not modify any attribute but can still be used during a game session.

We'll choose two descriptors for Strength: Heavy Lifter and Strong. This gives the character a Strength value of 4 since we have 2 positive descriptors, making them significantly stronger than the average person. The Heavy value provided by the Strong descriptor will be used later in the process and only need to be noted at this point. Since we now have an attribute with 2 positive descriptors, we will need one with 2 negatives.

We decide the character is strong but lacks good cardio, so we choose Unathletic. This negative descriptor gives a Constitution value of 2, meaning the character is under the average in that area.

The character is Dexterous, so they have a value of 1 in Agility.

The Reflex is not their strong suit, as they're a bit slow. We choose the Slow descriptor.

The character is Educated, a rare asset in this world.

They were injured at the head as a child, resulting in tone deafness and a bad sight. Their perception is reduced by two descriptors, applying a value of 1.

Lastly, the character is empathic and a good communicator, which makes them popular with others. Unfortunately, they were disfigured. It's 2 positive descriptors for CHA but one negative descriptor. The negative one negates one positive descriptor when counting, so one positive one remains. CHA is still considered as a strength and have a value of 3. The player will be able to use both descriptors; empathic and good communicator, but the game master will probably use disfigured to add more challenges in some situations.

Frank's Descriptors	
Male	
Adult	
Medium Size	
Heavy Lifter	STR
Strong	STR Heavy
Unauthentic	CON
Dexterous	AGI
Slow	REF
Educated	INT
Tone Deaf	PER
Bad Sight	PER
Empathic	CHA
Good Communicator	CHA
Disfigured	CHA

Here are the final values for the attributes:

Attribute	Descriptor	Value	
STR	STR STR	3	Great
CON	CON	1	Bad
AGI	AGI	2	Good
REF	REF	1	Bad
INT	INT	2	Good
PER	PER PER	0	Mediocre
CHA	CHA CHA CHA	2	Good

- ***Age:*** *32 (Adult)*
- ***Gender:*** *Male*
- ***Height:*** *20 (180cm)*
- ***Weight:*** *21 (84kg)*

Validity Check

- *Four attributes are positive; Agility, Intelligence, and Charisma, and Strength is their greatest strength.*
- *Three attributes are negative; Constitution, Reflexes, and Perception are their greatest weakness.*
- *No attribute has the same number of positive and negative descriptors.*
- *Only one attribute has 2 positive descriptors over the negative ones (Strength), so another one has 2 negative descriptors over the positive ones (Perception).*

LIFEPATH

What's her story? What's she doing right now?

Does she have a profession or occupation?

What are her hobbies when her life isn't in danger?

Was her childhood happy or horrific, like so many others?

Things are beginning to take shape.



2. Lifepath

At this stage, you'll need to select new descriptors that relate to your character's past and present. Feel free to choose descriptors longer than one word; there's no limit. These descriptors will influence your character's skills and specializations. There are three steps for the life path that explain how your character acquired these skills and specializations.

Choose one descriptor for each step:

- Occupation
- Expertise or Hobby
- Childhood

You'll find many examples of descriptors in the lists further in this section, but feel free to use others. If your Game Master approves, you can also modify the skills and specialization associated with descriptors.

When choosing your three descriptors (Occupation, Expertise or Hobby and Childhood) for your Lifepath, note the skills and specialization linked to each.

Here's the complete list of skills in the game, along with the two attributes that modify their ratings.

Skills			Attributes
Action		Accuracy	AGI + PER
		Quickness	PER + REF
		Sleight of Hands	AGI + REF
		Stealth	AGI + INT
Mental		Investigate	INT + PER
		Knowledge	INT + REF
		Survival	CON + PER
		Technicals	INT + STR
Physical		Acrobatics	CON + REF
		Athletics	AGI + CON
		Brawn	CON + STR
		Nimbleness	AGI + STR
Social		Charm	CHA + CON
		Deception	CHA + INT
		Insight	CHA + PER
		Intimidate	CHA + STR
		Persuade	CHA + REF

Refer to the following table for the list of specializations.

Specializations
Belligerent
Erudite
Hunter
Magnate
Scoundrel
Survivor
Tactician
Traceur



Occupation

Occupation

You're a survivor in a harsh world, so your occupation is more basic and geared toward survival. Choose one from the list or create your own. Occupations are linked to three skills, explaining why your character excels in a field. Feel free to change the skills associated with an occupation in our list. Each occupation also has a specialization.

An occupation is a descriptor that can be used during the game. Think of it as more than just a list of your character's best skills. It can encompass multiple areas of knowledge and expertise. Use these descriptors to describe your character. For example, a preacher doesn't need to roll a knowledge test to recite the Bible, even if it's not listed as a bonus. It just makes sense.

Furthermore, an occupation suggests one or more edges that fit that role. These are optional and not free. If you choose an edge, you'll have to take a hindrance to balance it. Edges and hindrances are explained in the next creation step.

We've created four categories for occupations, but they are only used to quickly find the occupations by themes. If you do, associate three skills and a specialization with your occupation.





Category
Criminals

Criminals

You've chosen to become a criminal to survive, and that's understandable. The nature of your crime is up to you. You're not necessarily a bad person, but you're not following the rules.

Criminals often try to hide their true occupation, sometimes using another job as a cover. However, this isn't always the case; gangsters and raiders might use intimidation to enforce their crimes. The entire crew could be a group of criminals, or just one member might be a thief or murderer. Depending on the group, they might need to keep their wrongdoings a secret.



In this crazy world, survival hinges on killing people for Slugs. You trade your mental health for a hot meal, using anything from a knife to poison, or even a sniper rifle.

Specialization: Scoundrel
Suggested Edges: Member of a Secret Group, Safe Location

Accuracy | Nimbleness | Stealth



You survive by stealing what little others have left. To avoid confrontation, you break and enter when people are away. No place is safe from you.

Specialization: Traceur
Suggested Edge: Stained Object

Athletics | Sleight of Hands | Stealth



You're a liar and a cheat. Your lies cause harm to others and could even have caused death. You manipulate people, using them after draining them of everything they have.

Specialization: Magnate
Suggested Edge: Blackmail Documents

Charm | Deception | Insight



Your true beliefs are irrelevant; what matters is that it grants you Slugs and power over others. You can have no specific affiliation or be a member of a religious group like the Church of Truth.

Specialization: Magnate
Suggested Edge: Influential Position

Deception | Knowledge | Sleight of Hands



You're a proud member of a criminal group that uses brute force to intimidate the vulnerable. You're organized and strategic.

Specialization: Tactician
Suggested Edge: Influent Family

Brawn | Intimidate | Quickness



You tried to make a living selling things you found, but unfortunately, that's not always enough. So, you end up selling broken or misleading items, and you don't offer refunds. Some peddlers specialize in buying and selling stained items, which is more profitable but riskier.

Specialization: Survivor
Suggested Edge: Pack Rat

Intimidate | Survival | Knowledge



Life can be tough, so why not take a little something from others? Stay out of trouble, but if no one's watching, take what you can.

Specialization: Scoundrel
Suggested Edge: Blandness, Safe Location

Deception | Sleight of Hands | Stealth



You have one rule: don't steal from people you know. Survival depends on attacking, stealing, and killing strangers.

Specialization: Belligerent
Suggested Edge: Faction Knowledge

Accuracy | Brawn | Intimidate



Moving items from one place to another shouldn't be illegal, as it doesn't cause any harm.

Specialization: Magnate
Suggested Edge: Black Market Knowledge

Deception | Quickness | Technicals



You work for a shady individual or group, tasked with spying and gathering information. This mission can be for a cause or simply for the Slugs.

Specialization: Erudite
Suggested Edge: Master of Disguises

Deception | Quickness | Stealth



You're a thief. You steal others' hard-earned possessions and either sell them on the black market or keep them for yourself. You don't earn your gear; you take risks.

Specialization: Scoundrel
Suggested Edge: Hidden Stash, Black Market Knowledge

Athletics | Quickness | Sleight of Hands



Category
Explorers

Explorers

Those occupations are extremely dangerous. Survival depends on constant movement and scavenging. You stay in one location until resources run out, then move on to another area to explore or conduct business.

Explorers, who generally live outside communities (though this isn't always the case), often participate in scavenging or exploration parties. They're sent as scouts or negotiators with other factions. They possess the skills to survive and ensure the group's survival in harsh conditions.



The Arcane Seeker searches for strange and forbidden objects from other worlds. It's a dangerous job, but it can be lucrative when the right client presents themselves.

Specialization: Traceur
Suggested Edge: Appraiser

Investigate | Knowledge | Survival



Your purpose, whether it's your work, your goal, or your duty to humanity, is to document everything. Humanity has lost a great deal of knowledge, and you must write about what remains, as well as uncover fragments of the past.

Specialization: Erudite
Suggested Edge: Literacy

Insight | Knowledge | Survival



Even amidst the world's near destruction, people continue to fight. It's during these times that you intervene, attempting to broker peace or improve the situation.

Specialization: Magnate
Suggested Edge: Faction Knowledge

Insight | Knowledge | Persuade



You travel to sacred places for religious reasons, typically points of interest.

Specialization: Traceur
Suggested Edge: Cartographer, Know the Location of a Mysterious Place

Charm | Knowledge | Persuade



You're a stealthy and fast courier, navigating the wilderness and ruined cities to deliver supplies to settlements. While the pay isn't great and the work is dangerous, the freedom is worth it.

Specialization: Traceur
Suggested Edge: Distance Runner

Athletics | Sleight of Hands | Stealth



Survival hinges on looting the remnants of the old world. While you occasionally find valuable items, you often don't have enough to eat. Monsters and competitors lurk nearby, always ready to challenge your survival.

Specialization: Survivor
Suggested Edge: Recycler

Investigate | Persuade | Survival



Your goal is survival, and you're quite adept at it. You're familiar with all the little tricks needed to thrive in the wilderness.

Specialization: Survivor
Suggested Edge: Green Thumb

Athletics | Knowledge | Survival



As a travelling merchant, you move from community to community, buying and selling goods. This dangerous job carries a constant risk of losing everything.

Specialization: Magnate
Suggested Edge: Appraiser, Pack Rat

Insight | Persuade | Survival



You've decided to move around constantly, never settling in one place for long. While your life is dangerous, you occasionally stumble upon something truly extraordinary.

Specialization: Survivor
Suggested Edge: Cartographer, Good Cook, Good Swimmer

Knowledge | Survival | Technicals





Category
Enforcers

Enforcers

Your job is to enforce security, a dangerous role where many will oppose you. It's a necessary occupation that brings order and hope to those who need it most.

Enforcers in a group are dangerous yet inspiring. They're the backbone of the group, knowing how to defend themselves and their comrades. When things go south, they're the ones who ensure the group's survival.



Your job is to protect someone, and you're very good at it. Much of your work involves intimidating people before they even consider violence.

Specialization: Belligerent
Suggested Edge: Arm Wrestler, Heavy Lifter

Athletics | Brawn | Intimidate



You hunt people for Slugs. These individuals are typically criminals, someone who causes harm to a community, or someone with unusual powers.

Specialization: Tactician
Suggested Edge: Know Animal Tracks

Athletics | Brawn | Quickness



You travel with a caravan of merchants, ensuring their security and the safety of those travelling with them. Currently, you could be employed or unemployed.

Specialization: Magnate
Suggested Edge: Focussed Concentration

Accuracy | Survival | Technicals



As a guard, you prevent people from doing foolish things, like thinking they can pass through you.

Specialization: Tactician
Suggested Edge: Arm Wrestler

Athletics | Brawn | Quickness



You're willing to take on any dangerous job if the pay is good. It's not just for the Slugs; you also crave the thrill of risking your life.

Specialization: Belligerent
Suggested Edge: Military Weapons Training

Accuracy | Brawn | Quickness



You may not be a military man, but you know how to survive against armed opponents. You'll do whatever it takes to protect what's yours and your people.

Specialization: Hunter
Suggested Edge: Natural Leader

Accuracy | Intimidate | Quickness



Monster hunting is a new kind of occupation. You've been trained to hunt monsters, a very dangerous job with a high mortality rate. Many young hunters die young. You're often hired by settlements or outposts to eliminate large vermin.

Specialization: Hunter
Suggested Edge: Fearlessness

Accuracy | Brawn | Survival



You are the last line of defence against chaos, tasked with maintaining order within a community or region. While police officers often face underpayment, their sense of duty typically outweighs financial concerns.

Specialization: Tactician
Suggested Edge: Fearlessness

Accuracy | Insight | Quickness



Soldier

As a member of a military organization, you've dedicated most of your time to combat training, preparing you to face almost any enemy. However, at the game's start, you might be AWOL, or your regiment could have been disbanded or destroyed.

Specialization: Hunter
Suggested Edge: Military Weapons Training

Accuracy | Brawn | Nimbleness





Category
Professionals

Professionals

You're a professional in a field of expertise, which you choose. You generally live in a community or organized group. There are many options in this category, but we've focused on the fun ones. Find something you enjoy and don't hesitate to create your own.

Professionals are the best of what remains from the past. They're the ones who will ensure humanity's survival. Your unique skills will help your group thrive while others struggle.



Life is challenging, and unfortunately, people often exploit those who are less fortunate. Society needs you to stand up for the vulnerable, and humanity itself needs to be restored.

Specialization: Magnate
Suggested Edge: Natural Leader

Nimbleness | Insight | Persuade



Alchemist are scientists doing research on the supernatural. They use modern tools but use supernatural creature's parts and plants to create new products. See the Alchemy action for more information.

Specialization: Erudite
Suggested Edge: Literacy

Investigate | Knowledge | Survival



You train animals for a living, perhaps working at the animal pen or simply having a natural affinity with them. You're comfortable living with both people and animals.

Specialization: Magnate
Suggested Edge: Animal Empathy

Insight | Persuade | Survival



You possess the skills to survive, but also to provide food for an entire colony. Botany is an essential skill in the post-apocalyptic world.

Specialization: Erudite
Suggested Edge: Green Thumb

Knowledge | Survival | Technicals



Some people only think about destruction. You're not one of them. You want to rebuild the world.

Specialization: Erudite
Suggested Edge: Mathematical Ability

Athletics | Knowledge | Technicals



As a professional gambler, you're adept at playing cards, dice, or any game that pays in Slugs. Bluffing is your way of life, not just during games.

Specialization: Scoundrel
Suggested Edge: Progressional Gambler

Deception | Insight | Sleight of Hands



Monsters lurk everywhere, but you still have to bring dinner. You're a tracker, a trapper, and a hunter but you are not the most dangerous predator in the woods.

Specialization: Hunter
Suggested Edge: Know Animal Tracks

Accuracy | Nimbleness | Survival



As an investigator, you solve mysteries for a living. This work can be done within a police force or as a private investigator. Some specialize in supernatural investigations.

Specialization: Erudite
Suggested Edge: Photographic Memory

Investigate | Persuade | Quickness



You've learned to heal wounds and treat illnesses, making you a vital part of any community. You have learned from old books or from a mentor.

Specialization: Erudite
Suggested Edge: Good First Impression

Athletics | Insight | Knowledge



As a merchant in a community, you buy, sell, and trade goods that people bring to you. This means you sometimes make a profit, and other times you have to lower prices.

Specialization: Magnate
Suggested Edge: Mathematical Ability, More Slugs

Charm | Insight | Persuade



Society has collapsed, but art endures. As a stage actor, musician, or comedian, you have the power to uplift spirits and bring a glimmer of light to this dark world.

Specialization: Magnate
Suggested Edge: Good Reputation, Artistic Ability

Acrobatics | Charm | Insight



You spend a lot of your time involved in politics, either supporting the current power structure or opposing it. Some are activists, while others are plotting a revolution.

Specialization: Magnate
Suggested Edge: Good First Impression

Insight | Knowledge | Persuade



By preaching about a religion, you offer hope to those who are hopeless. Regardless of the faith, your role is to help others.

Specialization: Magnate
Suggested Edge: Obscure Knowledge

Charm | Knowledge | Persuade



You fight and risk your life for both glory and survival. Sometimes you win, but other times your opponent is simply too strong. If you're wounded and unable to fight, you simply skip a meal.

Specialization: Belligerent
Suggested Edge: Arm Wrestler, Good Reputation

Athletics | Brawn | Nimbleness



You leverage the knowledge of the past to survive and thrive. You dedicate your life to learning, choosing to specialize in certain scientific fields or remain a generalist.

Specialization: Erudite
Suggested Edge: Tireless Reader

Investigate | Knowledge | Technicals



You enjoy repairing things and crafting new items from old ones. While earning some Slugs by fixing people's items is great, the real reward is seeing something work perfectly.

Specialization: Erudite
Suggested Edge: Jury Rigger

Knowledge | Sleight of Hands | Technicals





Expertises And Hobbies

Expertises or Hobbies

An expertise or hobby can offer a variety of skills and a specialization. It could be a current expertise, a hobby, or something your character has done in the past. For examples, see the table below. Feel free to create your own. If you create a new expertise or hobby, associate two skills and a specialization with it. This gives your character more options. People are often very skilled in their jobs, but they also have other areas of expertise unrelated to their profession.

Suggestions of Expertise or Hobby	
Acting	Insight, Persuade **Specialization:** Magnate
Amateur Boxing	Athletics, Brawn **Specialization:** Tactician
Animal Breeding	Insight, Survival **Specialization:** Survivor
Archery	Nimbleness, Technicals **Specialization:** Hunter
Bar Brawling	Athletics, Brawn **Specialization:** Belligerent
Book Reading	Knowledge, Technicals **Specialization:** Erudite
Car Mechanics	Knowledge, Technicals **Specialization:** Erudite
Card Playing	Deception, Sleight of Hands **Specialization:** Scoundrel
Climbing	Acrobatics, Athletics **Specialization:** Traceur
Clockmaking	Knowledge, Technicals **Specialization:** Erudite
Collecting	Knowledge, Persuade **Specialization:** Erudite
Cooking	Knowledge, Survival **Specialization:** Survivor
Dancing	Acrobatics, Athletics **Specialization:** Magnate
Dart Throwing	Quickness, Sleight of Hands **Specialization:** Scoundrel
Discours	Charm, Persuade **Specialization:** Magnate

Suggestions of Expertise or Hobby	
Distilling Moonshine*	Knowledge, Technicals **Specialization:** Erudite
Drawing	Knowledge, Sleight of Hands **Specialization:** Erudite
Embroidering	Knowledge, Technicals **Specialization:** Erudite
Exercising	Athletics, Brawn **Specialization:** Traceur
Exploring	Investigate, Survival **Specialization:** Survivor
Falconry	Charm, Survival **Specialization:** Erudite
First Responder	Athletics, Knowledge **Specialization:** Erudite
Fishing	Sleight of Hands, Survival **Specialization:** Survivor
Foreign Cultures	Knowledge, Technicals **Specialization:** Erudite
Gambling	Deception, Knowledge **Specialization:** Scoundrel
Gardening	Knowledge, Survival **Specialization:** Survivor
History	Knowledge, Survival **Specialization:** Erudite
Horseback Riding	Charm, Survival **Specialization:** Survivor
Hunting	Accuracy, Survival **Specialization:** Hunter
Juggling	Acrobatics, Sleight of Hands **Specialization:** Traceur

Suggestions of Expertise or Hobby	
Knitting	Knowledge / Technicals **Specialization:** Survivor
Lawyering	Investigate / Persuade **Specialization:** Magnate
Locksmithing	Knowledge / Sleight of Hands **Specialization:** Scoundrel
Magic Tricks	Quickness / Sleight of Hands **Specialization:** Scoundrel
Martial Arts	Acrobatics / Nimbleness **Specialization:** Tactician
Mountaineering	Athletics / Survival **Specialization:** Survivor
Music	Knowledge / Sleight of Hands **Specialization:** Erudite
Painting	Knowledge / Sleight of Hands **Specialization:** Erudite
Parkour	Acrobatics / Athletics **Specialization:** Traceur
Partying	Athletics / Charm **Specialization:** Magnate
Pit Fighting	Brawn / Nimbleness **Specialization:** Belligerent
Reading	Investigate / Knowledge **Specialization:** Erudite
Repairer	Investigate / Technicals **Specialization:** Erudite
Repairing Broken Stuff	Knowledge / Technicals **Specialization:** Erudite
Scavenging	Investigate / Persuade **Specialization:** Survivor

Suggestions of Expertise or Hobby	
Science	Investigate / Knowledge **Specialization:** Erudite
Sculpture	Knowledge / Sleight of Hands **Specialization:** Erudite
Seduction	Charm / Insight **Specialization:** Magnate
Sports	Acrobatics / Athletics **Specialization:** Traceur
Stand-Up Comic	Charm / Persuade **Specialization:** Magnate
Target Shooting	Accuracy / Quickness **Specialization:** Hunter
Training	Athletics / Quickness **Specialization:** Traceur
Weaponsmithing	Accuracy / Knowledge **Specialization:** Hunter

Distilling Moonshine: The character possesses knowledge of distilling moonshine. While they don't begin the game with the expensive equipment needed, they can acquire some during the equipment acquisition phase. Additionally, they can purchase moonshine bottles as part of the equipment process





CHILDHOOD

Childhood

It's time to consider your character's story, particularly its beginning. Choose a descriptor for your character's young life. This descriptor can cover various aspects, such as their family, upbringing, or education. If your character had a job in their youth, you can use the occupation descriptors list. Alternatively, if you prefer a different descriptor, you can create a new one. Each LifePath descriptor comes with three associated skills, and you'll also need to select a specialization from the one you've chosen for your character's Lifepath. If you don't find a suitable descriptor, you can create a new one and assign three skills and a specialization to it. These descriptors can be used during the game if your character finds themselves in a similar situation.

Suggestions of Childhood Descriptors				
Abandoned in Nature	Brawn	Investigate	Survival	**Specialization:** Survivor
Battered Child	Athletics	Brawn	Survival	**Specialization:** Belligerent
Child of a Trader	Knowledge	Persuade	Technicals	**Specialization:** Magnate
Grew up as a Nomad	Athletics	Survival	Technicals	**Specialization:** Traceur
Grew up in a Brutal Community	Athletics	Brawn	Intimidate	**Specialization:** Belligerent
Grew up in a Community	Charm	Knowledge	Technicals	**Specialization:** Erudite
Grew up in a Cult	Charm	Insight	Knowledge	**Specialization:** Magnate
Grew up in a Farm	Athletics	Knowledge	Survival	**Specialization:** Survivor
Grew up in a Livestock Farm	Charm	Insight	Survival	**Specialization:** Erudite
Grew up in a Military Community	Accuracy	Nimbleness	Quickness	**Specialization:** Tactician
Grew up in a Shelter	Knowledge	Persuade	Technicals	**Specialization:** Erudite
Grew up in the Forest	Accuracy	Investigate	Survival	**Specialization:** Survivor
Grew up Underground	Nimbleness	Survival	Technicals	**Specialization:** Survivor
Had a Nice Childhood	Charm	Insight	Knowledge	**Specialization:** Magnate
Had no Education	Athletics	Brawn	Persuade	**Specialization:** Survivor

Suggestions of Childhood Descriptors				
Orphan	Sleight of Hands	Stealth	Survival	**Specialization:** Scoundrel
Played Sports	Acrobatics	Athletics	Sleight of Hands	**Specialization:** Traceur
Raised in a Faction*	*See faction section for the list of skills.*			
Rat Eater*	Sleight of Hands	Stealth	Survival	**Specialization:** Scoundrel
Religious Childhood	Charm	Insight	Knowledge	**Specialization:** Magnate
Riffraff	Deception	Insight	Sleight of Hands	**Specialization:** Scoundrel
Scavenged to Survive	Investigate	Survival	Technicals	**Specialization:** Survivor
Studied in Medicine	Insight	Knowledge	Medicine	**Specialization:** Erudite
Studied in Psychology	Charm	Insight	Knowledge	**Specialization:** Magnate
Urchin	Deception	Nimbleness	Sleight of Hands	**Specialization:** Scoundrel
Was a Boy Scout	Athletics	Survival	Technicals	**Specialization:** Survivor
Was a Chauffeur	Investigate	Knowledge	Technicals	**Specialization:** Erudite
Was a Gang Member	Athletics	Deception	Intimidate	**Specialization:** Tactician
Was a Good Student	Investigate	Knowledge	Technicals	**Specialization:** Erudite
Was a Slave	Athletics	Brawn	Sleight of Hands	**Specialization:** Belligerent
Was a Thief	Deception	Sleight of Hands	Stealth	**Specialization:** Scoundrel

Suggestions of Childhood Descriptors	
Was Bullied	Athletics, Sleight of Hands, Stealth **Specialization:** Belligerent
Was Imprisoned	Athletics, Brawn, Sleight of Hands **Specialization:** Belligerent

Raised in a faction

Raised within a faction, the character was trained and lived alongside its members, utilizing the recommended skills for their chosen faction. Before selecting a faction, it's crucial to consult the Game Master to ensure it aligns with the story's narrative. Joining a faction can be achieved through faction upbringing or by choosing the "Member of a Faction" Edge. Depending on the character's story, they may have even left the faction.

Rat Eater

Orphaned boys and girls living in collapsed cities often become rat eaters to survive. They've learned to hide from predators and find food.

Skill Rating

Skill Level Distribution

You should now have three descriptors: Occupation, Expertise, or Hobby, along with related skills. These are your Lifepath Skills. Choose six Skills from your Lifepath and set their levels as follows:

Default Distribution
Three Lifepath Skills at Novice Level (1)
Three Lifepath Skills at Competent Level (2)
Select 6 skills and assign the previous levels.

If you don't have at least six related skills, check out the other ways to increase your skill level. Your skill level determines your proficiency in a skill, but during gameplay, you'll only use your skill rating. This value is the sum of your two related attributes and the skill level you've set.

The following table provides descriptions for the ten first levels a skill can reach. While this table is limited to level 5, there's no strict limit to how high a skill level can go.

Level	Description
0	Untrained
1	Novice
2	Competent
3	Proficient
4	Advanced
5	Exceptional

Other ways to distribute skill's level

If you'd like to distribute your skill level differently, you can use one of the following methods. One method requires four skills from the LifePath, while the other requires nine different skills.

Specialist Distribution

You're specialized in a particular domain and have consistently excelled in it. While you may not have extensive experience in other areas, your expertise in your chosen field is undeniable.



Specialist Distribution
Four Lifepath Skill at Competent Level (2)
Select 4 skills and assign the previous levels.

Generalist Distribution

You've had a wide range of experiences throughout your life and excel in many different areas. Your occupations have likely changed numerous times.

Generalist Distribution
Six Lifepath Skills at Novice Level (1)
Two Lifepath Skills at Competent Level (2)
Select 8 skills and assign the previous levels.

Skill Rating Calculation

To calculate the Skill Rating of a skill, you must first look at their related Attributes.

Skills			Attributes
Action		Accuracy	AGI + PER
		Quickness	PER + REF
		Sleight of Hands	AGI + REF
		Stealth	AGI + INT
Mental		Investigate	INT + PER
		Knowledge	INT + REF
		Survival	CON + PER
		Technicals	INT + STR
Physical		Acrobatics	CON + REF
		Athletics	AGI + CON
		Brawn	CON + STR
		Nimbleness	AGI + STR
Social		Charm	CHA + CON
		Deception	CHA + INT
		Insight	CHA + PER
		Intimidate	CHA + STR
		Persuade	CHA + REF

Add the values of the two attributes related to a skill together, add the skill level and check the following chart to determine the skill rating.

2 Attributes + Skill Level	Skill Rating
1	-4
2	-3
3	-2
4	1
5	2
6	3
7	4

On your character's sheet, you can simply check a number of boxes equal to the calculation.

Skill Rating						
-4	-3	-2	1	2	3	4

Specialization

Choose a specialization from one of the three suggested by your Life Paths. Then choose a level 1 power from this specialization. The description of all the powers of the specializations are in the Masteries chapter.

Overview of Specializations

Specializations	
	**Belligerent** This specialization focuses on combat and violence, teaching you to survive by fighting your way through. You train rigorously to become a better defender or attacker, mastering techniques like boxing, karate, judo, or a combination of them.
	**Erudite** Even if the world ends, you've learned a lot of advanced knowledge from books and teachers. You're one of the last people who know specialized subjects.
	**Hunter** Hunting is a valuable skill with many purposes. It's primarily done for meat and useful byproducts, recreation, sport, and even to control nuisance animals. Some hunt animals, while others hunt creatures.
	**Magnate** You wield your words as a tool to achieve your goals. You're skilled at influencing others to follow your desired path.
	**Scoundrel** You don't do bad things because you're inherently a bad person. It's simply your lifestyle, but you can still enjoy it. You constantly seek to have the upper hand in every situation. Your life's goal is to win, regardless of the cost.
	**Survivor** You're a survivor, constantly planning your next move to stay alive. You know all the wilderness survival tricks, and you often feel more at home in the forest.
	**Tactician** You're an expert in combat, favouring strategy and discipline over brute strength. You're also a weapons and firearms expert, and you even know how to use military equipment.
	**Traceur** A traceur is someone who participates in parkour or free running. After the outbreak, traceurs played a crucial role in moving supplies between outposts and shelters. Today, it's considered both an art form and a survival skill.

Example of Lifepath



We now need to know Frank's lifepath. We will choose his current occupation, an expertise or hobby, and finally his childhood. We will note the associated skills, specializations, and the suggested edge.

*Frank is a **tinkerer**. He enjoys repairing things and occasionally sells his creations to earn slugs. He knows some basic physics, and he's agile with his hands.*

Frank's Occupation	
Tinkerer	Knowledge, Sleight of Hands, Technicals **Specialization:** Erudite **Suggested Edge:** Jury Rigger

*Next, we need to identify Frank's expertise or hobby. We choose **scavenging**. Frank enjoys searching for old items he can repair and then sells them. He has learned how to search a location but also how to bargain.*

Frank's expertise or Hobby	
Scavenging	Investigate, Persuade **Specialization:** Survivor

Frank's early life was difficult. He was imprisoned as a young man for stealing goods. He learned how to fight and also how to steal food without being caught.

Frank's Childhood	
Was Imprisoned	Athletics, Brawn, Sleight of Hands **Specialization:** Belligerent

During Frank's lifepath, he mostly used the 7 different skills. Sleight of Hands is duplicated but it's not an issue. We will still remember it when we will assigne Skill Levels.

Frank's List of Lifepath Skills
Athletics, Brawn, Investigate, Knowledge, Persuade, Sleight of Hands, Technicals

We will use the standard way to distribute Skill Levels, so he will have 3 skills at level 1 (novice) and also 3 skills at level 2 (competent).

Frank's Skill Levels	
Atletics	1
Brawn	1
Investigate	1
Knowledge	0
Persuade	2
Sleight of Hands	2
Technicals	2

After selecting the level of the Lifepath's Skill, we can calculate the Skill Rating based on the 2 associated Attributes and the Skill Level. The total of the 2 associated Attributes plus the Skill Level indicates how many boxes we need to check for every skill. The Skill Rating is indicated in the table's header.

Skills	Attributes	Level	-4	-3	-2	1	2	3	4
Accuracy	AGI (2) + PER (0)	0	■	■					
Quickness	PER (0) + REF (1)	0	■						
Sleight of Hands	AGI (2) + REF (1)	2	■	■	■	■	■		
Stealth	AGI (2) + INT (2)	0	■	■	■	■			
Investigate	INT (2) + PER (0)	1	■	■	■				
Knowledge	INT (2) + REF (1)	0	■	■	■				
Survival	CON (1) + PER (0)	0	■						
Technicals	INT (2) + STR (3)	2	■	■	■	■	■	■	■
Acrobatics	CON (1) + REF (1)	0	■	■					
Athletics	AGI (2) + CON (1)	1	■	■	■	■			
Brawn	CON (1) + STR (3)	1	■	■	■	■	■		
Nimbleness	AGI (2) + STR (3)	0	■	■	■	■	■		
Charm	CHA (2) + CON (1)	0	■	■	■				
Deception	CHA (2) + INT (2)	0	■	■	■	■			
Insight	CHA (2) + PER (0)	0	■	■					
Intimidate	CHA (2) + STR (3)	0	■	■	■	■	■		
Persuade	CHA (2) + REF (1)	2	■	■	■	■	■		

Lastly, we need to choose a specialization among those associated to the 3 lifepaths we choose.

We can choose one among Belligerent, Erudite and Survivor.

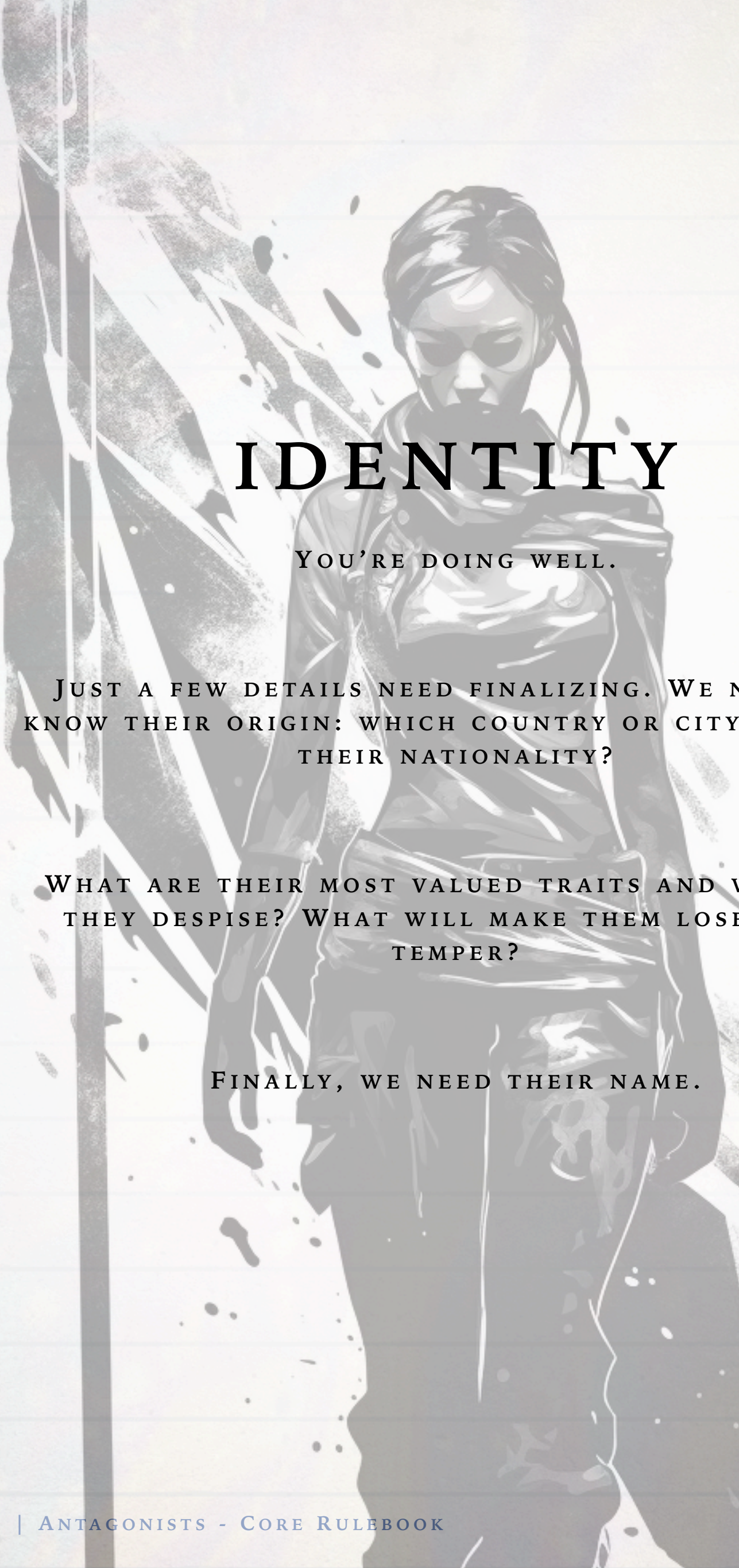
Frank has a violent temper, so we choose ***Belligerent****.*

Validity Check

- We have chosen 3 lifepaths, an occupation, an expertise or hobby, and a childhood. We have noted the associated skills, specialization, and the suggested edge.

- Three associated skills are at level 1 (novice), and three other associated skills are at level 2 (competent).

- The number of boxes checked for every skill is equal to the sum of the 2 associated attributes and the skill level.



IDENTITY

You're doing well.

Just a few details need finalizing. We need to know their origin: which country or city? What's their nationality?

What are their most valued traits and what do they despise? What will make them lose their temper?

Finally, we need their name.



3. Identity

Names and Surname

Find a first and last name that suits your character's ethnicity. Consider giving them a nickname and imagining a short story about how they got it.

Ethnicity

Countries and cities have collapsed, and nationality as we know it is a thing of the past. It's no longer about where you come from or your skin colour; it's about which group you're willing to fight for.

Ethnicity is a person's identity in relation to various groups. It can be based on language, ancestry, history, society, culture, nation, religion, race, social treatment, or simply where they live. This information can be a mix of many things. Consider your character and choose one or more that will help flesh out their details.

Handedness

It's simple: right or left. Using your offhand hand can give you a disadvantage on skill tests, so it's generally a habit to use your dominant hand. However, there's an edge named ambidexterity that can be chosen later to not suffer that disadvantage.

Religion

Religion can be a significant aspect of your character's identity, and there are no restrictions on this. Common religious affiliations include Christianity, Islam, Hinduism, Buddhism, or your character could be agnostic.

Sexual Preference

Define your protagonist's sexual preference. There are no limits, and you can change it whenever you like. While it might not be crucial in some stories, it can still influence your character's development.

Faction

Your character can join a faction, and there are two ways to do so. The first is if you have chosen the Childhood Life Path: Raised in a Faction. The second is by taking the Plot Edge: Member of a Faction. Edges are chosen at the next step. If you don't choose any of those, your character is not an official member of a faction.

When in a faction, you'll generally have a way to identify yourself, such as a ring, pendant, or simple logo on your clothing. Your character could have been raised in a community but still carry an identification card or tattoos that mark them as a member of a faction. The player can choose the faction or ask the Game Master where the game begins or which faction best fits the story. This can be done by adding an item to the player's inventory or a tattoo. Alternatively, a character could have been raised outside of an organized community, lacking an identification card or tattoo and therefore unable to be traced.

Languages and Literacy

Your character can speak any language as their native tongue. If you want them to speak more languages, select the Polyglot Edge in the Quirks section. In some parts of the world, it's common to speak two or more languages, so the Game Master can allow multiple languages from the start.

By default, your character is illiterate and can't read or write in any language. To learn how, simply choose the Literate Edge, which will enable them to read and write in one language.

Additionally, protagonists don't know how to perform complex math by default. Again, this can be circumvented by choosing the right Edge.

Values

Now, choose at least one value that's most important to your character and one thing they despise. Those values can serve as descriptors during the game. While there's no bonus or penalty associated with those, it helps you understand your character better. You can keep those values secret from other players and see if they can guess it as they learn more about your character.

Values are relative to each person, so we didn't include descriptions in this section to avoid limiting you. Choose what resonates with you and play as you wish. Values add depth to your character, representing what matters to them. Ultimately, how you play your character is up to you. This will help you define a goal for your character.

As always, this mechanic is meant to enhance your character's flavour and should be used sparingly to avoid alienating the Game Master and other players.

Begin the game by selecting at least one value and one behaviour, or situation that your character detests. Feel free to choose multiple of each type if one doesn't fully capture your character's essence.



Value

Suggestion of Values				
Advancement	Determination	Hope	Patriotism	Self-Knowledge
Adventure	Dignity	Humility	Peace	Sexual Identity
Altruism	Discovery	Immortality	People	Sexual Preference
Ambition	Embracing	Incorruptibility	Perfection	Sincerity
Anarchy	Emotion	Independence	Perseverance	Solidarity
Anonymity	Equality	Indifferent	Personal Item	Spectacle
Aspiration	Escape	Infamy	Pleasure	Stability
Beauty	Eternity	Innovation	Plunder	Stoicism
Bravery	Ethics	Inquisitive	Politic	Structure
Camaraderie	Evangelism	Interdependence	Power	Superiority
Careful Lines	Excitement	Invention	Preservation	Supernatural
Change	Expression	Justice	Prestige	Survival
Chaos	Fairness	Kindnesses	Protection	Suspicious
Charity	Faith	Knowledge	Punishment	Teamwork
Code	Fame	Legislation	Rage	Thrill-Seeker
Comfort	Family	Life	Redemption	Tradition
Common Good	Fate	Live and Let Live	Reflection	Training
Community	Fear	Logic	Reliability	Transparency
Competition	Free Thinking	Love	Religion	Triumph
Compliance	Freedom	Loyalty	Reserved	Truth
Comradeship	Friendship	Luck	Respect	Uncertainty
Confusion	Fun	Mastery	Responsibility	Vengeance
Conviction	Generosity	Might	Restoration	Victory
Creativity	Glory	Money	Retribution	Vigilance
Creed	Greater Good	Nation	Revenge	Wealth
Cunning	Growth	Nature	Revolution	Wisdom
Danger	Hard Work	Nihilism	Science	Zeal
Daring	Harmony	No Limits	Secrets	
Death	Hedonism	Noble Obligation	Security	
Death Wish	Honesty	Open	Self-Determination	
Destiny	Honour	Order	Self-Improvement	

Despised Behaviours or Situations

Sometimes, a person's most powerful emotion is their hatred. The level of despise can vary greatly, depending on your preferences. Your character should react strongly when in the presence of something they dislike. This reaction can be extreme or moderate, depending on how you want to play your character.

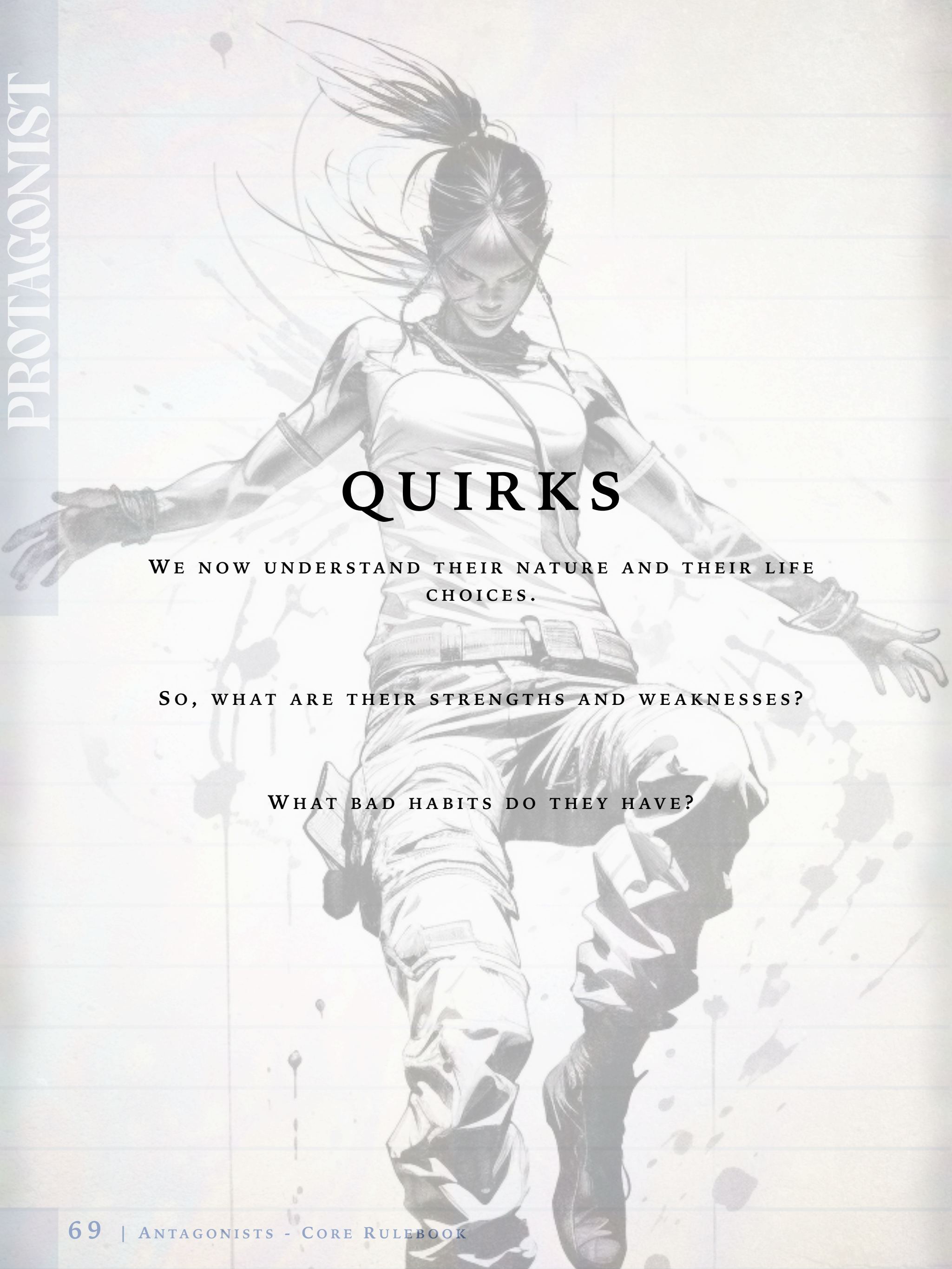
Here are examples of things your character can despise. Just add "Despise" before the descriptor.

Suggestions of Despised Behaviours or Situations				
Abuse	Compliance	Dishonesty	Lie	Sexism
Alcoholism	Confusion	Disrespect	Money	Structure
Anarchy	Contempt	Fanaticism	Murder	Supernatural
Arrogance	Corruption	Fear	Order	Thievery
Authority	Cowardice	Filth	Plunder	Unfairness
Betrayal	Criticism	Greed	Politic	Unsavoury
Blasphemy	Cupidity	Homophobia	Racism	Vandalism
Bullying	Debauchery	Inequality	Rage	Violence
Change	Denunciation	Infamy	Religion	
Chaos	Despair	Injustice	Sadism	
Competition	Dictator	Law / Legislation	Secrets	

Changing the Value

Your character's core value can evolve throughout their life. With the Game Master's approval, you can change it. Alternatively, you can add one if it aligns with the story.





QUIRKS

We now understand their nature and their life choices.

So, what are their strengths and weaknesses?

What bad habits do they have?



4. Quirks

Edges



Edges are generally positive traits that can enhance your character. They provide bonuses in certain situations but don't directly boost attributes or skills. Some edges are tied to plotlines and add backstory, so be sure to inform your Game Master if you choose one.

Remember, edges are descriptors, so they can sometimes be negative. For example, the fame edge can be a double-edged sword—it's great to be recognized, but it can also be burdensome.

You begin the game with edges. You'll need to choose the same number of hindrances, so we suggest choosing 1 to 3 edges. There's no strict limit, but make sure you select something you like and that makes sense.

We've intentionally omitted many descriptions for the edges because they should be used as narrative descriptors. We didn't want to overwhelm you with rules. It's up to the Game Master and players to decide how to play the edges. We've included some descriptions to clarify a few, but don't feel restricted to what we've written.

Edges

Generally between 1 to 3 but there is no limit
Normal edge cost 1
Major edge cost 2

You will have to choose the same number of hindrances

Hindrances

Same amount as edges
Normal hindrance worth 1
Major hindrance worth 2

Edges are categorized to help you choose, but there's no mechanic tied to these categories. Choose edges from the provided lists or create your own.

It's possible that some descriptors you've previously chosen are similar to some edges. In those cases, we suggest selecting the corresponding edges. You'll then need to choose the same number of hindrances.

As a player, don't hesitate to remind your Game Master about the edges you've chosen. Ensure they're included in the game.

Major Edges

For almost every edge, you can choose between the standard and major versions. If you can't find a suitable way to use the major version, simply use the standard one. The major version is only available if you want to emphasize a particular edge you enjoy. It has greater influence on your character, and the Game Master should be more lenient when you can use the descriptor. However, it comes at the cost of two standard edges.

Physical Edges

Suggestions of Physical Edges	
1	Accustomed to the Dark*
2	Alcohol Tolerance
3	Ambidexterity *(Major)**
4	Arm Wrestler
5	Breath Holding
6	Distance Runner
7	Good Swimmer
8	Heavy Lifter
9	High Pain Threshold*
10	Light Sleeper*
11	Longevity
12	Radiation Resistance*
13	Strong Digestion System
14	Strong Immune System
15	Very Flexible

Accustomed to the Dark: You're accustomed to the dark, which makes you better than most at navigating it. It's not infrared vision, but you can still find your way or objects in low light.

Ambidexterity: Ambidexterity means you can use either hand without suffering from the disadvantage of using the off-hand.

High Pain Threshold: A high pain threshold means you feel less pain from wounds or torture. This can be helpful in those situations.

Light Sleeper: You're easily awakened by any sound. It's difficult for you to sleep in noisy environments, but you'll be jolted awake by even the slightest unusual noises.

Radiation Resistance: You have a higher resistance to radiation than others, but you are not invisible to radiation.

Mental Edges

Suggestions of Mental Edges	
1	Absolute Direction
2	Absolute Timing
3	Analytical Mind
4	Animal Empathy
5	Appraiser*
6	Artistic Ability
7	Ascetic
8	Cartographer*
9	Cultured
10	Focussed Concentration
11	Good Cook
12	Green Thumb
13	Hypnotizer
14	Insomniac
15	Jury Rigger
16	Know Animal Tracks
17	Know Braille
18	Know Morse Code*
19	Know Semaphore Flag Signalling*
20	Know Signs language
21	Know Trail Signs
22	Lightning Calculator
23	Literacy
24	Maritime Knowledge
25	Mathematical Ability
26	Musical Ability
27	Obscure Knowledge
28	Photographic Memory
29	Polyglot*
30	Professional Gambler
31	Read Lips
32	Sea Legs

Suggestions of Mental Edges	
33	Speed Reading
34	Supernatural Knowledge
35	Tireless Reader
36	Unbreakable Will

Appraiser: The appraiser is particularly skilled at assessing the value of items.

Cartographer: You're skilled at drawing maps and remembering key points of interest. While you might still get lost, you should be able to find your way by recognizing familiar landmarks.

Know Morse Code: You can write or decode messages using Morse code. Morse code has become much more popular since the outbreak.

Know Semaphore Flag Signalling: You're familiar with semaphore flag signalling, and you can send or decrypt messages using it. Since the outbreak, semaphore flag signalling has become much more popular.

Polyglot: A polyglot edge allows you to speak an additional language. By selecting the major version, you can choose three additional languages instead of one. You can also choose this edge multiple times if needed.

Social Edges

Suggestions of Social Edges	
1	Blandness*
2	Famous (why)
3	Feared Reputation
4	Fearlessness
5	Good First Impression
6	Good Reputation
7	Incorruptible
8	Influent Family*
9	Influential Position
10	Natural Leader
11	Nice Singing Voice or Booming Voice

Suggestions of Social Edges	
12	Popular*
13	Recycler*
14	Rich*
15	Storyteller
16	Telltale*
17	True Love
18	Virtuoso

Blandness: Blandness makes you less noticeable in a group, giving you a dull and unimportant appearance.

Popular: You were popular in your hometown or starting region. Additionally, when creating your character, you can use 10 more Slugs to purchase contacts. Choosing the major version of this edge grants you 20 Slugs instead of 10. These Slugs are exclusively for contact purchases during character creation.

Recycler: Recycling is a great way to help the environment. When creating your character, you start with 10 Scraps. However, if you choose the major version of this edge, you can earn an additional 20 Scraps.

Rich: You were wealthy compared to the average person in your hometown or region. When creating your character, you can use 10 extra Slugs to buy equipment. These should be used for equipment, not contacts. If you opt for the major version of this edge, you'll get 20 extra Slugs instead of 10.

Telltale: You are good at learning gossip and rumours. Work with the Game Master when your character is in a place where they can gather information.

Plot Edges

Plot edges are great and will be used in the game. Try to weave a little story around them and discuss them with your Game Master. Plan a moment to use the plot edge. They're especially effective when used, but people often forget about them. Make sure they're used throughout the story.

Suggestions of Plot Edges	
1	Black Market Knowledge
2	Blackmail Documents (who)
3	Faction Identification Card or Tattoos*
4	Faction Knowledge (faction)
5	Friend in High Place
6	Heirloom*
7	Hidden Stash
8	Influent Family*
9	Key*
10	Know a Dark Secret
11	Know the Location of a Mysterious Place
12	Know the Secret of a Player's Character*
13	Know the Secret of an Important Non-Player Character
14	Member of a criminal group (group)
15	Member of a Faction*
16	Member of a Secret Group (group)*
17	Paid Job (job)*
18	Rank in a group (group)
19	Safe Location*
20	Saw Something Strange (what)

Faction Identification Card or Tattoos: A faction identification card or a tattoo serves as proof that the character belongs to an additional community.

Heirloom: You own an object passed down through your family. You've had it since childhood, but you don't know much about its history. Perhaps you could ask around to learn more.

Influent Family: You belong to a powerful and well-known family, your name recognized far and wide.

Key: You have a key or code that unlocks something. It might have a specific shape or be inscribed with something.

Know the Secret of a Player's Character: This advantage is only available if another player's character possesses a secret.

Member of a Faction: As a member of a faction, you can choose which one to join. Just like all other plot edges, check with your Game Master to ensure it's allowed for their game. Alternatively, you can be born into a faction, which is reflected in the Childhood Lifepath.

Member of a Secret Group: A member of a secret group can be part of a community faction, a religious organization, or even a group of thieves or assassins offering contracts. These groups often have a secret handshake or a unique way to identify their members.

Paid Job: You have access to a paid job that provides you with some Slugs. While you don't need to always be available, you'll earn 2 Slugs each day you work.

Safe Location: You know of a safe place to hide for a few days. It's usually small, but it could be useful in an emergency.

Supernatural Edges

Since your character possesses supernatural abilities, he can have unusual traits.

Suggestions of Supernatural Edges	
1	Do not attract monsters in the Glare (Major)
2	Stained Object*
3	Subtile Powers* (Major)
4	Supernatural Mentor* (Major)
5	Tolerated Supernatural Reputation* (Major)

Stained Object: At the start of the game, you begin with an object possessing unusual powers. The Game Master should suggest a few stained objects, each worth 10 Slugs or less, and let you choose one.

Subtle Powers: You have a way of using your power more subtly. However, this doesn't guarantee that no one will notice you.

Supernatural Mentor: A supernatural mentor is a guide that follows the protagonist, offering advice.

This mentor can take various forms, such as an object, an animal, or even a recurring thought in the protagonist's mind. Regardless of its appearance, the mentor serves as a tool for the Game Master, either aiding the protagonist or steering them in a specific direction. However, it's possible that the mentor's true nature is far from what it seems.

Tolerated Supernatural Reputation: Some people know you have supernatural powers, but they still don't want to kill you. Perhaps you use your abilities to help them. Generally, people are okay with you having powers, though this advantage is limited to a small group of non-player characters.



Hindrances



Choose the same number of hindrances as the number of edges your character has. You can select from the lists below or create your own if we miss anything. Some hindrances are more challenging to play, while others aren't really hindrances at all. Choose what best fits your character. Except in rare cases, hindrances shouldn't be played as advantages; they're meant to be challenges.

Discuss your choices with your Game Master and ensure everyone at the table is comfortable with your decision. It's still okay to play a villain or someone with a significant hindrance. Hindrances add depth to your character when used moderately, so be mindful of not upsetting other players. Always be respectful, as people can face real-life hindrances.

Some hindrances may require more information and details. Talk to your Game Master to ensure they're included in the game. Plot hindrances can also enhance the game's flavour.

You won't find descriptions for every hindrance to allow you to use your imagination. Hindrances should add colour to your character.

It's possible some descriptors you've chosen are similar to hindrances. In that case, select the similar hindrance and choose the same number of edges.

Major Hindrances

Like the edges, you could use a more severe version of the hindrance. Consider whether it'll be enjoyable to play long-term. For instance, the standard vertigo hindrance causes stress when standing on the edge of a roof. The major version could induce catatonic fear simply by being on a roof. A major hindrance worth 2 minor hindrances.

Physical Hindrances

Suggestions of Physical Hindrances	
1	Age Faster
2	Albinism
3	Alcohol Intolerance
4	Allergy (substance)
5	Anemic
6	Aphonia, permanent
7	Asthma
8	Blind *(Major)*
9	Color Blindness
10	Deep Sleeper
11	Disease, Cancer *(Major)**
12	Disease, Diabetes *(Major)**
13	Disease, Epilepsy *(Major)**
14	Distinctive Appearance
15	Eunuch
16	Gigantism
17	Heavy Sleeper
18	Hemophilic *(Major)*
19	Hyposmania
20	Hyposmia
21	Intolerance (substance)
22	Limper
23	Loud Sleeper
24	Mute *(Major)*
25	No Sense of Small/Taste
26	One-Armed *(Major)*
27	One-Legged *(Major)*
28	Sensitive to Light*
29	Short-Winded

Suggestions of Physical Hindrances	
30	Snorer
31	Unmistakable Feature
32	Weak or Very Young *(Major)**
33	Weak Stomach

Disease, Cancer (Major): Cancer, a disease, has no possible treatment. The character is always exhausted by the condition.

Disease, Diabetes (Major): Diabetes is difficult to control during these challenging times. The character is perpetually exhausted, except when insulin is administered. Without insulin, the character faces the privation condition. This condition must be managed every chapter.

Disease, Epilepsy (Major): Epilepsy causes seizures. Common triggers include missed medication, lack of sleep, stress, alcohol, and menstruation. The Game Master can determine when seizures occur, and their frequency can range from less than one per year to several per day.

Sensitive to Light (Major): This character has eyes that are sensitive to light. When exposed to bright light or normal daylight, they suffer a disadvantage on all tests. Even wearing sunglasses isn't enough to overcome this hindrance.

Weak or Very Young (Major): The character have a health value of 4 instead of 5.

Mental Hindrances

Suggestions of Mental Hindrances	
1	Absent-Mindedness
2	Abstention
3	Addiction *(substance)*
4	Agoraphobic
5	Aichmophobia
6	Anthropophobia
7	Anxiety
9	Apostate
10	Apprehensive

Suggestions of Mental Hindrances	
11	Aquaphobia
12	Archaic
13	Bad Habits *(what)*
14	Bi-Polar
15	Bigotry
16	Broken
17	Carnivorous
18	Claustrophobia
19	Claustrophobic
20	Conspiracist
21	Creature of Confort
22	Delusions
23	Depressive
24	Dyslexic
25	Easily Surprised
26	Fanatic *(what)*
27	Fear of the Dark
28	Flash-Back (*why*)
29	Forgetful
30	Formalist
31	Fragile
32	Gambling Addiction
33	Glory Seeker
34	Gluttony
35	Heliophobia
36	Hemophobia
37	Hoarder
38	Hoplophobia
39	Hoplophobia
40	Illness Anxiety Disorder
41	Impulsiveness
42	Insane
43	Insatiable Curiosity
44	Jaded

Suggestions of Mental Hindrances	
45	Kamikaze
46	Kleptomania
47	Know-It-All
48	Lame
49	Laziness
50	Loss of Confidence
51	Low Pain Tolerance
52	Megalomania
53	Mental Illness
54	Miserliness
55	Moral Qualms
56	Multiple Personalities
57	Naive
58	Necrophobia
59	Nightmare
60	No Sense of Direction
61	Nyctophobia
62	Oath-Sworn
63	Obsessive
64	Opportunist
65	Overconfidence
66	Overly Ambitious
67	Pacifist
68	Panic Disorder
69	Paranoia
70	Perpetual Victim
71	Phobia (*which*)
72	Post-Traumatic Stress Disorder (PTSD)
73	Primitive
74	Prone to Distraction
75	Pyromania
76	Pyrophobia
77	Repressed Memories
78	Restrictive Diet
79	Ruthless
80	Sadistic
81	Schizophrenia (Major)
82	Scorched
83	Sense of Duty
84	Short-Winded
85	Somnambule
86	Spendthrift
87	Split Personality
88	Superstitious
89	Syllogomanie
90	Thanatophobia
91	Tourette's Syndrome
92	Traumatophobia
93	Trill Seeker
94	Truthfulness
95	Uneducated
96	Vegetarian
97	Vertigo
98	Weak Will
99	Workaholic

Social Hindrances

Suggestions of Social Hindrances	
1	Abusive
2	Aggressive
3	Alcoholism
4	Aloof
5	Animals don't like you
6	Anthropophobia
7	Antisocial
8	Arrogant
9	Attract the Wrong Person

Suggestions of Social Hindrances	
10	Authoritative
11	Avarice
12	Bad Reputation *(why)*
13	Bad Temper
14	Berserker
15	Bigot
16	Blasphemer
17	Branded a Coward
18	Brash
19	Bully
20	By the Book
21	Childish
22	Combat Junkie
23	Combat Paralysis
24	Competitive
25	Compulsive Behaviour (which behaviour)
26	Compulsive Generosity
27	Compulsive Liar
28	Corruptible
29	Cowardice
30	Creepy
31	Daredevil
32	Debauched
33	Defiant
34	Denouncer
35	Despised (why)
36	Dipsomaniac
37	Disliked (why)
39	Distinctive Style (style)
40	Eccentric
41	Emotional Dependent
43	Excessive Code of Honour
44	Excessive Honesty
45	Excessive Piety

Suggestions of Social Hindrances	
46	Excessive Virtue
47	Fickle
48	Good Samaritan
49	Greedy
50	Grudge-Keeper
51	Gullibility
52	Hippocratic Oath
53	Homophobic
56	Insensitive
57	Jealous
58	Laconic
59	Lecherous
61	Literal-Minded
62	Loathsome
63	Loner
65	Manipulative
66	Meddler
67	Naive
69	Odious Personal Habits
70	Overt
71	Pessimistic
72	Prone to Anger
73	Proud
74	Psychotic
75	Racist
76	Rebellious
77	Repulsive
79	Secretive
80	Selfish
81	Sexist
82	Shy
84	Social Stress
85	Stubborn
86	Uncouth

Suggestions of Social Hindrances	
87	Wretched
88	Zoophobia

Plot Hindrances

Plot hindrances allow players to be part of the story through recurring themes. The Game Master can use them to advance the plot, but they must be incorporated into the story. As an example, a "False Identity" is only effective if it's discovered at some point. Without discovery, it's useless. The Game Master or the player must include these hindrances in the story, or the player must reveal them.

Suggestions of Plot Hindrances	
1	Amnesia
2	Bad Cook
3	Betrayed
4	Big Regret (what)
5	Blackmailed (by who and why)
6	Crime Tattoos*
7	Criminal Gang Tattoo
9	Cursed (by who)
10	Dark Fate (which fate)
11	Dark Secret (secret)*
12	Debts (to who)*
13	Done something terrible (what)
14	Enemy (who)
15	Engaged to steal an item from another protagonist*
16	Ex-Con
17	Exiled (from where)
18	False Identity
19	Family Betrayed and Seeking Revenge
20	Feud
21	Friend or Family Kidnapped
22	Fugitive
23	Harassed (by who)

Suggestions of Plot Hindrances	
24	Haunted (why)
25	Homeless*
26	Hunted (who)
27	Impostor
28	In a Minority Group (which)
29	Infamy
30	Known Criminal
31	Left for dead and Seeking Revenge
32	Looking for Another Protagonist*
33	No Contact*
34	Oath of Revenge
35	Obsessed by Vengeance
36	Outcast
37	Owes Favour
38	Pariah
39	Poverty
40	Prejudiced
41	Protégé*
42	Social Stigma
43	Stalked (by who and why)
44	Vow (which)
45	You Hunt Someone (who)

Crime Tattoos: In some communities, tattoos serve as identification. Without a proper tattoo, individuals are outsiders, unable to obtain ration cards or pay extra during trade. These tattoos can also include marks detailing all the crimes committed. Consequently, a character might have a tattoo linking them to a community, alongside multiple marks for various offences, such as food theft and molestation.

Dark Secret: A dark secret is something that, if revealed, could cause drama. It should be something the character is trying to hide, like a crime, such as the murder of someone important, or something from their dark past. Choose something interesting that will add depth to the story when it's revealed.

Debts: The character is burdened with a significant debt, perhaps an insurmountable amount or a simple 100 Slugs. More importantly, the person they owe

this money to should be a recurring character in the campaign. If the player eventually successfully pays off the debt, they're encouraged to find another obstacle to keep the character's story interesting.

Engaged to steal an item from another protagonist: The player is engaged to steal an item from another protagonist, or they can be coerced into doing so. The Game Master can select the other protagonist and the item. The item might be easily noticeable, or it could be hidden by its owner. The Game Master must carefully manage this potential conflict to avoid players facing off against each other.

False Identity: Living with a false identity can be dangerous. If your true self is discovered, you'll face significant challenges. While some people know your secret, it's best to stay safe until you meet them.

Homeless: Being homeless is a choice, and you've made it clear that you prefer it that way. You're unwilling to settle down in a house for too long.

Looking for another protagonist: Your character is searching for another, but they only have a few clues. These clues could be a location the protagonist once lived, a subtle birthmark, or a crime they committed. The goal is to make it difficult for the player to guess who the protagonist is. The reasons for the search can vary widely, from repaying a past life-saving act to seeking revenge. If revenge is the motive, ensure that all players are comfortable with the possibility of a player-versus-player situation.

No Contact: Your character begins the game without any contact or relationship points.

Protégé: You must protect a companion travelling with you. This person isn't very good at taking care of themselves and is quick to notice problems. Find a valid reason for taking care of this person.

Supernatural Hindrances

Suggestions of Supernatural Hindrances	
1	Activation of Powers on Anger
2	Blackmailed because of Powers
3	Known by some to have Powers
4	Physical Effects when using Powers*
5	Attract More Monsters in the Glare
6	Supernatural Appearance*
7	Refuse to use Stained Objects



Physical effects when using powers: When a character uses a power, they experience physical effects. These can include glowing, bleeding from the eyes, or other noticeable changes that others can see. The player and Game Master can discuss and choose the specific effect. Using a power is much less subtle than other actions.

Supernatural Appearance: Your appearance is unusual. It could be something hidden, but there's always a chance someone might see it. Discuss this with your Game Master about the strange mark, scar, or wound. Alternatively, your skin could be colourful, like the Glare.

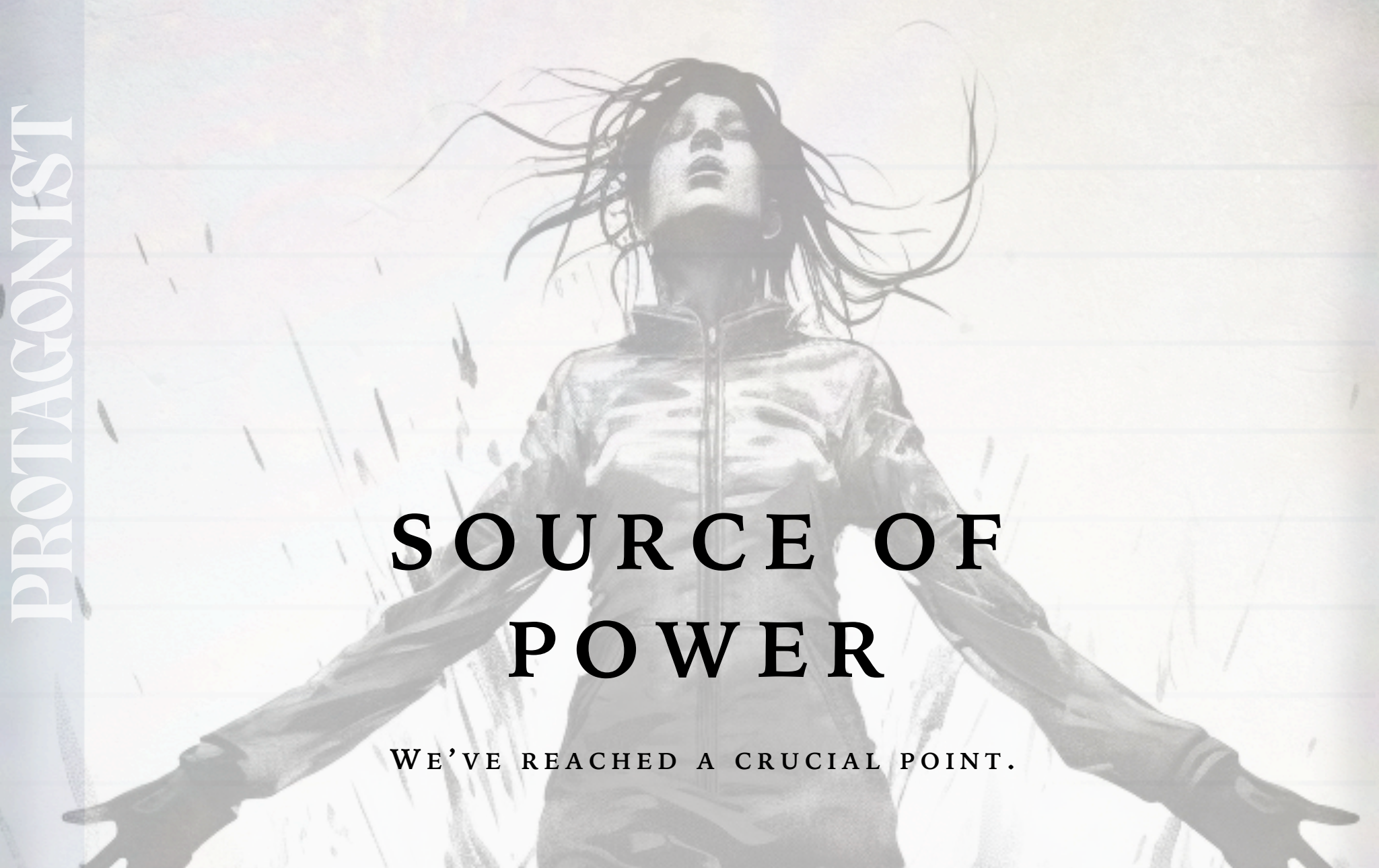


Changing Hindrances

It's possible to alter the starting hindrances during the game. As people change and strive to improve, they can overcome some hindrances. However, achieving perfection isn't realistic. While a character might eliminate one hindrance, another will inevitably arise. Therefore, it's important for a character to always have at least one hindrance. If a specific scene and the Game Master approve, a player can change their character's hindrance to better reflect the unfolding events or the trauma they've experienced. In all cases, the player should be able to explain the reason for this change.

PROTAGONIST





SOURCE OF POWER

We've reached a crucial point.

We know they possess powers, and while it's unsettling, it's okay.

It's essential to understand how they acquired these powers, as it will dictate their capabilities.

Now, what are their abilities? Will they have telekinesis, mind control, or something else entirely?

Keep this information confidential! Don't share it with anyone, or they'll attempt to kill you. It's always a possibility.



5. Source of Power

Characters can acquire powers from various sources, and it's up to the player to decide how their character obtained them. You need to choose a Source of Power, which will unlock different masteries or specializations. This Source of Power will determine your possible Major Mastery and often give you a few options for your Minor Mastery. When choosing a Major or Minor mastery, you can also choose a Level 1 power from those masteries. More information about available sources is found in the Supernatural chapter. Some sources require a mastery choice.

The Game Master may skip this step to introduce it later in the story. Similarly, this step is skipped when creating non-playing characters without powers.

Overview of Sources

Arachne



Type: Patron

In a world of cobwebs and spiders, large queen spiders rule over strange societies. These intelligent creatures require soldiers to fight each other, sometimes even needing unexpected allies. You'll carry a spider nest and use its inhabitants to your advantage. You'll be able to sprout legs and fangs to bite your enemies.

*We suggest you choose the power **Cobweb** in the **Arachnida** mastery. For the minor mastery in the **Esoteric** category, you can choose **Storm Chaser** and have **Change Weather** as a power.*

Major	Minor
	
Arachnida	One Esoteric

Child of Gaia



Type: Patron

You wield your unusual powers to summon Gaia's forces. The earth, or its representative being, has bestowed upon you the ability to control the elements of nature. The ground vibrates beneath your touch, plants whisper secrets, water tastes exquisite, and fire watches intently. While you won't be able to create elements, you'll possess the strange ability to bend the very laws of physics in unexpected ways.

*We suggest you choose the Power **Control over Light** in the **Elementalism** mastery. For **Storm Chaser**, you will have **Change Weather** as a power.*

Major	Minor
	
Elementalism	Storm Chaser

Chupacabra's Spawn



Type: Gift

You've been bitten by a strange, blood-drinking dog-like creature. The bite has given you a taste for fresh blood and strange vampiric powers. You'll become a vampire, but not the romantic kind. Blood will replace food and grant you power.

*For Vampirism, we suggest **Venomous Bite** as a starting power. We suggest that you choose **Berserker** as a minor power.*

Major	Minor
	
Vampirism	One Mutation

Clairtangent



Type: Gift

You touched a stained object, and it resonated in your mind. A second later, a strange energy coursed through your body, transferring its power to you. Now, you can feel objects around you, manipulate them, and even create new ones. Transmuting objects ensures you always have the right one at your fingertips.

*For Psychometry, we suggest you choose the power of **Object Reading**. We also suggest that you choose **Telekinesis** with the power of **Quick Move**.*

Major	Minor
	
Psychometry	Seer OR Telekinesis OR Toxin-Breather

Creeper



Type: Symbiote

You survived a strange infection from red vines, though you were left with a torn skin and an infected wound. After a few days of fever, your body adapted to live with the parasite. You're a rare survivor of this creeping plague. Sometimes, when you check your arm, you're pretty sure you see vines moving under your skin. Now, you can control those vines as powerful tentacles.

*For the mastery **Thorn**, we suggest that you choose the power **Ram**. For the minor with suggest **Belligerent**, with **No Pain, No Gain**.*

Major	Minor
	
Thorn	One Specialization

Flesh Crafter



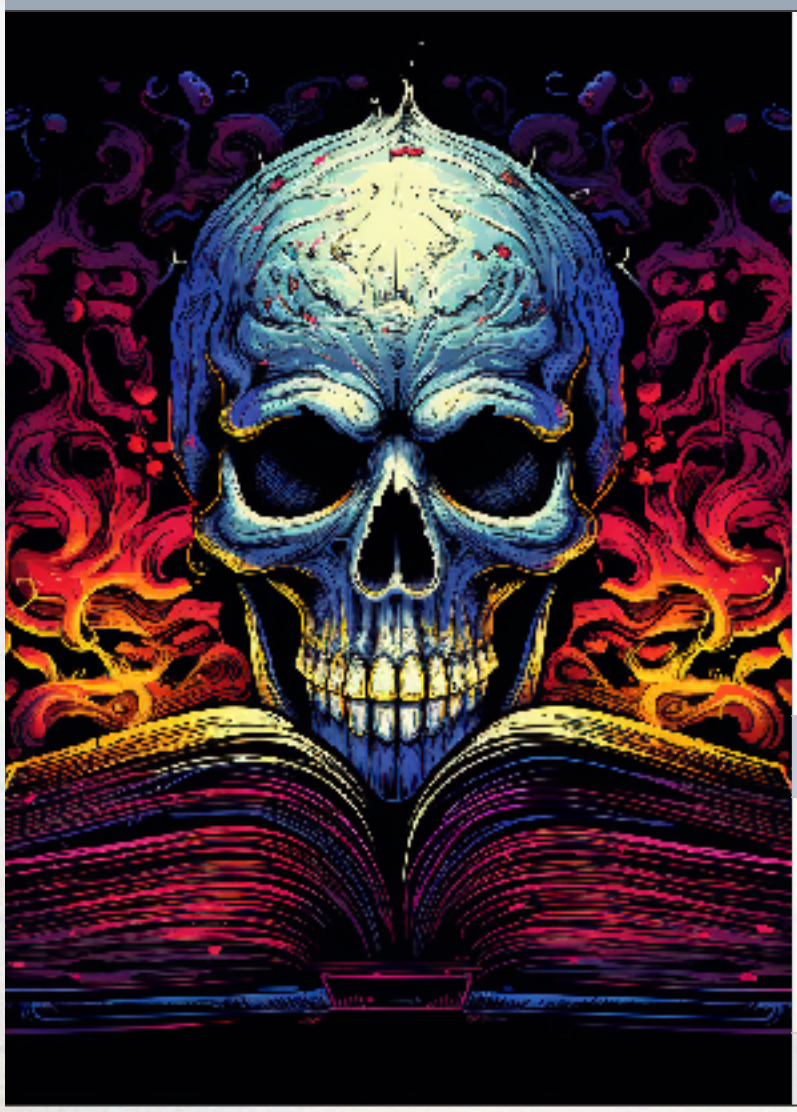
Type: Knowledge

There's a strange and disgusting art from another world that allows you to create life—or perhaps some kind of abomination. You can craft it like a mundane object, learning this arcane and perhaps repulsive art from mysterious books or runes. With this knowledge, you'll be able to create monsters to serve you.

Flesh Craft *only has one power, so you will have the* ***Flesh Crafting*** *power. We suggest that you choose the* ***Traceur*** *mastery with the power* ***Acrobatic Move*** *for your minor mastery.*

Major	Minor
	 
Flesh Craft	Toxin-Breather OR One Specialization

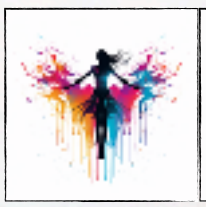
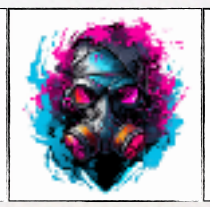
Mortician



Type: Knowledge

You've stumbled upon mysterious books or markings from another world. You've learned forbidden knowledge that grants you necromantic-like powers and control over the dead. This knowledge will allow you to become a healer in twisted ways, repairing bodies using forbidden knowledge.

For ***Thanatology****, we suggest you choose the power* ***Move Wounds****.* ***Toxin-Breather*** *can be a great choice for a minor mastery.*

Major	Minor
	  
Thanatology	Telekinesis OR Toxin-Breather OR Erudite

Primalist



Type: Gift

You were saved by a strange and majestic creature. Your life was about to leave your body, but this creature performed an inexplicable act. For some unknown reason, you now feel an aura around animals. It's easy for you to communicate with them and even ask for their help.

*We suggest you go with the power **Speak with Creatures** as the power from the **Animalism** mastery. Then we suggest that you choose the **Seer** mastery with the **Piggyback** power.*

Major	Minor
	
Animalism	Storm Chaser OR Seer OR One Specialization

Puppeteer



Type: Patron

You have made a pact with a powerful creature that granted you the ability to control the weak. A mark identifies you to the creature, but no one else can see it. Perhaps you'll never see the creature again, or perhaps it'll return to ask for something in return. With this power, you can control others and play tricks on their minds.

*We suggest the Power **Break the Weak** from the **Mind Control** mastery. Next, we suggest the **Dream Weaver** mastery with the **Enter Dream** power.*

Major	Minor
	
Mind Control	One Minor Mastery

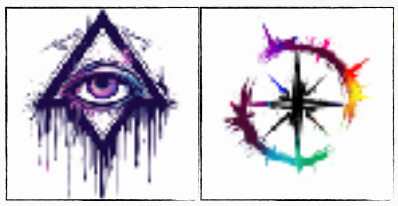
Ritualist



Type: Knowledge

You've learned ancient, forbidden powers through rituals. This knowledge, known since the beginning of time, was feared by most people. Some were even tortured and burned alive for using it.

*We suggest the Power **Familiar** from the **Ritual** mastery. Next, we suggest the **Detect the Supernatural** mastery with the **Seer** power.*

Major	Minor
	
Ritual	One Esoteric OR One Manipulation

Shadowfell



Type: Patron

The Shadowfell has been corrupted, allowing a shadowy entity to temporarily inhabit their body through an invisible conduit. This conduit activates when the Shadowfell wields power, enabling the shadow entity to enter at the cost of their life. The process is both painful and mentally draining, ultimately strengthening the Shadowfell but at great risk.

*Select the power **Extinguish Light** from the **Umbranancy** mastery. As the minor mastery, you can choose **Quick Move** from the **Telekinesis** mastery.*

Major	Minor
	
Umbramancy	One Manipulation OR One Specialization

Siren



Type: Symbiote

Remember the old mermaid stories? They're quite similar, but with a darker twist. The story begins with an aquatic larva penetrating a person through the mouth or another orifice. The larva then dies, but not before dramatically transforming the victim. This transformation causes the victim to react to water, turning their legs into fish tails.

*We suggest the power **Faceless** from the **Lure** mastery. As the minor mastery, you have to choose **Fish Tail** from the **Seafolk** mastery.*

Major	Minor
	
Animalism or Lure	Seafolk

Spiritbound



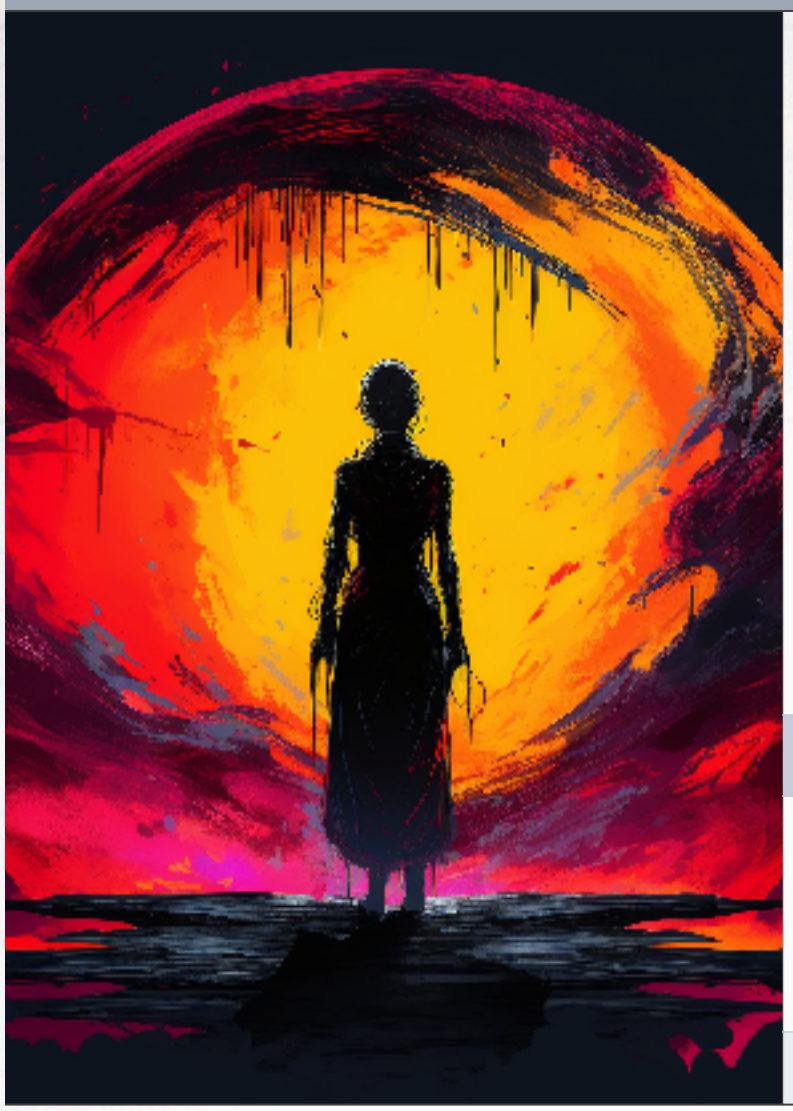
Type: Gift

You've always been sensitive. You feel your emotions, some of which you can't quite put into words, coming from a strange place deep within you. Each tattoo represents a different aspect and personality of you, with its own strengths and weaknesses.

*Select the power **Spirit** from the **Visages** mastery. As the minor mastery, we suggest **Seer** and **Detect the Supernatural** power.*

Major	Minor
	
Visages	One Esoteric OR Telekinesis

Succubus



Type: Symbiote

Succubus—a strange name for this otherworldly entity. It's laid an egg in your body, and a new being is growing and merging with you in a struggle for control. Succubi can manipulate emotions, a handy trick for living among humans until the transformation is complete.

*We suggest the power **Repulse** from the **Lure** mastery. As the minor mastery, we suggest **Dream Weaver** and the **Enter Dream** power.*

Major	Minor
	
Lure	One Esoteric OR One Specialization

Trickster



Type: Patron

A strange, invisible creature, often called an imp or gremlin, granted you the power to deceive and manipulate others. Bound to you, only you can see her. Her motives remain unclear, and whether you control her or if it's all in your mind is a question. This power allows you to create illusions, distracting and tricking people.

*With the **Smoke and Mirrors** mastery, you will have the power of **Atmospheric Effects**. Then, we suggest the mastery of **Telekinesis** with the **Quick Move** power.*

Major	Minor
	
Smoke and Mirrors	Dream Weaver OR Telekinesis

Unstained



Type: Gift

You weren't corrupted, but you're special. You can resist the stain and fight the corruption that's spreading across our world. In some strange, unknown way, you've been chosen.

*The Unstained have access to the **Cleansing** major mastery. Write the **Untouchable** power on your character sheet. We suggest you choose **Leader** from the **Magnate** specialization that will replace your minor mastery.*

Major	Minor
	
Cleansing	One Specialization

Werebeast



Type: Gift

A creature bit you, and now you've developed the power to transform into a man-beast. The more powerful you become, the more forms you can take. This corruption is very obvious, making this curse dangerous for you—and for everyone else.

*Werebeast are divided by caste. In the Patrician caste, you can start by choosing **Werecat** as your first form for the **Metamorphosis** mastery. Then, we suggest going with the **Seer** minor mastery and the **Detect the Supernatural** power from that mastery.*

Major	Minor	
	Patrician	Praetorian
		 
Metamorphosis	One Esoteric	Berserker OR One Specialization

Worlds Walker



Type: Patron

Worlds Walkers have been engulfed by the Glare, gaining the ability to hide and travel in this strange parallel world. Even on our own surface, you can hear strange scratching noises emanating from the Glare. This power allows you to manipulate it, opening breaches within itself and enabling you to traverse a dangerous and unfamiliar realm.

*We suggest choosing **Feel the Glare** from the **Trailblazing** mastery. Then, we suggest choosing the mastery **Toxin-Breather**.*

Major	Minor
	
Trailblazing	One Manipulation OR Toxin-Breather OR Wendigo

Overview of Major Masteries

Your source of power grants you access to a Major and Minor mastery. Here are brief descriptions for each. Remember, using powers incurs a cost, which is noted next to the mastery on your character sheet. For the full mastery description and cost, refer to the Masteries chapter further in the book. Masteries have a cost, paid when using a power from that mastery, not when selecting it during character creation.

Major Masteries	Cost



Animalism

Animalism grants you the ability to converse with animals and harness their assistance. You may even become one of them, potentially leading them.



Stain



Cleansing

This mastery, untainted and uncorrupted by any forces, grants you the power to protect those around you from the supernatural. You stand as humanity's last hope against the encroaching darkness that threatens our world.

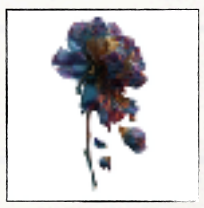


Drain



Arachnida

This mastery comes from a secluded place ruled by spider-like creatures. By merging spider features with the human body, the practitioner transforms into a horrifying spider-man hybrid.



Drain



Elementalism

You wield your unusual powers to summon Gaia's strength. The earth, or its representative being, has bestowed upon you the ability to control the elements of nature. The ground vibrates beneath your touch, plants whisper secrets, water tastes exquisite, and fire watches intently.



Stain

Major Masteries	Cost



Flesh Craft

You're a sculptor of flesh, taking the flesh of defeated monsters to craft new ones to serve you. This strange and potentially disgusting art from another world grants you the power to create life or some kind of abomination. You can sculpt it like a mundane piece, learning this arcane skill from mysterious runes.



Blood



Lure

Emotions are powerful feelings, and you've learned to control them. You can control your own, but also those of others. This mastery allows you to influence people's love or fear, wielding the power of seduction and revulsion.



Stain



Metamorphosis

This mastery transforms you into a man-beast, a monstrosity between a human and a mundane animal. The transformation is painful, and you can't return to your normal form until later.

Transformations vary depending on the caste of the werebeast.



Blood



Mind Control

You possess the secrets of the human mind. You can read thoughts and even alter them. You can control people's minds and use them at your command.



Struggle

Major Masteries	Cost
	**Psychometry** Psychometry enables the manipulation of objects and their surrounding aura. This allows the Clairtangent to transform objects into others, ensuring they always have what they need.	 Offering
	**Ritual** Rituals can unleash great powers during macabre ceremonies.	 Stain
	**Smoke and Mirrors** In Smoke and Mirrors, nothing is real; it's all just illusions.	 Stain
	**Thanatology** You can use a dead body as a tool and spare part. This mastery isn't related to necromancy or evil powers; it's more about science and a deep understanding of biology. Science has been slightly altered since the outbreak, but it's still science, even if it's a bit creepy. Unfortunately, many people view this mastery as an evil practice.	 Drain

Major Masteries	Cost



Thorn

You can control the creeping red vine that seems to inhabit every corner. These dormant vines lie in wait, ready to emerge at the right moment.



Stain



Trailblazing

Worlds Walkers have been engulfed by the Glare and granted the ability to hide and travel in this strange parallel world. Even on our own planet, you can hear strange scratching noises emanating from the Glare.



Stain



Umbramancy

Umbramancy is the art of manipulating sound, light and shadows. The powers come from strange entity trapped in a shadowland, giving part of its power to find a way out.



Conduit



Vampirism

Powers reminiscent of those depicted in classic vampire lore.



Drain

Major Masteries	Cost
	 Drain

Visages

Visages lets you bond with forgotten human entities, called Visages, by tattooing your body. In return, you gain their strengths and weaknesses.

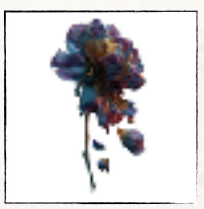


Overview of Minor Masteries

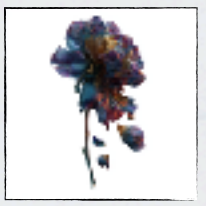
After selecting your source of power, you'll likely choose one minor mastery. Sometimes, your source of power dictates a specific minor mastery, while other times, you'll have a few options. It's important to choose the mastery you like the most when creating your character, as you can't change your mind once the game starts.

Minor masteries are grouped together in groups. Some sources let you choose any mastery within a specific group.

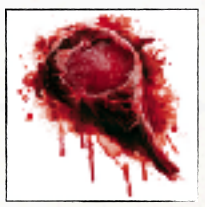
Esoterics

Minor Masteries - Esoterics		Cost
	**Dream Weaver** Dreams are essentially images, ideas, emotions, and sensations conjured by the mind during sleep. They can also serve as a gateway to the unconscious. Dream Weavers have the power to shape and even invade the dreams of others.	 Stain
	 **Seer** You possess the unique ability to perceive things beyond the ordinary. You can glimpse into the past and the future simultaneously, offering a panoramic view of all that exists.	 Stain
	 **Warmonger** You're possessed by a spirit of war. It's all about suffering and who will survive at the end. The pain from your wounds fuels your own infliction of pain and suffering on your enemies.	 Drain

Manipulations

Minor Masteries - Manipulations		Cost
		**Storm Chaser** You can transform a gentle breeze into a tornado, call a lightning strike during an electric storm, generate powerful hurricanes, and then make everything disappear.	 Stain
		**Telekinesis** It began with bad headaches. Then, objects would fall from shelves when you were nearby. Now, you can move objects with your mind.	 Drain

Mutations

Minor Masteries - Mutations	Cost
 **Berserker** It's a curse, not a blessing. While you don't have a hot temper, rage can sometimes take over. When it does, you lose control and do horrible things.	 Drain
  **Toxin-Breather** When the world stopped spinning, some survivors began using gas masks to protect themselves from airborne toxins. Unfortunately, some masks were defective and infected their wearers with something far more dangerous. You are one of those people, or perhaps a descendant, carrying a mysterious gene that makes you more resistant to toxins and poisons.	Free
 **Wendigo** You've consumed human flesh, and it's changed your genes. It might have been accidental, or it was your only way to survive. Now, you crave raw, uncooked meat. Wendigos are known for their immortality, living forever without dying.	 Flesh

Others

Minor Masteries - Others	Cost
  **Seafolk** The sea is your domain. You can breathe underwater and swim effortlessly with a fish tail that emerges when you're wet. Even the waves sing songs just for you.	 Stain

Attributing Power Levels

At this point, you should have a Major and a Minor Mastery. If it's not already done, navigate to the Masteries section and select one level-one power for each chosen mastery.

- 1 level 1 power in your Major Mastery.
- 1 level 1 power in your Minor Mastery or Specialization.





ASSETS

Are they alone? I hope not.

"Tell Me Who Your Friends Are, I'll Tell You Who You Are".

They must know people. Those people might be able to help, though it's uncertain. Regardless, they'll need friends to survive.

We trade high-calibre bullets since money is worthless. You can also use them if someone tries to take what's yours.

So, what gear do they have? Do they have a place to stay?

Don't overlook their assets; they'll need them to survive in this harsh world.



Relationship



6. Assets

Money has lost almost all its value, so bartering is the best way to trade. Unfortunately, travelling with a lot of items is difficult, so everyone accepts high-calibre bullets, called Slugs, as the default currency. High-calibre bullets like the 12.7 x 99mm are worth one, while low-calibre bullets like the 9mm are worth one-

tenth of that. The bullets should be functional and not too rusty.

Your character starts the game with **35 High-Calibre Bullets** (also known as **35 Slugs)** to spend on contacts, equipment, a hideout, or to keep. This is a significant amount, representing everything your character has saved over the years.

These Slugs can be used to purchase three types of assets at character's creation, so choose wisely.

- **Relationship**
- **Equipment**
- **Hideout**

Assets

You had saved 35 Slugs to begin your adventure.

We suggest that you use about 5 Slugs for your relationship and the remaining for the equipment and hideout.



Relationship

Using their contacts, your character can reach out to friends, family, or acquaintances for assistance or favours. These contacts represent people your character has encountered before the story begins.

The Game Master manages these contacts, including travel companions. They're not automatically at your character's disposal and can be in a bad mood, refusing to help for a while. Conversely, they may occasionally need your help and attention.

When creating your protagonist, you'll need to purchase contacts with your Slugs. After starting your first story, you'll earn contacts through role-playing. It's important to note that other protagonists aren't contacts and don't require purchase.

This section allows you to create a family for your character. While optional, your character can have parents, siblings, or children.

You can also establish a romantic relationship with a non-player character or a mentor-apprentice dynamic.

Pre-made contacts

We've created multiple characters that can be used as either a character or a contact. You should be able to find them on the website.

Create your contacts

You can create fully fleshed-out characters for your contacts, following the character creation process. The only restriction is that the contact must be untainted and have no powers. Alternatively, you can simply choose a name, occupation, some features, and the relationship between your character and the contact. During the game, you and the Game Master will fill in the blanks. As always, the Game Master will review the final result.

There are 3 important characteristics for a contact.

- Relationship
- Contact's Descriptors
- Contact's Information

Relationship

It's time to consider your character's civil status and whether they have living family members or friends. A contact could be a friend or someone you've met a few times, with no familial connection. Regardless, these individuals are friendly toward your character.

Suggestion of Occupation

Assassin, Burglar, Conman, Cult Evangelist, Fence, Gangster, Peddler, Pickpocket, Raider, Smuggler, Spy, Thief

Chronicler, Diplomate, Guide, Pilgrim, Runner, Scavenger, Scout, Survivalist, Trader, Wanderer

Bodyguard, Bounty Hunter, Caravan Guard, Guard, Lookout, Mercenary, Militiaman, Monster Hunter, Policeman, Sherif, Soldier

Animal Trainer, Blacksmith, Carpenter, Chemist, Communications Specialist, Computer Engineer, Cook, Council Member, Electrician, Farmer, Fisherman, Gambler, Gardener, Handyman, Herbalist, Historian, Hunter, Investigator, Judge, Labourer, Leader, Mechanic, Medic, Merchant, Pawnbroker, Performer, Plumber, Politician, Preacher, Priest, Prizefighter, Quartermaster, Scientific, Supply Manager, Surgeon, Teacher, Tinkerer, Weaponsmiths

Here are some options:

Suggestion of Relationship	
Cost	**Type**
1	Contact
2	Apprentice Business Partner Child Colleague Domesticated Animal Faction's Colleague Former Lover (in good terms) Friend Illicit Lover Relative Someone with the same interest Teacher
3	Childhood Friend Family Member* Lover They saved your life Mentor You saved their life

Family Member: Being in the same family doesn't guarantee a good relationship. If it's not great, you can reduce the cost to two or one.

Contact's Descriptors

A contact can have multiple descriptors. For example, a contact with a high social standing, significant power, or extensive experience will cost more. The following table provides some examples. You can select multiple options, and all choices can be used as descriptors.

Suggestion of Contact's Descriptors	
Cost	**Type**
+1	Experienced (Minor)*
+1	Leadership (Minor)*
+1	Position of Authority*
+1	Supernatural*
+2	Experienced (Major)*
+2	Leadership (Major)*
+2	Travel Companion*
0	Without Influence*

Experienced: Your contact has experience and training, which you can use as a descriptor during the game. If you create the contact after character creation, you can also use experience points to improve them. Add 15 experience points as a minor descriptor, or 30 as a major one. Just remember, you need the "Supernatural" descriptor to add powers to the contact.

Leadership: Your contact is a leader. As a minor descriptor, they lead a few people. As a major descriptor, they can lead an entire faction.

Position of Authority: This refers to someone who holds influence over others, whether through religious authority or as a representative of law and order.

Supernatural: You can choose a source for your contact and then select the masteries with a power of level 1 for every mastery.

Travel Companion: A travel companion is someone who follows your character. They're not a slave and do what they want, but they'll participate in daily tasks. They generally pay for their own food and equipment, but expect a share of the loot. Since they follow your character, their life is likely to be at greater risk, and they can die.

Without Influence: Contacts without influence are ordinary people living their lives without any authority over others. They may hold important jobs, but they aren't leaders.

Contact's Information

You can freely choose a name and occupation for your contact, or ask your Game Master if they already have the information. You can also add more details to enhance the character's flavour.

- Contact's Name
- Contact's Occupation

Cost of a Contact

The cost of a contact is the sum of the cost of each descriptor you choose and the type of relationship

between the protagonists and the contact. Keep in mind you only have 35 Slugs to create all your contacts and purchase your protagonists' equipment.

Grace's Diary

Sacrifice and difficult choices are essential for survival. While not easy, we must ultimately ask ourselves what boundaries we're willing to cross to protect those we love.

Year 6, day 220

About the Contacts

When the game begins, the Game Master will manage all the contacts as they see fit. Therefore, it's wise to discuss your contact's role with the Game Master when creating them. Feel free to add more depth to your character to make it easier for the Game Master to portray your relationship. Additionally, the Game Master should consider the points assigned to each contact and give more prominence to those with higher cost.

Relationship Kits

Here are some kit suggestions. For each contact, choose a name and an occupation.

Standard Kit

- *Friend (2 Slugs)*
- *Contact (1 Slugs)*
- *Contact (1 Slugs)*
- *Contact (1 Slugs)*

Total Slugs: *5*

Animal Trainer Kit

- *Domesticated Dog (10 Slugs)*

Total Slugs: *10*

Family Kit

- *Relative (2 Slugs)*
- *Mother (3 Slugs)*
- *Father (3 Slugs)*
- *Sibling (3 Slugs)*

Total Slugs: *11*

Traveler Kit

- *Domesticated Dog (10 Slugs)*
- *Travel Companion (3 Slugs)*

Total Slugs: *13*

Lover Kit

- *Child (2 Slugs)*
- *Lover (3 Slugs)*

Total Slugs: *5*



Equipment

Equipment

Style Descriptors

Clothing style descriptors are used throughout the game, often in social encounters but also in other situations. You can find a wide selection of styles in the Wearable section of the Equipment chapter of this book, or simply choose one below.

Basic Style Descriptors	Slugs
Ragged	0.5
Standard	1
Chic	5
Expensive	10

Feel free to provide more details about the specific clothing item, including a shirt, pants, and shoes, based on the style description.

Starting Equipment

When purchasing equipment, you can choose between outdoor and travel gear or invest in a shelter. As a group, you can share the cost of everything. Consult your Game Master to determine your priorities.

To streamline character creation, we've developed various kits. Consider purchasing multiple kits or items from the Equipment chapter for a comprehensive list.



A

Basic Equipment Kits

Minimal Kit

- *4 x Ration (Stack) (4 Slugs)*
- *20 x Candle (Stack) (1 Slug)*
- *Backpack, small (8 slots) (Stack) (1 Slug)*
- *Sleeping Bag (2 Slugs)*
- *Lighter, Oil (Stack) (1 Slug)*
- *Standard Clothing (1 Slug)*

Weight: *4.6* ***Total Slugs:*** *10*

Intermediate Kit

- *4 x Ration (Stack) (4 Slugs)*
- *20 x Candle (Stack) (1 Slug)*
- *Backpack, small (8 slots) (Stack) (1 Slug)*
- *Sleeping Bag (2 Slugs)*
- *Lighter, Oil (Stack) (1 Slug)*
- *Standard Clothing (1 Slug)*
- *Tent, 1 person (5 Slugs)*

Weight: *5.6* ***Total Slugs:*** *15*

Survival's Rule #12

Move by night to avoid psychopaths and by day to avoid monstrous predators. Do you understand how difficult survival is? Also, did I mention the crepuscular monster?

Advanced Kit

- *10 x Battery (Stack) (1 Slug)*
- *3 x Ration (Stack) (3 Slugs)*
- *Backpack, medium (16 slots) (Stack) (2 Slugs)*
- *Bedroll (1 Slug)*
- *First Aid Kit, Small (5 uses) (2 Slugs)*
- *Flashlight, Plastic (1 Slug)*
- *Knife (5 Slugs)*
- *Standard Clothing (1 Slug)*
- *Tent, 1 person (5 Slugs)*

Weight: *7.4* ***Total Slugs:*** *21*

Deluxe Kit

- *10 x Battery (Stack) (1 Slug)*
- *4 x Ration (Stack) (4 Slugs)*
- *Backpack, medium (16 slots) (Stack) (2 Slugs)*
- *Sleeping Bag (2 Slugs)*
- *Blanket (1 Slug)*
- *First Aid Kit (10 uses) (3 Slugs)*
- *Tent, 1 person (5 Slugs)*
- *Flashlight, Plastic (1 Slug)*
- *Knife (5 Slugs)*
- *Mirror, Small (1 Slug)*
- *Standard Clothing (1 Slug)*

Weight: *9* ***Total Slugs:*** *26*

Extra Equipment Kits

The following kits can be added to one of the Basic Kits.

Criminal's Kit

This thief's kit is perfect for breaking into almost any place. It's a great starting point for any sneaky criminal.

Thief's Kit

- *2 x Throwing Blade (Stack) (4 Slugs)*
- *Dark Clothing (2 Slugs)*
- *Grappling Hook (2 Slugs)*
- *Lock-Picking, Tools (3 Slugs)*
- *Rope, Climbing (50m) (3 Slugs)*

Weight: *4.2* ***Total Slugs:*** *14*

Explorer's Kit

These travel and adventure kits are quite basic but include useful equipment for the wild.

Wanderer's Kit

- *Animal Repellent (2 Slugs)*
- *Binoculars (10 Slugs)*
- *Climbing Gear (5 Slugs)*
- *Compass (1 Slugs)*
- *Impermeable Clothing (4 Slugs)*

Weight: *5* ***Total Slugs:*** *22*

Survivor's Kit

- *Blanket, Thermal (2 Slugs)*
- *Fishing Line (1 Slug)*
- *Fishing Rod and Tackle (Large) (4 Slugs)*
- *Fire Bellow, Telescopic (Stack) (1 Slug)*
- *Matches, box of 100 (Stack) (1 Slug)*
- *Match Case, Waterproof (1 Slug)*
- *Pen, Box (1 Slug)*
- *Saw, Pocket Wire (Stack) (1 Slug)*
- *Spork (Stack) (1 Slug)*
- *Whistle (Stack) (1 Slug)*

Weight: *5.5* ***Total Slugs:*** *14*

Security Enforcer's Kit

This small kit is perfect for a guard. It's not overly fancy, but it'll let you protect a zone and bash some heads with a baseball bat. Plus, it's great for hitting some balls during a break.

Guard's Kit

- *Baseball Bat (15 Slugs)*
- *Padded Vest (5 Slugs)*

Weight: *2* ***Total Slugs:*** *20*

Professional's Kit

Kit for an animal trainer or anyone who wants a loyal companion.

Animal Trainer's Kit

- *10 x Small Animal Food (Stack) (1 Slug)*
- *20 x Arrow (Stack) (1 Slug)*
- *Antitoxin (Stack) (1 Slug)*
- *Bow, Homemade (Large) (4 Slugs)*
- *Dog (8 Slugs)*

Weight: *4.1* ***Total Slugs:*** *15*

This kit is for mechanics and gearheads. It lets you repair almost anything, from tie wraps to duct tape.

Gearhead's Kit

- *10 x Tie Wraps (Stack) (1 Slug)*
- *Crowbar (Large) (3 Slugs)*
- *Duct Tape (1 Slug)*
- *Tool, Home Kit (5 Slugs)*

Weight: *4* ***Total Slugs:*** *11*

Kit for an investigator with a few bullets.

Investigator's Kit

- *20 x Low Caliber Ammunition FMJ (Lightweight) (2 Slugs)*
- *Pistol, .22 Short Automatic (3 Slugs)*
- *Paper, Pad (1 Slug)*
- *Pen, Box (1 Slug)*

Weight: *3* ***Total Slugs:*** *7*

A medical kit with everything needed to help the group members survive.

Medic's Kit

- *10 x Bandages, Clean (Stack) (1 Slug)*
- *Adrenaline Shot (Stack) (2 Slugs)*
- *Antitoxin (Stack) (1 Slug)*
- *Painkiller (Stack) (3 Slugs)*
- *Scalpel (Stack) (6 Slugs)*
- *Surgery Kit, Small (5 uses) (3 Slugs)*

Weight: *2.4* ***Total Slugs:*** *16*

Chemicals can enhance certain abilities. While any character can use them, the Toxin-Breather benefits the most.

Chemist's Kit

- *Devil Gas (3 Slugs)*
- *Fokus (3 Slugs)*
- *Neuroboost Gas (5 Slugs)*
- *Primal (3 Slugs)*
- *Stimulant (2 Slugs)*
- *The Fog (2 Slugs)*
- *Wolverine (4 Slugs)*

Weight: *7* ***Total Slugs:*** *22*

Other Kits

Ritualist's Kit

- *20 x Candle (Stack) (1 Slug)*
- *Chalks (Box) (1 Slug)*
- *Matches, box of 100 (Stack) (1 Slug)*
- *Book, Blank (1 Slug)*
- *Blanket (1 Slug)*

Weight: *3.2* ***Total Slugs:*** *5*





SHELTER

Shelter

When creating your character, you can also purchase a shelter in a community or the wild. In smaller communities, shelters and bedrooms are typically shared, while larger communities offer small houses or rooms for their inhabitants. Your Game Master will either specify your protagonist's shelter location or let you choose. If it fits the game, you can opt for an old house, a crashed aircraft, or a shelter constructed from old cars. Regardless of the shelter's type and location, adding some Slugs will enhance its comfort. A section about Hideouts in the Equipment chapter provides all the details, but you can choose a starter kit.

Shelter Kits





Small Shelter

- *Discreet (3 Slugs)*
- *One room with one bed (3 Slugs)*
- *Storage Room (3 Slugs)*

Total Slugs: *9*





Big Shelter

- *Discreet (3 Slugs)*
- *Empty Room (2 Slugs)*
- *Latrine (3 Slugs)*
- *One room with 4 beds (10 Slugs)*

Total Slugs: *18*

BACKGROUND STORY

We are almost done.

What do we miss? Tell us everything.

Do you have a picture or a drawing for us?

Alright, we can also imagine them now. We are not sure if they will survive for long.

But we never know, Maybe they will survive and become powerful. We hope so.

Good Luck



7. Background Story

The final step in character creation is writing a short story to introduce your character to the Game Master. If you're not a fan of writing, a few bullet points can suffice. This step is optional, but it's a great opportunity to include any secrets your character might have in the game. Before diving into a lengthy story, ask your Game Master what they're expecting. You can leave some elements vague to let them add their own flavour.

Here are some hints for your background:

- You can begin with a line about your character's childhood. Review their descriptors for ideas about their childhood experiences.

- Write some lines about how your character earns their Slugs to survive. Describe their occupation and why they chose it.

- Include some special events that have shaped your character. Explain how they acquired their power or discovered their powers. Refer to the section on the source of power for inspiration. Don't hesitate to explore unconventional avenues.

- Describe how your character has met their contacts, friends, family, and possibly party members. If their parents aren't among their contacts, explain how they were separated. Do the same for any siblings. Highlight their names in bold or colours for easy reference by your Game Master.

- Write some lines about your character's strengths, weaknesses, and value. Life often brings interesting stories to these aspects. If your character has plot edges and hindrances, add some background information. Highlight key details to help your Game Master incorporate them into the story.

- Include any additional details that enhance your character. Consider giving them a motto and any unusual habits or quirks that weren't covered during character creation.

- Find a picture or draw your character. This can be a great way to visualize them.

Almost Done

We hope your character creation was smooth and enjoyable. If you have any concerns about your character, feel free to ask your Game Master for help. Remember, it's okay to bend the rules a bit to make your character your own.

Character's Description

It's time to introduce your character to the other players. Focus solely on your character's descriptors, avoiding any mention of statistics. Feel free to add as much detail as you'd like about their skin and hair colour and style. Use your style descriptor to describe their clothing. If your character's edges, hindrances, or value aren't immediately apparent, you can keep those details secret for now.



Personality Test

The personality test is optional. It can help you have a better idea of your character. Answer the questions as your character.

1. Are you calculative or spontaneous?
2. Are you a loner or do you prefer being the centre of attention?
3. Are you a morning person or more of a night owl?
4. Are you more likely to use your fists, your words, or flee in case of a conflict?
5. Are you more of a hoarder or a minimalist?
6. Are you susceptible to peer pressure?
7. Can you keep a secret or are you a snitch? Do you use secrets at your advantage?
8. Do you admit to mistakes when you make them?
9. Do you believe in destiny? Are you superstitious? Are you religious?
10. Do you consider yourself honest?
11. Do you follow through on your promises?
12. Do you give people second chances?
13. Do you prefer to be loved or feared?
14. Do you prefer to lead or follow? How do you feel about authority?
15. Do you think money can buy happiness?
16. Do you want kids someday?
17. Have you ever had your heart broken?
18. Is it hard for you to trust someone?
19. Are you a cat or a dog person?
20. How do you think you will die?
21. What do you desire the most?
22. What do you do to feel better when you're sad?
23. What do you do to relax?
24. What do you fear the most?
25. What do you hate the most?
26. What do you like least about yourself?
27. What do you like most about yourself?
28. What do you love the most?
29. What is your biggest achievement?
30. What's your biggest pet peeve?
31. When wounded, are you stoic or whiny?

Character's Progression

Your character will grow and improve throughout the game. Your Game Master will reward you with experience points (XP), which you can use to enhance your character's attributes, skills, and abilities. Typically, your Game Master will give you a few XP at the end of each session or just before a break.

How to get XP

The Game Master has a list of experience point-awarding items, but we prefer not to share the exact list with you. Here are some hints to help you find them:

- Have fun!
- Assume your character's role and encourage the other players to do the same.
- Let your character develop their own story arc. Remember, you're not alone, and it's important to support your fellow players in their own journeys.
- Participate in the story and help it develop.
- Stay positive and follow the rules, even if your character faces challenges. If you have any concerns, discuss them with your fellow players and the Game Master.
- Killing monsters or people doesn't grant your character experience points. You can do it, but only to survive or advance the story.

Remember, earning experience points shouldn't be your character's primary goal. The true objective is to create a compelling story.

Expending XP

You can enhance your character during downtime between chapters by simply reducing your XP by the cost of the improvement you desire. Here's a quick overview, but more details follow. Except for edges, the cost of raising an attribute, a skill, or a power increases depending on the current level. Level improvement for attributes and skills must be done one at a time. To purchase a power, you must have at least one of the previous levels unlocked.

Advancements	Cost (XP)
Attribute	Next Level x 3
New Edge	2
New Power	Power Level x 3
New Specialization	Power Level x 2
New Specialization outside Source	Power Level x 3
Skill	Next Level x 1

Improving Attribute

Next Attribute Level x 3XP

With enough experience, you can improve an attribute's descriptor with a more powerful meaning. Alternatively, you can simply remove a negative descriptor or add a new one. If you're unsure, you can use the prefix "Very" before an existing descriptor or add "Experienced" if needed.

Refer to the chart below for the cost to improve your attributes. You can raise multiple attributes during the same downtime, but you'll need to pay for each point.

If an attribute descriptor is avoided during the game, replace it. In other words, descriptors that don't affect gameplay should no longer be considered and be replaced.

Improve Attribute	
Next Level	**Cost (XP)**
1	3
2	6
3	9
4	12
5	15
6	18
7	21
8	24
9	27
10	30

Gaining Edge

2XP per Edge over the number of hindrances.

Adding new edges is possible using experience points. It costs 2XP to add a new edge, no matter the number of edges a character has.

Replacing an edge because one doesn't fit anymore is done free of charge.

It's also possible to add a hindrance, often tied to a story or significant event. The Game Master must first approve any new hindrance before adding it. This new hindrance reduces the cost of the next edge by 2XP but doesn't grant experience points.

Replacing a hindrance because one doesn't fit anymore does not provide the rebate for the next edge.

Remember, major edges or hindrances are worth double.

Improving Skills

Next Skill Level x 1XP

Improving a skill is easy; simply pay the cost based on the desired level.

Improve Skill	
Next Skill Level	**Cost (XP)**
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

New Power

Specialization Power Level x 3XP

Powers can be upgraded using the table below. A power must be in one of the three masteries available from your source of power.

New Power	
Next Power Level	**Cost (XP)**
1	3
2	6
3	9
4	12
5	15

Improving Specializations

Specialization Power Level x 2XP

Specialization's powers can be purchased using the table below. They must be chosen from the masteries chosen at the time of the protagonist's creation.

New Specialization	
Specialization Level	**Cost (XP)**
1	2
2	4
3	6

Other Specializations

Specialization Power Level x 3XP

It's possible to choose a power in a specialization that wasn't selected at character creation. However, you must already have at least one power of the previous level in that specialization. Specializations in masteries you don't have chosen at character creation cost more experience points per level.

New Specialization outside Source	
Desired Specialization Level	**Cost (XP)**
1	3
2	6
3	9

Improvement Summary

Improve your Attributes (see Step 1)

You can add or modify an attribute descriptor using your experience points. You can either add one point to an attribute or reduce a penalty. The descriptor must be related to the attribute you're modifying. See the chart below for the cost. Additionally, if you modify an attribute, update the skills related to it on your character's sheet. Keep in mind that you can only add one point at a time.

Improve a skill level (see Step 2)

You can increase a skill's level by using experience points and referring to the chart below. You can only raise one level at a time.

Add an Edge or remove a Hindrance (see Step 4)

You can purchase a new edge using your experience points. Alternatively, you can remove a Hindrance instead of adding an Edge. The cost of additional edges is listed on the chart below.

Add a Power from a Mastery (See Step 5)

You can purchase a new power within one of your masteries. To choose a power of a higher level, you must already possess a power of the previous level. Set your Mastery Level to match your highest power level in that mastery. For specializations, you can also buy a power from another specialization by paying a small additional fee. Again, you'll need a power of the previous level.

Advancement Cost (XP) Summary										
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
Attribute Level	3	6	9	12	15	18	21	24	27	30
Power Level	3	6	9	12	15					
Specialization Level outside the chosen Mastery	3	6	9							
Specialization Level	2	4	6							
New Edge	2									
Skill Level	1	2	3	4	5	6	7	8	9	10



Chapter 3

CREW

CREATE YOUR GROUP

In this section of the book, we'll guide you through creating a group of characters. You'll work with the Game Master and other players to decide on the type of group you want to play.

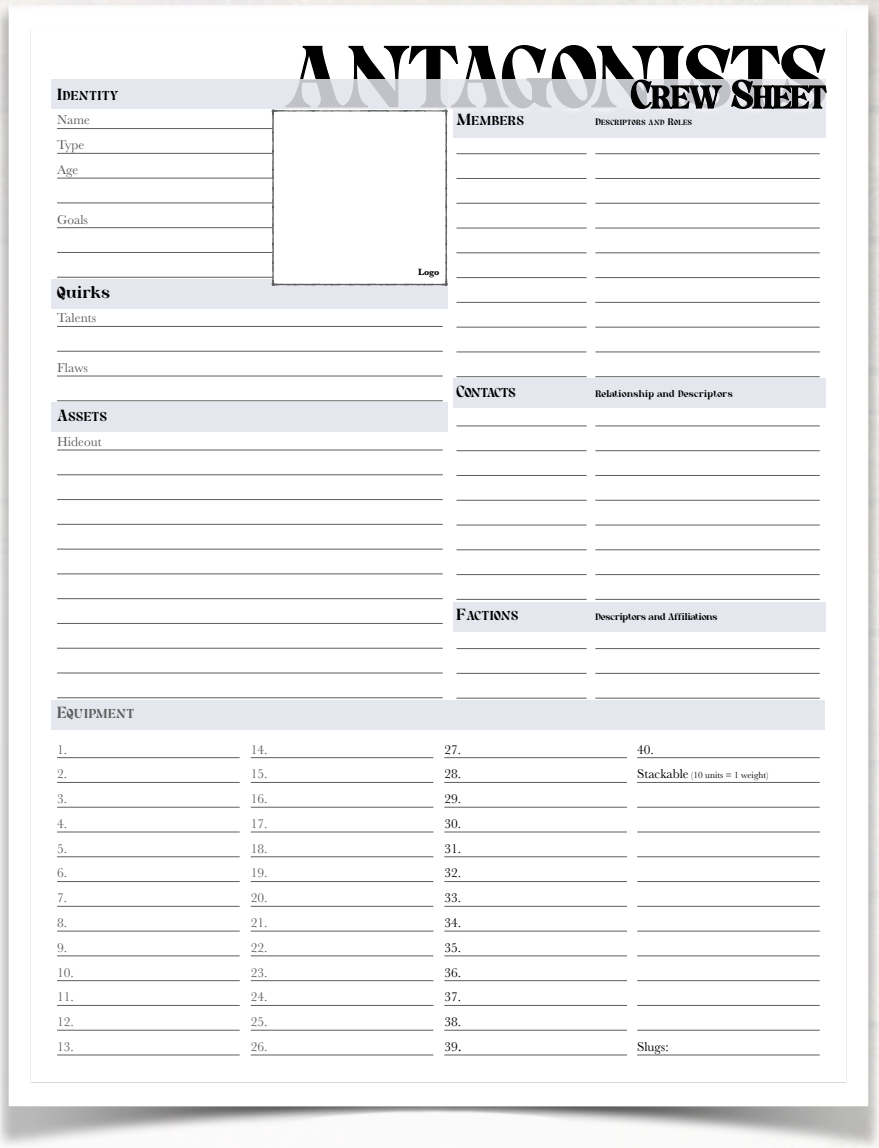
Your Group

Your character will be part of a group, at least the players' group. This group is called a Crew. Adding details to this group is a great way to add depth to your character and the other players' characters. It also helps define the crew's goals and direction.

This section is optional. You and the other players should decide how important the crew is and how long you want to discuss it. You can skip it if you're planning a short story, but it can be important and fun for a long campaign.

Alternatively, you could define the crew after a few game sessions to start playing sooner. Wait for the first downtime, when everyone's gathered around a campfire or table, and they can discuss the group and how they want to manage it.

Think of this creation process as a meeting between the group members. It's a chance to role-play your character. The next page has a possible agenda for the meeting. Feel free to add or remove items from it.


ANTAGONISTS
Crew Sheet

Identity
Name
Type
Age
Goals
Logo

Quirks
Talents
Flaws

Assets
Hideout

Members — Descriptors and Roles

Contacts — Relationship and Descriptors

Factions — Descriptors and Affiliations

Equipment

1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13.
14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26.
27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39.
40.
Stackable (10 units = 1 weight)
Slugs:

The Council of Players

Creating the crew is a team effort, and every player should contribute by suggesting ideas and making decisions. You generally only create one crew for the entire group, and one player can manage the crew sheet and take notes. However, everyone should participate. We've included many questions to help you better understand your group and what everyone wants.

Crew Identity

Crew Goals

Decide with the other players and the Game Master for how long your group will exist. It's also important to understand why your crew was formed and what type of crew you are. Like your character, your crew will evolve and change throughout the game. These details provide direction when starting a new campaign, but they shouldn't restrict your gameplay. The Game Master can suggest or limit certain crew types to ensure they fit the story.

Your crew can have goals at the beginning of the game, which can be in addition to the main story's premise. These goals can be side quests related to the crew's type. If you're unsure, ask your Game Master for suggestions or skip this topic, as goals will develop and change during the game.

If you're struggling to find goals for your group, consider exploring past events that have influenced them.

Crew's Creation Agenda

- ☐ For how long has the group existed? Is it a freshly created group or has the team been working together for some time?
- ☐ Why was the group created? What was the first goal of the group? Was the group created for the current assignment or was it created before?
- ☐ What type of crew do you want to create? Is it a criminal group, a group of explorers, a group of ideologists, a security group, or something else?
- ☐ What's the crew's name?
- ☐ Do you want a logo or a sigil for the crew?
- ☐ Who's the leader, and do some members have special roles? How are decisions taken? Is it a democracy, or does the leader take all the decisions?
- ☐ What can each member of the crew bring to the group?
- ☐ Why did the members join together? How did the members of the group meet? Are some members related?
- ☐ What do the crew's members know about the other members?
- ☐ Do the members of the group know that other members have supernatural powers?
- ☐ Do the contacts of the characters belong to the group? If yes, are they paid or do they get a share of the loot?
- ☐ Is the crew part of a bigger faction and does it have some enemy factions?
- ☐ Does the crew have some edges or hindrances?
- ☐ Do the members share some assets? Do they have to participate in a provident fund?
- ☐ Do the members share a hideout?
- ☐ Is someone else something else to add? Something to say before the other members find out about it? Any crime to confess?

Crew Type

The crew type provides a simple framework for guiding your crew's direction and philosophy. Choose one you like, but remember it can evolve throughout the game. For some campaigns, your Game Master may offer suggestions or restrictions.

Type of Crew	
Criminals	Assassins
	Criminal Gang
	Raiding Party
	Smugglers
	Thieves and Robbers
Explorers	Chroniclers
	Diplomates
	Nomads
	Runners*
	Scavengers
	Scientific
	Survivalists
	Traders
	Wanderers
Ideological	Humanists
	Humanitarians
	Ideologists
	Political Movements
	Powermongers
	Racial Groups
	Religious Orders
Security	Bodyguards
	Caravan or Shelter Guards
	Hunting Party
	Investigators
	Law Enforcement
	Mercenaries
	Military Faction
	Militia
	Police Organization
	Security Officers
	Soldiers Squad
	Spies
	Watchmen

Runners: Runners, often likened to postmen and carriers, are typically hired to transport light items like medicine or messages from settlements to hazardous locations. Their speed and agility allow them to navigate dangerous terrain effectively. While their services can be costly, they remain a crucial means of delivering news and small goods, especially in remote areas.

Name and Logo

Factions often choose popular crew names and logos. Your group can have both, proudly displaying an emblem. Some factions are flamboyant, while others are more secretive.

Members

Leaders and other Roles

Each player's character's role on the crew is optional. There are no limitations on what a character can do, and players often find themselves juggling multiple responsibilities. Multiple characters can share the same role if the group prefers. Remember, roles can change throughout the game, and these roles can also be used for non-player characters joining the crew.

Here are some examples:

Suggestions of Roles
Face or Diplomate or Negotiator
Human Resources Manager or Recruiter
Inventory Manager
Labourer or Worker
Leader
Mechanic
Medic
Operation Manager or Strategist
Rules Enforcer or Soldier
Scout
Shelter Manager (if any)
Treasury Manager

Members Relationship

You can create relationships between a player's character and others. For example, two members could be cousins, while two others could be from the same faction. The player has complete freedom to decide on these relationships. There are no restrictions, so all members could be strangers or friends. You can also invent a backstory explaining how the members met.

Suggestions of relationship
Competing
Faced the same danger
Family Members
Forced to Work Together
Friend from Childhood
Friends
From the same Faction
From the same Settlement or Hideout
Have Saved
Have the same Goal or Secrets
Hired by the same person
Illicit Lovers
Joined because they both have powers
Lived in the same Shelter
Lovers
Married
Mentor and Mentee
Owe Something To
Rivalry
Saved by
Shared the same Cell
Strangers
Trapped together

Members who know each other well can introduce themselves to others. Players can choose what to share based on their relationship. Characters can keep their powers secret from some other members if they wish.

Contacts

The character's contacts and friends can also join the crew. When they do, they become full members of the group. If they become more than just contacts, they can request payment or a share of the loot. They can also stay at a hideout or follow the characters. As always, the Game Master has the final say.

Alliances and Enemies

Your crew can join a larger faction. Ask your Game Master about available factions and if you can join one. Factions often have alliances and enemies, which can influence your crew. Keep track of your crew's alliances and enemies on the crew sheet. This information is only for reference and can change

during the game. Additionally, not everyone in a faction will react the same way, and some may even ignore an alliance.



Crew Quirks

Your group can have both edges and hindrances. For every edge, you must also select an equal number of hindrances. There's no limit, but the Game Master must approve any chosen disadvantages.

Crew Edges

A crew can have edges. Choose none, one, or multiple from the list below, or create your own. Be sure to select the same number of hindrances. The crew can also have the major version of their edges.

Suggestions of Edges
Black Market Knowledge
Blackmail Documents (who)
Faction Knowledge (faction)
Follower*
Hidden Stash
Know the Location of a Mysterious Place
Safe Location*
Saw Something Strange (what)
Stained Object (object)
Work for a Faction*

Follower: A follower is someone who gravitates toward your group. While they may not be particularly useful, they're a fan of your group or ideology and will enthusiastically discuss it with everyone. The major version allows you to have three followers.

Safe Location: A safe location is a place known to everyone in the group. It's safe, but not necessarily cozy or well-protected. It serves as a rendezvous point in case of an emergency.

Work for a Faction: Your crew often has a contract with another faction, or you might be a subgroup of that faction completing missions for them. In some cases, your crew could even be officially associated with the faction.

Crew Hindrances

The crew should also have a corresponding hindrance for every edge you have already chosen, acting as a counterweight. The Game Master can choose one for the group and keep it secret from the players. Hindrances can be selected in either normal or major versions.

Suggestions of Hindrances
At least one member is known to have powers (who)
Blackmailed (by who and why)
Dark Fate (which fate)
Dark Secret (secret)
Debts (to whom)
Enemy (who)
Exiled (from where)
Friend or Family Kidnapped
Group of Impostor
Haunted (why)
Hunted (who)
Known Criminals
Oath of Revenge
Prejudiced
Rival Group
Search for a Place
Stalked (by who and why)
Vengeance (who)
Vow (which)
You Hunt another Group (which)
You Hunt Someone (who)

Crew Assets

Treasury

Each crew member can share their assets with the group. Decide collectively how each character should contribute, whether it's a percentage, a fixed amount, or something else.

When creating your character, you can choose to give none, some, or all of your assets to your crew.

Hideout

Your group can establish a hideout or use a member's shelter as a base. Characters can share shelters and contribute to building a hideout. At this stage, your group should discuss their vision for the crew's shelter and prioritize its development during character creation. Some crew members might be nomads, so consider investing more in outdoor equipment and vehicles.

Survival's Rule #9

Hide in tall grass and avoid being seen. Remember, if you can hide, they can too.







Chapter 4

CORE TRAITS

ATTRIBUTES AND SKILLS

Your character's attributes define their core traits and the skills they can master. This section provides comprehensive guidance on utilizing these attributes effectively within the game.

Attributes

AGI	CHA	CON	INT	PER	REF	STR
Agility	Charisma	Constitution	Intelligence	Perception	Reflex	Strength

Attributes define your character. Each attribute has related skills, and each skill is influenced by two attributes. Some attributes affect more skills than others, but that doesn't make them better.

The average attribute for humans is 0. Therefore, an attribute of 1 or more means you're above average, while an attribute of -1 or below means you're below average.

Attributes represent a significant part of a person's character, and the boundaries between attributes can sometimes be blurry. However, for simplicity, we've simplified the system to seven different attributes.

Raising an attribute after character creation requires four points of experience.

Here's a table that provides a better overview of the attributes:

Attributes		Associated Skills
STR	Strength	Athletics, Brawn, Intimidate, Nimbleness, Technicals
	Vigor	
CON	Constitution	Acrobatics, Athletics, Brawn, Charm, Survival
	Stamina	
AGI	Agility	Accuracy, Athletics, Nimbleness, Sleight of Hands, Stealth
	Dexterity	
REF	Reflex	Acrobatics, Knowledge, Persuade, Quickness, Sleight of Hands
	Wits	
INT	Intuition	Deception, Investigate, Knowledge, Stealth, Technicals
	Intelligence	
PER	Perception	Accuracy, Insight, Investigate, Quickness, Survival
	Senses	
CHA	Charisma	Charm, Deception, Insight, Intimidate, Persuade
	Appearance	

Agility (AGI)

Agility, is the ability to efficiently change your body's position. It involves combining isolated movement skills with balance, coordination, speed, reflexes, strength, and endurance. It also encompasses the ability to perform tasks, particularly with your hands.

Includes: Dexterity, flexibility, nimbleness, balance

- Athletics
- Precision
- Nimbleness
- Stealth
- Sleight of Hands

Intelligence (INT)

Intelligence has been defined in various ways, including the capacity for abstraction, logic, understanding, self-awareness, learning, emotional knowledge, reasoning, planning, creativity, critical thinking, and problem-solving. It also encompasses the ability to grasp something instantly, bypassing conscious reasoning.

Includes: Intuition, logic

- Deception
- Investigate
- Knowledge
- Stealth
- Technicals

Charisma (CHA)

Charisma is compelling attractiveness or charm that inspires devotion in others. It encompasses a person's appearance and attitude, ultimately making them attractive and drawing people to them.

Includes: Appearance, interpersonal skills, personality

- Charm
- Deception
- Insight
- Intimidate
- Persuade

Perception (PER)

Perception is the process of organizing, identifying, and interpreting sensory information to represent and understand our environment. This involves signals travelling through the nervous system, which originate from physical or chemical stimulation of the sensory organs.

Includes: Fives senses, moving in a 3 dimensions world, hand-eye coordination

- Insight
- Investigate
- Precision
- Quickness
- Survival

Constitution (CON)

A constitution is the ability to remain active and exert itself over a long period, as well as its capacity to resist, withstand, recover from, and develop greater resilience to trauma, wounds, or fatigue. It also includes the ability to recover quickly.

Includes: Stamina, resiliency, physical health

- Acrobatics
- Athletics
- Brawn
- Charm
- Survival

Reflex (REF)

A reflex is an involuntary, almost instantaneous movement triggered by a stimulus. It's an automatic response that bypasses conscious thought, occurring through a reflex arc. This arc processes the impulse before it reaches the brain.

Main Skill: Reaction, awareness

- Acrobatics
- Knowledge
- Persuade
- Sleight of Hands
- Quickness

Strength (STR)

Strength refers to the quality or state of being physically powerful. It's most commonly associated with breaking things or fighting, but it can also inspire fear of being hurt.

Includes: Brute force, weight lifting

- Brawn
- Nimbleness
- Intimidate
- Technicals



Skills

There are four skill categories: action, mental, physical, and social. These categories help you classify skills and understand which ones a wound might hinder or affect.

Actions Skills

Accuracy | Quickness | Sleight of Hands | Stealth

Mental Skills

Investigate | Knowledge | Survival | Technicals

Physical Skills

Acrobatics | Athletics | Brawn | Nimbleness

Social Skills

Charm | Deception | Insight | Intimidate | Persuade

Skills don't have a maximum level, but raising them becomes increasingly expensive. This means it's harder to increase your skill level as you progress. The table below shows the first ten levels, but you can raise your level beyond this limit. The logic for subsequent levels is the same.

Level	XP	Description
0	0	Untrained
1	1	Novice
2	2	Competent
3	3	Proficient
4	4	Professional
5	5	Veteran
6	6	Expert
7	7	Exceptional
8	8	Elite
9	9	Legendary
10	10	Apex

***XP** refer to the Lifepath Points or XP cost to raise a skill from the previous level to the desired level.*

Which Skills are Better?

There's no single best skill; all are useful in different situations. Choose what you enjoy and create a character you'll love.

Now, let's talk about maximizing your character's skills. Aim for a balanced skill set across all categories, but don't overcommit to any one area. While you can't excel in everything, having skills in four categories gives you a solid foundation for handling most challenges. Try to avoid situations that test your weaker skills and instead steer the focus toward your character's strengths.

Skills Chart

All skills receive bonuses based on two attributes. The rating of a skill is equal to the sum of its two related attributes and is its skill level. Here's a table showing the skills and their corresponding attributes.

Categories		Skills	AGI	CHA	CON	INT	PER	REF	STR
Action		Accuracy	■				■		
		Quickness					■	■	
		Sleight of Hands	■					■	
		Stealth	■			■			
Mental		Investigate				■	■		
		Knowledge				■		■	
		Survival			■		■		
		Technicals				■			■
Physical		Acrobatics			■			■	
		Athletics	■		■				
		Brawn			■				■
		Nimbleness	■						■
Social		Charm		■	■				
		Deception		■		■			
		Insight		■			■		
		Intimidate		■					■
		Persuade		■				■	

Acrobatics

Acrobatics - Skill Physical

Acrobatics is the art of performing incredible physical feats that require exceptional balance, agility, and coordination. This includes jumping, tumbling, and balancing, and is often seen in circuses, dance, gymnastics, and martial arts. It showcases impressive displays of strength, flexibility, and control, ranging from individual stunts like handstands and flips to complex group routines involving lifts and throws. Acrobatics demands intense training and artistic expression.

Attributes: Constitution + Reflex

Includes: Jumping, Climbing, Dodge, Tight-Rope, Balance, Dance, Leaping, Parkour, Rappelling, Rolling

Opposed By: Acrobatics, Game Master Difficulty

Great at this skill: Acrobats, Climbers, Traceurs

Athletics

Athletics - Skill Physical

Athletics skill reflects a character's physical fitness and strength. A character with a high athletics skill excels in running, climbing, and swimming, allowing them to perform these activities for extended periods.

Attributes: Agility + Constitution

Includes: Runners, Swimming, Sprinting, Stamina

Opposed By: Athletics, Game Master Difficulty

Great at this skill: Athletes, Joggers, Bodyguards, Trainers, Explorers, Swimmers

Opposed By: Game Master Difficulty

Great at this skill: Athletes, Weight Lifters, Bodyguards, Brutes, Doormen, Trainers, Explorers

Accuracy

Accuracy - Action Skill

This skill involves managing the use of a rifle and a weapon held in both hands, braced against the shoulder. Rifles are powerful firearms, but they're also very loud and difficult to conceal.

Attributes: Agility + Perception

Includes: Assault Rifles, Carbines, Long Firearms, Shotguns, Sniper Rifles, Crossbow

With a specific specialization powers it can also include: Assault Rifles, Assault Cannons, Grenade Launcher, Guided Missiles, Machine Guns, Rocket Launchers

Opposed By: Athletics, Game Master Difficulty

Great at this skill: Hunters, Soldiers

Brawn

Brutal Fighting - Skill Physical

Brawn measures the brute strength of the character. It's also related to a combat style where characters rely solely on their brute force and body weight to hit opponents as hard as possible. No Nimbleness is used; only strength and sheer power. This style is particularly effective with heavy weapons.

Attributes: Constitution + Strength

Includes: Armed combat, Blades, Axes, Knives, Swords, Batons, Hammers, Saps, Staves, Unarmed Combat, Weight Lifting

Notes: Use the Athletics skill to determine if a wound is caused when fighting with the Brawn skill.

Opposed By: Athletics, Brawn

Great at this skill: Fighter, Gangster, Soldier

Charm

Charm - Social Skill

Charm is a social skill that can help you make friends or even lovers. It often relies on seduction to gain privileges, though it's generally less immediate than other social skills. However, it can be effective over a longer period. Charm can be used seductively and sexually, but it can also be used to build friendly and asexual relationships.

Attributes: Charisms + Constitution

Includes: Seduction, Sex

Opposed By: Insight

Great at this skill: Cougars, Don Juans, Salesmen, Seducers, Traders

Deception

Deception - Social Skill

Deception, the art of misleading and concealing the truth, can be a powerful tool for gaining an advantage. However, it's often a double-edged sword, carrying significant risks.

Attributes: Intelligence + Charisma

Includes: Lies, Fast Talking, Con, Bluffing, Acting, Disguise

Opposed By: Insight

Great at this skill: Lawyers, Salesmen, Thieves, Actors, Infiltrator



Insight

Insight - Social Skill

The insight skill allows you to perceive someone's emotions. It can be used to calm or comfort them. In some cases, it can also help you detect if someone's hiding something, though it's not as accurate as a lie detector. Generally, it's used to understand people and resist charm, deception, intimidation, or persuasion. It's also a skill used with animals.

Type: Social

Attributes: Perception + Charisma

Includes: Read Emotions, Comfort, Calm, Detect Lies, Bribery, Animal Handling, horseback Riding, Animal Training, Empathy, Detect social behaviour, Gambling

Opposed By: All social skill

Great at this skill: Friends, Psychologists, Leaders, Politicians, Poker Players

Intimidate

Intimidation - Social Skill

This skill can be used to frighten someone, which is great for quickly obtaining something. However, the relationship with the person can suffer afterward due to the intimidation.

Attributes: Charisma + Strength

Includes: Frighten, Interrogate, Torture, Taunt

Opposed By: Insight

Great at this skill: Bouncer, Bodyguard, Gangster



Investigate

Investigate - Mental Skill

Investigate skill combines general perception and the act of investigating. It's useful for spotting hidden things or conducting research to gather more information. It's highly recommended that the Game Master roll the test against the player's character's investigate rating. This way, the player won't know for certain if the test was successful.

Attributes: Intelligence + Perception

Includes: Spot Hidden, Searching, Listening, Perception, Scent, Spying, Taste, Touch, Vision

Opposed By: Game Master Difficulty, Sleight of Hands, Stealth

Great at this skill: Detectives, Policemen, Thieves

Knowledge

Knowledge - Mental Skill

The knowledge skill is a general skill that encompasses a wide range of knowledge a character can acquire from various sources, including medicine and other sciences. It's used to determine if a character possesses a particular piece of information. Success indicates the character's knowledge, while the difficulty level depends on how rare the information is.

Attributes: Intelligence + Reflex

Includes: Autopsy, Biology, Diagnostic, Drugs, First Aid, Law, Language, Religion, Library Use, Accounting, Sociology, Chemistry, Pharmacology, Politics, Poison, Geology, Engineering, Psychology, Philosophy, Metallurgy, Occult, Physics, Surgery

With a specific specialization powers it can also include: Demolition, Create Bomb, Disarm Bomb, Nuclear

Usage:

- Heal someone
- Allow to get more information about almost anything.

Opposed By: Game Master Difficulty, Knowledge

Great at this skill: Doctor of Medicine, Nurse, Medic, Scientists, Students, Teachers

Nimbleness

Finesse Fighting - Physical Skill

Nimble describes someone who is quick, light, and agile in movement or thought, showcasing dexterity. Essentially, it signifies cleverness, ease of movement, and the ability to adapt or respond swiftly.

Nimbleness can replaces brute force, using precision to hit an opponent. While the impact isn't as powerful, it allows for avoiding armour and striking lethal areas. Weapons used with nimbleness are typically lighter.

Attributes: Agility + Strength

Includes: Combat maneuvers, Unarmed Combats, Grapples, Subduing Combat, Throw objects, Archery, Grenade, Slingshot, Throwing Knifes

Opposed By: Acrobatics, Nimbleness

Great at this skill: Martial Artists, Archer, Soldier

Quickness

Quickness - Action Skill

Quickness refer to the skill of manipulating pistols, revolvers, and other firearms held with the arms extended. These weapons are generally less powerful than rifles but are easier to conceal and carry, often requiring only one hand to hold. This skill is also used to drive vehicles.

Attributes: Perception + Reflex

Includes: Initiative, Pistols, Holdouts, Revolvers, Semi-Automatics, Small throwable weapons, SMG, Tasers

Opposed By: Acrobatics, Game Master Difficulty

Great at this skill: Cop, Detective, Driver, Soldier

Persuade

Persuade - Social Skill

Persuasion is a crucial skill for negotiation. It's used when buying or selling items from merchants who are open to negotiation, or to obtain information and favours from others.

Attributes: Charisma + Reflex

Includes: Negotiate, Bargaining, Contracts, Diplomacy, Impersonate, Performance, Command, Inspire, Rally

Opposed By: Insight

Great at this skill: Politician, Trader, Leaders

Sleight of Hands

Sleight of Hands - Action Skill

The sleight of hand skill allows for precise and rapid manipulation of objects, enabling feats like juggling, picking locks, and pockets.

Attributes: Agility + Reflex

Includes: Escape Artist, Locksmith, Pickpocket, Catch, Forgery, Magic Tricks, Hide small objects, Pilfering, Escape from handcuff, Counterfeit, Unsheathe

Opposed By: Game Master Difficulty, Investigate

Great at this skill: Magician, Pickpocket, Thief

Stealth

Stealth - Action Skill

This skill allows characters to hide from people and monsters. They can conceal themselves behind an object or in a dark shadow. It also enables silent movement.

The stealth roll should only be used when a character is attempting to hide, not when someone is actively searching for them or investigating the area.

Attributes: Agility + Intelligence

Includes: Hide in shadow, Hide in crowd, Shadowing, Silent movement, Vehicle Tailing, Infiltration

Opposed By: Game Master Difficulty, Investigate

Great at this skill: Robber, Spy

Technicals

Technicals - Mental Skill

Technical skills encompass a broad range of manual tasks, focusing on execution rather than theoretical understanding.

Attributes: Intelligence + Strength

Includes: Hardware, Repair, Craft, Build, Electricity, Computer, Programming, Network, Hot-wiring, Security System

With specific mastery powers it can also include: Hacking, Cryptography

Opposed By: Game Master Difficulty

Great at this skill: Mechanics, Hacker, Programmer

With specific mastery powers it can also include: Piloting Planes, Helicopters and Drones

Survival

Survival - Mental Skill

Survival is the skill of thriving in challenging environments. It encompasses tasks like starting a fire, finding food, and tracking prey.

Type: Physical

Attributes: Constitution + Perception

Includes: Navigate, Find Food and Water, Create Shelter, Tracking, Cartography, Predict Weather, Scavenging, Use traps

With specific mastery powers it can also include: Set Elaborate Traps

Opposed By: Game Master Difficulty

Great at this skill: Camper, Survivalist

Survival's Rule #3

While it's tempting to wield your powers, remember to use them with moderation. Doing so will attract monsters and put your loved one in danger.

Lakshmi, Year 30





Play your Skills

Every skill is valuable in different situations. This section provides examples of when a skill can be useful and how to use it.

Remember, you can play a character with a skill you don't possess in real life. Simply explain at a high level what your character wants to achieve. You don't need to be overly precise if it's a subject you're not familiar with. After your explanation, conduct a test using your character's skill rating. If the test is successful, your character succeeds. Similarly, if you're skilled in a particular area but not your character, you'll still need to test your character's skill rating. No matter how you explain your character's actions, a failed test means your character has failed.

Social Options (5 skills)

Charm	Deception	Insight	Intimidate	Persuade

There are four ways to approach a conversation: **Charm**, **Intimidate**, **Deception**, and **Persuade**. **Charm** is great for making friends or seducing someone, but it's a longer process and asking too much can backfire. Fortunately, its effects can last longer than the others. **Intimidate** is a quick way to get what you want, but remember, you might gain an advantage if you have a weapon. However, this won't win you their love, and they might seek revenge. **Deception** is used to manipulate someone for information or to deceive a bouncer. It's a double-edged sword, as the relationship can quickly deteriorate if the truth comes out. **Persuade** requires strong arguments and possibly some Slugs to trade. You can also use **Persuade** to disguise yourself or impersonate someone.

The best approach depends on the person and the situation, so there's no one-size-fits-all solution for social interactions. Trying to charm a bouncer or intimidate a guard can be risky, so it's important to adapt your approach to the situation. A good social character needs to be skilled in many areas. **Insight**

can help you detect the emotions of living beings or determine if someone is lying. It can provide valuable insights into your social interactions and is also used with animals for training or horseback riding.

Mental Options (4 skills)

Investigate | Knowledge | Survival | Technicals

Mental skills are crucial for your character's survival and the story's progression. **Investigation** is the skill used to search a room and discover hidden objects or clues. It's also useful for spotting a lurking monster behind a rock. **Knowledge** encompasses almost every piece of information your character possesses, often theoretical but valuable for finding clever solutions. This skill is ideal for imaginative individuals. **Knowledge** also includes medicine, which is essential for survival and potentially the entire group in this harsh world. Don't rely solely on others for your safety. **Technical** skills encompass practical sciences, mechanics, electrical, and computer knowledge. These skills enable you to perform tasks, and maintain your belongings. Finally, the **Survival** skill is vital for navigating this dangerous world, ensuring food and water are obtained. Never leave home without some knowledge of this skill.

Physical Options (4 skills)

Acrobatics | Athletics | Brawn | Nimbleness

Physical skills are governed by two combat skills and two for physical prowess. **Athletics** governs running, swimming, and resisting hits. Being in shape is essential for survival; when monsters chase you, your cardio can save you. **Acrobatics** provides balance, allowing you to move on rooftops without falling, jumping, climbing, and evade opponents. It also helps avoid being hit. In combat, two close-range fighting styles exist. **Brawn** uses brute force, lacking finesse but delivering powerful blows. It's typically associated with heavy weapons. It's also used to bash open doors and lifting heavy weights. **Nimbleness** is more subtle, targeting vulnerable areas to maximize damage. Weapons suited for **Nimbleness** are generally shorter and lighter. Since you can't always choose your weapon, a well-rounded fighter must excel in both styles.

Action Options (4 skills)

Accuracy | Quickness | Sleight of Hands | Stealth

Action skills are those you'll use most frequently. **Stealth** lets you hide in dark places to escape a monster or ambush your opponents. Remember, avoiding a confrontation is often the best way to stay alive. **Sleight of hand** is incredibly versatile, allowing you to pickpocket someone for valuable items, open locks, and rapidly draw your weapons. Firearms are incredibly powerful and valuable, causing massive damage and allowing you to stay far from harm. There are two ways to use firearms: with your arms extended for a **Quickness** weapon, or on your shoulder for a weapon that uses **Accuracy**. Each type has its pros and cons, depending on the situation and range. Weapons that use **Quickness** are easier to obtain and conceal, while weapons that use **Accuracy** offer more power and precision but come at a higher cost. **Quickness** is also used for driving vehicles.

Survival's Rule #13

Quiet down about your power until you can defend yourself. Otherwise, people will blame you for everything. I've seen many of us killed on sight simply for trying to help someone. Also, don't be an ~~asshole~~ with your power, or I'll kill you myself.

Lakshmi, Year 28



Chapter 5

SUPERNATURAL

FEAR IT

This section delves into the supernatural, a significant aspect of the Antagonists universe, and it's quite fascinating.

Supernatural in the World

Monsters Everywhere

Monsters have invaded our world, and we're not entirely sure how they arrived. It's certainly connected to the Glare. Some are aggressive, while others simply try to survive. Their sizes vary greatly, from the size of insects to skyscrapers. Regardless of size, venturing outside a shelter is extremely dangerous.

People generally live in communities to defend themselves against monster attacks. Some monsters are intelligent, making them the most dangerous. They scheme against each other and humanity. In some cases, their power is so great that they can grant abilities to other beings, using them as pawns.

Normal People and the One with Powers

After a few years, we've discovered that some people possess strange and supernatural powers. It's still rare, and their origins remain unclear. Perhaps one person in a hundred has such abilities. Often, they only have one unusual power, while others develop greater strength.

People fear the unknown, and these powers fit that description perfectly. Many believe they stem from something strange connected to the monsters that caused the end of the world as we know it. Naturally, this has led to a range of reactions, from skepticism to admiration. Those with powers are often considered tainted.

Some factions will attack and kill anything unnatural, including individuals with unusual abilities. Conversely, others will praise the "gifted" in hopes of gaining similar powers. It's not a simple black-and-white situation, but it's important to remember the fear of the unknown and how people react to it.

Fortunately, people with strange powers are rare. The player's character is either fortunate or unfortunate to have some. So, why do all the members of the group have powers? We won't answer that question here. You'll have to discover it for yourself.

The One with Powers

People react differently when they learn you have powers. This reaction varies for everyone, depending on their faction and beliefs. Generally, using lower-level powers is more acceptable if it benefits the common good. A good reputation is often priceless, so hiding your powers is usually recommended.

They are right to fear you.

Some powers allow a person to shift shape or control another being's mind. These abilities are often deceptive, leading people to fear and distrust those who possess them. How can you trust someone who can change their face at will or command you against your will? Surely, they must be liars and cheaters? Perhaps we should kill them all and live in a safer world?

It's true that power attracts the supernatural. Using too much power in one place attracts monsters. This doesn't happen overnight, but it's a consistent pattern. Monsters will gather where supernatural activity occurs. This is almost always the case. Therefore, exiling or killing those with powers is a sensible long-term survival strategy.

However, even if more powerful powers attract monsters more quickly than lesser ones. It's difficult to explain these differences to the general public.

Items of Corruption

Items and equipment from the Glare are stained objects from other worlds. Some possess strange powers, while others are simply alien counterparts to everyday objects. They all look strange to us but are recognizable. They also emit a coldness when touched. Normal objects from our world can also be stained by supernatural powers. Their appearance remains unchanged, but they become cold to the touch.

Like people with powers, these objects are feared by the common folk. They're known to corrupt their wearers and attract monsters and supernatural beings. Rare items can be purchased from travelling merchants or the black market, but it's always risky to fall into a trap set by factions sworn to destroy the supernatural.

When living in a community, these items are quickly confiscated and destroyed. The owner is generally arrested and persecuted for putting the community at risk.

A Theory about Powers

I was investigating people with strange powers to find a source or pattern. I wondered why some gained powers while others suffered in pain, why some were chosen or cursed, and whether it was luck or bad luck.

Then, I noticed something strange. I started hearing noises that weren't there, and red vines began to infest my office around the same time. I work in a secure underground bunker, so vines that deep are unusual. Suddenly, the supernatural invaded my workplace. I don't know why, but something triggered a few days ago.

Let me ask you a question. What if some people become beacons for all the supernatural out there? Everything from the other side of the Glare would try to recruit them. When someone becomes a beacon, a race begins to recruit them. Some supernatural being or whatever they are tries to find the person and corrupt them. We've seen groups of people living or travelling together, all gaining powers at the same time. This could explain why a group of people gains powers a few days apart but not the same type. It might be a matter of which supernatural being reaches the subject first, or perhaps some subjects are privileged by a being.

Another question remains: what triggers the hunt for the beacon? Can it be an event that occupies a place and affects multiple people, changing them into beacons?

Many questions remain, and I'm starting to ramble.

One last question: if the supernatural beings are racing to "recruit" people who are beacons and give them powers, is it because they're competing with each other and want more people on their side?

Dr. Hredhaan Singh

Items of corruption

This is how corruption has infiltrated our world. It was a gift from the devil, spreading corruption and fear. We must destroy these tainted items and execute their owners for the greater good!

Irene Carmody, Church of Truth, Year 22

The Red Vine

These strange, otherworldly vines grow underground and creep out almost everywhere. Slowly but surely, they can invade a large building in just a few weeks. They coexist with other plants, but they tend to steal their nutrients and sunlight. The red vines appear to possess some kind of intelligence or instinct. Meanwhile, the other plants require nutrients, sunlight, and water. When conditions are favourable, the vines produce thorns and fruits. They also entangle living beings and attempt to kill them with their thorns and poisonous sap. The trapped creature eventually dies and decomposes, nourishing the vines.

While the vines can be destroyed, it's no easy task. An axe is a good tool for cutting them down, but fire is the most effective way to eliminate everything.

Poisonous Sap

A living being infected with the sap of the vines has a high chance of dying within a few days, as it causes a fever. Fortunately, antidotes against the parasite exist. Interestingly, some individuals have survived and developed strange powers over the vines.

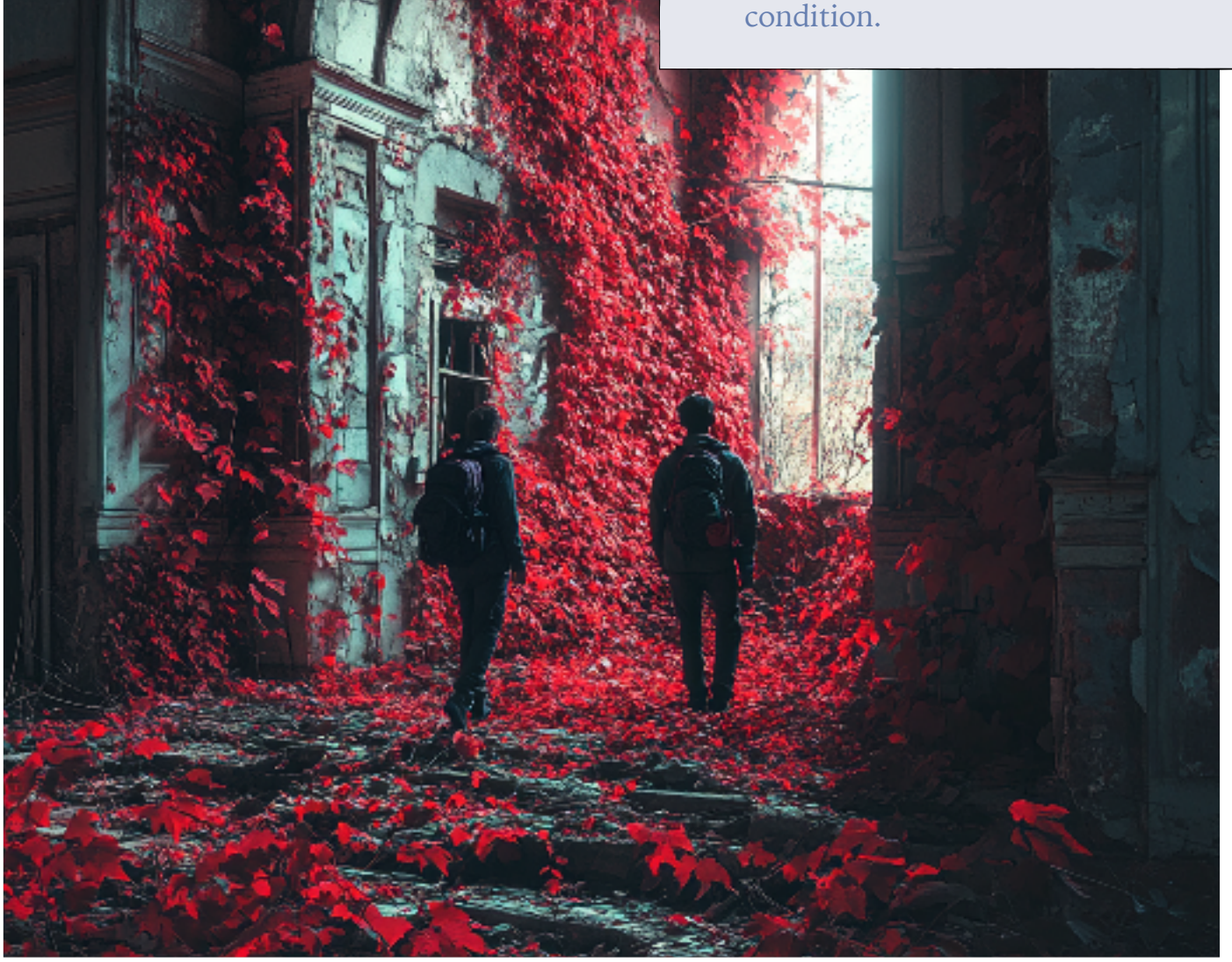
Creep Fruit

The fruits on the vines are incredibly nourishing and full of water. A few of them can sustain a person for a day. Unfortunately, the fruit is just as poisonous as the sap and produces the same effect. The effects can also be stopped by antidotes.

Don't get Infected

When untreated, the infected person will suffers from the following symptoms:

- **1 Hour after infection:** Headache and the Exhausted condition.
- **2 Hours after infection:** Fever and the Infected condition.
- **12 Hours after infection:** High Fever and the Unconscious condition.
- **24 Hours after infection:** Dying condition.



The Fog

The Fog is a strange, thick fog that originates from other worlds. It travels through the Glare and reaches our world, obscuring vision and making it nothing like a normal fog. Some places are permanently covered by it, while others experience its temporary presence. Monsters follow the Fog to hide, since many people fall unconscious in it, making them easy prey.

The Fog is dangerous. Prolonged exposure can cause unconsciousness, nausea, vomiting, and exhaustion. After about an hour, or during an encounter, the Fog causes the Privation condition, then unconsciousness if already present. If the character isn't unconscious, they'll fall to the ground an hour later.

Some people, known as Toxin-Breathers, are immune to the Fog's effects and even gain bonuses from breathing it. They often use it as an offensive weapon, placing it in gas masks or grenade canisters.



Don't Go in That

- **Entering:** Breathing The Fog cause nausea, vomiting and the Exhaustion condition.
- **End of Encounter 1:** Privation condition.
- **End of Encounter 2:** Unconscious condition.

Source of Power

Creatures and beings from the Glare bring strange powers with them. Some call these powers “gifts”, but most people refer to them as “corruption”, “stain”, or even “curse”.

Often, a strange event draws a person or group of people to the beings from the Glare. This could be an extraordinary event or something as mundane as touching a small object or a large obelisk.

In the days that follow, multiple beings will race to corrupt or stain the beacons first. Some do this to gain new minions, while others simply want to prevent others from forming new alliances. No one truly understands how or why the beings grant these powers or what they seek in return, but remember, nothing is free. Once a beacon has been stained, it cannot be corrupted again by another entity.

Corruption can come from many sources, some of which are very alien to our world and beyond our comprehension. In the game’s lore, the protagonists are chosen by the beings or entities, but when creating a protagonist, the player has the option to choose.

Patrons

The source of power grants the protagonists abilities, but it also comes with its own lore and nuances. In some cases, powers are bestowed upon the protagonist by a patron, which often entails responsibilities and can influence the game’s elements during a campaign. Ultimately, the Game Master and players decide how far these components extend. Some Game Masters might choose to ignore the patron concept altogether, especially if they’re unavailable during the game or campaign. Alternatively, a patron could be central to the campaign, making choices crucial to the story.

Power can also be revoked if the protagonist fails to comply with the patron’s orders. The patron’s goals are often unclear, so the protagonist must strive to please them.







Arachne

Type: Patron

In a world of cobwebs and spiders, large queen spiders rule over strange societies. These intelligent creatures require soldiers to fight each other, sometimes even needing unexpected allies. You'll carry a spider nest and use its inhabitants to your advantage. You'll be able to sprout legs and fangs to bite your enemies.

The spider's bite grants you the ability to control spiders and even weave webs. Furthermore, it enables you to manipulate dreams or glimpse the future.

Major	Minor
	
Arachnida	One Esoteric

The Spider Queen

She reigns supreme, her army vast and diverse, spanning nearly every world in various forms and sizes. She is the fearsome Arachne, the queen of all spiders.

This description of Arachne is somewhat inaccurate. Multiple spider queens exist, primarily residing in a desolate world covered in cobwebs. Within this world, spider species are engaged in a fierce war.

These intelligent creatures are constantly seeking new allies to bolster their fight against one another and external threats. They dispatch emissaries as representatives and convey orders to their soldiers.

When a queen bestows powers upon a soldier, she cannot reclaim them. Should a soldier disobey her commands, she deploys elite troops to eliminate the deserter.



I love my daughter more than anything. She's been acting strange for a few weeks, but no one can blame her. A few days ago, I surprised her playing with spiders. It was disgusting, but she didn't have any friends her age, so I didn't stop her. The basement was full of spiderwebs, but it was unsafe to move to another building.

Yesterday, I surprised her again in the basement, this time with large spiders. It was too much for me, so I took her by the arm and dragged her upstairs. Her bedroom was full of small spiders, so I squashed them all, even though she was crying in the background.

That night, a loud noise woke me up. When I opened the door, her bed was empty. A silk rope was hanging from the window. Without thinking, I jumped and landed on the cold ground behind the house. The pain was unbearable, but I didn't make a sound. The moonlight reflected off a blue path made of silk. I followed the path to the entrance of a nearby school. Everything was covered in webs. I walked through the deserted corridors, searching for my daughter.

Then I saw her, in front of the largest spider I'd ever seen. My daughter was playful and happy, laughing. At that moment, I felt two fangs in my shoulder. Everything became blurry, and my legs weren't strong enough to hold me up.

I woke up a few hours ago, unable to move. I was hanging on the ceiling, trapped in webs. I know what's coming. I'm just sad that I won't see her again.

Adela Pawłowski, July 12th, Year 19



Child of Gaia

Type: Patron

You wield your unusual powers to summon Gaia's forces. The earth, or its representative being, has bestowed upon you the ability to control the elements of nature. The ground vibrates beneath your touch, plants whisper secrets, water tastes exquisite, and fire watches intently. While you won't be able to create elements, you'll possess the strange ability to bend the very laws of physics in unexpected ways.

With Elementalism mastery, Gaia grants you the power to control the elements. As a Storm Chaser, you can also harness the power of the weather.

Major	Minor
	
Elementalism	Storm Chaser

Gaia

You gain powers to control nature, so it should be Gaia herself granting them? No, it's not Gaia, as we think. It's something else, and she originates from beyond our world. We've named this creature Gaia, but no one truly knows her real name. She's typically depicted as a woman surrounded by trees, appearing to be a highly powerful entity capable of controlling the elements.

It's rare for anyone to have met her. She prefers to send cryptic images of nature to inspire her pawns when they touch the earth, plants, or trees. Her goals are even more enigmatic. While she can reclaim her gift, she rarely does.



I've always been environmentally conscious, even before the outbreak. As a minimalist, I retreated to a mountain chalet when monsters began attacking everyone. While I lost many friends, I managed to survive in this isolated location.

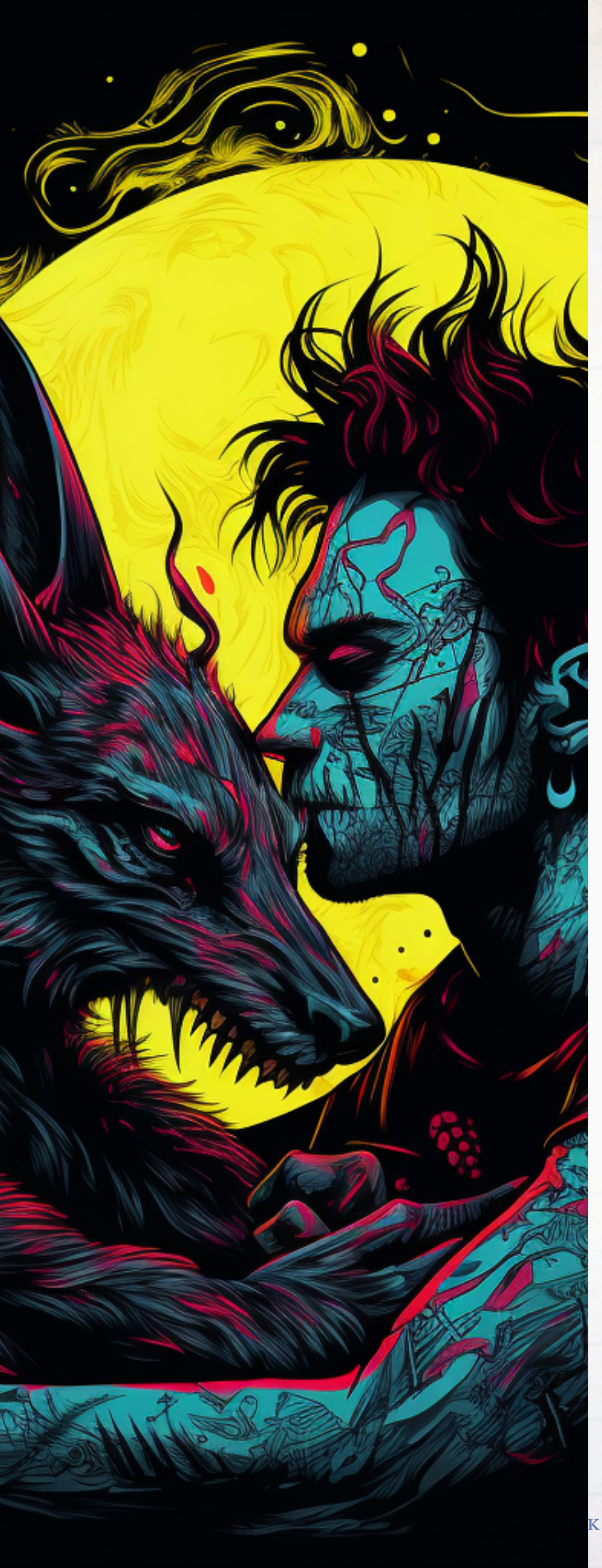
One day, a massive chasm opened near the chalet, engulfing my husband. I had to descend into the cave to find him, or at least his body. It was a vast, unfamiliar cavern, surrounded by unfamiliar vegetation. The beauty and terror of the place were overwhelming.

In the middle of a deep crevasse, I discovered a large tree with mice scurrying around. Mist hovered in the air, and water dripped from the ceiling. Despite the darkness, an eerie light emanated from the cave, illuminating everything.

Suddenly, a voice filled my mind. It was a language I didn't understand, yet it was so soft, comforting, and refreshing—like a beautiful song.

That day, I didn't find my husband, but I discovered something transformative.

Emilia, July 30th, Year 18



Chupacabra's Spawn

Type: Gift

You've been bitten by a strange, blood-drinking dog-like creature. The bite has given you a taste for fresh blood and strange vampiric powers. You'll become a vampire, but not the romantic kind. Blood will replace food and grant you power.

The bite from the Chupacabra grants you Vampirism mastery. You can also choose between Berserker or Toxin-Breather as your minor mastery.

Major	Minor
	
Vampirism	One Mutation

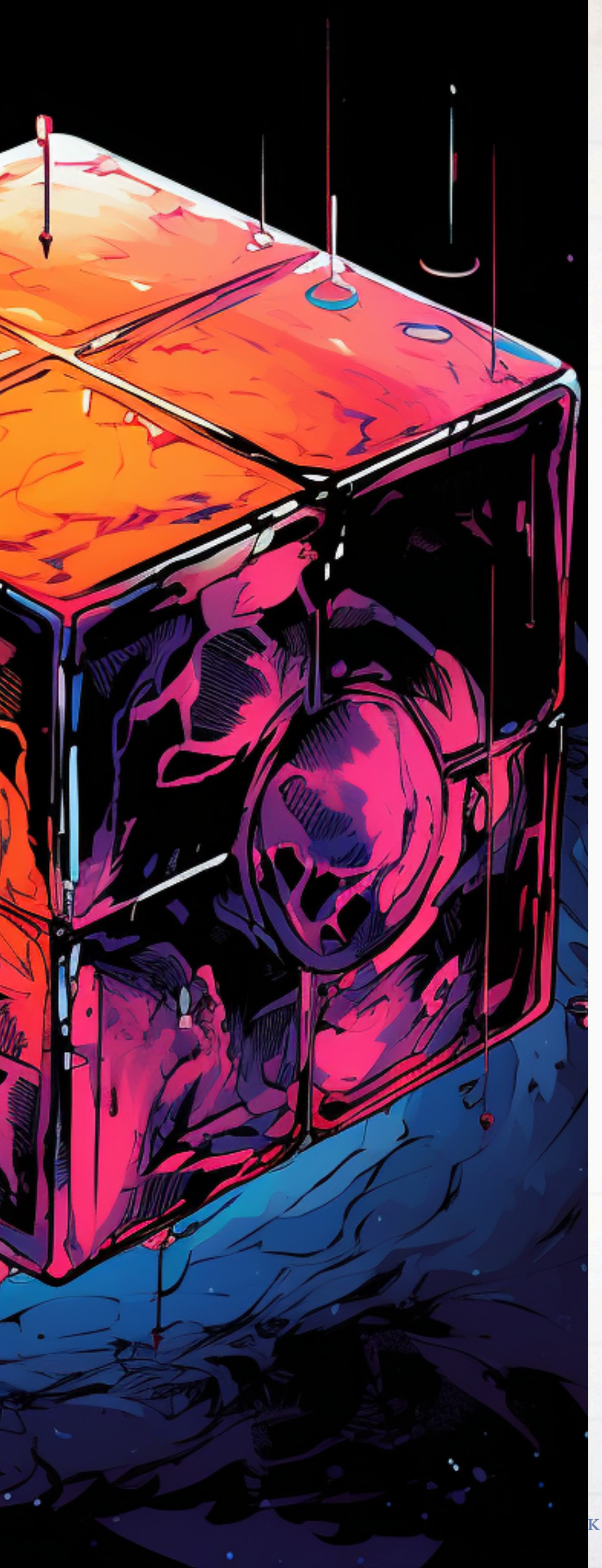
Chupacabra

Chupacabras are dog-like creatures that drink blood and consume the organs of their prey. They're generally malicious and devoid of pity. When they detect the blood of a beacon, they sense it and avoid drinking too much to allow the prey to survive and initiate the transformation. They don't appear to have a specific goal and will remain hostile to their offspring for an extended period.



I was walking along the highway's edge, just as dawn was breaking. The cold was unusually severe for the season. I had been running and fleeing for about an hour, and no one was following me. However, it became impossible to turn back. Suddenly, I heard laughter—or perhaps a baby's cry. It was terrifying, more so than most monster screams. Something was hunting me, and it wasn't the raiders this time. I tried to hide under an overpass, but I saw it at that moment. It was not enormous, but like a dog, with its eyes glowing with malice. I was terrified, but I tried to hide my fear from this sickly-looking beast. Suddenly, the dog leaped at my jugular, knocking me to the ground. I felt my life draining away until I passed out. I woke up with nausea and scratches on my face. I was starving, but not for food.

Santiago, January 11th, Year 16



Clairtangent

Type: Gift

You touched a stained object, and it resonated in your mind. A second later, a strange energy coursed through your body, transferring its power to you. Now, you can feel objects around you, manipulate them, and even create new ones. Transmuting objects ensures you always have the right one at your fingertips.

You have access to Psychometry mastery, which allows you to manipulate objects. You can also choose one of those of the mutation minor mastery or telekinesis.

Major	Minor
	
Psychometry	Seer OR Telekinesis OR Toxin-Breather

The Object

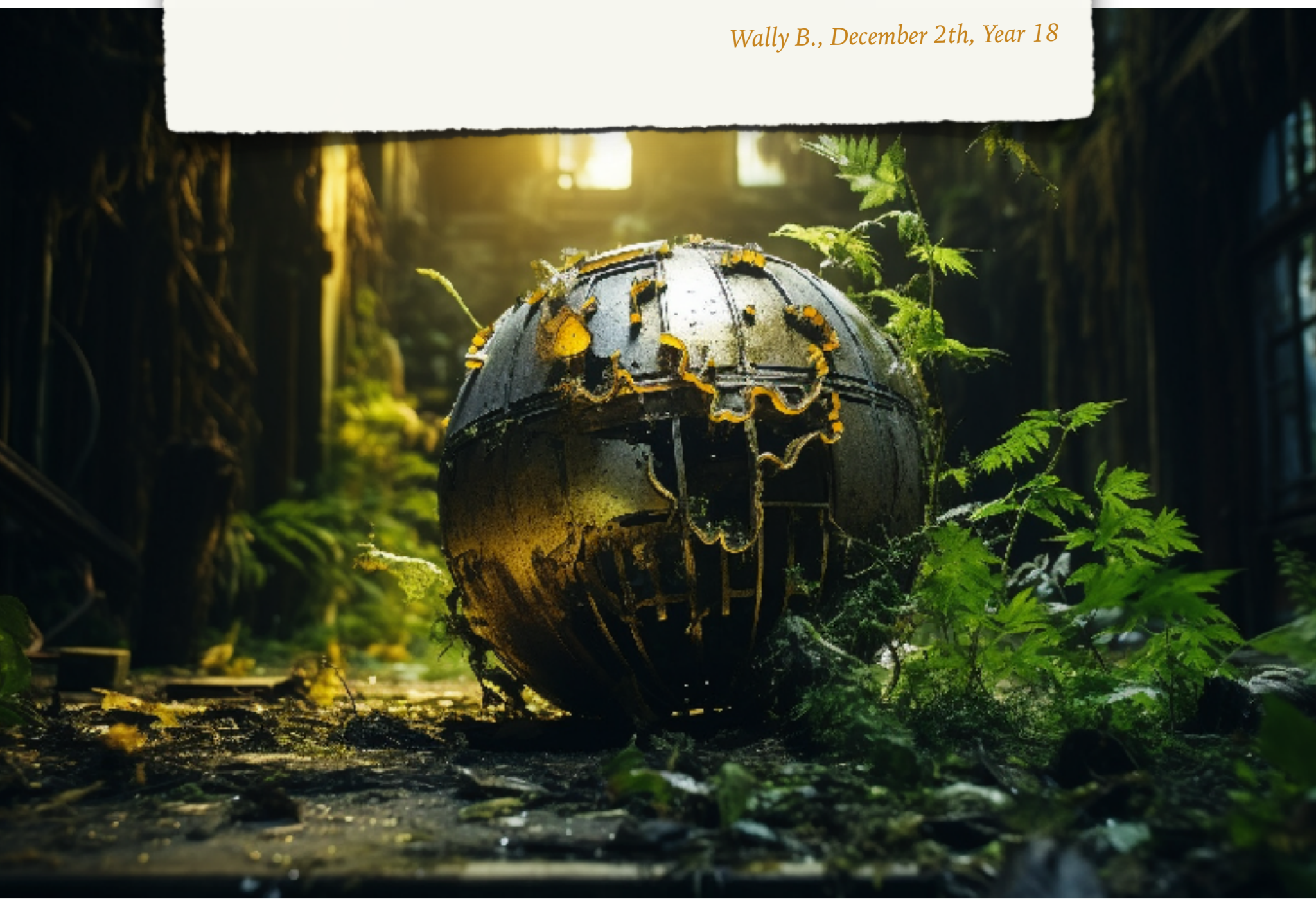
We can't comprehend everything, and one of the remaining mysteries is how a seemingly unified object can transfer power to a being. It appears to select its target, suggesting some form of intelligence or instinct.

The objects vary in size and shape, generally originating from outside our world. However, they can also be familiar objects. They draw the attention of their chosen target, standing out in a pile of junk, for example, shining brightly for the selected one. When the prey touches it, the object releases its power and transfers it, becoming inert.

We're unsure if there's a connection between the objects and their chosen targets. Is there a master mind or multiple ones, we don't know.

I was scavenging in an abandoned metro tunnel, convinced it had been deserted for ages. However, bloody corpses littered the ground. While the bodies themselves offered no riches, the strange, yet valuable, masks they wore piqued my curiosity. Something felt off, and I should have left sooner. A roar froze me to death during my looting, and I realized my fate would probably be the same as the corpses. Just as I was about to flee, I spotted a strange, surely valuable metal ball. Grabbing it, I bolted for my life. The object was cold and vibrating. Reaching the tunnel's end, I was pursued by something. With all my strength, I held onto the metal ball when it happened. A flash of light, a deafening noise, and a scream—it was my own. Then, the creature vanished, leaving me alone with the relic in my hands. It was no longer cold, and the vibrations ceased, but I was changed.

Wally B., December 2th, Year 18





Creeper

Type: Symbiote

You survived a strange infection from red vines, though you were left with a torn skin and an infected wound. After a few days of fever, your body adapted to live with the parasite. You're a rare survivor of this creeping plague. Sometimes, when you check your arm, you're pretty sure you see vines moving under your skin. Now, you can control those vines as powerful tentacles.

You gain access to Thorn mastery, which allows you to control the red vines. Additionally, those infected by the vines develop combat aptitude with the Belligerent mastery.

Major	Minor
	
Thorn	One Specialization

The Red Vines

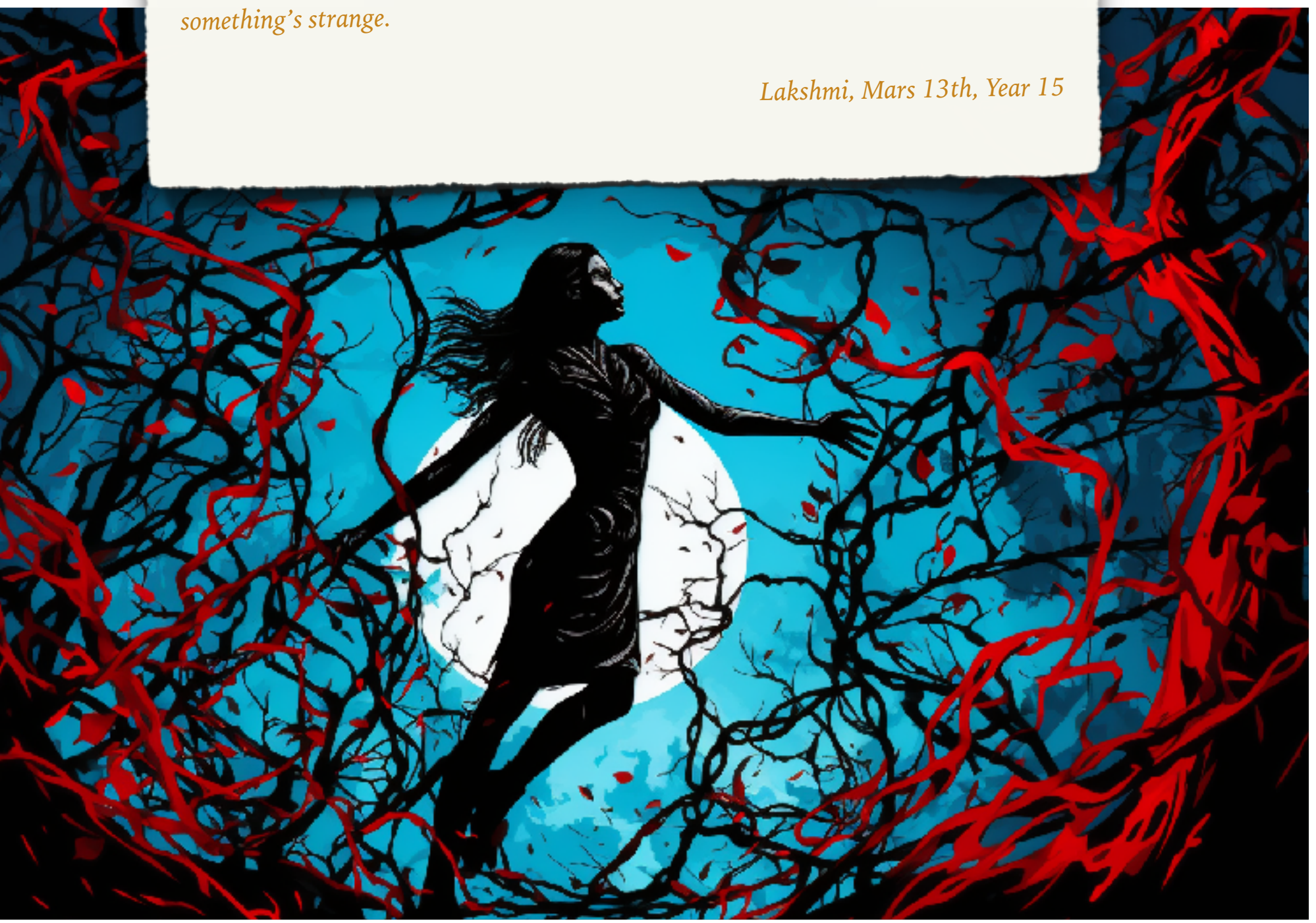
The Vines are a powerful, pervasive entity. Some believe they all originate from a single root, while others see multiple roots. Attempts to poison one root have been futile, as the dying one is rapidly replaced. Even as a plant-like organism, the Vines exhibit intelligence and organization.

These living entities are driven by a desire to expand. Parasitizing hosts is one of their clever methods. While they can sense each other, they lack the ability to communicate through language.

A portal has opened between the Glare and our world, and it was the Vines who maintained the path.

We stopped for the night and found an old, abandoned warehouse to shelter ourselves from the rain. It was pitch black, and we didn't notice the vines in the corner of the room. I woke up to John's screams, finding him tangled in the vines. We rushed to help him, freeing him as quickly as possible. Mike slept just beside him, but strangely, the vines had moved around him. We burned them all as retribution. Three days later, John died from a painful fever. Mike is fine, but I can't trust him anymore. Something's definitely changed about him—something's strange.

Lakshmi, Mars 13th, Year 15





Flesh Crafter

Type: Knowledge

There's a strange and disgusting art from another world that allows you to create life—or perhaps some kind of abomination. You can craft it like a mundane object, learning this arcane and perhaps repulsive art from mysterious books or runes. With this knowledge, you'll be able to create monsters to serve you.

With the Flesh Craft mastery, you can create monsters. Alternatively, you can choose to be a Berserker, a Toxin-Breather, or specialize in one of these roles.

Major	Minor
	 
Flesh Craft	Toxin-Breather OR One Specialization

The Forbidden Art

Flesh Craft, a blend of science and art, demands time and dedication to master. Even studying the enigmatic glyphs and runes isn't enough. Something more is required to understand them. It's also unclear who left them behind. Perhaps it's another flesh crafter seeking to share their knowledge. Each monster, with its unique features and personality, corresponds to a specific combination of symbols that the flesh crafter can attempt to decipher. The vastness of symbols and combinations allows for an infinite description of any monster or creature.

I've always been curious. Did the curiosity truly kill the cat, or did the satisfaction bring it back? Curiosity led me to strange places, risking my life just to roll back the stone and see what I had missed.

Again, my curiosity led me to open this strange book. It wasn't written in our language; it was a series of glyphs and bizarre drawings. It wasn't from our world, but my curiosity was stronger than my self-preservation. I felt like the cat, walking on the edge, risking my life and sanity. It was like an addiction—I had to go through it, read every glyph, and understand everything.

It taught me how to create the cat, and when it died, I brought it back.

Chris, February 11th, Year 26





Mortician

Type: Knowledge

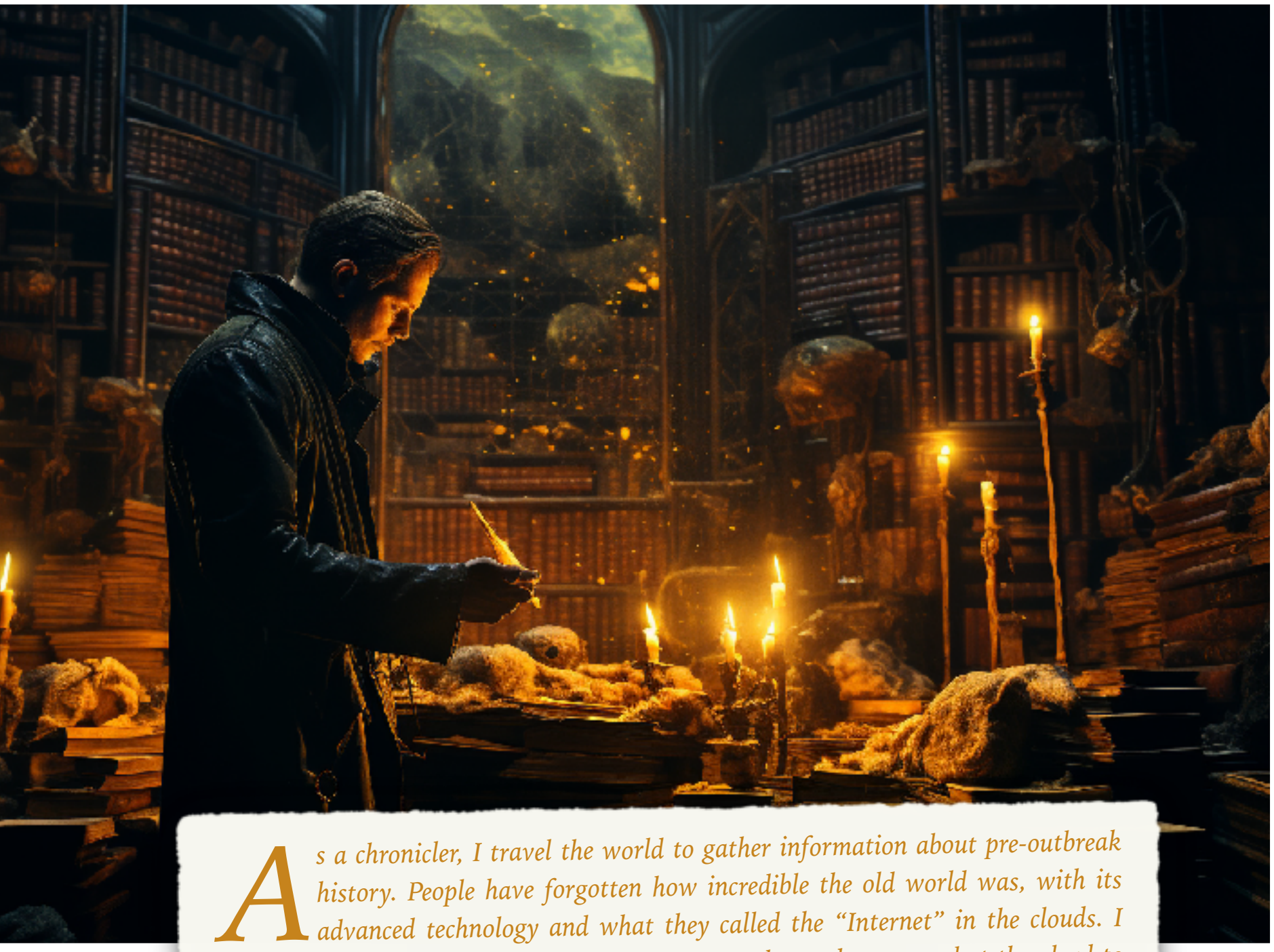
You've stumbled upon mysterious books or markings from another world. You've learned forbidden knowledge that grants you necromantic-like powers and control over the dead. This knowledge will allow you to become a healer in twisted ways, repairing bodies using forbidden knowledge.

With Thanatology powers, you can manipulate both dead and living bodies. Alternatively, you can choose Telekinesis, become a Toxin-Breather, or specialize as an Erudite.

Major	Minor
   	
Thanatology	Telekinesis OR Toxin-Breather OR Erudite

The Forbidden Knowledge

It's the forbidden science, one that deals with the deceased while also studying life. This knowledge is typically recorded in books or tablets. While the language is alien to most, the chosen one can understand it. Some believe this science originates from a vanished species, but no one is certain. Its concepts and writing are surprisingly similar to our own, leaving many intriguing questions unanswered.



As a chronicler, I travel the world to gather information about pre-outbreak history. People have forgotten how incredible the old world was, with its advanced technology and what they called the "Internet" in the clouds. I collect books and strive to preserve them. My travels are dangerous, but they lead to unexpected discoveries. We're not the only intelligent species, and they have their own "technology".

One day, while searching an old library, I stumbled upon a tunnel that shouldn't have existed. Everything was grey and eerie. Curiosity overcame me, and I stepped inside. I emerged into a vast, stone-carved room that wasn't part of the library. Papers and books made of an unknown substance surrounded me. This was another library, but unlike ours.

I packed as much as I could carry and returned to the real world. The next morning, the entrance to the tunnel was gone.

Thomas, September 22th, Year 27



Primalist

Type: Gift

You were saved by a strange and majestic creature. Your life was about to leave your body, but this creature performed an inexplicable act. For some unknown reason, you now feel an aura around animals. It's easy for you to communicate with them and even ask for their help.

With the Animalism mastery, you can now communicate and control animals. Choose from the Storm Chaser, Seer, or any other specialization.

Major	Minor
	
Animalism	Storm Chaser OR Seer OR One Specialization

The Prime Being

This majestic entity, often resembling a deer, can vary depending on location and season. Some have even seen a fox or a mouse. Regardless of its form, the animal exudes a sense of peace and grandeur. This otherworldly being appears as an earthly creature, bestowing powers without condition, but choosing wisely who to bestow them upon.

Known for its immense power, the being maintains a peaceful demeanour. Encounters are rare, as it avoids conflict and flees from attacks. Some claim it has been killed multiple times yet continues to reappear elsewhere.



A few kilometres outside the community, two scumbags jumped me. Earlier that morning, I had ripped them off by selling defective equipment. While they were scumbags, I was far worse. One of them shot me in the chest. I didn't feel the bullet at first, so I managed to kill him. The second one ran at me with a rusty axe. After a few punches, I turned the axe against him. I was heavily wounded, my guts hanging out of my abdomen. I crawled a few meters, but I was certain death was watching me. I felt unconscious under unbearable pain. When I finally stood up, I found myself in an eerie place. A majestic, strange animal stood before me. It was the most beautiful thing I'd ever seen, and I'll never forget that day. I watched as my wounds closed before my eyes. The animal vanished like it had never been there. Why me? Was it my chance for redemption?

Robert Martin, June 7th, Year 25



Puppeteer

Type: Patron

You have made a pact with a powerful creature that granted you the ability to control the weak. A mark identifies you to the creature, but no one else can see it. Perhaps you'll never see the creature again, or perhaps it'll return to ask for something in return. With this power, you can control others and play tricks on their minds.

With Mind Control powers, you can control people and then choose any minor mastery.

Major	Minor
	
Mind Control	One Minor Mastery

The Scarecrow

It's the devil you know. They lurk in the darkness, waiting for someone desperate. Generally tall and thin, their dark silhouettes are hidden in black robes. They can grant powers, but the price is always high. They made deals, promising powers in exchange for services, and they always keep their pupil in a tight leash. Often, the exchange of an object seals the deal, but it can also be a mark on the skin.

It's not known of a puppeteer who hasn't kept their part of the bargain, but some have died, leaving their puppets wandering without power. Puppeteers enforce their deals when necessary and can also remove whatever they've given. They like minions and servants, but they also enjoy making traitors suffer.

The Game Master and the player can decide how the scarecrow will be involved in the game. It can be heavily involved or completely absent. The scarecrow's personality can also vary greatly, though none are particularly likeable. They might give quests, menace the protagonists, demanding obedience in return for their given powers.



It was a cold, lonely night. Travelling alone, I stumbled upon an old crossroads with fallen street signs. My mind wandered, lost in thought. Everything seemed still and silent, except for the distant glow of dawn. Then, a tall, thin silhouette emerged from the darkness. Even with my flashlight shining, the figure remained shrouded in shadow. His voice was calm and melancholic, and we spoke for hours until the sun began to rise. He asked if I wanted all my problems resolved, and since I had nowhere else to go and nothing to lose, I agreed. He handed me a strange object, and as the first light of day touched my face, he vanished. I'm not entirely sure what we agreed upon, but I'm certain he'll keep his end of the bargain. I'll have to keep mine, no matter what it is.

Lucy, June 7th, Year 10

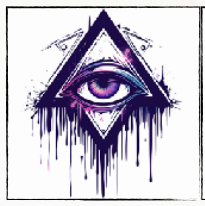


Ritualist

Type: Knowledge

You've learned ancient, forbidden powers through rituals. This knowledge, known since the beginning of time, was feared by most people. Some were even tortured and burned alive for using it.

You have access to Ritual mastery, which lets you cast powerful incantations. As a minor mastery, you gain access to one Esoteric power.

Major	Minor
	 
Ritual	One Esoteric OR One Manipulation

The Ancient Knowledge

This ancient power originates from rituals practiced by various cultures worldwide for generations. Known as "black art" or "forbidden knowledge", it encompasses much more than just manipulating energies or spirits. While these powers are often passed down within families, exceptions exist. Regardless of their source, those skilled in them can perform extraordinary feats.

Ritualists typically don't live in groups, but they occasionally gather to teach one another. Some individuals are notably more powerful and often lead these groups.



The world was a desperate place, devoid of hope and future. My mother always told me I was special, and also our family. She carried this old book with its rotting pages everywhere, but I was forbidden from reading it. After her death, I was left with almost nothing—just her old book and a burning desire for revenge. Initially, the book's contents were incomprehensible, but after a few months, everything became crystal clear.

The ritual demanded blood, and I willingly gave it. The first ritual's blood was fresh and soothing. I found the strength to rise above the others within the pages of my old book, determined to escape the fate that had claimed my mother's life.

Anna , December 3rd, Year 23



Shadowfell

Type: Patron

The Shadowfell has been corrupted, allowing a shadowy entity to temporarily inhabit their body through an invisible conduit. This conduit activates when the Shadowfell wields power, enabling the shadow entity to enter at the cost of their life. The process is both painful and mentally draining, ultimately strengthening the Shadowfell but at great risk.

Major	Minor
	 
Umbramancy	One Manipulation OR One Specialization

The Shadow Entity

This ancient, Machiavellian entity lurks in another world, but likely also in ours when the light is out. It uses humans as conduits to access our world, manipulating troubled individuals by granting them powers. Each time a victim uses these powers, the conduit expands slightly, eventually losing control and fully opening the conduit. This release unleashes a surge of shadow from the Shadowfell, killing them and bringing a part of the entity into our world.



Caring for others is always a lot of trouble, and I prefer solitude. I began avoiding people, but isolation quickly made me an easy target. I was attacked, robbed, and beaten repeatedly, even when I had nothing. While I did fight back, it seemed like there were an endless number of assholes.

After another attack, I was still shaken, wounded, and alone, with only my shadow for company. But I swear, I saw it moving. She wanted something from me, but she was willing to offer something greater in return.

I first learned to hide in shadows and stay discreet, but now I'm taking my revenge and robbing them of everything I can.

Alina, February 20th, Year 28



Siren

Type: Symbiote

Remember the old mermaid stories? They're quite similar, but with a darker twist. The story begins with an aquatic larva penetrating a person through the mouth or another orifice. The larva then dies, but not before dramatically transforming the victim. This transformation causes the victim to react to water, turning their legs into fish tails.

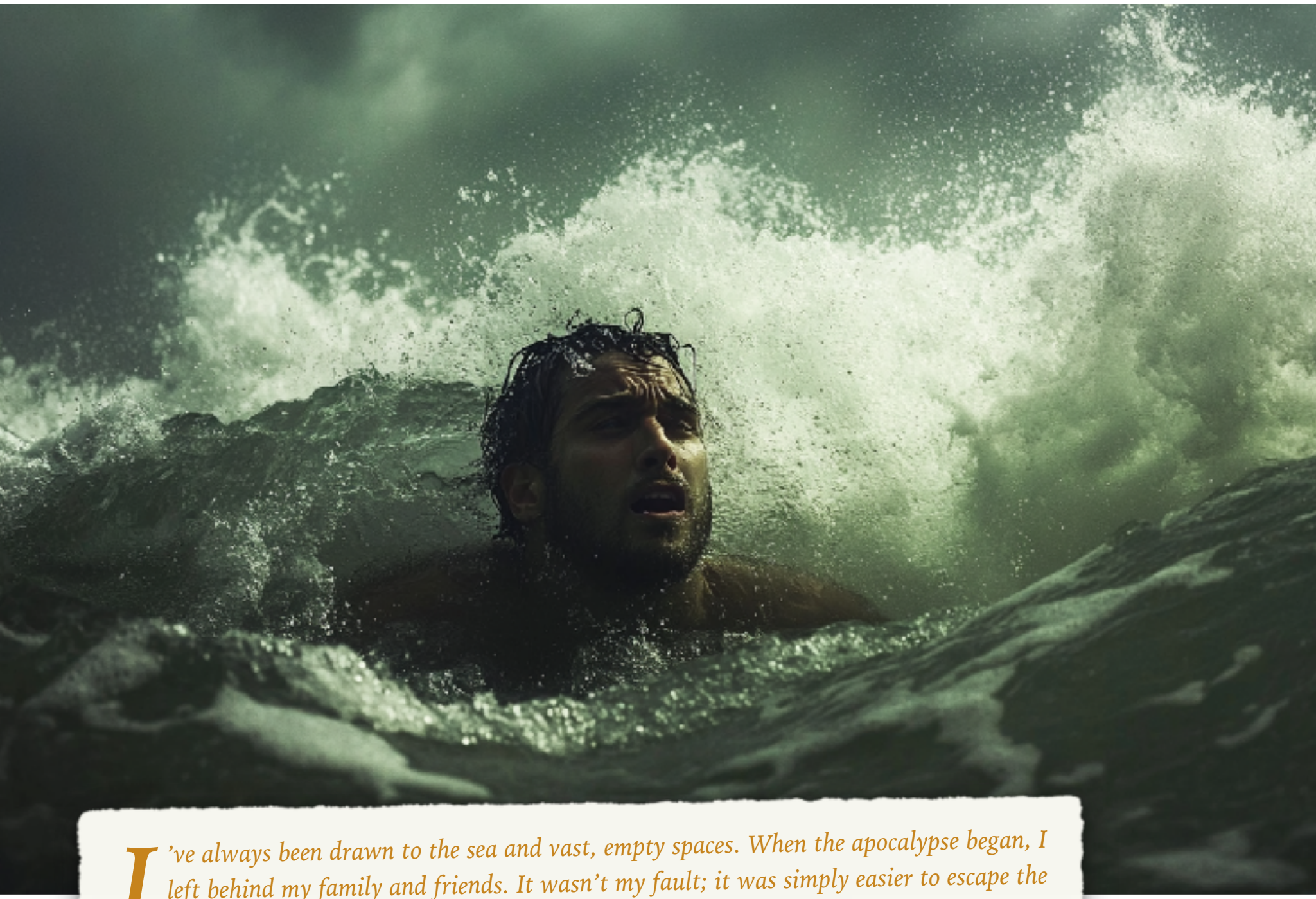
You gain access to Animalism or Lure mastery, which can allow to communicate with animals or enhances your defensive abilities and allows you to manipulate others. As a minor mastery, you acquire Seafolk, which likely results in a painful transformation into a fish-person adapted to underwater life.

Major	Minor
	
Animalism or Lure	Seafolk

The Seafolk

Sirens are aquatic creatures that can transform into normal humans when not submerged. This transformation occurs when a normal human is infected by an aquatic larva. Typically, a female Siren gives birth to about one hundred eggs annually. If fertilized in water, these eggs hatch into larvae that seek a suitable host to infect.

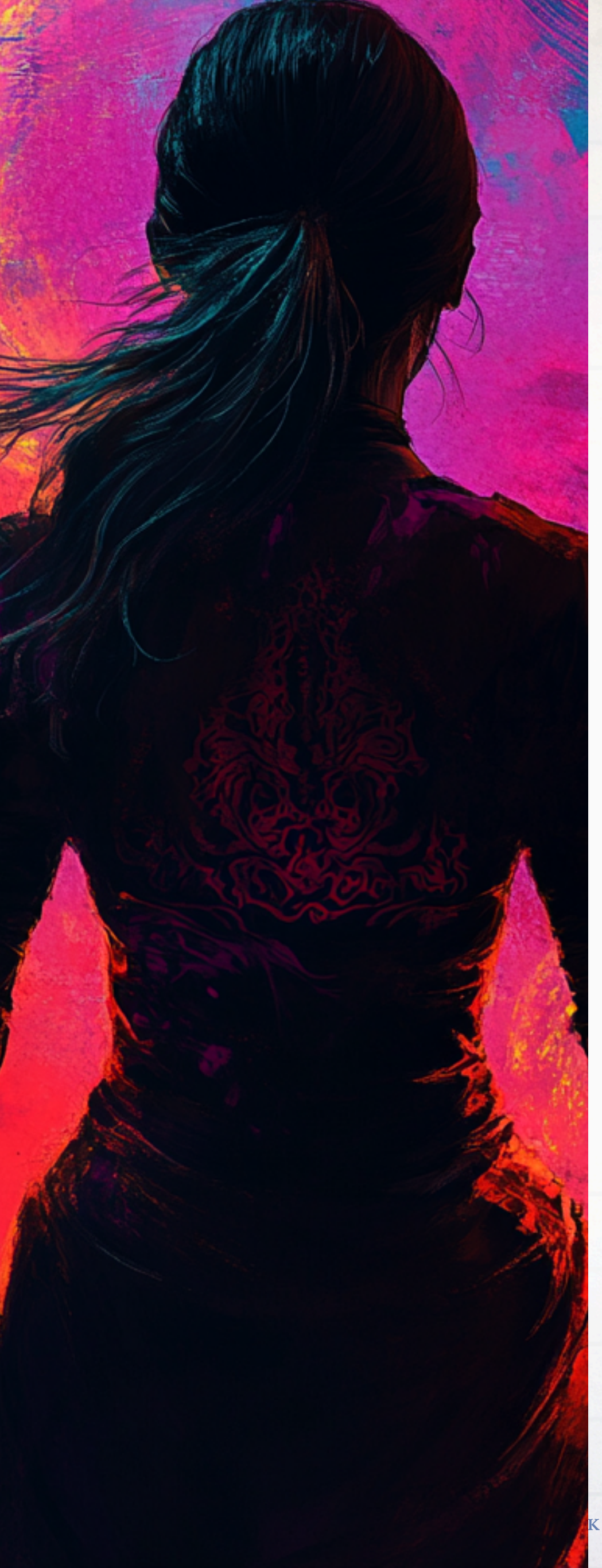
Rumour has it that Sirens exist in another world, living in communities with leaders and a complex hierarchy.



I've always been drawn to the sea and vast, empty spaces. When the apocalypse began, I left behind my family and friends. It wasn't my fault; it was simply easier to escape the city and board a sailboat, but they refused to follow. Fishing was easy, and the rain provided enough fresh water. I believe I managed to avoid the worst years, but eventually, loneliness began to creep in.

One day, I was fishing, my mind filled with dark thoughts. The sea was calm and beautiful, but perhaps it was too serene, or maybe I was lost in my own thoughts. A few seconds later, a storm descended upon me, seemingly out of nowhere. The wind howled, and my sail billowed. I tried to lower it, but it was too late. An enormous wave crashed against the side, tipping me over. I watched as my mast snapped and fell into the water. Suddenly, I felt a strange calm wash over me, a sense of hopelessness. Alone in the vast expanse of the ocean, my sailboat broken, I considered letting myself drown. But instead, I began swimming underwater, as if I had never done so before.

John J, April 2nd, Year 18

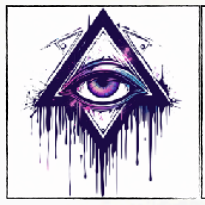


Spiritbound

Type: Gift

You've always been sensitive. You feel your emotions, some of which you can't quite put into words, coming from a strange place deep within you. Each tattoo represents a different aspect and personality of you, with its own strengths and weaknesses.

You gain access to the power of tattooing, which allows you to bind a Visage to yourself. From there, you can choose an esoteric power or a specialization.

Major	Minor
	 
Visages	One Esoteric OR Telekinesis

The Visages

You are a receptacle for Visages, many of whom you may not know. These spirits could be deceased individuals or even remnants of your past life. They are bound to you, like tattoos on your skin. Each tattoo represents a Visage that can be in the form of a person, an animal, a symbol, or anything with meaning. These spirits grant you their attributes and skills, but also their edges and hindrances. Spiritbound individuals are not part of a group or community.

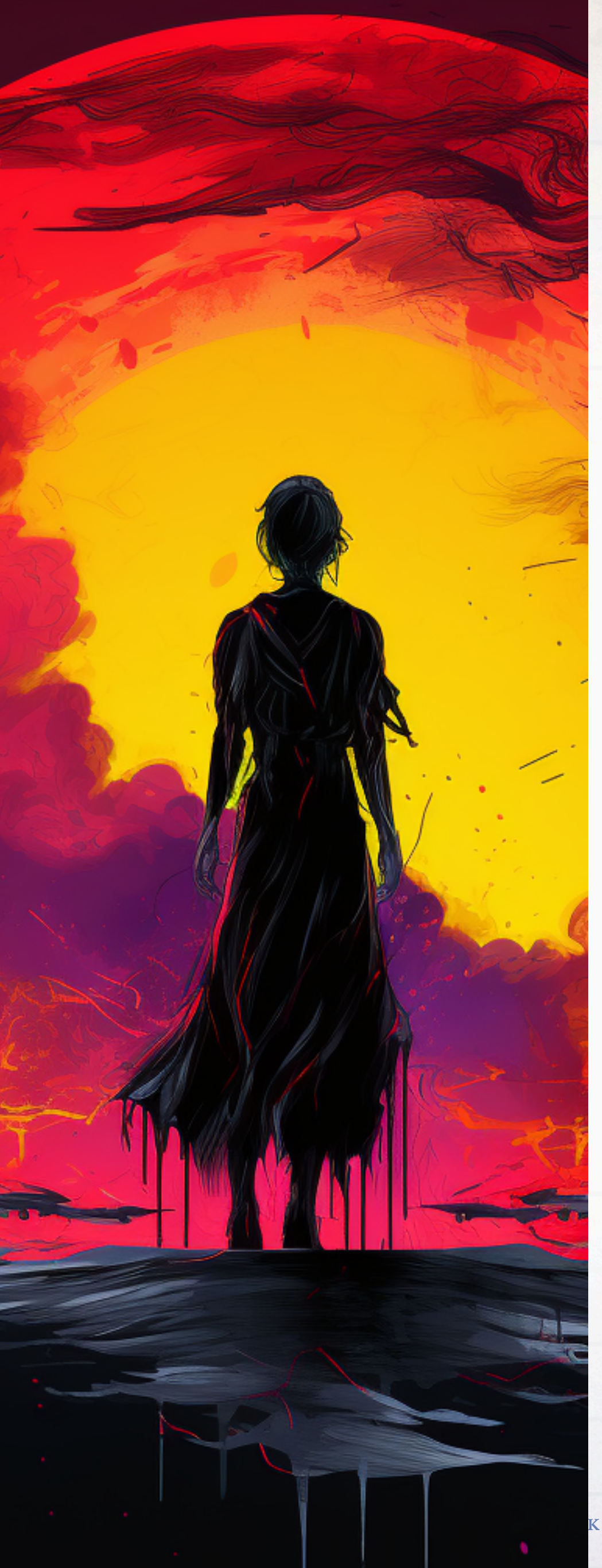


For a long time, I felt a whirlwind of emotions simultaneously. Sometimes, I was inexplicably happy, while other times, I was inexplicably sad. It was my life, and I had to navigate it every day. This started years ago when the community was attacked by monsters, and we had to flee. It was a difficult time, and many good people lost their lives that night. People said it traumatized me, and yes, it was horrible.

We moved to a new community, and there was this guy. He was funny and a talented artist. I asked him for a tattoo, and he was surprised that I knew exactly what I wanted. He worked tirelessly for eight hours, without a break, until he finished.

I still experience a lot of emotions, but I've learned to recognize that they're not mine. I've also discovered new abilities I never knew I had. You should have seen me kick this guy's butt—I didn't even know I could fight! It's not easy, but I feel more at peace now. I'm thinking about getting a new tattoo.

Kim, December 24th, Year 16



Succubus

Type: Symbiote

Succubus—a strange name for this otherworldly entity. It's laid an egg in your body, and a new being is growing and merging with you in a struggle for control. Succubi can manipulate emotions, a handy trick for living among humans until the transformation is complete.

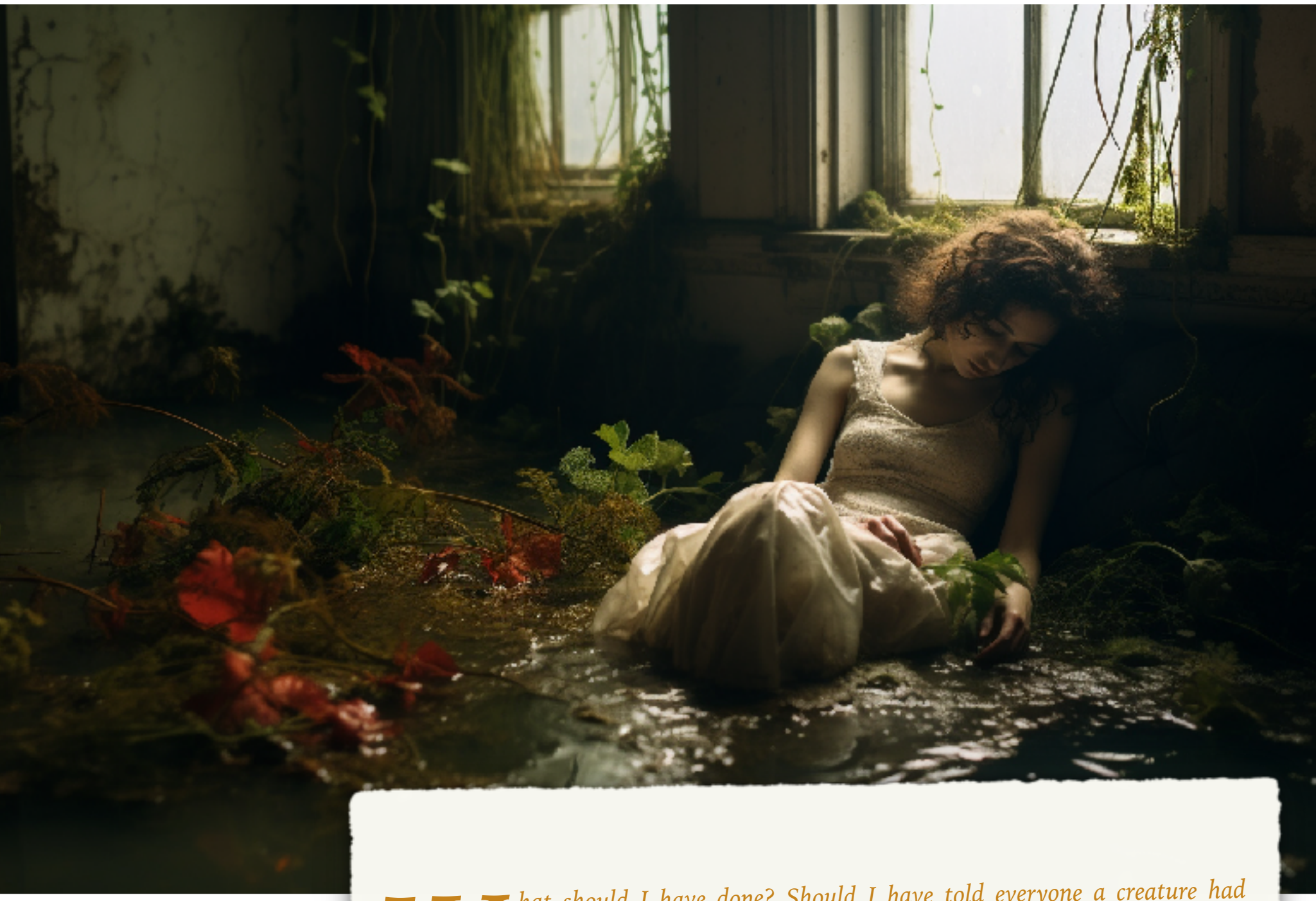
You have access to Lure mastery, which will help you defend yourself against others and manipulate them. You can choose Dream Weaver mastery, Seer powers, or a specialization.

Major	Minor
	 
Lure	One Esoteric OR One Specialization

The Entity

Succubi are an alien species that grow and merge into a living being. They typically inhabit human bodies, though animal succubi also exist. At a certain point, the creature is ready to lay an egg in another body. The host will feel a pull and be drawn to a compatible one. The egg is transferred through the mouth, and it's generally a bad time for both the victim and the host. Once inside the stomach, the creature leaves the egg and attempts to connect to as many organs as possible to quickly take control of the body. Since the creature is still young, its control is minimal. Over time, it will fuse with all the body's systems and merge its psyche.

Succubi are a species of multiple individuals, with no leader or mastermind as far as we know. Their sole purpose is survival through reproduction.



What should I have done? Should I have told everyone a creature had entered my body? Perhaps I should have simply ended my own life. I was terrified, yet I didn't want to die. I was hoping it was just a bad dream.

Now, I realize I was naive. I shouldn't have spent the night with this stranger, but I was lonely, and this person radiated such warmth.

Sometimes, I can feel it moving inside me. It's a bit like when I was pregnant, but this time, I'm pretty sure the creature inside is a horrific being. It wants to survive, just as I do. We'll make it through whatever comes our way, whether it's good or bad.

Marlene, Mars 22th, Year 26

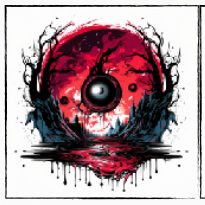


Trickster

Type: Patron

A strange, invisible creature, often called an imp or gremlin, granted you the power to deceive and manipulate others. Bound to you, only you can see her. Her motives remain unclear, and whether you control her or if it's all in your mind is a question. This power allows you to create illusions, distracting and tricking people.

You wield the power of Smoke and Mirrors to deceive others. Alternatively, you can master one of three abilities: Berserker, Telekinesis, or Dream Weaver. With Telekinesis, your imp moves objects directly, not your mind. The Dream Weaver mastery allows your imp to accompany you in dreams, making it visible to others.

Major	Minor
	 
Smoke and Mirrors	Dream Weaver OR Telekinesis

The Imp

An imp, a gremlin, or whatever you want to call her, lives with you. Her appearance varies depending on who you ask. Some have named her, while others have been given a name by her. Initially, she seems like a mental case, but how can we explain that she knows what's behind them without looking? It seems like the imp can tell her "master" what she can see. Although she can't travel far, her invisibility allows her to often go places no one else can.

The imp is a malevolent creature that frequently tricks her master and encourages them to commit dirty or even evil deeds. She also talks a lot and engages in foolish and obscene behaviour.

Imps generally dislike each other and often start fights with other imps in the same location. They don't seem to have any elaborate plans or goals; they just want to have fun and cause chaos. Since they can only become visible to their master, it's amusing when an imp starts a fight with an invisible one. It doesn't seem to have a logical reason for the imp when choosing her new master; she just appears in the mind of its new master.



Feeling alone and depressed, I heard laughter nearby. I couldn't tell if it was my own voice or coming from behind me. For days, a strange, obscene voice made jokes. Suddenly, a small, devil-like creature jumped on my bed. It didn't seem dangerous, so I sat in front of it. It was funny, and I wasn't alone anymore. She asked if she could live with me, and I agreed. At the time, it didn't feel like a big decision, but I'm not sure if I cursed myself. Is she truly here, or am I going crazy? Regardless, I'm no longer alone. I'm with Daisy now, and she'll be with me forever.

Ashley Richer, February 11th, Year 26



Unstained

Type: Gift

You weren't corrupted, but you're special. You can resist the stain and fight the corruption that's spreading across our world. In some strange, unknown way, you've been chosen.

You have access to the Cleansing power, which protects you against supernatural threats. Additionally, you can choose an extra Specialization.

Major	Minor
	
Cleansing	One Specialization

The Incorruptibles

You're not corrupted or stained because no entity has tried, but because you resisted. Perhaps your will or body was simply stronger. You're special—one of the few who've said no and survived. Don't let anyone tell you you're weaker without the Stain; you're not. You're their predator.



Last month, our community was attacked twice. At least half of the people were killed. These aren't just monsters hunting us for food; they're hunting us for pleasure. My wife and two young children were among those who perished this month. We're at a disadvantage against these creatures, but we're not defenceless. When they heard gunshots from our settlement, a group of armed people rushed to our aid and rescued those who were still alive.

With nothing left but my will for revenge, I joined the rescuers. I'm now a Crusader, trained to fight monsters and destroy the supernatural.

Paladin James Dawson, Mars 10, Year 30



Werebeast

Type: Gift

A creature bit you, and now you've developed the power to transform into a man-beast. The more powerful you become, the more forms you can take. This corruption is very obvious, making this curse dangerous for you—and for everyone else.

With the Metamorphosis mastery, you can transform your body and choose between Berserker or a specialization. When creating your character, you must choose the caste of your werebeast that influences the choices of metamorphosis.

Praetorian Caste

Major	Minor
	 
Metamorphosis	Berserker OR One Specialization

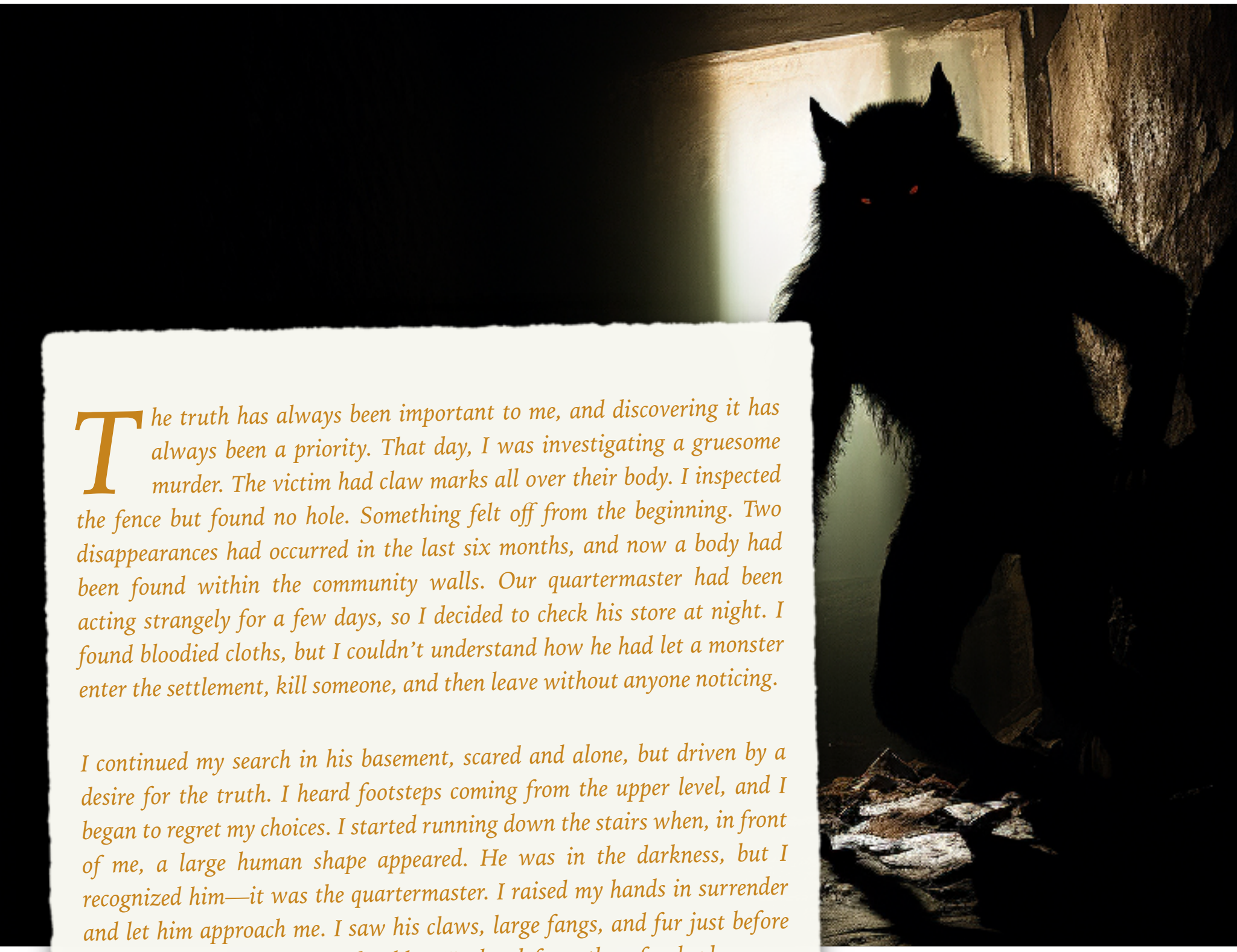
Patrician Caste

Major	Minor
	
Metamorphosis	One Esoteric

The Beast Within

Some creatures possess a gene that they can transfer to other living beings, causing mutations. This mutation gene resides in the blood, so it's typically transferred through bleeding wounds. Gene transfer isn't automatic; only those who serve as beacons will contract the gene and gain powers. Infected individuals generally develop an enhanced sense of smell, allowing them to detect beacons.

Werebeasts generally don't live with other members of their kind. They often infect someone and then leave to avoid attracting attention to themselves or their newly created werebeast. Of course, there are exceptions, with clans of werebeasts or small groups that remain together for survival.



The truth has always been important to me, and discovering it has always been a priority. That day, I was investigating a gruesome murder. The victim had claw marks all over their body. I inspected the fence but found no hole. Something felt off from the beginning. Two disappearances had occurred in the last six months, and now a body had been found within the community walls. Our quartermaster had been acting strangely for a few days, so I decided to check his store at night. I found bloodied cloths, but I couldn't understand how he had let a monster enter the settlement, kill someone, and then leave without anyone noticing.

I continued my search in his basement, scared and alone, but driven by a desire for the truth. I heard footsteps coming from the upper level, and I began to regret my choices. I started running down the stairs when, in front of me, a large human shape appeared. He was in the darkness, but I recognized him—it was the quartermaster. I raised my hands in surrender and let him approach me. I saw his claws, large fangs, and fur just before he jumped at me and bit my shoulder. He then left me there for dead.

I was grateful to be alive and wondered why he hadn't finished the job. Now, I know the reason, but I don't know if a will reveal the truth about the quartermaster—and my condition.

Ea Ping, April 1, Year 20



Worlds Walker

Type: Patron

Worlds Walkers have been engulfed by the Glare, gaining the ability to hide and travel in this strange parallel world. Even on our own surface, you can hear strange scratching noises emanating from the Glare. This power allows you to manipulate it, opening breaches within itself and enabling you to traverse a dangerous and unfamiliar realm.

You gain access to Trailblazing mastery, which allows you to travel through the Glare. You can choose to be a Toxin-Breather or select a specialization. Finally, you'll also receive a specialization.

Major	Minor
	
Trailblazing	One Manipulation OR Toxin-Breather OR Wendigo

The Glare

The Glare is one of the most powerful entities. It exists and expends between worlds. Its tunnels move, expend, and some even claim that it breathes. When harmed, it uses other creatures to defend itself. The liquid that spills from its walls when struck has a distinctive smell that attracts many monsters seeking refuge. Remaining a very passive and cryptic being, it cannot communicate. It still chooses the people to serve its incomprehensible goals and those who will guide it to new worlds. As a patron, it can reclaim its gift, though this rarely occurs.

The Glare is responsible for the link between the worlds and all the creatures that have come to ours.



I was travelling to a community that was supposed to be a few days' walk away. However, I was completely lost for over a week, refusing to admit it. The sun was setting, and I was still carrying all my belongings to sell, but I had no food or water. Suddenly, some lights appeared in the distance. The settlement was just a few hours away, just across a large lake. Tired and frustrated by the lake's circumference, I noticed a strange entrance to a tunnel beneath it. Something felt wrong, but I was so exhausted and hungry that I started walking into the lightless tunnel. The tunnel was endless, but colourful, and full of alien lifeforms. I walked until my bag became too heavy, so I dropped it and continued. After what felt like an eternity, I felt myself sinking into the ground, completely drained of energy. I was ready to die and passed out. When I woke up, I was still in the tunnel, but I felt a strange sense of being at home. The exit was just a few metres away, and my bag lay on my side.

Hector, Mars 10th, Year 14



Other Worlds

The Glare is parallel to our world, but it's possible to venture deeper and explore other realms. However, such exploration carries significant consequences and inherent dangers.

Often, individuals become ensnared within the Glare and find themselves transported to another world, rather than our own. These alternate worlds are entirely new realities, featuring variations in physics and formidable creatures.

Despite their differences, these worlds are parallel to our own and generally share many similarities. While the exact nature of these worlds remains uncertain, it's likely that they exist on our planet, albeit subject to different environmental conditions. The air is generally breathable, and humans can generally adapt to the diverse environments of these worlds.

Several scientists have documented the existence of these worlds, but the individuals who possess this knowledge are relatively few. Some people have been lost in these worlds and have never been seen again, leaving their experiences untold.

Survival's Rule #23

Everything in the Glare is colourful, even the air. Don't mistake it for a fairy world; the Glare is a very dangerous place.

The Man in the Walls

It began with a strange sound, followed by a soft whisper.

He was hearing noises at night, noises that no one else could hear, so I prescribed him sleeping pills. Days turned into nights, and he was plagued by scratching sounds from the walls, floor, and ceiling. These weren't the faintest mouse noises; they were something much larger.

The sounds morphed into whispers, then into a clear, loud voice. Horrified and catatonic, he begged for help.

Someone was in his walls and in his head. At night, he dreamt of a tall silhouette pleading for his guidance.

I managed to get him hospitalized because he wasn't sleeping and barely eating. The voice and the dreams followed him, growing more terrifying.

I was there, witnessing everything that unfolded the day it all began.

Dr. David Pelletier



Other World

The Glare

The Glare

The Glare, a living, multi-level parallel world, exists just beyond our own. It's not in another universe; it's over ours. The Glare is generally invisible, except where it merges with our world. It's composed of a complex network of tunnels, some believe, is the origin of the monsters that inhabit our world.

The Glare is a beautiful yet terrifying place, with vibrant vegetation from beyond our world and alien insects and animals. Colours abound everywhere, even the air is tinged with strange hues. Its own odour changes with each breath. Light varies greatly, sometimes radiating from the Glare itself, and other times plunging the area into pitch black.

The Glare takes on the form of the place it covers. A house covered by the Glare allows navigation through its multiple rooms. It can also replicate elements of the real world, appearing as strange images with unusual doors and windows. Occasionally, a specific door is obscured by a Glare's wall or obstacle, but it

generally follows the same layout as our world. Obstacles in the Glare can be made of rubble or colourful vegetation like plants and flowers. Rarely, it can provide access to places difficult to reach in our world.

The Glare is a living, moving entity. An entrance or path that exists one day can be blocked the next. Entrances and exits also move, making entering the Glare a risky adventure.

Monsters and creatures also travel through the Glare. Some are lost, while others search for an exit or prey to consume.

Entering the Glare is a strange experience. It's like walking on the side, making no sound or light. A person watching you will only see the other side for a brief moment. When entering, speed and velocity are maintained.

When walking in the Glare, it's possible to discover hidden pathways that lead deeper into the Glare and connect to other worlds. The Glare's tentacles traverse our world, creating bridges to other dimensions. While it's nearly impossible to know the exact routes to these other worlds, it's possible to accidentally stumble upon one. This is likely how monsters came to our world, and perhaps it's also how we can reach theirs.

Inhabitants of the Glare

The Glare is home to many creatures, some of which are harmless, while others are dangerous. Species and sizes vary widely. Some are trapped and seek escape, while others have adapted to this strange environment. The inhabitants of the Glare are generally colourful and adept at blending into the vegetation.

Surviving the Glare

The Glare is a new world, but survival is possible with experience and luck. You can hunt and fish for food, though you'll need to be willing to eat unusual things and rely on luck to avoid poisonous ones. There is colourful water in the Glare but it's generally unfit for human consumption. The temperature is generally mild, but it can vary depending on the outside world.

The Glare is hostile to strangers, draining their life force if they linger too long. Beings from the Glare are unaffected, but strangers can be devoured alive. Furthermore, beings not from the Glare become attractants for predators lurking in the Glare. These predators can sense anything foreign to the world.

The Glare itself is made of a strange material, a mix of solid clay and organic matter that exudes a transparent, viscous sap. Heavy tools can be used to hit and destroy parts of the Glare, creating new paths. However, this also attracts monsters, likely drawn to the sap's odour. It seems like a defence mechanism, used by the Glare to repel intruders who threaten its core.

Guide to the Glare

- Don't be fooled by the cheerful colours of the Glare; it's a dangerous place.
- Monsters living in the Glare will get your scent. Be careful and avoid making noises.
- The Glare is living and moving; an entrance can suddenly close, and new tunnels can be formed. Be careful not to get lost.
- Objects taken from the Glare will attract monsters even when outside. Furthermore, it will make people freak out when they see them.
- Don't stay in the Glare for too long, or the Glare will devour you alive. You will start feeling the presence of the Glare after a day, and staying longer will probably kill you.

Don't Go There

- **End of Encounter 1:** Creatures will get your scent, regroup, and start hunting you. Attack will happen during the next scenes. Monsters will be relentless and will not stop attacking until the intruders are dead.
- **End of Scene 1:** Privation condition that cannot be recovered until leaving the Glare.
- **End of Scene 2:** Dying condition and expulsion from the Glare to the nearest world.



Other World

The Great Plains

The Great Plains

The name of this world originates from a traveller who, upon returning to our own, was plagued by mental instability and described the world as vast, open plains. This description stuck, and the place is now known as The Great Plains.

The Great Plains is a desolate world, characterized by a perpetually yellow, stormy sky. The air is hot and dry, making it extremely unpleasant to breathe. Vegetation is sparse, as the few rainfalls each season are insufficient to sustain it.

Inhabitants of the Great Plains

Many creatures inhabit the Great Plains. The vegetation is dry for much of the year, but some species have adapted to this harsh environment. Predators and scavengers dominate the landscape.

The most infamous creature of the plains is the Scarecrow. This highly intelligent being possesses the ability to control minds, and it was particularly drawn to our world rather than its dry plains.

Surviving the Great Plains

The Great Plains are an inhospitable place. Characters who stay there for too long develop mental hindrances. Each scene in the Great Plains introduces a new hindrance, or one becomes a major one. The Game Master randomly selects which one to give the character. After a week, the effect is reduced to one hindrance per chapter. These hindrances don't count toward a character's total Edges and Hindrances.

Outside the Great Plains, the major hindrances diminish to a normal level or disappear at the rate of one per scene, returning the character to their original state. Furthermore, people in the Great Plains are forgotten by those outside. Their very existence is forgotten, and no one will think about them while they're there. Even family members will forget them.

Source of Power

Scarecrows originate from this world, and it's widely known that they detest it. Many have attempted to relocate to another realm, but these new worlds haven't always been suitable for them. Everything changed when our world connected to the Glare. They arrived here, offering some of their Puppeteer powers in exchange for assistance in surviving in our world.

Don't Go There

- **End of every scene:** Add one mental hindrance or one becomes a major one.
- **After a week:** Only add a new mental hindrance or one becomes a major one every chapter.



Chapter 6

MASTERIES

YOUR CHARACTER'S SPECIALIZATIONS

Everything your character can specialize in, from mundane powers to supernatural ones.

Masteries and Powers

Masteries encompass various powers, some supernatural and others mundane. They are categorized into three levels: major, minor, and specializations.

Here is a description of the icons used:

Rules and bonuses when multiple persons with the same power work together.

Breakpoint feature unlocked at level 4.

Action Description	
This power can be maintained for an additional round after activation by concentrating on it and using a Quick Action.	
Skill or Power Level to use for tests	
Range	Duration
Obviousness Level	Work in Glare?

Gaining Powers

When you "buy" new powers with experience points, you must have access to the mastery of the power. This is usually included with the source of power. Additionally, you need at least one power of the previous level to purchase a power higher than the first. Your Mastery Level in a mastery is the highest power level you've purchased within that mastery.

Cost to Powers

Some masteries come with a price tag when you activate a power. The cost varies between masteries, but there's always a price to pay. However, if you sustain a power round after round by concentrating on it, you don't have to pay the cost again each round. On the other hand, if you maintain a power for an extended period, you'll need to pay the cost at the end of every encounter.



Power Cost		
		
Blood	Conduit	Drain
		
Flesh	Offering	Stain
		
Struggle		

Using a power requires a test, which is based on the character's mastery level, equal to the highest power level they can wield. For example, a character with powers up to level 3 in a mastery is considered at level 3 for that mastery.

To determine the test difficulty, use the power level. Each power level beyond the first introduces a disadvantage to the test. The number of disadvantages is equal to the power level minus one. Alternatively, you can refer to the provided table for this information.

Power Cost Modification	
Level	**Modification**
1	-
2	1 Disadvantage
3	2 Disadvantages
4	3 Disadvantages
5	4 Disadvantages

So a character with a Mastery Level of 3 using a power of level 2 will have a disadvantage and will roll 2 dice for the test.

More Costs to Pay

Using powers can have unexpected consequences. It might cause ordinary people to fear and react, or it could attract monsters. The supernatural is inherently unpredictable and not a precise science.

Breakpoint

When gaining powers, the corruption or the source of those powers becomes more powerful. At level four, a breakpoint occurs, significantly increasing the influence of the power on the character. This effect is detailed in this section and varies depending on the mastery. Roleplaying the resulting stain on the character can add a nice touch to the experience.

Power Alteration

When used, a power can be modified on the fly to change its duration, zone, or effect. While powers have rules and limitations, they shouldn't restrict your imagination. Before using a power, ask the game master if alterations are possible and suggest a drawback, as nothing is free. Typically, the drawback might be a longer usage time (over a single round) or the sacrifice of something. Alterations should be exceptions, not a way to make a power more powerful than what is in this book.

Power Duration

Powers are generally noted with a duration of "round", "encounter", or "scene". This vague notation allows for flexibility and doesn't require precise tracking. A power lasting the duration of an encounter will end after combat or when the protagonists leave a location. To extend a power's duration, a character must concentrate on it, requiring a Quick Action every round of combat. Outside of combat or stressful situations, the character can maintain the power without issue.

Power Obviousness

The level of obviousness associated with each power indicates its subtlety. As always, the Game Master decides whether someone is observing, but a power with "High Obviousness" is far more noticeable than one with a lower risk. Some people dislike unusual powers, so they'll react negatively even if the power used benefits everyone. The more powerful the power, the more reaction it'll elicit from those around.

Major Masteries

Animalism



Major Mastery

Animalism grants you the ability to converse with animals and harness their assistance. You may even become one of them, potentially leading them.

Animalism	
Level	**Power**
1	Animal Affinity
1	Speak With Animals
2	Call Animals
2	Odor of the Predator
3	Animal Healing
4	Merge with an Animal
5	Alpha

Animalism Limitations

Animalism is a mastery that works on animals. This includes all animals we found on our world before the events. It includes beings like mammals, birds, fish, and reptiles. It exclude all the insects and human even if we are mammals. The exact reason for this is unknown. For statistics on some animals, see the



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

Antagonists chapter in the Beasts section.

Totem

Upon choosing this mastery, you can select an animal species as your totem. This species typically represents you and can guide you in various aspects of your life. Animals of this kind will be drawn to you and exhibit friendlier behaviour. While animals that don't usually inhabit your region may still approach you, they might face challenges in survival. These animals will attempt to survive near you but will avoid danger. They'll generally stay close if you're in peril. Once chosen, your totemic animal cannot be changed.

Make sure to discuss with your Game Master before choosing an animal to make sure it can be included in the story. Furthermore, large or aggressive animals are generally not welcome in communities.

Here are some examples of animals that can live in America:

Alligator	Elk	Quail
Antelope	Falcon	Rabbit
Armadillo	Fox	Raccoon
Badger	Frog	Raven
Bat	Hawk	Robin
Bear	Horse	Salmon
Beaver	Hummingbird	Seahorse
Bird	Lizard	Shark
Bobcat	Loon	Skunk
Buffalo	Mole	Snake
Cat	Moose	Sparrow
Cougar	Mountain Lion	Starling
Coyote	Mouse	Swan
Crane	Otter	Tadpole
Crow	Owl	Turkey
Deer	Parrot	Turtle
Dog	Pheasant	Weasel
Dolphin	Polar Bear	Wolf
Donkey	Porcupine	Wren
Duck	Possum	
Eagle	Puma	

Note that the animalism powers work on all animals and not just the totemic one.

Animal Companion

With animalistic powers, you can forge a privileged bond with an animal companion. This loyal ally will always be ready to lend a helping paw. You can even use a quick action to direct its actions, though it often knows what to do on its own. Furthermore, you feel any pain your companion suffers, and you'll suffer greatly if it dies. You'll always know the animal's location, or at least have a way to find it.

You can only bond with one animal at a time, and changing it could be seen as betrayal. It becomes impossible to bond with the same animal again. Your bond will increase with all the powers you will gain. Choose your companion wisely since large or aggressive animals will not be able to follow you everywhere.

When starting a new character with this mastery, you start the game with your animal companion without paying for it.

Animalism's Breakpoint

When you acquire a power of the fourth level, you develop a growing comfort with animals over humans. Animals around you will naturally gravitate toward you and seek friendship. Additionally, you unlock all the breakpoint features associated with this mastery.

1 Animal Affinity

Animals are no longer your enemies and won't harm you if they can avoid it. However, the Game Master may require an Insight test if the animal is extremely aggressive. The difficulty of the encounter is also determined by the Game Master, based on the situation. This power only affects the character using it, not their allies. A Primalist can still put themselves between their allies and the animal to protect them. Totemic animals generally don't need this power to be friendly.

Companion's Rest: When resting near your companion, apply an advantage to the test for natural healing for both you and your animal companion. Furthermore, the cold, the heat, or even the rain don't bother you or your animal when sleeping near each other.

Breakpoint (level 4): You can automatically sense a animal's emotions and sometimes even their motivations without any tests.

Insight (if required by the Game Master)	
Mutual line of sight	Permanent
Low	Yes

1 Speak with Animals

With this power, you can communicate with any animal. The method varies depending on the creature, using a combination of sounds, movements, or even odour. While the languages are limited, you can still establish some form of communication with most animals. However, animal relationships should be treated with the same respect as human relationships. Some animals will be friendly, while others may not. Social tests may be necessary to interact with certain animals.

You gain access to all the animal's senses, allowing you to see through its eyes or smell its surroundings when concentrating. Conversely, the animal can experience your senses, though its motivations may remain a mystery.

Companion's Link: You gain access to all the animal's senses while concentrating on it, allowing you to see through its eyes or smell its surroundings when concentrating. Conversely, the animal can experience your senses, though its motivations may remain a mystery. Furthermore, you can communicate telepathically with your animal companion.

Voice and/or the other animal sight or smell	Permanent
High	Yes

2 Call Animal

You can call animals of any kind you know. Sometimes, you'll need to howl or make strange noises. The call must be loud enough to reach the animal you want. It's usually about 100 metres, but a howl can cover a few kilometres. The call can be a mix of different animals' languages, and you can specify conditions for each type. For example, you could speak horse language but only ask for your own horse. The animals will feel compelled to come to you. The number of animals will depend on how many are nearby. They won't risk their lives to come to you and won't automatically become your friends. When they arrive, you can talk to them or use Animal Affinity to gain a favour. In return, the Primalist might have to do something. Generally, animals are afraid of danger and will flee if their lives are threatened. Groups of totemic animals often gather near the Primalist, so it's usually quicker to call those animals than others.

Companion's Movement: Your companion and you gain an advantage to all the tests related to movement. To apply this bonus, you have to be at short range of your companion.

Breakpoint (level 4): Using an action, you can sense the presence of nearby animals and identify them.

It takes one action to call animals, but it can take up to an encounter or an hour for the animals to arrive. The Game Master should decide depending on how far the animals are and their speed.	
Voice	1 Scene
Medium to high depending of the type of call.	This power works in the Glare and will call monsters currently in the Glare. It can be mundane animals brought into the Glare or inhabitants of this strange place.

2 Odor of the Predator

You can emit a scent that resembles the scent of a predator, causing fear to the animals around you. Larger animals will avoid attacking, while smaller ones will flee. The ordor last for the duration of an encounter or a full scene if wanted. The odor can protect an area for some time against predators. It can be useful to protect a camp for the duration of a night if it's not too windy or rainy. It's possible to train some animals to ignore this scent or to convince animals to not flee.

Companion's Effort: Your companion and you gain an advantage to any Effort test. To apply this bonus, you have to be at short range of your companion.

It takes an action to activate the smell.	
Short	Special
Low	Yes

3 Animal Healing

You can heal an animal by removing one of its wounds. The action only takes a round to start, but the wound is only healed at the end of the encounter or one hour later. Only one wound at a time can be healed this way.

Companion's Health: Your companion and you gain an advantage to all the Health tests. To apply this bonus, you have to be at short range of your companion.

It takes one action to start the healing process, but one hour for the healing to happen.	
Touch	Permanent
Medium	Yes

4 Merge with an Animal

This is a strange process that allows you to merge with an animal you touch. Your body and you equipment disappears, and your mind joins the animal's. You can share thoughts with it and control it. While controlling the animal, you can use any of the animal's abilities. Additionally, you can "jump" to another touched animal. If you stop the power or the animal dies, your body reappears where it was. While in the animal, your body is not affected by the animal's wounds.

Companion's Merge: As you can merge with an animal, you can merge with your companion inside the same animal.

It takes one action to merge into a animal.	
Touch	1 Scene
High when merging	Yes

5 Alpha

This power grants you the ability to lead a pack of animals. To join the group, you must earn the respect of the pack. While you're not a team member, you hold the position of leader. The pack will generally accompany you, but they can also stay away if necessary, waiting for your call. This power affects the entire group, not just one individual. You can only lead one pack at a time, and the number of animals within a pack varies greatly depending on the species.

However, if you put the pack in danger, some members may die or be injured. After violent altercations, they'll be more reluctant to fight.

This power can be used on totemic animals or other species. With an action, you can see and hear everything an animal in your pack can perceive. You can use this power on one creature or all the pack simultaneously. Initially, all the feelings are confusing, but they become clearer after a few minutes.

Companion Guide: Your animal companion can enter and exit the Glare, and it can even bring you in. However, your companion will need to spend an action to do so. This ability is limited to one time per encounter, and only you and your companion can transfer between the Glare and the outside world.

Mutual line of sight	Permanent
Low	Yes

Arachnida



Major Mastery

This mastery comes from a secluded place ruled by spider-like creatures. By merging spider features with the human body, the practitioner transforms into a horrifying spider-man hybrid.

Arachnida	
Level	**Power**
1	Cobweb
1	Lay Eggs
1	Silk Robe
2	Control Spiders
2	Spider Form
2	Venomous Bite
3	Climbing Spider Form
3	Summon Venomous Spider
3	Spiderweb
4	Jumping Spider Form
4	Paralyzing Bite
4	Razor-Sharp Web
4	Summon Vorpal Spider
5	Fatal Bite



Drain Powers

There's always a price to pay, and it's your own life.

Your powers drain your life force. After using any non-permanent power, you must pass a Mastery Level test. The difficulty of the test is equal to the power's level. A successful test has no effect, but a failure causes the Exhausted condition. If a character is already Exhausted, you must check for the Privation condition. A character with the Privation condition must then check for the Unconscious condition if another failure occurs.

Arachnida	
5	Summon Giant Tarantula

Spider Affinity

Arachnids share a close affinity with spiders and can even converse with them, requesting small favours. Their voices are incredibly low, making them audible only when very close. Spiders are naturally drawn to Arachnids and generally pose no threat, regardless of their size.

The Spider Nest

The Arachne can transport a spider's nest. The hive can hold about 30 common spiders and is about the size of a tennis ball. The spiders will need to move in

and out of the nest to get food. The nest is highly susceptible to water and fire. If the nest is destroyed, it will take about a week to be recreated, but faster if the character can lay eggs.

Arachnida's Breakpoint

When you purchase a power of the fourth level, the hive you can carry expands, allowing you to hold a hundred small spiders. Additionally, you unlock all the breakpoint features of this mastery.

1 Cobweb

Arachnids can create webs from a new orifice on their abdomen. This orifice can become nearly invisible when not in use. The webs are sticky and can attach to structures using a weak projection, the wind, gravity, or simply by movement. However, they're highly flammable and will burn completely in a round. If an arachnid touches a part of the web, they'll feel vibrations when something else touches the connected areas.

While the web isn't solid enough to block a passage, it slows movement and creates a disadvantage during athletic tests, ultimately destroying the web in the process. Arachnids can move through the web as if it were unobstructed, but it's not strong enough to support a human's weight. A quick action can destroy a one-meter zone filled with web.

It takes one action to fill a one meter zone.	
Touch	Special
High	Yes

1 Silk Robe

This power allows you to create clothing made of spider silk. While it takes time, it results in stunning pieces of art. These garments are always described as durable, expensive, and light. You can also add descriptors like flamboyant, intimidating, or revealing. Unfortunately, the clothing is susceptible to fire and causes a disadvantage when resisting. If it catches fire, the clothing will be destroyed.

On the Arachnid, these types of clothing look incredible, but when not worn, the silk appears like a sticky substance.

The clothing is permanent until it is destroyed.

It takes an encounter to create clothing.	
Self	Special
Low	Yes

1 Lay Eggs

Arachnids can vomit a mixture of small spiders and eggs. After the encounter, at least 100 spiders are born.

It takes one action to vomit spiders and eggs.	
Self	Special
High	Yes

2 Control Spiders

You can control a small swarm of spiders and guide them to a specific location. This power requires the spiders to be nearby. While generally harmless, they can distract or instil fear in humans or creatures of similar size or smaller. If the Arachnida is present with the spiders and willing, they can use their Intimidation + Arachnida Rating to intimidate their opponent. A successful intimidation test means the target is afraid of both the spiders and the Arachnid. Alternatively, if the Arachnid is out of sight or remains concealed, the mastery rating +3 can be used for the spider's Intimidation test.

It takes one action to order the spider to move to a location.	
Intimidate + Arachnida Rating VS Intimidate. Arachnida Rating +3 VS Intimidate.	
Short	1 Encounter
Medium	Yes

2 Spider Form

Eight spider legs can sprout from your back, and they can retract, becoming nearly invisible. When retracted, only eight strange scars remain visible. These legs can be used for movement instead of human legs, equipped with tiny claws at their ends. While clumsy and too short for grasping or causing harm, they can still be used to strike. Such attacks are considered unarmed and can be executed using the Nimbleness or Brawn skills.

Legs can be wounded like any other body part and must then be healed.

It takes one action to grow the legs or retract them.	
Self	Special
High	Yes

2 Venomous Bite

Arachnids possess retractable mandibles in their mouths, which they use for biting. These mandibles are nearly invisible when not in use. To bite an opponent, an arachnid must either grab or immobilize them beforehand, or attack by surprise. If not, the bite attack suffers a disadvantage.

The venomous bite causes the infected condition to a human-sized or smaller victim. The venom activates three rounds after the bite, and it can be used again at the end of the encounter. To be cured of this condition, the victim requires an antidote.

The venom is delivered from small venom sacs that contain enough venom for a single successful bite. The venom is replenished at the end of the encounter.

It takes one action to bite an opponent.	
Touch	Special
High	Yes

3 Summon Giant Venomous Spider

Requires the power Control Spider.

The power operates similarly to the Cluster of Spiders, but with one giant venomous spider. Rather than intimidating a target, it can be commanded to attack and poison a victim, causing the Infected condition. The statistics of the giant venomous spider are in the Antagonists chapter.

It takes one action to order the spiders to attack a victim. The spiders require an action to attack the victim.	
Short	1 Encounter
Medium	Yes

3 Climbing Spider Form

Requires the power Spider Form.

The longer and stronger legs provide an advantage to any test for climbing. They allow for wall climbing without holds and even walking on ceilings. When stationary, these legs enable prolonged stays on walls or ceilings. To use this power, the Arachnid needs to have at least half of its spider legs not wounded.

When extending the legs, the character can decide which type of legs they extend; it will influence the difficulty of the mastery test.

It takes one action to grow the legs or retract them.	
Self	Special
High	Yes

3 Spiderweb

Requires the power Cobweb.

The web is both solid and flexible, capable of blocking a passage or acting as a bridge. Arachnids can traverse it as if it were unobstructed, and the web is strong enough to support a human's weight. Additionally, it provides protection against the elements. An action can be taken to destroy a one-metre zone filled with web.

Web Resistance: 1 Advantage
Web Structure: 1 (per 1-metre cube)

Breakpoint (level 4): The character can throw a net of web as an action. It uses the same features as a net. Use the mastery level +3 for the test instead of the nimbleness skill.

It takes one action to fill a one meter zone.	
Touch	Special
High	Yes

4 Jumping Spider Form

Requires the power Climbing Spider Form.

The legs are even longer and stronger, and the Arachne can now hover above ground with its

powerful spider legs. The Arachne gains the following features when the spider legs are extended and at least half of them are not wounded:

- Legs enable long and high jumps that triple the distance of a normal jump.
- The legs also reduce normal fall damage by adding 2 advantages to the test.
- The powerful legs allow carrying heavy loads, dividing the number of disadvantages by two.
- The Arachne also gains an additional Health when the legs are deployed.

When extending the legs, the character can decide which type of legs they extend; it will influence the difficulty of the mastery test.

It takes one action to grow the legs or retract them.	
Self	Special
High	Yes

4 Paralyzing Bite

Requires the power Venomous Bite.

The bite from the arachnid can now also paralyze a human-sized or smaller victim, rendering them unable to attack or even move. As for the venom, this paralysis activates three rounds after the bite and paralyzes the target until the end of the encounter. The effect is added on top of the venomous bite effect.

When biting, the character can decide which type of bite they use; it will influence the difficulty of the mastery test.

It takes one action to bite an opponent.	
Touch	1 Encounter
High	Yes

4 Razor-Sharp Web

Requires the power Spiderweb.

This web, identical to Spiderweb, possesses enhanced lethality. Razor-sharp, it can cut anything it touches, except for arachnids or spiders. Arachnids can walk on the web or pass through unscathed and unharmed. Contact with the sticky web inflicts cuts and wounds. Resisting the damage requires an Athletics test against the mastery level +3. An exceptional effect causes a bleeding effect. Additionally, the web is now fire-resistant. An action can be taken to destroy a one-metre zone filled with web.

Razor-Sharp Web can be thrown as an action. It uses the same features as a net but can cause a wound and the bleeding condition on an exceptional effect. Use the mastery level +3 for the test instead of the nimbleness skill.

Web Resistance: 2 Disadvantages
Web Structure: 1 (per 1 metre cube)

It takes one action to fill a one meter zone.	
Arachnida Rating +3 VS Athletics + Armor.	
Touch	Special
High	Yes

4 Venomous Bite

Requires the power Paralyzing Bite.

The venomous bite functions similarly to the paralyzing bite, but it also infects a human-sized victim. A human-sized victim requires an antidote to heal. Furthermore, the venom activates three rounds after the bite, and it can be used again at the end of the encounter.

When biting, the character can decide which type of bite they use; it will influence the difficulty of the mastery test.

It takes one action to bite an opponent.	
Touch	Special
High	Yes

4 Summon Vorpal Spider

Require the power Summon Giant Venomous Spider.

The Giant Vorpal Spiders, cat-sized creatures from another world, possess the remarkable ability to swiftly traverse between realms through the Glare. When activated, a spider emerges from the Glare and travels to a location specified by the Arachnid. With a

quick action, the Arachnid can command the spider. Furthermore, the Vorpal Spider can utilize its Glare Shift, bringing the Arachnid along for the ride. For more detailed information, refer to the Giant Vorpal Spider statistics. Please note, this power is limited to one use per encounter.

The spider will leave at the end of the encounter.

It takes one action to call the Vorpal Spiders and have them go to a location.	
Short	1 Encounter
Medium	Yes

5

Fatal Bite

Require the power Paralyzing Bite.

This fatal bite works as the other types of bites and causes all the previous effects, and causes the dying condition.

It takes one action to bite an opponent.	
Touch	Special
High	Yes

5

Summon Giant Tarantula

Require the power Summon Vorpal Spider.

Giant Tarantulas are enormous spiders from another world. With this power, you can open a portal in the Glare, allowing a Giant Tarantula to enter our world. They'll do their best to help the Arachnid. For more information, see the Giant Tarantula statistics. This power is limited to one use per encounter.

The spider will leave at the end of the encounter.

It takes one action to summon the Spider Worker.	
Short	1 Encounter
High	Yes



Cleansing



Major Mastery

This mastery, untainted and uncorrupted by any forces, grants you the power to protect those around you from the supernatural. You stand as humanity's last hope against the encroaching darkness that threatens our world.

Cleansing	
Level	**Power**
1	Untouchable
2	Supernatural Hunter
3	Purification
4	Cleaning
4	Immaculate
5	Negate

Cleansing's Breakpoint

When you purchase a power of the fourth level, you develop a growing disdain for the supernatural. Additionally, any Cleansing powers usable at short range become usable at long range. You also unlock all the breakpoint features.



Drain Powers

There's always a price to pay, and it's your own life.

Your powers drain your life force. After using any non-permanent power, you must pass a Mastery Level test. The difficulty of the test is equal to the power's level. A successful test has no effect, but a failure causes the Exhausted condition. If a character is already Exhausted, you must check for the Privation condition. A character with the Privation condition must then check for the Unconscious condition if another failure occurs.

1 Untouchable

This power protects Unstained individuals from supernatural powers. When activated, it conceals the Unstained from supernatural detection. Also, when the Unstained is directly affected by a power from another mastery, they can perform a mastery test against the power's level. If they succeed, the power has no effect on them. As an example, an Unstained with this mastery at level 3, and affected by a level 2 power, will be able to do a mastery test with 2 dice to prevent the unwanted effects.

Additionally, when activated, it increases the difficulty of anyone paying the cost of a power at short range by adding one Disadvantage for every Cleansing's Level. This power affects everyone except the Unstained. If

multiple Unstained use this power, only the more powerful should be used.

It takes one action to activate or deactivate the power.	
Short	1 Encounter
Low	Yes

2 Supernatural Hunter

This power lets you sense the supernatural. It could be a monster, someone wielding a power, an entrance to the Glare, or a stained object. The power will indicate the direction of the nearest supernatural element of a type and provide some clues about its nature. Supernatural elements near the hunter glow with a colourful brightness but can be ignored to avoid being directed to their own items or companions.

Breakpoint (level 4): At this level, it's possible to concentrate on a precise, uniq element.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Long	1 Round
Low	Yes

3 Purification

This power temporarily removes stains from all stained objects within a short range or from a single touched object. The object will lose its supernatural powers for the duration of a scene. Temporary powers on an object are cancelled. The stain and the powers are removed for the duration of a scene and will come back after the duration of the power.

It takes one action to remove the stain from all the objects at short range or one object touched.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short or Object Touched	1 Scene
Low	Yes

4 Cleaning

This power generates cleaning energy that repels anything supernatural within its zone. It reduces the Stained level in a zone surrounding the Unstained and also repels supernatural objects and supernatural beings 10 meters away. Supernatural vegetation and fog are also push out of the area. Human beings with supernatural powers are unaffected by this power if they are not actively using a power. If objects or beings hit a wall or solid object during the expulsion, calculate the damage as the number of meters they travelled. Every use of this power reduces the Stain level in the zone by 1. Furthermore, it will close any portal to the Glaze for the duration of an encounter. All beings not originating from our world are considered as supernatural beings.

When used inside the Glare, the Glare expels the Unstained.

It takes one action to activate this power.	
Short	1 Round
Low	Yes

4 Immaculate

The power allows one to cleanse the supernatural with fire. A successful mastery test +3 against the resistance of a supernatural being or a stained object causes the burn effect.

The power works on beings from other worlds and anyone with powers.

It takes one action to activate this power.	
Cleansing Rating +3 VS Resistance.	
Short	1 Round
Medium	Yes

5

Negate

This power allows you to negate and block any permanent or active power used at short range of the Unstained. It generally only works with powers from a mastery and monster's ability related to the Glare. It's possible to keep the power working round after round by using a quick action every round.

Transformed creatures will return to their normal form, and summoned creatures will be banished from where they are coming from.

Stained objects are not affected by this power.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short	1 Round
Low	Yes





Elementalism



Major Mastery

You wield your unusual powers to summon Gaia's strength. The earth, or its representative being, has bestowed upon you the ability to control the elements of nature. The ground vibrates beneath your touch, plants whisper secrets, water tastes exquisite, and fire watches intently.

Elementalism	
Level	**Power**
1	Control Over Earth
1	Control Over Light
2	Control Over Electricity
2	Control Over Plants
2	Control Over Trees
3	Control Over Air
3	Control Over Water
4	Control Over Fire
5	Master Over Elements

Elementalism's Breakpoint

When you acquire a power of the fourth level, you become attuned to the natural world. Sudden shifts in your emotions cause the light around you to bend,



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

the earth to tremble, plants to sprout, trees to break, the air to thin, electricity to spark from outlets, and fire to dance before you. In the wild, intense emotions destabilize the elements, intimidating anyone nearby.

Additionally, you can activate two powers simultaneously, but the disadvantages of both are added together to pay the cost of the powers. Only one test is needed to determine the cost.

Furthermore, you unlock all the breakpoint features of this mastery.

1 Control Over Earth

This power rapidly digs into soft ground simply by touching it. The ground erupts into the air, forming a cloud of dust that can block sight for a round or block a passageway after a few rounds. The direction of the dirt can be chosen. While it's possible to build a tunnel, removing the earth from it may be necessary, and the tunnel could collapse without solid support. Alternatively, the power can quickly move earth to create a trench.

The earth can also be thrown into someone's eyes with a Mastery Level +3 against Acrobatics test. This will blind the target for a round. This trick can generally only be used once per combat, as the target and everyone nearby will be on guard the second time.

Finally, this power can create quicksand at short range. It forms a small zone or individual that sinks halfway into the ground. The victim must use an action to escape the hole and regain mobility. This effect only affects medium-sized creatures or less.

Breakpoint (level 4): When surrounded by earth, it's possible to create a spherical wall of 10-meter radius around the elementalist. It's possible to include a doorway. The wall will collapse at the end of the encounter. Creating another wall causes the older wall to prematurely collapse.

It takes one action to remove 1 cubic metre of earth.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Elementalist Rating +3 VS Dodge.	
Touch	1 Round
High	No

1 Control Over Light

This power allows you to manipulate the light in your surroundings. You can reduce or even eliminate the light around you. During the day, you can dim the light enough to create a disadvantage caused by darkness within a 10-meter radius of the Elementalist. By maintaining this power, you can completely eliminate the light when the light is already dimmed. Alternatively, you can concentrate all the light around you to create a brighter light. So a simple flashlight can illuminate a whole room. However, if the light is already bright, concentrating it won't have much effect.

Breakpoint (level 4): When you concentrate enough light at a single point, you can create a blindingly powerful light. The light causes the Blind effect for a round to everything looking at the light. This light is so intense that you could even light a fire with a magnifying glass. However, this powerful light only lasts for one round and can't be reused. At night, it can be seen from many kilometres away.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short and Line of Sight	1 Round
Very High	Yes

2 Control Over Electricity

This power allows you to control electricity from a source. You can create electric arcs to move electricity between points without cables. It requires a power source, and improper use can trip a breaker or cause an electric device to drain its batteries. The power works with batteries, allowing you to create an electric arc between a device and batteries.

Additionally, you can determine the location of the nearest power source, regardless of the distance. Creating an electric arc from a power source often depletes its batteries. When using this power during a round, you become immune to electricity, and this immunity can be maintained round after round.

Breakpoint (level 4): At this level, the Elementalist can catch lightning passing

It takes one action to create an electric arc from a power source.

This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.

Short and Line of Sight	1 Round
High	Yes

2 Control Over Plants

This power accelerates plant growth, enabling you to expand a small garden to provide enough food for daily sustenance. Additionally, it allows you to determine the direction of the nearest plant or a specific type of plant. However, when applied to a garden, this power can only be activated once per day.

It takes one action to activate the power on a plant or garden.

Touch	1 Scene
Medium	Yes, this power works on normal plants or plants from the Glare.

2 Control Over Trees

This power allows you to move the branches or even the trunk of a tree. The process is very slow, but it's even possible to bend large trunks. Trees can be uprooted but cannot be moved anymore when they have fallen. This power also allows you to carve wood simply by touching a tree. You can create large, solid, but crude pieces that can be used for construction. Additionally, you can cut trees by touching them with your hand. It takes about three rounds to cut a tree.

Furthermore, this power accelerates wood decay. A single round is needed to rot a plank, and three are required to break a tree.

Breakpoint (level 4): Cutting trees is a lot faster and only takes one round.

It takes one action to activate this power. In three rounds, it is possible to make a tree fall, but it takes many rounds to cut an entire tree into small pieces.

This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.

Touch	1 Round
Medium	Yes, trees are rare in the Glare but some exist.

3 Control Over Air

This power allows you to manipulate air. You can move it to push smoke away or direct it in a specific direction. It can also weaken the wind near the Elementalist. Additionally, you can move air in water, creating a bubble that can be used for breathing. This bubble can be large enough to support a small group of people. However, this power requires air nearby and cannot be activated underwater.

Breakpoint (level 4): This power can now allow you to remove the air from a small area. It creates a small zone of unbreathable air. It can be very handy to extinguish a fire or make someone choke. See the Asphyxia section for more information. The zone is small, about a radius of 1 metre.

It takes one action to activate the power.

This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.

Short and Line of Sight	1 Round
Medium	Yes, the air in the Glare is colourful, but it's still air.

3 Control Over Water

This power allows you to control water. You can alter the flow of a small river over a specific section, or even move a stream of water in the air and shape it as desired. Additionally, you can separate bacteria from water, making it drinkable. You can also shield yourself and your equipment from getting wet. It works under the rain but even underwater. Creating waves enables you to propel a boat without wind or paddles, and you can move objects underwater.

You can also determine the location of the nearest water source, regardless of the distance. The source must be large than a few litres.

This power controls water, not derived liquids like blood, gasoline, or other similar substances.

Breakpoint (level 4): At this point, you can control steam, snow, or ice as if it's water.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short and Line of Sight	1 Round
Medium	Yes, there is liquid in the Glare that can be controlled by this power.

4 Control Over Fire

This power grants control over fire, allowing you to move it in the air and alter its shape. While you can't directly control its size, it grows larger when allowed to consume combustible materials. You can use this power to move fire away from someone burning.

Moving fire creates fireballs that can be thrown. The attack causes the Burn effect. Use the following statistics when throwing balls of fire from different sources:

- **Torch:** Mastery Level + 1 against Acrobatics, extinguish the source.
- **Campfire:** Mastery Level + 2 against Acrobatics, extinguish the source.
- **House fire:** Mastery Level + 3 against Acrobatics
- **Wildfire:** Mastery Level + 4 against Acrobatics

Instead of creating a fireball, you can create a wall of fire from an existing source of fire. It takes one action to create a wall from a large source of fire. Crossing the wall will cause burn damage but can be resisted with an Athletics test against the Mastery Level + 3. The wall will burn for the duration of an encounter before extinguishing itself.

Furthermore, you can create a protective barrier around yourself, shielding you from the fire itself, though not the smoke. This means you can still suffocate in a confined space.

Additionally, you can sense the direction of the nearest fire.

Maintaining the power cannot be used to create fireball or wall of fire.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short and Line of Sight	1 Round
High	Yes

5 Master Over Elements

This power allows the elementalist to combine multiple elements into a sphere around them. Nearby elements indicate the sphere's potential effects. The elementalist can select which elements to use, and the sphere responds to their commands. The sphere will drain parts of those elements to use them. The elementalist can use a quick action to create an opening in the sphere to not be affected by one or multiple elements.

Light: When light is present, it can be deflected to forms a globe of illumination around the elementalist, revealing everything within its reach and uncovering hidden details or beings.

Earth: If earth is present, it causes earth and dirt to revolve around the elementalist, concealing anything within the zone.

Electricity: When electricity is present, sparks of lightning rotate around the elementalist. It activates any electrical devices and can electrocute anything entering the zone. However, a few batteries alone aren't enough to trigger this element.

Plants or Trees: If plants or trees are present, they rapidly grow and fill the zone, blocking the movement to those who want to enter the sphere.

Air: Air allows the elementalist to hover 10 centimetres above the ground. Additionally, it pushes away gas or smoke within a designated zone around the elementalist. However, they can still move at normal speed.

Water: If water is present, it forms a sphere around the elementalist, slowing projectiles entering or exiting the zone. The water is dense enough to stop

bullets but ineffective against explosives. The water does not cause people in the zone to drown.

Fire: If fire is present, it will circle the elementalist, burning anything that enters the zone. The fire can be resisted with an Athletics test against the Mastery Level + 3. However, anything in the zone is not burned.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Globe of about 10 meters of diameter	1 Round
High	No



Flesh Craft



Major Mastery

You're a sculptor of flesh, taking the flesh of defeated monsters to craft new ones to serve you. This strange and potentially disgusting art from another world grants you the power to create life or some kind of abomination. You can sculpt it like a mundane piece, learning this arcane skill from mysterious runes.

Flesh Craft Level Progression			
Level	**Maquettes**	**Cost (XP)**	**Total XP**
1	2	4	4
2	4	8	12
3	6	12	24
4	8	16	40
5	10	20	60

Flesh Crafting Requirements

To craft a creature, a Flesh Crafter needs a maquette of a creature suitable for their level and some basic ingredients. A few bones and a pound of any monster's flesh are essential, though some fresh flesh from the crafter is also required. The Flesh Crafter can learn a few maquettes by heart to create creatures from their memory. It allows them to create creatures without the maquette in hand and it also fastens the process. This process can also allow to avoid having the required monster's flesh but doing so requires the Flesh Crafter's flesh instead, causing a wound. The Flesh Crafter can only learn two maquettes for each of their Fresh Crafter's level. It takes one hour to learn or change one of the maquettes.

When the creature dies, the crafter can recover the bones and the pound of flesh. Creature maquettes can be found or invented.



Blood Powers

There's always a price to pay for using powers. It demands blood.

Self-harm is necessary to wield a power, typically with a bladed weapon. After using any non-permanent power, a Mastery Level test is required. The difficulty of the test varies based on the power's level. Success means the harm didn't cause a wound. Failure results in the Bleed condition, and if already checked, a wound of the character's choice must be assessed.

Connection Link

The Flesh Crafter and the creature share a vital link, essential for the creature's survival. Breaking this link results in the creature's demise. To maintain the connection, the Flesh Crafter must expend a quick action each round. The creature can go to the Glare, but to keep the link intact, the entrance to the Glare requires to be within proximity.

Dying Creature

If a creature dies from wounds or if the crafter fails to pay for one Quick Action per round, it returns to a mixture of bones, flesh, and goo. While normal creatures can be harvested for useful components, crafted creatures cannot.

Piece of Art

For the Flesh Crafter, creating a monster is akin to sculpting or painting—a piece of art with its own unique touch. While a normal person might find all monsters indistinguishable, a Flesh Crafter can discern the distinctive style of each, recognizing the work of a colleague. Regardless of the medium, the end result is always considered a monstrosity.

Flesh Craft's Breakpoint

When purchasing a power of the fourth level, the Flesh Crafter can establish up to two links with two different monsters. These links will have a combined level equal to the Flesh Crafter's current level. While the cost of creating one creature remains the same, the upkeep of both creatures will require only one quick action.

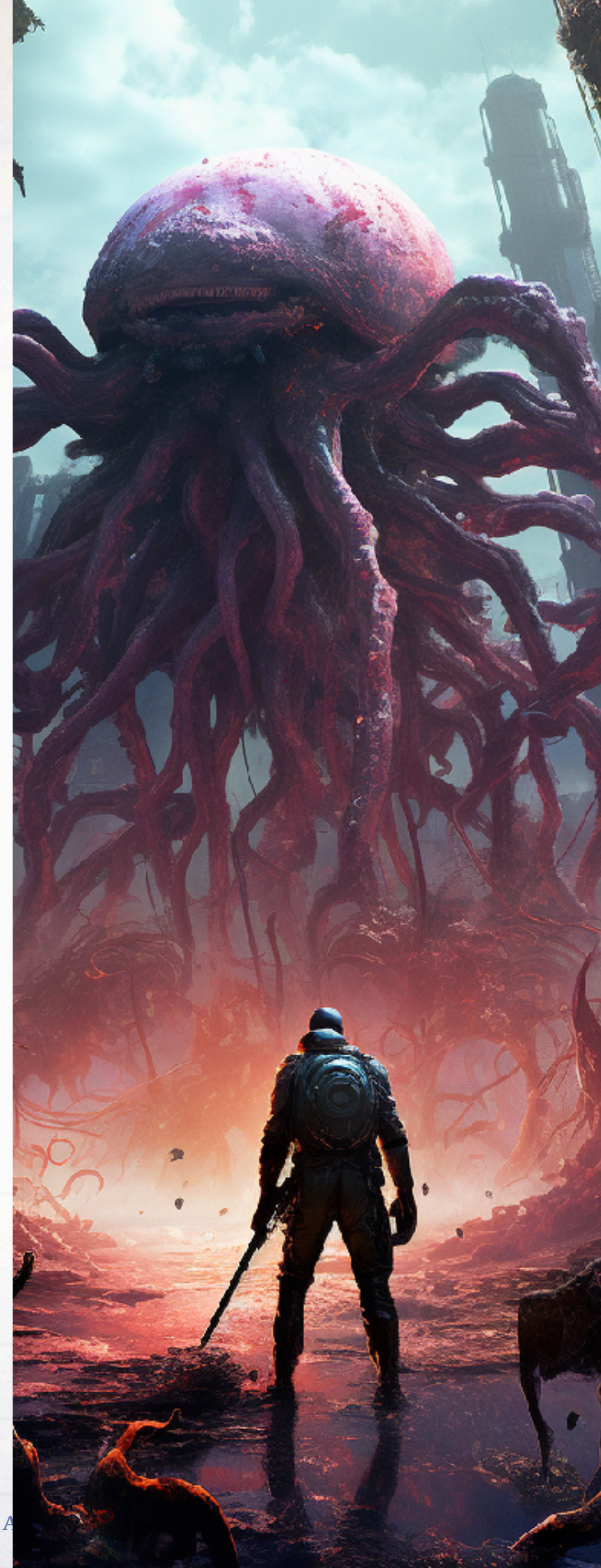
1 Flesh Crafting

This power allows a flesh crafter to create a creature from a maquette, some bone, and some monster flesh. No matter how hard the crafter tries, the creature will always look uncanny and cannot resemble a normal human or animal. It will always end up resembling a monster. The creature's size and powers depend on the maquette and are limited by the crafter's Flesh Craft level.

It takes one hour to create a monster from a maquette. Crafting a creature from a maquette learned by heart takes 10 minutes, but it's possible to fasten the process even more by excluding details and doing it in one round. Creatures created without details will look even weirder and more monstrous.

If the creature duplicates itself, only one of them can be controlled at a time until the Flesh Crafter reach the breakpoint.

If the creature is wounded to death or the crafter fails to pay the required upkeep of one quick action per round, the creature dies, and the crafter cannot create another for the remainder of the encounter.



Creating a creature from a maquette, bones, and flesh requires one hour. It only takes 10 minutes for a maquette learned by heart. A creature learned by heart and without details takes one round. No matter the process, once the creature is born, it demands one quick action per round to stay alive. Without that quick action, the creature meets a painful demise. Conversely, deconstructing the monster takes only one action, returning it to its original components: bones, flesh, and goo.

Short and Line of Sight when creating the creature.	1 Scene
High	Yes, but creatures crafted cannot be separated from their creator. This requires a path between the two worlds.

Creature Maquette

Crafting a maquette for a creature is a complex yet crucial process. The Flesh Crafter must carefully consider and visualize the creature they desire to craft. Designing a maquette with crude material only takes a few hours, but only one maquette can be done in a day. The maquette can be done with almost any material, and the size can greatly vary. It looks like a crude representation of a creature, but for the Flesh Crafter, it contains all the required details to craft a living creature.

Starting the game, the Flesh Crafter begins with one maquette. Other maquettes can be created from monsters seen or invented by the Flesh Crafter. If the Flesh Crafter have experience, the Game Mater can allows a few more maquettes. Flesh Crafters are generally avid collectors of maquettes.

When a player's character wants to create a maquette, they have several options. The player can select an existing monster from the book or design a new one. The process is similar to creating a protagonist.

If a Flesh Crafter wants to base a maquette on an existing monster, they can choose a Beast or Monstrosity of a level comparable to their own. For instance, at level 1, the Flesh Crafter can create a maquette for any monster of level -6.

Monsters	
Crafter's Level	**Monster's Level**
1	-6
2	-5
3	-4
4	-3
5	-2

For instance, the Flesh Crafter can create various monsters depending on their level. The complete descriptions and statistics are found in the final chapter of this book. Here are a few examples of creatures that can be used depending on the Flesh Crafter's level.

1. Slimy Gecko (Monster Level -6)
2. Leg Eater (Monster Level -5)
3. Pangolin (Monster Level -4)
4. Boggit (Monster Level -3)
5. Ermibat (Monster Level -2)

Arcanic Maquette

This knowledge is out of our world, but Arcanic Maquettes can be stumbled upon. Those uniq maquettes cannot be created by a Flesh Crafter, but they can use them. They are often small figurines but can be large statues.

Those maquettes generally allow the creation of a monster of higher level than the level permitted by the Flesh Crafter's level. It's up to the Game Master to include those maquettes in the story. Unfortunately, there are always strange drawbacks to those maquettes.

Creating New Creatures

A player can create new monsters to be used by their Flesh Crafter. While the process is simple, it takes time and shouldn't be done during a game session. Everything is explained in the Antagonists chapter, specifically in the "Creating a Creature" section.



Lure



Major Mastery

Emotions are powerful feelings, and you've learned to control them. You can control your own, but also those of others. This mastery allows you to influence people's love or fear, wielding the power of seduction and revulsion.

Lure	
Level	**Power**
1	Emotion Catalyst
1	Faceless
1	Laugh of Madness
1	Repulse
1	Silence
2	Awe
2	Curse
2	Emotion Reading
3	Hysteria
3	Object of Desire
3	Sleep
4	Fatal Attraction
4	Kiss of Death
5	Song of Death



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

Playing with Emotions

All the powers of the Lure mastery can only be used on humans; animals and creatures are immune. The character is immune to its own powers when it affects an area.

Characters with the Lure mastery can protect themselves against the powers of the Lure of another character. When victim of any power of the Lure, the character can do a mastery test against the attack's power level. On a success, the character is not affected by the power. As an example, a character with a Lure mastery at level 3, targeted by a power level 2 from the Lure mastery will be able to resist with 2 dice.

Lure' Breakpoint

When you acquire a power of the fourth level, the strange being within you has fully matured. You've become a hybrid of two species, merging together. Some individuals become unsettlingly manipulative with this art of emotion control, while others use it excessively to help others. Regardless of their attitude, you age more slowly and maintain a youthful appearance for longer. The effects of aging are significantly reduced, and your longevity is doubled.

The entity within you craves to reveal its true form, so you're constantly battling to keep it hidden. When you lose control of your emotions and succumb to anger, the entity alters your facial appearance, revealing a monstrous visage. This can expose your true nature. Furthermore, animals become uneasy in your presence when you lose control.

Additionally, you unlock all the advanced powers of this mastery.

1 Emotion Catalyst

This power allows you to transfer your current emotional state to another person. If you're happy, the recipient will feel the same. Conversely, if you're angry, you'll make someone nearby feel the same way.

This power can also cause sadness in a target even if you don't feel it. The target will lose hope and motivation, affecting all their decisions. Extreme sadness is possible if the person was already feeling down before using this power.

Breakpoint (level 4): You gain the ability to influence everyone in your vicinity. It will affect all the people in the room or at short range.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of sight	1 Encounter
Low	Yes

1 Faceless

You can alter your appearance, changing your skin and hair to resemble someone else. While you can't perfectly mimic a specific person, you can modify your skin colour, hairstyle, and length to your liking. There are no limitations on "normal" styles or colours. You can also change your apparent age. However, your height, weight, and movement remain unchanged, making it possible for someone very perceptive to recognize you. An Investigate skill test might be required for others to try and identify you. Multiple Disadvantages can apply.

Additionally, you can remove all distinctive facial features, resulting in a strange yet unrecognizable appearance.

It takes one action to transform your body with this power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Self	1 Round
High	Yes

1 Laugh of Madness

This power lets you speak directly into a victim's mind. During the power's duration, the victim becomes deaf to everything else, hearing only your voice. You can modify your voice to make it unrecognizable. If you stop talking but maintain your power, the victim will only hear a strange laugh.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of sight	1 Round

High	Yes

1 Repulse

This power repels everyone within your vicinity. Those individuals will try to avoid looking at you. However, anyone who persists in looking at you, despite their discomfort, must use a quick action every round and will be exhausted by the end of the encounter.

As a side effect, when you look into the eyes of the affected targets, you can glimpse their deepest fear.

Breakpoint (Level 4): It works as the normal repulsion but infuses a location with an unsettling and repulsive sensation. People will instinctively avoid this room or area. Those battling this feeling or aware of the usage of this power will begin hallucinating and hearing eerie noises until they finally escape. After several rounds, the only option is to leave the room. Only one room can be cursed at a time, but this power can be removed at any moment.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short	1 Round
Low	Yes

1 Silence

This power allows you to silence someone. The target's jaws will fuse together for the duration of the power. It's a terrifying sight, but incredibly effective.

Breakpoint (level 4): The victim is not able to talk, but the mouth is not obstructed anymore.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of sight	1 Round

High	Yes

2 Awe

This power draws all attention to yourself from everybody or from a targeted audience. The attention lasts as long as you maintain a Quick Action every round. Those unwilling to admire you must use a Quick Action every round to resist, suffering Exhaustion at the encounter's end. While one round is effective, repeated use on the same person diminishes its power and can even cause disdain if held for too long. On the third round and all subsequent rounds, targets gain an Advantage to resist any social test against you. By the fifth round, targets start feeling disdain but will still look at you.

Breakpoint (Level 4): It works as the normal awe power but infuses a location with a pulsion to enter the room. People nearby will instinctively want to enter this room or area. Those battling the feeling to enter or aware of the usage of this power will begin hallucinating and hearing eerie noises until they finally enter the room. After several rounds, the only option is to enter the room. Only one room can be enchanted at a time, but this power can be removed at any moment.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short	1 Round
Low	Yes

2 Curse

This power allows you to disfigure a target with a kiss or menacing words that must be heard by the victim. After a scene or an hour, the victim's skin turns greyish, cracked, and filled with pus-filled boils. Any social test suffers from a disadvantage for the cursed person, and any failed test triggers an automatic catastrophic effect. The Game Master can also introduce random bad luck events for the cursed individual. If something bad must happen to someone in a group, it will always be the cursed one. Subtle hints, like milk going sour faster or food rotting quicker, can indicate a curse. Animals become more nervous around a cursed person.

You can only curse one person at a time, but you can lift a curse you've placed on someone at any time. Note that there are other ways to remove such a curse, but the process is difficult and at the Game Master's discretion.

Breakpoint (level 4): You can remove any curse by using the real name of the person who cast it, or by holding a very personal item belonging to the caster. You can also bestow the curse without saying words if you know the real name of the victim or if you have a very personal item belonging to them.

It takes one action to curse one person.	
Line of sight	1 Chapter
Low	Yes

2 Emotion Reading

This power allows you to sense a person's past emotions by touching them. Intense emotions are displayed first, accompanied by images of the events that triggered them. It's a great way to uncover someone's darkest secrets. The power allows you to read memories, though it concentrates on emotion. Memories lived without dramatic emotions cannot be read. This power also affects sleeping individuals, though it takes longer to gather all the information. The initial details are often the most dramatic. By continuing to touch the person or their body, you can access less intense information. The target will likely feel sad and uncomfortable during this process, but they won't be privy to all the secrets revealed.

Breakpoint (level 4): You can remove the more traumatic memories of the person.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Touch	1 Round
Low	Yes

3 Hysteria

This power can make a person fall into madness and become violent. A trigger or a little push is all it takes for the target to lose control. While they won't commit murder if it's not their nature, they'll still be violent and capable of attacking. People prone to anger will automatically fall into an uncontrollable rage. However, they can recover from this hysteria after doing something extreme and regretting it, or if a loved one tries to talk them out of it. When it happens, the victim is immune to the power for the duration of a scene.

Breakpoint (level 4): You can influence everyone around you, but unfortunately, you can't choose who's affected.

It takes one action to put a feeling into a person.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of sight	1 Round
Medium	Yes

3 Object of Desire

You can imbue an object with a feeling, such as anger, desire, greed, jealousy, fear, love, lust, and so on. When the object is near someone or a group, that feeling is transferred to them. However, when an object becomes an object of desire, it becomes tainted. A person can only be affected by one feeling from this type of object.

Breakpoint (level 4): The object can also become universally desired. People will want it over anything, regardless of the emotions it evokes. The person having it will become afraid of losing it and paranoiac. This effect only lasts for a day.

It takes one action to put a feeling into an object.	
Touching the object is required to activate the power. The object affects everyone at short range.	The object affects people for a day before losing its power.

Low	Yes

3 Sleep

This power allows you to put someone to sleep by touching them. It requires three consecutive actions. The victim becomes increasingly sleepy with each touch and can't defend themselves or resist unless they feel threatened. However, this power doesn't work if the person is fleeing or fighting.

Breakpoint (level 4): You can influence everyone around you, at short range, but unfortunately, you can't choose who's affected.

It takes one action to affect a person.	
Touch	The power lasts for an encounter or until the person sleeping is shaken or hurt.
Medium	Yes

4 Fatal Attraction

This power allows you to summon someone you've already used a Lure power on. They'll become in love with you or at least with the idea of being with you. They will know your location and be compelled to find you using the shortest ways they know. If the travel is long, they will prepare for the trip. A strong emotional pull will grow stronger every hour. The victim will try to hide from everyone that they are attracted to you. The victim will be willing to put their life at risk to come to you but will still try to survive to accomplish their goal. The power stops when the victim arrives at your destination. Only one person can be attracted at one time.

It takes one action to summon the person.	
Unlimited	Variable
Low	Yes

4 Kiss of Death

This power allows you to paralyze a kissed human, draining them of their life force. The victim must be kissed while not actively defending themselves or engaged in combat. Kissing is generally done through trickery rather than force.

The kiss inflicts one wound on the target and heals one of yours each round, and the victim cannot defend themselves after the first round. Additionally, your apparent physical age advances toward 20 by one year for each wound healed, while the victim ages by one year for each wound. The process stops abruptly if you're interrupted or stop touching the target.

This power also nullifies your monstrous appearance when you get angry and grants you an advantage on all social tests for the duration of a chapter.

It takes one action to activate the power.	
Touch	1 round
High	Yes

5 Song of Death

You can sing a song that draws people around you, making them come to you and follow you. This power doesn't affect those who are distracted or fighting. You can then point to a location, and they'll blindly move toward it, even if it's dangerous like a cliff. They'll enter a trance-like state, following you like zombies. They'll wake up from the trance if they're shaken or hurt.

If the situation becomes dangerous for the victims, a power test against their Insight might be necessary to keep them in the trance.

The song can last for the duration of an encounter or one hour. After that, the singer becomes exhausted.

It takes one action to activate the power.	
Lure Rating VS Insight.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Voice	1 Ecounter
Very High	Yes



Metamorphosis



Major Mastery

This mastery transforms you into a man-beast, a monstrosity between a human and a mundane animal. The transformation is painful, and you can't return to your normal form until later.

This mastery operates differently from others. Instead of purchasing powers, the shapeshifter buys forms, each with multiple key features. This allows for the purchase of multiple forms, offering more transformation options. The caste of the werebeast dictates the possible transformations.

Castes

 Patrician

 Praetorian

Werebeasts exist in two castes: the Praetorian and the Patrician. Praetorians serve as bodyguards and soldiers, built for strength and protection. The Patricians, the noble caste, are born leaders. These castes restrict the types of transformations a Werebeast can undergo, allowing them to transform only into a beast of their own caste.

A werebeast can become an outcast when it undergoes a forbidden transformation within its caste. The werebeast should always choose to metamorphose within its caste or become an outcast to both castes. Being an outcast is a serious offence to the community, and other werebeasts often retaliate. Furthermore, the werebeast's scent becomes foul to the other werebeasts.



Blood Powers

There's always a price to pay for using powers. It demands blood.

Self-harm is necessary to wield a power, typically with a bladed weapon. After using any non-permanent power, a Mastery Level test is required. The difficulty of the test varies based on the power's level. Success means the harm didn't cause a wound. Failure results in the Bleed condition, and if already checked, a wound of the character's choice must be assessed.

Metamorphose

The Werebeast can transform into a half-man, half-beast. The specific type, subspecies, fur colour, and features vary between individuals, but they're unique to each shape-shifter. The player can choose the general appearance when selecting a form. The transformation always results in a half-man, half-beast, and even if the size differs between beasts, the transformed size remains within the human range. Tight clothing and armour can tear off during a larger transformation, while backpacks generally fall to the ground. Objects and weapons are generally not manipulable by a transformed character.

Transforming takes one action, but it lasts for the duration of an encounter. There's no way to return to a normal form earlier or change the creature. However, the transformation can be continued after an encounter by paying the cost again.

It takes one action to transform into the half-man, half-beast form.	
Self	The transformation lasts for the duration of an encounter or one hour and cannot be interrupted earlier.
High	Yes

Metamorphosis' Breakpoint

When buying a power of the fourth level, you feel better transformed than in your human form. Additionally, you don't incur the cost of using your powers to extend your transformation's duration. You gain the ability to smell other werebeasts even when they're not transformed, and you can also detect people who are a beacon for the supernatural. Biting these people transforms them into werebeasts like you.

When you're not transformed and feeling very angry, you automatically transform into your most powerful form. If you have multiple forms available, you can choose the one you prefer.

Metamorphosis		
Level	**Patrician**	**Praetorian**
1	Werecat	Wereboar
1	Werecupine	
2	Werehare	Werebadger
2	Weretortoise	Werecoyote
2		Wererat
3	Werefox	Werebat
3	Werewhale	Werehyena
3		Wereshark
4	Werebear	Wereraven
4	Werejaguar	Werereptile
4	Wereowl	
5	Weretiger	Werewolf



1 Wereboar

Wereboars are massive and intimidating creatures. They possess a keen sense of smell and taste, but their vision is quite poor. In combat, they can inflict damage with their paws or formidable tusks. Their fur typically ranges from light brown to black.

Edges

- **Tusks:** Tusks use brawn with a bonus of +1.
- **Strong Digestive System:** The creature can eat older and hard-to-digest food.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.
- **Enhanced Taste:** Allows tasting subtle flavours in food and drink.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.



1 Werecat

Werecats are agile and accustomed to the dark, possessing excellent vision and hearing. While some may appear frightening, others can even seem friendly. Their fur varies greatly, resembling that of their domestic counterparts.

Edges

- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Tail, Long:** Advantage to acrobatics tests when balance is involved.
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Improve Vision:** Advantage for investigate tests when sight is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



1 Werecupine

Werecupines are rare creatures, generally smaller than other werebeasts. Their upper bodies are covered in spikes, a highly effective defence mechanism. However, they can still use their paws for self-defence. While they're strange creatures, they're generally less horrible than most werebeasts. Their coloration ranges from brownish-yellow to black.

Edges

- **Spiked:** Enemies suffer a wound when grappled. It also causes a wound when an opponent executes a grapple, does any unarmed attack, or bites. The spikes have a rating of +2 to brawn.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.
- **Enhanced Taste:** Allows tasting subtle flavours in food and drink.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.



2 Werebadger

Werebadgers are monstrous creatures. Though they're relatively short, they're formidable fighters. Their long claws are perfect for digging. Their fur is a tan to silver-grey colour with white stripes running from their noses to the top of their heads.

Edges

- **Claws, Powerful (Major):** Claws allow the creature to climb trees or soft surfaces without any hold. It confers +3 to Nimbleness.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Ungrabbable:** An advantage can be applied to resist a grappling action.
- **Digger:** The creature can dig soft ground and move around at reduced speed.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.



2 Werecoyote

Werecoyotes are fierce predators with an exceptional sense of smell and taste. They possess sharp fangs and claws, as sharp as knives. Their fur can range from a mix of tan, black, and grey to rare cases of black to strawberry blond.

Edges

- **Claws:** Allows climbing trees or soft surfaces without any hold. It confers +1 to Nimbleness.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Strong Digestive System:** The creature can eat older and hard-to-digest food.
- **Enhanced Hearing:** Advantage on Investigate tests when hearing is involved.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.
- **Enhanced Taste:** Allows tasting subtle flavours in food and drink.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



2 Werehare

These agile and fast creatures are adept at hiding while also pouncing on their prey. Their fur colour blends seamlessly with their environment, ranging from brown, greyish, to white.

Edges

- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Improve Vision:** Advantage for investigate tests when sight is involved.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.
- **Camouflage:** While standing still and in the right environment, it can stay hidden when no one is investigating. The colours of the creature must match the background.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



2 Wererat

Wererats are common but horrible creatures. Their eyes aren't adapted to light, so you're more likely to encounter them at night. Their fur colour ranges from white to black, with some being beige or brown.

Edges

- **Claws:** Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.
- **Infected Fangs:** An Exceptional Effect on a bite causes the Infection condition to the target.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Tail, Long:** Advantage to acrobatics tests when balance is involved.
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.
- **Sensitive to Light:** Suffer a disadvantage to all tests in daylight or in a well-lit room.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.



2 Weretortoise

Weretortoises are slow, half-man, half-tortoise creatures. They're strong and resilient. Typically olive-green, yellow, greenish-brown, reddish-brown, or black, they have mottled flecks in yellow or amber throughout.

Edges

- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- Protected: Procure 2 points of Armor.
- **Amphibian:** Breathe air and survive underwater and does not suffer the underwater disadvantage.
- **Fins**: Advantage on athletics and acrobatics tests when swimming.

Hindrances

- **Slow,** *on ground*: The creature is moving slowly and suffers a disadvantage on all tests related to movements.
- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



3 Werebat

Werebats are smaller, nocturnal flying predators. Their echolocation and heat vision help them hunt at night. In combat, they use their paws. Common werebats are brown or black, but some rare species have grey, red, white, or orange fur.

Edges

- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.
- **Echolocation (Major):** The creature can use ultrasound to locate objects. It works at up to 10 metres in the air. Aquatic creatures can use it to a distance up to 500 metres.
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Heat Vision:** The creature can see heat. It allows them to detect living beings based on their temperature.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



3 Werefox

Werefoxes are delicate hunters with a keen sense of smell and taste. They're generally thinner than other werebeasts, though they're still monstrous in appearance. Werefox fur can range from white to black, but is often a yellow-red colour.

Edges

- **Claws:** Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Enhanced Taste:** Allows tasting subtle flavours in food and drink.
- **Magnetic Hunting:** Allows detection of prey underground, in snow, or through thick grass.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



3 Werehyena

Werehyenas are horrific creatures, known for their distinctive laugh. Sometimes, they're considered a mix of dog and cat. They have a powerful bite and can have coarse, woolly fur that ranges from yellowish-grey to brown. Their fur is often marked with stripes or spots.

Edges

- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Claws:** Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.
- **Tireless Walker:** Travelling and forced marches do not cause the exhausted condition.
- **Strong Digestive System:** The creature can eat older and hard-to-digest food.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.
- **Enhanced Taste:** Allows tasting subtle flavours in food and drink.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



3 Wereshark

Weresharks are amphibious creatures that can live both in and out of water. While they're more adapted to aquatic environments, they become extremely dangerous when on land. Typically brown, olive, or greyish, some weresharks can even be blue. Their heads can be more standard or resemble those of hammer sharks.

Edges

- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Fins**: Advantage on athletics and acrobatics tests when swimming.
- **Amphibian:** Breathe air and survive underwater and does not suffer the underwater disadvantage.
- **Enlarged Size:** Size is slightly increased.
- **Strong Digestive System:** The creature can eat older and hard-to-digest food.
- **Enhanced Smell,** *Underwater*: Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.
- **Improve Vision,** *Underwater*: Advantage for investigate tests when sight is involved.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



3

Werewhale

Whales are enormous creatures. They're excellent swimmers but can also breathe air. Their echolocation is a very useful tool for locating objects. Whales come in various shades of light to dark grey, blue, and black. Orcas, on the other hand, are black and white.

Edges

- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Fins**: Advantage on athletics and acrobatics tests when swimming.
- **Amphibian:** Breathe air and survive underwater and does not suffer the underwater disadvantage.
- **Enlarged Size:** Size is slightly increased.
- **Echolocation (Major):** The creature can use ultrasound to locate objects. It works at up to 10 metres in the air. Aquatic creatures can use it to a distance up to 500 metres.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



3

Werebear

Werebears are massive, monstrous creatures with powerful claws and fangs capable of devastating their enemies. Their fur ranges from black, brown, cinnamon, blond, blue-grey, to white.

Edges

- **Claws, Powerful (Major):** Claws allow them to climb trees or soft surfaces without any hold. It confers +3 to Nimbleness.
- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Enlarged Size:** Size is slightly increased.
- **Fur, Thick (Major):** Provides an advantage against frost and low temperatures. It also procures 1 point of armour.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



4

Werejaguar

Werejaguar are large, half-man, half-feline creatures. They're incredibly fast and dangerous, especially at night. With a mix of human and beastly features, they exude a sense of nobility and power. Their fur is typically tawny with black rosettes, though variations exist, including white and black jaguars.

Edges

- **Claws, Powerful (Major):** Allows climbing soft surfaces without any hold. It confers +3 to nimbleness attacks.
- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Enhanced Speed:** Using four limbs to run procures an advantage to athletics tests.
- **Enlarged Size:** Size is slightly increased.
- **Tail, Long:** Advantage to acrobatics tests when balance is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



4

Wereowl

Wereowls are nocturnal creatures with wings. They can easily see in the dark and have an exceptional sense of hearing. This half-man, half-bird creature appears wise, even though encountering one is quite frightening. Their coloration ranges from white to various shades of tan, grey, brown, or reddish, and can even be deep brown.

Edges

- **Claws:** Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



4 Wereraven

Wereravens are one of the few werebeasts with wings. They have a powerful beak and excellent vision, which helps them spot their prey. Wereravens always have black feathers.

Edges

- Beak: This large beak use brawn to attack with a bonus of +1 to attacks.
- **Claws:** Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Improve Vision:** Advantage for investigate tests when sight is involved.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



4 Wereреptile

Reptiles are deceptive and dangerous creatures. They can breathe underwater, change colour, and are venomous. Their coloration typically includes black, brown, yellow, or grey.

Edges

- **Infected Fangs:** An Exceptional Effect on a bite causes the Infection condition to the target.
- **Climber:** Allows climbing at normal speed.
- **Amphibian:** Breathe air and survive underwater and does not suffer the underwater disadvantage.
- **Chameleon (Major):** When standing still, it can change its colours to reflect the background and stay hidden when no one is investigating.
- **Strong Digestive System:** The creature can eat older and hard-to-digest food.
- **Enhanced Smell:** Advantage on investigate tests when smelling is involved. It allows to smell fear in transpiration, blood from a wound, or even a woman menstruating or pregnant.
- **Heat Vision:** Allows seeing objects and living beings based on their temperature.

Hindrances

- **Cold Blood:** Causes a disadvantage when resisting the cold.
- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



5

Weretiger

Weretigers are half-man, half-tiger creatures. They're incredibly powerful predators, known for their ability to pounce on prey. Their coats are a burnished orange with black stripes, or golden orange fur with brown stripes. Black and white weretigers also exist.

Edges

- **Claws, Powerful (Major):** Allows climbing soft surfaces without any hold. It confers +3 to nimbleness attacks.
- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.
- **Enlarged Size:** Size is slightly increased.
- **Tail, Long:** Advantage for acrobatics tests when balance is involved.
- **Improve Vision:** Advantage for investigate tests when sight is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.



5

Werewolf

Werewolves are fast, dangerous, and the ultimate predators. They can be mottled white, brown, grey, or black, with Arctic werewolves sometimes being entirely white.

Edges

- **Claws, Powerful (Major):** Allows climbing soft surfaces without any hold. It confers +3 to nimbleness attacks.
- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Enhanced Speed:** Using four limbs to run procures an advantage to athletics tests.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.
- **Tail, Long:** Advantage to acrobatics tests when balance is involved.
- **Improve Vision:** Advantage for investigate tests when sight is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Horrific:** Catastrophic effect on all failed social tests except for Intimidate, which has an automatic Exceptional Effect on success.
- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.

Mind Control



Major Mastery

You possess the secrets of the human mind. You can read thoughts and even alter them. You can control people's minds and use them at your command.

Mind Control	
Level	**Power**
1	Break the Weak
1	Manipulate the Mind
2	A Little Push
2	Forget
2	Memory Transfer
2	Trap Mind
3	Command the Weak
3	Read Memory
4	Mind Proxy
5	Alter Memories
5	Corruption

Using the Voice and Mind Tricks

Mind control mastery encompasses two ways of using the powers: mind tricks and voice commands. The mind trick is generally more powerful but requires touching the victim. Either way, the powers only work on humans and the sensation of being dominated is intensely unpleasant, so the target will likely detest it. Fortunately, the target won't be able to differentiate between the use of a power and bullying. Powers can only affect one victim at a time.

If you fail a Mind Control test, the target becomes immune to all your powers for the duration of the scene. Furthermore, the target will be aware of your supernatural attempts.



Struggle Powers

Control is key, and if you can wield it, you're in control.

When using any non-permanent power, a Mastery Level test is mandatory. The difficulty of the test varies based on the power's level. Success means the power functions as intended, while failure results in no effect.



Mind tricks require physical contact with the target to use a power. Clothing is not thick enough to block the power, but the Puppeteer must touch the victim for at least 3 seconds. Since using mind control power on someone renders the victim uncomfortable, they will generally rapidly move away from the Puppeteer. When touching a victim, you unconsciously transfer aspects of your personality, habits, and tics to the target. Over time, regularly mind-tricked targets will begin to act like their master.

Mind Fortress

Characters with the Mind Control mastery can protect themselves against the powers of Mind Control of another character. When victim of any power of the Mind Control, the character can do a mastery test against the attack's power level. On a success, the character is not affected by the power. As an example, a character with a Mind Control mastery at level 3, targeted by a power level 2 from the Lure mastery will be able to resist with 2 dice.

Mind Control's Breakpoint

When you acquire a power of the fourth level, controlling others profoundly alters you. The urge to dominate becomes difficult to resist. Furthermore, you unlock all the breakpoint features associated with this power.

1 Break the Weak

You can create mental or social weaknesses in your victim's mind. This power applies a temporary hindrance to a victim. You can use the list of hindrances from the Protagonist chapter as inspiration, but feel free to get creative.

As always, the Game Master should decide how the hindrance affects the victim and its severity.

When touching the victim, hindrance will last a full week or the duration of a chapter.

Simply tell the target what their perceived hindrance is, and they'll believe it. They might think you're rude for pointing it out, but that's all. This hindrance will last for the duration of a scene or a day when using the voice.

Using this power again against the same target will replace the previous hindrance.

Breakpoint (level 4): You can add two hindrances instead of one.

It takes one action to break the weak.	
Touch or Voice	Variable
Variable	Yes

1 Manipulate the Mind

This power allows for various mind manipulation techniques. When using this power, the Puppeteer can decide which manipulations to use on the victim.

First, this power can disrupt sleep, causing a victim to not fall asleep for an entire day. The power cannot be used on someone already affected by this power, but it can be used again the next day. Not sleeping for a few days can cause side effects.

When touching the victim, the power has the same effect as using the voice but can be done more secretly.

The voice command for this power must be something obvious, related to not sleeping. The victim will understand the words but not realize the supernatural nature of the command. People around will be obvious to the supernatural power.

A second trick allows you to make the target recall forgotten memories. This works on repressed memories and those obscured by the Puppeteer's mastery. The Puppeteer needs some clues about what they're looking for. Resurfacing forgotten memories often becomes darker and more sombre.

Only memory not older than a week can be recalled.

Only memory not older than a day can be recalled.

Finally, you can shut down a person's mind, making them immune to any Mind Control powers for the duration of the power.

Protecting a mind last for the duration of a week.

Protecting a mind last for the duration of a day.

It takes one action to trick a mind.	
Touch or Voice	Variable
Variable	Yes

2 A Little Push

You can command a victim to perform a simple action. The command must be straightforward and understandable. The victim will act quickly and instinctively, performing the action in the most obvious way. The command must be one word. For example, if the word is "jump" and the victim is in front of a hole, they'll jump into the hole, not into the air. Similarly, someone holding an object will drop it upon hearing "drop". This power is ineffective against a victim engaged in combat.

Here are some examples:

- Jump/Prone
- Drop/Pick/Take
- Hit/Shoot
- Push/Pull
- Open/Close
- Run/Stop

The command "Suicide" is too complicated to use effectively. The command "Shoot" can be employed, but the victim will likely simply pull the trigger without aiming. The command "Hit" will cause the victim to strike the first person in front of them.

This power can compel someone to speak, but it won't force them to tell the truth. Additionally, if a victim hesitates between multiple options, you can use a command to force them to choose one.

When touching the victim, the word do not need to be said out loud and can be kept secret. The victim still does what they are commanded.

The word command must be said out loud.

It takes one action to command someone.

Touch or Voice	The command lasts for only one round and will be executed at the victim's next round.
Variable	Yes

2 Forget

You make someone forget a short event or the presence of someone. They'll remember everything else, but not the one thing you erase. The memory should not be older than a week old. Alternatively, you can make them forget a mental skill, like a language or specific knowledge, for the duration of a scene. This power doesn't work with supernatural powers.

When touching the victim, the command do not need to be said out loud and can be kept secret.

The command must be said out loud. The victim will forget this command, but everyone around will understand what is happening.

Breakpoint (level 4): There is no limit as for the age of the memory.

It takes one action to make the target forget.

Touch or Voice	This power is permanent if it's based on what happens during a scene or your presence for that scene. If it's something about a mental skill or a knowledge, it will only work for the duration of a scene.
Variable	Yes

2 Memory Transfer

You can transfer your memory to someone. The target won't be able to differentiate their own memory from the memory you've transferred. You can't create new memories; you must use one of your own. This power can also transfer a skill at your level (not rating). Unfortunately, it also transfers your mental and social hindrances. The power lasts for the duration of a scene or a day and only one skill can be transferred this way. When the power ends, it can be used again on the same victim.

When touching the victim, the command do need to be said out loud and can be kept secret.

The command must be said out loud. The victim will forget this command, but everyone around will understand what is happening.

It takes one action to transfer a memory.

Touch or Voice	This power lasts for the duration of a scene or day.
Variable	Yes

2 Trap Mind

You can implant a trap in a target's mind. It then takes about one hour for the trap to arm itself. This trap can then be activated in two ways: when a specific situation occurs, or when a particular word or sentence is heard by the victim. The conditions for activation are set by the Puppeteer when they place the trap. Additionally, the trap can activate if someone attempts to use a power on the victim's mind.

When activated, the trap causes the unconscious condition to the victim and anyone connected to them. The trap is disabled upon activation but sends an alarm to the trapper.

A victim cannot have multiple traps implanted in their mind.

Only touching the victim is required.

The voice command for this power must be something obvious, related to the trap. The victim will understand the words but not realize the supernatural nature of the command. People around will be obvious to the supernatural power.

Breakpoint (level 4): The trap cause the Dying condition.

It takes one action to put a trap in a mind but it takes about one hour to arm itself.

Touch or Voice	Until triggered
Variable	Yes

3 Command the Weak

Requires the power A Little Push.

You can issue a more complicated command to a person. Your command should be a short, simple sentence, describing a straightforward action the target can understand. If it's ambiguous, the Game Master will interpret it. This power can't be used on someone fighting. It can also force someone to speak, but not to tell the truth.

When touching the victim, the command do not need to be said out loud and can be kept secret.

The sentence must be said out loud.

Breakpoint (level 4): You can target 2 persons at the same time.

It takes one action to command someone.

Touch or Voice	The command lasts for the duration of a round but only one command at a time.
Variable	Yes

3 Read Memory

Using a mind trick, you can read the memories of a victim. Searching for the right memory can take several rounds, as the most recent memories will come first. You can read the memory as if it's your own, and the target will also feel and know the memories you're looking for. The Game Master can decide that multiple reads are required for older memories.

Touching the victim allows to search memories not older than a week old.

The voice command allows to search memories not older than what happened in the last day.

Breakpoint (level 4): There is no limit as for the age of the memory.

One or many rounds, depending on how deep the memory is.	
Touch or Voice	1 Round
Variable	Yes

4 Mind Proxy

This mind trick allows you to open the mind of a target, using them as a proxy for your powers. You must first activate the proxy, then last about one hour. Then, you have to enter a trance and inhabit the victim's mind, experiencing their vision, what they are hearing, their taste, and feeling their touch. After one hour, the proxy will close.

When in trance and using the proxy, the victim can be used for any other power, but you can't use those powers against the victim, as the power will ricochet back at you. Another Puppeteer trying to control this person while you're in their mind will also affect you. Note that you have no control over the proxy, but you can use Mind Proxy from one proxy to another. You can only have one proxy or one chain of proxies at a time.

When you switch from one proxy to another, the previous proxy forgets your presence.

Touching the victim allows you to create a proxy without talking. It can be used when a proxy is touching another person.

The voice command allows to create a proxy. You can also use it from one proxy.

It takes one action to create a proxy.	
Touch or Voice	1 Scene
Variable	Yes

5 Alter memories

Requires the power Read Memory.

It's a secondary power to the power, Read Memory. When reading a memory, the Puppeteer can erase, alter, or add memories to the target. However, completely erasing someone's memory takes many hours. The Game Master should decide if multiple attempts are required for the desired effect. Furthermore, any power that manipulates the mind, like altering or adding memories, makes them darker and sadder for the victim.

Touching the victim allows to search and modify memories not older than a week old.

The voice command allows to search and modify memories not older than what happened in the last day.

It takes one action to manipulate a bit of the memories.	
Touch or Voice	Permanent
Variable	Yes

5 Corruption

This power opens the mind of a victim, rendering them utterly susceptible to your control. It establishes a psychic link between the victim and the puppeteer. While this connection remains open, you can exert mind control powers without physical contact or voice commands, regardless of the distance. Every time the power fails on a victim, the difficulty of using it on that specific person decreases by one, making it easier to control them in the future.

Touching the victim open the mind of the victim for the duration of a scene.

The voice command allows to open the mind of the victim for the duration of an encounter.

It takes one action to activate the bond.	
Touch, Voice or unlimited	Variable
Variable	Yes



Psychometry



Major Mastery

Psychometry enables the manipulation of objects and their surrounding aura. This allows the clairtangent to transform objects into others, ensuring they always have what they need.

Psychometry			
Level	**Transmutation**	**Power**	**Deep Pocket**
1	Artifact of Transmutation	Object Reading	Weight 3
1	Fragile Object	Seal Object	
1		Secret Message	
2	Transmute	Feel the Other Side	Weight 6
2		Scry	
2		True Meaning	
3	Dual Object	Blacksmith	Weight 9
3		Invisible Object	
3		Rigidity	
3		Ward	
4	Ghostly Object	Hide the Stain	Weight 12
4		Teleport Object	
5		Weirder	Weight 15



Offering Powers

There's always a price to pay. The price is material.

Before using any non-permanent power, an attuned object must be offered to the Source. This object must at least be of a value comparable to the level of the power being used. A Mastery Level test is required when the power is activated. The difficulty of the test is equal to the power's level. Success satisfies the Source without sacrificing the object. Failure causes the object to disappear. If for some reason the object cannot be sacrificed, the Source will take a more precious object.

Object Offering

The clairtangent must offer objects to the Source to use powers. Those must be attuned objects in the clairtangent's proximity. Those objects cannot be "living" objects or objects with a weight of "*Heavy 3*" or 12 kilograms or larger. Additionally, objects fixed to larger ones cannot be transformed. Clairtangents often use metallic coins that are small and easy to carry.

Attune Object

A clairtangent can only use their powers on attuned objects, so this process is crucial. They can attune items by touching them for the duration of an encounter, or approximately an hour. There's no limit on the number of objects they can attune simultaneously, nor on the number of attuned objects a clairtangent can have. This connection with an object ends after a scene or a day if the clairtangent leaves it behind. Objects remain attuned as long as they're in the clairtangent's proximity, allowing them to keep attuned items in their backpack indefinitely.

Restriction and Known Objects

Some objects cannot be used by the clairtangent for transformation. It includes "living" object or objects with a weight of *"Heavy 3"* or 12 kilograms or larger. Additionally, objects fixed to larger ones cannot be transformed.

When the Clairtangent transforms an object into another, he must choose a type of object he knows. It can be a common object or an object he has touched. It can also be an object from another world if he has touched it. The object cannot be an explosive or a chemical but may require electricity to work.

When transmuted, the object remains in the clairtangent's hand or can be dropped. If transmuted into armour or clothing, it can be equipped simultaneously.

Clairtangent's Stain

When clairtangents use powers on objects, they leave a unique stain. This stain makes the object feel strange and uncanny to touch. While common eyes can see or feel the stain, clairtangents can quickly recognize the work of a colleague. However, attuned objects aren't automatically stained; they must have been altered by a power. The stain is permanent and cannot be permanently removed. Because stained objects are feared, clairtangents are reluctant to share theirs.

Deep Pocket

Clairtangents possess access to a cosmic pocket beyond our world. This small pocket can store items, and it can open when opening any other pocket. However, instead of going into a bag or pants, the opening leads to another world. As a clairtangent's power increases, so does the pocket's capacity. They can store a weight equivalent to their Clairtangent level multiplied by three.

Within the pocket, items remain secure from theft, wetting, or breakage. The pocket maintains a constant, temperate, and dry environment. A dim light at the bottom allows visibility, but the pocket itself is pitch black. Oxygen is present, enabling survival for a few days. While lightweight, stackable, large, and heavy objects can be stored if they meet size restrictions, interaction with the deep pocket generally requires only one action.

Clairtangent's Breakpoint

When purchasing a power of the fourth level, the clairtangent doesn't need to touch an object during an hour or an encounter to attune it. A single action is sufficient when touching the object to achieve attunement. However, if the clairvoyant leaves the object behind, the attunement will last only one scene or one day.

1 Artifact of Transmutation

This power allows the clairtangent to create a special object called an "artifact". These artifacts can be transformed at will by a clairtangent using an action. The artifact is typically a grotesque, merged object with an odd, supernatural appearance.

With this artifact, the clairtangent can transmute it into any known object of the same value or less than the artifact's value. The transformation lasts for the duration of an encounter and then reverts the object to its artifact form. Regardless of the artifact's or object's form, the stain remains.

The process of creating the artifact involves merging multiple objects together, which takes about an hour per object. If interrupted, the process must be restarted from the beginning, but nothing is lost. All objects must be attuned before merging. Furthermore, merged objects lose half their value, but still raise the overall value of the artifact. Finally, the total value of the artifact cannot exceed 30 Slugs. The value of the artifact is the sum of all the values of the items used to create it, divided by two. The artifact always has a weight of 2.

Breakpoint (level 4): The artifact's maximal value is doubled.

It takes about one hour to merge an object into an artifact to raise its price value by half the values of the added object. Then it takes one action to transmute the artifact to any object of the same value or less.

Touch	Permanent
Medium	Yes

1 Fragile Object

This power allows a clairtangent to transform an attuned object worth 1 slug or more into another object they've touched. The new object can have a maximum value of two times the value of the original object. Unfortunately, the object will become fragile and break after its first use. The object cannot be transformed into an artifact.

It takes one action to transmute an object.	
Touch	Permanent
High	Yes

1 Object Reading

This power allows you to glimpse the history of an attuned object you touch. You'll gain insights into its builder and approximate construction date. You'll also experience the emotions it was immersed in during significant events. It's as if you were present, but with a limited view of your surroundings. Unfortunately, this power does not allow you to discover how to use objects from out of our world.

Breakpoint (level 4): It's now possible to read a whole room. You only have to stand in the room and relax for about an hour before using this power. When a big location is emotion heavy or had a dramatic history, you can get some information by just being in that location but you will have to inspect every rooms to have all the information. When using this power, you are living what happens in the room as a witness with limited vision.

It takes one action to activate the power.	
Touch	Permanent
High	Yes

1 Seal Object

This power allows you to seal any attuned and closable item. Once sealed, the item can only be opened with the correct code that can be a word, a sentence, or a sequence of manipulations. It becomes permanently stained after sealing. While it can't be opened normally, it can still be destroyed, but there's a risk of damaging its contents. Forcing open the object will suffer a disadvantage.

This power also works on doors after they've been attuned. The door can't be opened, but it can still be broken.

Clairtangents can break a seal from a colleague if they are of the same level or higher.

It takes one action to activate the power.	
Touch	Permanent
Low	Yes

1 Secret Message

This power lets you put a message on an object. The message is usually some text, but it can vary. The message can stay hidden until the right moment. It can be triggered by almost any condition that the clairvoyant can decide.

It takes one action to put or remove a message on an object.	
Touch	Permanent
Low	Yes

2 Feel the other Side

When you touch an attuned wall or door, you can sense, hear, and even see what's on the other side as if you were on the other side. The power stops when you remove your hand. Since the wall or door needs to be attuned, the clairtangent must remain close for about an hour before using the power. When the surface is attuned, the clairtangent can simply use an action to spy on the other side. As for the other attuned objects, the surface stays attuned for one day after the clairtangent has left the place.

Breakpoint (level 4): It's now possible to spy on an entire building. The spying can be done from any wall. Simply touching any wall or door grants access to any room inside.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Touch	1 Round
High	Yes

2 Scry

You can add a stain to any common item and spy on any person with this item on their possession. When the power is activated, it allows you to see the target and what's around them. The clairtangent has the feeling of floating over the target. When using the power, you can't concentrate on other things. The object is stained so it gives a weird feeling when touched but it's no different from other stained objects.

It takes one action to put the stain on the item and another action to start spying on someone who carry the object. Concentration and a Quick Action is then required to continue spying round after round.	
Touch	Permanent
Medium	Yes

2 Transmute

This power allows a clairtangent to transform any attuned object into another known one of lesser value. After the transformation, the resulting item is stained by the clairtangent. The transformation is permanent, and the object cannot return to its previous form since it has lost value.

Breakpoint (level 4): It's possible to merge multiple objects into one or one into many.

It takes one action to transmute an object.	
Touch	Permanent
High	Yes

2 True Meaning

With this power, you can identify how to use an attuned object or something otherworldly. You can also read an attuned book in a language you don't understand. The examination is accompanied by flashes of images that help you understand what you're looking for. The more time you spend studying the object, the more information you gain. Unfortunately, this power won't help you learn about a living being.

Breakpoint (level 4): It's now possible to solve some puzzle and code associated with the object. Obviously, the clairtangent must have all the hints to be able to do so.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Touch	Permanent
High	Yes

3 Blacksmith

This power allows you to heat or cool a touched and attuned object to extreme temperatures. For example, heating plastic will cause it to melt, while metal will become red-hot and bend under force. Conversely, freezing an object will make plastic stiff and shatter easily, while metal will freeze and become slightly less resistant to impact. Touching the object without protection will cause a burn. However, the hands of the clairtangent are resistant to extreme heat or cold for the duration of an encounter after using this power. Objects heated or cooled are limited to the same kind of objects that can be transformed.

Heated or cooled objects cannot be held in the hand and must be drooped. Heated metal armor causes the burn effect until an action is used to remove the armor.

When hit, the resistance test for the cooled or heated objects is done with two disadvantages.

It takes one action to activate this power.	
Touch	The power lasts for the duration of an encounter or one hour. It's the time for the object to return to its normal temperature.

High | Yes

3 Dual Object

This power allows a Clairtangent to merge two attuned objects into one, creating a single object that can transform into either. By manipulating the object, the clairtangent can switch its form. As always, the object becomes stained after this transformation. The object's weight varies depending on its current state. If broken, it can't be transformed again.

Breakpoint (level 4): It's now possible to create an object that can transform into 3 different objects.

It takes one action to create the dual object and one to change its form.

Touch	Permanent
High	Yes

3 Invisible Object

By touching an attuned object, you can render it invisible. Conversely, it's possible to restore its visibility by touching it again. This power doesn't work on living things and is limited to the same restrictions as for objects valid for transformation. Using an invisible weapon grants a combat advantage.

It takes one action to make an object invisible or make it visible.

Touch	1 Encounter
High	Yes

3 Rigidity

By touching an attuned object, you can make it rigid. A rope becomes a pole, and a blanket becomes a plank. You can also make normal clothing as hard as armour, providing one point of armour for the body. Another point of armour can be provided by a rigid hat.

Breakpoint (level 4): It's possible to invert the power and make a rigid object become flexible.

It takes one action to make an object rigid or turning back the object to its normal form.

Touch	1 Encounter
High	Yes

3 Ward

You can attune yourself to a room by being present in it for the duration of an encounter or one hour. This allows you to feel, hear, and see everything happening within the room through focused concentration. Furthermore, the clairtangent will get a strange sensation if something enters the room. As for the other object, the attunement will automatically end after the scene or a day has passed if the clairtangent do not remain in the room.

Breakpoint (level 4): You can attune one room for an unlimited duration. You can change this room by attuning another one and specifying it to your Game Master.

It takes one action to activate, and you must be in the room. After activating this power, you can leave the room and then only use a Quick Action to feel, hear, and see what's in the room.

Touch	Variable
High	Yes

4 Ghostly Object

Requires the power Fragile Object.

This power allows a clairtangent to transform one attuned object into another known object. The transformed object's value can't exceed double the original's. The transformation lasts only a short while, reverting to its original form with a stain. Using an action creates a lasting object for an entire encounter or an hour, while a quick action creates a temporary object lasting only a round. The object cannot be transformed into an artifact.

It takes one action to transmute an object that will last for a round, and an action to create an object that will last for the duration of an encounter.

Touch	1 Encounter or 1 round depending on how the item was created.
High	Yes

4 Hide the Stain

This power allows you to temporarily conceal the stained mark on a touched item. The item will feel normal to the touch and will be slightly altered to resemble a mundane object for the duration of a scene or a day. However, once the power wears off, the item will regain its strangeness. The clairtangent can interrupt the power at any time.

It takes one action to activate this power and hide the stain on one object.	
Touch	The power lasts for the duration of an encounter or 1 round.
High	Yes

4 Teleport Object

By touching an attuned object, you can teleport it anywhere within your line of sight. You can even target a specific location, like an ally's hands or just over an enemy's head. Only objects valid for transformation can be teleported.

You can teleport an object held by someone that you touch, but you must succeed an unarmed attack test against the opponent.

If a teleported object fall on someone or something, use the mastery's rating +3 as the rating for the test.

It takes one action to teleport an object.	
Psychometry Rating +3 VS Resistance	
Touch	1 Round
Medium	Yes

5 Weirding

This power transforms an attuned object into an intelligent being, granting it eight legs and two wings. While the transformation is unusual, it enables the object to walk, fly and independently do it's object purpose. You can issue voice commands with a quick action, and it'll perform its intended tasks remotely, without assistance. By default, only the clairtangent can give orders, but they can instruct it to obey another person. The weird object can carry up to a weight of 20. If the object needs to do a test, it does it with the clairtangent's unmodified skill's ratings. The transformation reverts to normal after the duration of an encounter or one hour. You are limited to one object at a time.

The health of the weird object depends on what it's made of. Check the section "Destroying Structures" of the Rules for more information.

It takes one action to transform the object.	
Touch	1 Encounter
High	Yes

Ritual



Major Mastery

Rituals can unleash great powers during macabre ceremonies.

Ritual	
Level	**Power**
1	Become a Tree
1	Familiar
1	Recharge Gemstone
1	Simmer
2	Circle of Protection
2	Cure Disease
2	Drunkard
2	Receptacle
2	True Talk
3	Polymorph Self
3	Switch Bodies
3	Teleport Other
4	Old Age
4	Open the Door
4	Polymorph Other



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

Ritual	
4	Doll
5	Stalker

The Ritual

All the powers of the ritualist must be performed during a ritual. These rituals always take one hour, or the duration of an encounter. They must be conducted inside a circle covered with strange symbols known to the ritualist. While the circle can be made with various elements, chalk and candles are often used to delineate it. Gestures and chanted invocations accompany the ritual. The ritualist cannot perform any other actions or leave the circle during the ritual. If they do, the ritual must be restarted from the beginning. Furthermore, the ritualist cannot perform a ritual while in contact with iron.

The ritual also requires one of the following elements:

- **Eclipse:** This rare event allows you to do rituals with more ease. *The ritual is done as if 2 additional ritualists are present for the ritual. The eyes of the ritualist become marked with a bright cross for the duration of a day after performing the ritual.*
- **Blood Moon:** This rare event allows you to do rituals with more ease. *The ritual is done as if 1 additional ritualist is present for the ritual. The eyes of the ritualist become blood red for the duration of a day after performing the ritual.*
- **Full Moon Outdoor:** A full moon is less powerful than an Eclipse or a Blood Moon but can still be enough for a ritual. The ritual must be done directly under the moon, outdoors.
- **Powered Gemstone:** Some gemstones contain power that can be used for a ritual. The power in the gemstone will be exhausted. Inert gemstones can be bought in many stores as decoration. Powered gemstones are rarer and only found in specialized stores.
- **Blood of an Innocent:** The blood of an innocent must be taken from an unstained person. The person does not need to be killed during the ritual but enough blood needs to be spilled. Taking enough blood for two rituals on a person causes the Privation condition to the victim. The blood also needs to not be older than a day old.
- **Sacrificed Beast:** A beast as large as a rat must be sacrificed during the ritual. *The eyes of the ritualist become white for the duration of a day after performing the ritual.*
- **Human Sacrifice:** A person must be sacrificed during the ritual. *The ritual is done as if 3 additional ritualists are present for the ritual. A strange and nasty scar forming a X appears on the forehead of the ritualist after performing this kind of ritual for the first time. The scar never disappear.*

Moon Phases

At the beginning of a story, you can check to know which phase of the moon is present. Then try to keep note of the passing time. It takes about 30 days to have the moon orbiting around the Earth, and a phase lasts about 3 to 4 days.

Roll one die to determine the moon phase at the beginning of the story.

- 1-3: Roll again
- 4-5: New Moon
- 6-7: Waxing Crescent
- 8-9: First Quarter
- 10-11: Waxing Gibbous
- **12-13: Full Moon**
- 14-15: Waning Gibbous
- 16-17: Last Quarter
- 18-19: Waning Crescent
- 20: Eclipse or Supernatural Eclipse

If you roll a Full Moon, roll again to see if it's a Blood Moon or not.

- 1-15: Full Moon
- 16-20: Blood Moon

Ritual's Breakpoint

When purchasing a power of the fourth level, the ritual becomes simpler. Any location is suitable, and a very simple circle is necessary.

At this stage, the ritualist can no longer cross lines of salt on the ground. These lines are like an invisible force field for the ritualist, blocking their way. If the line is cut, the field is breached, but the ritualist cannot cut it themselves. Any direct or indirect attempt by the ritualist to break the line of salt results in the ritualist being engulfed in a white fire.

1 Become a Tree

This power is typically executed in nature, requiring earth or sand. It allows the ritualist to transform into a tree, with the tree's size proportional to their age and the type of tree

depending on the personality of the ritualist. Older ritualists become larger trees. Once transformed, the ritualist only needs water and underground resources. While transformed into a tree, the ritualist gains all the benefits of a good night's sleep. If the tree is damaged, the ritualist experiences equivalent wounds upon returning to human form.

It takes one encounter or one hour to do the ritual, and another hour to turn back to human form.

Self	Permanent
High	Yes

1 Familiar

This power allows the creation of a familiar, a supernatural entity. A familiar can be a cat, rat, ferret, crow, toad, or hare. The ritualist can only have one familiar at a time, and repeating the ritual allows them to polymorph the familiar into another animal. The familiar understands the ritualist's language and obeys their commands. The ritualist can see through the familiar's eyes and hear through their ears. Activating the familiar's senses takes just one action.

It takes one encounter or one hour to do the ritual. It takes one action to communicate with the familiar.

Close	Permanent
High	Yes

1 Recharge Gemstone

This power allows you to recharge a gemstone. By using other elements in a ritual, you can infuse the gemstone with energy. This energy transferred in the gemstone can then be used in another ritual.

Every additional ritualist participating in the ritual allows to infuse one additional gemstone.

Close	Permanent
High	Yes

1 Simmer

This power requires a cauldron or a similar container. During the ritual, a few edible ingredients are added to the cauldron, which will eventually transform into a nourishing stew. These ingredients can include grass, mushrooms, and a small amount of water. This stew can sustain up to three people for a day. However, slightly altering the ingredients results in a poisonous stew that causes the Infected condition in anyone who consumes it.

Every additional ritualist participating in the ritual can feed one additional persons with the stew. Obviously, the stew needs to be in a larger cauldron.

Putting the ingredients in the cauldron must be done during the ritual.

Close	Permanent
High	Yes

2 Circle of Protection

The circle of protection shields everyone within its invisible dome-like boundaries. It briefly becomes visible when it blocks an object. This protective zone guards against external powers and projectiles from outside. The ritualist can determine the circle's size, but it's limited to a large room. However, powers and projectiles originating from within the circle can escape. Furthermore, the ritualist is aware of anything slowly entering the dome.

Every additional ritualist participating in the ritual makes the protected area larger and protects one additional room. The process only creates one dome.

Self	1 Scene
High	Yes

2 Cure Disease

This ritual allows to cure a disease without any medication or test. The diseased person must be in the ritual's circle for the duration of the ritual.

Every additional Ritualist participating in

Breakpoint (level 4): The power can now cure poison as well.

It takes one encounter or one hour to do the ritual.	
Close	Permanent
High	Yes

2 Drunkard

This power allows to cause the effects of being under the influence to a victim. The victim suddenly suffers the exhausted and privation conditions. The ritual requires a very small amount of saliva from the victim, which can be collected from a glass they have been using. The effects end when victim recover from the conditions, generally with a good night sleep.

It takes one encounter or one hour to do the ritual.	
Long	Variable
High	Yes

2 Receptacle

To perform the ritual, the ritualist must possess a personal object belonging to their victim. Once the ritual is complete, the object becomes linked to the victim. If the person wearing the object is wounded, the victim will suffer the same wound instead. The object will be destroyed at the same time, and the victim will briefly see the visage of the ritualist. Receptacles in the same area temporary disable each other.

Self	Variable
High	Yes

2 True Talk

The ritualist can have a telepathic conversation with one person they know or have seen, regardless of the distance. Communication can be two-way, but only start when the ritual is done. The ritual must then be extended for the communication. The power ends when the ritualist ends the ritual by doing other actions.

Self	Variable
High	Yes

3 Polymorph Self

A ritualist can polymorph themselves, altering their age, gender, skin colour, height, and weight to become identical to a precise person. The ritual requires the person's tissue. Hair and nails are sufficient for the ritual, but scars, tattoos, and wounds cannot be replicated.

This power also allows the ritualist to transform into various animals, including cats, rats, chicken, ferrets, crows, toads, hares, sheep, or pigs. To do so, they must possess hair, fur, or any part of the animal.

The ritualist can return to their normal form at any time, but they need another ritual to polymorph again.

An additional ritualist allows one or both ritualists to transform into a dog.

Two additional ritualists allow one or multiple ritualists to transform into a horse or a cow.

Three additional ritualists allow one or multiple ritualists to transform into any animal.

It takes a quick action to return to its normal form.	
Self	1 Scene
High	Yes

3 Switch Bodies

The ritualist can transfer their consciousness into another body in the ritual's circle. The two consciousnesses then switch places. Another separate ritual is required to return the consciousness to its original body. When switching bodies, physical attributes, skills, edges, and hindrances are also transferred. Mental and social characteristics, and powers are not transferred.

A ritual done by at least three ritualists can force the two consciousness to switch back to their original body. The process can be done without the two bodies in the ritual area

It takes a quick action to return to its normal form.

Close	Permanent
High	Yes

3 Teleport Other

During the ritual, the ritualist can teleport another person they touch at the end of the ritual. The ritualist must have seen the destination, but distance isn't a limitation. However, the destination must be precise, or the target could appear in an unwanted location. If the destination no longer exists or is blocked, the traveller can become stuck in a limbo or suffer wounds and return to its original location. A successful athletics test with 3 disadvantages can prevent the wound, but catastrophic effects inflict an additional wound.

The ritual can be extended to teleport the person at the right time, but the ritualist cannot do any other activity while extending the ritual.

Every additional ritualist participating in the ritual can teleport an additional person.

Breakpoint (level 4): After teleporting a person, it's now possible to bring them back with another ritual. It only works if the teleportation was done in the same day.

Touch	Permanent
High	Yes

4 Old Age

This power allows to cause a victim to get very old. The exact age is unknown but the victim permanently suffers the privation condition. The ritual requires a personal object from the victim. It's generally a piece of jewelry or sometime a piece of clothing. This power is permanent but can be removed by doing this ritual again. The victim can be at long range.

It takes one encounter or one hour to do the ritual.

Long	Permanent
High	Yes

4 Open The Door

A ritualist can open a portal through a wall, ceiling, or floor, allowing them to exit almost any location. It only works with surfaces not thicker than a few meters. They can also open the portal to the Glare or return to their own world. The portal remains open during an encounter but can be closed at any time by the ritualist.

Every additional ritualist participating in the ritual can extend the duration of the portal. Two ritualists extend it to one scene or a day, when three or more extend it to the duration of a chapter or a week.

It takes a quick action to close the portal.

Close	1 Encounter
High	Yes

4 Polymorph Other

A ritualist can transform someone into a cat, rat, chicken, ferret, crow, toad, or hare. They can even transform them into a sheep or pig. The victim does not have to be inside the ritual's area during all the ritual, but it must be touched at the end of it. The person remains in this form until all the ritualists who have participated in the ritual are killed or if this ritual is done to break the spell.

Characters with powers keep their powers while transformed. They are considered an animal but also as a person when targeted by power. Powers that alter the character's form should be based on the animal form.

An additional ritualist allows to transform the victim into a dog.

Two additional ritualists allow to transform transform the victim into a horse or a cow.

Three additional ritualists allow to transform the victim into a any animal.

Touch	Permanent
High	Yes

5 Doll

Ritualists can create a doll linked to a victim. To make the doll, they must obtain a part of them, such as flesh, nails, or hair. A ritualist can only have one doll of a specific victim at a time. Ritualists typically use needles on the doll to harm the victim without damaging it. Hitting a specific part of the doll causes the same wound effects to be suffered by the victim, but no health tests are needed. This quick action of harming the doll affects only the three last locations, and removing the needle instantly stops the effect. Since the victim's wounds aren't visible, they can't be healed. The victim suffers the dying condition if the doll is destroyed, and catches fire if it's completely burned. The enchanted doll is permanent but will lose its power one hour after harming it for the first time. The victim cannot be farther than long range when using the doll. Multiple dolls in the same area temporary disable each other.

It takes one encounter or one hour to create the doll but only a quick action to harm the doll.	
Long	Variable
High	Yes

5 Stalker

A ritualist can summon an Ashen, a being tasked with assassinating, kidnapping, or stealing a specific target they know. The ritualist must have enough information about the target, but they must also know the target's proximity. The Ashen will do its utmost to complete its mission, but it will either succeed or vanish prematurely if the duration ends. The Game Master can make a roll to determine the success of the mission. They can use the Mastery Level of the character with a variable difficulty determined by the difficulty of the mission.

Multiple ritualists can summon an Ahsen Beast instead of a normal Ahsen. It greatly raises the chance of success.	
Close	1 Encounter
High	Yes

Smoke and Mirrors



Major Mastery

In *Smoke and Mirrors*, nothing is real; it's all just illusions.

Smoke and Mirrors	
Level	**Power**
1	Atmospheric Effects
2	Accessory
3	Theatrical Scene
4	Lead Actor
5	Supporting Role

Illusions

The illusionist can create illusions but must respect a few rules:

- Creating an illusion always requires line of sight.
- The number of illusions an illusionist can have at the same time is equal to its mastery level.
- Illusions are intangible and weightless.
- An illusion can be anchored on an object or person and move with it.



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

- An illusion cannot reflect light or images like a mirror.
- A quick action can be used to alter an existing illusion.
- All the illusions of an illusionist vanish if something passes through one of them, unless it's the illusionist. When it happens, the illusionist cannot create any illusions for the remainder of the encounter.

Smoke and Mirrors' Breakpoint

When purchasing a power of the fourth level, your character struggles to distinguish between illusions and reality. They prefer living in an illusory world rather than facing the truth.

Additionally, you unlock all the breakpoint features of this mastery.

1 Atmospheric Effects

You can create small visual effects, sounds, and odours that last only one round. Those sounds can be used for ventriloquism or mimicking someone's voice. As an example, you can create an illusory explosion making a loud noise. More complex effects may require being maintained with one or multiple quick actions. Line of sight is required to create the illusion but not required when maintaining the power.

It takes one quick action to create the small illusion.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
Low	Yes

2 Accessory

You can create a small object or modify the appearance of an existing one. The object or surface must be a maximum of 50 cm cubic. Static illusions don't require concentration or line of sight to maintain and last the duration of an encounter.

The created object can be animated or moved, but this requires constant concentration and a quick action every round. It can even resemble a living being, but basic animations are needed every round to avoid an uncanny illusion.

This power can be used to change the appearance of someone, whether it's the character's look or the clothing.

It takes one action to create an illusion, and one quick action to modify it.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Ecounter
Low	Yes

3 Theatrical Scene

This power lets you create a scene in a room or a small space. The objects in the room can be altered to look different but keep their nature behind the illusion. Objects can also be added, but if something goes through it, the illusion will vanish. An illusory object can be created to hide something behind it, but an object cannot be hidden by illusory air or nothingness.

By concentrating on the illusion and using a quick action every round, you can alter everything in the room in real time. Any objects covered by an illusion that leave the designated zone disappear.

It takes one action to create an illusion the size of a room, and one quick action to modify it.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Encounter
Low	Yes

4 Lead Actor

Since you know yourself so well, you can copy yourself with all your equipment. Your illusion can move, talk, and interact with others in a very natural way. When creating the illusion, you can create a script for your illusion. The illusion will perfectly perform it. It can include movements, actions, or text that your illusion will recite. The illusion is not intelligent and cannot react to events. When the script is done, the illusion can become idle

or vanish. A quick action is required to change the script at any time.

The illusion can go beyond the illusionist's line of sight and follow its script.

It takes one action to create an illusion, and one quick action to modify it.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Encounter
High if you are seen with your clone.	Yes

5 Supporting Role

This power lets you create a realistic illusion of a living being or generic bystander. As the lead actor, the illusion can use a predetermined script for its movements, actions, or sounds. Supporting roles are limited to human size or smaller.

It takes one action to create the illusion.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Encounter
Low	Yes



Thanatology



Major Mastery

You can use a dead body as a tool and spare part. This mastery isn't related to necromancy or evil powers; it's more about science and a deep understanding of biology. Science has been slightly altered since the outbreak, but it's still science, even if it's a bit creepy. Unfortunately, many people view this mastery as an evil practice.

Thanatology	
Level	**Power**
1	Chemicals
1	Dead Eye
1	Move Wounds
1	Rigor Mortis
2	Command Corpse
2	Dead Memory
2	Destroy Corpse
2	Transfer Wounds
3	Absorb Defection
3	Shatter Bones
3	Spare Parts
4	Corpse Explosion
5	Life Sharing
5	Resurrection



Drain Powers

There's always a price to pay, and it's your own life.

Your powers drain your life force. After using any non-permanent power, you must pass a Mastery Level test. The difficulty of the test is equal to the power's level. A successful test has no effect, but a failure causes the Exhausted condition. If a character is already Exhausted, you must check for the Privation condition. A character with the Privation condition must then check for the Unconscious condition if another failure occurs.

Thanatology's Breakpoint

When you acquire a power of the fourth level, the dead become a fascination and obsession. You've developed a knack for acting strangely around them. You've learned to cheat death, restarting your body's basic functions after death. This process begins at the end of the encounter where the death occurs, restarting the heart and brain if they haven't been completely destroyed. Additionally, you unlock all the breakpoint features of this mastery.

1 Chemicals

This power enables the safe detection of all chemicals, poisons, toxins, diseases, and environmental hazards from a distance. A knowledge test may be required to obtain comprehensive information about a substance. It can be detected on or within a body, or from a liquid or the air. Since gas forms in decomposing bodies and allows for the identification of decomposition levels, this power can also help determine the date of death.

It takes one action to detect and identify elements.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
Low	Yes, the Glare is strange, but basic elements also appear in the Glare.

1 Dead Eye

This allows you to see through the eyes of the dead you can see. However, once activated, the dead or the eyes can move out of your sight. You can activate one or two eyes, but activating two will prevent you from seeing through your own. The eyes don't need to be attached to a body, so you can carry them. As for the eyes, they'll rot and decay within a few days, rendering them unusable.

Breakpoint (level 4): The power also works with ears and tongues.

It takes one Quick Action to activate the vision.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
Low	Yes

1 Move Wounds

This power allows you to move a scratch, slash, broken bone, or any other type of wound from one body part to another on the same body. For example, a wound might close on an arm while a slash opens on a leg simultaneously. It can work on yourself or any touched body part. Critical wounds can be moved, but they must remain critical wounds. The process is very painful and disgusting. No health test is required for the new wound.

It takes one action to move 1 wound.	
Self or Touch	Permanent
Medium	Yes

1 Rigor Mortis

You can make your body appear like a cadaver. Your body temperature drops dramatically, and your heart beats so slowly it's almost a crawl, significantly reducing bleeding. As long as the mortician maintains this state, any bleeding will stop. Your breathing is also extremely slow and difficult to detect. Additionally, your limbs become rigid, like a dead body. Pain and temperature don't bother you in this state, allowing you to continue faking your death. You can still see and hear, but you can't move your eyes or any other body part.

Since your lungs don't require much air, you can survive underwater or in an airless environment for a longer period. This power also allows you to preserve a cadaver or an immobile body. As long as the body remains still, it won't rot or decompose.

It takes one action to activate or deactivate rigor mortis.	
Self or Touch	Permanent, but stop if the body moves or is moved.
Low, until you wake up from the dead.	Yes

2 Command Corpse

Create a living corpse from a human corpse you can see and control it with simple voice commands. This corpse retains its wounds but can move if not too severely injured and not older than a day. Activating a corpse and issuing a command takes one action, while subsequent commands require only a quick action per corpse. However, each corpse has only one action per round. You can control multiple corpses simultaneously with one quick action per corpse. If a corpse isn't controlled during a round, it falls to the ground but can be animated again on the next round.

While a living corpse can perform many tasks, its abilities are severely limited by its wounds. It must be able to hear and understand commands. An example of an Animated Corpse is provided in the Antagonists chapter at the book's end.

Breakpoint (level 4): This ability allows you to raise a corpse and use it for a specific mission. The corpse will use its mechanical reflexes to walk and even speak if needed. It can last for an entire chapter. When the mission is complete, the corpse will fall to the ground. Possible missions include carrying a message, following you, or guarding a location.

It takes one action to activate a corpse.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Voice	1 Round
High	Yes

2 Dead Memory

This ability allows you to access the memory of a living corpse—or, more precisely, the memory of a deceased head. Initially, only the last few scenes or days of the deceased's life are available. With further research and time, you can access more information, provided the brain isn't too damaged. You can also learn about the body, including gender, age, and cause of death. Touching the corpse is necessary throughout the process. Reading the most recent memory takes one action, but extracting more memory takes longer each time.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Touch	1 Round
Low	Yes

2 Destroy Corpse

Touching a living corpse can destroy it completely. The body vanishes into the air, leaving no trace. This power also works on worn-out body fluids and clothing. You can choose to keep some parts, if desired. However, it doesn't work on living or dying people.

It takes one action to activate the power.	
Touch	Permanent
High	Yes

2 Transfer Wounds

Transfer a wound from a touched body to your own. Ensure the wound is placed on the same body part. For instance, if someone else's broken arm heals, your own arm's bone will simultaneously break. A health test is required for the new wound.

It takes one action to transfer 1 wound.	
Touch	1 Round
Medium	Yes

3 Absorb Defection

You can transfer someone's defection to yourself. This defection could be a sickness, disease, or even something like cancer. After at least a chapter with the defection, you can transfer it to someone else you touch. The process isn't usually pleasant, so grabbing the person might be necessary. This power can also transfer most mental and physical hindrances.

When a player's character removes a hindrance, the player or Game Master should find a new one to keep the character interesting.

It takes one action to activate this power.	
Touch	Permanent
High	Yes

3 Shatter Bones

You can shatter a body's bones, but only through a Thanatology Rating +3 vs. Resistance test. This attack can break only arms and legs, but the mortician can choose the location with a successful test. This attack can be done at short range with line of sight.

It takes one action to break a bone.	
Thanatology Rating +3 VS Resistance.	
Short	1 Round
Medium	Yes

3 Spare Parts

You can replace a limb with a dead body part. The limb must be fresh and in good condition. Replacing a wounded limb with a healthy one effectively "heals" the injury. This power is limited to human parts and cannot be used on the head. No healing test is required. As for many powers of the Mortician, the process is very painful.

Breakpoint (level 4): This power can be used on another person. The person must be still and generally willing, or anaesthetized.

It takes one encounter to replace a limb, and you need to be still.	
Self	1 Encounter
High, this power leaves some bad	Yes

4 Corpse Explosion

This power allows you to create a weird mix of gas in a freshly deceased body. The gas is highly unstable and explodes after a few seconds. The explosion's strength is determined by your Thanatology Rating +3, causing damage to everything in its vicinity. The explosion has the following features: Area, Blast, Knockdown, Loud, and shove. This power can only be used on bodies that are already dead in the same scene. It's a very disturbing sight to see dead bodies explode in this way.

It takes one action to make a dead body explode.	
Thanatology Rating +3 VS Resistance.	
Line of Sight	1 Round
Medium	Yes

5 Life Sharing

This power allows you to link your health to someone you can see. As long as this connection exists, you share wounds and conditions. However, if one person is healed, the other is also healed to the same body part or for the same condition.

The Mortician can either activate the link between their body and another person's or touch two bodies simultaneously to create the connection.

It takes one action to activate the link between two people.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Touch	1 Encounter
Medium	Yes

5 Resurrection

This power allows you to resurrect a deceased being who died on the last day. However, vital organs must be replaced with undamaged ones from a fresh corpse. This process leaves nasty scars.

The resurrected being awakens with confusion and a loss of memory. Their memory will gradually return over the next week. Additionally, they have a wound to their vital organs that will heal itself within a week, but cannot be treated otherwise.

It takes one encounter to resurrect a being.	
Touch	Permanent
Medium	Yes

Thorn



Major Mastery

You can control the creeping red vine that seems to inhabit every corner. These dormant vines lie in wait, ready to emerge at the right moment.

Thorn	
Level	**Power**
1	Grow Red Vines
1	Ram
2	Entangle
2	Hide in Vines
2	Poisonous Fruit
3	Shelter of Vines
3	Tunnelling
4	Grow Back
5	Wall of Vines

Red Vines

The Red Vines are the primary weapon of those who master this power. Until they reach the fourth level, they must be near red vines to use their abilities. These vines can grow almost anywhere, except rocky ground and concrete, which slows their expansion. In an indoor setting, they'll take a full scene to reach a



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

reasonable size.

Vines are easily destroyed by fire. Each round, one cubic meter of vines will burn. For more information on destroying structures, see the Destroying Structures section in the Rules chapter.

Thorn's Initiation

After being infected by the vines, the character gains immunity to further infection from them. The vines, now wary of harming the character, will try to avoid contact. Without using any power, the character can slowly maneuver the vines out of their own way or from their allies'. This allows the character to keep the vines at bay and protect their friends.

Thorn's Breakpoint

When you acquire a power of the fourth level, red vines grow within you and can sprout from your body. These vines allow you to perform all thorn-based powers, which can reach close range. While the vines erupt from your body is a violent sight, you remain unharmed. Furthermore, all thorn actions performed with the vines are considered outdoor. This method of using the vines is highly evident.

Additionally, you unlock all the breakpoint features of this mastery.

1 Grow Red Vines

This power lets you grow red vines at short range to create obstacles in a zone. All movement within this zone becomes more difficult, and any Athletics tests are performed with a disadvantage. Vines can also grow on walls, providing an advantage for climbing. You can even build a small bridge by creating enough vines. The process is quick outdoors, or if there are vines nearby, and can be done in one action. Indoors, it takes about the duration of an encounter or an hour.

The sap of the vines is very toxic, but when grown this way, the thorns don't have time to mature, so the vines are mostly harmless.

It takes one action to grow vines outdoors, but it takes a full encounter indoors.	
Short	Permanent
High	Yes, but the glare is generally considered indoor.

1 Ram

Red vines sprout from the ground and swiftly move toward a visible target within short range, aiming to bash it. This maneuver can use the "Shove Maneuver" or the "Knockdown Maneuver", and it also causes a wound upon success. While lacking finesse, it delivers a powerful blow. For any tests involving this power, use the Thorn's rating +3. Resistance is determined by the user's Athletics rating and any available armour. This power is unavailable indoors unless a vine is nearby. When using the vine like that, the vine cannot infect the victim.

It takes one action to use this power outdoors. When indoors, the vines should already be in this area.	
Thorn Rating +3 VS Resistance.	
Short range from the vine source.	1 Round
High	If vines are present. The Glare is generally considered indoor.

2 Entangle

Red vines sprout from the ground and move toward a designated target, attempting to grasp a visible target within short range. This power operates under the same rules as grappling or disarm, but its effectiveness is determined by the mastery rating +3 against the acrobatics rating. The power is ineffective indoors unless a vine is present. Additionally, you can use this power to entangle yourself, anchoring your body to the ground. When using the vine like that, the vine cannot infect the victim.

Breakpoint (level 4): You can now entangle creatures one size larger than an human.

It takes one action to use this power outdoors. When indoors, the vines should already be in this area.	
Thorn Rating +3 VS Resistance.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	

Short range from the vine source.	1 Round
High	If vines are present. The Glare is generally considered indoor.

2 Hide in Vines

When you touch vines, you can command them to cover your body. While it won't offer much protection, it will conceal you from someone or something not actively searching for you. Once hidden, you can't move, but you gain an advantage on stealth tests. This power can't be used indoors unless there's a vine nearby.

Breakpoint (level 4): You can now move through the vines and stay hidden. The vines follow your movement, so to stay concealed, you must move slowly.

It takes one action to be completely hidden. Another action is required to remove the vines.	
Touch	Permanent
High	If vines are present. The Glare is generally considered indoor.

2 Poisonous Fruit

The fruit of the red vines is no longer poisonous to you. It can be a valuable food and water source for those immune to its lethality. A single day's worth of sustenance can be obtained from the fruit. However, it dries quickly and can only be stored for two days. Unfortunately, your immunity is limited to the fruit from the red vines, and you're not protected against other poisons.

The effects of the poisonous fruit are in the Red Vine section of the Supernatural Chapter.

Self	Permanent
Medium	Yes

3 Shelter of Vines

Create a cozy shelter with red vines. It's comfortable for sleeping but not very spacious. The vines provide rain protection but won't prevent flooding. They'll block any unwanted visitors. People outside can't see inside, but those inside can move the vines to create windows. The shelter comfortably accommodates four to five people. The vines won't harm anyone until the shelter's owner leaves. See the section about Destroying Structures later in the rules if someone tries to destroy the shelter.

Breakpoint (level 4): The shelter can be significantly larger, with multiple rooms, accommodating up to 10 people.

It takes one action to use this power outdoors. When indoors, the vines should already be in this area.	
Short	1 Scene
High	If vines are present. The Glare is generally considered indoor.

3 Tunneling

The vines can entangle your body and drag it underground. They'll shift the ground and rocks to create a passage for you. Once you're gone, the ground returns to its original state, making it impossible for anyone else to follow. However, this process is slow and can be blocked by solid structures or large rocks.

To become entangled by the vines and enter the ground, a single action is required. Once there, movement is limited to one meter per round. Similarly, exiting the ground takes another action.	
Self	Variable
High	If vines are present. The Glare is generally considered indoor.

4 Grow Back

Your severed or broken limbs can now regrow and heal like vines. This power is limited to arms and legs. To use this power, you don't even need to be conscious, but the limbs will only be fully grown at the end of the scene.

It takes no action to grow back or repair a limb. It will slowly regrow at the end of the scene.	
Self	Permanent
High	Yes

5 Wall of Vines

Create a zone of thorny vines that can block a passageway or area. Attempting to pass through or exit the zone inflicts a wound every round and infects the creature. Human-sized creatures or smaller can only move one meter per round, while larger creatures are considered slowed. The vines are strong enough to stop a moving car or entangle a large monster. Entangled creatures can only perform actions if they succeed an Athletics test as a Quick Action, with a disadvantage. The zone can be as large as a medium-sized building, and there's no way to control its exact size, so everyone within it suffers the penalties.

Use the statistics of the Red Vines in the Antagonists section.

It takes one action to use this power.	
Short	The vines will retreat to the ground after the scene.
High	If vines are present. The Glare is generally considered indoor.



Trailblazing



Major Mastery

Worlds Walkers have been engulfed by the Glare and granted the ability to hide and travel in this strange parallel world. Even on our own planet, you can hear strange scratching noises emanating from the Glare.

Trailblazing	
Level	**Power**
1	Feel the Glare
1	Hide in the Glare
2	The Whisperer in the Glare
2	Walk the Glare
3	Repulse the Glare
4	Tear Off the Glare
5	Banish

Citizen of the Glare

Purchasing a power at level 1 transforms you into a citizen of the Glare. Check the section about the Glare for more information. The peculiar firefly and the plants within the Glare illuminate your path at your command. While in the Glare, consuming the plants or insects provides nourishment, and the water is safe to drink for you. Additionally, your scent won't attract other creatures of the Glare. However, you'll still experience the privation condition at the scene's



Stain Powers

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Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

end or the day's end. The dying condition will follow on the second day in the Glare as for any other person.

Trailblazing's Breakpoint

When purchasing a power of the fourth level, the Glare's first level becomes your home. You can remain in this beautiful yet perilous world indefinitely, unaffected by the Privation or Dying conditions caused by prolonged exposure. Additionally, you can distinguish between creatures originating from the Glare and those from another world. Furthermore, you unlock all the breakpoint features of this mastery.

1 Feel the Glare

This power reveals everything in the Glare, superimposing it on reality. This makes it hard to notice details, but it's still possible to see the main structures and the inhabitants. You can also hear the Glare calling you and see what horrors lurk in this beautiful yet dangerous world. Since this power requires concentration, it's not always activated and demands a quick action every round to maintain the vision.

An action is required to concentrate on what is in the Glare.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Self	1 Round
Low	Yes

1 Hide in the Glare

You can enter the Glare and exit our world. Your power forms a small, isolated shelter within the Glare, separate from its other tentacles. This room is about the size of a small room and offers a very blurred vision of the surface. The only way to leave the Glare is by exiting through the same entrance. If you can't escape, your dying body will be expelled back from the Glare when your life force is depleted.

Despite its small size, the room is cozy. Various plants from the Glare provide comfortable sleeping beds on the ground. Butterflies and other small, harmless insects may also be present. The room is never the same, so objects should not be left behind or never be seen again.

Breakpoint (level 4): You can bring people with you. The resisting person must be grabbed. When you leave the Glare, the persons with you are also ejected.

Entering and exiting the Glare takes one action.	
Self	Permanent
High	Yes

2 The Whisperer in the Glare

You are the whisperer in the darkness, able to see and converse with beings in the Glare or on the surface. Everyone present can hear you and respond. You can make your body visible, but your image will be blurry.

It takes one action to see and speak to a different level.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Close	1 Round
Low	Yes

2 Walk the Glare

You can now enter the Glare and reach one of its many tentacles. It's like walking through a hallway that only you can see. You can't be interrupted, cut in half, or merge into a wall. You can also exit the Glare whenever you want, as long as there's nothing in the way.

However, the Glare will still try to devour you. You can only stay in the Glare for one scene before you experience the privation condition and then the Dying condition.

The Glare is a living, intelligent being. It will prevent you from bringing a human-sized being into the Glare, even if you're holding it. Children and dog-sized beings are exceptions in some cases.

Entering and exiting the Glare takes one action.	
Self	Permanent
Low	Yes

3 Repulse the Glare

You can block the Glare within a 100-meter radius, preventing anyone or anything from travelling from the Glare to your location. This power lasts for a chapter or a week, after which the Glare regains its power.

It takes one action to repel the Glare.	
Variable	1 Chapter
Low	Yes, this power can be used to repel the Glare from the inside. When the Glare is repelled, everything inside is expelled.

4 Tear off the Glare

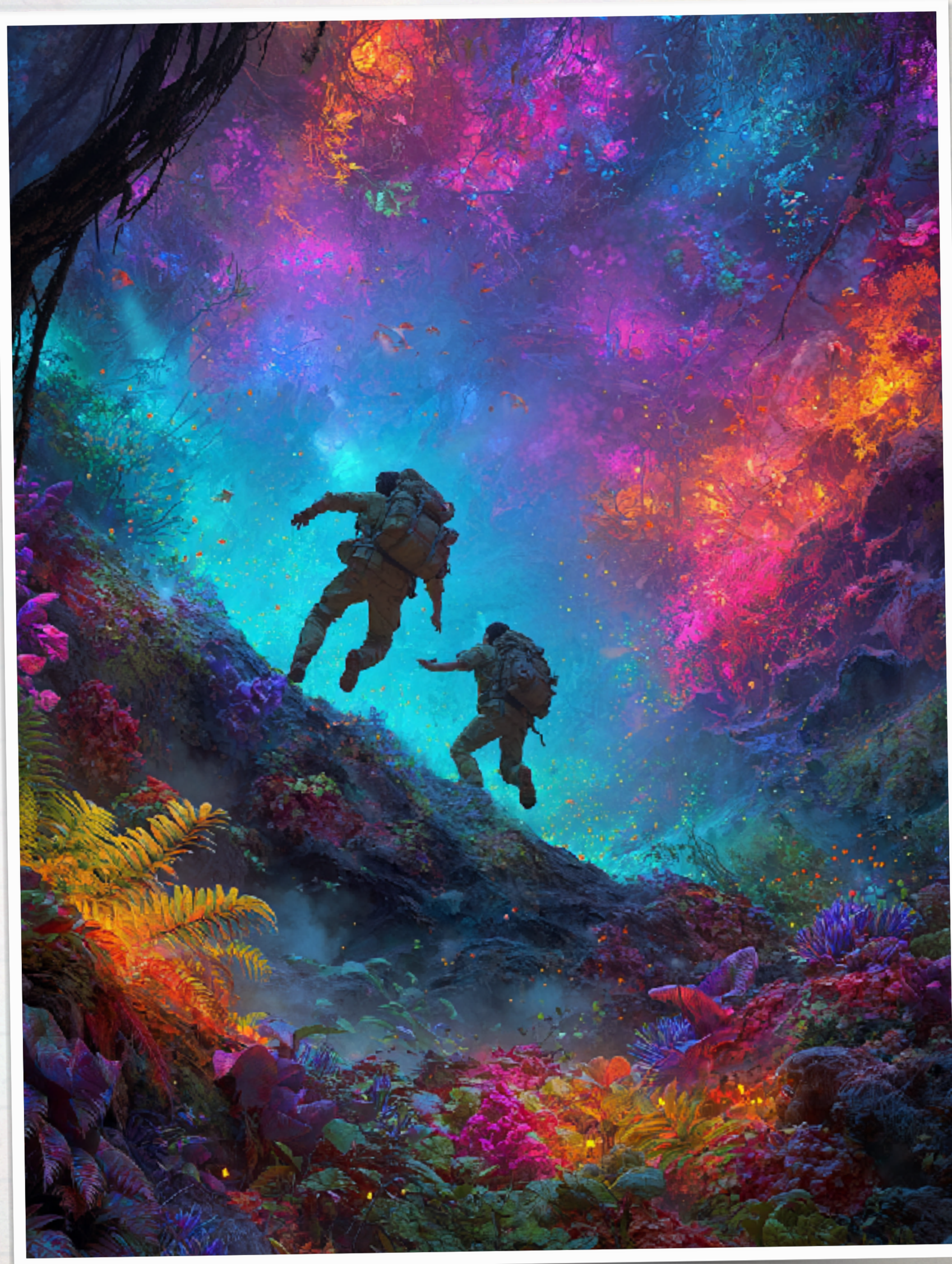
You can force open the Glare and create a breach within it. This allows others to follow you through your door into this strange place. Without control over the Glare, they become easy prey for the beast within. They can't see other levels of the Glare, but they can use the door you've created to escape. You can't have more than one door open at a time, causing the old one to close. If they get lost or remain in the Glare for more than a scene, they'll suffer from the privation condition and then the Dying condition at the end of the second scene.

Opening or closing a door takes one round.	
Close	1 Encounter
Low	Yes

5 Banish

Banish a touched being or object to the Glare. They'll return to their original location at the encounter's end. Only one being can be banished at a time; banishing another will bring the first back sooner. While in combat, an unarmed attack test is required to touch the victim.

It takes one action to banish someone or something.	
Touch	1 Encounter
Low	Yes



Umbramancy



Major Mastery

Umbramancy is the art of manipulating sound, light and shadows. The powers come from strange entity trapped in a shadowland, giving part of its power to find a way out.

Umbramancy	
Level	**Power**
1	Change Taste
1	Extinguish Light
1	Shadowplay
2	Filthy Odor
2	Sacrifice to the Shadow
2	Shadow Ground
2	Shadow Reception
2	Sound Dampening
2	Veil of Shadow
3	Force Confession
3	Shadow Transformation
3	Wave of Shadow
4	Teleport in Shadow
5	Shadow Form



Conduit Powers

There's always a price to pay. Using powers opens a conduit between an entity and the character.

After using any non-permanent power, a Mastery test is mandatory. The test's difficulty depends on the power's level. Success prevents the conduit from opening, but failure raises the conduit level by one and reduces the power welder's health by one. The character can choose not to resist. If the conduit opens at level 5, the character becomes unconscious, releasing the entity.

Conduit to the Shadow Entity

The Shadowfell is a conduit for a shadowy entity. The Shadow entity can get more control over the Shadowfell every time it uses umbramancy. When the conduit opens, it provides one passive power to the Shadowfell. Every time the conduit opens to a new level, the Shadowfell can choose one of the available powers of the level. The conduit cannot be closed until the Shadowfell meditates for about an hour.

Conduit Open at Level 1

Shadow Blood: The blood of the Shadowfell is replaced by a strange smoke that rapidly disperses in the air, leaving no trace behind. The Shadowfell is also immune to the Bleed effect.

Shadow Steps: The Shadowfell moves like a weightless entity, making no noise and leaving no trace behind.

Conduit Open at Level 2

Shadow Breath: The Shadowfell can breathe smoke without coughing and other side effects.

Shadow Taste: The Shadowfell can taste poison in a drink or a meal before being intoxicated. They can also ignore disgusting tastes.

Conduit Open at Level 3

Shadow Landing: The Shadowfell can fall from any height without being wounded.

Shadow Sight: Allows you to see in darkness. The vision only shows the outline of objects without colour. It can see through smoke.

Conduit Open at Level 4

Consumed by Shadows: The skin and all the equipment of the Shadowfell turned black with smoke emanating from it. The Shadowfell became unrecognizable and gained an advantage to any intimidate test.

Shadow Eyes: The Shadowfell can see the beating heart of living beings at a distance of 100 meters. Nothing can block this vision, no obstacles or even the Glare.

Closing the Conduit

By meditating for an hour, the Shadowfell can close the conduit and reset the Conduit level to 0. They also regain all the Health points lost by opening the conduit.

Umbramancy's Breakpoint

When purchasing a power of the fourth level, the Shadowfel feels discomfort when in a well-lit room or under a bright sun. They now gain all the conduit powers of the level of conduit opened. Furthermore, you unlock all the breakpoint features of this mastery.

1 Change Taste

The Shadowfell has the power to alter the flavour of food or a brew it perceives. They can transform a bad taste into something palatable, or vice versa.

It takes one action to change the taste of a meal or a drink.	
Short	1 Encounter
Medium	Yes

1 Extinguish Light

This power allows you to block a source of light. It creates a small veil of shadow around the light. It works on fire, making the fire produce no light but still produce heat.

It takes one action to block a source of light.	
Short	1 Encounter
Medium	Yes

1 Shadowplay

The Shadowfell can control shadows. It allows you to make them move, or modify existing ones. It's a simple trick that can be used to make a distraction but not a lot more.

It takes one action to block a source of light.	
Short	1 Round
Medium	Yes

2 Filthy Ordor

The Shadowfell can fill a room with filthy ordor, making almost everyone want to leave. Staying in the room will cause a disadvantage to all tests and cause the exhausted condition. Alternatively, it can neutralize a bad odour for the duration of an encounter.

It takes one action to release the ordor.	
Line of Sight	1 Encounter
Medium	Yes

2 Sacrifice to the Shadow

It's possible to send dead organic bodies to the shadow realm using the conduit. It's a great way to get rid of a corpse but it leave

behind all the inorganic materials. Doing so with a medium-sized body allows you to fully close the conduit after the action.

It takes one action to sacrifice one dead organic body.	
Touch	1 Round
Medium	Yes

2 Shadow Ground

Release a thin black fog covering the ground. It slows everything walking on the ground except a Shadowfell. Furthermore, walking on the shadow ground requires a successful acrobatics test to avoid slipping on the ground.

It takes one action to release the black fog.	
Short	1 Encounter
Medium	Yes

2 Shadow Reception

The Shadowfell can create a small area of supernatural smoke that slows anything falling onto it. This prevents damage from falling person or large objects. However, it doesn't obstruct vision or slow down slow-moving objects or people. It doesn't work with small objects, so it doesn't block most projectiles.

It takes one action to release the supernatural fog.	
Line of Sight	1 Encounter
Medium	Yes

2 Sound Dampening

This power creates a supernatural thin smoke that blocks all the sounds inside it. The smoke is not dense enough to obstruct vision. The area covered by the smoke is large enough to fill a room.

It takes one action to block sounds.	
Short, centred on the Shadowfell	1 Encounter
Medium	Yes

2 Veil of Shadow

The veil of shadow creates a supernatural, heavy smoke that blocks all the light inside it. Nothing can see through it, except the Shadow Sight. The area covered by the smoke is large enough to fill a room.

It takes one action to block a source of light.	
Short, centred on the Shadowfell	1 Encounter
Medium	Yes

2 Force Confession

The Shadowfell can use its shadow powers to make a victim tell the more horrible things they've done. The victim must be touched, and the Shadowfell must ask what is the most horrible thing the victim has done. Using the power multiple times allows for obtaining slightly less horrible things every time.

It takes one action to obtain a confession.	
Touch	1 Round
Medium	Yes

3 Shadow Transformation

The Shadowfell and all its possessions can transform into a mundane object of roughly the same size. Once transformed, the Shadowfell can slowly move but is unable to perform any actions. If someone touches the Shadowfell when transformed, they revert to their original form.

It takes one action to transform into an object. Transforming back takes a quick action.	
Short	1 Encounter
Medium	Yes

3 Wave of Shadow

A wave of shadow erupts from the Shadowfell and strikes everything in its path. Any objects or beings within range must

successfully pass an acrobatics test against the Umbramancy Level +3 or are shored 3 meters away and fall to the ground.

It takes one action to block sounds.	
Short, centred on the Shadowfell	1 Round
High	Yes

4 Teleport in Shadow

The Shadowfell can teleport itself and all its possessions to a dark place it can see at short range. The power does not work in bright light.

It takes one action to teleport.	
Short and line of sight	1 Round
Medium	Yes

5 Shadow Form

The Shadowfell and all its possessions transform into a ghostly, dark, smoky form hovering over the ground. This form can pass through small holes, narrow openings, and even mere cracks. Additionally, the Shadowfell cannot be harmed while in this state.

The transformation lasts until the character's next round, so repeating this action allows them to stay in the Shadow Form without interruption.

Transforming back into a tight space is very dangerous. It causes an automatic death if there is no way to expend. If it's still possible to expend, but with difficulty, it causes automatic wounds to all the limbs and the head. Only one Health check is required afterward.

While in that form, it's possible to try to enter a being's mouth or nose. A Mastery level +3 test is required against the victim's acrobatics value. A successful test causes the death of the victim if the Shadowfell changes back to its normal form, but it's considered that the victim's body is a tight space.

It takes one action to transform, but transforming back is instantaneous.	
Self	Variable
Medium	Yes

Vampirism



Major Mastery

Powers reminiscent of those depicted in classic vampire lore.

Vampirism	
Level	**Power**
1	Enhanced Leap
1	Gender Swap
2	Blood Healing
2	Enhanced Strength
3	Gliding Wings
3	Horrific Camouflage
4	Hypnosis
5	Disgusting Healing

Blood Sucking

Vampires survive by drinking blood. While any blood will suffice, fresher and more abundant blood is preferable. Blood can serve as their sustenance, replacing normal food and rations. A single "dose" of blood provides enough sustenance for a day. When stored in a container, blood remains drinkable for three days.



Drain Powers

There's always a price to pay, and it's your own life.

Your powers drain your life force. After using any non-permanent power, you must pass a Mastery Level test. The difficulty of the test is equal to the power's level. A successful test has no effect, but a failure causes the Exhausted condition. If a character is already Exhausted, you must check for the Privation condition. A character with the Privation condition must then check for the Unconscious condition if another failure occurs.

Vampires can drink blood from living beings without killing them, but they must limit their intake. A living being's blood quantity equals their health value. The bleed condition reduces this value by one. When the victim loses their first blood quantity, they become exhausted. If a victim loses half or more of their blood, they suffer the privation condition. Finally, complete blood loss results in the Dying condition.

Biting someone in combat is difficult and suffer a disadvantage unless the opponent is grappled.

Vampirism's Breakpoint

When you acquire a power of the fourth level, food becomes ineffective, and you must rely solely on blood for survival.

This mastery also establishes a connection between you and Chupacabras. They cease hunting you and even begin communicating. While Chupacabras are solitary creatures, they occasionally offer assistance.

1 Enhanced Leap

The character can jump as high as a floor or even over a fence. This jump uses the same rules as a normal jump, but it's approximately three times higher and farther.

During Night: The vampire do not suffer damage when falling.

It takes one action to jump.	
Self	1 Round
High	Yes

1 Gender Swap

You can swap genders and body shapes. Your body will develop the distinctive shape and organs of the appropriate gender. Reproductive capabilities are also possible. While the face and features may subtly change with the gender swap, the major characteristics will remain. A pregnant character can't swap genders until the baby is born.

An action is required to swap gender.	
Self	Permanent
High	Yes

2 Blood Healing

Drinking very fresh blood from a beating heart can heal a wound. This blood must come from a human or a larger being. It first heals a normal wound, and if only critical wounds remain, it will heal one. The process involves biting a grappled or immobilized victim. However, only one wound can be healed per day (24 hours). This is a messy process that use the blood sucking mechanic. The blood must be extremely fresh and directly consumed from a living being.

During Night: The blood heal 2 wounds instead of 1 but is still limited to one time per day (24 hours).

It takes one action to suck blood on a grappled or immobilized victim.	
Close	1 Round
Low	Yes

2 Enhanced Strength

During an encounter, the character can focus on their strength, gaining an advantage on all Brawn tests and Effort tests. However, after such an exertion, they'll suffer a disadvantage on all Brawn tests and related tests for the next encounter.

During Night: The vampire do not suffer the disadvantage the encounter after using the power.

It takes one quick action to activate.	
Self	1 Encounter
High	Yes

3 Gliding Wings

Retractable gliding wings allow the character to glide for a long distance. These wings are located at the back and can't be deployed with regular clothing or a backpack. Fortunately, when dressed normally, they're nearly invisible when at rest. For every meter dropped, the character can move two meters forward. Do any action while gliding is done with a disadvantage.

During Night: The wings allow it to glide horizontally without losing altitude. A strong wind can allows the vampire to gain altitude.

It takes one quick action to deploy the wings or retract them.	
Self	1 Encounter
High	Yes

3 Horrific Camouflage

The character can transform their skin and organs into almost complete transparency. This is a very disturbing sight when

seen up close. The transformation is rapid, but it takes time to return to normal. During an encounter, the skin and organs remain transparent for the entire duration, with no way to revert to normal within the same encounter.

Activating this power grants the character an advantage on stealth tests and renders them effectively invisible when no one is looking for them. However, this power only works when the character is naked.

During Night: The vampire can do the power any number of time during an encounter.

It takes one action to become almost transparent.	
Self	This power can only be used one time per encounter, in one way or the other.
High	Yes

4 Hypnosis

When maintaining eye contact with a victim, it's possible to hypnotize and paralyze them. The victim becomes confused and unable to look away, move, or defend themselves. The hypnotizer must remain still or slowly approach the victim. This allows the hypnotizer to feed on or kill the victim without any struggle or combat. After the hypnosis, the victim will forget the encounter.

The victim must have eye contact, not actively defending themselves or engaged in combat. This power only affects humans and smaller animals.

An action is required to hypnotize a victim.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Self	1 Round
High	Yes

5 Disgusting Healing

Eating human organs heals the vampire. Each fresh organ heals one chosen wound. There's no limit on how many wounds can be healed per day. A human has up to eight large organs that can heal the vampire.

During Night: An organ heal 2 wounds instead of 1.

It takes one action to eat one organ and heal one wound.	
Self	1 Round
High	Yes



Visages



Major Mastery

Visages lets you bond with forgotten human entities, called Visages, by tattooing your body. In return, you gain their strengths and weaknesses.

Visages	
Level	**Power**
1	Assume the Visage
2	Visage
3	Visage Intervention
4	Sacrificed Visage
5	Visage Projection

The Visages

You can bind with a Visage, a forgotten human entity, by tattooing your body with a design that represents the Visage. Often, Spiritbound knows exactly what they want as a tattoo. The tattoo itself is made of ink, but it's much more than that.

To bind a new Visage, the Spiritbound must spend experience points according to the chart below. The cost increases for each additional Visage. The first Visage is free, but the second costs 8XP, the third 12XP, the fourth costs 16XP, and it costs 20XP for a fifth Visage.



Drain Powers

There's always a price to pay, and it's your own life.

Your powers drain your life force. After using any non-permanent power, you must pass a Mastery Level test. The difficulty of the test is equal to the power's level. A successful test has no effect, but a failure causes the Exhausted condition. If a character is already Exhausted, you must check for the Privation condition. A character with the Privation condition must then check for the Unconscious condition if another failure occurs.

Bounded Visages	
Visages	**Cost**
1	0
2	8
3	12
4	16
5	20

When bonded to a new Visage, use a new character's sheet and create a new character. This new character will be your Visage's vessel. Skip the Source of Power and Assets steps. If you're short on time, choose a pre-made character or one of your old ones. Just ignore the Major and Minor masteries and their

assets. Remember, a new Visage can only have one specialization.

Try to create a character different from your protagonist. Consider a different age, gender, sexual preference, values, and religion to make them more interesting. When choosing your new Value, Edges, and Hindrances, also note those on your main protagonist's sheet, as your Visage significantly influences their personality. Write those details on your Visage's sheet as well. Avoid choosing Edges and Hindrances that are the same or conflict with your character or another Visage.

Visage progression works has any character but share the Spiritbound's XP.

Visages' Breakpoint

When you gain a power of the fourth level, your Visages' personalities merge with your own. This blurring of identity makes it difficult to distinguish between your own and theirs. Occasionally, when stressed, your character may switch personalities without even realizing it.

1 Assume the Visage

You can let one of your Visages take control of your body. While you'll remain in control, your attributes, skills, languages, and identity will shift to those of the chosen Visage. Your physical body won't change, even though your attributes will.

It takes one quick action to assume a Visage.	
Self	The power lasts for the full duration of an encounter and cannot be stopped sooner.
Low	Yes

2 Visage

You assume the body of a Visage bound to you, and your own body changes along with your attributes, skills, languages, and identity. You can use the new character sheet as your own, but the wounds and conditions you've endured are shared with the Visage. Your tattoos transfer to your new form, though your clothing may not fit.

It takes one quick action to change your attributes, skills, identity and body shape.	
Self	The power lasts for the full duration of an encounter and cannot be stopped sooner.
Low	Yes

3 Visage Intervention

When you get a wound, it's possible for a Visage to take the hit instead. After that, the Visage won't be available for a Chapter or a week.

Self	Permanent
Low	Yes

4 Sacrificed Visage

If you die while assuming a Visage or using one as a vessel, the Visage will perish instead of you. Conversely, if you die without a Visage, one of your own Visages will sacrifice itself to save you. A random Visage will give you its life essence to resurrect you. Either way, the Visage will be destroyed forever, and you'll lose its Edges and Hindrances.

When a Visage sacrifices itself, it bring you back and removes your Dying condition. You also regain all the XP invested in your Visage.

At the end of the story or month, you can bind another Visage to replace the sacrificed one. This process requires a new tattoo but doesn't cost you any experience points.

It takes no action to sacrifice a Visage. The action is done by the Visage.	
Self	Permanent
Low	Yes

5 Visage Projection

You can summon a Visage for assistance. They'll appear in a ghostly form but can interact with the physical world. You can choose which Visage to call. During the encounter, they're an independent character you control. Unfortunately,

summoning is difficult, and you can't call more than one Visage at a time. After the encounter, another encounter is needed to regain the ability to summon Visages again.

It takes one action to summon one of your Visages.	
Short	1 Encounter
High	Yes





Minor Masteries

Berserker



Minor Mastery - Mutations

It's a curse, not a blessing. While you don't have a hot temper, rage can sometimes take over. When it does, you lose control and do horrible things.

The Berserker mastery only has one power that can be raised following the chart below.

Berserker Level Progression		
Level	**Cost (XP)**	**Total XP**
1	4	4
2	8	12
3	12	24

Rage Trigger

Multiple situations can trigger rage, and once it starts, it's nearly unstoppable. Fortunately, it takes three triggers in a single encounter to take effect. The berserker can't enter rage without the triggers, and they can't ignore them.

- A loved one being hurt.
- Being betrayed.
- Being intimidated.
- Being menaced with harm in a tense situation.
- Being trapped in a confined location or being restrained.
- Facing someone or something that has caused harm in the past. It must be part of a story moment.
- Suffering a wound.
- Seeing a friend or ally being wounded.
- The sight of blood when not part of combat. It must be part of a story moment.

As always, the Game Master can add or ignore a trigger. The Rage is generally triggered by combat, but the first trigger usually occurs before the fight when someone is threatened. Then, every wound inflicted on the berserker or their allies counts as a trigger.



Drain Powers

There's always a price to pay, and it's your own life.

Your powers drain your life force. After using any non-permanent power, you must pass a Mastery Level test. The difficulty of the test is equal to the power's level. A successful test has no effect, but a failure causes the Exhausted condition. If a character is already Exhausted, you must check for the Privation condition. A character with the Privation condition must then check for the Unconscious condition if another failure occurs.

The berserker will consider the person triggering the final trigger their first target, but they'll also try to eliminate anyone or anything implied in any of the triggers.

Resisting Trigger

When a trigger occurs, the berserker can attempt to resist it. Alternatively, allies can use an action to prevent the trigger. In either scenario, the resistance requires an Insight test with 1 disadvantage for every level of berserker after the first one. So a level 2 berserker will suffer 1 disadvantage. A successful test either prevents the trigger or removes one.

Rage Duration

There are two ways for the rage to stop:

- The berserker's rage subsides when there's no threat present or at the encounter's conclusion.
- The second one is triggered by the berserker. A quick action allows you to reduce your rage level by one at the end of your turn. Only one level of berserker can be reduced each round. Once your rage level reaches zero, the rage stops.

Roleplaying the Rage

The player must role-play the rage and its associated emotions. As the character becomes violent, brutal, and unstoppable, this behaviour often leads to repercussions. While this mastery is highly combat-oriented, succumbing to rage can have serious consequences, impacting the berserker's relationships with others.

Berserker's Breakpoint

Rage is always close when you unlock the power of the third level. It no longer requires three triggers; now, only two are needed.



Berserk

A berserker enters a rage when all three triggers are activated. The rage effects vary depending on the berserker's level. The rage always begins at the highest level the character has purchased.

No action or quick action is required.	
Self	1 Encounter
High	Yes

Rage Effect at Level 1

Bonuses

- All physical skills, including acrobatics, athletics, brawn, and nimbleness, as well as resisting intimidation, are granted an advantage.

Penalties

- While raging, the Berserker concentrates on the last trigger source and tries to eliminate it. If available, they then focus on the second and third sources.
- Only aggressive or combat-oriented actions are permitted. However, if the Game Master allows a non-aggressive action, a disadvantage must be applied.

Rage Effect at Level 2

Bonuses

- *All physical skills, including acrobatics, athletics, brawn, and nimbleness, as well as resisting intimidation, are granted an advantage.*
- The berserker is immune to the stun effect from a head injury.
- It can ignore the effects of one wound during the rage.
- During their rage, berserkers gain one health point.

Penalties

- *While raging, the Berserker concentrates on the last trigger source and tries to eliminate it. If available, they then focus on the second and third sources.*
- *Only aggressive or combat-oriented actions are permitted. However, if the Game Master allows a non-aggressive action, a disadvantage must be applied.*
- Every failed test automatically suffers a Catastrophic Effect.
- During a berserker rage, the berserker loses their memory.

Rage Effect at Level 3

Bonuses

- *All physical skills, including acrobatics, athletics, brawn, and nimbleness, as well as resisting intimidation, are granted an advantage.*
- *It can ignore the effects of one wound during the rage.*
- *The berserker is immune to the stun effect from a head injury.*
- *During their rage, berserkers gain one health point.*

- The dying effect can't be applied while the berserker is raging.
- All successful aggressive and combat-oriented tests receive an exceptional effect.

Penalties

- *While raging, the Berserker concentrates on the last trigger source and tries to eliminate it. If available, they then focus on the second and third sources.*
- *Only aggressive or combat-oriented actions are permitted. However, if the Game Master allows a non-aggressive action, a disadvantage must be applied.*
- *Every failed test automatically suffers a Catastrophic Effect.*
- *During a berserker rage, the berserker loses their memory.*
- The Berserker enters a blind rage, attacking the nearest creature or armed person, whether enemy or ally. Everyone becomes a potential target, and weapons are now considered treats. When multiple targets are within range, the Berserker attacks the most dangerous one. If attacked, it prioritizes this target over others. The Berserker changes targets until the rage subsides or no more treats are nearby.





Dream Weaver



Minor Mastery - Esoterics

Dreams are essentially images, ideas, emotions, and sensations conjured by the mind during sleep. They can also serve as a gateway to the unconscious. Dream Weavers have the power to shape and even invade the dreams of others.

You can enter someone else's dreams and control them, whether it's their dreams or their nightmares. However, entering a dream also makes you fall asleep. These powers are often used to gather information about a person by simply following them in their dreams and interrogating them. It's also a convenient way to communicate with someone in their dream.

Dream Weaver	
Level	**Power**
1	Enter Dream
2	Circle of Dreamers
2	Emotional Dream
2	Healing Dream
2	Nightmarish Dream
2	Sleepwalker
3	Never-Ending Dream
3	Rough Night
3	Wonderful World



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

Dream Weaver Passive

The Dream Weaver always has an advantage in all of their tests while dreaming. This bonus applies only to Dream Weavers, not to the others they can bring along.

The Dream

In the dream, you can interact with the sleeper and manipulate the dream's content. You can choose the scene or let the dreamer do it for you, and you can invent locations based on your knowledge or imagination. You can show images, people, and places as you wish, and you don't have to be visible. You can be an invisible dream master. When creating a person or creature, use your own statistics for interactions. So, even if you make them appear terrifying, they can't be more powerful than you. The sleeper can try to escape, but you can always appear nearby. The Dream Weaver and the dreamer always use their own statistics and powers, just like in real life.

Dream Duration

Except for a never-ending dream, a dream unfolds in a single encounter or one hour. Once the encounter concludes, the Dream Weaver leaves the dream, but the sleeper can continue to sleep normally without any dream.

Waking Up

An invaded sleeper cannot awake by themselves but can awake under any one of the following conditions:

- Touched, harmed, wounded, or hearing an uncommon loud noise in the real world.
- The dream becomes too unbelievable.
- The dreamer dies in their dream.
- The Dream Weaver fails a test.

Crafting Dream Catchers

The Dream Weaver can craft objects, named dream catchers, that manipulate dreams. These simple creations require no testing and can be made in about an hour. The Dream Weaver can craft any kind of dream catchers. See the Miscellaneous section for more information about dream catchers.

Dream Weaver's Breakpoint

When acquiring a power of the third level, you prioritize your dreams over reality. Additionally, you can enter the dreams of anyone you've already visited in a dream, regardless of the distance between you. You also unlock all its breakpoint features.

1 Enter Dream

You can enter a sleeper's dream. The sleeper is generally human, but the power can also work with animals and creatures, but the process can be hazardous. You must be in the same room, or about 10 metres away, or use dream catchers to extend the range. For more information about dreams, see "The Dream" above. When you leave the dream, the sleeper will continue their normal sleep unless they are awoken by something else.

Even if the Dream Weaver is sleeping, this process is not relaxing for the dream weaver and they will need a normal night's sleep to rest.

The Glare is no limit for the Dream Weaver. You can enter the dream of a sleeper in the Glare or from the Glare.

It takes one action to enter or exit the dream of a sleeper.	
Short	1 Encounter
Low	Yes

2 Circle of Dreamers

You can invite or even force other sleepers nearby into someone else's dream. However, you should be relatively close to all the sleepers, or dream catchers must be used to extend the range.

It takes one action to invite someone.	
Short	Variable
Low	Yes

2 Healing Dream

You can help someone in their dream. This power allows you to have this person overcome any mental or social hindrances for a day. Additionally, you can temporarily share one of your mental edges with the dreamer during this process.

This power can also be used to harm someone by imposing one of your mental or social hindrances on

them, and by negating an edge that they have. It also lasts until the dream sleep again.

It takes one encounter to forge the dream.

Dreamer	The power lasts until the dreamer sleeps again.
Low	Yes

2 Nightmarish Dream

When connected to a sleeper, the Dream Weaver can create a nightmare designed to induce fear. This nightmare can lead the dreamer to develop a phobia or suffer from a mental or social hindrance the next day. The Dream Weaver has the power to choose which of these effects to inflict. Additionally, the sleeper suffer from sleep deprivation, resulting in exhaustion. Check the Resting and Natural Recovery section for more information.

It takes one encounter to forge the dream.

In a dream	The power lasts until the dreamer sleeps again.
Low	Yes

2 Sleepwalker

In a dream, you can make other sleepers sleepwalk. The sleeper will move their body in real life as they are doing in the dream. The Dream Weaver is able to see what the dreamer is seeing in real life and then able to show corresponding elements in the dream to have the dreamer do certain actions. The conditions to wake up are still the same as usual. After the beginning of the dream, the distance between the dreamer and the Dream Weaver becomes irrelevant.

It takes one action in the dream to make a sleeper start walking.

In a dream	Variable
Low	Yes

2 Emotional Dream

In a dream, you can manipulate it to alter the dreamer's perception. You can influence their feelings toward another person, a location or an object. This power allows you to assign a descriptor to a relationship between the dreamer and one chosen person, or object or location. This descriptor will accurately reflect the real-life emotion and remain in effect until the victim falls asleep again.

Here are some examples of descriptors:

- Caring
- Distrustful
- Empathy
- Fear
- Flirty
- Hateful
- Kind
- Loving
- Sensitive

It takes one encounter to forge the dream.

In a dream	The power lasts until the victim sleeps again.
Low	Yes

3 Never-Ending Dream

You can trap someone in an endless dream. To trap someone in a dream, you must first visit the victim's dream and choose a theme for the dream. You can then exit the dream and continue the endless dream from the outside. To keep the dream going, you must use a quick action every round when you are awake and doing other activities. The Dream Weaver can continue the Never-Ending dream when they are asleep.

If the Dream Weaver fails a test in the dream, the victim can wake up, but touching them from the real world won't work for this kind of dream. Loud noises are also ineffective.

The only ways to end an endless dream are to distract the Dream Weaver so they miss their quick action upkeep, or have another Dream Weaver enter the sleeper's dream to wake up the victim from the inside.

After holding the dream for a complete scene or day, it will continue without needing the quick action

upkeep every round. The only way to stop the dream will be to have the Dream Weaver stop it, or have another Dream Weaver help the victim from the dream.

It takes an action to start the never-ending dream.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
In a dream	Variable
Low	Yes

3 Rough Night

In this type of dream, it's possible to harm someone. The Dream Weaver can place the sleeper in a situation requiring them to pass a skill test. Any skill can be used, but the Dream Weaver must explain how failing the test would be harmful to the sleeper. If the sleeper fails, they suffer a normal wound but remain asleep. Regardless of the outcome, the Dream Weaver must take the same test. If they fail, the Dream Weaver suffers a normal wound, and the sleeper wakes up. The Dream Weaver can then create a new scenario involving a different skill. This process can continue until all skills have been used or until the Dream Weaver fails a test. The skill ratings of a sleeper should remain abstract, and players shouldn't ask the Game Master for the exact value.

It takes one encounter to forge the dream.	
In a dream	Variable
Low	Yes

3 Wonderful World

This power allows one to create a fantastic and wonderful world in a dream. It boosts the moral of everyone in the dream, shielding them from everything outside. Unfortunately, when in this dream, the dreamer loses awareness of everything outside the dream and will only wake up if shaken or hit. If the dream lasts at least 4 hours, it can provide a positive temporary descriptor for the people in the dream. Furthermore, everyone in the dream can do a test using the Dream Weaver's rating. A success heals a wound. The Wonderful World cannot only be experienced one time a day.

It takes one encounter to forge the dream.	
In a dream	Variable
Low	Yes

Seafolk



Minor Mastery - Others

The sea is your domain. You can breathe underwater and swim effortlessly with a fish tail that emerges when you're wet. Even the waves sing songs just for you.

Seafolk	
Level	**Power**
1	Fish Tail
2	Communicate with Fish
2	Feel the Waves
2	Underwater Vision
3	Sea Current
3	Translucent Appearance
3	Water of Life

Voice of the Siren

Sirens can use their voices when using some of their powers. For any major or minor power that requires light of sight, they can chant a short song instead. This still affects a single person, but it can penetrate walls if their voice is audible. Sirens can choose their target by concentrating their voice in a specific direction.



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

Seafolk Survival

The digestive system of the Seafolk is more adapted to sea food. It can digest raw fish and aquatic plants. Salt water can also be drank. The Seafolk is a little bit more resistant to bacteria in the water.

Seafolk can accurately determine the direction of nearby bodies of water and predict rain. Furthermore, they can distinguish between natural and unnatural rainfall.

Seafolk likes rain and is not bothered by it. Sleeping under the rain is not a discomfort but a pleasure.

Seafolk's Breakpoint

When you acquire a power of the third level, you feel more comfortable underwater than on the surface. At this stage, some sirens begin to view ordinary people as inferior. You can now avoid transforming underwater or transform yourself at the surface. Additionally, you unlock all the breakpoint features of this mastery.



1 Fish Tail

When submerged underwater, the character transforms into a half-man, half-fish creature. This automatic transformation can't be interrupted. The legs merge, and gills sprout on the abdomen. This allows the Seafolk to swim faster, granting an advantage on Athletics and Acrobatics underwater, and also lets them breathe underwater. Furthermore, they don't suffer a disadvantage on underwater actions. Returning to the surface reverts the character to its human form.

It takes one round to transform, but no action is required.	
Self	Permanent
High	Yes



powerful tails and breathe underwater through gills on their abdomens. Their tails come in a variety of colours, typically ranging from light violet to indigo and deep blue, as well as many shades of green, bright yellows and oranges, and vibrant reds.

Edges

- **Fins**: Advantage on athletics and acrobatics tests when swimming.
- **Amphibian:** Breathe air and survive underwater and does not suffer the underwater disadvantage.
- **Drink Salt Water:** Can drink salt water.
- **Improve Vision,** *Underwater*: Advantage for investigate tests when sight is involved.
- **Underwater Voice:** Allows you to talk underwater.

Hindrances

- **Monstrous Appearance:** Advantage to intimidate tests but a disadvantage on other social tests.

1 Fish Tail

Sirens are half-man, half-fish creatures. They can swim incredibly fast using their

2 Communicate with Fish

The Seafolk can communicate with aquatic creatures through its voice and movements, even at long distances underwater.

Breakpoint (level 3): Allows you to converse with water. Typically, bodies of water are aware of everything within them or on their surface.

It takes one action or one Quick Action to communicate depending of the length of the sentence.	
Short or Long	Permanent
High	Yes

2 Feel the Waves

This power allows you to feel and control the waves, giving you an advantage on any water-based test. It also negates any disadvantages caused by wet surfaces. Furthermore, it can also be used to cause a disadvantage to a swimmer or small boat.

It takes one action to cause a disadvantage to a swimmer or a small boat.	
Long	Permanent
Low	Yes

2 Underwater Vision

Seafolk can see clearly underwater, even at night or in deep waters. They disregard the darkness underwater. This power also negates any vision penalty caused by heavy rain.

Self	Permanent
Low	Yes

3 Sea Current

The Seafolk can control the force of the waves. By increasing the power of the waves, they can sink small boats or destroy them against rocks. They can also create underwater water tunnels that move beings or objects. These tunnels can propel objects up to 10 meters in any direction during a single round. Resisting this power requires an athletics test against the power rating of the Seafolk +3.

A single action can alter the wave's strength or create a water tunnel.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Seafolk Rating +3 VS Resistance.	
Long	1 Encounter
Medium	Yes

3 Translucent Appearance

The Seafolk can become translucent underwater or under the rain, making them nearly invisible. This ability automatically avoids detection when no one's actively looking, giving them a stealth advantage if a set is required. However, this power only works when they're naked.

It takes one action to become translucent.	
Self	Permanent
High	Yes

3 Water of Life

Being submerged in water or under heavy rain restores the Seafolk's life, ending their dying condition at the scene's conclusion. However, it doesn't prevent them from dying when suffering an additional wound even while submerged. Submersion or heavy rain also grants an advantage on any natural healing test.

Self	Permanent
High	Yes

Seer



Minor Mastery - Esoterics

You possess the unique ability to perceive things beyond the ordinary. You can glimpse into the past and the future simultaneously, offering a panoramic view of all that exists.

Seer	
Level	**Power**
1	Detect the Supernatural
1	Piggyback
2	Aura Reading
2	Direction
2	Tongues of fire
3	Astral Projection
3	See Beyond Appearances
3	See the Future

The Visions

Activating this power causes your eyes to go completely black or white, and a strange wind envelops you, making it extremely difficult to conceal. With those powers, you gain a wealth of information through visions and flashes of images.

Seer's Breakpoint



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

Stain Level 2: The Glare is drawn to the stain's source and crawls toward it. Minor supernatural occurrences may occur. Small monsters within the Glare are also attracted but generally remain there. They'll arrive at the scene's end.

Stain Level 3: Similar to Level 2, monsters outside the Glare will also approach. They'll arrive at the scene's end. Medium supernatural events are possible.

Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

When you acquire a power of the third level, your visions permeate your waking and sleeping hours. You become a conduit for images from the past and future, occurring both while awake and asleep. It's incredibly difficult to distinguish these visions from reality. However, these images can offer insights into mysteries.

This breakthrough can be leveraged by the Game Master to introduce plot points. Additionally, you unlock all the breakpoint features associated with this mastery.

1 Detect the Supernatural

You can see a strange aura surrounding anything not from our world. You can also see an aura around normal objects that have been stained. While this power doesn't detect abilities, it can detect traces left behind by someone who has used their powers. These traces are a mix of the unique signature of the power and the unique signature of the caster. Therefore, someone familiar with a power's signature can deduce the caster's unique signature, and vice versa. The traces remain visible for the duration of a chapter.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Self	1 Round.
High	Yes, but since almost everything is out of this world when in the Glare, this power is generally used to find mundane objects.

1 Piggyback

You can create a link between you and another person by touching them. As long as the link remains active, you can experience everything they're feeling, hearing, and seeing. You can even communicate telepathically with them. However, this communication is only one-way. When piggybacking, the person being piggybacked on is aware of the passenger. At any time, either you or the person can permanently close the link. You can only piggyback on one person at a time.

Breakpoint (level 3): All the Seer's powers

It takes one action to activate the power.	
Touch	The power lasts for the duration of an encounter.
High for the Seer	Yes

2 Aura Reading

An aura is a visual representation of a person's emotions, created by a combination of colours. Some colours are more vivid, while others are more muted, depending on the situation. You can see those auras. You can also change your aura at will, fooling those who can read them. However, this power doesn't work on people trying to read your emotions from your physical output.

Here are some possible auras you can use to alter your real one: an aura can be formed from multiple emotions to varying degrees.

Suggestion of Emotions		
Aggressive	Grieved	Offended
Amusement	Happiness	Panicked
Annoyed	Heartbroken	Passive
Anxious	Hopeless	Peace
Aversion	Horrified	Peeved
Bitter	Infuriated	Pride
Cheated	Inquisitive	Relief
Compassion	Insulted	Resigned
Confused	Irritated	Revulsion
Contentment	Joy	Satisfaction
Contrary	Loathing	Sceptical
Desperate	Lonely	Stressed
Dire	Loomy	Terrified
Disappointed	Lost	Troubled
Disapproving	Love	Uncomfortable
Dislike	Mad	Unhappy
Disturbed	Miserable	Vengeful
Doubtful	Nauseated	
Excitement	Nervous	

Breakpoint (level 3): You can alter the aura of someone you touch. This aura change lasts for the duration of a scene and reverts to normal afterward. It only changes the aura and not the emotions.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
High	Yes

2 Direction

This power lets you know the direction of a specific person you've already touched, along with an approximate distance. You may experience flashes of the place where the person is and a few places between you and the person.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
High	Yes, but there is no indication if the person is in the glare or not.

2 Tongues of Fire

You can speak and understand any language spoken by sentient beings. However, this ability only works for spoken language and not for reading books.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Self	1 Round
High	Yes

3 Astral Projection

You can project an image of yourself near someone you know and have touched before. This image appears as a frightening ghostly figure. You can speak and hear as if you're at the location, but you have no power over your surroundings. You can use your Seer's powers through the projection. You can move around, but you must stay close to the person. After using this power, you must touch the person again before using it on the same target.

It takes one action to activate the power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Touch	The power can last for the duration of an encounter.
High	Yes

3 See Beyond Appearances

You can see the real nature of a being in your line of sight. You'll know its source of power or if it's concealing its true form. This power allows you to see the many forms of shapeshifters and uncover hidden objects and locations.

It takes one action to identify a being, an object, or a location.	
Line of Sight	1 Round
High	Yes

3 See the Future

Using an action, you can observe the outcome of your next action before executing it. After seeing the result of the action, you can choose not to perform it. You can replace that action with another one, or you can try to see the future again to see if trying the action again will be successful or not.

It takes one action to know the outcome of your next action.	
Self	1 Round
High	Yes



Storm Chaser



Minor Mastery - Manipulations

You can transform a gentle breeze into a tornado, call a lightning strike during an electric storm, generate powerful hurricanes, and then make everything disappear.

Storm Chaser	
Level	**Power**
1	Change Weather
2	Obscure the Sun
3	Storm
3	Strong Wind

Storm Chaser's Breakpoint

When wielding a power of the third level, the weather has no effect on you. You're immune to all weather conditions. Fogs and heavy rain won't obscure your vision, and you can calculate wind speeds to avoid projectile interference. Strong winds won't push you around, and lightning won't harm you. However, darkness still obscures your sight as usual.

Weather automatically changes based on your emotions. For example, if you're sad, it'll rain, and if you're happy, the sky will clear of all clouds.



Stain Powers

There's always a price to pay. Using powers stains the character and their surroundings.

After using any non-permanent power, a Mastery Level test is required. The difficulty of the test is equal to the power's level. Success prevents the stain, but failure raises the stain level by one in a 10-meter radius. Stain levels decrease by one at the end of each scene.

Stain Level 1: The stain is minor and has little to no impact.

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Stain Level 4: Similar to Level 3, but monsters in the Glare will emerge and traverse it. They'll reach the surface at the scene's end, potentially triggering significant supernatural events.

Stain Level 5: This level is similar to Level 4, but the monsters are larger or more intelligent. Catastrophic events can occur at this level.

Additionally, you unlock all the breakpoint features of this mastery.

1 Change Weather

You can adjust the temperature of a 1-kilometre radius zone, making it hotter or colder. This includes transitioning from hot to mild or mild to cold. For example, changing the temperature to cold will cause rain to transform into snow. While you can use this power multiple times for greater effect, you can never have extreme temperatures. You can also control precipitation and wind but never in an extreme way.

Since precipitation falls from the sky, this power is less useful indoors. While temperature changes can affect indoor temperatures, the effects may take longer to manifest.

Breakpoint (level 3): You gain the ability to manipulate the weather in more extreme ways. Cold temperatures become extremely cold, while hot temperatures become scorching. Precipitation can intensify into heavy rain.

It takes one action to activate, but it can take one encounter to reach the desired temperature or effect.

1km radius	1 Scene
Low	No

2 Obscure the Sun

You can obscure the sun with large, dense clouds, making the day nearly as dark as night. After a scene's duration, the clouds will automatically return to normal.

It takes one action to activate and another one to remove the dark cloud in front of the sun.

1km radius	1 Scene
High	No

3 Storm

You can create a storm within a 1-kilometre radius. This storm features heavy precipitation and powerful winds blowing in all directions. The rain and thunder drown out all other sounds in the area. Movement is severely restricted, slowing everyone down. Visibility is drastically reduced, and all tests are conducted at a disadvantage.

If a storm is already present in the zone before using this power, it can be transformed into an electric storm. Lightning strikes conductive objects, choosing the tallest first, but never hitting the same target twice. Each round, a lightning bolt hits a target, which could be a building or a tall living being. The obviously tallest target or one with a metallic structure, equipment, weapon, or armour is hit. If multiple targets are eligible, a random one is chosen. Since nature is unpredictable, the Game Master can always add more randomness or select where the lightning falls.

Lightning can be resisted, and metal armour offers no resistance. Lightning deals electrical damage and resisting the damage is done with 9 disadvantages. It affects everything at short range of the impact.

If the temperature drops, the storm can transform into an ice storm, leaving snow and ice on the ground. The difficult terrain can persist for a scene or longer if the temperature remains cold.

It takes one action to activate the power.

1km radius	1 Scene
Medium	No

3 Strong Wind

You can conjure a powerful gust of wind seemingly out of nowhere. This wind will push objects and beings within its reach. Depending on the wind's direction, it will slow down a character in one direction. Additionally, it can either disadvantage or advantage projectiles and bullets, and traditional projectiles can travel farther or a limited distance depending on the wind's direction.

The wind growls in the desired direction for the duration of an encounter, but it can be stopped with an action. You can also change the wind's direction with a quick action.

If the ground is covered in sand, the power can create a sandstorm that obscures vision.

Sailboats can move twice their normal speed if they're moving with the wind, or half their speed if they're going against it.

If the wind is already strong before using this power, you can create a tornado. These tornadoes will challenge all buildings within a 1-kilometre radius, turning weak wooden structures into rubble. Objects and living beings will be pushed around and injured unless they're protected by sturdy structures.

Tornadoes have a rating of 8 to inflict wounds on anything unprotected. Every round, characters are pushed in a random direction and knocked down.

It takes one action to activate or deactivate.	
1km radius	1 Encounter
Medium	Yes



Telekinesis



Minor Mastery - Manipulations

It began with bad headaches. Then, objects would fall from shelves when you were nearby. Now, you can move objects with your mind.

Telekinesis

Level	Power
1	Quick Move
2	Deadly Projectile
3	Defy Gravity
3	Deflect Projectiles
3	Levitate
3	Move Object
3	Remote Action
3	Telekinetic Scream

Moving Objects

By default, Telekinesis uses the mind to move objects, but in certain cases, other means are employed. When a Trickster uses this mastery, the invisible being with them moves the objects. The rules for these powers remain unchanged.

Since concentration is required, you can only use each power once per round until you reach level 3.



Drain Powers

There's always a price to pay, and it's your own life.

Your powers drain your life force. After using any non-permanent power, you must pass a Mastery Level test. The difficulty of the test is equal to the power's level. A successful test has no effect, but a failure causes the Exhausted condition. If a character is already Exhausted, you must check for the Privation condition. A character with the Privation condition must then check for the Unconscious condition if another failure occurs.

Telekinesis' Breakpoint

When you acquire a power of the third level, telekinesis becomes much more convenient than using your own hands. You can use powers that only require a quick action in a single round an unlimited number of times.

Unfortunately, your telekinesis powers can be involuntarily triggered by anger or stress, making objects fall to the ground or fly in the air. The Game Master should incorporate these events occasionally.

Additionally, you unlock all the breakpoint features of this mastery.

1 Quick Move

This power lets you perform a quick action at range, as if you were close. Line of sight is required. It doesn't let you move objects, but you can cause them to fall or move in strange and uncontrolled ways. Quick moves can even crack glass. Remember, quick actions can never involve a test.

It takes one quick action to use this power.	
Line of Sight	1 Round
Low	Yes

2 Deadly Projectile

This ability allows you to throw a small object at incredible speed without much precision. You can throw an object nearby, as if it were in your hand, using your telekinesis rating +3 to hit a target. The target can dodge the throw using its dodge rating. The throw is so fast that almost any object can cause harm. Additionally, random objects thrown cause the Bleed effect on an exceptional effect.

It takes one action to use this power.	
Telekinesis Rating +3 VS Dodge.	
Line of Sight	1 Round
Medium	Yes

3 Defy Gravity

This power allows you to reduce or increase the weight of an object or a human-sized being. It also works on multiple objects grouped together, like the objects in a backpack. The object's maximum size should not exceed a human. Divide or multiply the target's weight by two.

Someone with its weight doubled will be considered slowed. Because of the weight variation, the Game Master can grant an advantage or disadvantage to certain weight-related actions.

The power can also be used to reduce or raise the difficulty to resist a fall. Multiple or divide by two the number of meters fallen when calculating the difficulty to resist the damage.

Lastly, raising the weight of a flying being generally grounds it or forces it to land.

This power can't be used multiple times to modify gravity. However, if you concentrate on the object round after round, it will continuously defy gravity.

Multiple people can use this power simultaneously on the same object. For example, two telekinesis will divide the weight by four, while three telekinesis will divide it by six, and so on.

It takes one action to activate this power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
Medium	Yes

3 Move Object

With this power, you can move a small object with your mind. The object's weight is limited to 3 (12 kilograms / 12 litres), and its speed is capped at 20 metres per round, which is roughly 24 kilometres per hour. By concentrating on the object repeatedly, it will remain suspended in the air. This power can be combined with Defy Gravity if it was previously used and maintained with a quick action.

However, since the speed is limited, it's not suitable for throwing weapons at enemies. It can still be used to move a heavy object over an opponent. Use the telekinesis rating for a test to harm a victim. If an explosive is used, add the explosive level to the test.

It takes one action to activate this power.	
Telekinesis Rating +3 VS Resistance	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
Medium	Yes

3 Deflect Projectiles

Using this power deflects all slow projectiles like arrows, knives, or rocks that come near you. It lasts until the start of your

next round, but you can focus on it to keep it active throughout.

It takes one quick action to activate this power.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Short Range centred on you.	1 Round
Medium	Yes

3 Levitate

This ability allows you to levitate an object or a being, but the weight limit is 50 (200 kg). The movement speed is very slow, about 2 metres per round (or 2.4 km/h). A levitated being can use a quick action to struggle and fall back to the ground, potentially suffering a wound if falling from too high. You can also focus on the power round after round to maintain levitation. If you use this power to make a heavy object fall on a character, you'll need to use your Telekinesis Rating +3 against the opponent's resistance. Add an advantage if combined with defy gravity.

It takes one action to use this power.	
Telekinesis Rating +3 VS Athletics + Armor.	
This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.	
Line of Sight	1 Round
Medium	Yes

3 Remote Action

This power lets you perform an action at a distance as if you were close. You can use nearby tools with this action. It's especially useful when combined with a maintained Move Object power to quickly hold the needed object. Line of sight is required, and a skill test may be needed, as usual. If the action doesn't require a test, you can focus on it round after round. While remote action doesn't allow you to move an object, it can be used to throw it, just like a character with their arms.

It takes one action to use this power.	
Line of Sight	1 Round
High	Yes

3 Telekinetic Scream

This power generates a wave of kinetic energy, pushing everything around you in all directions. Everything is pushed 10 metres away and cannot resist the shock. Only solid objects, walls, or very large creatures are unaffected. Objects hitting a wall suffer damage as if they were falling. Disadvantages to the test are applied at 1 per metre travelled (after the third metre) before hitting a wall or solid object. So, a simple resistance test is required regardless of the distance, but you'll start suffering disadvantages when travelling at least 4 metres.

It's also possible to reverse the effect of the power, pulling everything toward the feet of the telekinetic.

It takes one action to use this power.	
Short Range centred on you.	1 Round
High	Yes



Toxin-Breather



Minor Mastery - Mutations

When the world came to a standstill, some survivors resorted to gas masks to shield themselves from airborne toxins. However, unfortunately, some masks were faulty and infected their wearers with something far more sinister. You might be one of those individuals, or perhaps a descendant, carrying a mysterious gene that grants you heightened resistance to toxins and poisons.

As a Toxin-Breather, you gain bonuses when using some chemicals. These bonuses can sometimes negate unwanted effects or provide a boost, depending on the specific chemical. For detailed descriptions of each chemical, refer to the Equipment chapter.

There are generally two ways to utilize these chemicals. The first method involves placing the chemical in a gas mask tank. A Toxin-Breather simply needs an empty gas mask tank and fills it with the desired chemical. Then, it takes one quick action to release the gas, allowing the Toxin-Breather to breathe it in. The second method requires the use of a gas grenade canister, which can affect multiple targets.

While this mastery doesn't grant any inherent power, its level can be increased using the following table.

Toxin-Breather		
Level	**Cost**	**Update**
1	4	4
2	8	12
3	12	24

Toxin-Breather's Breakpoint

When purchasing the level three power, the use of toxins or chemicals becomes almost essential for survival. You experience the privation condition when you abstain from using toxins or chemicals for a day. This condition will only be eliminated when you use it again. The toxin-breathers commonly use a cheap chemical named Breather.

The Fog

A strange mist from other worlds particularly affects the Toxin-Breather. Standing in The Fog is enough to activate the Toxin-Breather's strange powers. While in The Fog, they can simply open an empty gas mask tank to refill it. Alternatively, they can place The Fog in an empty grenade canister and use it as a grenade to affect a larger area.

Level 1

- Immune to the negative effects of the fog.
- When breathing the fog, the Toxin-Breather automatically removes the Exhaustion condition if they are suffering from it.

Level 2

- The Fog temporarily adds a Health point for every level of the Toxin-Breather.
- The Fog cures all the sickness or disease suffered by the Toxin-Breather.

Level 3

- Breathing the Fog stops the bleeding condition. The effect activates at the Toxin-Breather's round.
- While in The Fog or breathing it, the Toxin-Breather can ignore the effect of a chosen wound.



Warmonger



Minor Mastery - Esoterics

You're possessed by a spirit of war. It's all about suffering and who will survive at the end. The pain from your wounds fuels your own infliction of pain and suffering on your enemies.

Warmonger	
Level	**Power**
1	Armor Breaking
1	Marked by Fire
1	Gladius of War
2	Marked by Lightning
2	Warcry
3	Mass Destruction

Pain and Suffering

The Warmonger is possessed by a spirit of war, fuelled by its own pain and suffering. To wield its power, the Warmonger must be wounded and in agony from its injuries. Each power demands a different level of suffering to activate.

Warmonger's Breakpoint

The Warmonger, possessed by a spirit of war, fixates solely on conflict and confrontation. When acquiring a power of level 3, their thoughts are consumed by the pursuit of war. Mere combat against the weak fails to satisfy them; they crave the most formidable prey.

1 Armor Breaking

The Warmonger can use its pain to amplify its attacks, delivering devastating blows. This power enhances any attack, even those involving bullets. A successful attack against an opponent's armour will break it instead of causing a wound. While this armour-breaking doesn't inflict wounds, it can have other effects. The Warmonger must declare their intention to use this power before attacking, but they can still make the Mastery test afterward.

To wield this power, the Warmonger must feel the pain of at least one wound.

This action is used with an attack action.	
Self	1 Round
High	Yes

1 Gladius of War

The Warmonger can summon a ghostly, ancient sword in one hand. Using the Brawn skill, the weapon adds a bonus of 3. An exceptional effect causes the Bleed condition. The weapon disappears when not held by the Warmonger.

To use this power, the Warmonger must feel at least one wound.

It takes one action to use this power.	
Self	1 Encounter
High	Yes

1 Marked by Fire

The Warmonger can use its pain to enhance its attacks with fire. Any attack from the Warmonger becomes more powerful, adding the Burn effect. A weapon will ignite itself. Even bullet attacks can be boosted by this power. However, the Warmonger must declare their intention before attacking, but the Mastery test can be performed afterward.

To use this power, the Warmonger must feel at least one wound.

This action is used with an attack action.	
Self	1 Round
High	Yes

2 Marked by Lightning

The Warmonger can use its pain to enhance its attacks with electricity. This power can boost any attack, even those involving bullets. Successful attacks inflict a stun effect. Metallic armour provides an advantage on the attack test. The Warmonger must declare their intention to use this power before attacking, but they can still perform the Mastery test afterward.

To activate this power, the Warmonger must feel the pain from at least two wounds.

This action is used with an attack action.	
Self	1 Round
High	Yes

2 Warcry

The Warmonger uses its war cry to taunt enemies and protect allies. Enemies marked by the Warmonger suffer a disadvantage if they attack another target than the Warmonger. A bright golden light emanates, drawing attention to the Warmonger, while also granting the Warmonger an advantage in actions against the taunted foes.

To activate this power, the Warmonger must feel the pain of at least two wounds.

The war cry takes one action.	
Short	1 Encounter
Low	Yes

3 Mass Destruction

Unleash your pain, and a powerful blast radius will emanate from you. This attack creates a short-range blast that causes burning, knockdown, and stun effects on everything within your reach. The attack's rating is equal to the Warmonger's mastery level plus the number of wounds they've suffered. However, the Warmonger is also affected by this power, but they can attempt a resistance test against the attack rating.

To use this power, the Warmonger must feel the pain from at least three wounds.

	It takes one action to use this power.		
	Warmonger Rating + Wounds VS Athletics + Armour		
	Short		1 Round
	High		Yes



Wendigo



Minor Mastery - Mutations

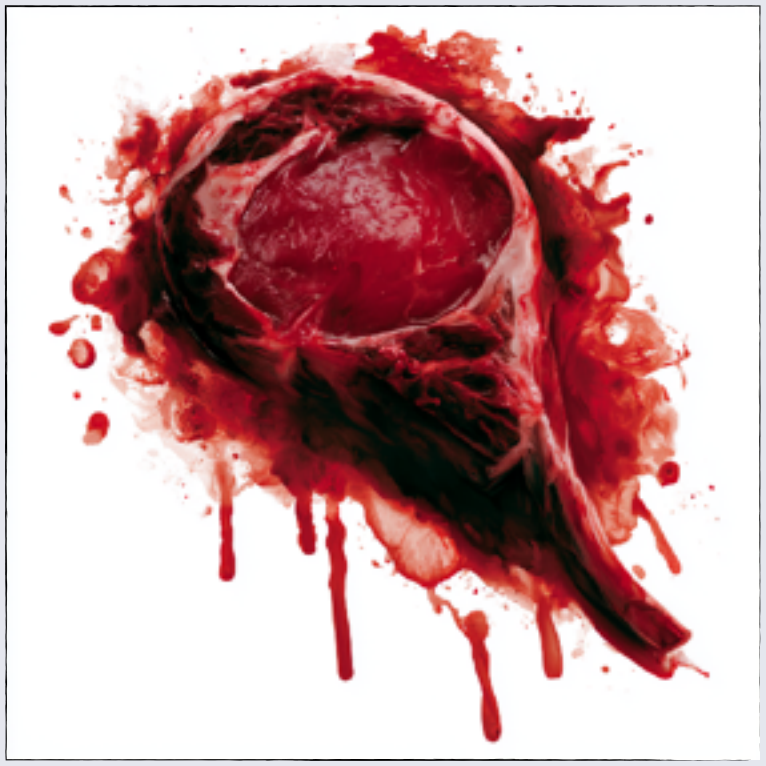
You've consumed human flesh, and it's changed your genes. It might have been accidental, or it was your only way to survive. Now, you crave raw, uncooked meat. Wendigos are known for their immortality, living forever without dying.

Wendigo	
Level	**Power**
1	Thick Skin
1	Voice Mimicry
2	Deep Hibernation
2	Night Vision
2	Relentless Hunter
3	Disgusting Immortality
3	Heart of the Beast

Taste for Raw Meat

The Wendigo can digest raw meat. One portion of raw meat can sustain the Wendigo for a day but also activate its Wendigo powers for the duration of an encounter. After that, the Wendigo must eat more raw meat to continue using its powers.

A living being generally has a number of portions of meat equal to its health value, but some don't have any, like tiny ones or insects. Raw meat stays fresh for only one day in most circumstances. Refrigeration extends the preservation to a week. Eating supernatural creatures may require an athletics test to resist becoming infected.



Flesh Powers

There's always a price to pay, and it's the flesh of an innocent.

Your power requires you to eat fresh meat to be activated for the duration of an encounter.

Wendigo's Breakpoint

Wendigos have tasted human flesh and become obsessed with it when purchasing a power of level 3. To satisfy this disgusting craving, they must occasionally consume human flesh. Furthermore, the Wendigo cannot digest other food than raw meat and blood. The frequency of this behaviour is determined by the player or Game Master, but it should significantly impact the game.

1 Thick Skin

When the power activates, the Wendigo's skin has become tougher, hairy, and more resistant to cold. While the cold doesn't bother the character, extreme cold can still cause them to freeze. Additionally, the skin functions as armour, providing a 1-point protection.

Self | 1 Encounter

Medium	Yes

1 Voice Mimicry

When activated, the Wendigo's throat becomes altered by the consumption of flesh. The voice can now mimic human voices, as well as animal and beast sounds. It's difficult to replicate a precise voice, but it's easy to change the apparent age or gender of the voice.

It takes one action to use this power.	
Self	1 Encounter
Medium	Yes

2 Deep Hibernation

When activated, the Wendigo can enter a deep hibernation. While hibernating, it doesn't need to eat and heal at a rate of one wound per full day. The hibernation process begins by healing normal wounds and then critical ones. Toxins and poisons also cease to affect the Wendigo during this time but resume upon awakening. The hibernation can last for months or even years if the Wendigo wants. Upon waking, the Wendigo is extremely hungry and must eat immediately.

Self	Variable
Low	Yes

2 Night Vision

When activated, the Wendigo can see in the dark, and this power prevents any disadvantage caused by darkness. When in the dark, its eyes turn a flaming red.

Self	1 Encounter
Low	Yes

2 Relentless Hunter

When activated, Wendigo can effortlessly follow its prey. Once being near a living being or holding an object with the scent of the prey, it can track them for the entire scene or a day. As the prey moves, it leaves a trail of smell that the Wendigo can easily follow.

It takes one action to activate the power or refocus on the smell.	
Self	1 Encounter
Low	Yes

3 Disgusting Immortality

When activated, the power removes the "dying" condition if it was not caused by fire or dismemberment. The healing process only removes the "dying" condition and doesn't further heal the wounds.

It takes one action to eat one ration of raw meat.	
Self	Permanent
Low	Yes

3 Heart of the Beast

When activated, the Wendigo becomes slightly bigger and bestial. Its health value raises to 6 instead of 5.

It takes one action to eat one ration of raw meat.	
Self	1 Encounter
Medium	Yes

Specializations

Belligerent



Specialization

This specialization focuses on combat and violence, teaching you to survive by fighting your way through. You train rigorously to become a better defender or attacker, mastering techniques like boxing, karate, judo, or a combination of them.

Belligerent	
Level	**Power**
1	Charge
1	Death from Above
1	Everything is a Weapon
1	Heavy Gunner
1	No Pain, no Gain
2	Desperate Measure
2	Gun Akimbo
2	Heavy Attack
2	Pin Down
2	Shield Bash
2	Sweep Attack

Belligerent	
2	Throw Opponent
2	Two-Weapon Fighter
2	Will to Survive

1 Charge

A charge requires a three-metre run in a straight line in the direction of the opponent. It's a normal attack with the Shove and Knockdown effects on a successful test. Charges can be performed unarmed or with a melee weapon, though some small or light weapons are not allowed. This power only works on most human-size or smaller opponents.

This power requires a quick action to activate, do the 3-meter movement, and must be joined to an attack action.

Close | 1 Round

1 Death from Above

This maneuver involves dropping on top of an enemy or striking them on the ground, aiming for a critical location. If one of the two conditions above is met, the melee attack targets a critical location. Note that hitting someone from above is done with an advantage.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

1 Everything is a Weapon

Almost any object can be used as a weapon, granting a +1 bonus to attack tests. No other bonus can be added to those tests. However, once used in combat, the object is typically destroyed at the end of the encounter.

Self | 1 Encounter

1 Heavy Gunner

This training allows the character to use more advanced military equipment, including heavy guns, howitzers, and mortars. It also allows them to operate guns and cannons mounted on military vehicles. If these weapons are integral to the story and every character must use one, the Heavy Gunner should receive an advantage.

Using those weapons generally takes one round to use, but reloading is more complex and time-consuming. See the weapon description for more information.

Self | Permanent

1 No Pain, No Gain

This ability allows a character to ignore the effects of a single wound for the duration of an encounter. The wound should still be checked, but the health test can also be ignored at the time. However, when this power is used, a health test is required at the encounter's end.

It takes one quick action to activate, and the effect lasts for the entire encounter.

Self | 1 Encounter

2 Desperate Measure

This desperate attack allows you to inflict an additional normal wound on a target if your melee attack roll is successful. However, the test is done with a disadvantage. Furthermore, if you fail the roll, you'll suffer a wound that you can choose. Remember to declare this power before making an attack.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

2 Guns Akimbo

Guns Akimbo allows you to use firearms in both hands, eliminating the penalty for using a weapon in the off-hand. Additionally, it enables reloading with a hand already holding a one of the firearms. Additionally, when attacking with two firearms and discharging a round in each firearms, an Exceptional Effect triggers an extra wound.

Self | Permanent

2 Heavy Attack

You can suffer two disadvantages on your attack test to be able to target a precise critical wound on a successful attack. This power only works with melee attacks using the brawn skill.

This power is used as a quick action.

Close | 1 Round

2 Pin Down

This maneuver simultaneously knocks down and holds an opponent. Think of it as a knockdown followed by a grapple, but only one test is required. This power only works on most human-size or smaller opponents.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

2 Shield Bash

Attacking with a shield can do the Shove effect for free on every attacks. On an exceptional effect, the shield can do the Knockdown effect.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

2 Sweep Attack

Welding a two-handed weapon allows you to hit two adjacent opponents. If their resistance ratings are the same, simply test one, and a success means both targets are hit. If the ratings differ, perform two tests. This power only works on most human-size or smaller opponents.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

2 Throw Opponent

This maneuver allows you to throw your opponent. Think of it as a shove followed by a knockdown, but using the same attack test. This power only works on most human-size or smaller opponents.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

2 Will to Survive

This ability allows the character to temporarily ignore the effects of a condition during an encounter. However, the character will gain the Exhausted condition at the end of the encounter.

It takes one quick action to activate, and the effect lasts for the entire encounter.

Self | 1 Encounter

2 Two-Weapon Fighter

You've mastered the art of wielding two weapons simultaneously. Off-hand attacks don't impose a disadvantage, and equipping two weapons only requires a quick action for both, assuming they're easy to access. During an attack, the fighter can choose which weapon to use, but they can't attack with both in the same round. Additionally, when attacking with two melee weapons, an Exceptional Effect triggers an extra wound.

Self | Permanent



Erudite



Specialization

Even if the world ends, you've learned a lot of advanced knowledge from books and teachers. You're one of the last people who know specialized subjects.

Erudite	
Level	**Power**
1	Alchemist
1	Botanist
1	Brewmaster
1	Demolition Worker
1	Library Use
1	Master Electrician
1	Nuclear Technician
1	Nurse
1	Veterinary
2	Chemist
2	Doctor of Medicine
2	Mechanics
2	Pilot
3	Field Surgeon

1 Alchemist

The alchemist is able to gather special parts of creatures and transform them into very special products. Check the Alchemy action for more information.

It takes about one hour to harvest the parts of a creature.

Self | Permanent

1 Botanist

A botanist is a scientist who studies plants. You're very good at managing a garden, which can withstand bad weather better and require less water and nutrients. Botanists can create a garden that sustains a group of up to five people. It's also possible to create different kinds of gardens other than gardens with vegetables. Lastly, it also allows you to distinguish the numerous types of plants.

It takes some time every day to manage a garden. It's about 40 to 70 days from seed to harvest.

Self | Permanent

1 Brewmaster

You know how to brew alcohol and build the equipment to produce it. You need the ingredients, but you can brew beer or moonshine. One scrap per bottle is required. The process is long, taking about a month, but it can produce a large quantity of alcohol depending on the size of the facility. A successful knowledge test at the end determines if the alcohol is good.

An exceptional effect on the test creates an exceptional beverage, while a catastrophic effect can intoxicate the tester.

Brewing alcohol takes a long time. It takes a whole chapter or a week.

Self | Permanent

1 Demolition Worker

You have learned the basics of demolition. With your knowledge and skills, you can disarm bombs and even create

powerful explosives. You also have a general understanding of where to place bombs to destroy a building.

It takes one action to arms or disarm a bomb with a successful knowledge skill. Check the crafting section for more information.

Self | Permanent

1

Library Use

This specialization enables individuals to locate the precise information they need within a library. For instance, if a test requires navigating a vast collection of books, someone with this ability gains an advantage when doing the test.

Finding the right information generally takes an hour, but more cryptic information can take longer.

Self | Permanent

1

Master Electrician

A master electrician can handle more advanced electrical systems, such as power centres or city equipment. This skill also allows them to design and build electronic and electric devices.

Check the crafting section for more information.

Self | Permanent

1

Nurse

A nurse can more easily attend to multiple patients simultaneously. While performing first aid or surgery on multiple patients, they can ignore the disadvantage associated to treating multiple patients.

See the Healing Actions section for more information.

Touch | Permanent

1

Nuclear Technician

You have knowledge of nuclear science, which is sufficient for working in a



nuclear power plant or manipulating radioactive materials. It's also useful to avoid the detect and avoid the negative effects of radioactive materials. While its practical applications are limited, it can be useful in rare situations.

There is no precise action for this mastery, and it can be used to manipulate radioactive materials.

Self | Permanent

1 Veterinary

Veterinary is a specialization for the Knowledge skill. It involves using a standard first aid kit or a surgery kit and provides an advantage on tests related to healing wounds for animals or beasts.

Healing an animal used the same rules as for a human.

Self | 1 Encounter

2 Chemist

This advanced chemistry specialization provides the knowledge and skills needed to create items requiring chemistry, such as batteries, medical supplies, and bullets.

Check the crafting section for more information.

Self | Permanent

2 Doctor of Medicine

When treating only one patient, a doctor of medicine can minimize the trauma experienced during first aid. This means the patient doesn't have to wait an hour between tests.

See the Healing Actions section for more information.

Self | Permanent

2 Mechanic

Mechanics are specialists in repairing and crafting vehicles and their complex parts, such as motors. While anyone can attempt to fix a vehicle if its critical components are still working, mechanics are capable of repairing almost anything.

Check the crafting section for more information.

Self | Permanent

2 Pilot

This power specializes in driving more complex vehicles, enabling pilots to operate specialized and uncommon ones like planes, helicopters, and drones.

Self | Permanent

3 Field Surgeon

Field surgeons are accustomed to using basic surgical tools. While they must discard these tools after surgery, they don't experience any disadvantages from using improper ones.

See the Healing Actions section for more information.

Self | 1 Encounter



Hunter



Specialization

Hunting is a valuable skill with many purposes. It's primarily done for meat and useful byproducts, recreation, sport, and even to control nuisance animals. Some hunt animals, while others hunt creatures.

Hunter	
Level	**Power**
1	Animal Harvester
1	Firearm Expert
1	Projectile Expert
2	Precise Shot
2	Pyrotechnician
2	Quick Reload
2	Scout
2	Trapper
3	Breath Control
3	Sniper

1 Animal Harvester

The animal harvester is the expert in gathering parts of animals. See the Foraging and Hunting section for more information.

Self | 1 Round

1 Firearm Expert

This power allows for optimal firearm use. A firearm expert gains an advantage to repair, upgrade, or even craft a firearm.

Self | Permanent

1 Projectile Expert

When using projectiles like arrows and bolts, about half break upon use. However, with this specialization, only one out of four breaks after use. This power also gives you an advantage in repairing, upgrading, or even crafting any weapons designed for throwing or launching slow projectiles.

Self | 1 Round

2 Precise Shot

You can suffer two disadvantages on your attack test to be able to target a precise critical wound on a successful attack. This power only works with weapons firing projectiles like bows, crossbows, and firearms.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

2 Pyrotechnician

The pyrotechnician is an expert at creating explosive devices. Crafting nail bombs, pipe bombs, Molotov cocktails, smoke bombs, dynamite sticks, or any weapon with an explosive descriptor costs one less Scrap. Remember, creating anything always requires at least one Scrap. For more information, check the crafting section.

Self	Permanent

2 Quick Reload

This ability allows you to reload a weapon with a single Quick Action, bypassing the usual action. It works for all types of ammunition.

This power is used as a quick action.	
Self	1 Round

2 Scout

You're accustomed to scouting first to check for nearby enemies. When scouting, you can disregard obstacles like difficult terrain or bad weather.

When travelling alone or with others who have this power, you're always considered hidden. This allows you to travel without slowing down. However, you still need to pass your stealth test if someone's looking for you, or if a monster can smell your scent. You don't gain an advantage on the test, but you're always considered hidden when travelling outdoors.

Self	Permanent

2 Trapper

The trapping power allows for trap improvisation, enabling the creation of traps to capture both small and large animals, as well as monsters. This includes digging pits that are nearly invisible or crafting intricate traps that spring out at the intruder. The key is using only basic equipment to construct these traps. These traps are classified as Hunting Traps and grant a bonus of +1 to the Technicals test. While basic traps immobilize the victim until they use an action, more advanced traps like holes can trap them for a longer period.

Check the setting trap section for more information.	
Self	Permanent

2 Breath Control

When using a firearm using the accuracy skill and an additional quick action, you can force the opponent of using the acrobatic skill instead of the athletics as the rating to use against your attack.

This power requires a quick action to activate and must be joined to an attack with a Long Arm.	
Close	1 Round

3 Sniper

The Aim action can be used twice in a row. It gives an extra advantage to an attack with the Accuracy skill.

Self	1 Round

Magnate



Specialization

You wield your words as a tool to achieve your goals. You're skilled at influencing others to follow your desired path.

Magnate	
Level	**Power**
1	Animal Trainer
1	Drunken Master
1	Eavesdropper
1	Intimidator
1	Leader
1	Orator
1	Pacifier
1	Person of Interest
1	Provoker
1	Sex Machine
2	Negotiator

1 Animal Trainer

You have a knack for working with animals and a talent for training them. You can teach them advanced tricks like tricks, acrobatics, or help them overcome fears of loud noises and fire. Furthermore, you can even calm an aggressive animal through a specialized insight test.

It takes an action to order an animal to do a trick or to try to calm an animal with an Insight test.

Self | 1 Round

1 Drunken Master

The drunken master's power requires intoxication. To become drunk, the character must consume alcohol and fail an Athletics test to assess their alcohol consumption. While intoxicated, they'll still face a disadvantage on tests, but the effects of wounds won't affect them until they sober up. However, conditions must still be applied as usual.

Self | Variable

1 Eavesdropper

You're great at picking up on conversations around you. Sometimes you need to focus, but other times you just absorb information about what's happening without even asking.

This power requires a quick action to activate.

Self | 1 Round

1 Intimidator

Intimidating someone effectively can lead to permanent fear. While people might not necessarily run away, they'll avoid you if possible. They'll also try to avoid direct confrontation in a fair fight.

This power requires a quick action to activate and must be joined to an Intimidate action.

Self | 1 Round

1 Leader

You're a great leader and can give excellent orders. You can use the Help and Assist action by simply telling someone what to

do. This allows you to be at a distance from the person you're helping.

It takes one action to give an advantage to someone that can hear you.

Voice | 1 Round

1 Orator

You're good at speaking in front of large groups. You can easily capture everyone's attention when you speak. When addressing a crowd or a group, you can effectively convince or deceive almost anyone with just one speech. You gain an advantage for your test in front of a group of people.

This power requires a quick action to activate and must be joined to a Persuade or Deception action.

Voice | 1 Round

1 Pacifier

You're quite skilled at calming people. You gain an advantage to any test used to calm an aggressive person.

An action can be used to calm someone. Multiple social skills can be used depending on the situation.

Voice | 1 Round

1 Person of Interest

Within a group, you consistently serve as the focal point. Others tend to address you first or likely view you as the most significant individual present.

Voice | 1 Round

1 Provoker

You're quite skilled at insults, and you have the ability to quickly provoke people into losing their temper. When provoked, they'll rush at you without considering the best way to harm you. Your insults are so effective that people often resort to foolish behaviour just to shut you up.

This power requires a quick action to activate and must be joined to an Intimidate action.

Voice | 1 Round

1 Sex Machine

You're very good at doing the dirty work. Your partner or partners will always enjoy it and want more.

You are good to make it last, so it generally takes about an hour or maybe two to three.

Touch | 1 Encounter

2 Negotiator

You're great at negotiating prices. While most people get a standard 10% discount or extra value, you can actually modify the price by 20%.

This power requires a quick action to activate and must be joined to a Persuade action.

Voice | 1 Round

Scoundrel



Specialization

You don't do bad things because you're inherently a bad person. It's simply your lifestyle, but you can still enjoy it. You constantly seek to have the upper hand in every situation. Your life's goal is to win, regardless of the cost.

Scoundrel	
Level	**Power**
1	Cheater
1	Damage Weapon
1	Dirty Trick
1	Escape Artist
1	Forger
1	Hacker
1	Master of Disguise
1	Safe Cracker
1	Sucker Punch
1	Vicious Backstab
2	Attack of Opportunity
2	Bulleyes

1 Cheater

Cheating in card or board games involves having an unfair advantage. As anyone can come unprepared, but naturally it's more difficult, the cheater still gains an advantage for cheating. You can also come with prepared components like cards up the sleeve or loaded dice, depending on the game. When prepared, the cheater gains an additional advantage to the test. Typically, only one test is needed for all games or rounds, and it's a deception test. A failure means the cheater has been caught.

Cheating is generally many small quick actions and a normal action with a deception test.

Close | 1 Encounter

1 Damage Weapon

Using a melee weapon, you can strike an opponent's weapon in a way that breaks it. However, some soft weapons are ineffective for this purpose. The Game Master should decide if it's possible, but remember that the key factor is the strike location, not the weapon's hardiness. This is a close combat maneuver that damages the opponent's weapon if successful. The weapon's quality is reduced by one level (superior > standard > inferior > broken). An exceptional effect can reduce the weapon's quality by two levels.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

1 Dirty Trick

Use this close-combat maneuver to blind an opponent for a round on a successful unarmed attack test or quickness test. You can do this by throwing sand in their eyes or using any other dirty trick. It will result in the opponent being blind for one round. This attack doesn't cause any permanent damage to the eyes; it's just a temporary effect. Remember, this trick can only be used once per opponent.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

1 Escape Artist

You can dislocate your wrists in a way that allows you to free yourself from handcuffs or ropes. It can also help you escape tight spaces. When trying to do it rapidly, a sleight of hand test is required. When having more time, the escape artist can do it in an hour without any test.

This power is used as an action.

Close	1 Round

1 Forger

Forgers can copy almost anything, creating almost perfect replicas of objects like documents, keys, and valuable items. While some objects require the original for accurate copying, forgers can create realistic documents without seeing the original. They know techniques like using molds and melted metal to copy keys, though a sleight of hand test might be necessary. Overall, the copying process is much faster and easier for forgers.

This power is used as an action.

Close	1 Round

1 Hacker

This mastery power specializes in technical skills, enabling hacking and cryptography. While electricity and computers are uncommon, this power remains valuable. Other people can know how to use a computer, but only the hacker can gain restricted access or information.

It takes at least one action to hack a computer or try to decrypt a password. In some cases, a full scene can be required.

Close	1 Round

1 Master of Disguise

This power enables effortless creation and wearing of disguises. It allows for rapid, effective disguise construction using minimal components, ranging from simple uniforms to more elaborate designs. While wearing a disguise, a deception test may be necessary to deceive others.



It can take about an hour to create the disguise.

Self	The disguise is permanent.

1 Safe Cracker

Anyone can try to pick a lock, but the safe cracker can open difficult safes with combinations. Some difficult safes may require the right equipment. When trying to open normal locks, the safe cracker gains an advantage.

Opening a safe takes at least one hour.

Touch	1 Encounter

1 Sucker Punch

You're always the first to strike. Starting a fight gives you an advantage on the Initiative test. The advantage is only granted if you are the one who draws the first punch.

This is not an action but should be associated with a close-combat attack.

Close	1 Round

1 Vicious Backstab

This attack should be executed against an unsuspecting opponent from behind. Armour is irrelevant, and the wound should be delivered to a critical location.

This power requires a quick action to activate and must be joined to an attack action.

Close	1 Round

2 Attack of Opportunity

If an opponent near you attempts to flee, you can interrupt their action and attack if you still have an action available during the round. However, your attack must be a melee attack. Unfortunately, you can't use your quick action when interrupting another character.

The action must be a melee attack.

Close	1 Round

2 Bulleyes

You can suffer two disadvantages on your attack test to be able to target a precise critical wound on a successful attack. This power only works with thrown projectiles like throwing knives.

This power requires a quick action to activate and must be joined to an attack action.

Close	1 Round



Survivor



Specialization

You're a survivor, constantly planning your next move to stay alive. You know all the wilderness survival tricks, and you often feel more at home in the forest.

Survivor	
Level	**Power**
1	Camper
1	Dowser
1	Endurant
1	Meteorologist
1	Mycologist
1	Pack Rat
1	Rope Tricks
2	Scavenger
2	Self-Healer
2	Short Sleeper
3	Master Tinkerer

1 Camper

A survivor is accustomed to finding safe camping spots. These locations will be dry and sheltered from the wind, and they'll avoid areas prone to landslides. Consequently, the survivor can complete all camping activities more quickly, halving the usual time required.

It takes half the time to do a camping activity.

Self | Permanent

1 Dowser

Using a forked stick, you can sometimes find water or minerals. However, this isn't an exact science, and it's not always possible to locate something where it doesn't exist.

It takes about one hour to find water or minerals.

Self | Permanent

1 Endurant

You're not bothered by long hours of travel or work. A single night without sleep doesn't make you exhausted. However, you'll need a regular night's sleep the following night.

Self | Permanent

1 Meteorologist

Meteorologists can predict the weather with remarkable accuracy. They analyze cloud formations, the colour of the sky at dusk or dawn, and the behaviour of insects and animals to forecast the weather for the coming days.

Self | Permanent

1 Mycologist

Mycologists are experts in mushrooms and their identification. They can distinguish between edible and poisonous varieties. This knowledge gives them an advantage when foraging for food in the forest. Furthermore, they can use mushrooms as a means of poisoning someone.

Self | Permanent

1 Pack Rat

You're very good at packing your bag, which lets you carry more. You can fit the weight of five more items in your backpack or bag. The first items up to a weight of five you carry don't affect your effort test. Remember, you're not stronger; you're just better at storing things. This bonus only applies to you, as others will quickly disorganize their equipment.

Self | Permanent

1 Rope Tricks

This power lets you tie complex rope knots without worrying about them coming undone. It can also securely attach someone or something. Additionally, you can create knots that detach when you pull on the other end, allowing you to retrieve the rope afterward.

An action is required to do or undo a knot.

Touch | 1 Round

2 Scavenger

Scavengers live outdoors, relying on what they find to survive. They always receive an extra Scrap when they successfully find some. Check the Scavenging section in the rules chapter for more information.

It takes about one hour to search for scraps.

Self | Permanent

2 Self-Healer

You're accustomed to treating yourself in remote areas, and you don't suffer the disadvantage of performing first aid or even surgery on yourself.

Self | Permanent

2 Short Sleeper

You'll experience less fatigue. Sleeping four hours a day and relaxing for two hours is sufficient, regardless of your daily efforts. This allows for natural recovery, potentially healing you from exhausted and privation conditions. It generally enables you to participate in one additional camping activity each day.

Self | Permanent

3 Master Tinkerer

The tinkerer uses fewer scraps when creating or upgrading most items. For non-chemical or non-biological objects, the required scrap count is reduced by one when it reaches four or more. Additionally, dismantling an object worth four or more scraps grants the tinkerer an extra scrap. This power doesn't apply to explosive items.

See the crafting rules for more information.

Self | Permanent

Tactician



Specialization

You're an expert in combat, favouring strategy and discipline over brute strength. You're also a weapons and firearms expert, and you even know how to use military equipment.

Tactician	
Level	**Power**
1	Death Punch
1	Flanking
1	Grab Weapon
1	Nuisance
1	Weapon Expert
2	Defender
2	Lock and Choke
2	Pack Tactic
2	Precise Strike
3	Projectile Deflection
3	Weapon Parry

1 Death Punch

You can suffer two disadvantages on your attack test to be able to target a precise critical wound on a successful attack. This power only works with unarmed attacks.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

1 Flanking

This ability grants you an advantage in attacking an opponent during a melee combat when another person is also attacking the same target. Flanking is only effective if no other opponent is close to you or your ally.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

1 Grab Weapon

When disarming your opponent, you can seize the weapon in the same round. Alternatively, you can choose to push it far away.

This power requires a quick action to activate and must be joined to a Disarm maneuver.

Close | 1 Round

1 Nuisance

You can use a quick action during your turn to distract people at close range, preventing them from using ranged weapons. This power is effective against armed humans only.

Close | 1 Round

1 Weapon Expert

This specialization allows you to use melee weapons effectively. A weapon expert gains an advantage to repair, upgrade, or even craft a melee weapon.

Self | Permanent

2 Defender

A defender can move in front of an ally to take the hit instead. This requires the use of a quick action during the enemy's turn, and it can only be used to move to an ally and protect them from an attack. This power can only be used if a quick action is still available when the opponent attacks.

This power is used as a quick action.

Close | 1 Round

2 Lock and Choke

Lock and Choke is a close-combat maneuver that combines a grapple with a choke in the same round. Successful execution causes asphyxiation, forcing the target to check their Exhausted box. If the box is already checked, the Privation box must be checked. Lastly, if the target already has the Privation box checked, it becomes stunned instead for the round's duration. This maneuver can be sustained repeatedly. This power only works on most human-size or smaller opponents.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

2 Pack Tactic

This specialization provides an advantage when fighting with another fighter with the same power. It's only effective in close combat, unarmed, or with a melee weapon. The two fighters must be close to each other to attack the same target. Furthermore, the target cannot use a quick action to move during the round.

Close | 1 Round

2 Precise Strike

You can suffer two disadvantages on your attack test to be able to target a precise critical wound on a successful attack. This power only works with melee attacks using the nimbleness skill.

This power requires a quick action to activate and must be joined to an attack action.

Close | 1 Round

3 Projectile Deflection

You can deflect some incoming projectiles with your melee weapon. Your weapon's bonus can be added to the dodge tests against slow ranged attacks.

Self | Permanent

3 Weapon Parry

You can deflect incoming melee attacks with your weapon. Your weapon's bonus can be added to the dodge tests against attacks that use the nimbleness skill.

Self | Permanent

Traceur



Specialization

A traceur is someone who participates in parkour or free running. After the outbreak, traceurs played a crucial role in moving supplies between outposts and shelters. Today, it's considered both an art form and a survival skill.

Traceur	
Level	**Power**
1	Acrobatic Move
1	Arise
1	Catch and Throw
1	Light Step
1	Parkour
1	Tightrope Walking
1	Water Movement
2	Cat Fall
2	Gecko Crawl
2	Wall Running

1 Acrobatic Move

Using a move action lets you move gracefully and pass through one enemy blocking a corridor or a tight space. Additionally, you can use one quick action for each additional enemy you avoid. No roll is required to pull it off.

One enemy can be avoided for free with any move action. A quick action allows you to pass through an additional enemy without the required test.

Self | 1 Round

1 Arise

This action lets the traceur stand up without needing a dedicated quick action. It becomes a free action when the character uses a Power or Quick Move during their turn.

Allow to stand up while using a Power or Quick Move.

Self | 1 Round

1 Catch and Throw

You can catch and throw back a projectile thrown at you. You can use a quickness test to catch it instead of dodging. Then, at the same moment, you can use an available action throw it back with the weapon's skill. Bullets are too fast to be catch and arrows are not throwable by hand. You must have at least one free hand to catch the projectile.

This action can be done outside of the character's round but forfeits any other action this round.

Projectile Range | 1 Round

1 Light Steps

This power allows you to walk silently and leave no trace. It also prevents the triggering of pressure plates. While you can walk on quicksand, you can't walk on water. Additionally, it significantly reduces the noise you make while walking.

It takes an action to activate the Light Steps.

This power can be maintained for an additional round after its activation by concentrating on the power and using a quick action.

Self | The power ends when the character does not care anymore or does not use a quick action.

1 Parkour

Parkour allows you to move with grace. Your acrobatic skills give you an advantage when performing acrobatic tricks while running. This bonus can't be used to dodge a strike in combat, but it can be used to dodge obstacles while fleeing or pursuing someone.

An action is required to avoid an obstacle with an acrobatic trick.

Self | 1 Round

1 Tightrope Walking

This power enables walking on a tightrope. The rope must be extremely tight and sturdy. The character's speed is limited to half their normal pace. A long pole is helpful for balance but not necessary. An acrobatic test may be required in inclement weather.

A quick action is required every round to keep balance.

Self | 1 Round

1 Water Movement

You feel comfortable in the water and don't experience any disadvantages when performing actions in it. This works whether you're partially or fully submerged.

Self | 1 Round

2 Cat Fall

Mastering your landing is key when jumping or falling. You can use your Acrobatics skill instead of Athletics to resist a fall.

No action required; use the Acrobatics skill instead of the Athletics skill when resisting a fall.

Self | Permanent

2 Gecko Crawl

Climbing is your way of life. You can disregard any surface effects and climb almost anywhere. Additionally, you can anchor yourself indefinitely.

Works as climbing.

Self | 1 Round

2 Wall Running

Walls are almost as effective as ground for sprinting. This power requires the Power Move action. If you don't stop running, you can stay on walls for an entire round. However, you must put your feet on the ground at the end of the round. This power can also be used to avoid obstacles on the ground. After sprinting a few meters, you can climb a fence or a floor without rolling. While running, you can reach a maximum height of about 3 meters.

This action is included in the Power Move action.

Self | 1 Round





Chapter 7

RULES

THE SYSTEM'S RULES

Games require rules, and this section outlines everything you need to play. It should enhance the storytelling and suspense. Additionally, it includes rules for rolling dice to determine whether a character succeeds or fails an action.

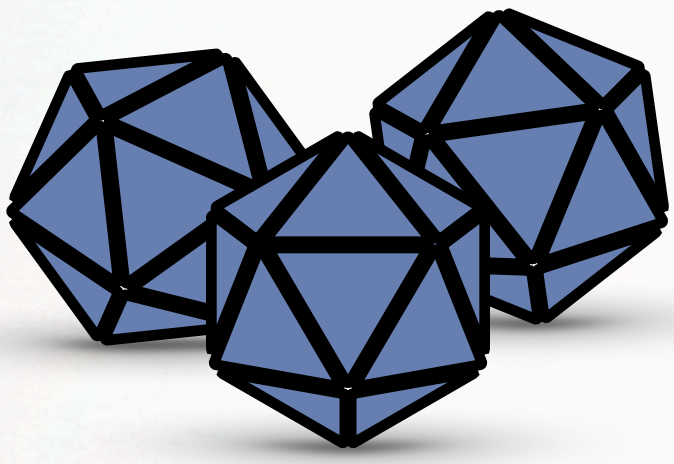
The Basics

Remember, rules should serve the narration and suspense. If they slow down the game, the Game Master should avoid using them and create new ones on the fly. We tried to include rules for many things, but use them as suggestions, not limitations or burdens. We hope the rules are intuitive and you won't need to reread this section.

Rounding

Rounding works as usual. You can refer to your old math book for instructions. There are also many websites that can help with rounding numbers. For example, 1.5 rounds to 2, and -1.5 rounds to -2.

Dice



To play Antagonists, you'll need 20-sided dice. A roll typically requires 1 to 5 dice, so having multiple dice can speed up the game.

Time

There are six units of time to describe game time, and all are relative. Their lengths can vary depending on the story and even more so in real life. We've provided average durations for each to help you understand their typical length. Powers and events have their own durations, so they should last until they're over or become less engaging.

Time should be ignored when nothing stressful is happening. It's only relevant when two or more characters are trying to do something simultaneously, or when the duration of an event is important.

Working watches are less common these days, so characters don't know the exact time. As a result, hours and time in general aren't discussed. Instead, people use the sunrise, sunset, and dawn to set rendezvous and appointments.

Time	Duration
Round	5 seconds
Encounter	1 hour
Scene	1 day
Chapter	1 week
Story	1 month
Downtime	Variable

Round

It's enough time to move and perform one action during a combat round. While the exact duration can vary, it should give everyone a chance to act. In combat, each character's turn generally occurs simultaneously, though some may begin moving a few seconds earlier.

Approximate Duration: 5 seconds

Encounter

An encounter begins when characters enter a room, begin searching for something, interact with non-player characters, or initiate combat. It concludes when the characters are ready to leave or when there's nothing further to do with the NPCs. Combat encounters allow characters to bandage wounds after a short cooldown. Encounters typically last between a few minutes and an hour, ending when another one begins. If time isn't a concern, encounters often conclude after an hour.

Approximate Duration: 1 hour

Scene

A scene typically takes place in a large location or as an event. It begins when a character arrives at a location or something significant occurs. Scenes can be divided into multiple encounters, useful for exploring each relevant room in a house. They conclude when the characters leave the house or the event concludes.

For simplicity, a candle or battery lasts throughout a scene, eliminating the need to track the hours since a flashlight or candle was lit. When time isn't crucial, a scene can end after about a day.

Duration in game: 1 day

Chapter

A chapter consists of multiple scenes. For instance, a chapter might begin with a scene in a house featuring several encounters, followed by a pursuit scene filled with mostly combat encounters. Finally, the chapter can conclude with a major showdown scene in the characters' shelter, where a non-player character betrays the players. If a power or event spans a chapter, it will persist throughout all the scenes within that chapter, regardless of how many scenes the Game Master includes.

The duration of a chapter is primarily used for lodging and hiring mercenaries. This helps avoid counting each day to determine the cost of basic expenses. When time isn't a significant factor, a chapter typically concludes after about a week.

Approximate Duration: 1 week

Story

A story typically consists of multiple chapters, beginning with an introduction, followed by rising action, and culminating in a showdown. This structure generally aligns with the duration of the Game Master's entire story. For longer campaigns, the campaign can be divided into several stories. Similarly, if a power or effect has a story-long duration, it will persist throughout the entire story, regardless of the number of chapters.

When time isn't a significant factor, a story might conclude after about a month.

Approximate Duration: 1 month

Downtime

Downtime is the period between chapters or stories. Sometimes, stories flow seamlessly without any pauses. Other times, the protagonists have time to relax. The length of downtime is up to the Game Master's discretion and can range from a few days to years. It's a chance for the protagonists to rest and do whatever they please. The Game Master decides how many actions a character can take during downtime, usually one per week, with a minimum of one. Remember, downtime isn't free; characters need to find food and shelter. Here are some suggestions for multiple actions a character can do during downtime, but feel free to get creative and let your characters do whatever they want.

- **Self-sustaining:** During downtime, the character uses their time to obtain food and water. This can involve working for Slugs or foraging in the wilderness, which helps reduce living costs throughout the entire period.

- **Gambling or crime:** These activities can result in gaining or losing Slugs. Gambling is generally governed by the Insight skill, and difficulty varies depending on the bets. A success test grants Slugs, while a failure means losing the bet. Crime may require a Sleight of Hands or Stealth check for robbery or thievery, and assassination demands a combat skill test. Complex scenes can turn into adventures. Failing criminal activities usually leads to the protagonists being caught.

- **Quality Time with Contacts:** It's a key aspect of the game. Characters spend time with one or more available contacts, which can strengthen relationships and loyalty. Some Slugs can be involved to enhance the benefits. The Game Master should keep track of any potential improvements.

- **Resting and Healing:** The character rests and avoids strenuous work. They can also seek medical attention. This rest generally fully heals them.

- **Raising Morale:** The characters relax and enjoy themselves. Some Slugs might be needed for this activity. The Game Master can give the protagonists a positive temporary descriptor.

- **Buying Rare Items and Crafting:** During downtime, you can buy rare items and craft. This allows you to find rare objects and equipment that aren't typically available in regular stores. Crafting is generally done with an advantage because you have more time. For more information, check the crafting rules.

- **Building a Shelter:** The character can construct a shelter or enhance the existing one.

- **Learning Rumours:** When interacting with non-player characters, the character can attempt to gather information about almost any topic.

- **Training an Animal:** During downtime, the character can domesticate or train an animal they own. The initial session focuses on domestication and establishing ownership. Subsequent sessions enhance the bond between the trainer and the animal.

- **Any other action:** The character can do whatever they want during the downtime. The Game Master should decide the outcome of the action.

Approximate Duration: variable (~1 action per week)

Example of Downtime



Alex, Frank, and Phil return from their expedition, finding themselves in a small settlement. The next few weeks are uneventful and safe, so the Game Master allows the protagonists to relax and recuperate. Since it'll be a while, the Game Master grants them three downtime actions.

Alex, wounded, uses one of her actions to heal. She's low on Slugs, so she'll help repair a building's roof in exchange for a roof and food. Finally, she tries to train her dog. It's not the first time, so maybe the dog will learn a few tricks.

Phil, also wounded, takes it easy for the first week to heal. He has a few scraps, so he heads to the Scavenger Guild for cheap lodging. He doesn't need to work or gather food. The group needs information for their next adventure, so Phil uses his free time to meet people and chat with the club's barman. He uses his last downtime action to sneak out of the settlement at night to try finding some scraps.

Franck plans to spend some time with his friends and enjoy himself. His relationships with contacts will improve, and his morale will be boosted. The Game Master will note this positive development. While it's expensive, Franck has enough Slugs for a bit of luxury. Since nothing is free, Franck also plans to break and enter a nearby house to steal some items. The Game Master decides that the burglary won't be a simple dice roll; instead, the group will play it as a new scene in the story.

Distances

To simplify gameplay, Antagonists avoid using absolute values for distances. There are three distance options, and the distances are approximate in metres.

	Close	Short	Long
You	0m to 3m	4m to 10m	11m to 100m

Close Range (Close)

At close range, within 3 metres of a target, you can touch someone, fight unarmed or with a melee weapon.

At this range, you can do the following:

- Touch or hit someone.
- Whisper to someone.

To simplify, a building's story is 3 metres high, so a five-story building is approximately 15 metres tall.

Short Range (Near)

In short range, you're too far for melee combat but close enough for ranged combat with handguns and throwing knives. You can also speak to someone at this distance without yelling. It's generally between 3 and 10 metres, but don't worry about calculating the exact distance. When using zones to determine ranges in combat, short range is the distance between two zones.

Powers and weapons generally work at short range and require you to see your target. While a pistol can theoretically fire farther than short range, it loses a lot of precision, making it easier to avoid using it at longer distances.

At this range, you can do the following:

- Throw something at someone.
- Fire at someone with a firearm.
- Talk to someone.

Long Range (Far)

Long-range is the next step after short-range and can reach distances beyond your immediate sight. In a city, this typically means 10 to 100 metres, but it can extend much further in the countryside. Most rifles are capable of long-range shooting. However, executing an action at long range generally incurs a disadvantage.

At this range, you can do the following:

- Fire at someone but with a long-range firearm like a rifle.
- Yell at someone.

We didn't add a fourth range because longer ranges aren't used often, and keeping things simple is important.

Zones

When a character wants to move during an encounter, use zones. Define zones using rooms; every medium-sized room in a house becomes one. In the wilds,

create zones the size of an average room or use obstacles to define the zone. Don't worry if the zones are not all the same size. The important thing is that all the characters use the same zones. Zones are all within short range of each other. Two characters in a room but separated by a zone in the middle are considered at long range because it's farther than short range. Moving between zones requires a quick move, while a power move allows for movement to two zones.

Grid

When using a grid, each space represents 1 metre, or approximately 3 feet. A Quick Move allows you to move 5 metres, but a Power Move allows you to move 10 metres.

Test Chart

Choose the appropriate skill for the action.
The skill rating determines the base number of dice to roll.

The Game Master can determine the difficulty with advantages and disadvantages.
Advantages and disadvantages can negate each other.

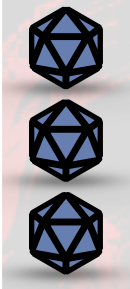
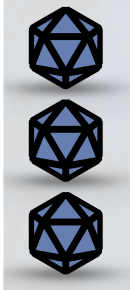
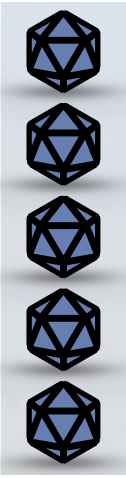
Some possible disadvantages

- Using Inappropriate Tool
- Bad Weather
- Blindness, Darkness, Fog, Smoke
- Using Off-Hand
- In Water, Encumbered, Restrained
- Distracted
- Doubtful Story on Social Encounter
- Combat Disadvantage
  - Caused by any of the following: Disadvantageous Position, Attacked 3 vs 1, Blind Firing, Call Shot, Fast-Moving Target, Fast-Moving Attacker, Opponent Behind Cover, Firing into Melee, Firing Outside Weapon Range, Opponent Prone at Distance, Small Target or Target at Long Range. Only one Combat Disadvantage can apply.

Some possible advantages

- Assisted
- Player has good arguments on social encounters
- Combat advantage
  - Provided by any of the following: Advantageous position, attacking an unaware opponent, attacking from behind, attacking 3 vs 1, opponent prone at close range, restrained or immobile target, aiming during previous round, large target or point blank. Only one combat advantage can apply.

Advantages and Disadvantages modify the number of dice for the test.
Find the column below equal to your Skill Rating. To apply advantages, move to the next column to the right; but for disadvantages, move to the next column to the left. You cannot roll more than 5 dice. If you were to roll more than 5 positive dice, add a potential Exceptional Effect. Add a potential Catastrophic Effect if you were under 5 negative dice.

-	-5	-4	-3	-2	1	2	3	4	5	+
+1 Catastrophic Effect										+1 Exceptional Effect

Lowest die define the result | **Highest die define the result**

1 to 10
Failure

Roll the number of dice in the column you got after adding all the advantages and disadvantages. Check the result on the defining die to know if the test is successful or not.

11 to 20
Success

On a failure, any 1 rolled causes a…
Catastrophic Effect

On a success, any 20 rolled causes an…
Exceptional Effect

An Exceptional Effect automatically activates all the weapon's descriptors with a feature.

Tests

When Doing a Test

Doing tests is a crucial and enjoyable aspect of roleplaying games. They can be incredibly stressful, and the outcome can significantly impact the story's direction. While tests can be very fun, they should be used sparingly. Too few tests can railroad the plot, while too many can slow it down. Finding the right balance is key to maintaining a fun experience.

Fortunately, descriptors can be used to skip some tests. A character with a relevant descriptor can skip a test if the situation isn't stressful or critical.

Roll dice if at least one of the following conditions is met. If none of these conditions are met, do not roll any dice and assume the character can perform the task.

- The situation is stressful, and time is limited.
- The result, success or failure, is important for the story.
- The character does not have a descriptor that fits the situation.

Only one person should perform a test for an action, even if it conflicts with another player's character. One character will roll, and advantages or disadvantages will be added depending on the Rating of the opponent. This can be done by a player or the Game Master, depending on what best serves the story and narrative. If the Game Master wants to keep the difficulty a secret, they can perform the roll as a reversed test. More details on that will follow.

Basic Concepts

- When there are no difficulties mentioned for a test, the test is done with no advantage or disadvantage.
- Even when two characters are involved in a test, only one player or the Game Master will do the test.
- A test can always be reversed. As an example, it's possible to make an attack test against the resistance rating of an opponent or make a resistance test against the attack rating of the attacker.
- The Game Master can do the tests to keep the difficulty a secret.
- You can never roll more than 5 dice.
- Catastrophic Effects only apply on a failed test and Exceptional Effects only on a successful test.
- Catastrophic effects and exceptional effects can be reverted and applied to an opponent instead of using them on the one who is doing the action. It's particularly useful when having multiple effects to apply. Choose the way that best fits the narrative.
- Tests should only be conducted when they become relevant. For instance, a Stealth test should be performed when another character can see the character in stealth, rather than when the character tries to hide. Similarly, when detecting traps, the Investigate test should only be used when a trap is about to activate, not when the character enters a room.

Skill or Power Test



Choose a Skill or Power

First, you'll need to decide which skill or power to use in response to the situation. The Game Master can ask you to use a specific skill, or you can suggest one. Choose the more logical skill or power for the situation.

Once you've chosen a skill or power, check your character sheet to find its rating. Don't confuse the rating with the level. A skill's rating is the sum of two attributes and the skill level. This rating determines the base number of dice you roll in a test. For example, a character with a 3-rating in a skill will roll 3 dice. The number of dice will then vary based on the test's difficulty.

Example of Skill to use



Alex, Frank, and Phil stand before a door guarded by two imposing men. Despite knowing they shouldn't be there, they're determined to enter. They're certain intimidating the guards won't work, as they're already intimidating them. Attempting to befriend them seems difficult, given their unfamiliarity. Persuading them to let them in might be possible, but they could also try bribing them with valuable objects. However, Phil has a different plan. He'll try to lie, using his deception skill. His plan is to fabricate a story about the boss of the guards. This will require a deception roll, and Phil has a rating of 3.



Get the Difficulty

The Game Master should now describe the difficulty of the action or task, using words rather than values initially. This allows players to gauge the challenge and decide whether their character should attempt it. At this stage, the protagonist can still choose not to do the action if it seems too difficult. However, if the player is confident and still wants to try, the Game Master can explain any advantages or disadvantages that might apply. The Game Master can refer to the difficulty rating chart to understand the range of challenges.

When there are no difficulties mentioned for a test, the test is done with no advantage or disadvantage.

Difficulty	Modifiers
Trivial	3 Advantages
Very Easy	2 Advantages
Straightforward	1 Advantage
Moderate	None
Demanding	1 Disadvantage
Challenging	2 Disadvantages
Difficult	3 Disadvantages
Hard	4 Disadvantages
Very Hard	5 Disadvantages

Difficulty Against an Opponent

If the test targets another character, its difficulty depends on that character's rating, rather than just the basic advantages and disadvantages added to the test. The opponent's rating determines how many advantages or disadvantages are applied.

If the opponent's rating exceeds 1, each die after the first one results in a disadvantage for the tester. For instance, testing against someone with a rating of 3 in the relevant skill will cause 2 disadvantages.

Conversely, if the opponent's rating is below 1, each die lower grants an advantage. For example, testing against someone with a -2 rating will result in 1 advantage.

Opponent's Rating	Modifiers
-4	3 Advantages
-3	2 Advantages
-2	1 Advantage
1	None
2	1 Disadvantage
3	2 Disadvantages
4	3 Disadvantages
5	4 Disadvantages
6	5 Disadvantages

Example of Difficulty



Since our group decided to deceive the doormen, the Game Master has chosen their Insight ratings as the difficulty level for the test. One of the doormen is younger and new to the job, so the Game Master assigned him an Insight rating of 1. A rating of 1 does not apply any advantage or disadvantage to the test when used as a difficulty. The other, who had worked as a doorman for shady businesses for a few years, received a rating of 2. A rating of 2 applies 1 disadvantage when used as a difficulty. These ratings will determine the difficulty of the test against them.

Multiple Opponents

When testing against multiple opponents, the difficulty is generally equal to the average of their

ratings. This is the simplest way to quickly determine a value. However, other methods exist to make the situation more fair. At the Game Master's discretion, the value can also be the highest or lowest rating. If one value isn't sufficient, the test can be divided into multiple tests, each with its own difficulty. Simply group the tests by difficulty and roll once for each value.

For example, if characters attempt to sneak past guards, the Game Master might choose to use the highest guard's investigate skill rating for the difficulty. This is because the challenge is to avoid detection, and the highest-rated guard will likely sound the alarm even if the lowest-rated guard doesn't see the protagonists.

Conversely, if thieves try to sneak past a protagonist, the Game Master might choose to use the lowest thief's stealth skill rating. This is because if one thief fails, all the thieves will be discovered.

If an explosive hits multiple targets with the same resistance value, it's probably better to separate the tests for each target.

Example of Multiple Opponents



The players can choose how the protagonists handle the situation. They could try speaking to only one doorman at a time, but since they don't have the time, they will have to talk to both of them at the same time.

It's easier to deceive the younger doorman, but since both are in front of the same door, the Game Master decides to use the highest rating. The senior doorman will ultimately make the final decision, so the test will be conducted with a disadvantage. Remember that the senior doorman has a rating of 2.



Situational Conditions

Now, consider the situational conditions that could be advantageous or disadvantageous for the test. An advantage benefits the one taking the action, while a disadvantage hinders them.

The Game Master should identify disadvantages to apply to the situation, and the players should try to find ways to negate them or gain advantages. The Game Master can decide on advantages or disadvantages on the fly, but players can suggest options. There's a list to help you brainstorm situational conditions that could influence a test, but don't limit yourself to it.

Remember, when testing against another character, situational conditions that apply to both sides shouldn't be applied. For example, if a character attacks another in the dark, neither should suffer a disadvantage since they're both in the dark and experiencing the same disadvantage. However, if one character can see in the darkness, that's a different story.

Advantages	
Action	Assisted
Social	Player Have Good Arguments*
Combat	Combat Advantage*

Combat Advantage: Provided by any of the following: Advantageous Position, Attacking an Unaware Opponent, Attacking From Behind, Attacking 3 vs 1, Opponent Prone at Close Range, Restrained or Immobile Target, Aiming During Previous Round, Large Target or Point Blank. Only one Combat Advantage can apply.

Player Has Good Arguments: In social encounters, players must explain their character's interactions with non-player characters. The Game Master evaluates the player's approach and, if appropriate, grants an advantage.

Disadvantages	
Action	Inappropriate Tool
	Bad Weather
	Blindness, Darkness, Fog, Smoke
	Using Off-Hand*
	In Water, Encumbered, Restrained
	Distracted
Social	Doubtful Story on a Social Encounter

Disadvantages	
Combat	Combat Disadvantage*

Combat Disadvantage: Caused by any of the following: Disadvantageous Position, Attacked 3 vs 1, Blind Firing, Call Shot, Fast-Moving Target, Fast-Moving Attacker, Opponent Behind Cover, Firing into Melee, Firing Outside Weapon Range, Opponent Prone at Distance, Small Target, or Target at Long Range. Only one Combat Disadvantage can apply, and being in this situation generally forfeits the possibility of doing a Call Shot or Firing Outside Weapon Range.

Inappropriate Tool: Some actions require specific tools for their execution. For instance, lock picking necessitates a proper tool. While using an inferior tool isn't ideal, it may be the only option for certain tasks. Unfortunately, a disadvantage must be applied.

Using Off-Hand: Using the off-hand causes a disadvantage for characters without the ambidextrous advantage.

Example of Situational Conditions



Phil, with a deception rating of 3, and the doorman, with a rating of 2, face a disadvantage due to the opponent's rating. He's not using tools, and weather conditions are irrelevant to the situation, adding no challenge or advantage.

Phil begins weaving a captivating tale about his protagonist's uncle, the boss of the two doormen. He emphasizes the importance of his friends' entry.

This was a fantastic roleplaying moment, prompting the Game Master to grant Phil an advantage on his test. Phil now stands at 1 advantage and 1 disadvantage. Frank further embellishes the story with additional lies. Frank's assistance in some arguments earns Phil another advantage, bringing his total to 2 advantages and 1 disadvantage.

However, Phil's stress mounts as the guards could severely harm him if they doubt his story. This stress results in another disadvantage. At the end, the test will have 2 advantages and 2 disadvantages.



Roll

At this point, you should know which skill to roll, your rating in that skill, and the associated advantages and disadvantages. Use the table below to understand how it works. Find your skill rating in the table, then move one box to the right for each advantage and one box to the left for each disadvantage.

Rating Chart								
-4	-3	-2	1	2	3	4	5	6

After adding your advantages and disadvantages, you'll have the final number of dice to roll. Negative values mean the lowest die will define the result, while positive values mean the highest die will define it. You can't roll more than five dice, even with many advantages or disadvantages. Now, roll the dice!

Example of Roll



After tallying all the advantages and disadvantages, Phil finds he has two of each. Since advantages and disadvantages cancel each other out, his test remains unchanged.

Phil's Rating Chart								
-4	-3	-2	1	2	3	4	5	6

Phil will take his test without any advantage or disadvantage. With a Deception rating of 3, he'll roll three dice and look at the highest result to determine success. He rolls a 1, an 8, and a 16, so he places the highest die on the side.

Let's have fun and let Alex take the test instead. Alex has a lower Deception rating of 1, and the doorman still has a rating of 2, giving Alex a disadvantage. She's also stressed, adding another disadvantage. Unfortunately, her arguments

weren't very strong, but Frank offers an advantage. However, the advantage negates the disadvantages, leaving Alex with just one disadvantage.

Alex finishes her calculations with one disadvantage. Her Deception rating is 1, but she must apply the disadvantage. The step below rolling one die is rolling two dice and checking the lowest result to see if the test is successful.

Alex's Rating Chart								
-4	-3	-2	1	2	3	4	5	6

Alex takes 2 dice and rolls. She rolls a 1 and a 13. She must put the lowest result on the side, the die with the 1.



Resolve

If the die you kept shows a result of 11 to 20, the test and action are successful. Conversely, a result of 1 to 10 indicates failure.

A test can also grant an Exceptional Effect if it's successful and any die shows a 20. Multiple Exceptional Effects can occur if multiple dice show a 20.

Similarly, a failed test results in a Catastrophic Effect if any die shows a 1. Multiple dice showing a 1 cause multiple Catastrophic Effects.

Exceptional and Catastrophic Effects can be used to amplify the impact of the test and action, either positively or negatively. These effects don't alter the final result but can enhance or diminish its outcome.

If you were about to roll more than 5 dice, the test automatically grants an Exceptional Effect if the test is positive and successful. Conversely, a negative test or failure results in a Catastrophic Effect. Additional Effects are also added if you were about to roll 11 and 16 dice, though this is rare. Remember that you cannot roll more than 5 dice for a test. The automatic effect is the bonus you get for reaching more than 5 dice.

An Exceptional Effect automatically activates all the weapon's descriptors with this symbol .

Here are some other potential uses for Exceptional Effects that the Game Master can choose from. As always, players can suggest their own ideas. Pick the one that best fits the situation, or create one on the spot. Try not to refer to this table too frequently; be creative!

Exceptional Effects	
1	Action is done faster.*
2	Action is done silently.
3	Action is very subtle and almost no one notices it.
4	Catastrophic effect on the opponent
5	Create an opportunity for an ally.
6	Impress everyone that was looking at you or taunt someone who will concentrate their attention on you.
7	Item's value raises or decreases by 10% during a negotiation.
8	The result is better than normal.
9	The same action will be easier the next time.
10	Advantage to an ally doing the same action.

Action is done faster: This effect allows for a faster action. It can serve as a narrative device, or if used during a combat round, the character's actions are so swift that they can perform an additional quick action in that round.

Here are some potential uses for Catastrophic Effects that the Game Master or player can choose from. As always, players are welcome to suggest their own ideas. Feel free to create a custom list that best fits the scene.

Catastrophic Effects	
1	Action takes a lot more time than expected.*
2	Action was very noisy.
3	Backpack fell on the ground.
4	Batteries and light sources require a duration test.
5	Become exhausted.
6	Create an opportunity for an opponent.
7	Exceptional effect on the opponent

Catastrophic Effects	
8	Fall out of balance on the ground.
9	Hurt an ally.
10	Hurt yourself.
11	Make a fool of yourself.
12	Relation with a non-player character decreases.
13	The quality of an item degrades.*
14	Weapon jam.
15	You drop an item you are holding in your other hand, like a flashlight.
16	You drop the item you are holding in your main hand.

Action takes a lot more time than expected: The action takes significantly longer than anticipated. In combat, you'll lose a Quick Action this round or the next. Outside of combat, double the normal time required for this type of action.

The quality of an item degrades: This is usually the item used for the action, but it can also be another item in your backpack. Items of inferior quality are generally more susceptible to breaking and are therefore targeted first by this effect.

Now, resolve the action based on the outcome and special effects. Be sure to describe the action in detail and make it fun. Incorporate special effects into both the narration and the action description. The description can be from the player or the Game Master, whichever fits the narrative better.

Reverse Effects: When a roll opposes two characters, exceptional or catastrophic effects can be reversed to impact the opponent. The Game Master can choose that exceptional effects aren't appropriate for the situation, resulting in the opponent suffering as many catastrophic effects instead. Conversely, catastrophic effects can also be reversed.

Example of Resolution



Phil rolled a 1, an 8, and a 16 in the previous step. Since he needs to check the highest die, he kept the 16. A 16 means his test and action are successful. Phil rolled a 1, but since he passed his test, he can ignore it. The doormen believe his lies and let the group in.

It's a different story with Alex's test. She rolled two dice and got a 1 and a 13. Unfortunately, the lowest die, the 1, was kept. Her test and action failed. Since she rolled a 1 and the test failed, her action resulted in a Catastrophic Effect. The Game Master decided the doorman was very angry after Alex's poor attempt, and Alex didn't see the doorman's fist coming.

Time to Shine

You've rolled the dice and you know the outcome of the test! Don't just state the result; describe it! You're the actor, the protagonist!

Reversed Tests

A test can always be reversed, allowing for more dramatic scenes. Sometimes, players should roll for their characters, while other times, the Game Master should conduct the test to maintain mystery. The person performing the action is usually the one rolling the dice, but the Game Master can choose otherwise.

For instance, a character attempting to pass through a corridor blocked by another character typically requires an acrobatics test against the opponent's acrobatics skill. The player performing the action can roll the test, or the player blocking the passage can do it with inverted values. The test can be conducted in either manner, with no impact on mechanics or mathematics. The Game Master should decide which roll they prefer to enhance the tension of the scene. One advantage of the Game Master rolling the test is that they don't have to reveal the rating used, adding to the secrecy of the event.

In combat, the Game Master generally allows players to roll their attack test but also the resistance test against an attacking opponent. This way, the Game Master avoids rolling tests during combat and can focus on the action. If the Game Master wants to be more involved, they can conduct the attack test against the player's character's resistance value.

Getting the Reversed Values

It works the same way as usual, but with the Rating and advantages and disadvantages reverted.

For example, if a character wants to hide from a guard, the player typically needs to pass a Stealth test against the guard's Investigate Rating. However, the Game Master doesn't want to reveal the guard's Investigate Rating, so they'll conduct the test instead. The Game Master should use the guard's Investigate Rating against the player's Stealth Rating. The player's Stealth Rating should then be converted into Advantages and Disadvantages, as described in the previous section, "Difficulty Against an Opponent".

Example of Reversed Test



In our short story about the group attempting to pass through a door guarded by two doormen, the Game Master decided Phil would roll the dice. To tighten the narrative, the Game Master could reverse the test. Instead of Phil trying to deceive the doormen, the Game Master could roll for the doormen resisting the deception. For the test, we'll use the Insight ratings of the bodyguard and Phil's Deception. This time, it's the doorman's Insight rating (2) against Phil's rating as the difficulty (3). The situation unfolds exactly as in the other scenario, but the advantages and disadvantages are reversed.

- *The doorman will suffer 2 disadvantages because of Phil's rating.*
- *Phil had a great speech, so it's 1 disadvantage for the doorman.*
- *Frank is helping, so it's another 1 disadvantage.*
- *Phil is stressed, so for this time, it's 1 advantage for the doorman.*

If we tally all the advantages and disadvantages, we end up with three disadvantages. Since the doorman normally rolls two dice without any modifications, but with the three disadvantages, he falls to -3 dice.

Dice depending of the Rating								
-4	-3	-2	1	2	3	4	5	6

The Game Master rolls three dice, but keeps the lowest result. The results are 3, 13, and 18. Since we keep the lower number, the test fails, and the doorman fails to see through the lies, allowing the protagonists to pass.

The probabilities are the same, only the person rolling the dice changes. Since the Game Master has rolled the dice, it should have been faster and more integrated into the narrative. It also allows the Game Master to keep the doorman's deception rating secret. Unfortunately, it can remove some suspense for the players. Ultimately, it's up to the Game Master to decide what they prefer for each test.

Doing the Test for the Opponent

The Game Master can ask players to perform tests for a character controlled by the Game Master. This allows the Game Master to focus on the narrative rather than the mechanics.

The usual number of dice is used, but if the test is negative, it becomes positive, and vice versa. Advantages and disadvantages are also inverted.

For example, consider a health test for an opponent. This test can be stressful and disrupt the flow of combat, so it's helpful for players to roll it. Use the opponent's health rating as a negative value, keeping the lowest result. Every wound adds an advantage instead of a disadvantage.

So, if a human with a health rating of 5 takes a wound with 4 dice, a successful roll means the opponent fails the test.

Group Test

In some cases, a group roll may be required. The Game Master will ask all the players to make a specific roll. One of the following two requirements can be asked:

All the players need to succeed

Sometimes, if one character fails a test, all the characters will fail. For instance, a group of characters is trying to hide from a guard. All characters must succeed to avoid attracting the guard's attention. Each player should roll a stealth test against the guard's investigation rating.

Only one player needs to succeed.

It's also possible that only one character needs to succeed. For instance, the group attempts to find a clue in a room. While everyone can roll, the clue will be discovered if one character succeeds. Each character can roll an investigation test against a difficulty determined by the Game Master. This difficulty will vary based on how challenging it is to find the clue.

Extended Test

Some tests, like repairing a machine, can take longer than just an action. The Game Master can decide how many combined successes a character or group needs to complete an extended test. Different skills can be used, and they can change during these tests. Multiple characters can use various skills to achieve the shared goal. Generally, each character involved rolls once every set interval. Once the required number of successes is reached, the extended test is successful.

Difficulty: The Game Master selects a difficulty level for any action. The number of advantages or disadvantages can be fixed for all tests or vary depending on the skill used or the situation.

Intervals: Intervals are the time between each roll. A character can only roll once per interval. These intervals can be a round, an encounter, a scene, a chapter, a story, or whatever the Game Master chooses.

Number of Successes: The number of combined successes needed to complete the action determines the outcome. Exceptional effects can accelerate progress, while catastrophic ones can slow it down, force characters to restart, or even break tools.

Number of Failures: This value represents the number of failed tests that render an action impossible. It's optional because sometimes, even if you fail at some point, you can still succeed at the action.

Example of Extended Test



Alex, Frank, and Phil are driving in the middle of nowhere when suddenly, a tire exploded. Monsters are nearby, so they have to fix it quickly. There is a spare tire in the trunk, so Alex quickly got out of the car. Franck wasn't sure what to do, but he grabbed the tire iron. Phil climbed onto the roof of the car and scanned the night with his rifle.

The Game Master decided that changing the tire required five technical test successes. He kept the exact number a secret to heighten the tension. The group could roll tests every round, and the Game Master decided that they would suffer a disadvantage on all tests because of the darkness. Monsters attracted by the tire explosion began to approach. Phil started shooting at them.

In the same turn, Alex and Franck were taking technical tests. After two turns, Alex and Franck had achieved three successes. The monsters were converging on the group, so Franck drew his pistol and used his next round to shoot at them. Alex was the only one still taking technical tests, but she only needed two more successes. We don't want to spoil the ending, so we'll stop the story here.

Repeating Test

Some actions can be repeated until success is achieved. However, each attempt incurs time and/or resource consumption. The Game Master can limit the number of attempts within a specific time frame, making failure more time-consuming.

In certain situations, the Game Master can grant an advantage to the tests, demonstrating the character's improvement with each attempt. Conversely, a disadvantage can be applied to show boredom or wear and tear, making manipulation more difficult. A catastrophic effect, such as breaking a tool or device, can completely eliminate any future attempts. Ultimately, if tests become tedious, they should be avoided.

Combat Chart

Initiative Test

Quickness test against the average Quickness Rating of the opponent group. If the protagonist's group gets more success than failure, they go first. Else, the opponent goes first. The group who initiates the combat breaks the tie.

- A protagonist with a successful initiative test gains a Quick Action.
- Exceptional Effect adds a Quick Action for the combat. Catastrophic Effect removes one.

Action (1)

- Aim
- Attack
- Close Combat Maneuver
- Reload Weapon
- Help and assist
- Full defence
- Use a skill
- Power Move (2 zones)
- Access item
- Extinguish Fire
- Quick Action

Quick Actions (1+ Initiative Bonus)

- Concentrate
- Draw item or ready weapon (reload weapon step 2)
- Drop Prone or Get Cover
- Getting Ready
- Quick Move (1 zone)
- Open a door or push a button
- Pickup or drop an object (Reload weapon step 1)
- Speak
- Stand Up

Attacks

- Accuracy opposed by Athletics plus Armor
- Brawn opposed by Athletics plus Armor
- Nimbleness opposed by Acrobatics Skill
- Quickness opposed by Acrobatics Skill
- Explosive is opposed by Athletics plus Armor (no matter the skill used)

Successful test causes 1 wound chosen by the defender.

Close Combat Maneuvers

- Choke
- Disarm
- Grapple
- Knockdown
- Shove

Some Possible Attack Exceptional Effects

1. The attacker can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.
2. The attack causes a Critical Wound. The defender chooses the location among those not already wounded.
3. Two Exceptional Effects can be used to choose a Critical Wound location.

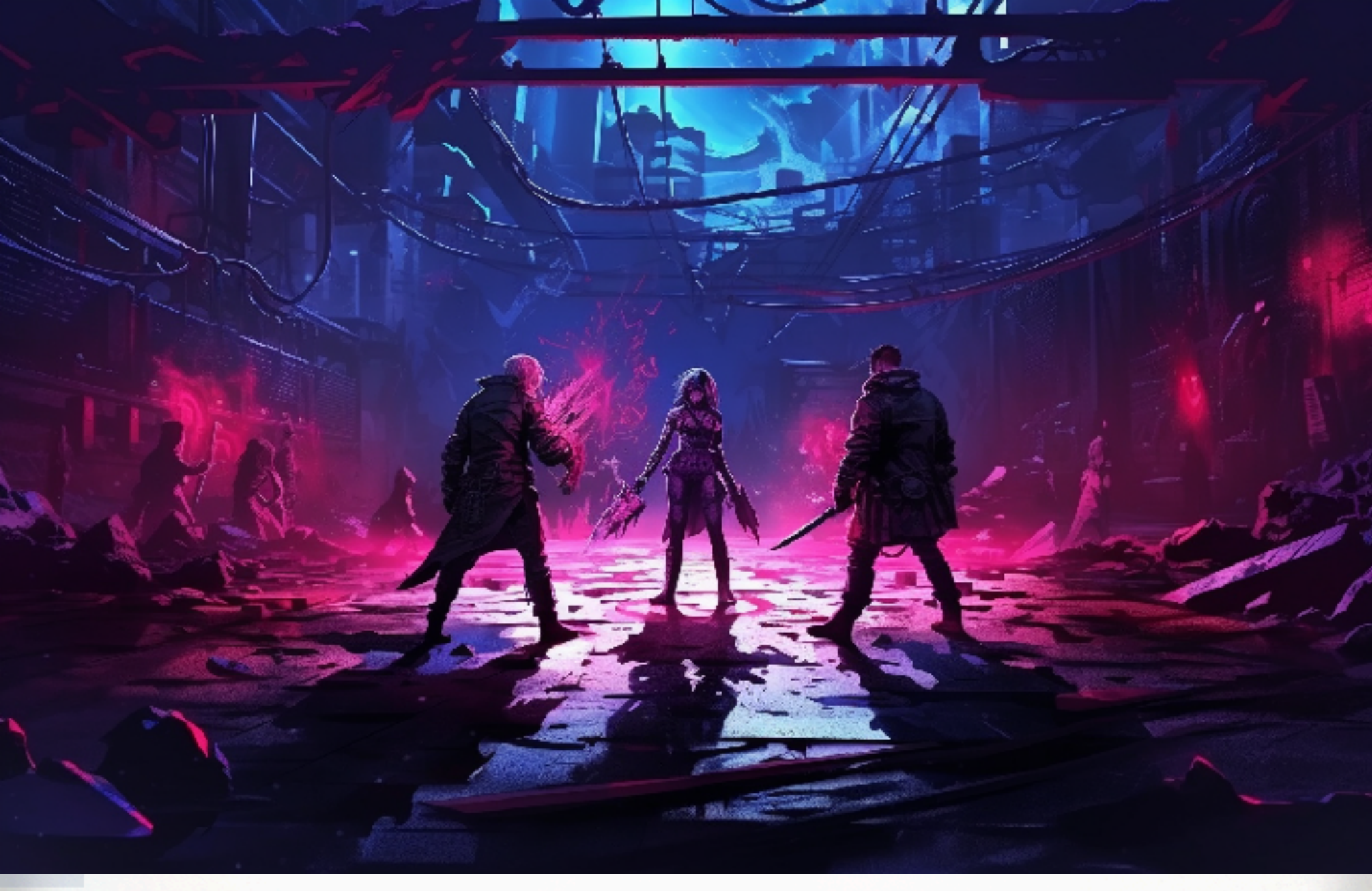
An Exceptional Effect activates all the weapon's descriptors with a feature.

Some Possible Attack Catastrophic Effects

1. Attack was very noisy.
2. Backpack's straps break.
3. Become exhausted.
4. Character loses a Quick Action.
5. Create an opportunity for an opponent.
6. Fall out of balance on the ground.
7. Give an exceptional effect to the opponent.
8. Hurt an ally.
9. Hurt yourself.
10. The quality of your weapon degrades.
11. Weapon jams.
12. You drop an item you are holding in your other hand, like a flashlight.
13. You drop your weapon.

Health Test

If a wound is done, the victim must do a Health test (Rating 5 for human minus each wound). A success means the trauma was resisted. A failure causes the unconscious condition but the Dying condition with a Catastrophic Effect.



Combat

Combat is divided into rounds. During each round, all protagonists and opponents involved can perform one action and a variable number of quick actions. Follow the steps below for each combat.

Initiative and Turn Order

Initiative Test

At the start of a conflict, every player involved must roll the Quickness skill for the Initiative. The difficulty is equal to the average Initiative of the enemies, or at the Game Master's discretion. A success on the test grants the protagonist an extra quick action.

If the group of protagonists have more successes than failures, they act first. Conversely, if they have more failures, the antagonists act first. If the successes and failures are equal, the group initiating the conflict acts first.

Exceptional Effects grant an additional quick action to the character each round. Catastrophic Effects, on the other hand, cause the character to lose a quick action. If a character has no quick actions to lose, they can instead grant one to an opponent.

Initiative is only rolled at the beginning of the conflict, not every round.

Exceptional Effects
Gain a Quick Action

Catastrophic Effects
Lose a Quick Action

Turn Order

If the group of protagonists passes the Initiative test by achieving more success than failure, one of them can go first. The players can decide who goes first and perform their actions and quick actions. If the antagonists win, the Game Master can choose the first antagonist to go. For multiple types of enemies, the Game Master can prioritize the faster opponent.

Combat should be fast-paced, so it's recommended to go in the order of the first player ready who have not played yet to act first. However, the players can use strategy to choose their order. If characters' orders

within the same group conflict, proceed in descending order of initiative ratings.

After the first character completes their actions, the opposing team can select one member to act. To enhance the cinematic feel, this could be the last-attacked character or someone near the last player. Turns alternate between protagonists and antagonists until everyone has had a chance to act. If all members of one group have played, the remaining characters in the other group can act until the round concludes.

Example of Turn Order



Alex, Franck, and Phil are surrounded by monsters. They can't flee, so they will have to fight. The first step of a combat is to roll for the initiative. This test is done with a Quickness test with a difficulty equal to the average rating of the opponents. Alex has a rating of 2 for his initiative, Frank has 1, and Phil has 3. The four monsters have an average of 2, so the group will suffer a disadvantage to their test. They all roll a Quickness test.

Alex and Phil get a successful test and an additional quick action, but Frank failed the test. It's enough to have one member of the protagonists attack first. They choose to have Alex attacking first. One monster is then able to attack just after Alex. After this monster, it's Phil's turn. It's then the turn of one monster. Lastly, Frank attacks a monster. Since there are more enemies than protagonists, all remaining monsters will attack the group. When all protagonists and antagonists are done, a new round begins.

Ambush

Characters can attempt to plan an ambush on their enemies. This typically requires some preparation and strategic positioning to catch unsuspecting opponents off guard. Ambushes are usually narrative scenes that occur before combat. If no group has a plan, the first round proceeds as usual.

Often, every character involved in an ambush must roll a stealth test against the enemy's investigation rating. This allows them to remain hidden until the perfect moment to strike. Additional tests may be used depending on the situation.

A successful ambush grants an advantage to the initiative test. Conversely, if the protagonists are caught off guard, they must apply a disadvantage to their initiative test.

Example of Ambush



Alex, Franck, and Phil are ready to ambush raiders in an abandoned house. Hiding behind furniture, they wait for the raiders to enter the room. Their goal is to surprise the raiders. They need to pass a stealth test against the raiders' investigation skills. If they succeed, they gain an advantage in the Initiative Test, increasing their chances of striking first and gaining a quick action.

Surprise Attack

A surprise attack is a strike against an unsuspecting opponent, often the first in a combat. The attacker must roll a Quickness Test against the opponent's Investigate, but the Game Master can grant an advantage depending on the situation. A success means the attacker caught the opponent off guard and can act during a free round for only this attacker. A failure lets the opponent act instead. If the combatants wish to continue fighting, follow the standard combat rules.

Combat Turn Order

Quickness test against the other group's average Quickness value. If the protagonists have more success, one of them can go first, and then it alternates between a protagonist and an antagonist.

Successful Initiative Test

Gain a Quick Action per round.

Exceptional Effects on Initiative

Gain a Quick Action per round.

Catastrophic Effects on Initiative

Lose a Quick Action per round.
If no Quick Action is available to lose, it gives a Quick Action to an opponent.

Quick Action

Quick Actions are fast and never require a dice roll.

Actions

Each round, a character can perform an action that may or may not involve rolling a die. The following list serves as rule clarifications, not as a limitation on what a character can do. If a character wants to perform an action not listed, the Game Master will determine how to handle it, but they must not prohibit it.

- Aim
- Attack
- Close Combat Maneuver
- Reload Weapon
- Help and Assist
- Full Defence
- Use a Skill
- Power Move
- Access Item
- Extinguish Fire
- Quick Action

Aim

Using this action to aim at a target with a ranged weapon grants the Combat Advantage for shooting with that weapon on the next combat round, provided the character hasn't moved. The weapon should be kept pointed at the target. This advantage can't be stacked. Aiming can be done with one or two hands, depending on the weapon type.

Attack

This action allows you to attack a target. The methods of causing harm depend on the character's approach and the type of weapon used.

- Accuracy opposed by Athletics plus Armor
- Brawn opposed by Athletics plus Armor
- Nimbleness opposed by Acrobatics Skill
- Quickness opposed by Acrobatics Skill
- Explosive is opposed by Athletics plus Armor (no matter the skill used)

In some cases, other skills can cause harm, but this is generally not the norm. The enemy is wounded if the action is successful. Without any special effect, the defender can choose which part of their body is wounded. A wounded location cannot be chosen or wounded again. The type of weapon used in combat determines if it can be wielded with a wounded arm. Obviously, fighting with two arms wounded is impossible, but fighting with one leg wounded is possible.

Unarmed Combat

Unarmed combat is flexible and can be executed using the Brawn skill, which relies on brute strength to deliver powerful blows. Alternatively, the Nimbleness skill can be used and offers precision strikes. This flexibility extends to using claws that can be used with both skills.

Unarmed combat can be performed with only one healthy leg, but kicking is prohibited. Fists require at least one healthy arm.

Biting

When a human tries to bite an opponent, it's done with a brawn test and a disadvantage. If the opponent is grappled, the disadvantage is removed. Creatures often have larger mouths so they can bite without the disadvantage. Biting can generally be performed without healthy arms or legs, but grappling requires two arms.

Creativity

There are two skills for close combat and two for firearms, but these aren't the only ways to fight. Multiple skills can be used to harm someone or something. For example, athletics can be used to push something heavy onto someone's head. In this case, the athletics rating should be countered by acrobatics if the opponent can dodge, or by athletics if the target has no chance to dodge. If someone wants to crash a car into a monster, technicals should be used to do damage. Using a trap should involve survival or technicals for a more complex setup. The system is flexible, and creativity is encouraged for greater variety.

Close Combat Maneuvers

Close Combat Maneuvers are special attacks that don't typically cause wounds but have tactical effects. To perform a close combat maneuver, you must roll a Nimbleness or Brawn test. Unfortunately, you can't use a close combat maneuver against an opponent more than twice your size.

Before rolling the test, choose one of the following options:

- **Choke:** A choke is a submissive move executed on a defenceless or grappled opponent. Successful execution causes asphyxiation, prompting the target to check their "Exhausted" box. If the box is already checked, the target is stunned for the round's duration. This maneuver can be sustained repeatedly. Choking requires two arms.
- **Disarm:** Disarm the opponent by dropping their weapon on the ground a few metres away. The attacker can decide the direction but not the precise place where the weapon will end.
- **Grapple:** Use your two arms to grapple an opponent of the same size or smaller. Once grappled, a character can only attempt to escape using an Athletics test against their opponent's Athletics rating. This test can also allow the grappler to move the grappled opponent at reduced speed.
- **Knockdown:** This move puts your opponent on the ground. Attacking a prone opponent at close range can give you the Combat Advantage.
- **Shove:** Push an opponent about a metre away from you. This can disengage you from the opponent, unbalance them, or even throw them off a cliff. An unbalanced character suffers the Combat Disadvantage, making it difficult for them to dodge attacks until the next round.

Close combat maneuvers require two healthy arms and two healthy legs. Multiple attackers can join forces to execute a close combat maneuver simultaneously. While only one character makes the roll, each involved character can contribute an advantage as the Help and Assist action.

Reload Weapon

Fully reloads any weapon, including taking ammunition from a pouch or belt and inserting it into or onto the weapon. If the ammunition is difficult to reach, another action may be needed. Alternatively, reloading can be done with two quick actions: "Pickup or drop an object" followed by "Draw item or ready weapon". This action requires two healthy arms.

Help and Assist

A character can use an action to assist another, providing an advantage to their action. This action isn't always automatic and may require a test at the GM's discretion. The player must also describe how the character is helping and how their action grants an advantage. To use this action, the character must be close to the one they want to help. While generally only one person can assist, the GM can decide if multiple characters can help simultaneously in certain situations. This action generally requires one healthy arm and one healthy leg.

Full Defence

This action lets the character focus on defence. It can involve taking cover or changing stance during melee combat. It grants a Combat Advantage in avoiding or resisting attacks until the next character's action. However, this action isn't available if there's no way to avoid being hit. It generally requires having one healthy arm and one healthy leg.

Use a Skill

Perform a task that demands a skill test. This action generally requires having one healthy arm and one healthy leg, but it can depend on the skill used.

Power Move

The Power Move lets you move quickly and farther by using up your character's Action. You can move up to two zones in a straight line. This move can be combined with the movements allowed by a quick action if you want to maneuver around before or after entering a new zone. You can execute these moves at the start or end of your turn, or you can break them up between quick actions. If a test is needed to determine if a character can reach a certain distance in a round, roll an Athletics test with a difficulty set by the Game Master.

If a character is injured to a leg or something obstructs the terrain, they can only move to an adjacent zone. Additionally, if multiple penalties or conditions are hindering their progress, they can only crawl one metre per round.

Moving through foes

Navigating through an enemy in a narrow hallway demands a successful acrobatics test against the target's acrobatics. Failing the test halts the character's movement for the round.

Difficult Terrain

Rough terrain, with small obstacles or tight corridors, restricts movement. This limits movement to adjacent zones, rather than moving two zones.

Access Item

This action lets you retrieve an item from a backpack or bag. It's useful when an item's location is inconvenient. For side pockets, a quick action suffices. Generally, one healthy arm is enough, but larger items might require two.

Extinguish Fire



To extinguish a fire on yourself, another person, or nearby, you can roll on the ground, use water, a blanket, or any other method. Be sure to describe how the character is doing since extinguishing fire can be challenging. This action can generally be performed with only one healthy arm.

Quick Action

Quick Action is simpler than normal action, but a character can still use their normal action to perform one. For more information, see the Quick Actions section below.

Quick Actions

Each round of combat, a character should be able to perform a quick action. A success to the Initiative test provides another one. For every exceptional success on the initiative test, a character can gain an additional quick action. However, a catastrophic effect removes the free quick actions.

Quick actions are fast and never involve a dice roll. The Game Master is the final arbiter of what qualifies as a quick action. Quick actions can be performed at any time during a character's round.

Outside of combat, a character is considered to always have a quick action available. If more quick actions are required, an initiative can be rolled even outside of combat.

- Concentrate
- Delay action
- Draw item or ready weapon
- Drop prone or get cover
- Open a door or push a button
- Pickup or drop an object
- Push a button
- Quick Move
- Speak
- Stand up

Concentrate

When concentrating on something, you must expend a quick action every round. This can be to focus on a task while doing another or to maintain an active power.

Concentrating on a power doesn't reactivate it; it simply extends its effect longer. In combat, you don't need to concentrate on a power the round it's activated. However, if you've previously activated multiple powers, you can concentrate on them all in the same round, but it costs one quick action per power.

Outside of combat, you can also concentrate on one or more powers simultaneously.

The cost of a power isn't paid every round when maintaining it. It's only paid when the power is activated and at the start of every encounter if it's been maintained for many rounds.

Interestingly, concentrating is possible even with a head wound.

Delay Action

It's possible to prepare for an upcoming action and delay it's own action. This process involves a quick action to get ready and the character must still have their action available. This quick action ends the current character's turn but allows the character to use it's remaining action and quick actions later. The character can then interrupt another character's turn to do it's action and remaining quick actions.

This quick action is often used against flying enemies that descend, attack, and then fly away. A ready character can react during an enemy's action just before the attack. Of course, the Delay Action quick action must be used before the enemy's turn.

Draw Item or ready weapon

Draw an easily accessible item, like a pistol from a holster or a small object from a backpack's side pocket. Getting something from the main pouch requires a full action.

This quick action lets you load ammunition into a drawn and ready weapon. Combined with "Pickup or Drop an Object", you can reload a weapon in two quick actions instead of one.

The number of healthy arms needed to draw or ready an item or weapon depends on how many hands are required to use it.

Drop Prone or Getting Cover

Dropping prone or getting cover if there are obstacles to get behind nearby.

One healthy leg can be required if some movement is required to get to cover.

Open a Door or Push a Button

A quick action can allow you to open or close an unlocked door. It can also allow the character to interact with a button or lever. A healthy arm is needed to open a door or push a button.

Pickup or Drop an Object

Pick up an object nearby or simply drop one. Throwing an object can be done if precision is not important, but a full action should be used if it targets something and a test is required.

This quick action is also the first step in reloading a weapon, which can also be done with two quick actions. Following it with the "Draw Item or ready weapon" quick action allows reloading without using an action. Typically, one healthy arm is needed to pick up an object, but heavy objects may require two.

Quick Move

A character can move using a quick action, which can only be used once per round. This action allows the character to move around a zone or to an adjacent one. They can execute these movements at the start or end of their round, or even break them up between actions and other quick actions. However, if a character is injured to a leg, they can only move around a zone or barely reach another zone in a straight line. Additionally, a character suffering from multiple penalties or conditions that slow movement can only crawl about 1 metre when using a quick action. Furthermore, no test is allowed during a quick action, so the character can be blocked after a few steps if an action and a test are required. For example, to cross an obstacle, a Power Move must be used.

Difficult Terrain

Rough terrain, with small obstacles or tight corridors, restricts movement. This limits movement to circling the zone or travelling in straight lines.

Speak

A few sentences require a dedicated quick action, while a few words can be conveyed through any action or quick movement.

Stand Up

Standing up is a quick action. It requires one healthy leg to stand up.

Causing Harm

Harm can be inflicted through attacks, but also outside of combat. The mechanics are the same, and a successful test inflicts a wound.

If the harm is caused by a player's character, it's strongly recommended they take the test.

The opposed rating for difficulty can vary depending on the situation. If harm can be avoided, the Acrobatics skill can be used to dodge the damage. For example, when using the Nimbleness skill, the opposed rating for difficulty should be the Acrobatics rating of the opponent. If the harm is difficult to dodge, the Athletics skill rating, with or without armour value, should be used. This is the case when the attacker uses the Brawn skill.

The player controlling the wounded character can choose the location of the wound. This represents the character trying to protect themselves by putting a limb in harm's way to protect a more vital one. However, if the harm is caused by a fall or a very specific situation, the Game Master can decide the location of the wound.

Harm's Exceptional Effects
The attacker can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.
The attack caused a critical wound. The defender chose the location among those not already wounded.
Two Exceptional Effects can be used to choose a Critical Wound location.

Remember that those exceptional effects are just suggestions.

Here are some suggestions for Catastrophic Effects.

Harm's Catastrophic Effects	
1	The attack was very noisy.
2	Backpack's straps break.
3	Become exhausted.
4	Character loses a Quick Action.
5	Create an opportunity for an opponent.
6	Fall out of balance on the ground.
7	Give an exceptional effect to the opponent.
8	Hurt an ally.

Harm's Catastrophic Effects	
9	Hurt yourself.
10	The quality of your weapon degrades.
11	Weapon jam
12	You drop an item you are holding in your other hand, like a flashlight.
13	You drop your weapon.

Preventing harm

A test can be rolled to prevent harm. As always, only one test is rolled for an action, replacing the test for causing harm. When an opponent attacks a protagonist, the Game Master should generally not make the attack test but let the player roll an Acrobatics or Athletics test against the opponent's attack rating.

If the harm can be avoided, the Acrobatics skill can be used to dodge, generally opposed by the Nimbleness skill. If the impact is difficult to avoid, the Athletics rating, with or without armour value, should be used to resist the damage. The opposing value can be the Brawn skill or the value from a fall. A success prevents the wound in both cases.

Quickness is opposed by Acrobatics. It represents the target moving around to make it difficult for the shooter. It doesn't represent a target trying to dodge when the bullet is fired.

It's generally difficult to think of Exceptional Effects for defensive tests, so the easiest way is to find Catastrophic Effects for the opposition. Here's a list of catastrophic effects for the defender:

Defender's Catastrophic Effects
The attacker or Game Master can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.
The situation caused a critical wound. The defender chose the location among those not already wounded.
Two Exceptional Effects cause a Critical Wound to a location chosen by the attack or the Game Master.

Advanced Combat

Call Shot

It's possible to target a specific part of an opponent or object. An attacker must add a Combat Disadvantage to their attack test. If successful, the attacker can choose a non-critical location for the wound. This action is unavailable if the attacker already suffers a Combat Disadvantage.

Coup de Grâce

When attacking a dying or unconscious opponent, you can perform a Coup de Grâce and kill them without rolling any dice. This attack is only effective outside of combat when time is not a concern.

In combat, if the target is dying or unconscious, it grants the Combat Advantage or the Game Master can rule that the attack causes a wound without a test.

This action is at the Game Master's discretion and should not disrupt the story. Remember, if it works for the antagonists, it should also work for the protagonists.

A Coup de Grâce can be applied to a sleeping opponent, and the kill should be automatic. However, reaching the victim without waking them should be difficult.

It's also possible to use a gun to the head or a knife to the throat. These attacks don't usually require a roll in most situations. Regardless, the target should be unable to defend themselves. These attacks are generally part of the narrative and not part of combat. If the target can't dodge the attack, the bullet will likely cause wounds to the targeted area. These wounds should be part of the narrative as well. These attacks are critical and lethal, so multiple wounds and conditions can be inflicted. The Game Master should decide the exact details of the damage to make the scene as critical and impactful as possible.

Generally, at least one healthy arm is required to perform a Coup de Grâce, but this can vary depending on the type of attack.

Counting Munitions

Survival's Rule #5

Just like sharks, if you stop moving, you will die..

Advanced Combat

Call Shot

Causes a Combat Disadvantage to hit the target.

Getting Cover

Grants a Combat Advantage.

Counting bullets and ammunition can be tedious and monotonous in many games, but in Antagonists, every bullet truly matters. Each fired bullet draws monsters and enemies, making it a calculated risk for the protagonists. Additionally, the limited ammunition used in combat prevents the exercise from becoming repetitive.

Explosives

Explosives have a default blast radius of short range, typically 5 metres in all directions. They cause significant damage and injury to everything within the zone or room. Explosives are extremely loud and create considerable destruction and mess. If thrown, a test should be conducted to ensure the explosive lands in the intended location. Regardless of the skill used for the attack, explosives are always resisted by Athletics and Armour.

Grenade Mechanics

To simplify, a grenade that misses its target explodes in an empty space, causing no harm to the target but damaging everything nearby. A successful test ensures the explosion occurs precisely where intended, damaging everything in the designated zone. However, if the roll results in a Catastrophic Effect, the grenade bounces back near the thrower or slips from their hand, potentially harming everyone in the vicinity.

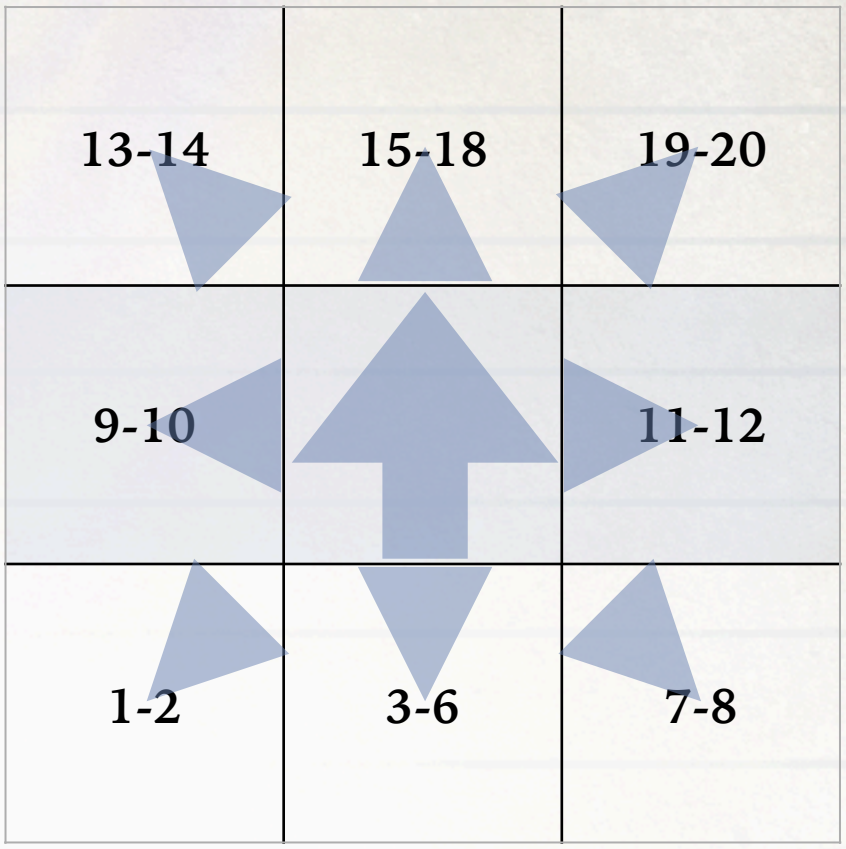
Grenades explode after three seconds. The explosion should be managed at the end of the round, providing enough time to take cover or even catch the grenade and throw it back. A sleight of hand test is required to catch the grenade without slipping, followed by a Nimbleness test to throw it effectively.

Additionally, it's possible to "cook" a grenade to reduce the detonation time. This requires a quick action to let the fuse burn slightly, ensuring the grenade explodes upon impact.

Optional Grenade Scattering

The following mechanic is intended to add dramatic elements to the game but will slow down your game and force you to check the following table.

When a projectile like a grenade miss is targeted, roll a 20-sided die and check in which directions the projectile scatters on the ground. The grenade will bounce to the nearest zone in that direction.



Firing Modes

Some firearms and weapons allow shooting multiple projectiles in the same round.

Burst Fire: Burst fire mode causes a disadvantage in the attacking test due to the weapon's recoil. This recoil can be mitigated with certain equipment. Burst fire uses three bullets and grants the Blast feature. The feature allows the use of Exceptional Effects to cause more wounds.

Full Automatics (FA): Firing in full automatic mode expends 20 bullets or a full magazine, whichever is smaller. The extreme recoil causes two disadvantages. Additionally, this attack adds the Blast feature. This attack also grants an automatic Exceptional Effect on a successful test.

You can also use the Full Automatics mode for suppressive fire. This allows you to fire in a direction without aiming, just to ensure no one escapes cover. However, it costs 20 bullets and will attack any target, friend or foe, getting in the way until your next turn.

Getting Cover

Being behind cover provides an advantage to an Athletics test when resisting damage. Conversely, attacking someone behind cover imposes a disadvantage on the attack. This also affects the potential body part hit, making some harder or even impossible to target. Players and the Game Master should collaborate to determine which parts can or cannot be attacked if some are hidden or blocked.

A miss attack on a character behind cover generally damages the cover. Check the session Destroying Structures in this chapter.

Some types of damage can bypass cover, while others may be too weak to pass through. The Game Master will have to make the final judgment on this matter.

Generally, one healthy leg is required to move to cover.

Human Shield

A grappled human can serve as a shield, offering the same advantages as other covers in resisting attacks. As a simple rule, if an attack fails, the human shield takes the wound instead. However, if this situation is crucial to the story, additional tests can be conducted, and the human shield's statistics can be used for a more realistic resolution. Grappling someone requires two healthy arms and legs.

Special Damage

Acid

Acid effect is typically used as normal damage, but if the target has armour and hasn't been destroyed yet, the attack should first target the armour. A successful attack will reduce the armour's protection instead of causing a wound. The acid will reduce the armour value by the number of dice associated with the acid power. Once the armour is destroyed, it no longer contributes to resistance. Monsters or creatures with thick skin can also be considered armour and are destroyed by acid. When armour is destroyed, acid functions like any other damage type, causing wounds. For large surfaces, the Game Master can decide that multiple acid attacks are needed to completely destroy the armour.

Bleeding

The bleeding effect can generally be triggered by a sharp weapon and an Exceptional Effect, or it can be triggered by a narrative event. When it occurs, the character typically suffers a wound and loses a significant amount of blood. The blood can be tracked on the ground, and some creatures can even smell it. However, the Bleed effect cannot be applied multiple times.

Feature: Bleed

Burn

The burn effect creates one wound per round until the fire is extinguished. This wound is unavoidable and occurs at the end of the character's turn. An Extinguish Fire action can stop the recurring burn, either by the character themselves or another character. Fire attacks generally cause a wound when applied. The recurring burn effect cannot be applied multiple times. Fire also produces light and can spread.

Feature: Burn

Cold

The cold effect is generally insidious, initially causing no direct harm. Its effects vary based on temperature, manifesting at different intervals. The Game Master should warn players if a character begins to feel cold. Once the interval ends, the character must perform an Athletics test to resist the cold's influence. A failed

Special Damage Effects

Falling

Athletics test with 1 Disadvantage per meter after the third.

Resisting Poison and Toxin

Athletics test against poison or chemical damage

test results in Exhausted and Privation conditions at the end of a round, encounter, or scene, depending on the cold level. Falling into frozen water accelerates the process, potentially leading to death quickly. If a character fails another test and the Privation box is already checked, a normal wound to any location must be added and also the Unconscious condition. Cold-induced wounds aren't healed by returning to normal temperatures; only Privation can be alleviated by warmth.

Here's a simple chart to illustrate how temperature affects cold effects. Don't worry about precise temperatures; use this table as a guideline.

	Temp.	Difficulty	Interval
Cold	10 Celcius	1 Advantage	Every Chapter
Frosty	0 Celcius	-	Every Scene
Freezing	-20 Celcius	1 Disadvantage	Every Encounter
Glacial	-40 Celcius	2 Disadvantages	Every Round
Water	0 Celcius	3 Disadvantages	Every Round

Electrical

High-voltage electrical effects cause a critical wound, but an Athletics test can prevent it. While armour generally doesn't prevent this damage, certain situations can mitigate it. For example, metallic armour imposes a disadvantage on a test to resist the damage and doesn't provide a defence. Failing to resist the damage results in a stun condition for a round. Electricity travels well in water, and electrical discharges can spread to other targets. Lightning causes damage to everything at short range of the impact.

Feature: Stun, Critical

Electrical Disadvantages
In Metallic Armor
In Water

	Difficulty
Car Battery	1 Disadvantage
House Outlet	3 Disadvantages
Distribution Transformer	6 Disadvantages
Lightning	9 Disadvantages

Slippery

The slippery effect can generally be caused by oil, ice, or marbles on the ground, or by unstable or moving ground. An acrobatics test may be required to avoid a fall. Typically, only one test is needed in a round to prevent falling. If the test fails, the character falls prone. Falling to the ground doesn't cause a wound unless the ground is covered with sharp objects.

Feature: Knockdown

Electrical Disadvantages
Ice, Marbles, Oil
Moving or unstable ground

Asphyxia

When a character is drowning or breathing thick smoke, they begin to suffocate.

Holding Breath

A character can hold their breath for a few seconds or even minutes. An Athletics skill roll can determine if they can hold their breath long enough to resolve the situation. The exact duration isn't usually crucial, and the difficulty level should be decided by the Game Master based on the narrative. The test should be rolled every minute or every round. If the test fails, the character is not able to hold their breath and begin to suffocate and suffer from those conditions, one per round. The character starts with the Exhausted condition, then moves to Privation if checked, then the Unconscious and finally to Dying.

Having a gas mask prevents any negative effects from gas.

Disadvantage Modifiers
Cold or hot temperature
Making an effort
Per additional round
Wearing heavy equipment

Falling

You can resist falling damage with an Athletics test. A disadvantage is added for every meter fallen after the first three. For example, a story is about three meters, so a test with no modification is needed when falling from the roof of a small house. The difficulty can be increased if the ground is uneven or has rocks. A fall from less than a story can be done with an advantage.

When a character suffers wounds from a fall, the Game Master can specify the location. Legs are often the first to be injured, but this isn't always the case, depending on how the character felt.

Falling also has the Blast feature, so Catastrophic Effects cause additional wounds. Remember, when rolling more than five dice during a test, any Exceptional or Catastrophic effects are automatically added.

If the fall is from very high, the fall should simply kill the character and no roll is required.

Feature: Blast

Fall Disadvantages
Per meter after the third

Poison, Toxin, and Addiction

An Athletics test can help resist poisons, toxins, chemicals, and venom. Depending on the strength of the toxin, disadvantages can be applied. However, armour value isn't added to the test. If a character fails the test against a poison or toxin rating, they must check the "Infected" box, but they can still suffer additional wounds and conditions from catastrophic effects.

Becoming Addicted

Using an addictive substance can lead to addiction. At the end of each chapter where the character consumes the substance, they must roll an Athletics test for the addiction. A failure results in addiction.

	Difficulty
Alcool	-
Soft Drugs	1 Disadvantage
Cigarettes	2 Disadvantages
Hard Drugs	3 Disadvantages

Addiction

Someone addicted to a substance must consume it every scene, or they'll experience the Privation condition.

Withdrawal from Addiction

It's possible to overcome an addiction by successfully completing a chapter without using the substance that caused it. This is done by passing an Athletics test at the difficulty level of the substance. If the character fails, they must retry the process on a different chapter. If the addiction originated from a starting hindrance, the Game Master should suggest a new one to replace the old one.

Survival's Rule #2

Loot everything you find.

Health and Wounds

Getting Wounds

During game sessions, a player's character will likely sustain wounds. When this occurs, the player must check a wound box to indicate the wound's location. If the Game Master or a precise mechanic doesn't specify the wound's type or location, the player can choose which box to check on their character's sheet. This represents the character attempting to protect themselves by blocking an attack with their arms or legs. A wound's location can only be checked once, so an attack at the same spot will cause a wound to another location chosen by the player or the Game Master.

There are two types of wounds: "normal" and "critical". When receiving an unspecified wound, the player can choose a "normal" wound over a "critical" one, since it's often more strategic to do so.

Note that a powerful attack to a critical location doesn't automatically result in death. For example, a bullet can hit a target's head without instantly killing them. The bullet may only scratch the head, causing a concussion.

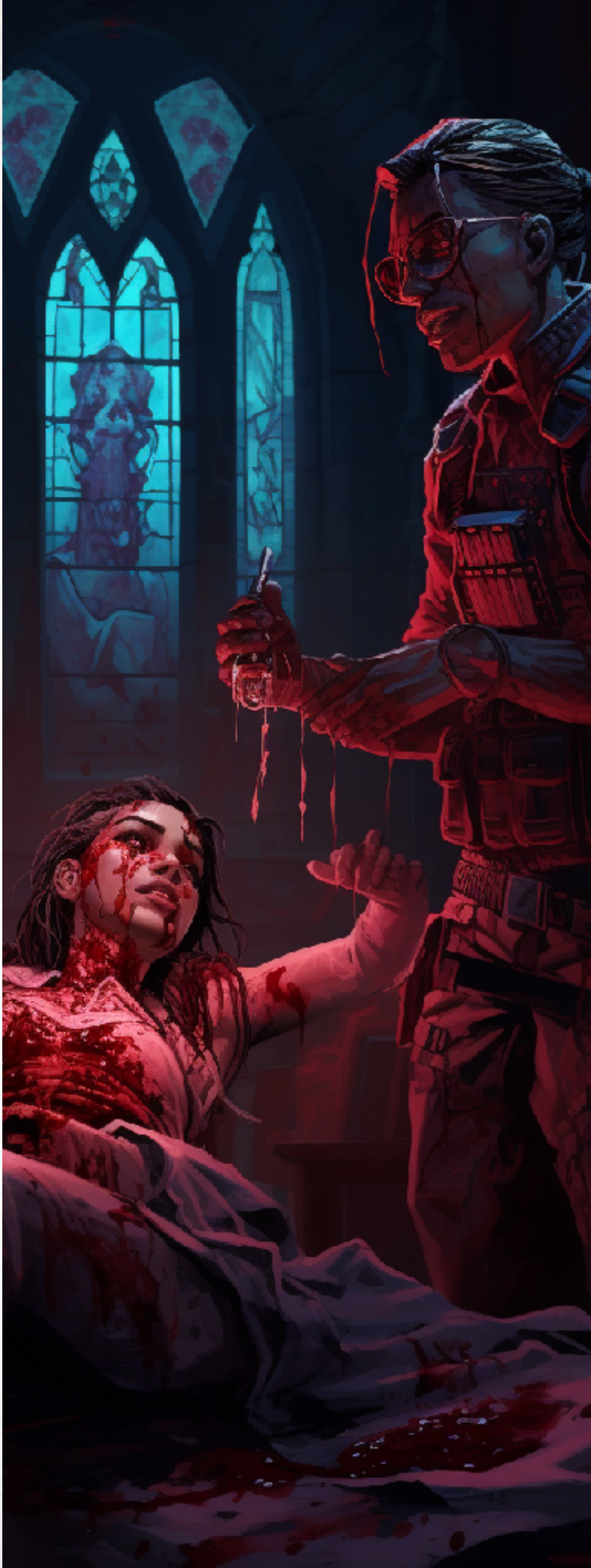
After checking the wound box, the character must make a Health test.

Health Test

When you get a wound, a health test is required. Instead of using a skill, your rating is fixed at 5. This value applies to all humans.

Health Rating	
Rat	2
Cat	3
Dog	4
Human	5
Horse	6

During the test, any wound provides a disadvantage. Therefore, when a character receives their first wound, they roll four dice. Additionally, the Bleeding condition is a special condition that also counts as a wound for the Health test.



Health Disadvantages
Bleeding
Per Wound

A catastrophic effect on the test causes the dying condition.

Catastrophic Effect
Dying Condition

On a success, nothing happens. However, if a failure occurs and the character does not have a wound to the vital organs, they fall unconscious and must check the Unconscious Condition on their character sheet. The character will automatically wake up at the end of the encounter, but they can be roused earlier with the right equipment. If the character has a critical wound to the vitals, they'll fall unconscious and enter the Dying Condition. Failing the test with the Dying Condition results in the character's death.

Example of Health Test



Alex receives a wound, and their rating is 5, as for all protagonists. This wound results in a disadvantage, so the test must be rolled with four dice, and the highest result must be used. At this point, the risk is minimal.

She's then getting a second wound, so it requires another test. The rating remains 5, but this time, the test faces 2 disadvantages (1 per wound). Consequently, only 3 dice need to be rolled, and the highest result is retained. She failed the Health test, so the trauma is too much, and she falls unconscious.

Wounds

Here's a list of all the wounds a human character can sustain. The effects apply when the player checks the wound on their character sheet. Some are "normal", while others are "critical".

One Arm Wounded

The arm is wounded and cannot be used anymore. If an object is held in that arm, the object is dropped. Actions requiring two hands or arms are now impossible. In rare situations, if the story requires it, the Game Master can allow a test to manipulate something with the wounded hand but with a disadvantage. This wound affects mostly all Physical and Action Skills. Objects can be picked with the other arm if they are not too heavy.

Temporary Effects: Drop Object

Permanent Effects: One arm unusable.

Recovery: Normal wounds heal in one hour with a First Aid action. Natural healing is also an option. For more information, see the section on healing.

Two Arms Wounded

Actions requiring a hand or arm are impossible. Wounds to these areas severely impact most physical and action skills. Additionally, if an object is held in an injured arm, it's dropped and cannot be picked up again since no healthy arms or hands are available. In rare situations, if the story requires it, the Game Master can allow a test to manipulate something with the wounded hands but with two disadvantages.

Temporary Effects: Drop Object

Permanent Effects: One arm unusable.

Recovery: Normal wounds heal in one hour with a First Aid action. Natural healing is also an option. For more information, see the section on healing.

One Leg Wounded

One leg is injured and unusable, slowing the character down. Outside combat, they move at half their speed. Their Power Move allows them to move to the adjacent zone, while their quick move lets them move in a straight line to an adjacent zone or within a zone. Physical skills requiring leg use are nearly impossible. If the Game Master allows an action with only one leg, the test suffers a disadvantage.

When the wound is suffered, it causes the character to go prone since half or more of their legs are wounded, but standing up is still possible with the other leg.

These rules also apply to creatures with multiple legs if half their legs are wounded.

Temporary Effects: Fall prone

Permanent Effects: Movement slowed down, Physical Disadvantage.

Recovery: Normal wounds heal in one hour with a First Aid action. Natural healing is also an option. For more information, see the section on healing.

Two Legs Wounded

Movement is now limited to crawling about a metre per round. Physical skills are completely incapacitated. This wound causes the character to go prone, making standing up impossible.

Temporary Effects: Fall prone

Permanent Effects: Crawl, Physical Disadvantage.

Recovery: Normal wounds heal in one hour with a First Aid action. Natural healing is also an option. For more information, see the section on healing.

Thorax

This location is near vital organs, causing significant stress on the body. It disrupts the respiratory system, preventing the character from sprinting and resulting in a disadvantage for all effort tests.

Temporary Effects: None

Permanent Effects: Cannot Sprint, Disadvantage to Effort tests.

Recovery: Normal wounds heal in one hour with a First Aid action. Natural healing is also an option. For more information, see the section on healing.

Vitals (Critical)

The vital organs have been damaged, causing extreme pain. The character is now on the brink of death. Failing a health test results in unconsciousness and the dying condition.

Temporary Effects: None

Permanent Effects: Failing a Health test causes the Unconscious and Dying conditions.

Recovery: Recovery from critical wounds can be achieved through a four-hour surgery, or naturally, but it takes longer. For more information on healing, see the relevant section.

Abdomen

A wound to the abdomen is extremely painful and can cause the character to fall unconscious if they continue moving. Every hour, or after every encounter, the character must check the Unconscious box if they've used an action to move (not a Quick Action) or are involved in combat. This Unconscious condition must be checked at the end of each encounter and apply to the next one.

Temporary Effects: None

Permanent Effects: Health test at the end of every encounter if doing actions.

Recovery: Normal wounds heal in one hour with a First Aid action. Natural healing is also an option. For more information, see the section on healing.

Pelvis

This wound causes vomiting, shortness of breath, and exhaustion. If exhaustion is already checked, privation must be assessed instead. If privation is also checked, the dying condition must be checked. The other conditions can be healed independently of this wound.

Temporary Effects: Cause the Exhausted condition

Permanent Effects: None

Recovery: Normal wounds heal in one hour with a First Aid action. Natural healing is also an option. For more information, see the section on healing.

Head (Critical)

A head wound is a serious injury that stuns the character and significantly impairs their mental abilities. This results in a disadvantage on all mental tests. If your character sustains this wound, they fall to the ground, stunned for one round.

Temporary Effects: Prone and Stunned.

Permanent Effects: Mental Disadvantage.

Recovery: Recovery from critical wounds can be achieved through a four-hour surgery, or naturally, but it takes longer. For more information on healing, see the relevant section.

Eyes (Critical)

Your character is blind, so actions requiring sight are impossible. If the Game Master permits otherwise, a disadvantage applies to authorized tests. The blindness is healed when the eye wound heals.

Temporary Effects: None

Permanent Effects: Blindness

Recovery: Recovery from critical wounds can be achieved through a four-hour surgery, or naturally, but it takes longer. For more information on healing, see the relevant section.

Conditions

Conditions Summary	
Condition	**Penalties**
Bleed	Privation condition at the end of the next encounter and the others.
Infected	-1 Quick Action, Disadvantage on all tests
Exhausted	-1 Quick Action
Privation	Disadvantage on all tests
Unconscious	Prone to wounds
Dying	Death at the end of the scene

Bleed

The character loses a significant amount of blood, creating a blood trail that some creatures can track or smell. This condition qualifies as a wound but doesn't trigger a health check. The condition can't be applied multiple times, even if the character suffers multiple attacks with the bleed effect. If the character isn't properly bandaged, the Privation condition should be added at the end of the next encounter. Additionally, if another scene ends with the bleeding condition, the Infected condition must be checked.

Temporary Effects: None

Permanent Effects: Privation condition at the end of the next encounter. The Infected condition at the end of the next scene.

Recovery: To stop the bleeding, a character can perform a Knowledge test without modifications and apply some bandages or use a first aid kit dose. A



failed test results in the Infected condition. While a clean bandage is ideal, any cloth will suffice, but it comes with a Disadvantage due to its susceptibility to infection. This test requires an action.

Infected

Your character is infected with a poison, toxin, or disease. This condition also applies to the "Dying" condition at the end of the next scene.

Infection typically presents with various symptoms, such as fever and chills, chest discomfort, shortness of breath, confusion or dizziness, cough, nausea, vomiting, or stomach pains, headaches, sweats, tiredness, and body aches. These symptoms severely hinder the character's actions, causing a disadvantage to all their abilities.

During combat, the character loses a Quick Action. This Quick Action is usually lost due to the cumulative effects of the infection's symptoms. If the character doesn't have a Quick Action available for their turn, they lose their normal action.

Suffering this condition through another source instantly triggers the "Dying" condition. However, being infected multiple times by the same poison doesn't lead to a faster "Dying" condition.

Temporary Effects: None

Permanent Effects: -1 Quick Action, Disadvantage on all tests.

Recovery: Recovery from this condition can be achieved through antitoxin or medication administration. Some infections and diseases require a common antitoxin or medication, while others necessitate a rare one. A successful knowledge test, without modification, is needed to determine the correct dose.

Exhausted

This condition can be caused by excessive effort, sleep deprivation, or intoxication from alcohol, drugs, or chemicals. Symptoms include discomfort, fatigue, dizziness, weariness, coughing, difficulty breathing, eye pain, nausea, or vomiting.

During combat, a character loses a Quick Action every round. This loss is usually due to dizziness, coughing, or vomiting. If a character doesn't have a Quick Action available for their turn, they lose their normal action.

Suffering this condition a second time causes the Privation condition.

Temporary Effects: None

Permanent Effects: -1 Quick Action.

Recovery: This condition typically resolves with a one-hour rest or minimal physical activity during an encounter.

Privation

This condition occurs after three days without water or seven days without food. Extreme cold, heat, or a lack of air can also trigger it. Furthermore, an exhausted character will develop this condition if they become more exhausted. Gaining this condition again causes the Unconscious condition. Suffering from privation results in a disadvantage on all tests.

Temporary Effects: None

Permanent Effects: Disadvantage on all tests.

Recovery: Recovery involves a full night's sleep, adequate food and water, a mild temperature, and fresh air.

Special Conditions

Unconscious

Your character falls unconscious and remains so until the encounter concludes. An unconscious character is unable to perform any actions or movements. If they regain the Unconscious condition, they instead suffer the Dying condition.

Recovery: This condition automatically disappears at the end of an encounter. However, a medical test without modifications can prematurely wake the character.

Dying

Your character is dying and succumbs to the unconscious condition when it occurs. They'll wake up after an encounter but remain dying. If they're not helped, they'll die at the scene's end or the day. Death means the end.

Your character appears weak, and everything becomes an effort. Hiding this condition is nearly impossible.

Failing a Health test while suffering from this condition results in permanent death.

Health and Wounds

Natural Healing

After a good night's sleep of 8 hours,
Athletics Test to heal a wound.

First Aid

1. Apply one dose of First Aid Kit.
2. Takes 1 hour for the Patient and Healer.
3. Determine the number of normal wounds to heal.
4. Knowledge test at the end of the rest.
   - Apply one Disadvantage per wound after the first.
5. Heal the number of normal wounds.
6. The patient cannot be healed again for the next 1 hour.

Surgery

1. Apply one dose of Surgery Kit.
2. Takes 4 hours for the Patient and Healer.
3. Determine the number of critical wounds to heal.
4. Knowledge test at the end of the rest.
   - Apply one Disadvantage per wound after the first.
5. Heal the number of critical wounds.
6. The patient cannot be healed again for the next 4 hours.

Stabilizing a Dying Character

No test required, but someone must attend to the patient for all the scene.
Knowledge test if the patient is improperly moved or hurt.

Recovery: This special condition can be treated like a critical wound through surgery. For more information, see the section on healing.

Status

Status Summary	
Status	**Penalties**
Blinded	Can't see for a round
Burning	One wound every round.
Deafened	Can't hear for a round
Grappled	Can only try to escape
Prone	Move 1 meter per round
Stunned	Can't do anything
Unbalanced	Disadvantage to dodge

Blinded: The character cannot see anything.

Burning: The burn status creates one wound per round until the fire is extinguished. This wound is unavoidable and occurs at the end of the character's turn.

Defeated: The character cannot hear anything.

Grappled: Once grappled, a character can only attempt to escape using an Athletics test against their opponent's Athletics rating.

Prone: The character is prone. Moving around is limited to one meter per round. A prone character gains an advantage to avoid being hit at long range.

Stun: Stunned characters cannot do anything for a round.

Unbalanced: This descriptor happens when a character is on an unstable surface, like jumping on a table or a piece of furniture. An unbalanced character moves slower, and an acrobatics test might be required if they're on the edge of a cliff. Additionally, they suffer a disadvantage to all their dodge actions.

Role Playing Wounds

Every wound has mechanical effects on the character, but the player also needs to consider how the character's wounds influence their actions. While rules provide guidance, it's up to the player to think about what a character with a specific wound can and can't do. Wounds are often accompanied by pain and

minor bleeding. For example, a character with an injured arm can't use it and may be limited in other actions, even if the mechanical effects don't directly hinder them.

After being wounded, the character must tend to their injuries. This can be as simple as applying a splint to a leg or a bandage to a cut. Generally, tending to a wound takes one action. Unattended wounds are painful and can't be forgotten by the character. If the character has time to care for their wounds after being hurt, these actions can be considered automatic. However, if the character doesn't have the time or basic supplies, the situation can worsen. Any unattended wound will worsen and potentially cause another wound during the next encounter.

Non-Lethal Damage

Non-lethal damage functions like regular damage, but it never affects vital organs. Unarmed attacks always deal non-lethal damage, while blunt weapons can also cause it, but the attacker must specify this when attacking. Bladed weapons, however, cannot be used as non-lethal.

Resting and Natural Recovery

Resting

A character needs at least 6 hours of sleep daily and 2 hours of relaxation, totalling 8 hours of rest. Eating at least one meal per day and drinking is also required for rest. This breaks the exhausted and privation conditions in most of the cases and allows for potential healing.

Conversely, not sleeping and resting for at least 8 hours a day, or not eating and drinking results in the privation condition. In a safe environment without survival struggles, this can be reduced to 4 hours of sleep and 2 hours of rest.

Natural Healing

After a good night's sleep, a meal, and water, a character can heal a normal wound with a successful Athletics test. The player can choose which normal wound is healed. Critical wounds can also be healed in this way, but only if there are no remaining normal wounds. The bleed condition cannot be healed this way.

Natural Healing Advantages
In a clean place

Nature Healing Disadvantages
In a dirty place or outdoor

Exceptional effects heal additional wounds, while catastrophic effects prevent the next opportunity for natural recovery.

Healing Actions

First Aid and Surgery

Wounds can be healed using the Knowledge test and some time for recovery. Two options exist: First Aid or Surgery.

First Aid, typically administered with a single dose of a First Aid Kit, takes one hour and can only heal normal wounds. After being healed with First Aid, the patient cannot be healed again for the next hour.

Surgery, performed with a Surgery Kit, takes four hours and can heal critical wounds. After being healed with surgery, the patient cannot be healed again for the next four hours.

First, a dose of the appropriate kit is administered to each patient, depending on the type of wound. After applying the kit's dose, patients must be attended to for at least an hour for First Aid or four hours for surgery, avoiding movement and stressful activities. During this time, neither the patient nor the healer can perform other actions. If a wound is sustained during this period, the healing process is lost.

After the First Aid or the Surgery, the healer must roll the Knowledge test to determine success. The healer can determine the number of wounds of the same type they want to heal; it will determine the difficulty. A disadvantage is incurred for each wound healed after the first. Attending multiple patients incurs an additional disadvantage. The kit's dose is used regardless of the test result.

The dying condition requires surgery to be removed and is considered a critical wound for the healing process.

Applying the test to oneself incurs a disadvantage.

Healing Advantages
In a hospital or a clean place.

Healing Disadvantages
Attending to multiple patients
Heal applied to self
Improvised First Aid Kit with rags and splints
Improvised Surgery Kit
In a dirty place or outdoors.
Patient moved during the rest.
Per Wound healed after the first.

On a success, the targeted number of wounds heals. A failure results in no healing. An exceptional effect heals an additional wound, while a catastrophic effect creates a new normal wound. Healing requires tools, and a first aid kit or surgery kit are the best options. In emergencies, other tools and equipment can be used, but they come with a Disadvantage. For example, a first aid kit's dose can be used with a Disadvantage for surgery, and the tools and equipment used should be destroyed afterward. Attending to someone requires at least one healthy arm.

Example of Healing



Phil is critically wounded, with a severe head injury, a leg wound, and a wound to his arm. Frank wants to heal him so he can fight again. Frank has two options: heal the arm and leg with a Disadvantage, using one dose of the First Aid Kit and lasting an hour, or heal only one limb to avoid the Disadvantage, also using one dose and lasting an hour. However, healing one limb will prevent him from being healed for the next hour.

If Frank wants to heal the head, he can perform a Knowledge test with a Surgery Kit. Since it's only one wound, he won't suffer a Disadvantage. However, Frank only has a First Aid Kit and no Surgery Kit, so the test will apply a Disadvantage. Healing the head will take four hours, and he won't be healed again for the next four hours.

Movements

Here are the rules for character movements. Generally, characters don't need to pass a test for climbing, jumping, or swimming. Tests are only required in stressful or dangerous situations.

Walking and Running

Movements are managed using zones, not meters or fixed distances. A zone is roughly the size of an average room in a house. When describing an environment, every room or logical location is a zone.

When designing a map, the Game Master can use walls or natural separations to define these zones. They can merge two small rooms or split a large one into two if necessary. The key is that all participants use the same zones.

Within a zone, a character can generally interact with everything in it and with adjacent zones at "Short Range".

During combat, a character can move within a zone and to an adjacent zone using a Quick Action. They can also sprint across an adjacent zone and reach another zone with a normal Action.

Movements are governed by zones, regardless of whether a character is running or swimming.

Since zone sizes vary, the Game Master can ask for a test to reach a specific distance within a certain time. A Quick Action (Quick Move) test typically uses the Acrobatics skill, while an Action (Power Move) test uses the Athletics skill.

For example, the protagonists hear monsters approaching a hallway, and decide they must close the door before the monsters enter. The door is at the far end of the next room, but there's no direct path. The Game Master allows the protagonists to try to close the door in time, but requires a successful Athletics test.

Sprinting

Sprinting with a backpack is challenging. The paths are rarely straight and free of obstacles. After the run, you'll need to complete an Effort test. More about effort tests later in this section.

Climbing

Each round, a character must perform an Acrobatics roll to climb. They can generally ascend up to three metres per round. Surface difficulty also plays a role; climbing a wall is more challenging than navigating a tree with many branches. Additionally, some surfaces without holds are simply impossible to climb without the proper equipment. Advantages and disadvantages are added only once, regardless of the total metres climbed.

Advantage Modifiers
A lot of climbing holds
Assisted climbing
Not wearing equipment
Repelling
Slow Climbing (1 meter per round)
Using superior gear

Here are some suggestions of Disadvantages:

Disadvantage Modifiers
Fast climbing (6 meters per round)
Flat wall
Heavy load
Negative slope
Slippy or wet
Using inferior gear
Very high

In some cases, using a rope and climbing gear can give an advantage to the roll, but in others, a rope is simply necessary to attempt the action. In those situations, the rope doesn't provide an advantage because it's required.

Failing the roll results in a fall to the ground. Check the Falling section for the damage sustained.

When time isn't a concern and the climber can take their time, all tests can be consolidated into one or a few tests, depending on what will be more dramatic and enjoyable. If the climb isn't particularly dangerous, skip the tests altogether. Climbing a ladder generally shouldn't require a roll unless the situation is stressful.

Climbing requires at least one healthy arm and one healthy leg.

Climbing Fast

Climbing with equipment is incredibly challenging, and doing so quickly is even more difficult. An effort test is often required after the ascent, either upon reaching the summit or upon falling. Failing the test doesn't result in a fall.

Jumping

A long jump requires an Acrobatics test. A failure means the jump was slightly short and didn't reach the target distance. A jump of about 1 metre shouldn't require a test, as it's quite easy for most people. The maximum jump distance for a human is around 9 metres, so that should also be the limit.

The difficulty of a high jump is entirely up to the Game Master and requires an Acrobatics test as well.

Jumping Advantages
Momentum
No equipment
Short Jump

Jumping Disadvantages
Encumbered
Long Jump
Very High

Jumping requires two healthy legs.

Swimming

Swimming uses zones, similar to walking and running. These zones are slightly smaller because swimming is generally slower.

When the exact distance isn't important, swimming should be treated like a test, just like the others. The Athletics rating should be compared to a difficulty determined by the Game Master.

A character with aqua-phobia, a fear of water, will likely drown. Swimming with clothing is extremely difficult and should add a disadvantage to the test. Swimming with a backpack or large equipment is impossible.

Here are some examples of advantages and disadvantages that can be applied:

Advantage Modifiers
Fin
Only swimming suit

Use this list of disadvantages when a character is swimming:

Disadvantage Modifiers
Against the current
Big waves
Clothing and equipment
Shoes or boots

Swimming requires having at least two healthy climbs.

Front Crawl

The front crawl is generally the fastest swimming stroke. Swimming at maximum speed requires an effort test after the effort. Failing this test can be dangerous if the swimmer isn't out of the water.

Slowed

Some penalties can slow a character's movement. For example, a character wounded to a leg will move more slowly. Creatures with multiple legs can also suffer this penalty if half their legs are injured. Obstructed or difficult terrain can also slow movement.

A slowed character suffers from at least 1 penalty.

When travelling long distances, being slowed reduces the generally speed of a group. Check the "Negative Condition to Travel" section for more information.

Penalty	Power Move	Quick Move
None	2 zones	Move around a zone AND move to an adjacent zone.
1 Penalty	1 zone	Move around a zone OR move to an adjacent zone.

Penalty	Power Move	Quick Move
2 Penalties	Crawling 1 meter	Crawling 1 meter

Effort Test

When the Game Master decides, they can ask a player to make an Effort test with the Athletics skill. These tests are typically triggered by certain conditions, but the Game Master can request them at any time.

- The character tries to carry too much weight or a heavy object.
- The character tries to carry a person.
- The character is printing with its equipment.
- The character is swimming.
- The character is climbing.

The Effort test is typically performed when a character attempts to lift a heavy object, or it can be conducted after an action like sprinting or climbing a mountain. These tests are conducted using the Athletics skill without any modifications.

Effort Advantages
Less than 5 Weight of items carried.
No Wound

Effort Disadvantages
Exhausted
Extreme Heat or Cold
Per 5 weight of items carried

A character who fails the test becomes exhausted, falls to the ground, or drowns. They're considered slowed until they recover. The best way to recover is to drop some of their load and rest for an hour. Persisting with the effort requires more tests.

Climbing

Acrobatics test every 3 metres climbed. *Regroup tests if time is not important in the scene.*

Jumping

Acrobatics test. *Some long jumps can simply be impossible.*

Swimming

Athletics test

Concealing Objects

Sleight of Hands test against Investigate

Foraging

Survival test

Hiding

Stealth test against Investigation. *Make the test when someone is looking around and not when the character is getting cover. The Game Master can roll it to keep it secret.*

Special Actions

This section outlines the rules for certain actions your character can perform. While we include many possibilities, remember that a character can do anything they desire, so it's impossible to cover everything. We've tried to keep the rules simple, so they'll work as you expect.

Alchemy

To practice alchemy, a character must have the alchemy specialization from the Erudite mastery.

Certain supernatural creatures can be harvested for their parts, which vary depending on the creature's unique features. A successful survival test and one hour are necessary to harvest a part. Generally, the part must then be mixed with other products from an alchemy kit.

Typically, a creature provides one dose or part for every health value it possesses. Remember that when the creature created by a Flesh Crafter dies, it turns to goo, leaving nothing useful behind.

Fiend's Parts

Fiend's Blood: This blood can be used as paint to negate the effect of powers. The painting can be done on the floor, the ceiling, or a wall. Often, people hide the drawing to create a trap. The drawing should at least have a diameter of two metres, or multiple smaller drawings can be used if they are about the same combined size. When near the drawing, using powers is impossible.

Fiend's Urine: The urine of a fiend can be used as a repellent for the Red Vines. The vines will slowly move away from this repellent. Unfortunately, this repellent is not strong enough to work against aggressive vines. The repellent works for the duration of a scene.

Mastery: Creatures with powers radiate power. Eating their heart grants an advantage on mastery tests for a scene or a day. It also procures random powers used by the creature. 25 slugs

Special Parts

Acid Blood, Acid Split, Acid Web: The acid can be put into a glass vial. The acid is considered as moderate (3 dice). Check the **Chemical** section for more information.

Chameleon: The skin of a creature with the chameleon feature can be harvested and then turned to dust. The color of the dust will adapted to the environment, make a covered person or object almost invisible to someone not actively investigating.

Explosive Death: Some creatures excrete material that can be used as an explosive. The smell is awful, with a perfume of sulfur. To use it as a chemical bomb, a quick action is required to ignite it with a source of fire. Then an action must be used to handle it (probably to throw it) with a nimbleness test +1. The excrement has the following features: Area, Blast, Explosive, Fragile, Fuse, Knockdown, Loud, Throw. 3 Slugs

Flare Skin: This kind of skin can be turned into dust and used as a source of light when shaken. When put in a transparent container, it's possible to create a colourful light source as bright as a lantern. It's possible to light a room for the duration of a scene or one day. The skin can only be used one time. 3 Slugs

Gas Spore or Gas Ball: It's possible to harvest the balls of spore that grow on the monster's body. The spore can then be thrown (quickness +2) and cause the exhausted condition or the privation condition if already checked at close range on a successful test. 4 Slugs

Highly Flammable: The blood of the creature can be used as biodiesel. It procures one can of biodiesel per health value of the creature.

Hydrogen Gas: Some creatures have hydrogen gas inside them. It's generally very difficult to obtain since the gas will vanish if the creature is punctured. Hydrogen is highly flammable and causes the Burn status when ignited in a room. 5 Slugs

Immolate: It's possible to create some kind of jelly from the fat of a creature. Rubbing snapping fingers in it will produce small flames, enough to start a campfire. It can also be used on other surfaces. There's enough jelly to start ten campfires. 1 slug

Infecting: Creatures with the infecting feature can be harvested to get lesser venom or poison. It can be put on a weapon, in a drink or meal to poison someone. The venom is considered medium (2 dice). The venom causes the infected condition, but for more information about venoms, check the Chemical section.

Poisonous Spore, Poisonous Skin: The poison can be harvested and then put on a weapon, in a drink or meal to poison someone. The harvested spore can be thrown at a victim, causing the infected condition.

The poison is considered moderate (3 dice). The poison causes the infected condition, but for more information about poisons, check the Chemical section.

Protected or Armoured: The skin or carapace of the creature can be taken to create an armour. In the game system, it provides Scraps that can only be used for armour, but it is worth double. So a creature with the Protected or Armoured features and a health of 5 can procure 10 Scraps to create an armour.

Red Vine: The sap of the vines can be harvested. It's a difficult process and a catastrophic effect infects the harvester. The effects of the **sap** are listed in the Supernatural section.

Regenerate: The flesh of a creature with the regenerate feature can be used to heal. At the end of the encounter, one random wound heals. Unfortunately, the flesh can cause the infected condition. A successful athletics test prevents the infection.

Sleeping Saliva: The sleeping Saliva can be harvested from a few rare monsters. It cause the exhausted and privation conditions. Check the check the **Chemical** section for more information.

Smelly Bite: The saliva of the creature attracts monsters of the same species. The scent lasts until washed.

Spiderweb: A spiderweb can be harvested and then transformed into a solid silk that can be used to craft luxurious clothing. The Game Master must determine the quantity of spiderweb. It can then be used as scraps to craft clothing.

Spit Ink: The ink can be harvested. It can be used write or it can be thrown to cause the blind status with a successful quickness test.

Throw Dream Sand: The Dream Sand can be harvested with a successful test but will become normal sand after a day. The sand can be thrown at a victim using the Quickness skill. A success causes the exhausted condition. If the victim is already exhausted, it falls asleep. It can then be awoken by another character with a quick action but cannot wake itself until the end of the encounter. 3 slugs

Venomous: The venom can be harvested and then put on a weapon, in a drink or meal to poison someone. The venom is considered moderate (3 dice). The venom causes the infected condition, but for more information about venoms, check the Chemical section. It can alternatively be used to create antitoxin that can be used to remove the infected condition.

Animal Handling

Domesticate Animals

It's possible to train the animal, and this is generally managed during downtime. Each session with the animal allows the character to teach more complex commands to the animal. For wild animals or beasts, a successful insight test may be necessary for the training. Generally, four sessions with the animal are enough.

1. Domesticate
2. Teach simple commands
3. Teach complex commands
4. Teach attack commands

Commanding Animal

Training an animal is a long and challenging process, and choosing the right animal is crucial. Dogs and horses are generally the easiest to tame and train. The key to effective animal commands is to establish a bond of friendship or mastery.

Commanding an animal typically allows for three main actions, with some variations. However, certain types of animals may simply not be able to perform some actions, requiring the Gamer Master to make decisions about what is permissible. Each command takes one Quick Action, but the animal will use an action to execute the order.

Here is the list of the 3 types of actions:

- **Simple Commands:** Come, Stay, Sit
- **Complex Commands:** Fetch, Search, Track
- **Combat Commands:** Attack, Grab, Guard

When an animal is distracted or the situation poses a danger, an Insight test may be necessary to ensure it follows commands. The difficulty of the test depends on the situation, and advantages and disadvantages can be considered. Commands can be verbal or gestural. If the test fails, the animal will likely flee or hide.

Insight Test Difficilties	
Simple Order	1 Advantage
Complex Order	-

Insight Test Difficilties	
Attack Order	1 Disadvantage

Disadvantage Modifiers
Beast coming from another world
Crowded Place
Dangerous Terrain
Darkness or Loud Noises
Predator Nearby

Concealing Objects

Sometimes, a character might want to conceal an object or weapon on their person. This requires a Sleight of Hands test opposed by Investigate. However, it's impossible to hide an object that's too obvious. This test should be executed when someone is looking for the object and not when the object is concealed.

Concealing Advantages
Object is small or stackable
Character have hidden pockets

Concealing Disadvantages
Object is big
Opponent is actively searching
Opponent is palming.

Searching for an object on someone

The situation could also be reversed, with a character searching for an object on someone else. As always, you can reverse the roll with an Investigate test against a Sleight of Hands rating, using the same modifiers but reversing the Advantages and Disadvantages.

Concentrate

It's possible to focus intensely on something and maintain that concentration for a long time. While it requires a quick action during combat, without stress, you can sustain this focus until exhaustion sets in. However, concentration breaks when you're stunned,

Crafting Examples

Creating First Aid Kit, Small of Normal Quality (2 Slugs)

Item: None
Tools: Chemical Kit
Facility: Laboratory
Scraps: 3
Test: Knowledge
Difficulty: No modification
Duration: 1 hour

Repairing a Tent, 1 person (5 Slugs) from Broken to Inferior Quality

Item: Broken Tent
Tools: Sewing Kit
Facility: Any
Scraps: 3
Test: Knowledge
Difficulty: No modification
Duration: 1 hour

Upgrading a Wood Axe (36 Slugs) from Normal to Superior Quality

Item: Wood Axe of Normal Quality
Tools: Home Kit
Facility: Workbench
Scraps: 36
Test: Technicals
Difficulty: 3 Disadvantages
Duration: 1 hour

asleep, or nearing death.

Cooking

Cooking generally doesn't require a test. People cook every day, and even if the meal isn't particularly good, it still provides nourishment. While a descriptor or test can impress someone, it's not necessary. Some ingredients and basic tools are still needed. A well-cooked meal with multiple ingredients can offer a temporary advantage, but it's usually reserved for special occasions. Cooking also requires at least one healthy arm.

Crafting and Repairing

You can craft, repair, or upgrade items. Crafting creates a new Inferior-quality object, while repairing restores a broken one. Upgrading improves an item's condition, making it more resistant and valuable. All these actions require at least one healthy arm.

Tools and Facilities

Crafting, repairing, and upgrading items require tools. Kits are a generic set of tools used for crafting, repairing, and upgrading specific items. Choose a kit that seems most logical for the item you're working on. These kits are available in the Tools section in the Equipment chapter.

While any tools can be used to create, repair, or upgrade an item, using the wrong kit can cause a disadvantage. Having tools is still required, even if they're not part of the right kit.

Working in a facility can be helpful, but it's not mandatory. However, it can provide an advantage to tests if the facility matches the type of item you're working on.

Crafting and Repairing Charts

Simple Item	Required Tools	Optional Facilities	Skills	Duration
Clothing, Armor and Canvas	Sewing Kit	Any	Knowledge	1 hour
Food	Cooking Kit	Kitchen	Knowledge	
Gear, Tools and Weapons	Home Kit, Mechanics Kit, Jeweller's Kit, Watchmaker's Kit	Workbench	Technicals	
Structures	Home Kit, Welder's Kit	Workbench	Technicals	

Complex Item	Required Tools	Optional Facilities	Skills	Required Specialization	Duration
Alcool	Cooking Kit	Kitchen	Knowledge	Brewmaster (Erudite)	1 month
Battery, Chemical, Medical Supply, Bullets	Chemical Kit	Laboratory or Hospital	Knowledge	Chimist (Erudite)	12 hours
Small Explosive (9 Slugs or less)	Chemical Kit	Laboratory	Knowledge	Pyrotechnician (Survivor)	
Heavy Explosive (10 Slugs or more)	Chemical Kit	Laboratory	Knowledge	Demolition Worker (Erudite)	

Complex Item	Required Tools	Optional Facilities	Skills	Required Specialization	Duration
Technologies	Electrician's Kit	Workbench	Technicals	Master Electrician (Erudite)	
Vehicles	Mechanics Kit, Welder's Kit	Garage	Technicals	Mechanic (Erudite)	

Actions	Cost in Scraps	Difficulty
Creating an Inferior Quality Item	Cost 1x Normal Item Price	
Creating a Normal Quality Item	Cost 1.5x Normal Item Price	
Repairing a Broken Item to Inferior Quality	Cost 0.5x Normal Item Price	1 Disadvantage for every 10 Scraps required
Repairing a Broken Item to Normal Quality	Cost 1x Normal Item Price	
Upgrading from Inferior to Normal Quality Item	Cost 0.5x Normal Item Price	
Upgrading from Normal to Superior Quality Item	Cost 1x Normal Item Price	
Dismantling Item of value 2 or more	Provide 0.5x Item Price	1 Disadvantage for every 10 Scraps hoped to get

Required Scraps

Scraps are the resources used to create, repair, and upgrade objects. These are abstract resources that can include materials like metal, plastic, rubber, parts from old devices, biological or mineral materials, and more.

The amount of scrap required varies depending on the item's normal price. For more information, see the previous tables.

A successful test or a failed test uses all the required scrap.

Comestibles: Comestibles don't require Scraps; they only need fresh ingredients. They function exactly like Scraps for all other mechanics.

Test and Difficulty

A successful test is necessary to create, repair, or upgrade an item. The required skill varies depending on the item type, but it generally falls under Technicals or Knowledge. Choose the more logical option or check the previous tables.

The difficulty of creating or modifying an item depends on the number of Scraps needed or expected from dismantling it. Add a Disadvantage for every 10 Scraps.

Very complex or expensive items can be divided into multiple parts to simplify the test but always consult the Game Master for approval.

Items requiring chemicals or electronics necessitate specialized knowledge, as do vehicles. Refer to the specializations section for more details.

Here are some examples of possible Advantages:

Crafting Advantages
During downtime
The right facility.

Here are some examples of possible Disadvantages:

Crafting Disadvantages
Improvised Tools or Wrong Kit
Inappropriate location

Duration

The time required to repair, craft, or upgrade a weapon depends on its complexity. Simple objects typically take about an hour, while complex ones can take up to 12 hours.

Dismantling Item

Dismantling items is a common activity that allows you to create new things from their parts. Successful dismantling generates Scraps, which use the same tool, facility, skill test, and duration as other tests. The item must be worth at least two Slugs to be dismantled. If successful, the Scraps produced are half the item's price at its quality level. Failure results in the item being destroyed, leaving only useless junk.

Destroying Structures

Destroying a barrier or structure typically involves a Brawn test against its resistance. A heavy, hard object can be used as a tool. Alternatively, the Athletics skill can be used without tools. The Game Master can use the resistance table to evaluate the structure's resistance, which becomes the difficulty for the test to destroy the structure.

Some weapons, like explosives, offer an advantage for destroying objects and structures. However, bullets are effective at passing through but not at destroying. A disadvantage applies to bullets when trying to destroy a solid object. Arrows and stone are generally ineffective against solid structures.

Objects also have a Health value, similar to a character. When the object is damaged, a Health test must be rolled. A disadvantage is added for every damage sustained by the object or structure.

Larger objects can be divided into manageable sections of about 1 metre cube to account for potential destruction.

Remember, destroying a structure is usually very loud. It's generally considered an attack and requires at least one healthy arm. Some weapons or tools require two healthy arms, while others, like kicking a structure, require two healthy legs.

Materials	Resistance	Health
Glass	3 Advantages	1
Drywall or Cheap Interior Door	2 Advantages	1
Normal Interior Door	1 Advantage	1
Furniture	-	2
Tree, Hardwood, Wooden Fence, Exterior Door, Wall of Earth, Wall of Tree or Plants, Red Vines or Light Post	1 Disadvantage	3
Brick, Lock, Metal Fence or Ballistic Glass or Wall of Earth	2 Disadvantages	4
Security Door, Security Lock	3 Disadvantages	5
Car	4 Disadvantages	6
Concrete	5 Disadvantages	7
Metal Beam	6 Disadvantages	8

Small Objects: Small objects like locks are solid but will generally only require one good hit to break. Use a value that makes sense for the Resistance but only apply a Health of 1.

Foraging and Hunting

Foraging and hunting typically takes at least two hours. A survival test against varying difficulty is necessary to find food and clean water. The difficulty increases with the number of days the character wants to survive. Foraging and mushroom hunting are moderate and provide only one day's worth of food. Small game hunting, with a disadvantage, offers two days of food that can be shared. Hunting larger prey significantly increases the difficulty. The Game Master determines the difficulty limit based on regional resources. Exceptional Effects provide an additional day of food and water, while catastrophic effects can result in injury or intoxication from the food.

In some regions, food and water are easier or harder to find, so an advantage or disadvantage can be applied. The food obtained through foraging and hunting generally requires cooking and boiling the water. It can consist of various plants, roots, mushrooms, and small animals.

Even if a character is hunting with a weapon, their survival rating must be used, as hunting expertise is more important than target-hitting skills. Foraging and hunting require at least one healthy arm and one healthy leg.

Harvesting Parts

To harvest parts of animals, a character must have the animal harvester specialization fro the Hunter mastery.

Certain animals and creatures can be harvested for their bones and meat. Eating an animal's meat is considered normal, but eating a creature's meat is generally avoided.

A successful survival test and one hour are necessary to get one part from a beast, but failure results in wasted resources. Typically, a creature provides one dose of that part for every health value it possesses.

Bones, Claws, Fangs, Horns, Spikes, Tusks: Bones can be used to create tools and weapons. A successful test procures 1 Scrap per health value of the creature. Furthermore, it can be used to create small weapons. When using those parts to create a simple weapon, it provides 2 Scraps.

Fat: Fat can be used as a fire combustible. It provide the same amount as a can of biodiesel. It can otherwise create a grease that is extremely slippery. Throwing it on the floor will surely cause anyone walking on it and failing an Acrobatics test to fall. It's also water-resistant and non-flammable. The best way to remove it is to scrape it off. Obviously, some creatures don't have fat.

Fur or Fur, Thick: Can be used to protect against cold. Pelts and hides can be sold for 1 Slug per health value of the creature.

Meat: Eating animal meat is generally safe but some monster's meat are edible. The only way to know if a creature has enough meat to be eaten is to look at its appearance. Generally, creatures with a lot of flesh are consumable, but the more supernatural features they have, the riskier it is to eat them. Eating unsafe food can cause the infected condition and doesn't count as a meal. The Game Master can ask for an Athletics test every time a character eat monster's flesh. The meat generally needs to be cooked and consumed on the same or next day. 0.1 Slug

Forcing a Door

There are several ways to open a locked door. The first is lock picking, which requires a successful sleight of hand test and tools like lock picking tools. Using basic tools can cause a disadvantage for the test. This way to open a door is generally quiet, and the door can be locked again after.

Another method is forcing the door with a tool like a crowbar, requiring a successful technical test. Again, a tool is needed, and it's noisy but faster.

Finally, you can simply destroy the door, which makes a lot of noise. This can be done without tools or weapons, but it takes longer. Use the rules for Destroying Structures.

Hiding

Hiding can be easy in some areas but impossible in plain sight. Generally, the Stealth skill is needed to counter the Investigation skill of the searcher. Sometimes, it's as simple as hiding in the dark or tall grass, while other times it involves blending into a crowd.

The test must not be conducted when hiding, but when someone is actively searching. As always, the test can be reversed for a character trying to find a hidden one.

Advantage Modifiers
Darkness
Tall grass or obstacles to hide behind.

Disadvantage Modifiers
Bright Light
Investigator with a Great Sense of Smell
Investigator knows that someone is hiding.
No where to hide

Identifying Monsters

Identifying a monster can be done with a quick action. This action allows the protagonist to determine if they know the monster and its features. A survival test is required, and the difficulty level varies based on the creature's rarity and the story.

Insight Test Difficilties	
Commun Monster	1 Disadvantage
Uncommon Monster	2 Disadvantages
Rare Monster	3 Disadvantages
Unique Monster	4 Disadvantages

On a success, the Game Master can provide the player with some information about the monster, like its features and maybe some unique attack methods. However, a catastrophic effect lets the Game Master provide incorrect information.

The Game Master can do a secret test instead with the character's Survival skill rating for the difficulty. This way, the player will not know if they fail the test or not.

Remember, even if the player knows a monster's characteristics, it doesn't necessarily mean the character knows it.

Identifying Stained Objects

A character might have some knowledge about a stained object. The Game Master can rule that no characters can know about a specific object.

To give players a chance, the Game Master might require an action and a Knowledge test. The difficulty is based on the rarity of the object. The Game Master can vary the difficulty depending on the object or the story. A success provides basic information, while an exceptional effect gives all the details. A failure means the character knows nothing, and a catastrophic effect gives incorrect information.

Insight Test Difficilties	
Commun Stained Object	1 Disadvantage
Uncommon Stained Object	2 Disadvantages
Rare Stained Object	3 Disadvantages
Unique Stained Object	4 Disadvantages

The Game Master can do the test instead of the players to keep the exact result of the test a secret. This way, the Game Master can provide wrong information if the test fails.

Improvising a Tool

Improvised weapons, shields, or tools are quickly picked up and used for a specific task. These can be anything from a branch, chair leg, or piece of glass that helps with a job. Sometimes, finding the right tool requires an investigation or athletics test to dislodge it. If the object is on the ground, a quick action without a test is usually sufficient. The Game Master must determine if any available objects in the area can be used as tools for the protagonists' needs. They also assess the efficiency of these improvised tools based on the list of existing items. Improvised tools are always less effective than those specifically designed for a task. They're generally less solid and in poorer condition, which causes a disadvantage to tests. However, they can still be used when a test requires the use of a tool.

The Game Master should consider adding one of the following descriptors to the object:

- Will break after the first test.
- Will become useless after the encounter.
- Will become useless after the scene.

Furthermore, a catastrophic effect can destroy the weapon or shield when rolled.

Lighting a Fire

Lighting a fire is a common task, but it's not always easy. Starting a campfire with the right equipment is straightforward, usually requiring no rolls. However, when faced with challenging conditions, the Game Master should ask players if they have a descriptor that might be helpful. If they do, no roll is needed.

If the situation is dire or extremely stressful, a Survival roll is mandatory, regardless of the descriptors a character might have.

Lighting a house or building on fire is extremely difficult without an accelerant or a large source of fire. While some parts may catch fire, the fire often dies down after a few minutes. With an accelerant, the task becomes much easier, and the fire can quickly get out of control.

Remember that a dropped torch or lantern can start a fire depending on the surface it lands on. As always, the Game Master should decide whether the fire dies down naturally or goes out of control after a few minutes. Logic, realism, and the narrative are the best guides for these situations.

Lighting a fire with the right equipment generally requires only one healthy arm. Without the basic equipment, it takes two healthy arms.

Pickpocketing

Pickpocketing involves a Sleight of Hands test against the victim's Investigation rating. Only small objects can be stolen this way. It's also possible to put a small object in the pocket of the victim.

A success means the object is stolen, while a failure means the victim felt something strange, and the situation can quickly escalate depending on their relationship.

An Exceptional Effect lets the thief grab a second item, but a Catastrophic Effect means they've been caught red-handed.

Pickpocketing Advantages
Dark
In a crowd

Pickpocketing Disadvantages
Small Pocket or bag
Suspicious Victim

Pickpocketing can be done with only one healthy arm.

Recovering Ammunition

It's possible to recover a projectile after throwing it. Use these basic rules to manage the recovery process.

- Inferior quality projectiles cannot be recovered.
- All projectiles other than bullets, arrows, and bolts can be recovered after a fight. Those are generally made of metal and sturdy.
- Half of the arrows and bolts can be recovered after a fight. This also applies to projectiles made of wood.
- Bullets cannot be recovered.

Refining Monsters

Animal and monsters' parts can be used to create products. Some have acid blood, while others possess luminescent skin that can illuminate a room. Typically, obtaining a part of a monster requires an hour, and a survival test may be necessary to correctly extract the desired parts. The test is generally done without modification, but failing the test often results in the wasted part. Refining monsters is possible with only one healthy arm. For more information about creatures' parts, you can check the Creature's Loot section.

Survival's Rule #10

Lashworms = Inflammable blood

Acid Centipede = Acid blood

Flare Lizard = Luminescent skin

Quilltoid spike = Dagger

Scavenging

When exploring the world and abandoned buildings, characters can discover items called Scraps. These Scraps can be used for crafting or exchanged for lodging, food, and water.

In new locations or any location that hasn't been thoroughly looted, characters can attempt a Survival or Investigate test to gather Scraps. The choice of skill depends on what makes the most sense for the specific location. The Game Master should describe the room or location where searching is appropriate. They should only allow one search per character per location. The difficulty rating of the search depends on the type of location and whether it was previously looted. The time required to search a location also varies based on its size. An average search time might be one hour, but this can vary.

A successful search typically yields a few Scraps, usually between 1 and 5. However, even a successful test won't find Scraps if the location doesn't contain any.

Exceptional effects can increase the number of Scraps, while catastrophic effects can waste time or indicate that the character has injured themselves during the search.

Scavenging is a complex action that requires at least one healthy arm and one healthy leg.

Searching

Protagonists can search a room or location for loot, hidden monsters, traps, or other items. The best approach is to conduct the search at the last moment. Players should inform the Game Master that the protagonists are searching the room, imagining them

looking everywhere and moving slowly. This thorough search will take longer and likely make more noise. Players can set the duration of the search, and the Game Master can adjust the difficulty accordingly.

If a monster or trap is present, protagonists can attempt an Investigate test just before encountering the danger. Success means they've spotted the threat before being caught.

For searching for an object, the Game Master can secretly conduct the test. This way, players remain unaware of the outcome. The Game Master can set a difficulty level for finding the object and compare it to the protagonists' investigate rating.

Remember, searching is a complex action that requires at least one healthy arm and one healthy leg.

Setting Traps

With the right equipment, it's possible to set a trap. Mechanical traps take about a round to set, while more complex ones might require a full encounter or an hour. Some traps require equipment to be set in place. When triggered, a Survival test determines if the target is trapped or harmed. Depending on the trap and situation, the prey can potentially resist using their Investigate or Acrobatics skills.

A hidden hole in the ground should deal normal fall damage of 1 per meter. Pointy objects at the bottom, like a knife or spear, can add extra damage.

Here is a list of some traps:

- Bear Trap (+2 Advantages)
- Hunting Trap (+1 Advantage)
- Noise Trap
- Pit Trap (+2 Advantages). Takes 2 hours to set up.
- Pit Trap with spikes (+3 Advantages). Takes 4 hours to set up.
- Rabbit Snare (+0 Advantage)

Setting a trap is a complex action that requires at least one healthy arm and one healthy leg.

Travel and Camp

Travel can be a fun, stressful, and adventurous experience. Just like in real life, it requires some preparation and prioritization. For example, if you're planning a trip of 8 hours and travelling 20 kilometres per day, don't worry about rules. Remember, your character is often carrying their own equipment, and roads and paths may not be what they used to be. There are also monsters to avoid, so travelling is risky and dangerous.

A typical day of travel might look something like this, but it can vary depending on the amount of sunlight.

- Eight hours of travel, potentially up to 20 kilometres traveled, with breaks as needed.
- Eight hours for miscellaneous activities.
- Eight hours of sleep and rest.

To travel, a character must have at least one healthy leg.

Force March

It's possible to travel on foot for longer than the 8-hour limit. However, doubling the travel duration and distance will exhaust the character, requiring them to check the exhausted box. The character will carry the condition during the additional travel hours. Additionally, if the character is already exhausted, the privation condition must be checked.

Travel using Vehicles

Driving is much faster than walking, but it's also noisier. While there's no speed limit, roads can be congested with car wrecks and other obstacles, so it's unwise to drive too fast. Highways and roads aren't what they used to be, so caution is advised. Additionally, high speeds use more fuel, so maintaining a speed of 40 kph (25 mph) is the wisest.

A full tank of biodiesel should be refilled daily or every 320 km. Plan for 8 hours of travel each day to avoid driving at night. A 320 km daily distance is achievable, and that's also when the tank will need refilling. Multiple drivers can drive non-stop, but they're affected by the disadvantage of travelling at night.

Use the Quickness skill whenever a skill test for a dangerous manoeuvre is required during the trip.

Travel and Camp

Disadvantages

- Bad Weather
- Being Lost
- Difficult Terrain
- Elevation
- High Altitude
- Keep Watch
- Overloaded
- Sneaking
- Tracking
- Traveling by Night

Advantages

- No Equipment
- Using Roads

Basic Camping Activities

- Camp
- Cooking
- Fire

Advanced Camping Activities

- Camouflaging
- Exploring
- Foraging
- Hiding
- Keeping Watch
- Others
- Reinforcing
- Shelter
- Traps

Negative Conditions to Travel

When travelling, you can suffer disadvantages that modify tests. If a test is required during your trip, use the Athletics rating when walking.

Wounded Character

Being wounded to a leg significantly impairs a character's mobility. If a character sustains injuries to both legs, they're unable to travel and must be carried.

Traveling by Night

Travelling at night is generally a bad idea because it's dangerous and increases the chance of getting lost. Either way, it slows down travel.

Difficult Terrain

Crossing difficult terrains, such as forests, mountains, and swamps, can slow down your pace. It can also be obstacles on the road, like cars' wrecks.

Bad Weather

Bad weather, especially snow on the ground, significantly reduces visibility and impairs mobility. This generally affects all travel, though in some cases, it may only have an impact during a few hours. It's often preferable to wait for better weather than to travel during a rainy day.

Tracking

Taking time to check for tracks or blood on the ground slows down your travel speed. This is a complicated task that should be done regularly, and missing some tracks means you'll have to backtrack.

Sneaking

Sneaking involves characters maintaining a low profile while travelling and avoiding leaving behind any traces. While it's a safer method, it also reduces speed.

Keeping Watch

When travelling, staying alert and moving slowly can help avoid ambushes. However, if not vigilant, the character is more susceptible to surprise.

Overloaded

Pace is affected when overloaded by equipment or a heavy load. Carrying someone also counts as overloaded.

High Altitude

Travelling at high altitudes reduces speed. At 2,500 metres above sea level, oxygen is scarcer, making movement more difficult.

Elevation

Climbing a hill or mountain significantly reduces your speed and becomes much more difficult.

Positive Conditions to Travel

A few conditions can help the travellers. Those conditions can be used as advantages in tests.

No Equipment

Travelling with minimal equipment or just the bare minimum for the trip is much easier.

Using Roads

Well-maintained roads are rare, but when one is available, a character can double their travel speed or eliminate a disadvantage.

Travel Speed Modification

Travel speed can be adjusted based on positive and negative conditions. For every negative condition, reduce the speed by 10%, and for each positive condition, increase it by 10%.

Becoming Lost

When travelling, characters may find themselves lost. A successful survival roll is needed if they're not following a road, river, or power lines. A compass or a very rare GPS can help prevent getting lost or assist with the test, providing an advantage. Only one character per group can take the test. A failed test means the character is lost, and their travel speed is reduced. The Game Master can use this opportunity to introduce new locations or story moments.

Camping Activities

After a long day of travel, a character must find a place to camp. During this time, they can engage in various activities. For a better chance of success, especially if survival tests are required by the Game Master, a group of characters can share tasks or help each other.

Note that this list is just a few suggestions and shouldn't limit a character's options.

Basic Activities

- **Camp (2 hours):** Installing the camp and tents for the group and dismounting the camp after the night.
- **Cooking (2 hours):** Preparing meals and boiling water.
- **Fire (2 hours):** Getting dry wood and lighting a fire.

Advanced Activities

- **Camouflaging (2 hours):** Camouflaging and hiding the camp and keeping a low profile.
- **Exploring (2 hours):** Exploring the surrounding.
- **First Aid (1 hour):** Healing a critical wound.
- **Foraging (2 hours):** Foraging and hunting for food.
- **Surgery (4 hours):** Healing a critical wound.
- **Cleaning (2 hours):** Removing any trace after dismounting the camp. One person can do that just before leaving, but they must have gone to sleep before the others.
- **Keeping Watch (2 hours):** Keeping watch is a crucial method to avoid being surprised during sleep. One person stays awake when the others sleep, and there is a rotation. To allow everyone to have at least 6 hours of sleep, the group should go to sleep sooner, and one activity per member is required.
- **Others (2 hours):** Other activities like praying, reading, crafting, and relaxing…
- **Reinforcing (2 hours):** Reinforcing the camp for bad weather. Searching for a dry location, digging a trench for rain. Building small walls for winds…
- **Shelter (2 hours):** Building a temporary shelter for two people.
- **Traps (1 to 4 hours):** Setting up traps and/or alarms around the camp. Check Setting Traps.

All activities are complex actions that require at least one healthy arm and one healthy leg.



Chapter 8

EQUIPMENT

ITEMS, VEHICLES AND HIDEOUTS

This section is about everything your character can buy or find. Your character will live longer with some equipment, a roof over is head and maybe a way to move around.

Item Management

Gaining new items and using them creatively is fun, but managing them can sometimes be tedious. We wanted a simple way to handle encumbrance without letting characters carry everything they want. Since Antagonists is a survival game, keeping or discarding items presents a nice dilemma for players.

Items Weight

Standard Item

Standard items occupy one inventory space and have a weight of 1, unless specified otherwise. This category generally includes equipment, weapons, clothing kits, and armours.

Stackable Items

Stackable items are marked with the "(Stack)" value following their name. A character can stack up to ten stackable items, effectively counting as one. This stacking applies to any items, not just those of the same kind. These items are harder to spot and aren't noticeable without a test.

Lightweight Items

Lightweight items, like slugs and bullets, require 100 of them to weigh 1.

Large Item

A large item can't be placed in a backpack, but up to two can be worn on the shoulders or strapped to one. These items weigh one and occupy inventory space, but players can only carry two large items. They're easy to spot, even for those not searching for them.

Heavy Items

Heavy items weigh more than one and occupy more space in the inventory. A number following this descriptor indicates both the weight and the number of inventory spaces they require. These items are easily noticeable, even to those who aren't specifically searching for them.

Encumbered and Weight Lifting

To carry multiple objects, a character needs a bag or backpack. Without them, they'll drop things if they only use their hands. There's no strict limit on how many items a character can carry, but pushing their limits can be exhausting. If they carry too many or heavy items, the Game Master might ask for an Effort Tests.

If a character wants to lift or move a heavy object a few meters, a brawn test may be required. The Game Master can then add advantage or disadvantage based on the object's weight and size.

Sharing the Weight

It's possible to share the weight of an object. Depending on its size, multiple characters can help. Divide the object's weight by the number of characters lifting it together. All the characters moving the object are considered slowed.

When dragging an object, consider the object's weight halved. The character dragging the object is considered slowed.

Item's Duration Test

Some items, like batteries or light, have a limited lifespan. These items can only be used for a short time when activated. We measure their duration with a duration test. If the test is successful, the item is not exhausted. If the test fails, the item stops working. Remember, batteries and combustible materials are much less efficient than today's technology, so the moment when they will stop working is very unpredictable.

A duration test must be rolled at the end of every encounter the object was used for more than a few seconds. Furthermore, a source of power or light can fail prematurely if someone manipulating it catastrophically fails any test. A power source can even explode under certain conditions.

Duration Disadvantages
Item is wet
Powerful winds (for open flame)



Item's Value

Currencies

Your character should be accustomed to creatively utilizing their equipment. This equipment can be crucial for their survival and help them overcome obstacles.

Items	Trade Value in Slugs
High caliber bullet	1
Low caliber bullet	0.1
Ration Card*	1

Ration Card: Ration cards serve as a form of currency in certain settlements. Community workers receive daily ration cards that can be exchanged for food and essential items within the community. These cards are only valid within the issuing community.

Outsider Prices

Outsiders pay a higher price than community members, ranging from double to ten times the normal rate. Some temporary deals may offer reductions. Alternatively, it's possible to join a community and receive an identification card or tattoo to signify its affiliation. The process is often costly and requires giving back favours to the community.

Item's Quality

There are three quality conditions for items. When not specified, use the default condition and price.

Improper use of an item can damage an object and lower its quality. Additionally, using an item and suffering a catastrophic effect on an action can also degrade its quality. Ultimately, the Game Master decides whether and how an item's quality is affected.

Quality	Descriptors	Slugs
Superior*	Durable, Chic or Intimidating	x2
Standard*	-	x1
Inferior*	Dowdy, Worn	/2
Broken*	-	/10

Superior: Superior items are of higher quality than most. They can be freshly crafted or have been preserved in good condition for years. Some have been upgraded for increased efficiency. Their price is doubled, making them appear more expensive or intimidating, depending on the item. The descriptors of the item can be used when the item is used or held. These items are rarer than the standard version and aren't sold everywhere. If damaged, the condition of the item drops to the "standard" quality and loses the descriptors provided by the quality.

Standard: The quality of the item can be used normally even if it was created or built many years ago. However, if it becomes damaged, it falls to inferior quality.

Inferior: Inferior items are in poor condition, often rusted, and while still usable, they're frequently patched with tape. With the right tools and crafting, they can be upgraded to the "standard" condition. However, having an inferior item can affect social tests, indicating a lack of resources. Additionally, there's a chance it'll break during a Catastrophic Effect. The price of an inferior item is half of its normal price. If it's damaged, consider it broken.

Broken: A broken item is unusable and worth almost nothing. Its value is typically 10% of the original price, though this can vary depending on how difficult it is to obtain. However, the item can still be repaired using the Repair action.

Merchants and Qualities

Merchants and traders can sell either superior or inferior items, but they always sell them at the standard quality. A character might try to save money by buying inferior items, but they risk breaking them more easily. Sometimes, those items simply aren't available or won't work as expected. Ultimately, the Game Master decides what condition qualities are available.

Selling Items



Characters can sell items at shops and equipment stores. The base price is 50% of the item's normal value. As always, the Game Master can adjust this value based on the item's rarity or the situation.

People are only interested in buying an item if it's useful or if they expect to sell it for a better price. If neither is the case, or if they already have the item, they may refuse to buy it or offer fewer slugs. Merchants also don't have an unlimited supply of slugs, so it's possible they can't purchase an item from the protagonists.

Haggling

The character can attempt to negotiate a better price when buying or selling items. This requires a Persuade test, countered by the trader's Persuade rating.

A successful negotiation modifies the price by 10%, with each Exceptional Effect adding another 10%. If the price wasn't already fixed, a failure or Catastrophic Effect can also lower it by 10%. Even after rolling, the character can refuse the deal if the price isn't satisfactory, but be aware it might change the vendor's mood.

Each character in the group can negotiate individually, or one character can handle the entire group's transactions. Negotiating after a failed attempt is generally discouraged and can result in a disadvantage on the test.

Catastrophic Effects can also negatively impact the relationship between the character and the trader.

Notes

Price cannot be negotiated at character creation.

Scavengers Trading Guild

The Scavengers Trading Guild provides essential services to the impoverished, including food, rations, and lodging for scavenged Scraps. While their offerings are similar to those of other food and lodging providers, they accept Scraps as payment instead of Slugs.

Service	Scraps
Clothing Cleaning Service	0.1 per day
	1 per chapter
	21 per story
Lodging, Cheap*	0.5 per day
	3.5 per chapter
	15 per story
Meals, Inferior (1 day)*	0.1
Ration, Inferior (1 day)*	0.5

Scraps

Scraps are generally pre-outbreak objects that haven't rusted too much or been heavily used. While primarily used for crafting, some scraps have value and can be traded. They consist of various usable materials, including metal, electronics, fabric, chemicals, and organic matter. Not all junk qualifies as scraps; only items still valuable do.

The Scavengers Trading Guild buys and sells these items in exchange for basic needs like food and lodging. For more information about lodging, check the lodging section further in this chapter.

Scraps Exchange Rate	
Buying 1 Scraps	2 Slugs
Selling 2 Scraps	1 Slugs



Illegality

Stealing

The protagonists can attempt to steal items from vendors or other characters. Sometimes, it's as simple as taking an object when the merchant isn't looking. However, more often, it requires strategy. Stealing is easy, but merchants aren't stupid. They don't leave expensive items unattended, and they know what they own. They'll quickly notice any missing items.

Communities are small, and people don't have much, so stealing is severely punished. When in doubt, people search for stolen goods, and outsiders are often the first suspects. Since merchants are essential for a community's survival, they're often protected by the entire group.

Black Market

Buying or selling items on the black market is possible. When an item becomes illegal to own in a community, its price skyrockets.

First, the character must find someone willing to buy or sell the item. It's often where a contact can be useful. This isn't always easy, and the Game Master should incorporate such transactions into the game plot. Secrecy and trust are crucial in this domain, and the small communities make it difficult to keep secrets, increasing the risk. The price of the item can double or even reach ten times its normal value.

Here are some items a player can buy or sell on the black market:

- Alcohol (in some communities)
- Biodiesel and oil (in some communities)
- Counterfeit objects
- Drugs
- Illegal services
- Illegal weapons to own in the community
- Stained items
- Stolen objects



Stained items are those corrupted by the Glare or supernatural forces. Items from the Glare often appear bizarre, while those altered by supernatural powers resemble ordinary objects. Regardless, they feel different to the touch or wield, usually radiating coldness.

Identifying stained items without touching them is challenging, but upon contact, their unnatural nature becomes evident. Furthermore, stained items can spread to their wearer, causing a cold shiver that lingers for days. Transporting multiple stained items can produce strange effects like cold hands, feet, and breath, which can be detected.

Common folk generally avoid and destroy stained items to prevent further corruption. Vendors typically refuse to purchase them and may alert authorities if someone offers to sell one. Individuals involved in buying or selling stained items usually avoid settlements and only deal with shady individuals or the black market.

Since stained items are difficult to obtain and not commonly sold in equipment, there's no comprehensive list of them in this section.





Wearable

Clothing

Typical clothing consists of a shirt, pants, underwear, and shoes. An extended kit might also include a hat, gloves, boots, and jewellery. Instead of purchasing each individual item, a character can choose and pay for descriptors, then decide what's included in the kit. The entire kit has a weight of 1 no matter if it's worn or in a backpack.

Style Descriptors

Clothing style descriptors allow characters to customize their outfits without purchasing each piece individually. These descriptors can be purchased with Slugs and combined to create a desired style. However, some combinations may not make sense, so consult your Game Master. Characters can have multiple outfits with different descriptors, and remember that descriptors can be positive or negative depending on the situation. For instance, intimidating clothing might not be appropriate for a party or a courtroom.

Style Descriptors	Slugs
Camouflage	2
Chemical Protection Coating*	8
Chic	5
Colorfull	2
Concealing	2
Dark	2
Durable	4
Extended Kit*	4
Expensive	10
Faction Recognition*	1
Fire Resistant*	3
Flamboyant	2
Hermetic	6
Impermeable	4
Intimidating	2
Light	2
Non-Conductivity*	5

Style Descriptors	Slugs
Ragged	0.5
Revealing	1
Standard	1
Uniform*	5
Warm*	4

Chemical Protection Coating: A chemical protection coating provides an advantage in athletic tests against any chemical or acid.

Extended Kit: The extended kit adds many items to the standard clothing kit, including a hat, cap, scarf, belt, and jewellery. While it's more about style than strict rules, those can still be used as descriptors.

Faction Recognition: Those standard clothing items or additions to other clothing allow one to be recognized as a member of a faction.

Fire Resistant: Fire-resistant clothing, often welder's or firefighter's suits, provides an advantage on athletics tests against fire.

Non-Conductivity: Non-conductivity provides an advantage on athletic tests involving electricity. This feature is typically found in boots.

Uniform: A uniform identifies individuals as members of a specific group engaged in a particular occupation. Examples include police uniforms, military uniforms, medical white coats, scientific lab coats, and others. When selecting this style descriptor, choose the appropriate occupation.

Warm: Warm clothing provides an advantage in athletic tests to resist cold conditions.

Example of Style Descriptors



Alex is buying new clothing for her trip. She purchased a kit priced at 10 slugs, described as dark (2 slugs), durable (4 slugs), and impermeable (4 slugs). While not every piece is detailed, we can imagine Alex sporting a robust dark raincoat, some common clothing underneath, and sturdy boots.



Armour

Armour can share the same descriptors as clothing. Simply add the style's price to the armour to gain its protection and descriptors. The armour's value is generally added to the resistance test when you're attacked or hit. Some armours come with a helmet, gloves, and boots, while some are just body armours.

Body armour can be combined with head, arm, or leg armour, but armours of the same type cannot be combined. Armour weight is typically 1 by default, like other items, but some are very heavy.

Armor	Armor	Slugs
Anti-Grizzly Armor ***(Heavy 8)***	5	102
Armor Jacket ***(Heavy 2)***	2	26
Armored Firefighter Suit ***(Heavy 2)****	3	83
Armored Jumpsuit ***(Heavy 3)***	3	61
Armored Trench Coat ***(Heavy 3)***	2	31
Ballistic Vest*	1	11
Crusader Banner Commander armor ***(Heavy 5)****	5	166
Crusader Companion Armor* ***(Heavy 4)***	1	31

Armor	Armor	Slugs
Crusader Knight Armor* *(Heavy 4)*	3	79
Crusader Paladin Armor* *(Heavy 5)*	4	112
Crusader Squire Armor* *(Heavy 4)*	2	49
Firefighter Suit *(Heavy 2)**	2	40
Fireproof Suit*	2	47
Full Body Armor *(Heavy 4)**	5	106
Hazmat Suit*	0	49
Helmet, Balistic	1	11
Helmet, Crusader *(Heavy 2)**	1	33
Helmet, Firefighter *(Heavy 2)**	1	23
Helmet, Gas Mask	1	20
Helmet, Lab*	0	20
Helmet, Military *(Heavy 2)**	1	18
Helmet, Motocycle *(Heavy 2)**	1	8
Helmet, Sport*	0	5
Helmet, Welding *(Heavy 2)**	1	14
Highwayman Coat *(Heavy 2)*	1	9
Military Vest*	2	35
Padded Vest*	0	5
Reinforced Boots*	0	5
Reinforced Gloves*	0	5



Anti-Grizzly Armour: Originally designed for protection against massive grizzlies, this armour is now used against monsters. The concept was greatly modified for the new reality, but the name was kept. While heavy, it allows wearers to stand their ground against formidable foes. The armour includes gloves and boots.



Armor Jacket: This body armour, crafted from sheets of metal, leather, and fabric, provides basic protection.



Armored Firefighter Suit: The armoured firefighter suit offers excellent protection. It's primarily used by members of the Plague Doctors, or those who can afford its hefty price. It includes gloves and boots.

This suit comes with the following descriptors: Fire Resistant, Non-Conductivity, Chemical Protection Coating, Colourful, and Impermeable.



Armored Jumpsuit: This heavy, custom-made armoured jumpsuit offers excellent protection for its weight. It includes gloves and boots.



Armored Trench Coat: This heavy leather armoured trench coat offers protection for the whole body. It includes gloves and boots.

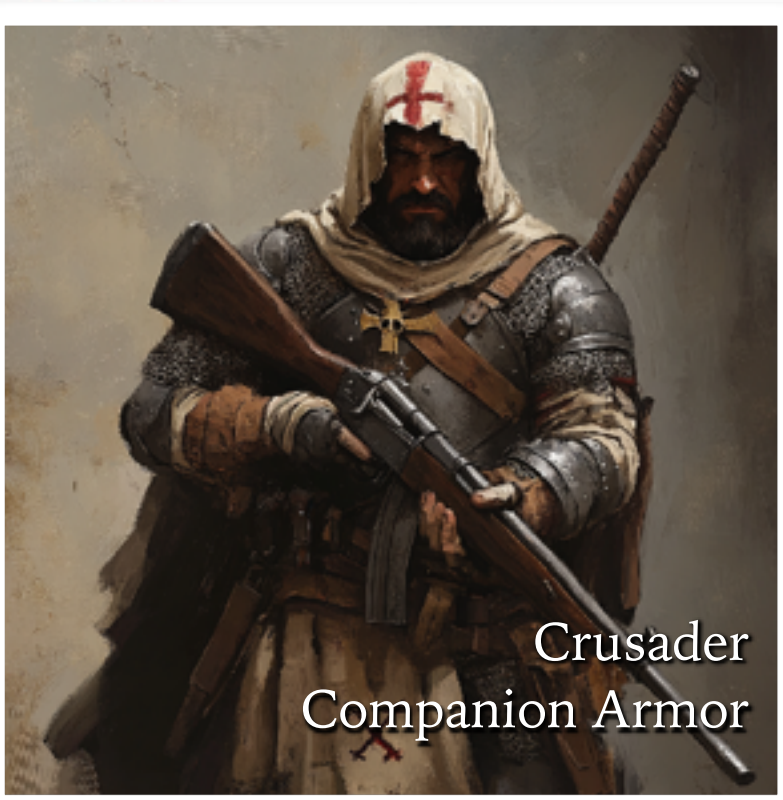


Ballistic Vest: Ballistic vests provide good protection relative to their weight, but their small size doesn't cover much of the body.



Crusader Banner Commander Armour: This is the heaviest armour worn by Crusaders, exclusively by the Banner Commander. Crafted from solid pieces of metal and steel, it provides exceptional protection. It includes gloves and boots. The Crusader faction strictly prohibits non-Crusaders from purchasing, selling, owning, or wearing these armours.

Key descriptors for these armours include Chemical Protection Coating, Durable, Expensive, Faction Recognition, and Intimidating.



Crusader Companion Armour: This armour, worn by the new recruit of the Crusaders faction, resembles a medieval suit of armour. It's made of mail chain and metal sheets. It includes gloves and boots. The Crusaders faction strictly prohibits non-Crusaders from purchasing, selling, owning, or wearing these armours.

Key descriptors for these armours include Chemical Protection Coating, Durable, Expensive, Faction Recognition, and Intimidating.



Crusader Knight Armour: This heavy armour is worn by knights. These armour pieces generally resemble medieval designs with exceptional craftsmanship. Knights often name their armour. It includes gloves and boots. The Crusader faction strictly prohibits non-Crusaders from purchasing, selling, owning, or wearing these armours.

Key descriptors for these armours include Chemical Protection Coating, Durable, Expensive, Faction Recognition, and Intimidating.



Crusader Paladin Armour: This heavy armour is designed to withstand most impacts. It's easily recognizable and worn only by the elite Crusaders. It includes gloves and boots. The Crusader faction strictly prohibits non-Crusaders from purchasing, selling, owning, or wearing these armours.

Key descriptors for these armours include Chemical Protection Coating, Durable, Expensive, Faction Recognition, and Intimidating.



Crusader Squire Armour: This medieval armour is a more advanced type of armour for the Crusaders. It's often ornate with custom designs that represent the crusader and their group. The Crusaders often give a name to their armour. It includes gloves and boots. The Crusaders faction strictly prohibits non-Crusaders from purchasing, selling, owning, or wearing these armours.

Key descriptors for these armours include Chemical Protection Coating, Durable, Expensive, Faction Recognition, and Intimidating.



Firefighter Suit: Firefighter suits are designed to resist fire and provide general protection. It includes gloves and boots.

They feature fire-resistant materials, non-conductive properties, a uniform appearance, and are colourful.



Fireproof Suit: The fireproof suit is a good protection against fire but does not protect against other types of damage. It includes a firefighter helmet, gloves, and boots.

The armour provides the Fire Resistant and the helmet is Hermetic descriptor.


Full Body Armor

Full Body Armour: This heavy custom-made armour offers impressive protection. It includes a gas mask helmet, gloves, and boots.


Hazmat Suit

Hazmat Suit: The Hazmat suit includes an hermetic lab helmet, gloves, and boots. It also provides the following descriptors: Chemical Protection Coating, Colourful, Hermetic, Impermeable, and Uniform.

Helmet, Ballistic: The ballistic helmet was designed for combat. It provides basic protection but not a lot more.

Helmet, Crusader: The Crusader helmet serves as both a descriptor and a protective measure against minor head injuries. It also adds to the overall armour value. Its design resembles a medieval helmet. Key descriptors for these armours include Chemical Protection Coating, Durable, Expensive, Faction Recognition, and Intimidating.

Helmet, Firefighter: This helmet was used by a firefighter. It's fire-resistant, colourful, and can rapidly be identified as a firefighter helmet.

Helmet, Gas Mask: This reinforced helmet comes with a gas mask and also provides the Hermetic descriptor.

Helmet, Lab: The lab helmet allows you to completely seal a suit. It's not a great protection but can be used with an air bottle and will not let gas enter the mask.

The mask is hermetic and has a chemical protection coating.

Helmet, Military: This military-grade helmet serves as a descriptor and offers protection against minor head injuries. Additionally, it contributes to the overall armour value. The helmet has the Durable and Faction Recognition descriptors.

Helmet, Sport: This helmet can only be used as a descriptor and doesn't provide substantial protection against significant impacts. Examples include football, hockey, and bicycle helmets.

Helmet, Motorcycle: Helmets serve as a descriptor and can protect against minor head injuries. This helmet also offers some additional armour, boosting its overall armour value.

Helmet, Welding: Helmets serve as a descriptor and offer protection against minor head injuries. They also shield the eyes from bright light, though visibility in normal conditions is limited. Additionally, this helmet provides some armour, boosting its overall armour value. It features the Durable and Intimidating descriptors.



Highwayman Coat: This thick leather armour is primarily worn by the nefarious members of the Highwayman faction. It creates confusion when non-faction members wear it, as it grants the Faction Recognition descriptor.



Military Vest: The military vest is an improved version of the ballistic vest. It gives slightly better protection than the other light armours and comes in the camouflage style.



Padded Vest: A padded vest simply provides a descriptor that can be used when a character suffers small impacts but doesn't offer significant protection against heavy hits.

Reinforced Boots: Reinforced boots are a good descriptor for minor foot injuries but don't provide any bonus to the armour value. However, they only protect the feet, not the entire leg.

Reinforced Gloves: Gloves work as a descriptor against minor wounds to the hands. They don't provide any armour bonus.

Shield

A shield adds to the armour's value, just like any other piece of armour. However, only one shield can be effectively used. Even a strapped shield requires a hand to be used. Using a shield allows for the Full Defence action in more situations since it can provide cover by just holding the shield up. Additionally, a shield can be used to hit someone or something. For more details on weapon statistics, see further in this chapter.

Armor	Armor	Slugs
Shield, Ballistic ***(Large, Heavy 2)****	2	26
Shield, Crusader ***(Large, Heavy 3)****	2	36
Shield, Homemade ***(Large, Heavy 3)****	1	3



Shield, Ballistic: The ballistic shield provides good protection against attacks and still manages to be light.



Shield, Crusader: The crusader shield is a heavy shield providing good protection against attacks.

Key descriptors for this shield include durable, expensive, and faction recognition.



Shield, Homemade: The homemade shield provides basic protection against attacks.

Tattoo

Tattoos function similarly to clothing, but with a limited range depending on the visibility of the tattoos. Depending on the body location, tattoos can be hidden or displayed. Descriptors should only be used when the tattoos are visible. Feel free to describe them during gameplay, but mention them when the character receives them.

Style Descriptors	Slugs
Artistic	5
Expensive	10
Faction Recognition	1
Flamboyant	2
Funny	2
Intimidating	2
Sexy	2

Consumables

Power Supply



Multiple items can power devices, and these items come in various types. To simplify management, we group all models together. For instance, even though there are many battery models, we only use one that fits all devices. Biodiesel replaces coal, oil, and propane.

Duration test must be done at the end of every encounter if the item is used. Check the Item's Duration Test section for more information.

Power Supply	Duration	Slugs
10 x Battery *(Stack)**	2 Dice	1
5 x Battery, rechargeable *(Stack)**	2 Dice	1
Battery, Car *(Heavy 5)**	3 Dice	1
Biodiesel Can*	3 Dice	1
Biodiesel Drum *(Heavy 55)**	4 Dice	10
Biodiesel Tank *(Heavy 340)**	5 Dice	100

Battery *(Stack)*: A battery can be used to power a small device like a flashlight. The battery lasts for the duration of a scene.

Battery, rechargeable *(Stack)*: A battery can be used to power a small device like a flashlight. The battery lasts for the duration of a scene but can be recharged with the proper charger.

Battery, Car *(Heavy 5)*: Car batteries can power small devices, but each lasts only a chapter and isn't very convenient to carry. They're only suitable for starting a car, not powering the entire vehicle.

Biodiesel Can: Biodiesel can be used for generators, cooking, lighting, or vehicles. A can of biodiesel can power a device for the duration of a scene. If the can explodes, it will cause damage all around at close range. It uses a fix rating of 1. Use the following feature: Area, Blast, Burn, Explosive, Fragile, Loud.

Biodiesel Drum *(Heavy 55)*: Biodiesel can be used for generators, cooking, lighting, or vehicles. A drum of biodiesel can power a device for the duration of a chapter. If the drum explodes, it will cause damage all around at close range. It uses a fix rating of 3. Use the following feature: Area, Blast, Burn, Explosive, Fragile, Loud.

Biodiesel Tank *(Heavy 340)*: Biodiesel can be used for generators, cooking, lighting, or vehicles. A drum of biodiesel can power a device for the duration of an entire story. If the tank explodes, it will cause damage all around at close range. It uses a fix rating of 5. Use the following feature: Area, Blast, Burn, Explosive, Fragile, Loud.

Food and Ration



Eating is important for a character. Not eating for a day can cause a negative temporary descriptor, and eating a great meal can grant a positive temporary descriptor. Not drinking for three days or not eating for seven days also causes the privation condition.

Food and Ration	Slugs
Alcohol, 70%	2
Alcohol, Pure	20
Banquet (per person)	20
Beer, Bottle	1
Cigarettes, Pack	1
Cigars, Box	1
Coffee, Bag	1
Honey, 1 litre	2
Iodine *(Stack)**	1
Liquor, Bottle	1
Liquor, Inferior Bottle	0.5
Liquor, Superior Bottle	10
Meals (1 day)*	0.5
Meals, Inferior (1 day)*	0.1
Meals, Superior (1 day)*	5
Ration (1 day) *(Stack)**	1
Ration, Inferior (1 day)*	0.5
Ration, Superior (1 day) *(Stack)**	10
Salt, 1kg	1
Seeds	1
Sugar, 1kg	1
Water, Bottle	0.5
Wine, Bottle	2
Wine, Inferior Bottle	1
Wine, Superior Bottle	20

Iodine *(Stack)*: Iodine is used to purify water, and it can purify enough water to last for ten days.

Meals (1 day): Food and drink purchased must be consumed within the same day.

Meals, Cheap (1 day): Food and drink purchased must be consumed within the same day. Eating this kind of food too often can lead to a negative temporary descriptor for a character.

Meals (1 day), Superior: Food and drink purchased must be consumed within the same day. Eating this kind of food can lead to a positive temporary descriptor for a character.

Ration (1 day) *(Stack)*: A ration is essential for survival, providing enough food and water for a day. It's possible to eat half of a ration and save the other half for another day, but this will generally result in a negative temporary descriptor. Rations don't have an expiration date.

Medical Supplies



Medical Supplies	Slugs
10 x Bandages, Clean *(Stack)**	1
Adrenaline Shot *(Stack)**	2
Ammonia Salts *(Stack)**	2
Antitoxin *(Stack)**	1
Antitoxin, Rare *(Stack)**	3
Defibrillator*	20
Disinfectant	1
Disposable Respirator*	3
Emergency Burn Kit*	5
First Aid Kit (10 uses)*	3
First Aid Kit, Large (20 uses)*	5
First Aid Kit, Small (5 uses)*	2
Medication *(Stack)**	2
Medication, Rare *(Stack)**	5
Painkiller *(Stack)**	3
Portable Oxygen Unit	7
Potassium Iodide *(Stack)**	2
Sleeping Pill *(Stack)*	1
Surgery Kit (10 uses)*	12
Surgery Kit, Large (20 uses)*	20
Surgery Kit, Small (5 uses)*	8
Syringe, Clean *(Stack)*	1

Adrenaline Shot *(Stack)*: An adrenaline shot can stabilize a dying character, saving them from the incoming death. It won't remove the condition but allows the character to live one more day before getting surgery to remove the dying condition. The patient can administer the shot to themselves if the syringe is easily accessible. Lastly, it procures an advantage on Surgery test when healing the Vitals. 1 use.

Ammonia Salts *(Stack)*: This salt instantly wakes someone sleeping, stunned, or unconscious. It's enough for a thousand uses.

Antitoxin *(Stack)*: Remove the effect of common infections. Multiple doses can be required. 1 use.

Antitoxin, Rare *(Stack)*: This treatment neutralizes the effects of powerful toxins found in bacteria, mushrooms, toads, and snakes. It also works against some manufactured toxins, such as sarin. Multiple doses may be necessary. 1 use.

Bandages, Clean *(Stack)*: Those clean bandages are better at stopping bleeding. Using other fabrics can cause a disadvantage. 1 use.

Defibrillator: A defibrillator can be used to stabilize a dying character and extend the period before the character's death by one day. It requires a battery.

Disposable Respirator: A disposable respirator is a cheap gas mask designed for a single scene. Once the scene ends, the mask begins to let gas and particles in.

Emergency Burn Kit: An emergency burn kit provides an advantage when stabilizing or healing a character who has suffered burns. 1 use.

First Aid Kit: The First Aid Kit allows healing another character. See the First Aid and Surgery section for more information. 1 use.

Medication *(Stack)*: Medication can be used to treat any minor sickness or disease. It can generally be found as some pills. 1 use.

Medication, Rare *(Stack)*: Rare medications are used to treat major sickness or disease. It includes antibiotics, insulin, and other rare and costly medications. Antibiotics are used to treat diseases

caused by bacteria. Insulin is used to control diabetes. 1 use.

Painkiller *(Stack)*: Painkiller allows the character to temporarily ignore the effects of all their wounds during an encounter. When the painkiller is administered, a health test should be rolled. The painkiller does not prevent a character from rolling their Health test when getting wounds. 1 use.

Potassium iodide *(Stack)*: Potassium iodide pills provide an advantage when stabilizing or healing a character who has experienced minor radiation exposure. Additionally, they can be used as a preventative measure before entering a radiated zone. 1 use.

Surgery Kit: One dose can heal critical wounds. See the First Aid and Surgery section for more information. 1 use.



Gear

Travel Gear

Travel Gear	Slugs
10 x Iron Tent Stakes *(Stack)*	1
Backpack, Large (24 slots) *(Stack)**	3
Backpack, Large (24 slots) Waterproof *(Stack)**	4
Backpack, medium (16 slots) *(Stack)**	2
Backpack, medium (16 slots) Waterproof *(Stack)**	3
Backpack, small (8 slots) *(Stack)**	1
Backpack, small (8 slots) Waterproof *(Stack)**	2
Bag *(Stack)*	1
Bag, Waterproof *(Stack)*	2
Bedroll	1
Binoculars	10
Blanket	1
Blanket, Thermal	2
Blanket, Waterproof	3
Bottle, Empty	0.5
Box, Small Waterproof	1
Camp Bed, Folding *(Large)*	2
Camp Stove *(Heavy 2)**	5
Canteen (1 quart)	1
Carabiner *(Stack)*	1
Chalks (box)	1
Climbing Gear*	5
Compass	1
Fire Bellow, Telescopic *(Stack)*	1
Fishing Line	1
Fishing Rod and Tackle *(Large)*	4

Travel Gear	Slugs
Grappling Gun	10
Grappling Hook	2
Hemp Twine	1
Ice Cleats	1
Match Case, Waterproof	1
Pedometer *(Stack)*	1
Rope (150m)*	4
Rope (50m)*	2
Rope, Climbing (150m)*	5
Rope, Climbing (50m)*	3
Scuba Gear*	10
Shoulder Bag, Heavy Canvas	1
Skis and Boots	5
Sleeping Bag	2
Sleeping Bag, Polar	3
Snowshoes	2
Spork *(Stack)*	1
Tarpaulin, Large	7
Tent, 1 person	5
Tent, 2 persons	7
Tent, 3 Persons *(Large)*	10
Tent, 4 Persons *(Heavy 2)* *(Large)*	14
Tent, 5 Persons *(Heavy 2)* *(Large)*	20
Tent, 6 Persons *(Heavy 2)* *(Large)*	25
Tent, Large Canopy *(Large)*	8
Tent, Medium Canopy *(Large)*	5
Tent, Small Canopy *(Large)*	3
Tinderbox (10 uses)*	1
Water Bag (1 gallon)	1
Water Bag (5 gallon) *(Heavy 5)*	2

Backpack: Backpacks allow you to carry more items with ease and to keep your hands free. The number of slots determines the backpack's total capacity. Some backpacks are waterproof, protecting the items inside them from water.

Camp Stove: A portable stove can be used to cook during inclement weather. It runs on biodiesel and requires daily refuelling.

Climbing Gear: Climbing gear isn't mandatory, but it can be used as a descriptor to indicate a character's ability to climb regularly without needing a test.

Rope: This rope can be useful to attach stuff. It can be used to climb but cause a disadvantage to the test.

Rope, Climbing: This rope should be used to climb. It's not a good type of rope to attach stuff.

Scuba gear: Tests underwater suffer a disadvantage. The scuba gear allows them to ignore this disadvantage.

Tinderbox (10 uses): Tinderbox allows you to start a fire more easily and rapidly. It can provide an advantage in tests if time is critical.

Light Source



A small source of light generally lights a single room. A more powerful source of light will also light all the rooms around.

The duration test must be done at the end of every encounter if the item is used. A failure means that the item is exhausted or needs to be recharged. Check the Item's Duration Test section for more information.

Lights	Duration	Slugs
10 x Flare, Signal (Disposable) *(Stack)*	1 Die	1
10 x Light Stick *(Stack)*	2 Dice	1
10 x Signal Gun Ammunition *(Stack)*	1 Die	1
20 x Candle *(Stack)*	2 Dice	1
Fireworks *(Stack)*	Instant	2
Flashlight, Crank*	1 Die	6
Flashlight, Headlamp*	2 Dice	5
Flashlight, Metal*	2 Dice	3
Flashlight, Plastic	2 Dice	1
Flashlight, Waterproof*	2 Dice	3
Lantern, Biodiesel *(Large)**	2 Dice	3
Lantern, Candle *(Large)**	2 Dice	1
Lighter *(Stack)**	1 Die	1
Matches, box of 100 *(Stack)*	Instant	1
Matches, Waterproof, box of 10 *(Stack)*	Instant	1
Searchlight*	3 Dice	3
Signal Gun	-	3
Torch, homemade*	1 Die	1

Flashlight, Crank: This type of flashlight doesn't require batteries, but it needs to be cranked at the start of each encounter. Unfortunately, the recharge process is quite loud.

Flashlight, Headlamp: A headlamp flashlight lets you carry a light without using your hand.

Flashlight, Metal: This metal flashlight can provide light, but it's also solid enough to serve as a weapon.

Flashlight, Waterproof: Those flashlights resist water splash and can work underwater. It's also possible to have the descriptor "Waterproof" for other types of flashlights. Just add 2 Slugs to the price of other flashlight types.

Lighter: Lighters are great for lighting cigarettes and candles, but they don't work well for starting a campfire. You'll need dry wood and an accelerant for that. The lighter can last forever if it's used sparingly, but if it's used as a source of light, a duration test must be rolled.

Lantern, Biodiesel: This powerful kind of lantern can illuminate a complete room and all the other rooms around. This lantern uses biodiesel and needs to be refilled every scene or day.

Lantern, Candle: This lantern uses candles. It expends the light produced by the candles to all the rooms around it.

Searchlight: The searchlight uses a car battery and illuminates a complete room and all the other rooms around.

Torch, homemade: A torch can procure light for the duration of a scene. Note that torches can be fire hazards.

Tools



Tools	Slugs
10 x Tie Wraps *(Stack)*	1
Air Compressor, 60-gallon *(Heavy 28)**	10
Alchemy Kit, Basic	1
Blowtorch*	2

Tools	Slugs
Chain (per meter)	1
Crowbar *(Large)**	5
Duct Tape	1
Fire Extinguisher, Chemical *(Large)**	7
Fire Extinguisher, Chemical Portable*	5
Gloves, Electricians	1
Gloves, Gardener	1
Hand Drill	2
Lineman's Climbers	1
Lock-Picking, Concealed Tools*	6
Lock-Picking, Gun*	10
Lock-Picking, Tools	3
Magnifying Glass	2
Mechanic's Tool Chest, Empty *(Heavy 22, Heavy 40 full)*	10
Microscope, Laboratory	8
Microscope, Pocket	2
Padlock, Cheap Combination *(stack)**	1
Padlock, Good Combination *(stack)**	2
Padlock, Key *(stack)**	1
Pry-bar	2
Pulley, Steel	1
Safe-Cracking Tools	20
Saw, Hand	2
Saw, Pocket Wire *(Stack)*	1
Scissors	1
Shovel *(Large)**	2
Shovel, Folding	3
Tool Belt and Safety Strap	5
Tool, Alchemy Kit	5
Tool, Bomb disposal Kit	10
Tool, Brewing Kit	7
Tool, Chemical Kit	8
Tool, Cooking Kit	2
Tool, Electrician's Kit	8
Tool, Home Kit	5
Tool, Jeweller's Kit	6
Tool, Mechanics Kit	6
Tool, Sewing Kit	2
Tool, Watchmaker's Kit	3
Tool, Welder's Kit	10

Air Compressor, 60-gallon: Why do you need an air compressor? It works with biodiesel and needs daily refilling.

Blowtorch: A blowtorch is a versatile handheld tool that uses focused heat from biodiesel for various tasks. These include soldering copper pipes, brazing, removing paint, thawing frozen pipes, and repairing asphalt.

Crowbar: A crowbar can be used as a decent weapon. For more information, see the weapons section.

Fire Extinguisher, Chemical: This large extinguisher can prevent a house from burning down. It can extinguish a surface of one square meter per action. The extinguisher must be refilled or replaced at the end of the scene.

Fire Extinguisher, Chemical Portable: This smaller extinguisher can prevent a house from burning down. It can extinguish a surface of one square meter per action. However, it needs to be refilled or replaced after each use.

Lock-Picking, Concealed Tools: Those kinds of tools look like pens or hairpins, so it's very difficult to detect. They can be used multiple times. This kind of tool does not work on combination locks.

Lock-Picking, Gun: Lock-picking gun works like lock-picking tools but destroys the lock. It's easier to use so it adds an Advantage when used. It can be used multiple times. This kind of tool does not work on combination locks.

Padlock, Cheap Combination: A padlock with a combination requires the correct combination to open. Trying every possible combination would take about a day or an entire scene. Breaking the lock, however, requires a hard object and a successful brawn test.

Padlock, Good Combination: A padlock with a combination requires the right combination to open. It's possible to try every possible combination, but it will take about a week or an entire chapter. Breaking the lock requires a hard object and a successful brawn test with a disadvantage.

Padlock, key: A padlock with a key can't be guessed like one with a combination, but someone skilled and equipped with the right tools can still pick it. Breaking the lock requires a hard object and a successful physical test.

Shovel *(Large)*: A shovel can be used as a decent weapon. For more information, see the weapons section.

Technologies



Except for the battery charges, the automatic watch, and the solar panel, all those items require batteries to operate.

Technologies	Slugs
Alarm Clock	1
Battery Charger, Electric*	10
Battery Charger, Solar*	20
Binoculars, Stabilized	15
Camera, Analog	1
Camera, Digital	15
Camera, Instant	5
Camera, Security	10
Camera's Instant Film (600 Photos)	1
Camera's Roll of Film (36 Photos)	1
Detonator, Remote	7
Detonator, Wired	2
Disc, DVD	1
Disc, Music	1
Disc, Vinyl	1
Drone and Remote*	30
DVD Player	10
Geiger Counter	10
Goggles, Night Vision	30
GPS Handheld	20
Lamp, 6-Watt Fluorescent	3
Laptop	25
Metal Detector *(Large)*	12
Metal Detector, Small	6
Mic, Directional	3
Motion Detector Alarm Set	15
PC System *(Heavy 4)*	20
Phone, Smart *(Stack)*	15
Portable Satellite Antenna *(Large, Heavy 4)*	50
Projector	3
Radio Jammer	5
Radio*	4
Rangefinder	3
Solar Panel, Foldable *(Large)**	30
Stereo System	5
Tablet, Smart	11
Television	12
Turntable	7
Walkie-Talkie (2)	10

Technologies	Slugs
Watch, Automatic	8
Watch, Smart	6
Watch, Standard	3

Battery Charger Electric: The battery charger requires electricity or being connected to a generator. I can recharge up to 4 rechargeable batteries or a car battery every day.

Battery Charger, Solar: Can recharge up to 4 rechargeable batteries or a car battery every day of sunlight. It's about 3 hours per battery.

Drone: The drone comes with a remote and a screen to see through the drone's camera. The drone armor is 0. The drone requires batteries.

Radio: This kind of radio has a maximum range of 15km.

Solar Panel, Foldable *(Large)*: Can recharge up to 9 batteries or 3 car batteries each day of sunlight.

Miscellaneous



Miscellaneous	Slugs
Alarm Clock, Mechanical	1
Animal Care Kit	2
BBQ Grill *(Heavy 5)**	5

Miscellaneous	Slugs
Bell	1
Book, Blank	1
Book, Diary	1
Book, Dictionary	2
Book, Encyclopedia	4
Book, Novel	1
Book, Religious	2
Briefcase	1
Cane	1
Chemical Toilet, Portable *(Large)*	5
Clutches *(Large)*	1
Coin, Bronze *(Stack)*	3
Coin, Copper *(Stack)*	2
Coin, Gold *(Stack)*	5
Coin, Iron *(Stack)*	1
Coin, Silver *(Stack)*	4
Collectable (Stamps, coins…)	2
Cosmetics	1
Dice, Loaded	2
Dice, Set *(stack)*	1
Disguise Kit	2
Dream Catcher, Lakota*	2
Dream Catcher, Ojobwe*	2
Eye Patch	1
False Identification Card*	5
False Identification Tattoos*	5
Firecrackers (10 uses)	1
Flute	1
Gas Mask	3
Gas Mask Tank	1
Glass Vial, Empty *(Stack)*	1
Gold Bar	32
Grenade Canister, Empty	2
Guitar *(Large)*	2

Miscellaneous	Slugs
Handcuffs	3
Insulated Tank (5 gallons) ***(Heavy 7 Full)***	3
Invisible Ink	2
Limb Splint	1
Manacles	3
Maps	2
Mask, Surgeon	1
Mirror, Large	2
Mirror, Small	1
Paint, Can	1
Paint, Spray	1
Paper, Pad	1
Parachute	20
Pen, Box	1
Pencil, Box	1
Playing Cards, Deck	1
Precious Stone or Gemstone	10
Razor	1
Religious Item	1
Safe (500 lbs) ***(Heavy 275)***	10
Safe, personal ***(Heavy 4)***	3
Sex Toy	1
Sketch Pad	1
Straightjacket	4
Sunglass ***(Stack)***	1
Tablet, Writing	1
Telescope, Large ***(Large, Heavy 2)***	15
Telescope, Small	3
Turntable	3
Umbrella ***(Large)***	1
Wallet	1
Wheelchair ***(Heavy 5)***	8
Whistle ***(Stack)***	1
Wingsuit*	30

BBQ Grill: The BBQ grill requires biodiesel and needs to be refilled daily.

Dream Catcher, Lakota: This dream catcher blocks all Dream Weaver powers of a certain level or lower within a 10-metre radius for the next three nights. After this period of time, its effect vanishes. The power level blocked is equal to the level of the Dream Weaver who has created it. When not created by a Dream Weaver, the dream catcher has no actual power. The dream catcher is considered a weak stain object.

Dream Catcher, Ojibwe: This dream catcher acts as a proxy to extend the range between a sleeper and the Dream Weaver. Multiple proxies can be used in a chain, but they must be placed approximately 10 metres apart. Those dream catchers are often used by a Dream Weaver to protect multiple dreamers from having bad dreams. Unless damaged, there is no expiration date for this kind of dream catcher. When attempting to connect with a sleeper, a Dream Weaver will detect any dream catchers in their path and pinpoint their real-world location. When not created by a Dream Weaver, the dream catcher has no actual power. The dream catcher is considered a weak stain object.

False Identification Card: False identification cards are linked to a person and a faction or community. Typically, they lack a photo but include a brief description of the individual. This allows them to be recognized as a community member. Such cards may be required for entry, trade, or to avoid external taxes. Since these are counterfeit, they can be detected, and using them can result in a death sentence.

False Identification Tattoos: These tattoos signify membership in a faction or community. They can be required for entry, trade, or to avoid outsider taxes. Removing them is difficult and leaves visible marks, making them easily recognizable. Since they aren't done by official tattooists, they're often considered fake.

Invisible Ink: Invisible ink becomes visible near a source of heat.

Wingsuit: A wingsuit allows for gliding. Every meter glided down equals one meter of forward movement. An acrobatics test may be required to navigate obstacles.

Weapons

Weapons Properties

Skill: It's the skill used to attack with the weapon. In some rare situations, it can be substituted with another one. When the skill is not mentioned, the value must be used as the rating for the attack.
Level: A bonus or a penalty directly added to the skill rating used when attacking.
Range: The maximal range of the weapon. A disadvantage must be applied when trying to go over this distance with a range weapon.
Ammo: The number of ammo available before a reload is required. Reloading a weapon requires a full action or two quick actions.
Descriptors: Descriptors for the weapons.
Slugs: The price of the weapon.

Exceptional Effects

Those effects are activated when at least one Exceptional Effect is rolled.

Blast: When activated, an Exceptional Effect can be used to do an additional wound.
Bleed: When activated, it causes the Bleeding condition. This effect can only be applied once.
Blind: When activated, it causes Blindness to the opponent for a round. This effect can only be applied one time per round.
Ignite: When activated, it causes the Burn effect. This effect cannot be applied multiple times. See the Burn section for more information.
Disarm: When activated, it disarms an opponent. See the Close Combat Maneuver for more information.
Dismember: When activated and attacking a limb, the weapon dismembers it. It also causes the **Bleed** Effect. A dismembered limb cannot be healed by natural means or surgery. This attack on the head automatically kills the victim.
Exhaustion: When activated, it causes the exhausted condition.
Knockdown: When activated, it causes a knockdown to the opponent. See the Close Combat Maneuver for more information.
Pinning Shot: When activated, it prevents the enemy's movement until an action is used to recover. This power only works on human-size targets.
Shove: When activated, it shoves a human-size opponent. See the Close Combat Maneuver for more information.

Weapon General Descriptors

Area: Causes effects to everything in a short range or in a cube of 10 meters per 10 meters per 10 meters.
Heavy Gun: This weapon can only be used by a character with the Heavy Gunner in the Belligerent specialization.
Battery: Use a battery as ammunition. The battery must be changed when the number of ammunition is depleted.
Biodiesel: Use biodiesel as ammunition. The tank must be changed when the number of ammunition is depleted.
Brace: A quick action must be expended to activate this feature when an opponent's movement toward you. The opponent gets a wound if it fails a melee attack against you.
Breach: This weapon or tool is effective against structures and confers an advantage to any test to destroy objects.
Burn: A successful attack test causes the Burn effect. This effect cannot be applied multiple times. See the Burn section for more information.
Burst: This weapon can be used in burst fire mode. See the Firing Modes section for more information.
Cause Pain: The weapon causes pain and forces the target to make noise.
Choke: Causes asphyxiation, and the target will have to check their "Privation" box if the attack test is successful. If the box is already checked, the target is stunned instead.

Discreet: The weapon is not visible except if someone is actively searching. A disadvantage must be applied if someone is actively looking for the weapon.
Exhaustion: Causes the exhausted condition if the attack test is successful.
Explosive: Explosive damage is resisted with Athletics + Armor (if it applies), no matter the skill used to attack.
Fragile: The weapon will break after the first use.
Full Automatics (FA): Allows firing in full automatics mode. See the Firing Modes section for more information.
Fuse: Explode a few seconds after lighting or triggering the fuse. The explosive explodes at the end of the combat round. It's also possible to "cook" the fuse with a quick action and have it explode on impact.
Gas: Gas causes the exhausted condition. The canister can then be filled with any chemical that is inhaled.
Hands-Free: The character can ready the weapon but still have their hands free.
High Caliber: Use Slugs as ammunition. Also count as Piercing.
Inoffensive: Do not do a wound even if the attack test is successful. Those kinds of weapons generally have other features.
Immobilize: A successful test prevents the enemy's movement until an action is used to recover. This feature only works on human-size targets or bigger if the weapon is larger as well. Sometimes, it can be difficult for the victim to recover. Some less intelligent victims, like animals, can be unable to recover.
Large: Large items can be transported on the shoulder but are limited to two on a character.
Light: Can be used as a light source.
Loud: Causes a lot of noise.
Parabolic: Use a parabolic trajectory and can only be used at long range.
Piercing: Reduce the armor rating by two to a minimum of zero. It only applies to the armor value and not to the overall resistance value.
Return on Miss: Return to the thrower if the target has not been hit.
Smoke: Causes smoke that blocks line of sight and causes asphyxia (see the Asphyxia section for more information).
Stun: Causes the stun condition and prevents the victim from doing any actions for the next round if the attack test is successful. The effect can only be applied to human-size opponents.
Surplus: Surplus firearms are old firearms that can still be used. They are still reliable but quite rare.
Throw: Can be used as a thrown weapon.
Trap: Should be placed in the ground before being used.
Two-handed: The weapon must be used with two hands.
Versatile: Allows using the weapon with one or two hands. Add 1 level to the skill when using the weapon with two hands.
Zone: The attack affects a target or all the targets in the same space, like a swarm of creatures.



Projectile Weapons



Projectile weapons are very useful for maintaining distance from an opponent. They are generally silent and much cheaper than firearms.

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Banger	Quickness	+0	Short	1	Explosive, Fragile, Fuse, Loud, Throw, Zone	1
Blowdart Pen*	Accuracy	+0	Short	1	Bleed, Discreet, Stack	4
Blowgun*	Accuracy	+1	Short	1	Bleed, Two-handed	5
Bola	Quickness	+1	Short	1	Pinning Shot, Throw	2
Bomb, Chemical	Nimbleness	+2	Short	1	Area, Blast, Explosive, Fragile, Fuse, Loud, Throw	6
Bomb, Nail	Nimbleness	+3	Short	1	Area, Blast, Bleed, Explosive, Fragile, Loud, Throw	9
Bomb, Pipe	Nimbleness	+3	Short	1	Area, Blast, Explosive, Fragile, Fuse, Knockdown, Loud, Throw	9
Bomb, Smoke	Nimbleness		Short	1	Area, Fuse, Inoffensive, Smoke, Throw	1
Boomerang	Quickness	+1	Short	1	Knockdown, Return on Miss, Throw	2
Bow, Compound*	Accuracy	+3	Long	1	Bleed, Large, Two-handed	43

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Bow, Homemade*	Accuracy	+1	Short	1	Bleed, Large, Two-handed	4
Bow, Longbow*	Accuracy	+2	Long	1	Bleed, Large, Two-handed	22
Bow, Recurve*	Accuracy	+3	Short	1	Bleed, Large, Two-handed	31
Bow, Rudimentary*	Accuracy	+2	Short	1	Bleed, Large, Two-handed	16
Brick	Nimbleness	+1	Short	1	Fragile, Shove, Throw	2
Dart, Throwing	Quickness	+0	Short	1	Bleed, Throw	1
Dynamite Stick	Nimbleness	+4	Short	1	Area, Blast, Breach, Explosive, Fragile, Loud, Throw	18
Firework	Technicals	+0	Short	1	Ignite, Explosive, Fragile, Fuse, Loud, Throw, Zone	2
Greek Fire Bomb	Nimbleness	+2	Short	1	Area, Burn, Explosive, Fragile, Inoffensive, Throw	5
Grenade, Anti-tank*	Nimbleness	+4	Short	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove, Throw	18
Grenade, Burning*	Nimbleness	+3	Short	1	Area, Blast, Burn, Explosive, Fragile, Inoffensive, Smoke, Throw	9
Grenade, Flashbang*	Nimbleness	+3	Short	1	Area, Blind, Exhaustion, Explosive, Fragile, Inoffensive, Loud, Throw	9
Grenade, Fragmentation*	Nimbleness	+4	Short	1	Area, Blast, Bleed, Explosive, Fragile, Knockdown, Loud, Shove, Throw	18
Grenade, Gas*	Nimbleness	+2	Short	1	Area, Gas, Throw	5
Grenade, Illuminating*	Nimbleness	+2	Short	1	Area, Burn, Fragile, Light, Inoffensive, Throw	5
Grenade, Incendiary*	Nimbleness	+4	Short	1	Area, Burn, Explosive, Fragile, Inoffensive, Throw	18
Grenade, Offensive*	Nimbleness	+4	Short	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove, Throw	18
Grenade, Sting*	Nimbleness	+2	Short	1	Area, Explosive, Fragile, Inoffensive, Loud, Shove, Stun, Throw	5
Javelin	Accuracy	+3	Long	1	Bleed, Large, Pinning Shot, Throw	15
Knife,	Quickness	+2	Short	2	Bleed, Stack, Throw	11
Lasso	Nimbleness	+1	Short	0	Inoffensive, Immobilize	12
Molotov Cocktail	Nimbleness	+1	Short	1	Area, Burn, Explosive, Fragile, Inoffensive, Throw	2
Net	Nimbleness	+1	Close	1	Inoffensive, Immobilize, Throw	4
Net, Heavy	Brawn	+2	Short	1	Inoffensive, Immobilize, Throw	19
Rock	Brawn	+1	Short	1	Heavy 2, Shove, Throw	0

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Rock, Heavy	Brawn	+2	Short	1	Heavy 4, Knockdown, Throw , Two-handed	0
Shuriken	Quickness	+1	Short	3	Bleed, Burst, Stack, Throw	7
Slingshot*	Quickness	+1	Short	1	Shove, Two-handed	3
Spear,	Brawn	+3	Short	1	Bleed, Large, Pinning Shot, Throw	9
Spray and Lighter	Nimbleness	+2	Close	5	Burn, Inoffensive, Two-handed, Zone	31
Stone	Quickness	+0	Short	1	Shove, Stack, Throw	0
Throwing Blade	Quickness	+1	Short	2	Bleed, Throw	2

Banger: Bangers are small explosives that can be thrown. Originally used for celebrations, they are now employed to repel monsters.

Blowdart Pen: The blowdart pen uses mini-darts.

Blowgun: The blowgun uses darts as ammunition.

Bola: Bola can only be used against human-size opponents.

Bow: All bows use arrows as ammunition.

Firework: Fireworks are explosive devices that are self-propelled.

Slingshot: Slingshots use stones as ammunition.

Close Combat Weapons



Close combat weapons vary greatly in size and weight. Some can be pocketed, while others require a backpack for transport. Regardless of size, they're generally quite effective.

Weapon	Skill		Range	Ammo	Descriptors	Slugs
2"x4" Wood	Brawn	+1	Close	-	Large, Shove, Versatile	4
Baseball Bat	Brawn	+2	Close	-	Shove, Versatile	15
Bayonet	Brawn	+1	Close	-	Bleed, Piercing	4
Blackjack	Brawn	+2	Close	-	Knockdown	8
Bottle, Broken	Brawn	+1	Close	-	Bleed, Fragile	1
Bottle, Empty	Brawn	+1	Close	-	Fragile, Shove	1
Boxing Gloves	Brawn	+0	Close	-	Knockdown	1
Branch	Brawn	+1	Close	-	Fragile, Large, Shove, Versatile	0
Bullwhip	Nimbleness	+1	Short	-	Bleed, Cause Pain	6
Burning Torch	Brawn	+2	Close	-	Ignite, Fragile	3
Cane	Nimbleness	+1	Close	-		2
Chain	Brawn	+2	Close	-	Shove	8

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Chainsaw	Brawn	+4	Close	25	Bleed, Breach, Biodiesel, Large, Loud, Piercing, Two-handed	27
Cleaver	Brawn	+3	Close	-	Bleed	22
Club	Brawn	+2	Close	-	Shove, Two-handed	6
Cricket Bat	Brawn	+3	Close	-	Shove, Versatile	30
Crowbar	Brawn	+1	Close	-	Breach, Large, Shove, Versatile	5
Dagger	Brawn	+2	Close	-	Bleed	11
Fire Poker	Brawn	+2	Close	-	Large, Shove, Versatile	15
Flashlight, Metal	Brawn	+1	Close	-	Light, Shove	3
Garrote	Nimbleness	+1	Close	-	Choke, Discreet, Hands-Free, Inoffensive, Stack, Two-handed	2
Golf Club	Brawn	+1	Close	-	Large, Shove	2
Hammer	Brawn	+2	Close	-	Shove	8
Hatchet	Brawn	+2	Close	-	Bleed, Thrown	11
Hook	Nimbleness	+1	Close	-	Bleed, Disarm, Versatile	7
Ice Pick	Nimbleness	+2	Close	-	Bleed	14
Knife	Nimbleness	+1	Close	-	Bleed, Stack	5
Knuckles, Brass	Brawn	+1	Close	-	Discreet, Hands-Free	2
Knuckles, Spiked	Brawn	+1	Close	-	Bleed, Cause Pain, Discreet, Hand-Free	3
Mace Spray	Nimbleness	+2	Close	25	Blind, Exhaustion, Inoffensive, , Zone	17
Machete	Nimbleness	+2	Close	-	Bleed	14
Nunchaku	Nimbleness	+1	Close	-	Shove	3
Pepper Spray	Nimbleness	6	Close	3	Choke, Inoffensive	139
Piolet (Ice Axe)	Nimbleness	+2	Close	-	Bleed	14
Razor Blade	Nimbleness	+0	Close	-	Bleed, Discreet, Stack	3
Retractable Stick	Brawn	+1	Close	-	Shove	2
Scalpel	Nimbleness	+1	Close	-	Bleed, Discreet, Stack	6
Shield, Ballistic	Brawn	+0	Close	-	Shove, Large	26
Shield, Crusader	Brawn	+1	Close	-	Shove, Large	36
Shield, Homemade	Brawn	+1	Close	-	Shove, Large	3
Shiv	Brawn or Nimbleness	+1	Close	-	Bleed, Discreet, Fragile, Stack	1
Shovel	Brawn	+1	Close	-	Large, Shove, Two-handed	2

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Sledgehammer	Brawn	+4	Close	-	Knockdown, Breach, Large, Heavy 2, Shove, Two-handed	44
Spear	Brawn	+3	Short	-	Bleed, Brace, Large, Piercing, Shove, Two-handed	52
Staff	Brawn	+2	Close	-	Knockdown, Large, Shove, Versatile	17
Staff, Retractable	Brawn	+2	Close	-	Knockdown, Shove, Versatile	20
Stake	Brawn	+2	Close	-	Bleed, Piercing	16
Stun Baton	Nimbleness	+3	Close	3	Battery, Inoffensive, Stun	10
Switchblade	Nimbleness	+2	Close	-	Bleed, Stack	17
Sword Cane	Nimbleness	+1	Close	-	Bleed	4
Sword, Fencing Foil	Nimbleness	+3	Close	-	Bleed	27
Sword, Katana	Nimbleness	+3	Close	-	Bleed, Dismember, Two-handed	46
Sword, Medieval	Brawn	+4	Close	-	Bleed, Dismember, Large, Shove, Two-handed	82
Sword, Rapier	Nimbleness	+3	Close	-	Bleed, Large	25
Sword, Retractable	Nimbleness	+2	Close	-	Bleed	17
Tactical Baton	Brawn	+2	Close	-	Discreet, Knockdown	10
Taser (touch)	Nimbleness	+3	Close	3	Battery, Inoffensive, Stun	10
Tire Iron	Brawn	+1	Close	-	Shove	2
Truncheon	Brawn	+2	Close	-	Shove	8
Unarmed	Brawn or Nimbleness	+0	Close	-	Knockdown	0
Wood Axe	Brawn	+3	Close	-	Breach, Bleed, Dismember, Knockdown, Large, Shove, Two-handed	56

Small Arms



Small arms are excellent for maintaining a distance from enemies. Their compact size makes them easy to conceal, and they can cause significant damage. However, they're generally quite loud.

All pistols, revolvers, Uzis, and small shotguns use bullets as ammunition.

Weapon	Skill		Range	Ammo	Descriptors	Slugs
380 ACP pistol	Quickness	+1	Short	6	Bleed, Loud	5
Crossbow, Hand*	Quickness	+1	Short	1	Bleed, Piercing	7
Crossbow, Pistol*	Quickness	+2	Short	1	Bleed, Piercing	26
Dragon's Breath Wand*	Quickness	+2	Short	1	Biodiesel, Burn, Inoffensive, Large, Two-handed, Zone	5
Grenade Launcher*	Accuracy	-	Long	1	Grenade, Large, Loud, Two-handed	30
Pen Gun	Accuracy	+0	Short	1	Bleed, Discreet, Loud, Stack	2
Pistol, .22 Short Automatic	Quickness	+2	Short	6	Bleed, Loud	19
Pistol, .25 Derringer	Quickness	+1	Short	1	Bleed, Discreet, Loud, Stack	4
Pistol, .32 Automatic	Quickness	+2	Short	8	Bleed, Loud	21
Pistol, .45 Automatic	Quickness	+3	Short	7	Bleed, Burst, Loud	80

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Pistol, Automatic	Quickness	+3	Short	8	Bleed, Burst, Loud	83
Pistol, BB*	Quickness	+0	Short	1	Bleed	3
Pistol, Beretta M9	Quickness	+3	Short	15	Bleed, Loud	47
Pistol, Glock 17 9mm Automatic	Quickness	+3	Short	17	Bleed, Burst, Loud	95
Pistol, IMI Desert Eagle (.50AE)	Quickness	+4	Short	7	Bleed, High Caliber, Knockdown, Loud, Shove	159
Pistol, Model P08 Luger (7.65mm)	Quickness	+3	Short	8	Bleed, Loud, Surplus	42
Revolver, .32	Quickness	+2	Short	6	Bleed, Loud	19
Revolver, .44 Magnum	Quickness	+3	Short	6	Bleed, Loud	38
Revolver, 9mm	Quickness	+3	Short	6	Bleed, Loud	38
Revolver, BB	Quickness	+0	Short	5	Bleed	5
Shotgun Pistol	Quickness	+3 +2	Short Long	1	Bleed, Large, Loud	19
Shotgun, Sawed-Off	Quickness	+3	Short	2	Bleed, Loud	28
SMG, Skorpion (7.65mm)	Quickness	+3	Short	20	Bleed, FA, Loud, Two-	125
SMG, Uzi (9mm)	Quickness	+3	Short	32	Bleed, FA, Loud, Two-	133
Taser Gun (dart)*	Quickness	+4	Short	1	Battery, Inoffensive, Stun	17

Crossbow: All crossbows use bolts as ammunition.

Dragon's Breath Wand: The dragon’s breath wand is an artisan weapon designed to throw flames. It’s a long, metal cylinder resembling a hand cannon. The wand uses biodiesel as ammunition, but only a small amount. The wand will deplete a can of biodiesel if used multiple times during a day.

Pistol, BB: The BB Pistol uses BB as ammunition.

Taser Gun (dart): This taser uses darts that are attached to metal wires. These darts must be reinserted before firing again. Additionally, it uses a battery each time it fires.

Long Arms



Long arms are harder to conceal because they're larger than small arms. They're generally more precise and powerful. Since they're quite common, they're not as expensive as smaller arms.

All rifles, machine guns, shoguns, and the pipe gun use bullets as ammunition.

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Assault Rifle, AK-47 (7.62x39mm)	Accuracy	+4	Long	30	Bleed, FA, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	544
Assault Rifle, AK-74 (5.45mm)	Accuracy	+3	Long	30	Bleed, FA, Large, Loud, Two-handed	195
Assault Rifle, FN FAL Light Automatic (7.62x51mm Nato)	Accuracy	+4	Long	20	Bleed, Burst, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	370
Assault Rifle, Galil (5.56x45mm)	Accuracy	+3	Long	20	Bleed, FA, Large, Loud, Two-handed	185
Assault Rifle, Heckler & Koch G36	Accuracy	+3	Long	30	Bleed, FA, Large, Loud, Two-handed	195
Assault Rifle, M16 A2 (5.56x45mm)	Accuracy	+3	Long	30	Bleed, Burst, Large, Loud, Two-handed	117

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Bazooka*	Accuracy	+5	Short	1	Area, Blast, Breach, Explosive, Heavy Gun, Large, Loud, Shove, Two-handed	485
Big Boy Rifle	Accuracy	+1	Long	11	Bleed, Large, Loud, Two-handed	5
Crossbow, Compound*	Accuracy	+3	Long	1	Bleed, Large, Piercing, Two-handed	68
Crossbow, Recurve*	Accuracy	+2	Long	1	Bleed, Large, Piercing, Two-handed	34
Crossbow, Repeating*	Accuracy	+2	Short	5	Bleed, Large, Piercing, Two-handed	54
Crossbow, Rifle*	Accuracy	+3	Long	1	Bleed, Large, Piercing, Two-handed	68
Flame Thrower*	Accuracy	+5	Short	25	Biodiesel, Burn, Heavy Gun, Inoffensive, Large, Loud, Two-handed, Zone	109
Gewehr 43	Accuracy	+3	Long	7	Bleed, Large, Loud, Surplus, Two-handed	31
Karabiner 98k	Accuracy	+3	Long	5	Bleed, Large, Loud, Surplus, Two-handed	28
Lee-Enfield MK III	Accuracy	+2	Long	10	Bleed, Burst, Large, Loud, Surplus, Two-handed	53
M1 Garand	Accuracy	+2	Long	8	Bleed, Large, Loud, Surplus, Two-handed	16
M1903 Springfield	Accuracy	+2	Long	25	Bleed, Burst, Large, Loud, Surplus, Two-handed	57
M1917 Enfield	Accuracy	+2	Long	6	Bleed, Large, Loud, Surplus, Two-handed	15
Machine Gun, FN Minigun	Accuracy	+3	Long	100	Bleed, FA, Heavy Gun, Large, Loud, Two-handed	259
Machine Gun, M134 Minigun	Accuracy	+4	Long	100	Bleed, FA, Heavy Gun, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	725
Mini-Flamer*	Quickness	+2	Short	5	Biodiesel, Burn, Inoffensive, Large, Two-handed, Zone	10
Pipe Gun*	Accuracy	+3 +2	Short Long	1	Bleed, Large, Loud, Two-handed	12
Rifle, .22 Bolt-Action	Accuracy	+2	Long	6	Bleed, Large, Loud, Two-handed	15
Rifle, .30 Lever-Action Carbine	Accuracy	+3	Long	6	Bleed, Large, Loud, Two-handed	30
Rifle, .30-06 Semi-Automatic	Accuracy	+4	Long	5	Bleed, Burst, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	278

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Rifle, BB*	Accuracy	+0	Short	1	Bleed, Large, Two-handed	2
Rifle, Bolt-Action	Accuracy	+4	Long	5	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	167
Rifle, Elephant Gun (138mm)	Accuracy	+5	Long	2	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	250
Rifle, Single Shot	Accuracy	+2	Long	1	Bleed, Large, Loud, Two-handed	7
Rifle, SKS Carbine (7.62x39mm)	Accuracy	+4	Long	8	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	192
Rocket Launcher*	Accuracy	+5	Long	4	Area, Blast, Breach, Explosive, Large, Knockdown, Loud, Rocket, Shove, Two-handed	1457
Shotgun, 12-gauge (Pump)	Accuracy	+3 +2	Short Long	5	Bleed, Large, Loud, Two-handed	26
Shotgun, 12-gauge (semi-auto)	Accuracy	+3 +2	Short Long	5	Bleed, Burst, Large, Loud, Two-handed	77
Shotgun, Double-Barrel	Accuracy	+3 +2	Short Long	2	Bleed, Large, Loud, Two-handed	20
Sniper Rifle, Barrett Model 82 (.50 BMG)	Accuracy	+4	Long	11	Bleed, High Caliber, Knockdown, Large, Loud, Shove, Two-handed	212
Sniper Rifle, Galil Sniper (7.62x51mm)	Accuracy	+3	Long	20	Bleed, Knockdown, Large, Loud, Shove, Two-handed	111

Bazooka: The bazooka uses rockets as ammunition.

Crossbow: All crossbows use bolts as ammunition.

Flame Thrower: The flame thrower uses biodiesel as ammunition.

Mini-Flamer: The flame thrower uses biodiesel as ammunition.

Rifle, BB: The BB Rifle uses BB as ammunition.

Rocket Launcher: The rocket launcher uses rockets as ammunition.

Traps and Artillery

Traps are dangerous weapons that inflict significant harm on unsuspecting individuals.

Weapon	Skill		Range	Ammo	Descriptors	Slugs
Caltrops, bag		3	Close	1	Bleed, Cause Pain, Trap	13
Claymore*	Technicals	+5	Close	1	Area, Blast, Breach, Explosive, Fragile, Loud, Shove, Trap	20
Land Mine	Technicals	+4	Close	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove, Trap	10
Mortar, Large*	Technicals	+5	Long	1	Area, Blast, Breach, Explosive, Heavy Gun, Knockdown, Loud, Parabolic, Shove	255
Mortar, Small*	Technicals	+4	Long	1	Area, Blast, Breach, Explosive, Heavy Gun, Knockdown, Loud, Parabolic, Shove	128
Petard*	Technicals	+3	Short	1	Blast, Breach, Explosive, Fragile, Loud, Trap, Zone	9
Plastic C-4	Technicals	+5	Close	1	Area, Blast, Breach, Explosive, Fragile, Knockdown, Loud, Shove, Trap	20
Squib*	Technicals	+2	Short	1	Blast, Breach, Explosive, Fragile, Loud, Trap, Zone	5
Trap, Bear	Technicals	+2	Close	-	Bleed, Cause Pain, Immobilize,	37
Trap, Hunting	Technicals	+1	Close	-	Bleed, Cause Pain, Immobilize,	10

Claymore: Claymores are directional mines. They fire in a 60-degree arc.

Mortar, Large: The large mortar uses large explosive shells.

Mortar, Small: The small mortar uses small explosive shells.

Petard: A petard is a small bomb made of a metal or wooden box filled with powder, used to blast down a door or to make a hole in a wall.

Propane Tank: Propane tanks do not explode when thrown. It requires a powerful impact that pierces the tank and fire to light the propane.

Squib: A squib is a small explosive connected to two wires and a small battery.

Ammunition



Ammunition	Slugs
10 x BB *(Lightweight)**	1
10 x Low Caliber Ammunition FMJ *(Lightweight)*	1
10 x Mini Dart (Blowdart Pen) *(Stack)*	1
10 x Slingshot Ball *(Lightweight)**	1
20 x Arrow or Bolt *(Stack)*	1
Arrow or Bolt, Explosive *(Stack)**	2
Arrow or Bolt, Fire *(Stack)**	1
Dart	4
Explosive Shell, Large (Mortar)	20
Explosive Shell, Small (Mortar)	9
High Caliber Ammunition FMJ *(Lightweight)*	1
Rocket	10
Slingshot Stone *(Lightweight)*	Free
Stone *(Stack)*	Free

Arrow or Bolt, Explosive *(Stack)*: Explosive arrows and bolts explode upon contact, adding "Area" and "Loud" descriptors to their features.

Arrow or Bolt, Fire *(Stack)*: Fire arrows or bolts are more complex than simply using gasoline on a projectile. They require a carefully balanced mixture of flammable ingredients that will burn for the right amount of time without destabilizing the projectile. Fire arrows or bolts provide the ignition feature.

BB *(Lightweight)*: BBs are small spherical projectiles used for BB guns.

Slingshot Ball *(Stack)*: Used instead of small stones. It adds 1 to the skills rating when attacking.

Bullet Calibers and Types

We use only two calibres for bullets: high calibre and low calibre. When purchasing bullets, simply note whether they're high or low calibre. Ten low calibre bullets are worth 1 high calibre bullet, which is called a slug.

By default, a character will use Full Metal Jacket (FMJ) bullets when firing a weapon. No additional rules are required.

Bullet Type	Slugs
10 x Less-lethal, Low Caliber *(Lightweight)**	1
10 x Normal Ammunition (FMJ), Low Caliber *(Lightweight)*	1
3 x Polymer Tipped, Low Caliber *(Lightweight)**	1
5 x Armor Piercing (AP), Low Caliber *(Lightweight)**	1
5 x Subsonic Ammunition *(Lightweight)**	1
Incendiary Shell *(Lightweight)**	1
Normal Ammunition (FMJ), High Caliber *(Lightweight)*	1
Polymer Tipped, High Caliber *(Lightweight)**	2

Armor Piercing (AP): Add the Piercing descriptor to the attack.

Incendiary Shell: Those kinds of shells are for shotgun only. It adds the Ignite effect to the weapon.

Less-lethal: Using less-lethal bullets cannot cause the Dying condition.

Polymer Tipped: Add 1 to the weapon rating for the attack test.

Subsonic Ammunition: Subsonic ammunition reduces the rating of a firearm by 1 but produces a lot less noise. When outdoors, it can almost be considered silent.



Weapon Accessories



Accessories	Slugs
Bandolier (50 bullets)*	4
Bayonet	2
Bipod*	5
Chest Harness with Pockets (100 bullets)*	6
Choke Tube*	2
Concealable Holster*	4
Confort Grip	4
Extended Clip*	3
Handle*	4
Hidden Arm Slide*	7
Holographic Sight *(Stack)**	5
Holster*	3
Laser Gunsight *(Stack)**	8
Mini-Flashlight *(Stack)**	5
Projectiles Pouch *(Stack)**	1
Quiver *(Stack)*	1
Recoil Pad*	4
Red Dot *(Stack)**	4
Silencer/Suppressor, homemade*	3
Silencer/Suppressor*	20
Speed Loader*	4
Telescopic Sight*	10
Thermal Imaging Scope*	50
Tripod*	7

Bandolier (50 bullets): Provides access to ammunition without needing to search through a backpack.

Bipod: The bipod can only be used while prone. You can remove the Combat Disadvantage when firing at long range, or you can gain an advantage if the penalty was already removed by another accessory.

Chest Harness with Pockets (100 bullets): Provides access to ammunition without needing to search through a backpack.

Choke Tube: The choke tube modifies a shotgun's firing spread to a wide one. Adding or removing it requires a normal action. This wide spread allows you to hit up to two adjacent targets with a single shot. For the test, use the highest resistance rating and apply a disadvantage. A success means that both targets have been wounded.

Concealable Holster: A quick action can be used to ready a small arm. It also causes a disadvantage to anyone attempting to detect it.

Comfort Grip: The comfort grip allows you to use the aim action and move simultaneously within the same round. However, the weapon should remain pointed at the target throughout the entire round.

Extended Clip: This accessory doubles the ammunition capacity of the weapon. It can only be applied to firearms with five or more rounds.

Handle: This modification eliminates the recoil disadvantage associated with firing multiple shots in a single round with an automatic weapon. It requires holding the weapon with both hands.

Hidden Arm Slide: Arm-mounted weapons can be quickly readied with a quick action. This holster also causes a disadvantage to anyone trying to detect the weapon.

Holographic Sight: Gain the combat advantage when shooting at close or short range. This ability cannot be used with a red dot sight.

Holster: Small arm can be readied with a quick action.

Laser Gunsight: When firing at close or short range, you can gain the combat advantage. However, the laser gunsight is visible, which makes stealth more difficult and results in a disadvantage. It's also incompatible with red dot or holographic sights and requires a battery.

Mini-Flashlight: Can be used as a flashlight. Requires a battery.

Projectiles Pouch: This item can carry 20 projectiles and allows access to ammunition without needing to search in a backpack.

Recoil Pad: Reduce the recoil experienced when firing multiple shots in a single round with a rifle or military weapon. This would eliminate the disadvantage associated with recoil from firing multiple shots.

Red Dot: Gain the combat advantage when firing at close or short range. This ability cannot be used with a holographic sight.

Silencer/Suppressor: Helps to stay concealed when firing.

Silencer/Suppressor, homemade: Helps to stay concealed when firing. The silencer is considered broken at the end of the encounter after being used.

Speed Loader: The speed loader can only be used by a revolver. Reloading a revolver becomes one quick action.

Telescopic Sight: Remove the disadvantage when shooting at long range, or get an advantage if the penalty was already removed by another accessory.

Thermal Imaging Scope: Remove the disadvantage when firing at long range, during the night, or acquire an advantage if the penalty was already eliminated by another accessory.



Tripod: Remove the combat disadvantage when shooting at long range, or get an advantage if the penalty was already removed by another accessory.



Chemicals

Usage

When purchasing chemicals, they're typically sold in various container shapes and sizes. The type of chemical determines whether a grenade canister or a glass vial is used; corrosive substances must be put in a glass vial, while non-corrosive substances can be put in a grenade canister.

These containers can then be thrown to release the gas or liquid in an area. When the chemicals have inhaled effects, they fill an entire room.

Toxin-Breathers generally use modified gas mask tanks to store chemicals, allowing them to consume them at their own pace.

Type

Different chemicals require different application methods, depending on their type.

Contact: The chemical's effect is activated when it touches a surface.

Ingested: The chemical's effect is activated when consumed.

Inhaled: These chemicals are activated when inhaled and are generally gases.

Injected: These chemicals activate when injected into a body.

Effects

Similar chemicals generally don't stack their effects, but the effect can be repeated if the target remains in the chemical's presence. Some monsters, generally the larger ones, are not affected by a normal dose of chemicals.

The Toxin-Breathers have additional effects when using certain chemicals.

Duration

The effect of chemicals generally lasts for the duration of an encounter.

Chemical		Type	Slugs
Acid, Mild (2 dice)*		Contact	5
Acid, Moderate (3 dice)*		Contact	9
Acid, Significant (4 dice)*		Contact	17
Acid, Strong (5 dice)*		Contact	33
Acid, Weak (1 die)*		Contact	2
Animal Repellent*		Inhaled	2
Anticoagulant*		Contact	2
Aphrodisiac Parfum*		Inhaled	2
Berserker*		Inhaled	4
Breather *(Stack)**		Inhaled	1
Candy Pill*		Ingested	2
Chloroform*		Inhaled	3
Clotting Gel*		Contact	3
Cold Blood*		Inhaled or Injected	1
Devil Gas*		Inhaled	3
Disconnect*		Inhaled or Injected	1
Extinguishing Powder*		Contact	1
Fireproof Oil*		Contact	3
Fokus*		Inhaled or Injected	3
Food Preservative*		Contact	3
Forget Pill*		Ingested	2
Gas Scrubbers*		Contact	2
Hallucinogen*		Ingested	2
Harmonium*		Inhaled or Injected	1
Hot Blood*		Inhaled or Injected	1
Liquid Nitrogen*		Contact	2
Lust*		Inhaled or Injected	5

Chemical		Type	Slugs
Madness Juice*		Ingested or Inhaled	3
Neuroboost Gas*		Inhaled	5
Oil of Protection Against Acid*		Contact	2
Poison/Venom, Mild (2 dice)*		Ingested, Injected	5
Poison/Venom, Moderate (3 dice)*		Ingested, Injected	8
Poison/Venom, Significant (4 dice)*		Ingested, Injected	12
Poison/Venom, Strong (5 dice)*		Ingested, Injected	17
Poison/Venom, Weak (1 die)*		Ingested, Injected	3
Primal*		Inhaled or Injected	3
Sleeping Gas*		Inhaled	6
Sleeping Saliva*		Injected	3
Sleeping Pill*		Ingested	1
Smoke*		Inhaled	3
StimPack*		Injected	4
Stimulant*		Inhaled or Injected	2
Superglue*		Contact	1
Tear Gas*		Inhaled	2
The Fog*		Inhaled	2
Toxic Gas*		Inhaled	5
True Sight*		Inhaled	4
Wolverine*		Inhaled or Injected	4

Acid: Burns small objects and skin on contact. While the acid causes wounds, it targets armour first if available and hasn't already been destroyed. The acid will reduce the armour value by the number of dice associated with the acid power. Once the armour is gone, the acid functions like any other damage and can cause a wound. It's also possible to buy Delayed

Acid for the same price that takes a full encounter before activating.

Animal Repellent: This liquid is derived from the urine of predators, which can be collected from deceased animals. Its scent deters smaller creatures from entering the area. The scent lasts for the duration of an encounter.

Anticoagulant: Anticoagulants allow to preserve blood longer. When mixed with blood, the blood stay fresh for up to a week or a full chapter.

Aphrodisiac Perfume: The perfume must be applied to the body and it will arouses sexual desire to everyone around. The scent lasts for the duration of an encounter. Toxin-Breathers are immune to this effect.

Berserker: Causes someone to become very aggressive and attack everyone around them for the duration of three rounds of combat. Toxin-Breathers are immune to this effect when they reach level 2.

Breather: Breathers are small strips with various chemical products. It cause difficulty breathing, red eyes, and pale skin for the duration of a day. The dose is too small to be used in a grenade canister.

Candy Pill: Raises morale for one day, then lowers it for two days once the positive effects wear off. The Game Master can provide temporary positive and negative descriptors during those periods. The Toxin-Breather can extend the duration of the positive descriptor by its level, and it can also reduce the negative effect's duration by the same amount, with a minimum of zero.

Chloroform: Chloroform is generally put on a piece of fabric and then put on someone's face to force them to inhale it. The victim must previously be grappled or immobilized. Breathing chloroform causes a victim to become unconscious on a failed Athletics test. Toxin-Breathers are immune to this effect when they reach level 2.

Clotting Gel: Removes bleeding without any test.

Cold Blood: Allows ignoring very hot temperatures for the duration of a scene.

Devil Gas: This allows ignoring the exhausted condition such as discomfort, fatigue, and weariness caused by crying, sneezing, coughing, difficulty breathing, pain in the eyes, nausea, and vomiting. The effects last for the duration of an encounter.

Disconnect: This allows individuals to ignore the pain caused by wounds. It doesn't lessen the wound's effects; it simply prevents the person from feeling the pain. It's generally used against torture, and the effects last for the duration of the encounter.

Extinguishing Powder: This powder will extinguish fires and prevent objects covered in it from catching fire. The powder cannot be reused.

Fireproof Oil: An object or person covered in this oil is immune to burns for three rounds after catching fire. However, after this period, the oil loses its protective effect. While it protects against fire, it doesn't prevent asphyxiation caused by smoke.

Fokus: This ability boosts all mental skills by 1, with effects lasting throughout an encounter. Furthermore, the Toxin-Breather can increase their own mental skill bonus by 1 for each level of their Toxin-Breather mastery.

Food Preservative: Prevent food from rotting for the duration of a chapter.

Forget Pill: Make the victim forget what happened during the scene, just after taking the pill. This also causes fatigue, nausea, and vomiting after the forgotten scene. Toxin-Breathers are immune to this effect when they reach level 2.

Gas Scrubbers: Remove the effect of an inhaled gas. It can be used for a single person or to remove a gas in a room.

Hallucinogen: Create a hallucination that significantly hinders most actions, lasting throughout the duration of an encounter. A character under the influence of hallucinogens has chaotic behaviour and cannot behave normally. This condition must be played as a narrative condition. Toxin-Breathers are immune to this effect when they reach level 2.

Harmonium: The character feels relaxed, but the drug triggers the exhaustion condition. These effects last throughout an encounter, after which the character can remove the exhaustion condition. Toxin-Breathers are immune to this effect.

Hot Blood: Allows you to ignore very cold temperatures for the duration of a scene.

Liquid Nitrogen: Liquid nitrogen can freeze almost any object, making them fragile. A frozen object generally suffers a disadvantage against any action to destroy it.

Lust: This chemical boosts all social skills by one when used actively to perform an action, but it reduces them by one when resisting a social skill. It also decreases all mental skills by one. These effects last throughout an encounter. Toxin-Breathers add one to each of their social skills for every level they have in the Toxin-Breather mastery.

Madness Juice: This liquid causes madness. Ingesting or inhaling it impairs concentration, making mental tests suffer a disadvantage. It also leads to chaotic behaviour, which lasts throughout the encounter. Toxin-Breathers are immune to this effect when they reach level 2.

Neuroboost Gas: Inhaling this gas creates a wound to the head that can be resisted with an Athletics test. Regardless of the test result, the gas provides one Quick Action per round for the entire encounter. An Exceptional Success grants an additional Quick Action every round, while Catastrophic Effects inflict additional wounds. The Toxin-Breather add one additional quick action provided by the gas.

Oil of Protection Against Acid: This oil protects against acid and remains on a target throughout an encounter. It neutralizes the effects of any acid but becomes ineffective afterward.

Poison/Venom: Poisons or venoms generally taste very bad, so it's difficult to hide the taste. For double the price, it's possible to buy a poison without any taste. Poison or venom can also be put on a slashing weapon. It lasts for the duration of an encounter or when the weapon successfully hits a victim. To resist the poison or venom, a target must pass an Athletics test. The number of disadvantages to apply depends on the strength of the poison. Failure results in the infected condition, nausea, and vomiting. These effects persist until the victim is treated with an antidote. See the Infected condition for more information. Toxin-Breathers gain an advantage to resist the poison for each of their levels.

Primal: Raise all physical skills by one and reduce all mental skills by one. These effects last throughout the duration of an encounter. Toxin-Breathers can add one more level to each physical skill for each level they have in the Toxin-Breather mastery. They also ignore the negative effects.

Sleeping Gas: When inhaling sleeping gas, the victim becomes stunned if they fail an Athletics test. If the target remains in the gas, a new test to resist the gas is required for each subsequent round. Toxin-Breathers are immune to this effect when they reach level 3.

Sleeping Pill: These pills help you sleep at night. They provide a good night's rest, but they make you unaware of your surroundings. It's also much harder to wake someone who's taken a sleeping pill. Toxin-Breathers are immune to this effect when they reach level 2.

Sleeping Saliva: This chemical comes from the saliva of rare monsters. When injected or in contact with an open wound, it causes the exhausted condition. If the condition is already checked, it causes the privation condition. The victim falls asleep if both conditions are already applied. If the victim is hit or shaken while sleeping, they will wake up with the exhaustion and privation conditions. Toxin-Breathers are immune to this effect when they reach level 2.

They provide a good night's rest, but they make you unaware of your surroundings. It's also much harder to wake someone who's taken a sleeping pill. Toxin-Breathers are immune to this effect when they reach level 2.

Smoke: It's normal smoke that is generally produced by burning chemical ingredients. See the Holding Breath and Asphyxia sections for more information.

Stimpack: A stimpack grants an additional Health to a character for the duration of an encounter. Using a stimpack when the Health is already over 5, an athletics test is required. A failure causes a wound to the Vitals.

Stimulant: This powerful stimulant damages the nervous system but keeps the character alive. A successful Athletics test is required, or the character falls unconscious. Regardless of the result, it allows ignoring the effects of all conditions and the Dying condition for the duration of an encounter. Toxin-Breathers gain an advantage per level of their mastery to the Athletics test.

Superglue: Superglue can bond two objects after they've touched for two full rounds. To separate them, you need to pass an Athletics or attack test without any modifications.

Tear Gas: Tear gas causes crying, sneezing, coughing, difficulty breathing, and pain in the eyes. It causes a disadvantage to most actions for the duration of an encounter.

The Fog: It's no normal mist but a strange, thick, and eerie mist. The effects of The Fog are explained in the supernatural section. The Fog can be put in a container and then used. Toxin-Breathers gain many bonuses from The Fog; the full description is in the Toxin-Breather's mastery.

Toxic Gas: Malicious gas that affects the nervous system and causes internal damage. When breathing the gas, an Athletics test is required to resist. On a failure, the gas causes a critical wound to the Vitals. Toxin-Breathers are immune to this effect when they reach level 3.

True Sight: Replicate the effect of the power Feel the Glare. The effects last for the duration of an encounter.

Wolverine: An Athletics test is required when the Wolverine drug is consumed. On a failure, the drug causes a wound to the Vitals or the Head. A success instantly heals one normal wound. Toxin-Breathers heal an additional normal wound on a success.



Animals

Animals are typically sold with a leech or in a cage. They are pricey and quite rare. Becoming their master and training them requires a certain amount of downtime.

Animal	Slugs
Alpaca	80
Bird, of Prey	20
Bird, Small	4
Buffalo	60
Cat	2
Chickens	3
Cow	50
Cow, Dairy	55
Dog	8
Dog, Guard	16
Dog, Hunting	25
Dog, Wild	6
Donkey or Mule	10
Duck	5
Emu	30
Goat	20
Gosling	1
Honey Bee (hive)	15
Horse, Draft	40
Horse, Gaited	50
Horse, Ridding	35
Horse, Warm Blood	75
Horse, Wild	30
Mouse (2)	1
Ox	35
Pig	15
Pony	26
Rabbit	2

Animal	Slugs
Rat	1
Sheep	16
Snake	7
Turkey	4

Animal Accessories

Items	Slugs
Dog Backpack	2
Saddle	3
Saddlebags	2

Animal Armour

It's possible to buy armour for animals. Each armour comes in two versions: a small one for smaller animals like dogs, and a larger one for larger animals like horses.

Armor	Armor	Slugs
Leather Armor, Large *(heavy 2)*	2	24
Leather Armor, Small	2	10
Metal Armor, Large *(heavy 4)*	3	40
Metal Armor, Small *(heavy 2)*	3	20
Padded Armor, Large	1	10
Padded Armor, Small	1	4

Animals Feeding

Animals must be fed daily. It's generally possible to share normal rations, but animal food is a lot cheaper.

Food and Ration	Slugs
Large Animal Food (1 day) *(Stack)**	0.2
Small Animal Food (1 day) *(Stack)**	0.1

Large Animal Food (1 day) *(Stack)*: This amount of food is sufficient for a large animal for a single day. A human can also eat it, even if the taste is not good. The Game Master should impose a negative temporary descriptor on the character due to the poor quality and taste of the food.

Small Animal Food (1 day) *(Stack)*: This amount of food is sufficient for a small animal for a single day. A human can also eat it. However, a human would need three rations of this kind daily. The Game Master should impose a negative temporary descriptor on the character due to the poor quality and taste of the food.

Vehicles

Working Vehicles

The majority of the vehicles are no longer functional. The rust has severely damaged the metal of those outside, rendering them beyond repair. Tires have cracked and deflated, and good tires are scarce. Since gasoline has evaporated, it's even more difficult to keep any vehicles running. While challenging, it's not impossible. Some people have persevered, maintaining vehicles and scavenging for working parts. Biodiesel can also be created to keep vehicles running.

Overall, working vehicles are rare and hard to find. They're also generally loud and draw attention.

Vehicle Prices

Vehicle prices vary significantly by location, but we've attempted to provide an average value for each. For example, an aircraft can be worthless if no one knows how to fly it, leading to a dramatic price drop. Similarly, some vehicles are so expensive that full payment isn't feasible, necessitating alternative arrangements.

Vehicle Fuel

Many vehicles require fuel to operate, and unfortunately, the only available fuel is biodiesel. Furthermore, it's not very efficient. Here's how long a vehicle can run on biodiesel:

Power Supply	Duration	Slugs
Battery, Car *(Heavy 5)**	3 Dice	1
Biodiesel Can*	3 Dice	1
Biodiesel Drum *(Heavy 55)**	4 Dice	10
Biodiesel Tank *(Heavy 340)**	5 Dice	100

Light vehicles, like motorcycles, require half the amount of fuel, while heavy vehicles, such as construction vehicles and aircraft, require double the amount.

Vehicle Maneuvers

Driving normally is simple and doesn't require a test. However, when speeds are high and the road is hazardous, certain tests may be necessary.

High Speed

Vehicle can goes at high speed to pursue or escape an opposant. Doing so requires a knowledge test done by the driver. On a success, the vehicle stay on track and can go to it's full speed but on a failure, the vehicle become uncontrollable.

Tight Turn

Taking a tight turn can be challenging. The Game Master can request a knowledge test, adjusting the difficulty based on the situation.

Advantage Modifiers
Low Speed

Disadvantage Modifiers
Bad Visibility
High Speed
Wet Road

Ramming

Ramming another vehicle or being is possible at high speeds. However, if the ramming occurs against another moving vehicle, a knowledge test is required with the opponent's knowledge skill as the difficulty. The structure value of both vehicles can be added to the test and difficulty. When a being is involved, the Acrobatics rating serves as the difficulty when the being tries to avoid the collision. The Athletics skill is used when it tries to resist instead of dodging.

Vehicle Properties

All vehicles have statistics values that can be used during a session.

Drive: Modification to any quickness test done with the vehicle.
Speed: The speed of the vehicle compared to the Athletics skill. This value can be used against an Athletics test if a living being is racing against a vehicle for a short distance.

Resistance: The resistance determines how many advantage or disadvantage a test has when trying to destroy the vehicle.
Health: The health of the vehicle works as the health of a character.
Seats: Number of passengers. Seats can also be used as storage. Every unoccupied seat can store ten more items.
Trunk: Number of items that can be put in the trunk. Note that there is no restriction for large items.
Slugs: The price is for working vehicles.

Vehicle Structure

Like wounds for a character, vehicles have structure that can be damaged.

All Tires Damaged

Tires are like a vehicle's legs. If all the tires are damaged, the vehicle can only move one meter per round.

Temporary Effects: Uncontrollable

Permanent Effects: Can only move one meter per round.

Recovery: Replacing or patching a part generally takes a round with a successful technicals test.

Half Tires Damaged

Tires are like a vehicle's legs. If half are damaged, the speed is reduced and considered as slowed.

Temporary Effects: Uncontrollable

Permanent Effects: Slowed

Recovery: Replacing or patching a part generally takes a round with a successful technicals test.

Hot-Air Balloon

The hot-air balloon is considered as a normal damage even if it causes the balloon to crash.

Temporary Effects: Crash

Permanent Effects: Can't fly

Recovery: Replacing or patching a part generally takes a round with a successful technicals test.

Frame

The frame is the less critical part of a vehicle. The vehicle will continue to work even with a damaged frame.

Temporary Effects: None

Permanent Effects: None

Recovery: Replacing or patching a part generally takes a round with a successful technicals test.

Sail

A sail is considered a normal structure because it's large and easy to target. Most attacks on a sail will damage it without destroying it, requiring only patching, not replacement. However, fire will completely destroy it, necessitating a new sail.

Temporary Effects: None

Permanent Effects: Can't move

Recovery: Patching generally takes a round with a successful technical test. Installing a new sail will require a full encounter with a successful technical test.

Wings

The wings for an airplane are considered as a normal damage. Even if the airplane has two wings, it's considered as only one.

Temporary Effects: Crash

Permanent Effects: Can't fly

Recovery: Replacing or patching a part generally takes a round with a successful technicals test.

Hull (Critical)

The hull is part of a boat's frame, but the boat will sink if the hull is damaged.

Temporary Effects: Water leak

Permanent Effects: Sinking

Recovery: Replacing or patching a part generally takes a round with a successful technicals test.

Motor (Critical)

The motor is the heart of the vehicle. It's critical to have the vehicle move.

Temporary Effects: None

Permanent Effects: Vehicle stop

Recovery: Repairing this critical part generally takes a full encounter with multiple successful technical tests.

Gas Tank (Critical)

The gas tank provides fuel to the motor. It's a critical part, and the vehicle cannot move without it. If the tank is damaged, it will explode, causing damage all around at close range. It uses a fix rating of 1 and the following features: Area, Blast, Burn, Explosive, Fragile, Loud.

Temporary Effects: Explosion

Permanent Effects: Vehicle stop

Recovery: Repairing this critical part generally takes a full encounter with multiple successful technical tests.

Rotor or Jet Engine (Critical)

The rotors are critical for a helicopter, and the jet engine for planes. Without it, the vehicle will not fly or crash.

Temporary Effects: Crash

Permanent Effects: Can't fly

Recovery: Repairing this critical part generally takes a full encounter with multiple successful technical tests.

Vehicle Conditions

Uncontrollable

When a vehicle becomes uncontrollable, often after being damaged, the driver can take action to slow it down or try to regain control. However, while the vehicle is out of control, everyone inside suffers a disadvantage to any action they take. To regain control, the driver must perform an action and pass a quickness test. The test is done with a disadvantage since the vehicle is uncontrollable. Failing the test results in a crash.

Crash

Being in a crashing vehicle can be extremely dangerous for passengers. A vehicle crashing at high speed causes damage to passengers equal to the vehicle's speed value. This damage can be mitigated with the Athletics skill and any armour worn. Flying vehicles cause fall damage to the passengers depending on the altitude. Additionally, any catastrophic effect causes an extra wound.

Vehicles are also damaged when they crash. Use the speed of the vehicle against it's resistance value.

Advantage Modifiers
Wearing a Seatbelt

Ground Vehicles

Bikes and Motorcycles



Two-wheel Vehicle Structure				
☐ Front Tire/Front Ski	☐ Back Tire	☐ Frame	◇ Motor	◇ Gas Tank

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Bicycle	+1	Athletics+2	-	3	1	0	4
Bicycle, Motocross	+2	Athletics+2	Disadvantage	3	1	0	6
Motorcycle	+2	6	Disadvantage	3	3	2	62
Motorcycle, Cheap	+2	6	Disadvantage	3	3	2	40
Motorcycle, Luxury	+4	7	2 Disadvantages	4	3	2	126
Motorcycle, Off-Road	+3	6	2 Disadvantages	4	3	0	84
Motorcycle, Sport	+4	7	Disadvantage	4	3	2	91
Scooter	+1	2	Disadvantage	3	2	2	3

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Snowmobile*	+0	4	2 Disadvantages	3	2	4	29

Snowmobile: A snowmobile works perfectly in snowy regions, but it can't be used without snow on the ground. Typically, snowmobiles have skis at the front and caterpillar tracks at the back. For game mechanics, it functions as a two-wheeled vehicle.

Cars



Four-wheel Vehicle Structure						
☐ Front Right Tire	☐ Front Left Tire	☐ Back Right Tire	☐ Back Left Tire	☐ Frame	◇ Motor	◇ Gas Tank

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
ATV	+0	3	2 Disadvantages	3	2	4	42
Car	+2	6	2 Disadvantages	5	5	50	140
Car, Cheap	+0	5	Disadvantage	5	5	40	100
Car, Formula One*	+4	10	Disadvantage	3	1	2	237
Car, Luxury	+4	6	2 Disadvantages	5	5	60	170
Car, Muscle	+4	7	2 Disadvantages	5	2	40	188
Car, Police	+4	7	3 Disadvantages	5	5	40	198
Car, Sport	+4	7	2 Disadvantages	4	2	30	170
Carriage	+0	-	-	5	6	50	29
Limousine	+0	7	3 Disadvantages	6	12	200	163

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Offroad	+2	5	2 Disadvantages	6	5	70	144
SUV	+0	5	2 Disadvantages	6	7	90	134

Car, Formula One: Formula One are very fast car but not well adapted for normal roads.

Carriage: Carriages don't have motors or gas tanks; they rely on horses or oxen for power.



Trucks



Four-wheel Vehicle Structure						
☐ Front Right Tire	☐ Front Left Tire	☐ Back Right Tire	☐ Back Left Tire	☐ Frame	◇ Motor	◇ Gas Tank

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Ambulance*	+2	5	2 Disadvantages	6	8	60	143
Armored Truck	+0	2	6 Disadvantages	6	5	8	138
Backhoe*	+0	4	3 Disadvantages	6	1	10	111
Big Foot Truck*	+1	3	3 Disadvantages	8	2	40	158
Box Truck	+0	5	2 Disadvantages	7	6	100	158
Bus	+0	4	2 Disadvantages	4	70	200	124
Compactor	+0	3	3 Disadvantages	6	1	10	98
Dump Truck	+0	4	4 Disadvantages	10	4	200	269
Excavator	+0	2	4 Disadvantages	7	1	10	125
Fire Truck*	+0	5	4 Disadvantages	8	10	200	234

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Forklift	+2	2	3 Disadvantages	4	1	0	67
Front Loader	+0	4	4 Disadvantages	8	1	10	172
Garbage Truck	+0	4	4 Disadvantages	9	4	200	236
Giant Dump Truck	+0	4	5 Disadvantages	12	4	400	397
Grader	+0	4	4 Disadvantages	7	1	10	146
Highway Maintenance Truck	+0	3	2 Disadvantages	5	2	20	72
Humvee	+0	3	6 Disadvantages	5	5	6	127
Loader	+0	4	4 Disadvantages	7	1	10	146
Panel Truck	+0	5	2 Disadvantages	6	4	200	152
Pickup Truck	+2	5	2 Disadvantages	6	4	100	148
Refrigerated Truck*	+0	5	2 Disadvantages	7	2	200	174
RV, Large*	+0	5	3 Disadvantages	10	8	200	274
RV, Small*	+0	5	3 Disadvantages	8	6	200	210
Snow Plow	+0	5	3 Disadvantages	8	2	200	209
Straight Truck	+0	4	2 Disadvantages	7	3	200	159
Tow Truck*	+0	5	3 Disadvantages	8	4	10	176

Ambulance: Ambulances can be used as a mobile hospital and provide an advantage in healing tests.

Backhoe: Backhoes are powerful but not very fast, making them ideal for construction work.

Big Foot Truck: Bigfoot trucks are large trucks with enormous tires. They can go where other vehicles can't, but finding replacement tires can be very difficult.

Fire Truck: Fire trucks are equipped with a large water tank and a powerful pump that propels the water.

Refrigerated Truck: Refrigerated trucks have a refrigerated box at the back. As long as the truck's motor is running, the food inside stays cold.

RV: This recreational vehicle can be used as a vehicle, but it can also serve as a hideout for a small group.

Tow Truck: The tow truck is powerful enough to tow most vehicles.

Other Ground Vehicles



Eight-wheel Vehicle Structure										
☐ Right Tire 1	☐ Right Tire 2	☐ Right Tire 3	☐ Right Tire 4	☐ Left Tire 1	☐ Left Tire 2	☐ Left Tire 3	☐ Left Tire 4	☐ Frame	◇ Motor	◇ Gas Tank

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
18-Wheeler Truck	+0	5	3 Disadvantages	8	4	1000	350
APC*	+0	2	8 Disadvantages	6	10	200	222
Boat Haulage	+0	4	3 Disadvantages	6	2	40	116
Bulldozer*	+0	2	4 Disadvantages	8	1	10	151
Car Transporter	+0	5	3 Disadvantages	8	2	200	209
Cement Truck	+0	5	4 Disadvantages	10	2	10	251
Crane Truck	+0	5	4 Disadvantages	9	4	10	218
Crawler Dozer	+0	3	4 Disadvantages	8	1	10	160
Dump Truck	+0	4	4 Disadvantages	10	4	200	269
Excavator	+0	2	4 Disadvantages	7	1	10	125

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Flat-bed Trailer	+0	5	3 Disadvantages	7	2	200	183
Livestock Truck	+0	4	3 Disadvantages	7	2	1000	307
Logging Truck	+0	5	3 Disadvantages	7	2	200	183
Semi-Trailer Truck	+0	5	3 Disadvantages	8	2	200	
Tank*	+0	2	10 Disadvantages	8	6	100	315
Tanker Truck	+0	5	3 Disadvantages	9	2	40	211
Tipper Truck	+0	4	4 Disadvantages	8	2	200	205
Trencher	+0	4	3 Disadvantages	7	1	10	133

APC: APC stand for Armoured Personnel Carrier.

Bulldozer: Bulldozer do not use wheels and tires but caterpillar tracks. For game mechanics, it's working as an 8-wheeled vehicle.

Tank: Tanks do not use wheels and tires but caterpillar tracks. For game mechanics, it's working as an 8-wheeled vehicle. The Heavy Gun specialization is required to use guns and cannons mounted on this vehicle.

Aerial Vehicles

Helicopters



Helicopter Structure			
☐ Frame	◇ Motor	◇ Gas Tank	◇ Rotor

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Aerial Crane	+0	16	3 Disadvantages	5	2	10	1023
Air Ambulance	+1	21	2 Disadvantages	4	20	200	856
Gunship	+1	12	3 Disadvantages	7	4	40	738
Helicopter	+2	16	2 Disadvantages	3	4	40	990
Helitack	+2	21	2 Disadvantages	6	4	60	1739
Tandem Rotor	+0	16	3 Disadvantages	7	36	1000	1478

Aircraft



Airplane Structure				
☐ Frame	☐ Wings	◇ Motor	◇ Gas Tank	◇ Rotor/Jet Engine

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Fighter Jet	+4	76	3 Disadvantages	6	2	20	30704
Jet	+1	22	3 Disadvantages	7	30	200	3003
Jumbo Jet	+0	26	3 Disadvantages	7	500	1000	4909
Piston Aircraft	+2	18	2 Disadvantages	4	6	100	1275
Regional Jet	+0	12	2 Disadvantages	6	20	200	1097
Transport Jet	+0	11	3 Disadvantages	10	4	2000	2267
Turboprop	+1	18	2 Disadvantages	5	8	200	1325
UAV	+0	4	1 Disadvantage	2	0	0	77
Water Bomber	+0	10	3 Disadvantages	7	8	100	597

Other Air Vehicles



Hot-Air Balloon Structure		
☐ Frame	☐ Hot-Air Balloon	◇ Gas Tank

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Air Balloon*	+0	1	-	2	4	2	25

Air Ballon: The Air Balloon have the following structure: Gas Tank, Frame, Hot-Air Balloon.

Glider Structure	
☐ Frame	☐ Wings

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Glider*	+0	4	1 Disadvantage	2	2	2	79
Hang Glider*	+0	2	-	1	1	0	22

Glider: The glider have the following structure: Frame, Wings.

Hang Glider: The Hang glider have the flowing structure: Frame, Wings.

Maritime Vehicles

Boats



Motor Boat Structure			
☐ Frame	◇ Hull	◇ Motor	◇ Gas Tank

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Airboat	+0	6	1 Disadvantage	5	3	10	113
Bowrider	+2	3	2 Disadvantages	4	6	40	38
Cabin Cruiser	+3	1	2 Disadvantages	4	6	60	39
Dinghy	+3	2	-	2	8	100	31
Ferry	+0	2	2 Disadvantages	10	300	2000	323
Fishing Boat	+0	2	1 Disadvantage	4	5	30	23
Houseboast	+0	1	2 Disadvantages	6	20	400	75
Hydrofoil	+0	3	1 Disadvantage	3	4	40	43

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Jetski	+3	2	-	2	2	2	22
Lifeboat	+3	2	-	1	8	40	23
Motor Yacht	+3	4	2 Disadvantages	5	12	20	57
Motorboat, small	+1	3	1 Disadvantage	2	3	10	17
Pontoon	+0	1	1 Disadvantage	5	12	100	35
Runabout	+2	2	1 Disadvantage	4	6	100	36
Sailboat	+0	3	1 Disadvantage	4	5	40	28
Speed Boat	+2	4	1 Disadvantage	5	8	30	49
Submarine, Small	+0	1	1 Disadvantage	1	2	2	16

Sail Boat Structure				
☐ Frame	☐ Sail	◇ Hull	◇ Motor	◇ Gas Tank

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Catamaran	+2	4	2 Disadvantages	4	10	200	58
Keelboats	+1	4	1 Disadvantage	4	5	50	38
Yacht, Sailing	+2	5	1 Disadvantage	4	6	100	54
Sailboat	+0	3	1 Disadvantage	4	5	40	28

Other Water Vehicles



Non-motorized Boat Structure	
☐ Frame	◇ Hull

Vehicle	Drive	Speed	Resistance	Health	Seats	Trunk	Slugs
Canoe	+0	Athletics	-	1	3	3	3
Canvas and Wood Canoe	+0	Athletics	-	1	3	3	3
Inflatable Raft	+0	Athletics	-	1	3	3	3
Kayak	+1	Athletics+1	-	1	1	1	6
Steel Row Boat	+0	Athletics	-	2	3	3	6

Vehicle Accessories

Items	Slugs
Air Pump, Manual*	4
Air Pump, Portable*	3
Auto Luggage Carrier	2
Auto Spot Light	4
Bike Trailer	2
Jack	2
Motorcycle Sidecar	5
Plow	6
Radiator	3
Sail	8
Tire	4
Tire Repair Kit	2
Tire Snow Chains	3
Trailer, Boat	130
Trailer, Car hauler	80
Trailer, Construction	180
Trailer, Dump*	80
Trailer, Emergency Support	350
Trailer, Enclosed Cargo	50
Trailer, Flatbed	45
Trailer, Food*	150
Trailer, Mobile Home*	225
Trailer, Open Utility	30
Trailer, Tent*	80
Trailer, Travel*	120

Air Pump, Manual: The manual air pump doesn't require a battery, but it's much slower to use.

Air Pump, Portable: The portable air pump requires batteries to work.

Trailer, Dump: Dump trailers are open trailer with a hydraulic lift.

Trailer, Food: Those kind of trailers are mobile kitchens but requires biodiesel to fully operate.

Trailer, Mobile Home: A mobile home must be securely attached to a powerful vehicle.

Trailer, Tent: The tent trailer must be deployed to be used.

Trailer, Travel: The travel trailer is a smaller version of the mobile home.

Vehicle Modifications

Items	Slugs
Front Shovel*	40
Mounted Weapon*	5 + Weapon's price
Plated Armor, Heavy*	+50% Slugs of the vehicle's price
Plated Armor, Light*	+25% Slugs of the vehicle's price
Spikes on Wheels*	5 per wheel
Spikes*	+10% Slugs of the base price

Front Shovel: The front shovel can only be installed on heavy vehicles at the Game Master's discretion. It can be used to clear obstacles from the road, and when ramming a target, it adds 3 to any damage test.

Mounted Weapon: Mount a weapon on the vehicle to be used by the passengers.

Plated Armour, Heavy: Add 3 points of armour to the vehicle.

Plated Armour, Light: Add 1 point of armour to the vehicle.

Spikes on Wheels: Spikes on wheels are dangerous when they hit a person from the side of the vehicle. They automatically add bleeding to the damage if a wound occurs. Additionally, they're devastating against tires, giving an advantage in damage tests.

Spikes: Spikes are typically used for intimidation and to prevent a creature or being from jumping onto the vehicle. For damage, use the dagger's statistics.





Lodging

Lodging Services

Service	Slugs
Clothing Cleaning Service	0.1 per day
	1 per chapter
	21 per story
Lodging, Cheap*	0.5 per day
	3.5 per chapter
	15 per story
Lodging, Standard*	1 per day
	7 per chapter
	30 per story
Lodging, High*	3 per day
	21 per chapter
	90 per story
Lodging, Luxury*	10 per day
	70 per chapter
	300 per story

Lodging, Cheap: A dormitory bed and locker, along with inexpensive meals for the day, provide a comfortable and sufficient stay if the other residents are not too noisy.

Lodging, High: Enjoy a clean bed in a private room, complete with quality meals for the day. A bath or shower is also available, and clothing cleaning services are included if available.

Lodging, Luxury: This luxurious room features a double bed and includes alcohol and meals. A bath or shower is also available, and clothing cleaning services are included if available.

Lodging, Standard: This shared room accommodates two or four people and includes a bed and a small trunk. It also include standard meals.



Hideout

Hideout Descriptors

A player's character can find hideouts and use them as a home. When they discover a new place, it might already have some usable structures, or it could need some work. The Game Master can randomly select structures or choose one that best fits the location.

Hideouts can also have descriptors that can be used during the game. The Game Master should select the most appropriate ones. At character's creation, it costs 3 Slugs for a positive one and a negative one gives a rebate of 3 Slugs on the total price.

Suggestions of Descriptor
Cozy
Crumbled
Dangerous Area
Difficult to Reach
Discreet
Fire Hazard
Good Location
Luxurious
Multiple Entraces
Natural Protection
Near Water Source
Poorly Insulated
Secure Area
Smelly
Undefendable
Unprotected Sewers
Water leak
Weak Structure

Hideout Construction

Hideouts can be enhanced and expanded with new structures, buildings, and rooms. However, some hideouts are limited to a certain number of rooms based on the building's size. In other cases, structures

can be built outside the main building. Each room has a setup fee, which includes materials and construction costs. The cost in Slugs also determines the number of days required to build the room. If construction workers are available, every Slugs added to the project reduce the construction time by one day to a minimum of one day.

Structures may require water, power, or workers to operate. A specific logo is associated with each structure. Without the necessary resources, the structure becomes useless.



Some key structures can provide water, power and light. Check for those logos:



Basic Structures

Basic Structure	Ressources	Days / Slugs
Barracks (4 beds)*		10
Bathroom*		6
Chamber (1-2 beds)*		10
Dormitory (12 beds)*		20
Empty Room		2
Field Hospital*		45
Infirmary*		28
Kitchen*		6
Latrine*		5
Private Room*		12
Restaurant Kitchen*		20
Restroom*		14

Basic Structure	Ressources	Days / Slugs
Small Chamber (1 bed)*		3
Storage Room*		3
Workshop*		15

Barracks: Room with 4 bunk beds.

Bathroom: Room with a toilet and a bath that requires water.

Chamber (1-2 beds): Chamber with 1 or 2 beds and some furniture.

Dormitory (12 beds): Large room with 12 beds.

Field Hospital: Room with 6 beds and medical supplies. Provides Advantage for Knowledge tests. Requires power.

Infirmary: Room with 1 bed and some medical supplies. Provides Advantage for Knowledge tests. Requires power.

Kitchen: A room with a table, a stove, and storage for food. Provides Advantage for survival tests when preparing and cooking food. Requires water.

Latrine: Cheap restroom that does not require water but requires someone to manage the waste.

Private Room: A private room to store private equipment.

Restaurant Kitchen: A room with tables, stoves, and storage for food. Provides Advantage for survival tests when preparing and cooking food for a lot of people. Requires water and power.

Restroom: 4 toilets. Requires water.

Small Chamber (1 bed): Small chamber with a bed.

Storage Room: Room with shelves for storage.

Workshop: Provides Advantage to technical tests when repairing items.

Advanced Structures

Advanced Structure	Ressources	Days / Slugs
Animal Pen*		4
Aqueduct*		30
Armory*		16
Auto Shop*		11
Bar*		8
Bell Tower*		22
Boat House*		14
Catacombs*		8
Cells (4 cages)*		14
Cemetery*		4
Cold-Storage Room*		22
Communication Center*		12
Crematorium*		8
Distillery*		31
Dock*		2
Dojo*		10
Escape Tunnel*		28
Fighting Pit*		4
Fishery*		10
Forge*		8
Furnace Room*		38
Gambling Den*		10
Gaming Room*		8
Garage*		20
Garden, Exterior*		2
Garden, Hydroponic*		80
Greenhouse*		6
Gym*		11
Hangar*		80
Laboratory*		-6
Lavatory*		4
Library*		20
Lounge*		4
Marketplace*		5
Morgue*		7
Observatory*		24
Office*		3
Panic Room*		4
Sawmill*		15
School*		6
Shooting Range*		9
Shop*		9
Showers*		8

Advanced Structure	Ressources	Days / Slugs
Shrine*		8
Smokehouse*		6
Sport Court*		8
Swimming Pool*		12
Vault*		18
Vineyard		15
War Room*		4
Warehouse*		6
Watchtower*		16
Yard*		4
Zen Den*		5

Animal Pen: Outdoor location to hold animals. Requires water but can provide food.

Aqueduct: Aqueduct brings water from an alpine lake or river.

Armory: Secure place to store weapons.

Auto Shop: Large room to store a vehicle. Provides an advantage to technical tests when repairing vehicles. Requires power.

Bar: Room with a counter and many tables and chairs.

Bell Tower: Watchtower with a bell for alarm.

Boat House: Room to store up to 4 boats.

Catacombs: A room, often underground, to place coffins and pay respect to the dead.

Cells (4 cages): Room to restrain people.

Cemetery: An outdoor place to bury the dead and pay them respects. It requires someone to dig the holes, build the coffins, and take care of the place.

Cold-Storage Room: Room keeps food longer. Requires power.

Communication Center: Room with a radio and an antenna. It allows communication with other settlements and hideouts. Requires power.

Crematorium: A place to burn the dead.

Distillery: Room with alembics that allow creating alcohol. Requires water and power.

Dock: Wooden dock for boats.

Dojo: Room to train in martial arts.

Escape Tunnel: Tunnel that allows escape from the hideout. It can be behind a secret door.

Fighting Pit: Room to fight in front of a small crowd.

Forge: Room to create metallic items.

Fishery: Fishery works like a farm but with fish. It provides feed.

Furnace Room: Room with a large furnace and a storage place for coal or wood. Provides heat to the hideout.

Gambling Den: Room with gambling tables.

Gaming Room: Room with many games.

Garage: Room to store a ground vehicle.

Garden, Exterior: Exterior gardens are very handy. They only require rain from time to time and a few seeds. The biggest drawbacks are that they require a lot of space and time to manage them and remove the weeds. They provide enough food to sustain two persons. When planting the seeds, it takes about a month and a half to have vegetables.

Garden, Hydroponic: This interior garden fits in a room and provides enough food for six persons. It requires power and water. It takes an average of one month to have vegetables after planting the seeds.

Greenhouse: A large external room that provides food for six persons. It requires water.

Gym: A room to train with multiple weights.

Hangar: A room to store an air vehicle.

Laboratory: A room with laboratory equipment. It requires power.

Lavatory: A room with a toilet and a washbasin. It requires water.

Library: A room with a lot of books. It provides an advantage for knowledge tests when in the room.

Lounge: A large room to relax.

Marketplace: A room to welcome visitors and clients.

Morgue: A room to store the dead.

Observatory: A tower to observe.

Office: A room to do paperwork.

Panic Room: A secure room.

Sawmill: A place to turn trees into lumber.

School: A room with many chairs and desks.

Shooting Range: A room to fire weapons.

Shop: A room with a counter and a storage section.

Showers: A large room with many showers.

Shrine: A room that can be customized for a defined religion.

Smokehouse: A room to smoke meat and fish to be able to keep it longer.

Sport Court: A large room to play sports.

Swimming Pool: A room with a swimming pool.

Vault: A very secure room.

Vineyard: A vineyard produces wine.

War Room: A large room with a large table and many chairs.

Warehouse: A large room with a lot of space for storage.

Watchtower: A tower for watchers.

Yard: An area immediately adjacent to a building.

Zen Den: A room to relax.

Hideout Accessories

Items	Ressources	Days / Slugs
Antenna		20
Barbed Wire		6
Barricaded Windows*		2
Decorations*		10
Fences*		18
Fences, Electric		25
Freezer*		6
Furnace*		20
Heater, Electric*		8
Heater, Wood		2
Lights*		12
Moat		2
Ozone Sanitizing System		11
Power Generator (Coal, Hydro, Solar, Oil...)*		200
Rain Collector*		20
Reinforced Doors*		24
Reinforced Walls*		16
Running Water*		3
Sand Bags		2

Items	Ressources	Days / Slugs
Security System*		12
Solar Array*		120
Still*		40
Storage Tank*		40
Traps*		8
Water Boiling System		11
Water Pump		48
Water Tower*		80

Barricaded Windows: Protect the hideout.

Decoration: Improve the look of the hideout. It's good for morale and first impression.

Fences: Fences around the hideout.

Freezer: Allows to keep food longer. Requires power.

Furnace: Provides heat to the hideout and can be connected to a Power Generator.

Heater, Electric: Can heat a room. Requires power.

Lights: Provides lights in all the hideout. Requires power.

Power Generator: Must be connected to a furnace for coal or wood, a storage tank filled with oil or biodiesel, a dam with a turbine or a solar array. Provides power.

Rain Collector: Collects water.

Reinforced Doors: Replace standard doors with reinforced doors.

Reinforced Walls: Replace standard walls with reinforced walls.

Running Water: Plumbing system to provide running water in the hideout.



Security System: Security system with alarms and cameras. Requires power.

Solar Array: Should be connected to a Power Generator.

Still: Produces biodiesel from organic elements. Produces 1 drum of biodiesel per day. Requires water and power.

Storage Tank: Allows to store a large quantity of liquid.

Traps: Traps to hurt intruders.

Water Tower: Water reserve that uses gravity to provide running water.

Examples of Hideout

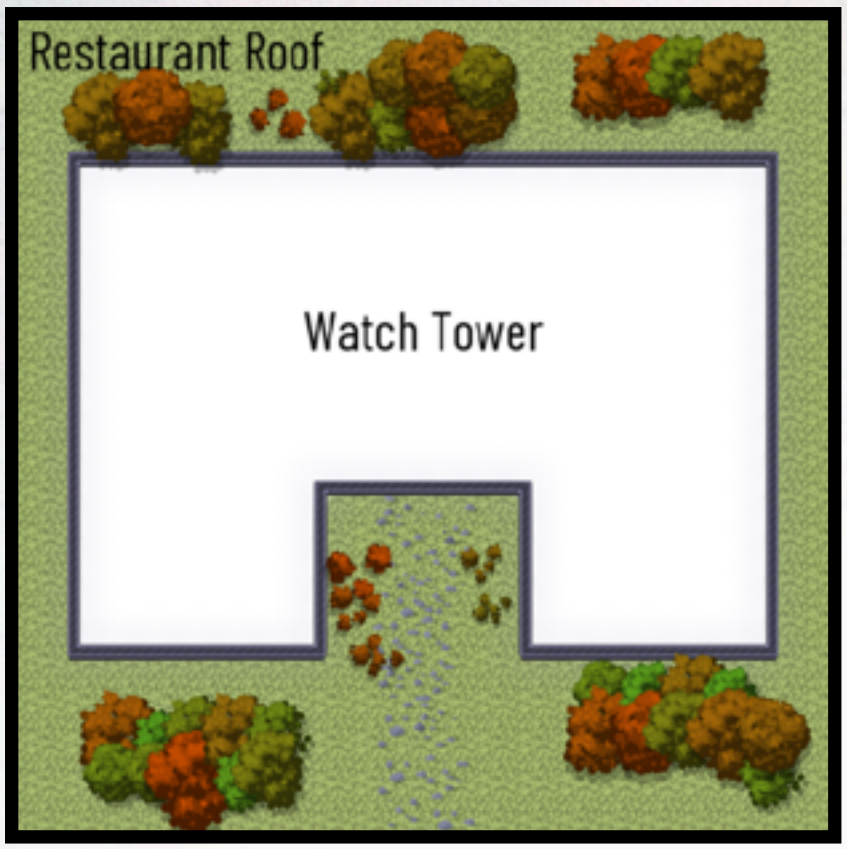
Suggestions of Hideout
Airplane or Helicopter Wreck
Farm
Gated Community
Hospital
Junkyard
Mall
Oil Rig
On or Under a Bridge
Police Station
Prison
Restaurant
School
Shipwreck
Skyscraper
Small Island
Subway Station
Trailer Park

Abandoned Restaurant



This small family restaurant was once popular, but it's not much anymore. Water is leaking from the roof, but there are still dry places to sleep.





- 1-floor building, usable roof and no basement

Descriptors

- Water Leak (from the roof)
- Smelly

Structures

- Barrack (4 beds)
- Kitchen (without water and power)
- Restroom (without water)
- Storage Room
- Watchtower (on the roof)
- 3 x Empty Room

Accessories and Services

- Barricaded Windows
- No Water
- No Power
- No Light
- No Heater

Grace's Settlement



A large settlement has been built with large containers near the docks. A wall of at least three containers high encircles the settlement, and numerous cranes are available for moving the containers.

- Multi-buildings and no basement

Descriptors

- Water Leak (from the roof)
- Smelly

Structures

- Animal Pen
- Armory
- Auto Shop
- Bar
- 15 x Barrack (4 beds)
- 10 x Chamber (1-2 beds)
- Dock
- Fighting Pit
- Gambling Room
- Garden, Exterior
- Greenhouse
- Kitchen
- Infirmary
- Restroom
- Storage Room
- Latrine
- 15 x Private Room
- School

- Shop
- 5 x Storage Room
- 6 x Watchtower
- War Room
- Workshop

Accessories and Services

- Distillery
- 10 x Furnace
- Lights
- Power Generator (Biodiesel)
- 6 x Still
- Storage Tank
- Running Water
- Power
- Lights
- Heaters

Hirelings

Hiring Mercenaries

In many ways, managing a mercenary is like managing a relationship. Their price fluctuates greatly depending on the tasks required, and their loyalty varies based on the situation, the demands, and their pay. Many hirelings prefer contracts lasting at least a chapter or a week. Using flexible time frames like scenes, chapters, or stories can help avoid daily payment management. Additionally, a risk premium might be requested if the job appears too dangerous.

Mercenaries	Slugs per Chapter	Slugs per Story
Bodyguard	4	18
Carrier	2	9
Guide	3	15
Handyman	3	12
Mercenary	7	30
Scout	2	9
Servant	3	12
Spy	12	36

Services

Mercenaries	Slugs per Service
Practitioner	1 per Skill Rating
Prostitute	3
Runner (Messenger)	3
Skilled Artisan	1 per Skill Rating
Spy	5
Teacher or trainer	1 per Skill Rating

For certain services, the price is determined by the skill rating of the hired individual. This Skill Rating can be used for any test.





If you are a player, stop reading here. The following chapters are for Game Masters only

Chapter 9

GAME MASTER

HOW TO RUN THE GAME

This section is on how to run a game and players should not read what's in this section

Game Mastering

Organizing a Game

Session Zero is the first gathering where everyone creates their characters and discusses the campaign. It's crucial, so don't skip it. If you're a player, the Game Master will explain the basics of the campaign and the rules. This can also be done online or via email. Often, sending emails a few days before the first session builds excitement and gives players time to develop their characters.

Game Presentation

The initial part of this session should be reserved for the Game Master. It's time for the Game Master to present their story and perhaps the universe surrounding the campaign. This is the moment to pitch the game! Imagine the Game Master selling their story to an Hollywood studio—it needs to be grand!

Before the first meeting, the Game Master can send an email to the players with this information to save time and ensure everyone is interested.

The Game Master should also warn the players about the themes that will be used in the game. It's important that everyone is comfortable with these themes before the game begins. Discussion and communication are key to a great game, so the group should talk about it beforehand.

If certain themes are unavoidable, it's also possible to minimize their description.

Campaign Overview

- What are the themes of this campaign?
- Are there any adult-oriented subjects or sensitive matters in the campaign?
- How many players will join the game?
- How long will the story last?
- What is the introduction to the story, without spoilers?

Game's Theme Warnings

- Insects and Bugs
- Blood and Gore
- Horror Elements
- Violence towards animals
- Violence towards children, child brides, slaves, and soldiers
- Abduction, Brutality, Prostitution, Trafficking, and Slavery
- Homophobia, Racism, Sexism, and Xenophobia
- Drugs and Alcohol
- Religion and Cults
- Pregnancy, Miscarriage, Abortion
- War, Terrorism, and Genocide
- Deadly and Mental Illnesses
- Physical and Psychological Abuse
- Self-harm and Suicide
- Sexual Assault and non-consensual sexual contact
- Explicit Romance and Sex
- Starvation and Thirst

Scheduling and Details

The next step is more fundamental but crucial. Before joining the campaign, everyone should agree on the schedule. Since the Game Master is preparing the game, they can make their choices, and players can either accept them or not. Additionally, players can suggest what they enjoy in a game, allowing the Game Master to prioritize certain elements and adjust others accordingly.

Game Sessions

- Where will you meet or which Virtual Tabletop System will you use?
- What is the schedule for the games?
- How long should a session last?
- How long do you want to play? How many sessions?
- What will you do if a player or many players are not available for a game?
  - If you play the game with a missing player, do you remove the character from the session or someone play that character?
- What about food and alcohol at the table?
- What does everybody expect from the game?
- What does everybody prefer in an RPG? Story, exploration, puzzle, combat, social interaction, or maybe strategy?
- Do you have any suggestions for the game?
- Do you prefer to have some themes avoided during the games?
- Does the group want safety protocols?
- Do you want to use some home-brew rules?

Story

- When does the campaign take place?
- What is the season?
- Where does the campaign take place?
- In which country and cities?
- What are the languages spoken in this region?
- Are there any restrictions for the character's creation process?
- What are the suggested Plot Edges and Hindrances?
- Which factions are available to join at the character's creation?
- What will the characters know at the start of the game?

Crew and Characters

If everyone's interested in the pitch and the game's conditions, it's time to focus on the characters. When creating a new character, discuss your ideas with your Game Master to learn more about their campaign. A solid understanding of the theme will help you craft a fun character to play in their world.

After speaking with your Game Master, discuss character ideas with the other players.

When you are done with the character's concepts, head to the "The Crew" chapter to create the group.

Next, each player will create a character following the instructions in the "Protagonist" chapter.

It's Time to Play

If it's not too late, it's time to get the game started. The Game Master should lead the players through a short encounter. A lengthy introduction isn't necessary at this point. Keep it concise and engaging to build excitement for the game and the next session. This could be a social interaction, a combat encounter, or a bit of mystery.

Make Adjustments

Alright, you have a good grasp of the game's mechanics and schedule, along with the group's goals and a great character. You've even played the beginning of the game.

Now, it's time to adjust your character if you'd like. Just remember to ask your Game Master's permission, but you should be able to make any changes you'd like. It's crucial to love your character's strengths and weaknesses.

Additionally, it's time to provide feedback to your Game Master so they can improve future games. Finally, ensure the Game Master understands your character and has the resources to incorporate your character's story into the game.

Game Preparation

As a storyteller, you'll need to create a story or use one already made. Don't worry, we'll provide suggestions further in this section. First, brainstorm a few ideas, locations, non-player characters (NPCs), and monsters. You'll have time to improvise during the game, so don't feel pressured to have everything ready. It can be tricky to know what to prepare beforehand and what to improvise during the session. Test sessions with friends can help you figure out what information is essential for a smooth game.

Here are some things you can prepare before the game:

- **NPCs:** Create a few NPCs with names, occupations, and motivations. Knowing their roles and desires makes managing them easier. More information on creating NPCs is available later in the book.

- **Locations:** Divide your locations into smaller rooms or areas. Add details and descriptions using bullet points.

- **Monsters:** Prepare some monsters to use. You can use ones from this book or create your own with a short description and general rating. Add more details if you have time.

- **Events and Encounters:** Create a bullet list of events and encounters. This will be quick and easy to make, and it'll be easy to read during the game.

50% - 50% Story

We often think of a role-playing game as being about half story, half player-driven narrative. It's important to leave enough room for players to create their own stories. This isn't a strict rule, just a suggestion. Some sessions might focus entirely on the Game Master's story, while others might centre around a protagonist's journey.

The best approach is to discuss with your players what they'd like to achieve. This could be group or individual goals. Use the players' Edges, hindrances, and contacts to develop stories about their characters. Before introducing a new non-player character, check if the protagonists have any contacts to draw from.

Everybody should have Fun

As the Game Master, you have complete freedom to create and control the game. There are no strict rules or systems that restrict you, except for the Rule of Fun. Your primary responsibility is to ensure everyone is having a great time. If a rule doesn't suit your taste, feel free to ignore it or modify it.

When considering whether a character can perform a specific action, instead of focusing solely on the rule, ask yourself if it enhances the fun of the game.

Finding the right balance between being overly generous and overly restrictive with the players is crucial. However, if everyone at the table is enjoying themselves, you're likely on the right track.

Powers generally have a duration, but the key factor is the enjoyment they bring. If a power becomes unappealing, it should be discontinued. Similarly, if a puzzle becomes too challenging and the players lose interest, provide hints to help them find the solution. Additionally, it's acceptable to have a non-player character provide the answer after a certain point if everyone is feeling bored.

Lastly, remember to prioritize your own enjoyment. If a rule or a power used by the protagonists hinders your enjoyment, you have the right to change it. As always, open communication is essential in maintaining a positive and enjoyable gaming experience for everyone involved.

Encourage Creativity

Encourage players' creativity while they're playing. A power, skill, or item can be used in many different ways. Allow for non-traditional uses of everything in the game. If a player abuses something, you can limit their access when it becomes unplayable. Remember, everything can break or be lost; you will be able to remove unbalanced powers or items from the game if they become too powerful for your taste.

- Encourage players to use the environment you describe, not just in combat but in any scene. Try to include items, objects, and details that players can use to enhance their experiences. Ensure these details aren't the only way to succeed, but simply additional options.

- Create a playground where players can decide how they want to play. Encourage the use of improvised weapons and tools in combat and other situations.

Consequences

Consequences in a game are crucial. While role-playing games offer many possibilities, players must understand that every action has repercussions. Without consequences, players lose interest.

Don't hesitate to remind players of potential consequences when they make decisions. For example, "Your character knows that attacking someone in a bar will likely result in arrest and equipment confiscation".. The protagonists should be in a living world with repercussions to all their actions.

Here are some possible consequences:

- Attracting monsters
- Suffering a wound
- Losing reputation
- Being arrested
- Being attacked
- Being exiled
- Higher trading prices
- Losing a contact or friend
- Losing an item

In some cases, consequences can be accompanied by rewards for taking risks. For instance, "You fall into a pit and get a wound, but you discover an old corpse with a backpack near your landing spot"..

Narrative Events

As the Game Master, you control the narrative. Don't worry about skipping rolls or not following the rules when the players aren't involved. Quick, uninterrupted narration is key for narrative events. Combat can also be skipped or simply narrated if the players aren't involved. For example, a combat between non-playing characters and monsters can be easily narrated, with the Game Master deciding the outcome.

Recapitulation and Retrospective

When starting a game session, have a player summarize the last one. If they forget some events or characters, add them in. You can also ask some important and fun questions. Vary the questions and don't overwhelm the players with too many at once. Here are a few examples:

- What were the best moments of the last session?
- What didn't work well?
- Are you still on track for your character's or group's goals?
- What do you think your contacts are doing right now?
- What are the group's goals for this session?

End each session with a short retrospective. Ask the players what they enjoyed and what they didn't. This will help you adjust for your next session.

Starting without Power

At the start of the game, players must choose a source of power and select some powers. If you'd prefer, you can skip this step and let the players experience the moment that grants them their powers during a session or a few. Before the game, discuss with the players their preferred source of power. You'll need a few ideas for those sessions, but you can secretly ask each player how they'd like it to unfold and play it out with the group.

These sessions are a great way to get to know the characters better and can significantly reduce the time spent on character creation.

How Dangerous is the World?

The world is a dangerous place, filled with lurking monsters. Even within the safety of a community, danger lurks, with creatures sneaking in for a free snack. It's important to let your players know that danger can be everywhere, but don't force combat every time they venture outside. Instead, try to create an atmosphere of suspense. Imagine a massive monster sighting, the howl of a wolf-like creature, or the distant sound of gunfire.

The environment itself can also be perilous. Extreme weather, collapsing buildings, and strange vegetation can all pose a threat to your characters.

Number of Players

The ideal number of players is likely between three and five. Several reasons make this the best range. First, a larger group makes it difficult for the Game Master to manage everyone and incorporate each character's story. Second, more players mean less time for each to role-play. Third, a faster pace is harder to maintain, as more players take longer to resolve encounters and can stall the game. Finally, scheduling becomes a challenge, as it's harder to ensure everyone is available at the same time.

Conversely, having only one or two players presents its own set of challenges. Fewer players mean fewer ideas for solving puzzles and overcoming obstacles. However, they also have more time to role-play and develop character stories, which can make them more invested in the game.

Managing Missing Players

Sometimes, one or more players will miss your game session. It's important to discuss with the group what they'd like to do if this happens.

If you decide to have a game session even with a missing player, the first question that often comes to mind is what to do with the missing player's character. Here are some suggestions, but perhaps the best approach is to ask the missing player what they prefer.

- You could simply ignore the character. They're not there to continue the story, and they'll be back at the next session. You don't always need to explain why the character isn't present. The other players know that the player is absent, so their character is too.

- Alternatively, you could play the character as the player did. This might be helpful if the character was crucial to the story's progression.

- Another option is to let another player take over the character. This can be tricky if the player isn't playing the character as the original owner. It can also be frustrating for the original owner if the character dies or loses something during the session, so we don't really suggest this option.

- You could also incorporate the character's disappearance into the story. Here are a few ideas:

    - The character vanished in the morning while hunting or gathering food and fell into a hole or got lost, unable to return before the next session.

    - The disappearance is related to their source of power. Perhaps their patron wanted to speak with them or had a short mission for them.

    - The character is sick, suffering from food poisoning or a hangover.

    - A gate to the Glare has opened, trapping the character for a day or more.

    - The character needs to help a friend or contact and will return for the next session.

Dark Topics

As always, ensure everyone at your table is comfortable and at ease. It's perfectly acceptable to steer clear of subjects that your players dislike. Before introducing sensitive topics, discuss them with your players. The context and how you present details are also crucial.

For instance, in *Antagonists*, slavery is a reality. When discussing it, you'll also touch on violence and non-consensual sex. You can completely avoid this topic or provide minimal details.

Timer

A timer can be a useful tool during a game session. When an encounter becomes stressful, you can ask a player to quickly decide their character's next move. If they're not fast enough, you can start counting out loud from ten to zero. If they can't decide before zero, their character misses their turn. This system forces players to think quickly and make unoptimized decisions, much like real-world situations.

Dice Rolling

Dice rolling is a crucial mechanic in role-playing games, adding tension and stress to the experience for everyone involved. The Game Master's role is to determine when a player must roll the dice to succeed a task. However, excessive rolling can be tedious, so reserve rolls for uncertain and critical actions.

Check out these rules about descriptors, which are great tools for reducing rolls and highlighting a character's strengths.

Since all rolls are opposed rolls, and can be made by either character involved, the Game Master can decide whether to roll the dice themselves or let the player roll for them.

Using Descriptors

Descriptors are a great mechanic for maintaining a smooth flow in the game. They generally describe a character. Almost everything on a character's sheet can be used as a descriptor. When unsure if a character needs to roll dice, check if they have a descriptor that suits the task. If they do, skip the roll and continue your storytelling. This is only recommended if the situation isn't dramatic.

Finding the right balance between dice rolls and descriptor-based automatic success is key. Dice rolls are fun and essential for dramatic moments, but they can slow the pace. Experiment with your group to find the perfect balance.

Storytelling Method

To focus on the story, you can ask players to roll for you on every test. This speeds up combat and avoids slowing down the action with numerous Game Master rolls. Players remain in control of the narrative. For example, when an enemy attacks a player, you can ask them to roll a dodge action against the enemy's attack rating. This way, you don't have to roll and can concentrate on describing the scene.

Mystery Method

You can also play the other way around and roll for the players. Secretly roll the dice against their skills, allowing them to focus on roleplaying without stopping to roll. This works for any roll. For example, the Game Master could roll the lock's rating against a player's **Sleight of Hands** rating. If the lock wins, the player couldn't pick the lock. This method can also be used to conceal the difficulty rating from the players.

Hybrid Method

Do what you enjoy the most. You could roll some dice or let the players do it occasionally. Find the best approach for your group and game style. Remember to keep some mystery and suspense for the players.

Dice Rolling

Why multiple ways to roll?

We put a lot of thought into the rolling mechanics to ensure fluidity during gameplay. Some Game Masters prefer rolling dice to maintain some mystery, while others choose not to roll dice to allow more time for narration. The best part of the system is that you can choose and adjust the method whenever you like.

Disadvantages

Disadvantages can make situations more challenging, but they also encourage players to identify advantages that can be applied to the action to level the playing field. When possible, use common disadvantages like darkness, fog, heavy rain, smoke, strong winds, slippery floors, and enemies behind cover or prone at long range. Additionally, look for other disadvantages that can be applied to the player's actions. This will force players to develop strategies to counter your penalties.

Challenging Actions

Challenging actions are crucial game events that shouldn't be resolved with a simple test. When the challenge is significant, allow players to overcome it in multiple rounds to maintain tension and suspense. Divide the action into several manageable tests, each with its own extended test. This prevents rapid wins or losses and gives players the chance to adapt

strategies between rolls, ultimately gaining an advantage.

For instance, repairing a vehicle might require a successful technicals test. This is ideal if it's not a pivotal scene and needs to be completed quickly. However, if the scene is important, consider managing the repair as a challenge with an extended test. Players can decide how they want to approach it, but you can break down the task into multiple actions.

Here's an example of how you might structure a vehicle repair test:

- One or more knowledge tests could be required to determine the best repair method.
- A character might use their athletics skill to lift the vehicle.
- Multiple technicals tests must be successful to fully repair the vehicle.

Characters

Temporary Descriptors

Temporary descriptors are excellent tools for managing a character's conditions and moral state. While the Game Master typically uses them, players can also suggest descriptors that might impact their character. Characters accustomed to hardship can benefit from a touch of happiness and luxury, which can boost their spirits. Conversely, sadness, extreme stress, or travelling in poor weather can lead to a "Bad Mood" or "Diseased" descriptor. The Game Master can assign these descriptors after a character experiences a positive or negative event. Generally, these descriptors have a single-use effect, lasting only until a certain moment, after which they are removed. Players can be informed of these descriptors, or the Game Master can keep them secret. Here are some suggestions:

Suggestions of Temporary Descriptors
Bad Mood*
Dirty or smelly*
Diseased*
Distracted*
Drunk or High*
Good Mood*
Lose an item*
Out of Place*

Bad Mood: This general descriptor indicates a character's low morale. It can result from prolonged camping, cheap logging, sleeping outdoors without proper gear, or inclement weather. The Game Master can use this descriptor to grant a disadvantage to any test. Players can suggest when to use it, or the GM can decide. It can also serve as a narrative event.

Dirty or Smelly: This descriptor can be applied to a character and can affect social interactions and add a disadvantage to one or multiple social tests.

Diseased: Neglecting sleep or hygiene increases the risk of illness. For more information, see the Disease and Sickness section.

Distracted: Distraction occurs when a character is overwhelmed by too much going on or when preoccupied with something. It can be used in a narrative context or as a disadvantage to a test.

Drunk or High: Being intoxicated can be associated to those symptoms, which may include discomfort, dizziness, fatigue, weariness, crying, sneezing, coughing, nausea, and vomiting.

Good Mood: This general descriptor indicates a character's high morale. Activities like enjoying a nice wine, relaxing, drinking coffee, sleeping in clean sheets, or having a delicious meal prepared by a skilled cook can contribute to this descriptor. It can grant an advantage to any test during the day or the next one. It can also be used in a narrative context.

Lose an Item: This special descriptor occurs when a character loses an item, often due to being drunk or sleeping in an inappropriate place. The item might be lost through distraction or theft. The character could find it after a few hours or days, or they might need to chase down the thief.

Out of Place: This descriptor applies when a character's belongings don't fit the situation. For example, a weapon or intimidating clothing in a peaceful community, or conversely, looking unarmed in a violent setting. It affects all social interactions.

Awarding Experience

The experience system rewards players based on their actions and the actions of the characters. Players earn experience points (XP) at the end of each game session.

Since a great gaming session involves everyone, each character receives the same amount of XP. Even if a player misses a session, they still earn the same XP.

Award XP to the group when they play well and the session is epic. For every of the following topics, award 1 XP if they are true. The entire group must participate for those rewards but the group or Game Master should help a struggling player.

- **Played a nice game session:** This is an easy reward to encourage character progression. It's typically given after a 3-hour session.
- **You're happy (Game Master):** You worked hard to prepare the game, so it's important you enjoy it. Everyone should stay focused and positive. This reward can be given at any session if you're having fun.

- **Epic moment (Players):** The players experienced an epic moment together. It could be something in the story or something they did. The key is that they had fun and will remember this session. This reward can be given at any session or often.

Progression	XP
Regular	2
Slow	1
Fast	3

Occasionally, you can reward players with additional XP for advancing the story's progression.

- **Protagonist's Story (Protagonists):** A protagonist achieves a significant goal or overcomes a major challenge, whether through solving a riddle or making a difficult decision. This reward encourages players to define goals for their characters. It's important to incorporate the player's character background into the story, so reward players when they add new elements. Award this XP if players actively participate in the story. While the reward is based on the protagonist's actions, the Game Master ultimately decides whether it's awarded. Avoid giving this reward every session to allow protagonists time to develop their goals.

- **Story or Character Development (Story):** The Game Master's story makes significant progress. You can also offer this XP at the end of a chapter.

Regular Progression

Check the chart below for an example of progression. By session 3, a protagonist has completed one of their story arcs. Session 4 marks the completion of the first chapter written by the Game Master. After 10 sessions, all protagonists have earned 26 experience points. For smooth progression, award 2 to 3 XP per session. However, 4 XP is also acceptable if the session was particularly epic for everyone involved. Even slightly higher XP can be appropriate for shorter stories.

Sessions	Regular	Story	XP
Session 1	2		2
Session 2	2		2
Session 3	2	End of Protagonist's Story (+1)	3
Session 4	2	End of Chapter 1 (+1)	3
Session 5	2		2
Session 6	2	End of Protagonist's Story (+1)	3
Session 7	2	End of Chapter 2 (+1)	3
Session 8	2		2
Session 9	2	End of Protagonist's Story (+1)	3
Session 10	2	End of Chapter 3 (+1)	3
Total	*20*	*With End of Stories*	*26*

Awarding Rewards

To motivate the players, the Game Master can offer rewards beyond experience points. These rewards can be provided by non-player characters or it can be a descriptor. Prioritize creative and unique rewards, like giving items instead of slugs. Additionally, consider negotiating rewards upfront for certain missions to give players a clear understanding of why they are doing adventures.

Here's a list of potential rewards:

- A favour from a non-player character
- Access to free services
- An advantage
- Party, banquet, public honour, or a monument to honour the protagonists
- Business with a percentage of the profit
- A costly item
- Free transportation
- Membership to an organization
- A minor descriptor
- A new friendship or contact
- A personal assistant
- Free or very cheap lodging
- A rank or important position in a group (as a minor descriptor)
- Scraps for crafting and weapon upgrades
- Slugs
- A stained item
- A temporary descriptor
- An Arcanic Maquette for the Flesh Crafter
- Any reward that aligns with your story

Minor Descriptor

The Game Master can award a minor descriptor when characters complete an epic action or chapter. These descriptors should be relevant to the story or current events. They can be tied to a place, person, or type of monster to limit their effectiveness.

Remember, these are descriptors, not bonuses. They simply enhance the game by removing the need for tests when a character attempts something related to the descriptor. Here are some examples:

- Being in Maryse's good graces
- Knowing Jack's secret
- Knowing the faster route to the subway
- Mastering the art of cooking rats
- Exploring Montreal's sewers (sewer knowledge)
- Hunting Quilltoids (Quilltoid knowledge)

Managing Plot Hindrances

A player can select one or multiple plot hindrances for their character. It's important to carefully consider these choices and incorporate them into your story. The hindrance should be a genuine obstacle and negatively impact the character. If you're unsure how to include it, ask the player to choose another option to avoid wasting it.

Plot hindrances in the group

It's a great idea to establish a connection between the plot's obstacles and the characters' hindrances within the group. Collaborate with the players to find something intriguing. For instance, a character burdened with the Dark Secret hindrance might have committed murder in cold blood. This victim could be another protagonist's father. Keep the murderer's and victim's identities a secret from the group at the campaign's outset, then reveal them for a dramatic climax.

Contacts and Companions

The character's contacts can be a great resource. Instead of creating a new non-player character, consider using one of the player's character's contacts. Players have invested time in developing their contacts, so it's important to include them all. This will create more authentic role-playing moments.

Remember, contacts aren't slaves, and their relationship with the protagonist can deteriorate if they're not treated well. Some contacts may expect payment, while others might offer help but not take risks. A contact can choose to leave, stop communicating, or even become an enemy if the protagonist is unkind.

Keep track of the relationships between the player's character and their contacts. You can also track these relationships for a group of contacts or a faction. As always, use descriptors that can be used during the game. Here are a few suggestions:

Suggestions of relation
Aggressive
Annoyed
Aversion
Bitter
Cheated
Compassion
Disappointed
Disliked
Doubtful
Feared
Hated
Heartbroken
Infuriated
Insulted
Liked
Loved
Neutral
Offended
Passive
Revulsion
Sceptical
Suspicious
Terrified

Suggestions of relation
Vengeful

Non-player Companion

Non-player companions are characters who follow the protagonists. They can be human or animal companions who follow their trainer. Managing Non-player companions can be complex, as they're present in most scenes. Ensure they don't slow down the game pace or story. Non-player companions should be enjoyable and not tedious.

Managing Non-player companions isn't always easy, and it's often the Game Master's responsibility. Here are some tips on how you can manage it:

- Ask players to manage their companions' actions. You can roll dice or let them do it themselves. Players can use companions as second characters and handle everything. Consider players' preferences. With multiple characters, managing can slow the game down.

- If Non-player companions aren't crucial to the narrative, ignore them from time to time. They can be immune to effects and stay in the background. They can also manage their own food and water, freeing up players from these tasks. You can still charge a fee per chapter to the protagonists for their well-being if they can't manage it themselves.

- If characters want to actively use Non-player companions in a scene like a fight, they're no longer immune and can die or be hurt. Summarize their actions and skip dice rolls if it's not critical.

You'll face challenging situations. For example, what if the group decides to use a vehicle that only seats four and the Non-player companions are the fifth? Decide what's better for the narrative or what's more fun. Is it funnier to let players struggle to include the fifth passenger or will it slow the game? It can be a case-by-case decision, or you can warn players beforehand.

Killing contacts and Companions

There are generally two ways to kill a character's contact in a game. The first is through combat, which is usually acceptable. If a contact is involved in combat, they can potentially die. However, if the player wants the contact to die old, they should ensure the contact is out of harm's way.

The other way is to narratively kill a contact as part of the story. This can be a great narrative moment, but it can be unfair for the player to lose a contact without any way to intervene. In such cases, it's best to talk to the player and find a way to replace the contact. Consider how many points it cost the player to create the original character and create a new character of a similar cost, or ask the player to create a new one. Obviously, you should not any pity for character's you have created yourself and not related to a player's character.

Disease and Sickness

Diseases and sicknesses can affect the protagonists. It's generally possible to recover without medicines, but it's generally harder.

- **Type:** Type of disease or sickness.
- **Getting the disease:** How to get the disease or sickness.
- **Effects and Symptoms:** List of effects and symptoms and when they appear.
- **Treatment**: Indicate if common or rare antitoxin or medication is required.

Anthrax

- **Type:** Disease, bacteria
- **Getting the disease:** Breathing spores, eating or drinking contaminated food or water. Getting spores in a cut.
- **Effects and Symptoms:**
  - Small blisters or bumps on the skin, swelling around the sore, sore with a black centre on the face, neck, arms, or hands. Fever and chills, chest discomfort, shortness of breath, confusion or dizziness, cough, nausea, vomiting, or stomach pains, headache, sweats, tiredness, and body aches.
  - Disadvantage to all social tests
  - Infected condition
- **Treatment:** Medication (rare) and test

Bubonic Plague

- **Type:** Disease, bacteria
- **Getting the disease:** A bite of an infected flea.
- **Effects and Symptoms:**
  - Fever, headache, chills, and weakness, and one or more swollen, painful lymph nodes.
  - Exhaustion condition
  - Infected condition
- **Treatment:** Medication (rare) and test

Chicken Pox

- **Type:** Disease, bacteria
- **Getting the disease:** Person to person by touching blisters, saliva, or mucus.
- **Effects and Symptoms:**
  - Red, itchy skin rash, fever, headache, sore throat, or stomachache.
  - Contagious
  - Infected condition
- **Treatment:** Medication (common) and test

Cold

- **Type:** Sickness, virus
- **Getting the disease:** A cold is a virus that can be caught from someone having it.
- **Effects and Symptoms:**
  - Coughs, malaise, and sneezes.
  - Transform into Influenza (flu) after 3 days if untreated.
- **Treatment:** Medication (common) and test

Gangrene

- **Type:** Disease, bacteria
- **Getting the disease:** Bacteria in an open wound.
- **Effects and Symptoms:**
  - Red, purple, or black skin in the affected area.
  - Infected condition
  - Imputation of the affected limbs after 3 days if untreated.
  - Spread to another limb after 3 days if untreated.
- **Treatment:** Medication (rare) and test

Hepatitis

- **Type:** Sickness, virus
- **Getting the disease:** Exposure to infective blood through drug injection or sexual intercourse.
- **Effects and Symptoms:**
  - Yellowish skin, poor appetite, abdominal pain, and exhaustion condition.
  - Infected condition
- **Treatment:** Medication and test

Influenza (Flu)

- **Type:** Sickness, virus
- **Getting the disease:** A cold is a virus that can be caught from someone having it.
- **Effects and Symptoms:**
  - Coughs, malaise, sneezes, sore throat, muscle or body aches, headaches, fatigue (tiredness), and fever.
  - Exhaustion condition
  - Infected condition
  - Transform into Pneumonia after 3 days if untreated.
- **Treatment:** Medication (common) and test

Leprosy

- **Type:** Disease, bacteria
- **Getting the disease:** Months of close contact with someone who has leprosy.
- **Effects and Symptoms:**
  - Discoloured patches of skin, nodules on the skin, thick, stiff, or dry skin, ulcers on the soles of feet.
  - Infected condition
  - Disadvantage to all social tests
- **Treatment:** Medication (rare) and test

Measles

- **Type:** Sickness, virus
- **Getting the disease:** Measles is a virus that can be caught from someone having it.
- **Effects and Symptoms:**
  - High fever, cough, runny nose, and a rash all over the body.
  - Contagious
  - Infected condition
- **Treatment:** Medication (common) and test

Mumps

- **Type:** Sickness, virus
- **Getting the disease:** Mumps is a virus that can be caught from someone having it.
- **Effects and Symptoms:**
  - Mild pain in the front of the neck and in the front of the ears, trouble chewing, testicle pain and tenderness, fever, headache, muscle aches, tiredness, and loss of appetite.
  - Infected condition
- **Treatment:** Medication (common) and test

Parasitic Infection

- **Type:** Disease, bacteria
- **Getting the disease:** A parasite enters the body. It can be microscopic or it can be the size of an egg or bigger.
- **Effects and Symptoms:**
  - Abdominal pain, diarrhea, nausea or vomiting, gas or bloating, dysentery, rash or itching around the rectum or vulva, stomach pain or tenderness, feeling tired, and weight loss.
  - Infected condition
- **Treatment:** Medication (common) and test

Pneumonia

- **Type:** Sickness, virus
- **Getting the disease:** Pneumonia is a virus that can be caught from someone having it or from an untrained flu.
- **Effects and Symptoms:**
  - Coughs, fever, malaise, and sneezes.
  - Exhaustion condition
  - Infected condition
- **Treatment:** Medication (rare) and test

Rabies

- **Type:** Sickness, virus
- **Getting the disease:** Bites from an infected animal.
- **Effects and Symptoms:**
  - Fever, headache, muscle aches, loss of appetite, nausea, and tiredness.
  - Infected condition.
- **Treatment:** Medication (rare) and test

Radiated

- **Type:** Sickness
- **Getting the disease:** Exposure to high doses of radiation.
- **Effects and Symptoms:**
  - Weakness, fatigue, fainting, confusion, bleeding from the nose, mouth, gums, and rectum, bruising, skin burns, open sores on the skin, sloughing of skin, dehydration, diarrhoea, bloody stool, fever, hair loss, inflammation of exposed areas, nausea and vomiting, including vomiting of blood, ulcers (sores) in the mouth, esophagus (food pipe), stomach or intestines.
  - Infected condition.
- **Treatment:** Medication (rare) and test

Smallpox

- **Type:** Disease, bacteria
- **Getting the disease:** Person to person by touching blisters, saliva or mucus.
- **Effects and Symptoms:**
  - High fever, fatigue and severe back pain, and less often, abdominal pain and vomiting and the Exhaustion condition.
  - Infected condition
- **Treatment:** Medication (common) and test

Tuberculosis

- **Type:** Disease, bacteria
- **Getting the disease:** Spread in air from a person to another person.
- **Effects and Symptoms:**
  - A bad cough that makes you cough up blood and phlegm, chest pain, weakness or tiredness, weight loss, a lack of appetite, chills, fever, night sweats and the Exhausted condition.
  - Infected condition.
- **Treatment:** Medication (rare) and test

Typhoid Fever

- **Type:** Disease, bacteria
- **Getting the disease:** Drinking contaminated water or food washed with contaminated water.
- **Effects and Symptoms:**
  - Prolonged high fever, fatigue, headache, nausea, abdominal pain, and constipation or diarrhoea.
  - Exhausted condition.
  - Infected condition.
- **Treatment:** Medication (common) and test

Brucellosis (Undulant Fever)

- **Type:** Disease, bacteria
- **Getting the disease:** Drinking unpasteurized milk from infected animals, or close contact with their secretions.
- **Effects and Symptoms:**
  - Fever, chills, loss of appetite, sweats, weakness, fatigue, joint, muscle, and back pain, and headache.
  - Exhausted condition.
  - Infected condition.
- **Treatment:** Medication (common) and test

Dead Protagonist

A player's character dying in a game can enhance the narrative and deepen the story. It serves as a poignant reminder that players are immersed in a dark universe where death lurks.

However, sometimes, a character's death can disrupt the story and end it prematurely. Fortunately, there are strategies to maintain the narrative's continuity.

There are many reasons that can cause the death of a character. It can be the player taking too many risks

for their character, bad dice rolls, or the story putting the characters in bad situations. No matter the reason, it's important to correctly manage the death of a player's character. After playing a character for weeks, months, or years, it can be upsetting to lose a character, but if the fear of losing a character does not exist, the game can feel without challenge.

If a character dies, engage in a conversation with the player to understand their preferences regarding their character. Some players may desire to continue with the same character, while others might seize this opportunity to create a new character and explore new avenues. Antagonists is a fantasy game, so the supernatural element can be used to manage a character's death.

If a player wishes to try a new character but requires some time to contemplate their decision, the character is resurrected but for a limited duration. They must complete a final task for their entity, after which they will meet their demise permanently. If the character takes too long to complete the task, they will die regardless.

Characters with powers often derive their abilities from a powerful entity from another realm. These entities exploit the characters for peculiar purposes. If necessary, they can attempt to save a character from death. The Game Master can impose temporary or permanent hindrances on the character. Furthermore, the entity may assign the character with one or more tasks. However, every action should have a consequence, and the death of a character should not become a banal event. Witnessing a character's resurrection will be shocking and disorienting, adding another layer of complexity to the situation.





Supernatural

The Fear of the Corruption

The supernatural instils fear in most people. It's what ultimately destroyed humanity as we know it. Be sure to emphasize this to your players. Using supernatural powers in front of others will cause problems. While powers may seem appealing, they often stem from corruption or other negative influences. It's a pact with the devil, or even worse. Everyone fears the consequences of allowing individuals with powers to survive.

Using powers or the presence of the supernatural attracts monsters. Even seemingly ordinary objects can have this effect.

Managing the use of powers

Nothing is free. One of the counterbalances to having power is the fear of others. If this balance is disrupted, the system can stop working. Be sure to allow your players to use their character's powers, but don't make it an all-you-can-eat buffet.

If a protagonist uses their power too frequently, to your liking, add lurking monsters and non-player characters investigating the sudden increase in monsters in the area. Don't make it a direct consequence; it's all about tension, risk, and reward. Gradually introduce supernatural repercussions for characters who use too many powers. This way, players will understand the limits and know when it's too much. It's crucial that players understand the system's workings before experiencing negative effects.

The Truth about the Source of Power

Nothing is truly free. Protagonists typically acquire powers from something or someone, and this entity does so for a specific reason. Beings and entities compete for various reasons, sometimes beyond our comprehension. In some cases, these beings use humans as pawns to achieve their goals. These beings' objectives are often strange and difficult for humans to grasp. Sometimes, they form alliances and allow their pawns to collaborate. This generally explains why the group of players' characters work together. Alternatively, some beings simply disregard others.

The source of a character's powers can serve as a plot hook, playing a significant role in your story. Use it only if you believe it fits your narrative. Don't worry about not including it if it doesn't. You can always explain that the entity or being is not ready to use the characters, or they're waiting for the protagonist to grow stronger.

The Race

The player's characters with a source of power initially serve as beacons to the supernatural. These beacons don't possess powers yet but hold potential, attracting supernatural entities or beings. It may take days, weeks, or even years, but eventually, a powerful being will cross paths with this character and corrupt them. This creates a race between the beings and the entities, each vying for control of the beacon. Some beings prefer certain types of people, which explains why members of the same group don't share the same source of power.

Here are some possible events that could cause a character or group of characters to become beacons:

- Corrupted by another entity with powers
- Covered in the blood of a rare monster
- Consumed or drank something unusual
- Fallen into a strange place
- Experienced a near-death experience
- Spent time in the Glare
- Touched a strange object or rock
- Targeted by a power

Occasionally, an entire group will simultaneously demonstrate their potential, transforming everyone into a beacon. The event triggering this potential is up to the Game Master. They can keep it a secret or simply omit an explanation, as the protagonist may not yet realize its significance. Feel free to explore other ideas as well.

Patron and Protege

Arachne (The Spider Queens)

In a world teeming with giant spiders and spiderwebs, millions of these arachnids reside in vast colonies of thousands. Some have even ventured to other worlds, and a few have found a way to communicate with other species, including humans. These giant, intelligent spider queens are willing to grant powers to their pawns to wage war against rival queens and other creatures' species. While capable of telepathic communication, spider queens can only transmit messages over short distances, so they dispatch emissaries to relay orders to their pawns. However, they cannot revoke the powers they've bestowed, and they often dispatch assassin spiders to eliminate disobedient pawns.

Child of Gaia (Mother Gaia)

Gaia is not a humanoid being or the Earth itself. To put it simply, Gaia is a sentient and sensitive group of bacteria. These bacteria can replicate themselves almost everywhere, eventually taking control of the larger environment. By introducing bacteria into water and air, she can manipulate natural forces like river flow and wind direction. She can even cause earthquakes when she's upset or make plants bloom when she's happy.

Gaia possesses telepathic control over her bacteria, but her powers are limited to the infected areas and elements. When she appears, she's a blend of various elements that mimic her surroundings and what is in front of her. Her goals remain unclear, but she clearly desires to infect more elements with her bacteria. Interestingly, she has become sentient, yet incredibly emotionally sensitive.

Chupacabra's Spawn (Chupacabra)

Chupacabras resemble dog-like creatures or sick coyotes. Their primary goals are simply to eat and survive. While some live in small groups, others are solitary. When they detect a "beacon", a source of food or danger, they'll attempt to bite it.

There's no giant chupacabra or powerful entity that rules them all; they're simply small creatures struggling to survive.

Occasionally, chupacabras communicate with their offspring to request assistance. These requests are

usually short-term, such as helping them find food or fend off an enemy.

Clairtangent (The Object)

It's a trap. This incredibly powerful being corrupts objects to lure intelligent creatures to touch them. These items generally appear valuable, but that's not always the case. When a living being touches it, the entity judges whether the creature can be useful. If not, nothing happens. However, if the creature is worthy, the stain is transferred from the object to the character, rendering the object inert. The character gains powers, but the entity can now see their stain.

A few people have seen giant objects radiating strange energy, but no one knows for sure if it's the all-powerful entity. To guide its followers, the entity uses glowing objects to attract attention.

Creeper (The Creeps)

The Creeps are vines that originally grow in other worlds. It was at first only one conscious giant plant but was then divided over the years. The Creeps can expand into the Glare and then into the other worlds. When the Creeps grow large enough, they can even keep the Glare open. The goals of the Creeps are unknown, and every root seems to have different motivations.

The Creeps do not talk but have human and creature pawns that can speak for them. There is a strange link between the Creeps and the pawns. The Creeps can cover the ground to show a path for their pawns.

Flesh Crafter (The Disgusting Art)

Flesh crafting, an art performed by intelligent beings from another world, is the craft of creating monsters. Even in other realms, it's a rare and twisted art. This knowledge has travelled to our world, and some individuals are able to learn it. Only those who are beacons can learn it, and after discovering this strange knowledge, they cease to be beacons and can no longer be recruited by other beings.

There are many groups of flesh crafters, but they generally don't last long. They initially share some knowledge, but competition soon overtakes them, leading to their separation. Despite this, they still try to help each other when a practitioner of the art is in need.

Mortician (Science of Life and Death)

This is the science of life and death, a knowledge passed down from intelligent beings from other worlds. It seeks to uncover the secrets of both existence and the end. Mastering this science requires being a beacon, but once the foundation is learned, the student ceases to be a beacon.

Morticians don't typically form groups. They're stingy with their knowledge and don't like to share it.

Primalist (Primal Being)

This being represents life itself and its origin. It's generally depicted as an animal or a combination of multiple ones. Their goal is to preserve life as a whole and its purity. Losing some to allow others to live is part of their way of doing so. It also understands the cycle of life and death. It can happen that this being dies but only to be reborn after a few days.

The primal life often uses majestic beasts to bestow powers upon other life forms. These creatures generally try to hide themselves, except when necessary.

The being possesses many powers over life, but only over life that hasn't been corrupted by other beings or elements. This is why their powers only affect animals and beasts. Human life simply isn't generally pure or innocent enough.

Primal beings sometimes reveal themselves to convey messages or guide their followers in a particular direction. They also use animals as emissaries to deliver instructions.

Puppeteer (Scarecrow)

Scarecrows are creatures with the power to grant wishes in exchange for services. Some are incredibly powerful, while others are not. However, they're not all as powerful as genies. To keep their end of the bargain, they must use their powers or make other deals. Sometimes, they don't quite succeed.

When a deal is sealed, the scarecrow gives an object to their pawn. This object can then be given to another person, and the scarecrow will need to accomplish the deal for the new owner of the object. Mysteriously, the object breaks when the scarecrow finishes their part of the bargain. The other part of the deal must still be accomplished by the original owner of the object.

Sometimes, scarecrows prefer having a disciple to accomplish tasks. In this case, the deal is to provide powers in exchange for multiple services. The scarecrow must share their powers, so their number

of disciples is limited. A mark representing the scarecrow appears on the pawn. This mark is only visible to a select few, and normal humans can't see it under normal circumstances. If the disciple becomes less useful, the scarecrow can retire their powers at any time and end the deal.

Scarecrows can be part of your story if they're useful. If not, simply say that the scarecrow doesn't need the character for now. Use the scarecrow to add hooks to your story, but don't feel obligated to include them.

Ritualist (Blood Curse)

It's not a curse; it's a disease. Reports of this disease date back before the events. Many history books mention people with magical powers.

This hereditary disease manifests in different ways. Some individuals have their powers remaining dormant throughout their lives, while others experience its effects when unusual events occur. These events were rare before the end of the world, but now entire families are discovering their powers.

To use powers from rituals, the individual must be born with the disease, getting it from their mother. They must also live an unusual event to become a beacon. This condition is brief, rapidly transforming the individual into a ritualist and forfeiting any possibility of getting other major powers.

Shadowfell (Shadow Entity)

The Shadow Entity, a creature from another world, exerts only a minor influence over people on our world. However, they can establish a conduit between their world and ours by using a human as the conduit. The more the person utilizes the entity's powers, the wider the conduit becomes. If the conduit becomes fully open, a portion of the Shadow Entity will transfer into our world.

This dark, ghostly form generally flees to reunite with its other parts in our world. However, it can still wreak havoc by destroying everything in its path. When combined, the Shadow Entity's strength increases.

The exact motivation behind the Shadow Entity remains unknown, but it's clear it desires to gradually transfer to our world, ultimately reforming itself completely.

Siren (Cannibals of the Deep)

Sirens are parasitic creatures that lay eggs, which are fertilized by male sirens and develop into larvae. These larvae can live in water for years, searching for a suitable host to infect. However, the parasite often fails to transform the host, as it requires the victim to be a beacon. After a few days of fever, the larva dies in the host, leaving no trace.

Many sirens live in communities, often dividing men and women within them. These individuals live in groups without a global purpose, other than the survival of the community. They have a complex hierarchy, with powerful leaders and dedicated individuals performing specific tasks.

Sirens are typically forbidden from living outside the water and view those who do as inferior and outcasts. Some sirens are "cannibal", consuming non-siren people. Eating humans is also part of certain rituals believed to strengthen the group.

Spiritbound (Energy Wisps)

The spirits of old family members and deceased friends are long gone, yet they persist in the mind of the Spiritbound. These "spirits" aren't actual ghosts; they're projections of the Spiritbound's imagination. Often, they're seen as deceased individuals the Spiritbound knows, or well-known people they create mentally. The Spiritbound believes these are real spirits or ghosts, but in reality, they're simply energy balls emanating from the Spiritbound. The tattoos serve as a physical representation of this energy.

Behind the Spiritbound are entities that grant them powers, but they remain unseen or simply energy flying around the Spiritbound. These entities typically use one of the "spirits" of the Spiritbound to communicate. Consequently, the Spiritbound often perceives the ideas or suggestions as coming from one of their "spirits".

Succubus (Symbiotic Larva)

Succubi are otherworldly entities whose true desires remain a mystery. Perhaps they simply seek survival. These creatures require a host body to sustain themselves, as their own form can only survive within another.

At a certain age, the succubi lay a larva within a living host. This process occurs only once a year. Over time, the growing creature, now connected to the host's brain, merges with their mind. The larva transfer typically happens through a kiss or sexual intercourse. However, the larva's survival in a new host isn't guaranteed, necessitating multiple

attempts. Not only humans can serve as hosts, but certain other creatures can also become succubi.

For the player's benefit, succubi never fully control their character. As the player progresses in Lure mastery, they'll experience the entity's increasing influence, questioning the authenticity of their choices.

Trickster (The Imp)

The trickster's imp is an invisible creature, visible only to its trickster. While not particularly powerful, it can grant powers. Despite being untouchable, the imp is easily frightened and prefers to stay close to its chosen trickster. Its humour is generally obscene and darkly twisted.

The imp can serve as a non-player character with limited influence, but it can provide valuable information to players. It can only speak to the trickster, but the player can decide whether to share this information with their group. Furthermore, the imp is a trickster itself, capable of trying to deceive its owner or the group. Its motivations and goals can drive the story forward.

Unstained (Something Else)

The Unstained are people not corrupted by any entity or strange power. So if they are not corrupted, how do they get their powers? The truth is that they have been corrupted by something, but this "power" is so abstract that it holds no influence on the individual. Every individual has their own goal. Some want to destroy the supernatural, and others simply fear it.

Since they haven't been stained by an entity or a being, they can often stay unnoticed.

Werebeast (The Beast Within)

A strange creature has bitten the character, and while a werebeast bite usually results in a nasty wound, it's rare for the beast to stop at the first blood. If the victim is a beacon, they become a werebeast a few days later, provided they survive. This transformation is more like a disease that turns humans into half-human, half-monster beings. There's always a split in the victim's personality, and the werebeast often talks about the beast within.

No all-powerful being controls the werebeasts; only individuals who can infect others. Some werebeasts regroup into tribes or pacts for survival, while others seek power by opposing other werebeasts. They use a caste system with two levels: the Patrician and the Praetorian. The Patricians are the noble ones who lead groups and transform into specific noble beasts. Newborn werebeasts automatically belong to the same caste as their progenitor. The Praetorians are a caste of fighters and soldiers who serve and protect the Patricians. Even those of the lower caste are proud of their status. A clash exists between the Patricians and the Praetorians, sometimes resulting in bloody battles. The balance is generally maintained to avoid appearing weak to other tribes.

Worlds Walker (The Glare)

The Glare, a living entity serving as a bridge between worlds, possesses the power to grant certain creatures and characters abilities to control it to some extent. However, the Glare's primary goal is to extend its tentacles to as many locations as possible.

To communicate with their followers, the Glare illuminates a path within itself or sends monsters to deter followers from certain directions.

What Really Happened

It's not really important, and the players shouldn't know anyway, since no living characters do. It should be part of the mystery, and you can provide any hints you like about what happened. The monsters' arrival varies by region, so what's true for one place won't be the unique origin of the global outbreak. It's too late to change the past anyway.

If we ever decide to write more explanations, we'll only describe a few causes, not an ultimate truth that could contradict one of your stories.

Attracting the Glare with Staining Powers

Using powers and more particularly staining powers, draw the supernatural. Maintaining mystery is crucial; using the same events repeatedly will allow them to predict and exploit the power.

Here are suggestions of effects depending on the stain level in the area.

Stain Level 1:

1. Subtle disturbances occur in the Glare. Plants and insects glow slightly brighter and are drawn to the source of the power.
2. Insects from the Glare cross the barrier and appear in our world. The vibrant air disperses,

leaving a strange trail of colours. These insects are harmless but become trapped in our world.
3. A tentacle lashes out from the Glare, attempting to strike the user. An acrobatics test with an advantage can avoid the attack, and the tentacle disappears afterward.
4. A loud, strange noise emanates from the Glare for a few seconds.
5. A colourful, blinding light illuminates our world for a few seconds.
6. Plants in the affected area die and dry almost instantly leaving behind a color dust.
7. People in the zone become deaf for a few minutes.
8. Everyone in the zone begins to bleed from their nose, ears, and eyes. This effect doesn't cause a wound or the Bleed condition.
9. All liquids and food in the zone become tainted, turning colourful and toxic. Ingesting or drinking them causes vomiting.
10. The user of the power's tongue becomes tainted, inflating and turning colourful, rendering them unable to speak.

Stain Level 2:

1. The Glare is drawn to the source of the stain and crawls toward it. Small monsters from the Glare are also attracted but generally remain in their realm. They arrive at the encounter's end. These creatures are typically one to three Glare Chargers. They primarily target the user of the power.
2. Plants and insects appear in our world. The ground is also covered in strange colours. These colours vanish shortly after the power is used, but the plants remain until they are removed.
3. A tentacle lashes out from the Glare, attempting to strike the being wielding its power. The tentacle can be dodged with an athletics test, and it vanishes after the attack.
4. The Glare and our world collide, causing an explosion. Everything within short range of the being wielding the power is blasted by Glare energy. An Athletics test can prevent damage, and armour can be used for additional protection.
5. A few nearby objects from the Glare are expelled into our world.
6. Suddenly, the weight of the Glare is felt throughout our world. Everyone in the affected area must perform an Effort test. The weight dissipates after a few seconds.
7. The Glare taints the user and the surrounding area. The beings' skin and clothes become colourful, and they become exhausted.
8. The Glare alters the gravity in the affected zone, causing all objects to fall to the ground and making all beings prone.
9. A foul odour emanates from the Glare. The being wielding the power's skin and clothing are most affected and must be cleaned to remove the smell, which will linger throughout the scene.
10. The beings in the zone are now obscured by the Glare, and they can only see within the Glare for the current and next round. They become blind to what's in our world.

Stain Level 3:

1. Monsters outside the Glare will approach. They will arrive at the end of the encounter if they find a path. These creatures are typically one or two Skulks or Scavs. They primarily target the being wielding the power.
2. A tentacle lashes out from the Glare, attempting to strike the being wielding the power. The tentacle can be dodged with an Acrobatics test, and it vanishes after the attack.
3. The Glare and our world collide, causing an explosion. Everything within range of the being wielding the power is blasted by Glare energy. An Athletics test can prevent damage, and armour can be used for additional protection.
4. The Fog enters our world and spreads throughout the room or location. The Fog originates from the location of the being wielding the power. For more information, see the chapter on the supernatural.
5. Red Vines sprout from the ground near the being wielding the power. These vines crawl across the ground and walls, obstructing movement.
6. The Glare seizes objects and furniture from our world. A random person in the area is also transferred in the Glare.
7. Everything within the zone is expelled from the Glare and push to our world. Objects from the Glare can hit objects and persons in our world. An Athletics test with a disadvantage can be rolled to avoid damage.

Stain Level 4:

1. Monsters within the Glare can surface and traverse it, arriving at the encounter's end. These creatures are typically Chargers, arriving in packs

of three. They primarily target the being wielding the power.
2. A tentacle lashes out from the Glare, attempting to hit the being. This tentacle can be dodged with an Acrobatics roll but with a Disadvantage. It vanishes after the attack.
3. The Glare and our world collide, causing an explosion. Everything within the being's short range is blasted by Glare energy. An Athletics test with a Disadvantage can prevent damage, and armour can provide additional protection.
4. The Glare grabs the character wielding the power and pulls them into the Glare. One or two Chargers usually arrive at the scene's end. The character is generally expelled at the end of the next encounter.
5. Everyone in the zone begins bleeding from their nose, ears, eyes can cause the Bleed condition. This Bleed condition cannot be prevented but can be healed as normal.
6. The Glare inflicts a wound on the being wielding the power, which cannot be avoided.

Stain Level 5:

1. The use of the power attracts a Glare Fiend. These creatures can shift from the Glare to our world, making it easier for them to reach the being wielding the power. They primarily target the being.
2. A tentacle lashes out from the Glare, attempting to strike the being wielding its power. The tentacle can be dodged with an Acrobatics test with 2 Disadvantages. After the attack, it vanishes.
3. The Glare manifests inside the being staining the area. A critical wound is inflicted, but can be resisted with an athletics test without modifiers.
4. The Glare's presence causes a fire in our world, engulfing everything within its zone—objects and beings alike. A resistance test with Athletics with a disadvantage is possible to resist the burn effect.
5. The Glare and our world collide, resulting in an explosion. Everything within short range of the being wielding the power is blasted by Glare energy. An athletics test with 2 Disadvantages can prevent damage, and armour can be used to mitigate it.
6. The Glare seizes the character wielding the power, pulling them into its grasp. Two or three Chargers typically arrive at the scene's conclusion. The character is generally trapped within the Glare for the duration of a scene.
7. One or multiple beings within the zone are engulfed by the Glare and transported to another world. This effect can significantly disrupt an adventure's flow, so choose another effect if it doesn't suit the scene.

Designing The Glare

The Glare Layout

The Glare generally reproduces our world's rooms and passageways, creating colourful rooms and corridors full of vegetation. This allows you to easily incorporate Glare tunnels into your maps and stories. Simply add an entry, a few rooms replicating your map, and an exit to let the protagonists return to our world. You can block a few passageways or create an opening that does not exist in the real world. Visiting the Glare can be a way to overcome obstacles. This adds variety and depth. Remember that even if the rooms exist in the Glare and in our world, it's impossible to see the other without the right power.

Eventually, the protagonists can freely travel to the Glare. Don't create a new map for the Glare every time. Use the current location's layout, but block some paths with obstacles only in the Glare to restrict their movement. Avoid having the protagonists reach the end of your story directly. The Glare is dangerous, so accessing it should always be a challenge and not the easy solution.

A Scary Place

The Glare is a vibrant and captivating place, perfect for adding intriguing and mysterious elements to a story. Characters can explore new realms and conceal themselves from ordinary sight. However, venturing into the Glare should never feel like a simple stroll. It should remain a place of mystery and danger. Here are two ways to achieve this:

A character or being not from this strange world will die if they stay too long in the Glare. Trailblazers have a slight advantage but must stay careful not to stay for too long. Describe the effect of discomfort so the protagonists can anticipate their fate. At the end of the scene or day in the Glare, a character will experience the privation condition. There's no way to recover from this while in the Glare. Staying for another day or scene will result in the dying condition, with no recovery possible in the Glare. For the better or the worst, the Glare will expel the dying to their original world.

When in the Glare, characters will attract monsters with their scent. All the stealth tests get a

disadvantage against opponents accustomed to the Glare. So, staying in the Glare is increasingly dangerous, with monsters always following the scent of the protagonists.

The Other Worlds

Monsters and supernatural elements originate from other worlds. We've described a few worlds to provide context for these phenomena and explain the origins of certain sources of power and monsters. Given the vast number of possible worlds, you can create your own and incorporate it into your stories.

While these worlds can enhance your narratives, their inclusion isn't mandatory. Antagonists were originally intended to be played in our world invaded by monsters, but you, as the storyteller, have the freedom to shape the narrative.

The Glare should instil fear in the protagonists, and crossing into another world should be terrifying. A protagonist can't willingly choose to go to a specific world; it's always tied to a story. You can decide how the protagonists enter a defined world, but the player can't dictate this part of the story. If you want the protagonists to travel to another world, simply add a passage in the Glare that connects our world to the destination. This passage can be more unsettling if it closes, forcing the protagonists to find their way back to our world.



Encounters

Scavenging

Scavenged items and scraps are loot that can be used by the protagonists for crafting and obtaining food and lodging at a low cost. However, items that are too rusted or broken are considered useless junk and not Scraps. Regularly provide Scraps to the protagonists, but don't make it too easy to obtain. This can be similar to the gems used in other role-playing games—uncommon but rewarding. Find a good balance. Don't allow the protagonists to search anywhere; instead, place Scraps in locations you've already decided hold them. The protagonists won't find Scraps simply by searching; they'll need to pass a successful test. On a successful test, give the protagonists 1 to 5 Scraps.

Scavenging shouldn't be a primary way for the protagonists to gain a large amount of Slugs. It should mainly be used for crafting and obtaining food and lodging at the Scavengers Trading Guild.

Here are some suggestions for possible tests that can help the protagonists find Scraps. Try to vary the tests.

Test	Location
Investigate	Room full of debris and old stuff.
Knowledge	Laboratory stuff and chemicals. Used to differentiate the good stuff from the useless one.
Knowledge	Used to search for drugs in some locations. Allows differentiation between the good stuff and the useless one or the one that is expired.
Athletics	Used for any scraps that are hard to dislodge.
Sleight of Hands	Scraps in narrow places like under counters or in walls like plumbing.
Survival	Used for when searching outdoors.
Technicals	Vending machines, appliances, computers, generator parts, and vehicle parts.

Food and Lodging

Antagonists is a survival game, so managing food and lodging can be a great mechanic. Characters starving are more likely to accept jobs and tasks for food, which can advance the story.

Just be careful not to bore the player with food management. While it can be enjoyable occasionally, it shouldn't be a constant chore.

An easy way to manage food and lodging is to let characters trade their Scraps for a week's worth of lodging and food at a Scavengers Trading Guild. This simplifies managing food and lodging in hideouts and cities, eliminating the tedious chore of repeatedly assigning redundant tasks.

People can offer food and lodging in exchange for services or items from the protagonists. The player's character can also gain access to powers that make food and lodging easier.

Finding food in the wild is more challenging, but it can be an interesting challenge for players.

Light

The night is much darker now, with no city lights illuminating the landscape. Fortunately, this darkness provides the protagonists with a chance to stay hidden. They gain an advantage in stealth by night, but a disadvantage to almost everything else if they don't have a light source. Closed buildings can also be incredibly dark and difficult to navigate without light.

Characters can use light to counteract the darkness, but this makes them more visible. They must decide whether to be seen and move freely or remain hidden and navigate almost blindfolded.

Humans are diurnal, so the best way to avoid attention is to travel at night. However, dangerous predators are nocturnal, making daytime travel safer. Adding to the protagonists' challenges, some monsters are crepuscular, meaning they are active during twilight.

In some situations, characters can share a light source. For example, one character can hold a flashlight while another picks a lock. Alternatively, one character can light a path, and the others can walk on it. Holding a light for themselves or someone else use a quick action every round. In combat, controlling the light is crucial.

Light sources typically last for the duration of an encounter or scene. This rule helps maintain the flow of the game. Fortunately, there's an easy way to turn off a light in the middle of an action scene. A catastrophic effect, such as dropping a flashlight or breaking it, can be used to do this.

Noise

Antagonists can be a stressful game, and managing the noise the protagonists make can heighten the tension. This aspect should be explored through narrative, not just through simple rolls or monsters attacking whenever they're too noisy.

If the protagonists are making more noise, add suspense with nearby monster screams or shadowy movements. Don't have monsters strike every time; create enough fear to keep players on edge. If they continue to make noise, they might hear monsters or enemies regrouping. To resolve the situation with combat, try ambushing the protagonists. Alternatively, introduce a massive monster and initiate a pursuit.

Limiting the amount of noise the protagonists can make can present players with difficult choices. They can use powerful firearms and explosives, but they risk attracting monsters. It's all about taking risks for potential rewards.

Here's a table with random effects for when the protagonists are making too much noise or aren't being subtle. You can use this table or manage the situation in a narrative way. If you choose to use the table, roll a 20-sided die and check the result every round or encounter where the characters are making noise. If they're using lights at night, add one to the result.

Roll	Effect
1-6	Nothing happened.
7-8	Flying creatures start to fly around the protagonists, giving their location to other predators.
9-10	Monsters have noticed the characters but are waiting for an opportunity.
11-12	Monsters have noticed the characters and are advancing but tried to stay hidden. Characters can see some of them to add stress.
13-14	Raiders have heard the protagonists and are preparing an ambush.
15-16	Monsters have noticed the characters and are calling other members of the group. Characters can hear the howls and should move quickly before more monsters arrive.
17-18	Monsters charge at the characters or the group without distinction.
19-20	Monsters will ambush the characters.

Crafting

Antagonists employs a straightforward crafting system to create items. This basic and generic approach simplifies and speeds up the process. For more details, refer to the Special Actions section, where you'll find information on Crafting and Repairing.

Some players might prefer crafting items using real-world components and bypassing the crafting system altogether. While this could be risky if players abuse the system, it's important to maintain the game's fun and enjoyment. Even basic resources are scarce, so making them harder to obtain can add to the challenge. Additionally, finding everything can be a fun quest, and the difficulty of acquiring the right tools and workbench adds another layer of challenge. Remember, just because a player knows how to do something doesn't mean their character will know it. The internet doesn't exist anymore.

To prevent players from abusing the system to obtain unlimited items or Slugs, the current system allows characters to create useful items but doesn't enable them to become wealthy through it. Vendors won't be interested in purchasing everything a player wants to sell, and they don't have unlimited Slugs. If players create items using specific unlisted items, consider setting the price of all resources to 10% below the buying price.

Downtime

A downtime is a variable period between your stories or parts of them. Decide how long this intermission will be—a week or even a full season. Let the players decide what the protagonists do during this time.

Remember, the characters need to survive and possibly find a place to stay and food. A side job during the downtime is a great idea.

If the downtime isn't particularly interesting, quickly describe what's happening and jump back to your story. Don't hesitate to include some parts of the intermission if something catches the group's interest. It can be a delightful surprise for the players to discover that they've been playing something they thought was just an intermission.

Weather

To enhance the diversity of your weather descriptions, here are some options. You can roll one die for each column or choose your preferred method. Higher dice values generally indicate more extreme weather, so feel free to adjust those results by checking one or two rows below if you find them too extreme. It's rare to experience rain without seeing clouds, so when rolling for precipitation, ensure you don't exceed the result you got for clouds.

For more consistent and realistic results, keep track of your recent outcomes. For the next day, simply roll one die for each column but use the result to modify the weather. However, if you roll a 1, reduce the result by two rows. A roll of 2 to 10 reduces the latest result by one row. A roll of 11 to 19 increases the value by one row, and a roll of 20 increases it by two rows.

	Temp	Wind	Cloud	Prec
1-2	Extreme Cold	Calm	Clear	None
3-4	Freezing	Gentle Breeze	Few	Dew
5-6	Very Cold	Breeze	Light	Light
7-8	Cold	Strong Breeze	Isolated	Drizzle
9-10	Mild	Moderate	Scattered	Moderate
11-12	Warm	Gale	Cloudy	Downpour
13-14	Hot	Strong	Broken	Pounding
15-16	Very Hot	Violent	Obscured	Heavy
17-18	Canicular	Storm	Heavy	Rainfall
19-20	Extreme Heat	Hurricane	Overcast	Severe

Temperature (Temp): The temperature is calculated as the average for the region over the season. In very cold areas, an "Extreme Heat" result can be surprisingly pleasant.

Wind: In some regions, powerful winds can be tornadoes or hurricanes. When winds reach 16 or more, they can extinguish fires or spread them. They can also impair projectile trajectories. Winds of 20 or more cause a disadvantage to all tests.

Cloud Coverage (Cloud): Cloud coverage can significantly impact visibility. When the result is 16 or more for the cloud column, the day becomes quite dark, which can severely hinder character tests that rely on good visibility.

Precipitation (Prec): Precipitation can be rain, snow, or hail depending on the temperature. For example, mild temperatures in the Arctic region can produce hail. Additionally, precipitation levels of 16 or higher can negatively impact physical tests. It's also much harder to start a fire when everything is wet. Finally, multiple days of heavy precipitation can lead to flooding.

Lastly, here is a list of extras for your weather.

Roll	Extra
1-10	None
11-12	Mist
13-14	Fog
15-16	Haze
17-18	Lightning and Thunder
19-20	Earthquake

Effects: Weather can significantly alter the story or at least an encounter. Heavy rain or fog can obscure vision and make the ground slippery. Wind or rain can extinguish fires or make them difficult to start. Lightning can light fire. Unprotected items can be ruined by rain. Sleeping outside in bad conditions is miserable and can cause temporary descriptors. Cold temperatures can cause shivering and freezing, prompting people to seek warmth. Ice is also slippery, and snow can be used to build walls. Finding dry wood in the snowy winter is a challenging task.



Travels Encounters

Travelling is inherently dangerous, and characters should encounter intriguing scenes along the way. Manage travel like any other quest, incorporating story elements and player choices. If travel isn't central to your story, simply skip it and head to your destination. Avoid slow moments during gameplay.

Here are some encounter ideas for your travels or camping: choose some that fit your story and merge at least two to create a more engaging experience. Consider linking encounters together for a cohesive narrative. You can roll dice to select encounters or choose the one you prefer. Either way, you should do it prior to a game session to have some time to think about it and more elements.

Sometimes, players might perceive these encounters as a waste of time since they don't directly relate to the main story. To address this, offer a valuable reward that ties into the main plot.

	Encounters
1	Abandoned Hideout*
2	Armed Caravan*
3	Bad Ordour*
4	Blood Trail*
5	Box from the Sky*
6	Burned Car*
7	Cadaver*
8	Campsite*
9	Chasm*
10	Church of Truth*
11	Courier Drone*
12	Damsel in Distress*

	Encounters
13	Desperate Refugees*
14	Difficult Terrain*
15	Earthquake*
16	Faction*
17	Fall*
18	Flare*
19	Flash Flood*
20	Glare*
21	Hideout Location*
22	Injured Person*
23	Landslide*
24	Lost*
25	Loud Noise*
26	Mine Field*
27	Monsters*
28	Natural Location*
29	Occupied Hideout*
30	Old Bridge*
31	Patrol*
32	Place of Interest*
33	Quicksand*
34	Radio Tower*
35	River to Cross*
36	Roadblock*
37	Shrine*
38	Slavers*
39	Stolen House*
40	Storm*
41	Thick Fog*
42	Thieves' Ambush*
43	Toll*
44	Traveling Merchant*
45	Wildfire*

Abandoned Hideout: The protagonists discover a hideout filled with loot, some of which bears distinctive markings. However, during their visit, the hideout's owner unexpectedly returns, accusing them of theft. Perhaps the hideout is also booby-trapped. If the protagonists kill the owner, a friend of the owner might later return, demanding reparations.

Armed Caravan: The protagonists encounter an armed caravan selling equipment and offering trade. They might also need assistance or information, possibly hiring the characters for a specific task. Given their well-armed presence, violence or theft aren't advisable for the protagonists, but they can always try.

Bad Odour: The protagonists fall into a strange, smelly liquid. The awful odour attracts monsters, and quickly cleaning their clothes is impossible. A predator could follow them afterward. Even going into a shelter or community could endanger the inhabitants.

Blood Trail: The protagonists discover a blood trail or footprints in the mud. They can follow the tracks to find someone wounded, or perhaps it's a trap. Either way, their curiosity should drive them to investigate. If they don't, they might later find someone who has bled to death.

Box from the Sky: A box attached to a parachute descends from the sky in the distance. The protagonists must hurry and take risks to reach the box first. Another group might already be there, looting or preparing to attack the next group to come. Inside the box are supplies and documents written in another language.

Burned Car: A burned car sits on the roadside. Just a few days ago, it was in working condition. The character can search the area to find the driver or the group responsible for setting the car ablaze. Decide who they will find first.

Cadaver: The protagonists discover a cadaver on the roadside, their equipment still intact. They're carrying strange items, perhaps a letter for someone, or maybe a key to a hidden location. Who was this person, and how did they die? Is this person a messenger bringing an important item to someone? If the protagonists take the items, will they be pursued?

This could serve as a simple starting point for a side quest.

Campsite: The protagonists discover an old campsite. Perhaps some clues there can help them figure out how many people were there and when they left. They might want to track the strangers, or they might fear being followed and jump out at them at any moment. The strangers can reappear later in the story.

Chasm: The protagonists must cross a chasm. They could use ropes or attempt a risky jump, but either way, it's dangerous. Perhaps they'll have to leave behind equipment, vehicles, and mounts. What will become of all that when they return?

Church of Truth: The protagonists encounter members of the Church of Truth, who are hostile toward the supernatural. They investigate the protagonists for any signs of it. The church also accepts donations of supplies or Slugs. While they're a small group, the Church is powerful, and challenging the small group could lead to problems in the future.

Courier Drone: The protagonist discovers a crashed drone, which is broken and unable to fly. However, the autonomous drone contains a message for someone and will continue its path if repaired. Alternatively, a working computer and a technical test can access the message. This message could serve as the introduction to a quest, or if the drone reaches its designated destination, it presents a great opportunity to introduce a non-player character.

Damsel in Distress: Someone is in distress—possibly wounded or trapped—yelling for help. As the protagonists approach, they find themselves ambushed. The protagonists can try to find the ambushers before approaching, but the ambushers are well hidden.

Desperate Refugees: The protagonists encounter a group of desperate refugees, pleading for food and supplies. If they refuse, the refugees will resort to robbery.

Difficult Terrain: The terrain is treacherous, with rumbles, scree, and vines obstructing their path. Perhaps the protagonists must find an alternative route, climb over the obstacles, or destroy them. If the vines are red, they must be cautious of infection. Their return journey will present a new challenge, perhaps a monster pursuing them or everything collapsing around them. Regardless, time is of the essence.

Earthquake: The ground starts shaking, and the protagonists must take cover. Buildings are falling, and a race for safety with obstacles falling all around may be necessary. This encounter can be combined with any other to intensify the situation.

Faction: Players discover the location of a faction, which could be large or small. Factions have specific goals and behaviours, making them far more complex than a simple group of bandits. This is a great opportunity to introduce a faction into your story. For more information, check out the Factions section further in this book.

Fall: A hole opens beneath the protagonist's feet, and a failed roll sends them plummeting into its depths. If they fail the test, they find themselves many metres below, their leg broken and needing help to escape. Perhaps something terrifying lurks within the hole, or a tunnel leads to a larger complex, like an old train or metro tunnel. Perhaps this tunnel offers a faster escape, but what lurks in the darkness? The protagonist might also discover the cadaver of another traveller.

Flare: A flare erupts in the sky, perhaps signalling a need for help or a trap. It might also attract other people or creatures. The protagonists could discover individuals battling a massive creature or ensnared in sinking sand. Alternatively, if they ignore the flare, they might find the remains of those who launched it.

Flash Flood: The weather changes rapidly. Heavy rain causes a dangerous flash flood, which could also trigger landslides. The protagonists need to find a safe place to stay or something to float on. Swimming monsters might also be attracted.

Glare: The Glare has a peculiar opening, allowing either the protagonists to enter or something to escape. This could be a convenient way to save travel time. However, the destination of this tunnel within the Glare remains a mystery, presenting a risk for a potential reward.

Hideout Location: The protagonists find a suitable hideout—an aircraft, a scrapyard, an abandoned warehouse, or any other appealing location. It offers a safe haven, but they must be wary of others seeking the same place or lurking monsters. This temporary refuge could become a permanent home, or the protagonists might even want to improve it.

Injured person: Someone is injured and asking for help. Perhaps they genuinely need assistance, or perhaps it's a trap, with hidden thieves waiting to ambush the characters. The choice is yours. If the protagonists help the person, they could become an

ally later on, or they might be a bad person who plans to betray them.

Landslide: A landslide occurs, forcing the protagonists to test their agility and quick thinking to avoid falling into holes or objects. They might also find themselves trapped underground in an unknown location. Combining this encounter with another can create an epic moment.

Lost: If the protagonists fail their survival test, they become lost. This can introduce a new, previously unknown location.

Loud Noise: Accidentally making a loud noise can attract curious visitors. Avoid making it too obvious about who might be drawn to them. Perhaps the protagonists should continue their current quest with increased stress, knowing they've been detected.

Mine Field: Crossing a mine field can be perilous. They might notice the first mine while already in the middle, perhaps as a signpost that has fallen on the wrong side. Provide context for the mine field, such as it being an old military route protected with mines or a base nearby.

Monsters: Strange howling sounds signal the presence of monsters hunting the protagonists. Instead of the protagonists hunting the monsters, try the other way around. Enhance the ambiance by making the monster lurk around, watching the protagonists. Consider a very large monster that hunts the player for a while before the actual attack. The protagonist might defeat the monster, but maybe the larger mother could seek revenge.

Natural Location: The protagonists stumble upon a beautiful natural setting, like a waterfall or the edge of a cliff. This encounter is relaxing, allowing them to enjoy the scenery for a while. They might use the location to rest. However, strange vegetation is everywhere, which can be dangerous and tricky. A protagonist might wake up with vines around their feet, or a carnivorous plant could try to eat another. One protagonist could even become infected by a poisonous plant. Mixing this encounter with another can create a unique experience.

Occupied Hideout: The protagonists discover an occupied hideout, inhabited by guards and residents. They can attempt to enter stealthily or reveal themselves and negotiate a trade. The resident's initial reaction could be friendly or hostile.

Old Bridge: Crossing a river or chasm requires a bridge, though it's in poor condition and some sections might collapse under the protagonists' weight. Perhaps people live on or beneath the bridge, and a large enough bridge might have a maintenance room.

Patrol: Encountering a patrol, the protagonists must explain their presence. The patrol's demeanour could range from aggressive to suspicious. Since it's a patrol, there's likely a nearby shelter or community. If the patrol is killed, locals might hunt the protagonists.

Place of Interest: While travelling, the protagonists might spot a place of interest or smoke on the horizon. They could stumble upon the entrance to an old building, potentially leading to a side quest.

Radio Tower: The protagonists find a ham radio, possibly on a corpse in the brush or elsewhere. Someone is transmitting from a distant radio tower. The radio operator might offer information or request assistance. The tower could be near or even in another country. The radio operator can introduce new stories or aid the protagonists.

Quicksand: The protagonists, their vehicles, and mounts begin sinking into quicksand. Their escape strategy will depend on the situation. They might encounter someone already trapped or thieves using the quicksand to ensnare travellers. Monsters could also prey on the trapped characters.

River to Cross: The protagonists must cross a river, but no bridge is available. Swimming poses a danger due to rapids or underwater creatures. Swimming with equipment is extremely difficult. They could attempt to build a raft, but monsters lurk beneath the water. Further along the riverbed, they spot a dock with small boats. These boats may be in poor condition, but they're better than nothing. Perhaps one will be drawn halfway.

Roadblock: The protagonists' path is blocked by a tall wall or a pile of wrecked vehicles. This barricade was likely erected during the outbreak to prevent monsters from moving freely. These barriers are typically high and tall, equipped with barbed wire. Climbing them is challenging, and it becomes even more difficult if the protagonists have mounts or vehicles. The situation becomes even more perilous if they must make it quickly.

Shrine: A peculiar shrine lies on the protagonists' path, containing strange objects. The characters can take these items, but they risk being tracked by shrine 's disciples who detest thieves. The objects might also be cursed or otherwise dangerous. Furthermore, a religious cult could be interested in capturing the protagonists.


Metro Station
9 Street
8 Flooded Street
7c Unstable Wall
7a Car Wrecks
7b Breach
6 Collapsed Street
5a Street
5c Balcony
5b Alley
4a Car Wrecks
4c Backyard
4b Muddy Alley
3a Car Barricade
3c Back Alley
3b Muddy Alley
2 Car Wrecks
Run!
1 Empty Street
Start

Slavers: A group of slavers is searching for their escaped captives. Armed but unwilling to fight, they approach the protagonists and ask if they've seen a group of people in rags fleeing. The astute protagonists recognize the slavers' intent. If the protagonists don't stop the slavers, they will hear gunshots in the distance a few minutes later.

Stolen House: The protagonists encounter a house with lights on or a sign indicating occupancy. A friendly group of people lives there and offers food and beds for the night. However, the protagonists can detect a foul odour emanating from the basement. The previous family residing in the house is deceased. The current owners have murdered and robbed the old occupants, leaving their bodies to rot. They intend to repeat this act on the protagonists.

Storm: A powerful storm suddenly envelops the region where the protagonists are. Visibility is severely reduced, and they're advised to seek shelter. Fire is difficult to ignite, and the protagonists' clothing and equipment will quickly become soaked. While running for shelter, they might encounter another group of characters or monsters in the same predicament. The storm could last for several hours or even an entire day, offering a chance for characters to interact and potentially form alliances.

Thick Fog: A dense fog blinds the protagonists during their journey. While they can continue their story as usual, visibility will be significantly reduced. This unnatural fog can cause the protagonists to fall unconscious if they remain in it for too long.

Thieves' Ambush: A group of hostile thieves ambushes the protagonists, overwhelming their resistance. They steal almost everything but spare the protagonists' lives. The protagonists can then choose to seek revenge and reclaim their stolen belongings, embarking on a mission of retribution.

Toll: A band of guards intercepts the protagonists and demands a toll. Although well-armed, they're more interested in stealing from the protagonists than killing them. To add an element of intrigue, the band could be composed of numerous children.

Travelling Merchant: The protagonists encounter a solitary travelling merchant, an easy target for theft. They may have a means of self-defence or hidden allies. Alternatively, they might be able to travel into the Glare and hide in this mysterious location. If the protagonists steal their belongings, he could return later for vengeance or reclaim their items and demand more.

Wildfire: A lightning strike ignites a nearby tree or building, causing people and monsters to flee in the direction of the protagonists. The fire poses a dangerous hazard, and this encounter can be combined with others, adding to the chaos and unpredictability of the situation.

Non-player character's behaviours

Non-player characters in the wilderness aren't simply waiting for players to arrive. They're living their lives and striving to survive. Here are some ideas to consider:

Encounters	
1	Carrying goods between locations
2	Defending a location
3	Doing a funeral or digging graves
4	Escaping from monsters or a group of humans
5	Exploring the area
6	Foraging or cutting trees
7	Hunting prey
8	Patrolling
9	Pilgriming
10	Scavenging
11	Setting traps or digging a pit
12	Sleeping
13	Trading
14	Traveling to another community
15	Waiting to ambush the players

Combats

To add excitement to combat, try incorporating interesting situations.

Describe the environment and include elements that encourage creative solutions for defeating opponents. Avoid being too obvious.

- Introduce a strategic position that both protagonists and opponents will want to hold. The enemy will likely try to push them out. Limit the location to only one character.

- Create a disadvantageous position that the protagonists should avoid.
- Add a fireplace or lantern that can cause a fire hazard. It can also be used to light a stick on fire and then used as a weapon.
- Include a zone with smoke that can be used to hide. It can also cause asphyxiation.
- Include bystanders that the players can protect or use as human shields.
- Add furniture, boxes, and other items that can be used for hiding, jumping on, or to block a corridor.
- Create holes for jumping over or pushing enemies into. These can be used by either player or opponent.
- Include objects that can be used as improvised weapons.
- Add oil cans or drums that can be ignited or used to create slippery ground. Characters can use them to damage enemies or must avoid causing an explosion. If exploding drums are too dangerous, consider adding a beehive as an alternative.
- Introduce traps in the area.
- Designate an object that must be protected during the fight.
- Include something that needs to be repaired during the fight.
- Create a scenario where something can be pushed to cause it to fall on enemies or protagonists.
- Have the opponent barricade itself.
- Introduce mud on the ground that slows movement.
- Have a wet and slippery floor.

Add stress with events that occur during the combat. Provide a vague hint about when to expect them. Don't be overly precise. Here are some ideas:

- An alarm starts ringing.
- An ambush occurs.
- A car engine makes strange noises and breaks down.
- The ceiling seems to be about to crumble.
- Cracking floors indicate imminent collapse.
- Lights flash and then suddenly go out.
- Monsters howl in the distance and approach.
- A ship sinks.
- Reinforcements for the player or the opponents are approaching.
- Water floods are rising.
- Lightning storms with people wielding metallic weapons.
- A sleeping, large monster lurks nearby, so combat must be conducted quietly.
- Sound emanates from behind a door that the protagonists must keep closed.
- Flying enemies descend.
- Police or guards arrive.
- The earth begins to shake.
- A sudden strong wind prevents projectiles.
- Darkness falls.
- A dead character rises.

Don't reveal the potential events too clearly. Encourage players to be creative and explore multiple options, rather than relying on a single strategy to win combat.

Group the Enemies

Too many enemies in combat can significantly slow down the action, but combat should be fast and enjoyable. To manage the chaos, try grouping the enemies into smaller groups. This way, each player only has to react to one group attack at a time. Each group attacks the same target as a single unit. If you have a boss, avoid grouping it with other ennemies to create dramatic effects during combat.

Use the base stats of the stronger opponents in a group, but as a simple rule of thumb, give the group an advantage on all tests for every two enemies. This advantage doesn't apply to resistance, but you can raise the group's health and ignore wound effects if you want to count the wounds for the entire group.

Swarm

Sometimes, a monster can be harmless when alone, but becomes incredibly difficult when they're in a large group. To manage a swarm of monsters, use a combination of rules and narrative. The narrative is the most important. Give players some chances to survive and avoid slowing down the scene. Characters might need to use attacks that damage a whole zone to hit multiple monsters at once. Insect-like monsters, for example, might be too small for traditional weapons. Fire is an effective way to destroy swarms. If the group is significantly reduced, the swarm might flee in terror.

Impossible Monsters

Some monsters are gargantuan or have impenetrable armour, making head-on combat impossible. To prevent players from attempting such a risky approach, describe the monster's weaknesses, like vulnerable eyes or exposed body parts. These monsters can serve as puzzles rather than traditional combat challenges.

Perhaps the characters must wield heavy weapons or vehicles. Alternatively, they could climb the environment or the monster itself to reach a more vulnerable area, incorporating climbing or acrobatic tests into the encounter.

Characters can also use the environment to their advantage. For example, they could cause the monster to fall into a pit or make rocks and buildings fall to crush it. Encourage creativity and ensure players have fun by providing hints when needed.

Pursuit

Pursuits are just as thrilling as combat and operate similarly. Combining the two can create even more exciting moments. Pursuits can occur on foot, by vehicle, or using any other means. For this section of the rules, we'll use "prey" to refer to the characters fleeing from the "pursuer".

Initiative and Turn Order

Like a combat, a pursuit uses the quickness test to determine the order of movement. The rules are the same.

Each round, a character can use their action and quick actions to move to another zone by traversing a Path. A quick action allows crossing a clear path, while a normal action lets the character cross two empty paths. If a path has an obstacle and requires a test, an action is needed instead of a quick action.

For more information about Paths, continue reading.

Paths

The pursuit is divided into multiple zones, each connected by paths that can contain obstacles. When multiple obstacles are present, the protagonist can choose which one to resolve. Resolving one or more obstacles is often required before moving to the next zone. Path lengths vary, but they generally involve some running, regardless of the obstacles.

A map can be used to manage the pursuit, but not a traditional one with all the spaces. Instead, use a map with dots representing the zones and lines connecting them representing the different paths.

The prey can choose which path to take to reach the next zone. If the prey can see the paths and obstacles before entering a zone, the Game Master should briefly describe them. The player then chooses the best path for their protagonist. A straight line is ideal for fast protagonists, while difficult terrain suits acrobatic characters.

Protagonists can decide to stay together or split up. Staying together allows them to help each other while splitting allows to cover more ground.

Here are some suggestions for what a path might contain. Choose one or more.

Path Descriptors
Easy to hide
Empty
Enemies
Line of sight blocked
Obstacles (one or multiple)
Possible obstacle

Easy to hide: It's easy to hide in this path. You can hide behind a wall, under a table, or inside a large cabinet. A character rolling a test to hide gains an advantage.

Enemies: One or many enemies are on this path. The character can fight them off or try to avoid them and continue their pursuit. Alternatively, the enemies could become the pursuers.

Line of sight blocked: Pursuers and prey can't see each other at this point.

Obstacles: One or more obstacles must be beaten to move to the next zone.

Possible obstacle: This situation allows the prey to quickly create an obstacle for their pursuer. The obstacle could be an object the prey pushes to block path behind. Alternatively, it might require an action, a test, or simply a quick action to activate.

Obstacles

Obstacles are exciting challenges characters must overcome before progressing to the next zone. These can range from simple tasks like running straight to more complex ones like climbing a fence. Typically, resolving an obstacle requires a single action, but sometimes multiple steps are needed.

Failing to overcome an obstacle prevents the pursuer or prey from reaching the next zone. While they can try again during the next round, they often lose valuable time.

Obstacles can be shared by all characters or only one member of the group can resolve them for the others. For example, breaking open a door can be a group effort, while opening a locked door might be a solo task, but still allowing everyone to pass through.

Use the following list of obstacles as a starting point. We've suggested a type of test for each, but players can choose how they want to approach the obstacle. As always, encourage creativity and don't dictate the solution. Let the protagonists decide how they want to overcome it. When pursuing a vehicle, the Technicals test is used instead of the one listed in the following table.

Obstacle	Test
Barrier	Athletics to destroy the barrier
Chasm	Athletics to jump over
Closed Door	1 quick action to open
Fence or Wall	Climb, Athletics
Guard	Stealth to avoid being seen
Holes or Pits	Athletics to jump over
Jump down	Athletics to jump down
Locked Door	Sleight of Hands to unlock
Mud	Athletics to run through
Objects on the path	Acrobatics to dodge
Slippery	Acrobatics to avoid slipping
Small Opening	Quickness to go through and large creatures cannot go through.
Smoke Cloud	Knowledge to find a way out
Straight Line	Athletics to sprint
Walking on a plank	Acrobatics to keep balance
Water to cross	Athletics to swim

Catastrophic effects on obstacle tests generally cause wounds to the legs or damage to the vehicle.

Actions

A character can use their actions and quick actions as usual each round. However, remember that resolving obstacles often requires an action. Using an action for another task, like sprinting, can slow down the prey or the pursuer. Working together, a group of characters can overcome multiple obstacles.

Don't forget to describe actions to maintain the ambiance. Here are some action ideas. As always, these are just suggestions, and players are encouraged to find creative solutions.

	Tasks
Action	Revolve an obstacle
	Block a door with an heavy object (Athletics)
	Attack a character in the same location
	Fire at an enemy in the line of sight
	Hide (Stealth)
	Search for a character (Investigate)
Quick Action	Close a door
	Lock a door
	Open an unlocked door

Opponent's Actions

The opponents must also do tests when required. Some paths can be too small for some large monsters but flying ones can avoid some tests by flying over.

Describe the action of the opponent with a lot of details to optimize the ambiance.

Ending the Pursuit

There are two ways to end a pursuit: the pursuer catches up with the prey, or the prey escapes and hides. Here are some possible ways the prey can escape:

- The prey successfully hides along the path.
- The prey is far away from the pursuer, and the pursuer loses hope of catching them.
- The prey is out of sight, so the pursuer doesn't know which direction to go or takes the wrong way.

Items and Stained Objects

Shops

Merchants don't always have a precise list of prices. They can ask characters how much they want to pay and negotiate a bit. Some vendors, especially those in isolated locations or travelling merchants, might charge higher prices. Just let players know that prices are 50% or 100% higher than in the book. Shopping can also be a great opportunity for role-playing a vendor with outrageous prices.

Not all shops sell everything. Some specialize in certain items, while others don't sell expensive equipment. If you have time, you can select a few items and limit what the shop sells to the characters.

An easy way to quickly create a shop is to choose one or more categories of items and only sell items of a certain price or less. Availability and rarity are determined by price.

Remember, merchants don't have infinite Slugs to buy everything from the player's character. They don't have unlimited items of each kind. As a rule of thumb, vendors typically have only one item of each type, so players will have to decide who should buy the desired item. Ammunition and inexpensive items can come in packs of ten, while very common items might be limited to two.

Here are some ideas to help you create shops in your game:

Size	Max Item Price
Scavenger	3
Traveling Salesman	7
Merchant	10
Caravan	35
Small Shop	50
Medium Shop	100
Large Shop	175
Outpost	250
Military Base	Unlimited

Type of vendor	Type of items
Clothing Shop	Clothing, Armor
Garage	Tools
Hospital	Medical Supplies
Hotel	Food and Lodging
Lab	Technological
Hunter's Stand	Ammunition, Rifle, Travel Gear
Survivor's Stand	Close Combat Weapons, Travel Gear, Power Supply
Trader's Stand	Travel Gear, Miscellaneous, Power Supply
Weapon Dealer	Ammunition, Armor, Projectiles, Close Combat, Weapons, Small Arms, Long Arms, Military Arms, Weapon Accessories

Equipment

Managing equipment can be tedious, but it also offers a great opportunity to boost creativity. Objects and tools can be repurposed to solve problems. For example, a rope can be used for climbing or attaching something or someone. Additionally, you can create your own rope by attaching multiple pieces of clothing. Encourage innovative ways to use everyday items.

Managing Ammunition

Your players shouldn't be bored with managing their ammunition; they should be terrified of running out. After all, this is a survival game. There's a limit to how much ammunition a character can carry, so be sure to respect that. Also, remember that vendors don't have unlimited items, so they can't sell unlimited ammunition.

Using Item Condition

As mentioned earlier, items have three quality conditions: normal, inferior, and superior. Use these conditions to create a progression with items when characters find them. Start with items of inferior condition, which might be better than nothing. When using items of inferior quality and suffering a catastrophic effect on a test, the item can break and will create a new challenge for the protagonist. Furthermore, the item has less value and will let you control the game's economy. Later in the game, let

the protagonists find the normal version to show some progression. Finally, let them upgrade the item or give them the superior version.

Breaking Items

Remember, items can break and deteriorate over time. While they can often be repaired during downtime, players will at least lose access to them until the end of the encounter. This can add a nice challenge to the game. Use catastrophic effect to degrade an item used by a protagonist. For example, a character jumping into water or falling on the ground can break certain items. This encourages players to consider all the non-waterproof items in their backpack.

Effort Test

Effort tests are used to limit the protagonists' equipment. Rather than constantly asking players to count their items, this test acts as a looming threat to prevent some from carrying too much. It can be triggered when a protagonist has a heavy backpack and attempts difficult physical tasks like running, swimming, climbing, or any other strenuous activity. Be sure to warn the player that excessive effort with a heavy backpack can lead to dire consequences. At this point, the player faces a choice between their life and their possessions. Strive to make this scene and test as cinematic as possible.

Stained Item Quality

Stained items are typically made from high-quality materials, but this isn't always the case. If they're not sturdy, they can break just like most other items. When they do break, the stain often remains, or it can be removed, reduced, or even spliced.

Effects of Stained Items

Stained objects are generally cold to the touch, which can be a bit strange to hold. While some items may vary in appearance and style, and their side effects can also change, it's usually easy to tell something's off. Some objects might have multiple side effects to add depth.

When adding a stained item to your game, you can either keep the cold-to-the-touch default effect and add one or more additional side effects for variety, or you can choose a different basic effect. Ultimately, the best choice depends on your story and your players. We've included numbers in front of each effect so you can roll dice to randomly generate an item. If there's no effect associated with your result, roll again.

Basic Effects

1. Cold at touch (Default)
2. Emit a buzzing sound
3. Emit light or a light aura
4. Have a foul odor
5. Holder has cold breath no matter the temperature
6. Hot at touch
7. Very heavy for the size
8. Vibrate
9. Weightless

Side Effects

1. Attract lightning when it's raining.
2. Attract monsters.
3. Break after the first use.
4. Emit a strong light when used.
5. Emit a strong sound when used.
6. Emit inoffensive lightning arcs when used.
7. Power is running out every time the item is used.
8. Magnetic.
9. Make animals around uncomfortable.
10. Milk and cream turn sour faster.
11. Owner makes nightmares.
12. Strange dreams and visions.
13. Radioactive.
14. The item is sentient and can telepathically talk to the owner.
15. Unidentified or hard to know how to use it.
16. Very fragile.

Stained Items

We've listed the items in order of price, not alphabetically. This way, you can choose items for your group depending on their level of experience. You can also roll one or more dice to randomly select an item for your players. Start your adventure by rolling a single die, and add more dice as you progress.

These items are typically not found in regular stores. Instead, they're often sold by travelling merchants in unusual locations. It's also possible to buy some from the black markets, but the choices are limited.

	Items	Slugs
1	Ghostly Weapon	-
2	Screaming Stone *(Stack)*	2
3	Invisible Ink	3

	Items	Slugs
4	Crystal Torchlight	4
5	Icy Knife	4
6	Glare Relic	5
7	Loser Dice	5
8	Back Door Plank, Small	6
9	Marking Knife	7
10	Insomnia Trinket	8
11	Heat Stone	9
12	Photoscope	10
13	Pocket Fire	11
14	Cape of the Manta Ray	12
15	Whistle of Alarm	14
16	Bag of Sun	15
17	Mask of the Cult	16
18	God's Shackle	17
19	Power Relic	18
20	Parachute Umbrella *(Large)*	18
21	Donkey Skin	19
22	Blurred Hood	20
23	Crested Canari	20
24	Dark Lantern	20
25	Master Key *(Stack)*	20
26	Warning Neckless	20
27	Back Door Plank, Medium	21
28	Choking Necklace	22
29	Staff of Bad Weather	22
30	Fish Suit	24
31	Cape of the Flying Squirrel	25
32	Rat Tail	25
33	See-Through Bottle	25
34	Arcanic Maquette	30
35	Horrific Mirror	30
36	Creepy Hand	36
37	Artifact of Transmutation, Minor	40
38	Mask of the Tentacles	40
39	Oath Trinket	45
40	Back Door Plank, Large	50
41	Dimensional Chalk *(Stack)*	60
42	Evil Puppet	70
43	Artifact of Transmutation, Major	75
44	Animal Figurine	80
45	Artifact of Transmutation, Extraordinary	120
46	Mirror of the Glare *(Heavy 2)*	150

Arcanic Maquette

Arcanic maquettes are used by Flesh Crafters to create monsters. These maquettes allow them to craft creatures beyond their normal capabilities, typically of a higher level. However, they always come with additional drawbacks. The Game Master can decide on the drawbacks, but they generally come with the following:

- The arcanic maquette cannot be copied.
- Creating the creature requires more flesh from the Flesh Crafter and causes an additional wound on a failed mastery test.
- Creating the creature causes the Unconscious condition on a failed mastery test.
- The maquette is destroyed when the creature is created.

The price of runes written on paper or marked on objects varies based on the creature's strength and any associated drawbacks. The base price is typically 30 Slugs, but runes for more powerful monsters can reach up to 100 Slugs.

Animal Figurine

This animal figurine lets the owner transform into an animal. It's a crude representation of the animal it allows you to become. There are many variations of this stained item. Transforming takes one action, and returning to your original form takes another. Except for the figurine, all the items and clothing you wear fall to the ground during transformation. The figurine simply disappears and then reappears in your hand when you return to your original form.

Artifact of Transmutation

Artifacts are objects used by Clairtangents. Those items can be transmutated into other objects by them. The minor version can be bought for 40 Slugs but is worth 30 Slugs to the Clairtangents. The major version is worth 60 Slugs, and the extraordinary version is worth 100 Slugs, more than what a Clairtangent can create.

Back Door Plank

This strange plank of wood must be securely installed before it can be used. Its size varies, but it creates a tunnel to the Glare, the size of the plank. The plank's angle and direction are crucial; they determine whether it can pass through walls or earth.

The doorway can be locked and activated only when triggered. It may require a passphrase, a drawing on the wood, or specific objects placed around the plank.

There are generally three versions of the plank: small, medium, and large. The smallest allows beings the size of a rat to pass through, while the standard version accommodates crouched humans. Finally, the largest version can allow multiple humans or large creatures to pass through.

Bag of Sun

A bag of sunlight is a special bag that captures sunlight during the day. Simply open it for about an hour, and it can then be used in a dark place or at night to provide light for an hour or the duration of an encounter.

Blurred Hood

When the hood is up, the wearer becomes a darker, blurry silhouette. They're still visible, but impossible to identify. It's a strange yet cool effect.

Cape of the Flying Squirrel

When worn, this cape merges with the wearer, creating a membrane between their arms and legs. This significantly restricts mobility and dexterity, but it also allows for gliding. For every meter fallen, the wearer moves forward by one or two meters. The cape can also halve the fall speed depending on the body's angle. Putting on or taking off the cape requires a quick action.

Cape of the Manta Ray

Wearing this cape merges with the wearer, creating a membrane between their arms and legs. This significantly restricts mobility and dexterity outside of water, but it's highly effective for swimming. It grants an advantage on athletics and acrobatics tests underwater but a disadvantage outside water. Putting on or taking off the cape requires a quick action.

Choking Necklace

The choking necklace comes in various designs, some appearing expensive while others are quite simple. Activated by a specific word, the necklace begins choking its victim. The first round results in a privation condition, followed by the dying condition in the round after. On the third round, the victim dies. Another word releases the victim. When activated, a sharp weapon and a successful Sleight of Hands test are required to remove the necklace. Rapidly removing the necklace almost always causes a wound to the Vitals.

Creepy Hand

The creepy hand is a real severed human hand, used to pick up small objects at a distance. When its owner asks, it obeys any voice command. It can crawl and move itself, as if it has eyes. It can also draw and write in the same languages as its owner. However, it has only one quick action per round, which it can use to open unlocked doors or grab small objects. The hand never strays far from its owner.

Crested Canary

This extraordinary but ugly yellow bird makes a surprisingly good travel companion. It has a remarkable ability to sense impending dangers, such as geological disasters and weather hazards. It also detects predators and panics when they're nearby. While it's not an ideal alarm system, it's certainly better than nothing. However, it should be kept in a cage, as it will flee and never return. Interestingly, this canary is a carnivore and requires daily feeding. It's also susceptible to toxic gases, which can quickly kill it before its owner is affected.

Crystal Torchlight

This strange torchlight from another world produces light like a regular flashlight, using unusual white crystals. These crystals can illuminate an entire room for some time before becoming opaque. At the end of every encounter while the light is on, two dice must be rolled. On a failure, the crystal runs out of power. The light works underwater and even casts light in the glare from our world. While it doesn't allow us to

see in the glare, it illuminates it. Interestingly, it also works the other way around, so we can see the light cast by someone in the glare from our world.

Dark Lantern

This lantern functions like a traditional lantern, but instead of emitting light, it draws darkness. It obscures the light, making everything harder to see and identify. While it doesn't completely plunge everything into darkness, it effectively conceals an area as large as a standard lantern can illuminate. This lantern operates regardless of the surrounding light source, providing darkness within its range. The darkness causes a disadvantage to almost all actions except for discreet ones. To activate its darkness power, simply light the central flame, just like any other flame. To deactivate it, simply extinguish the flame. The light from Crystal Flashlights is the only way to counteract this darkness.

Dimensional Chalk (*Stack*)

This chalk allows you to draw a square on any solid surface. Once drawn, the square can mysteriously be opened and be used to store items in the Glare. You can retrieve all the items from anywhere the square is drawn and opened. After use, the drawing erases, and the storage disappears. The square can hold up to 20 items. When the chalk is used up, the storage is forever inaccessible. You can break the chalk into pieces to allow multiple people to access the storage. A full chalk can be used about 30 times.

Donkey Skin

This supernatural animal skin resembles donkey hide. Worn as a coat, it made the character appear dull and uninteresting. However, it could allow a character to blend in with a group. This coat works as a descriptor.

Evil Puppet

The Evil Puppet is a weird and ugly toy capable of moving and mimicking various forms and shapes. It can infiltrate a house or group, remaining motionless and lifeless until the perfect moment to strike. It can even attempt to kill sleeping individuals or steal items before returning them to its master. Additional arms or legs may sprout from the puppet to aid in its mission. Furthermore, the puppet comprehends basic commands in any language. Once a mission is assigned, nothing can stop it, and it patiently awaits the optimal moment to execute its plan. The puppet is very fragile, so direct confrontation is to be avoided.

Fish Suit

The fish suit resembles a peculiar and rustic scuba diving suit, crafted from fish parts and strange plastic. Wearing it transforms the character into a fish, complete with fins and protection against cold water. This suit grants an advantage on Athletics and Acrobatics tests while swimming. Additionally, an air system allows the wearer to stay underwater for about 10 minutes, with the air replenishing in the same timeframe when available.

Ghostly Weapon

This weapon allows you to harm creatures in the Glare from the surface. It appears as a ghostly weapon within the Glare, but it doesn't work the other way around. The weapon can take any shape or form, but it always seems slightly otherworldly. Use the stats of a standard version of the weapon. This weapon costs twice as much as a normal one.

Glare Relic

Glare relics are rare artifacts from other worlds. Each relic's nature varies greatly, but they all appear strange to us. Colourful decorations and runes are often etched into them. They're typically made of strange wood or fragile stone, easily shattered with a single punch. When destroyed, they grant anyone nearby an additional day before being consumed by the Glare. Those relics can be used as a way to extend your stay in the Glare.

Mirror of the Glare (*heavy 2*)

When this large standing mirror is placed in a room, it creates an entryway to the Glare. This strange place is as large as the room it occupies, perhaps even a few more. Looking into the mirror reveals the other world as a reflection. To switch worlds, simply pass through the mirror. However, if the mirror is covered in one world, the passage is blocked.

God's Shackles

These rude and uncomfortable shackles prevent the wearer from using supernatural powers. They secure themselves with hard-to-twist bolts, making removal difficult. Since the hands are bound together, the wearer can't remove the shackles themselves or assist someone else in the same predicament. A free individual can attempt to remove the shackles of another using an Athletics test. Using pliers doesn't require a test.

Heat Stone

A stone can absorb heat from a fire. After about an hour, it's fully charged and can generate the heat of a fire for about an hour, or the duration of an encounter. A small pressure must be applied to the stone to start the release of the heat. This heat can be used to cook safely without the risk of fire.

Horrific Mirror

This mirror allows us to see objects and ourselves in the Glare. Conversely, it lets beings in the Glare see things in our world. It reflects everything in both realms, regardless of which one it's in.

Icy Knife

The icy knife is a crude weapon, varying in size but generally made from a piece of translucent blue or green metal. It's very solid unless exposed to bright light, at which point it melts into liquid and then vaporizes. Assassins who want to avoid leaving a trace often use this type of weapon.

Insomnia Trinket

This peculiar trinket, capable of taking any form, prevents those nearby from falling asleep. While it generally has an unusual appearance, it's unrelated to sleep. Consequently, the owner experiences sleep disturbances and can't pinpoint the cause. The trinket's influence extends to a radius of approximately 10 metres.

Invisible Ink

The invisible ink comes in two flasks. One allows you to write on paper, and the other lets you see what you've written. Mixing the two enables you to write and then see your work. The text or drawing disappears after an hour. However, if you only use the seeing ink afterward, the text or drawing will reappear for about an hour. This ink can be used approximately 100 times.

Loser Dice

This pair of dice consistently produces a lower result than the other dice on a table. While the initial roll is random, the more dice present, the lower the possible outcomes.

Marking Knife

The Marking Knife is an ordinary knife, except for its unusual and crude appearance. When the blade touches blood, it becomes fluorescent for the duration of the encounter. Wounds and blood drops also emit light, making it a useful weapon for tracking prey in the dark.

Mask of the Cult

This mask is typically worn by members of the Masked Cult, a peculiar group that worships stained beings and objects. It enables the wearer to distinguish between stained and normal items. When donned, stained objects appear as blurred colourful objects.

Mask of the Tentacles

This mask is typically worn by higher-ranking members of the Masked Cult, a peculiar group that worships stained beings and objects. It can unleash tentacles from the Glare, slashing a designated target with the wearer's Knowledge skill. However, the victim can dodge the attack using the Acrobatics skill. These tentacles can only be summoned within a short range.

Master Key (*Stack*)

The master key resembles a wooden twig. It can unlock any mechanical lock with a keyhole, adjusting its size to fit. Unfortunately, it jams the lock into the unlocked position, leaving a trace of the master key on the lock. This key is only usable once.

Parachute Umbrella (*Large*)

This umbrella can slow a person's fall, making it survivable, but landing can be challenging. The umbrella must be held firmly with both hands during the fall. Alternatively, a rope can be used to secure the wearer.

Photoscope

The photoscope functions like an old instant camera, yet it appears otherworldly. It doesn't require batteries, making it useful in times of need. While the picture quality isn't exceptional, it's generally sufficient. A small piece of paper or fabric can be inserted into the photoscope, and the picture will be "printed" on it. Opening the photoscope box will definitely damage the engine.

Power Relic



Power relics may appear in different forms but remain uncommon objects from beyond our world. They are seen as lucky charms for those without abilities, though the extent of this fortune is uncertain. For a relic to function as a charm, it must stay in a place regarded as the owner's home. The relic breaks if it prevents a highly unfortunate event.

For people with powers, the relic can also offer an advantage during mastery tests when rolling for cost or any assessment linked to power use. The relic breaks if such a test fails. To use it this way, the relic must be held in a hand while using a power.

See-Through Bottle

When this strange bottle is placed against a wall, it allows you to see through the wall. The bottle must touch the wall to function, and it works with almost any wall, regardless of its depth.

Staff of Bad Weather

The staff of bad weather conjures bad weather within a 100-meter radius. Rain falls from the sky, and wind blows, creating a disadvantage for most tests. There's no way to stop the staff's continual weather conjuring; only destroying the staff stops the effect.

Rat Tail

This item appears to be a standard whip, but it can extend up to 15 metres, roughly the height of a five-story building. It can be used as a normal whip or as a rope. With just a twist of the wrist, it can easily be attached to a pole or branch from a distance, and it can be detached just as easily.

Screaming Stone *(Stack)*

Screaming stones resemble strange sea shells. When thrown, they produce a noise after a few metres in the air, which grows louder as they remain airborne. These stones are often used as a distraction or to measure distance and height.

Oath Trinket

This object, a seemingly ordinary trinket imbued with a special power, can be found either already bonded to a person or unbound. If unbound, someone must hold it tightly and warm it with their hands to bond it. When another person holds the trinket and warms it with their body heat, a portal opens from the Glare, allowing the last bonded person to travel to the trinket. This tunnel only works one way, enabling the bonded person to travel to the trinket. Once the trinket is used, it binds the new person to it and releases the last one. The trinket has a limited lifespan and number of uses. When found, there's no easy way to predict who was the last person bonded and that will be summoned.

The person summoned will see a portal opening when the trinket is activated and have the choice to step through it or not. However, until they enter, they'll remain bonded to the trinket.

Pocket Fire

This small red and yellow stone can be crushed or thrown to create a fire. While it quickly needs a combustible to grow, it's a great way to start a fire.

Warning Necklace

This necklace vibrates if the wearer is near or affected by supernatural forces.

Whistle of Alarm

This whistle looks like a strange piece of wood, but it can be used to produce a sound audible from 10 kilometres away. However, hearing it from too close could damage the earring for the scene.

Stained Creatures

Certain stained monsters can be harvested for valuable parts, which can be used in various ways.

	Items	Slugs
1	Fire Jelly *(Stack)*	1
2	Anti-Toxin Leeches	2
3	Air Octopus	3
4	Blowfish Bomb	7
5	Truth Bug	23

Air Octopus

Those octopuses are the size of gas masks. When held in front of your face, they'll attach themselves to your head. They keep air in their bodies, so when they're connected, you can breathe air for the duration of the encounter. However, they need to stay wet, or they'll die quickly. To keep one alive for a long time, they need to be fed crabs, clams, snails, and small fish.

Anti-Toxin Leeches

Those leeches aren't from our world, but they resemble what we have, albeit slightly more colourful, slimy, and disgusting. Their smell is also quite unpleasant. Applying them to someone's body allows them to drain toxins from the body, which can be done in one encounter or over the course of an hour.

Leeches can survive in a small jar if they're occasionally nourished with decaying or rotting plant or animal matter. However, they will die after absorbing a toxin.

Blowfish Bomb

Blowfish bombs are made from a dead fish that looks like a blowfish. When the fish dies, the gas in the

belly becomes unstable and explodes a few seconds after being squished and shaken. The dead fish work as a pipe bomb but make a funny sound after being squished.

Truth Bug

These tiny creatures, when lodged in the throat, prevent the speaker from lying. Removing them requires pliers.

Stained Plants

Stained plants can be used in multiple ways to create new products.

	Items	Slugs
1	Kakout Flower	2
2	Dark Caribou Liquor	3
3	Black Bird Seeds *(Stack)*	8
4	Purple Dust	10
5	Rizen Acorn *(Stack)*	10

Black Bird Seeds *(Stack)*

Those seeds attract Black Birds, which resemble large bats. While harmless, these birds travel in massive flocks. They can traverse the Glare at will, so when seeds are scattered on the ground, the Black Birds arrive swiftly. They fly over the seeds and land, obscuring vision and deterring anything in the vicinity. Their sole interest lies in the seeds, and they won't attack. After consuming everything in a few rounds, they depart from the nearest tunnel into the Glare.

Dark Caribou Liquor

This potent dark liquor, made from plants from another world, will make anyone who drinks it drunk after just one glass.

Kakout Flower (Stack)

This unusual yellow plant can be crushed into a powder. This powder can then be mixed with alcohol to create medication.

Purple Dust

Purple Dust is created from dry plants from the Glare. It helps keep the Glare at bay. Simply drop it into a bonfire, and as long as the fire burns, no portal from the Glare will open around it. The flame will turn purple. This dust protects against creatures and powers from the Glare, but it's negated when creatures or powers from our world call upon the Glare.

Rizen Acorn *(Stack)*



When broken in the hand as a quick action, a blue dust escapes from the acorn. This allows the user to cast a power with the advanced (Breakpoint) effect, regardless of their level.

Stained Minerals

New minerals have been found and can be used in multiple ways.

	Items	Slugs
1	Damascus Steel	-
3	White Crystal *(Stack)*	1
9	Ash Stone	5

Ash Stone

The Ash Stone, a small black stone from another world, initially appears ordinary. However, when used to draw or write on solid floors or walls, it leaves a fine dust that adheres to the surface. This dust is visible on our world and in the Glare. It serves as an efficient means of transmitting messages between worlds. Scrubbing the dust erases it from both

locations. The Ash Stone is portable and functional in any world, including underwater.

Damascus Steel

This steel originates from mines on another planet, so it's not related to real Damascus steel. However, its pattern resembles the authentic material. This steel can be used to forge objects and weapons, which are resistant to erosion, oxidation, and breakage from natural causes. Consequently, the object's condition remains unchanged over time and with use.

The item's price is double its normal price.

White Crystal

Those translucent white crystals originate from mines on other worlds. They generate power that can be harnessed in various unusual devices. Larger crystals produce more power and last longer, but are typically cut into smaller pieces for convenience. When their power depletes, they become opaque and become useless. Standard-sized crystals can be used as batteries for strange items. When using a crystal, two dice need to be rolled at the end of every encounter to determine if the crystal is depleted.

Improving the Systems

When designing antagonists, we encounter many challenges. To help us create new ideas, we compiled a list of concepts. Since you'll likely want to add new rules to tailor the game to your preferences, we've gathered our ideas to assist you.

Creating Descriptor

Creating a new descriptor is simple, but there are a few things to keep in mind:

- Choose a unique name to avoid confusion with existing descriptors.
- Some descriptors are temporary, while others are permanent.
- Descriptors aren't rated, so characters can't improve in this domain. If you want something that can be enhanced, create a skill instead.

Creating Skills

The system already has a good balance of skills, but you can still add new ones if you want to.

- Skills are rated so a character can become better in this domain. Be sure that the skill at a high level is useful. If not, maybe it's better to create a descriptor instead.
- Put the skill in one of the four categories depending on what kind of injury can affect the skill.
- Choose two related attributes that will improve the skill.

Creating Rules

When playing Antagonists, you might need to create new rules for your games. First, check if there's already a rule that fits your needs. If it's for a one-time game, just make up something on the fly. No need to create a proper rule in those cases. However, if you really need something new, try these tips:

- Check if there's a mechanic in Antagonists you can use to create your rules. Using existing mechanics will make your rules easier to use.
- Create intuitive rules that don't require a table, chart, or mathematical equation. This way, everyone will remember them easily. The only exception is when a player can quickly access the information on their character sheet. For example, we use two attributes to manage skills, but since they're written on the character sheet, it's easy to manage.
- Don't be too precise with your rules. The Game Master can always make a decision on the fly, and your new rule shouldn't slow down the game.

Creating Powers

Create something original and do not repeat something that already exists.

- Flavor and coolness are important; players should want to use your new powers.
- A power with only a numeric bonus and no way to role-play it is pretty dull. Avoid powers that only boost statistics.
- A power should not replace a skill or make it irrelevant.
- If someone thinks about a cool way to use the power, don't add restrictions to prevent it; add it to the description.
- If the power becomes too powerful for what you wanted, raise the required level or make the power very obvious and creepy. If it's very obvious that a character is using a creepy power, the player will use it less often. Greater power needs to have greater drawbacks.
- Be sure not to have powers that are too powerful and can be used to solve all the problems. If a player can use the same power in every situation, it will remove the creativity.

Usage

There is a tricky balance to strike. The power should be relatively easy to use, so the character can rely on it frequently. However, if it's too powerful, the player will likely use it to solve every problem, which defeats the purpose. We want players to be creative, so powers should offer more possibilities and not become the only viable option. Limiting the power's use by a number of times per scene or encounter is possible, but it's always challenging to find a good balance that feels thematic. Remember, it's dull for players when all their powers are exhausted. We generally prefer powers that can be used without

limit, but aren't overly powerful. Even better is if the power's limitations are tied to consequences rather than a fixed number of uses.

Range

Simplify the rules and use the close, short, and long values. You can also include distance in meters if it's helpful. Avoid being overly precise with the range; we don't want players wasting time calculating it. Finally, specify if line of sight is required.

Duration

Regarding range, avoid being overly precise. Instead, use the action, encounter, scene, or chapter values if that makes sense. You can also add a specific value in hours or days if it helps. Remember, in many role-playing games, power should wane when it becomes unfunny or overpowering.

Damage

Powers shouldn't be solely used for combat. For serious harm, characters should wield weapons. While some powers can inflict damage as a side effect, compare the expected damage to what weapons can do. You can also enhance the experience with special effects. For example, fire can burn, loud noise can stun, and electricity can incapacitate.

Adding Normal Items

As you share your stories, you'll probably need to include elements beyond the scope of this book. Here are some suggestions for incorporating some new items.

Item's Price

We initially employed a highly intricate system for price generation, but fortunately, we decided to use a simpler alternative. Use the following base price for your new items.

- Common item not that useful: **1 Slugs**
- Common item very useful: **2 Slugs**
- Common item very useful with additional functions: **3 Slugs**
- Rare item: **Common Item Price x 2**
- Electronic: **Common Item Price x 5**

We've created a small application that generates the price of weapons and vehicles based on various statistics and descriptors. If you're lucky, the web application is currently online.

Evaluating Item's Weight

The calculation used in this game to evaluate weight is equal to the real weight of an item in kilograms divided by 4. Search the item's weight on the Internet and apply the formula.

- Try to keep things simple for item management. If the item weight is near 1, put 1 since it's easier to manage.
- Do not indicate the item's weight if it is close to 1 or lower.
- Small items that can be easily stacked are noted with *(Stack)* after the name. Ten of those items should not weigh more than 4kg or a weight of 1.

Weapon's Damage

Weapons have a value that dictates which skill to use for manipulation. Light weapons typically require the Nimbleness skill, while heavy weapons demand the Brawn skill. Small arms rely on quickness, and long arms depend on accuracy. Weapons can be piercing, bludgeoning, or slashing, but damage generally scales with weight. Heavier weapons inflict more damage, and firearm damage is loosely based on calibre and muzzle energy. Ease of use and length are also factors. Finally, we compare the weapon's value to other available options.

Item's Level

Some items, like armours and weapons, have a level value. This level is added to a character's rating in a skill test, allowing for more variety among items with similar uses. Since weapons provide more bonuses than armour, attacking tests should be easier than defending, speeding up combat. This system applies to armour and weapons, but it could also be extended to other items, such as vehicles, which could offer bonuses to tests. For example, you could introduce a variety of computer models with different levels to enhance hacking in the game.

Creating Stained Items

Those items can be a nice touch in your game, but you need to strike a good balance. If they're too powerful, the character's skills and powers become useless, and the players will always use the item for all the problems to resolve. Conversely, if they're too weak, they'll be useless and forgotten.

Here are some suggestions for creating a stained item:

- Don't limit its power to a passive skill bonus or power boost. It should be used actively and enjoyably.
- Its power shouldn't replace a skill or existing power. If it's difficult to avoid, maybe it can only be used a limited number of times.
- It should allow for creative use. Design an interesting item and let players discover the best or multiple ways to use it.
- Limit its use if it's too powerful. Perhaps it can only be used once per scene or only at night. It could also become useless after a certain number of uses. Don't tell players how many uses they have. Simply describe that a certain amount of power is drained each time they use it.

Creating Backdrop

Creating Non-Player Character

To create a non-player character (NPC), you can follow the same process as for a player character. This is especially useful for NPCs you'll use frequently.

Creating a fully fleshed-out character can be time-consuming, so we'll use a faster approach. The following steps are optional, but the more steps you do, the more fleshed out your non-player character will be.

1. First, choose a name for your character. You can use online name generators to find inspiration.

2. Next, define your character's motivation and goals. What is their purpose, and how will they interact with the protagonists? This is often a crucial step in NPC creation, as it helps you understand how the character will react in various situations. Avoid creating purely good or evil characters. Instead, give them a simple motivation, like survival. They can perform both good and evil deeds to achieve this, depending on the circumstances. For example, they might help the protagonists survive but betray them if they can gain some slugs and extend their own survival.

3. Choose a concept and/or occupation for your character. Since NPCs are yours to create, feel free to design them however you like. You can always return to them later and add more details.

Suggestions of Criminal Roles
Assassin
Burglar
Charlatan
Conman
Cult Evangelist
Cutpurse
Fence
Gangster
Grave Robber
Kidnapper
Peddler
Pickpocket
Raider
Smuggler
Spy
Thief

Suggestions of Explorer Roles
Chronicler
Courier
Diplomate
Guide
Pilgrim
Runner
Scavenger
Scout
Survivalist
Trader
Wanderer

Suggestions of Security Enforcer Roles
Bodyguard
Bounty Hunter
Caravan Guard
Guard
Lookout
Mercenary
Militiaman
Monster Hunter
Policeman
Sherif
Soldier
Thug

Suggestions of Professional Roles
Animal Trainer
Beekeeper
Blacksmith
Boatman
Brewer
Butcher
Candlemaker
Carpenter
Chemist
Cobbler
Communications Specialist
Computer Engineer
Cook
Council Member
Courtier
Doctor
Dyer
Electrician
Falconer
Farmer
Fisherman
Fisherman
Gambler
Gardener
Gravedigger
Groom
Handyman
Herbalist
Historian
Hunter
Investigator
Jailer
Judge
Labourer

Suggestions of Professional Roles
Lawyer
Leader
Locksmith
Mason
Mechanic
Medic
Merchant
Merchant
Miner
Musician
Pawnbroker
Performer
Pit Fighter
Plumber
Politician
Preacher
Priest
Prizefighter
Quartermaster
Sailor
Scientific
Scout
Scribe
Servant
Shepherd
Shopkeeper
Supply Manager
Surgeon
Tattooist
Teacher
Tinkerer
Trapper
Watchman
Weaponsmiths

Suggestions of Professional Roles
Woodcutter

4. Choose a base rating for your non-player character. This rating will apply to all the tests they do. Your character can be good or bad at some skill. Add 1 to 3 dice or remove 1 to 3, depending on what your character is good at. You can decide it now or improvise during the game. Just make sure to note the skill rating you give to your character to keep consistency.

5. Then, quickly consider the following elements:
   1. Emotion
   2. Quirk or unique signature
   3. Hindrances or weaknesses
   4. Speech pattern or accent
   5. Attitude toward the protagonists
      - Inquisitive
      - Dire
      - Excited
      - Skeptical
      - Aggressive
      - Passive
   6. Backstory
   7. Quest
   8. Flavour

6. Next, choose the specializations of this non-player character.

7. Add at least one relationship with at least one other character (player or non-player). It can be as simple as just "friend," but you can also add more variations.

Suggestion of Relationship
Apprentice
Boss or Manager
Business Partner
Child
Childhood Friend
Contact
Domesticated Animal
Employee
Enemy
Faction's Colleague
Family Member
Former Lover (in good terms)
Friend
Friend killed by
Hate
Illicit Lover
Jalous
Lover
Mentor
Relative
Robed by
Saved their life
Someone with the same interest
Teacher

8. Finally, decide on the character's equipment and possessions.

Creating Cities and Countries

Population

Use the current population of the country or city, then divide it by 700. This is an approximate evaluation, and you can adjust it as needed.

Creating Factions

How is this faction working, what are there goals? Check the existing factions for ideas and a template to use.

1. Find a name for the faction.

2. Choose the type of faction or a concept for the group.

3. Choose a motivation and goals for the faction.

4. Choose the size of the group. It can be a few individuals or a larger group.

5. Choose a political system. Choose one from the following list or create a new one.

Suggestions of Political System
Anarchy
Aristocracy
Authoritarianism
Autocracy
Communism
Democracy (Direct or Representative)
Dictatorship
Fascism
Federation
Junta
Monarchy (Absolute, Elective, Non-Sovereign)
Oligarchy
Plutocracy
Republic (Crowned, Single Party, Capitalist, Federal, Parliamentary)
Technocracy
Theocracy
Timocracy
Totalitarian
Tyranny

6. Decide who are the leaders.

7. Choose where the faction lives.

8. Decide how the group reacts in front of the supernatural.

9. Is the faction doing well or struggling?

10. Decide how the group survives economically.

11. What is the reaction of the faction against other groups and the protagonists? What are the allied factions. Who are the ennemies?

12. Decide if the faction is well-armed or not.

13. Decide what are the most used skills of the members of the faction. It can be used when the players create a new protagonist who is a member of that faction.

14. Write a little history for this faction.

15. What is the general philosophy of that faction?

16. Write about the customs of the faction and how the organization is working.

17. Factions have internal laws, so decide what those laws are and what is forbidden.

18. Lastly, decide what are the initiation rites for joining the faction.

Creating Locations

Creating an interesting location can be challenging. Start by considering your current surroundings, like your home or workplace. If those don't fit your story, open a city map online and look for unique buildings.

Something Old: Consider how this place was used before your story begins. Take a step back and think about it without focusing on your plot. Perhaps the characters can discover remnants of its past. The location must remain functional.

Something New: How is the location currently used? How has it been transformed to suit the needs of your story?

Something Borrowed: Look online for existing maps or resources that could help improve this location. Consider a movie or video game scene set in a similar place. Draw inspiration from these examples.

Something Blue: Add some emotion to the place, perhaps a touch of melancholy. It could hold significance for an individual or a group, a place where people have lived or are currently living. The characters should experience a range of emotions here, from peace and joy to fear and something more profound. Perhaps something tragic has occurred there?

Creating Colony Events

This chart can be used when the protagonists reside in a colony for a day or a few. It will introduce complications and variations.

	Events
1	Asked for a night of pleasure
2	Asked to buy illicit items, drugs or weapon
3	Bar fight
4	Body found
5	Cards Night
6	Character got robbed
7	Collapsing Infrastructure
8	Comedic or musical show
9	Contaminated Water Source
10	Cult Missionary
11	Desperate Refugees
12	Disease
13	Earthquake
14	Flood
15	Funeral
16	Investigation about a crime
17	Invitation to a private party
18	Major fire
19	Major party
20	Mass sickness
21	Monster attack
22	New strange item in pocket
23	Power outage
24	Raider's attack
25	Religious celebration
26	Small fire
27	Strange vision
28	Strangers arrive
29	Supply Cache Discovery
30	Trading Post Dispute

Creating Stories

Types of Stories

We have tried to categorize the types of stories. Longer story can be a mix of multiples types.

Fetch Stories

Go get an object or a person to a location. The object can be replaced with a message or a deal that needs to be made.

- Easy to set up and easy to add complications.
- Good for introduction.
- Clear goal.
- More linear.
- Can branch.
- Allows to discover a new area or to have the protagonists move away from their location.
- The object to get can be mysterious.
- Great to introduce an NPC for an escort mission. The NPC can be used to give information to the protagonists.
- If a combat happens, protecting the NPC or the object is a nice complication.

Event Stories

The protagonists must react to an event. It can be a party, a festival, a tournament, a robbery, an attack, anything not expected. It can also be the protagonists arriving at a mysterious location that they will want to explore. Every room visited is some kind of event with something happening when they open the door.

- Easy to set up.
- No clear goal, the protagonists react to what's happening.
- Can often be used at any time, even during another quest.
- Can be multiple small activities.

Investigation Stories

The protagonists must investigate a situation. Something has happened and the protagonists must find out who, where, and why.

- Difficult to set up and need more preparation. The Game Master must prepare the mystery and the hints to solve the mystery.
- More open.
- Need involved players.
- Allows interaction with multiple NPCs.
- Should be done with multiple steps.
- Generally involve more role-play.
- Can be an investigation on a robbery, a missing person, a murder, a mysterious event.

Heist Stories

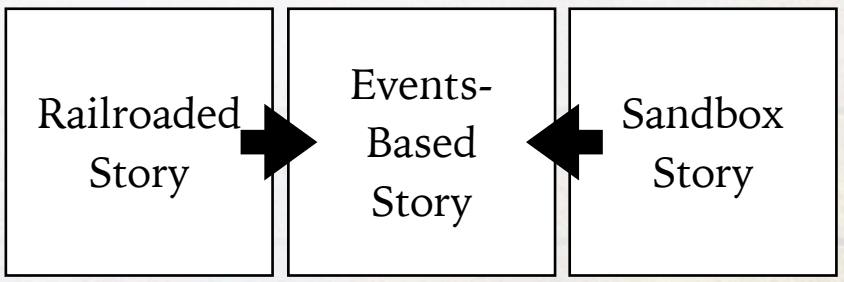
The protagonists must plan the mission. They have the end goal but not the steps to get there. They must decide how they want to approach the situation. This kind of quest is often a robbery, a prison escape, or an assassination.

- Moderate difficulty to set up. The Game Master must plan the end goal, a few locations, and maybe a few events that will happen.
- More open.
- Need involved players.
- Requires the protagonists to plan how they want to do the quest.
- Allows interaction with multiple NPCs.
- Can be done in multiple steps, requiring the protagonists to do some tasks before the mission.

Creation Process

Crafting a compelling story can be challenging, but here are some elements you can incorporate into your storytelling or creative process. Use these ideas, suggestions, and mechanics as a guide, but remember, it's your story, and you should find your own unique way to tell it. This section provides a variety of elements and touches on key aspects of every good story. These hints can be applied to individual scenes, chapters, and even your entire narrative. Repeat this process throughout your story, applying it at every level.

Often, stories are categorized as being either railroaded or sandbox-style. However, the most effective stories often strike a balance between the two. Provide some direction and hints to guide your players, but also leave enough room for them to improvise and make their own decisions.



Creative process

Create your story in any order. If you have a cool idea, add it to your story right away and revisit it later when you will be writing this chapter.

It's often easier to create several short stories within the same story arc than to attempt a single, long story from beginning to end. It also allows you to give time to include characters' background stories between your short stories. You can write a short story and play it. If your players enjoy it, create another one and adjust your main story based on their preferences.

We tell stories to evoke emotions. This is the most important aspect. Ensure your players experience a range of emotions throughout your story.

Remember, players will modify your story during gameplay, so don't overplan everything. Just set some checkpoints and milestones. You don't need to plan every possible outcome, as players will collaborate with you to shape the story.

Use these steps to create a scene, a chapter, and a story: repeat them for each scene, chapter, and the entire story. For some parts of your story, you can skip certain elements. These are guidelines to help you consider all the elements that contribute to great stories.

- Hooks
- Challenges and Setbacks
- Puzzles and Twists
- Story Advancement and Social Encounters
- Players' Stories
- Rewards
- Climax
- Conclusion

Hooks

What brings the characters into this scene? What triggers the beginning of this part of the story? Is it because they arrive at a location or if someone or something is triggering it?

We prefer stories that start with a bang, so skip the part where the characters meet. Instead, begin the quest directly, as players can't refuse the first one since they want to play your game.

The hook is crucial at the beginning of your story and every chapter. Why do the characters continue your story? How do they know they need to go to a specific place? Perhaps they're forced or the reward is too enticing to resist.

If you're writing your story to share with others, consider having multiple hooks to help Game Masters incorporate it into their own campaigns.

Challenges and Setbacks

What drives the conflict in this scene, chapter, or entire story? Is it a monster, a formidable villain, or perhaps people to rescue or something to acquire? Begin by considering this section at a high level.

What's the mood you want to create? Do you prefer something grim, pulp, or epic? Remember, this process can be applied to individual scenes or the entire story. While the mood can shift from chapter to chapter, you can also establish an overarching mood for the entire narrative.

Here are some ideas of themes:

- Abduction
- Appearance versus reality
- Assassinate
- Assault
- Assist
- Betrayal
- Cannibalism
- Capture
- Confrontation
- Crime
- Deception
- Defend
- Deliver
- Destroy
- Disaster
- Distract
- Escape
- Escort
- Exploration
- Faction Confrontations
- Gather
- Good versus evil
- Help
- Human Instincts
- Hunt
- Inequality
- Innocence
- Investigate
- Isolation
- Justice
- Locate
- Love
- Madness
- Make Peace
- Monsters

- Morale Choices
- Mystery
- Other World Plots
- Overcoming the monster
- Politics
- Powerful Beings
- Protect a person, an object, or a location
- Pursuit
- Religion
- Rescue
- Retrieve an object
- Revenge
- Revolt
- Rivalry
- Sacrifice
- Saving the World
- Sneak In
- Stop a Ritual
- Strange Powers
- Supernatural
- Supernatural Cult
- Survival
- Transformation
- Treachery
- Twisted Religious Cults
- Usurp
- Vengeance
- War

Adding challenges to a story is easy and great. Focus on creating situations rather than solutions, allowing players to discover the answers themselves. Challenges can be combat or anything else the player must overcome. If you choose combat, add as much detail to the location as possible to give players more options.

At a chapter or story level, the challenge drives the players. They might have a mission to save someone or kill someone, but they can't accomplish this in a single scene. Preparation is key: they need to talk to people, acquire objects, and take steps toward their goal. This will be a series of steps leading to victory.

A setback, on the other hand, is something bad the characters must overcome. There's no reward for overcoming a setback; it simply allows them to survive and continue their adventure.

In a scene, a setback could be a trap or something requiring skill rolls to avoid, like a collapsing bridge or severe weather. At a story level, it could be a scene or chapter ending with a death or the loss of an important object. These elements can be very emotional, so don't overlook their impact.

Here are some ideas of challenges and setbacks:

- An adversary to defeat
- A pursuit
- An obstacle to climb
- A pathway with chances to fall
- Somewhere dangerous to go
- The players are captured and must escape

Puzzles and Twists

Combat is great, but it can become repetitive. To break it up, consider adding a puzzle to your adventure. This could be a riddle, a stealth mission requiring tactical thinking, or a door that demands a difficult-to-obtain key. These elements add variety and challenge, especially for players who enjoy intellectual stimulation. Difficult choices and consequences are what distinguish a good story from a great one. Story twists and tough decisions create meaningful repercussions for players' actions. If you include a mystery in your adventure, you'll need to include multiple hints to solve that mystery. Players may not comprehend some hints, forget about them, or completely ignore them. Therefore, prepare multiple hints for every mystery you introduce into your story.

Here are a few ideas:

- Add a traitor.
- A character previously met by the player's characters comes back to help or hinder the group depending on the players' choices.
- The players can use a ration or some medical supplies to help a non-player character, or they can keep it for themselves.
- The bad guy was not the one the players were thinking of.
- The character was trying to help, but they made it worse because of lacking information.
- He was dead all along.
- Choose between saving a group of people or another one. Only one will survive.
- The characters attack the bad guys, but they were innocent after all.
- The quest giver was the bad guy, and the characters have done horrible things. The players must find the truth before the end of the story.

Story Advancement and Social Encounters

A great way to advance your story is to have non-player characters giving information to the story drive forward. While not the only option, it can work wonderfully for the entire story or specific parts. Consider the motivations, locations, and goals of your non-player characters. What do they want, and how do they intend to use the protagonists to achieve their objectives? Don't limit their motivations to static ones; they can evolve and develop throughout the story. Some non-player characters can have conflicting motivations, allowing the story to progress regardless of the players' actions. If players choose a side, their decisions will significantly influence various behaviours and alter the story's trajectory.

It's also important to occasionally include interactions between non-player characters and player's characters to let social characters shine. This is a great way to provide players with information about the story. Make use of the characters' contacts as much as possible. Recurring non-player characters are crucial. You can also employ a non-player character who follows the protagonists to assist them when needed. While battles can be easily forgotten, a memorable non-player character will leave a lasting impression on your players.

Don't forget about the main story. Ensure that you include scenes that advance the plot at varying levels. Avoid solely placing story advancement at the beginning or end; the story should flow naturally. Story advancements can be incorporated at any stage of the narrative. They could be essential objects required to continue the story or hints that help resolve a particular plot point.

Players' Stories

Prepare to include some stories about the protagonists. At the very least, ensure there are slow moments for character development. Use their hindrances, personal plots, and contacts to create engaging content. Don't hesitate to rewrite parts of your story to incorporate the players' stories.

Rewards

In a harsh and challenging world, your characters deserve occasional rewards. Consider adding valuable items or other incentives to their journey. A new friendship could also be a meaningful reward. Remember to strike a balance between rewards and setbacks.

Climax

This is a crucial and often overlooked aspect of writing. Take the time to craft the epic conclusion of your story, chapters, and scenes. Reserve all your best writing for this moment. You're often better off with a short story featuring a grand finale than a lengthy one with a lacklustre ending. This climax could be a significant fight or a major revelation.

Lastly, revisit your previous scenes and subtly hint at this ending. This approach will create a more cohesive and engaging story arc.

Conclusion

Alright, the story, chapter, or scene is over, and the characters have won—or perhaps not. So, what's next? Add a new small overture here to serve as the hook for your next section. It's always great to have a short preview of what's to come. Think of it like a TV show: add a hint about what's next to keep your players excited.

- The players now know who's the bad guy and they will be able to track him in the next story.
- The bad guy was just an henchman, the real boss will appear in the next story.
- Something bad happens at the end of this scene, chapter, or story and the players will have to fix it in the next one.
- The players hear about something cool like an item that they can want or a cool location so they can try to find it in the next sessions.

Details

Finish with the details, but don't overdo it. While some details are important, you can improvise, so it's better to save time on them.

Here are some details that you should prepare before playing your story:

- When does the scene or story take place?
  - What is the current season?
  - What is the weather or does the scene take place at night or by day? Maybe the players can choose to travel by day or night.
- Where does the campaign, story, chapter, or scene take place?
  - In which location, country, or city?
  - Do you need a map?

  - Should you give this map to the players?
- Is there any restriction for the character's creation process?
  - What are the suggested plot edges and hindrances?
- Which factions are available to join at character's creation? Which factions will be involved in the story?
- Who are the non-player characters for this scene or the whole story?
  - Can you use a character's contact instead of creating a new character?
  - Which monsters do you want to include?
- Which rewards do you want to give in this scene or chapter?
- Do you want to use some home-brew rules?





Chapter 10

EXCLUSION ZONE

QUEBEC

This is our first setting for Antagonists. It can be used for your game, or you can use it for ideas for your own setting. This section will give you a lot of information about the region, but players can read it to know more about this nice place.

The New World

When monsters emerged everywhere, the world map and the province of Quebec in Canada underwent significant changes. Overwhelmed cities were sealed off to prevent monsters from entering or leaving. Initially, the borders of the United States and Canada were also closed, but after a few years, nationality became less of a concern, making it relatively easy to move between regions, except for the constant threat of roaming monsters.

Some areas were bombed by the military, while others became no-man's zones. Others were overrun by monsters, making them uninhabitable. Borders were redesigned around cities and neighbourhoods, with military-built walls limiting monster progression. Barricades were erected on streets, car wrecks and debris were bulldozed to block passages, and buildings were bombed to collapse and create walls. These different zones were called Exclusion Zones, each containing unique monsters, factions, and people.

General Information

Arts and Entertainment

Art isn't a priority when survival is a daily struggle. However, humans are drawn to beauty, and old artworks are now highly sought after by wealthy collectors. Art is everywhere, with talented musicians and singers popular in communities, often entertaining patrons in bars. Graffiti, a popular art form, is found in challenging locations, with each runner leaving their unique mark. Violence, too, is a popular form of entertainment, with boxing and other brutal combat sports drawing crowds.

Businesses

Trading basic goods is the largest business. Merchants travel from community to community, selling and buying goods. Depending on the location, they offer a variety of products, but clean water, food, medical supplies, and ammunition are often the most popular.

Scavenging can be surprisingly lucrative, depending on what you find. Some scavengers are skilled at locating well-preserved old items that can be sold for a high price. They might even stumble upon valuable stained objects that fetch a premium on the black market.

Selling services is also popular. Sex work is obviously the most profitable, but security services are in second place. People hire mercenaries to protect settlements or escort traders.

Black Market

This is where the illicit activity thrives. Every community has its own set of rules and laws, so the black market varies widely. We typically find weapons, drugs, prostitution, relics from the past, and stained objects. In some remote areas, it's even possible to purchase slaves.

Climate

In Québec, summers are comfortable and wet, while winters, lasting from November to April, are freezing and snowy. The weather is partly cloudy year-round. Temperatures typically range from -14°C (6°F) to 25°C (78°F), rarely dipping below -24°C (-12°F) or exceeding 30°C (86°F). The lowest recorded temperature was -54.4°C (-66°F), and the highest was 40°C (104°F).

During winter, approximately 3,000mm (118 inches) of snow falls, covering the ground. On average, the ground is blanketed by over 50cm (20 inches) of snow.

The Fog

Since the outbreak, a large region of southern Quebec has been frequently shrouded in a strange, thick fog that locals simply refer to as "The Fog". While it reduces visibility, the fog poses a greater danger, causing people to lose consciousness. It's strongly advised to avoid venturing outside when The Fog appears.

The Toxic Rain

Rain is usually normal, but sometimes it turns orange and smells bad. It's also rough on materials. It's not a good time to go out. The only upside is that monsters seek shelter during heavy rain.

Criminal Organizations

Almost every community has its criminal organization. Sometimes, it's just a few individuals running the black market, but in other communities, they control the entire leadership. In larger

communities, multiple criminal organizations vie for dominance.

A few large organizations attempt to control crime across multiple communities, but these groups are often perceived as raiders. While crime can be lucrative, it's extremely dangerous, as execution is frequently the punishment for any crime.

Demographics

Quebec's diverse population includes people of French, Irish, Italian, English, First Nations, Scottish, Haitian, German, Arab, Latin American, Chinese, South Asian, and Southeast Asian descent. While Montreal remains Quebec's most populous city, its conditions are challenging. Quebec City has emerged as a dominant force, maintaining a high population. Gatineau, Sherbrooke, Saguenay, and Trois-Rivières have become significant outposts. Before the outbreak, the population was approximately 9 million, but it has since dropped to around 12,000 persons.

Age Groups	World
12 - 15	7.1%
16 - 24	18.9%
25 - 34	25.6%
35 - 44	16.7%
45 - 54	13.6%
55 - 64	9.6%
65+	8.5%

World: The world's percentage of people in this age group.

Education

Education has declined significantly. A full generation has grown up without learning to read, write, or even basic math. For many years, adapting to the new reality was prioritized. While life is a bit easier, and some communities have managed to establish schools, these are still very basic and offer little more than a foundation.

After about 30 years of chaos, the only people with basic education are those over 40 or those who grew up in communities with schools. Since books are scarce, education is now primarily learned through oral transmission. Older people are revered as sages and teachers, and knowledge is mostly passed down through a mentor-mentee system. Learning focuses on practical skills that benefit the community.

Firearms and Weapons

Before the outbreak, most Canadians didn't own firearms for defence. Canada had strict regulations on firearms, making them rare in cities. However, in rural Quebec, hunting rifles were common due to the province's hunting culture. Large retail stores rarely sold firearms in cities, so the only option was to visit small, specialized shops. The countryside offered a different story, especially for hunting gear.

Firearms are now widespread but expensive. As a result, improvised weapons are more popular because they're cheaper and quieter. Communities generally prohibit carrying weapons unless on guard duty, and visitors are asked to surrender their weapons upon entering. They're usually returned when leaving.

Outside the safety of a community, people often carry weapons to protect themselves from monsters, thieves, and raiders.

Food

People primarily obtain food from gardens and livestock. Foraging is possible, but it's dangerous due to the presence of monsters. Some hunt animals and monsters, while others consume monsters, though this isn't universally accepted. Fishing has become a reliable food source, especially since fish populations have increased in recent years. However, to feed an entire community, fishermen must venture into dangerous aquatic environments inhabited by monsters.

While preserved canned foods are still available, they're becoming increasingly scarce. Scavengers are still dispatched to gather food.

Various preservation techniques, including pickling, smoking, salting, drying, and fermenting, are employed to extend food's shelf life.

Geography

Quebec, or Québec in French, is located in eastern Canada, just north of the United States. It's a large province, covering about 1,542,056 km² (595,391 sq mi), nearly three times the size of France or Texas.

Most of Quebec is covered by the Canadian Shield, a rocky, generally level landscape of plains and plateaus. This area is dotted with large coniferous forests and crisscrossed by hundreds of rivers and thousands of lakes.

The southern region, where most of the population resides, experiences a humid continental climate. Summers are warm and humid, while winters are long and cold.

The middle region has a subarctic climate, characterized by very cold winters and warm, but short, summers. Boreal forests and lakes dominate this area.

The northern regions of Quebec are a treeless arctic tundra covered in lichen. This arctic climate features extremely cold winters and short, much cooler summers. Due to these harsh conditions, few people live in this region.

Health and Medical Supply

Staying healthy in this world is incredibly challenging. The medical system has regressed to a medieval level, relying on battlefield medicine, folk remedies, and improvised treatments due to limited resources, personnel, and infrastructure. Those with formal training are invaluable, but finding a practitioner is difficult, and many people die because of the lack of proper treatment.

Furthermore, without companies creating new medical supplies, finding the right remedy is extremely difficult. Sometimes, groups of scavengers are sent to recover medicines from abandoned hospitals. Fortunately, some of these can be replaced with natural herbs, though their success is limited. Anaesthesia has been replaced by alcohol, makeshift opium-based sedatives, or even people holding someone down.

Monsters from other worlds have arrived, and new plants have appeared in our world as well. Some of these plants have the potential to be new antidotes for certain illnesses. However, creating these antidotes is not easy and requires a new level of expertise. Since these medications are tainted, some people refuse to use them.

Identification Card

Some communities use ID cards for their residents. Without a valid ID, you can't enter, live, or trade within a government-associated community. These communities also maintain detailed paper archives of all citizens and record crimes.

Some communities have replicated this system with tattoos on the arm. These tattoos are added for each crime committed. Hiding the tattoos is strictly prohibited, and the punishment is severe.

Some gangs, like the Iron Gang, willingly add tattoos to their arms every time they kill someone. As a result, they can't enter or trade with other communities, so they resort to stealing and raiding.

Languages

In Quebec, a third of the population speaks French, while another third speaks both French and English. The remaining population speaks English, Arabic, Spanish, or Italian. The majority of English speakers reside near the U.S. border.

Law and Order

An organization called The Government has claimed leadership over the province and aims to exert control over the entire country. Basic rules like murder and robbery remain illegal almost everywhere. Unfortunately, they lack enough personnel to assign enforcers in every community, forcing some communities to govern themselves. Some communities have rejected the Government's authority and operate independently. Enforcing the law is often the biggest challenge. In many cases, the community leaders themselves serve as judges and determine punishments. While some communities have police forces, these leaders frequently disregard the law when it's convenient for them. A faction called The Law attempts to enforce the laws, but they are more mercenaries than actual police officers.

Here are some examples of laws that The Government tries to enforce but are generally avoided by the wealthy and powerful.

Crimes

- Arson
- Assaulting a citizen
- Assaulting an official
- Being armed in the community
- Blackmailing or intimidating a citizen
- Blackmailing or intimidating an official
- Bribery or attempted bribery
- Burglary
- Damaging property or livestock
- Disorderly
- Disturbing the peace
- Espionage
- False testimony
- Fencing stolen goods
- Forgery of an official document
- Hampering justice
- Impersonating an official
- Kidnapping

- Littering
- Murdering a citizen
- Murdering of an official
- Not doing the corvée labour
- Out after curfew
- Poisoning water
- Possessing illegal drugs and substances
- Possessing stained objects
- Rape
- Robbery
- Slavery
- Smuggling
- Theft
- Tomb-robbing
- Treason
- Using supernatural power
- Vandalism

Punishments

Punishments are often severe to make other criminals afraid of doing crimes.

- Death
- Exile for a number of years
- Flogging a number of strokes
- Hard labour for a number of days
- Imprisonment for a number of days
- Fine to the government
- Damages to the victim's kin

Convicted also gets a tattoo representing the crime. Trying to hide or remove the tattoo is also punished as "Forgery of an official document".

Media

Media have changed significantly. The internet is largely inaccessible, except in a few isolated areas where data and a few computers remain functional. Television is also struggling, with almost no one having a working TV.

Radio, however, has survived and thrives. It's relatively easy to own a radio, and many towers and antennas are still operational. Radio serves multiple purposes, including community communication, entertainment, and propaganda. Some radio operators have gained immense popularity, drawing people together to listen to the news and enjoy music.

Newspapers remain popular, but they heavily rely on images due to the large population that can't read. Printing newspapers is a lucrative business, and runners often carry the latest editions to share information.

Military

The military no longer exists, regardless of government claims. Now, mercenaries and factions have taken over tanks and military equipment. Most military bases are occupied by these factions, who use them as bases of operations.

Moving Around

Walking

One of the best ways to travel around the province and cities is on foot. It's quiet and doesn't attract monsters or raiders. However, it's very slow, so having a bicycle is a great way to carry more weight. Bicycles are great, but they can break, and finding replacement parts is difficult.

Horseback

Horses are used for travel due to their strength, speed, and relatively quiet nature. However, their scent can attract predators. Additionally, they can carry heavy loads, making them a popular choice for traders.

Ground Vehicles

Some cars are still usable. Many have been left to rust on the streets, but those protected from the rain can still function. One of the hardest parts to find is tires, as many have rotted. Biodiesel can power these cars, though it's not very efficient and will eventually damage the engine. Additionally, cars make a lot of noise, attracting monsters and raiders.

Military factions use tanks and armoured vehicles. While they still make noise, they can withstand attacks. However, using roads is challenging. Many have been destroyed by vegetation and the changing seasons, and car wrecks block main roads. Bridges are often controlled by factions that demand tolls, sometimes even robbing and killing travellers.

A few trains are still operational, but their tracks are frequently in poor condition. Trains should travel slowly to avoid damaging the tracks.

Air Vehicles

Flying vehicles still exist, but they're quite rare. While generally noisy, they're generally faster than

most monsters. A few government-controlled airports exist, but landing there carries a high risk of confiscation.

Hot-air balloons can be a good option. While they're generally quiet, they're very slow and move with the wind.

Water Vehicles

When a river is available, boating is the best option. Sails or paddles minimize noise but are slower. Motorboats are still a great way to travel, but biodiesel is necessary. A few river communities offer biodiesel refills.

The Walls

Walls were constructed to prevent monsters from roaming and protect vital areas. Initially, they were made of concrete, but in some places, they're built from piled-up car wrecks or collapsed buildings. These walls severely restricted movement. Often, they feature protected gates that allow passage between zones.

Nightlife

Nightlife has changed, but some communities still crave fun and relaxation after a long day. Bars remain popular gathering spots, often the only place to unwind. They sometimes feature old alcohol bottles and even make their own moonshine. Some bars offer dancers and private entertainment, while organized combat is a popular, albeit brutal, activity in certain communities.

Power Supply

A community with power is rare. When it happens, it's often limited to only a few hours every day or only used for basic needs.

Biodiesel

Biodiesel is homemade diesel that can be used in generators to produce electricity or to power vehicles. However, it's not very efficient and can be hard on the engine, requiring regular maintenance to function properly.

Fortunately, biodiesel is relatively easy to produce. No large refinery is needed; a small laboratory suffices. However, the right knowledge is still essential.

Biodiesel is one of the most widely used energy sources and powers generators in many communities. These generators provide electricity for lighting, cooking, and heating during the winter months.

Some communities even have generators for key buildings, ensuring electricity is available for a few hours each day.

Hydroelectricity

Quebec primarily relies on dams for electricity generation. While most dams are still operational, power lines are often down, preventing major cities from receiving electricity from these functioning dams. Some smaller dams exist near cities, but they're insufficient to power all the homes and infrastructure. In most cases, all the electric poles and pylons connecting homes have collapsed.

The large dams are mostly located in the northern, remote regions, while the major cities are situated in the southern areas.

Solar Panels

Solar panels generate electricity, but their output is limited. In Quebec, winter days are short and snow can cover the panels. To produce a significant amount of electricity, panels need to be very large. Small and medium panels are generally more useful for recharging batteries or making coffee.

Wind Turbin

Wind turbines are relatively rare in Quebec. While they're quite efficient, they're not easily movable. Consequently, only remote regions rely on them for electricity.

Religion

The majority of Québécois were Christian, but we also find Muslims, Jews, Buddhists, Hindus, and Sikhs. Many people maintained their faith during difficult times, and those religions continue to be practiced.

The Church of Truth has gained popularity in recent years. It's more of a cult than a religion, and they actively oppose anything supernatural. This explains its rapid growth.

New religions have emerged with the supernatural in mind. The Masked Cult, for example, is known for its veneration of the supernatural. Some cults venerate

strange stained objects, while others worship monsters.

Science and Technology

Many technologies became obsolete. Electric devices were fragile, often breaking down after a few years, and replacement parts were difficult to find. Even those knowledgeable about repair were rare.

- Electricity is primarily generated by generators powered by biodiesel. In rare cases, electricity is supplied by wind, water, or solar turbines.
- The internet ceased functioning as a global network. While some data was retained on certain computers, this is extremely rare.
- Television channels ceased broadcasting, and most TVs are broken and extremely difficult to repair.
- Cellphones were fragile and most broke after a few years. While some towers still function, ham radio has gained popularity.
- Most satellites fall from orbit around Earth, but a few are still functioning and providing GPS positioning.
- Datacenters with servers are mostly down due to a lack of electricity. While some can be reactivated, the knowledge to operate them is often lost.
- Radio is now very popular and relatively easy to obtain and repair. Ham radio is used for long-distance communication, and a few towers are still operational.
- Many vehicles are broken, but some have been preserved or repaired. Most of these have been modified to run on biodiesel.

Sports and Games

People don't play sports anymore. They work long hours, and sports aren't relaxing enough. Furthermore, the infrastructure for many sports has disappeared. The only exception is fighting sports like boxing, which are incredibly popular.

Gambling is also very popular, encompassing card and dice games, as well as bar games like darts and drinking games.

Utilities

In many communities, running water is unavailable. Some have rainwater tanks on their rooftops, which gravity helps bring water into the buildings. Working sewers are almost nonexistent, so people typically use buckets to collect and empty water in designated areas.

Ground Zero

No one truly knows which city it all began in, as it spread globally within a month. Quebec's vastness might have allowed creatures to appear in isolated areas, remaining unnoticed for some time. The first public location affected was likely a hospital in Montreal's city centre. Monsters killed people, prompting the hospital's rapid quarantine. The enormous facility allowed monsters to escape, terrifying nearby residents.

The army was called, erecting blockades to prevent people and hospital contents from escaping. These held for a few days. However, the hospital's subway access allowed some monsters to escape into the tunnels, spreading throughout the city.

Montreal's downtown is now surrounded by massive concrete walls, and even today, different districts remain isolated.



Quebec Timeline

About 30 years after the outbreak, vegetation has reclaimed the earth. Plants and vines are everywhere, and windows are often broken, allowing rain to flood many buildings. Basements are frequently submerged. Old, abandoned cars block streets, and the roads are in a state of disrepair.

Here's a list of some significant events that have occurred in the Exclusion Zone of Québec over the past 30 years:

Days before outbreak

- A website showcases rare, colourful plants that remain unidentified. This sparks intrigue when a streamer tragically dies from poisoning.
- Blurred photos of monsters spread on the Internet. Many talk about fake photos and fake news.

Day 1 of the outbreak

- A hospital in downtown Montréal experienced a strange incident. Police have set up a security perimeter around the hospital. Patients have been evacuated, but some are reportedly trapped inside. Rumours of an epidemic have spread throughout the city. The quarantine zone is off-limits to everyone, and journalists are standing outside the buildings behind a large security cordon.
- Metro service is disrupted because a tunnel beneath the hospital connects to the metro stations.

Day 2 of the outbreak

- News channels are reporting strange beasts being sighted in Montréal's streets. Helicopters are flying around the city to capture footage. Unfortunately, one helicopter crashed after colliding with something mid-flight.
- There's a general lack of trust, but some people are stockpiling food, water, and toilet paper. A few grocery stores have been raided.

Day 3 of the outbreak

- Police advise residents to stay home and barricade their doors and windows. Reinforcements of police officers and firefighters are being called in.
- Panic ensued, leading to assaults and robberies at some stores. The police are struggling to maintain order.
- Major cities established temporary shelters for those who were frightened or displaced from restricted areas.
- The military has been called in Montreal. Mobilization will take a few days.

1 Week After

- There have been reports of monster sightings throughout the province. Numerous videos of monster attacks have surfaced online.
- There's widespread panic among the population. A few trucks and grocery employees are missing, leading to dwindling food reserves. People are resorting to stealing food and fuel, escalating the situation into violence and a few riots. Supermarkets and convenience stores are being raided throughout the province and country.
- There are some electricity outages due to broken power lines for unknown reasons. While some are being rapidly repaired, a few maintenance teams are still missing.
- Authorities are urging people to stay home, but many are fleeing cities to stock up on food and water. The military has taken control of major bridges and roads.
- Abandoned cars block roads, bridges, and highways, significantly complicating travel.

2 Weeks After

- Some nuclear reactors enter a safety shutdown, while others will continue to generate electricity for nearly two years.
- All flights are grounded, airports are shut down, and borders are closed. Some airplanes were attacked and crashed, and travel to or from other countries is now forbidden.
- Martial law has been declared, and a state of emergency is in effect. A curfew is in place, and the military is arresting offenders.
- To contain monsters in certain areas, the military erected large roadblocks and walls. Since Montréal is an island, blocking access to its bridges was an easy way to shut down the city.

- In major cities, refugee camps are established. The army provides security and food to residents in designated areas. Elsewhere, the cities and surrounding provinces fall under the control of the monsters.

2 Months After

- While official statistics aren't released, it's estimated that half of the world's population has died at this point.
- Some parts of the city were bombed to kill monsters and also to prevent their movement. Falling buildings create walls that slow them down.
- Some dams collapse, flooding entire regions and causing major power outages. Others, however, continue to function effectively for over 100 years.
- A malfunction in the water supply has caused many purification plants to shut down, resulting in a loss of pressure in the pipes. Clear water is now a luxury.
- Many subways and basements are submerged in water without pumps to expel it.

3 Months After

- People are hiding from monsters in their homes, while the army struggles to protect the population. Refugee camps are being raided by monsters, and in some cases, people are even revolting against the military.
- The evacuation of large cities has ceased because the countryside can no longer provide food and security for everyone.

6 Months After

- The global population has plummeted to one billion, primarily due to starvation and disease. While the monsters caused widespread chaos, the lack of clean water and food proved to be the most devastating factor.
- Most regular gasoline becomes useless due to evaporation. Eventually, cars stop working, leaving only walking as an option. Diesel vehicles are the only ones still running.

1 Year After

- Vegetation is fighting back and regaining control of the world. It's growing everywhere and is out of control.
- Animals have generally managed to survive, even in the presence of many predators. They are often faster and better at hiding than humans.
- Creeping red vines are spreading everywhere. Clearly, these aren't from our world. Their sap is deadly, causing the deaths of many people.
- Diesel becomes useless due to evaporation, leading to the use of homemade biodiesel and modified engines. While biodiesel is challenging for engines and requires more maintenance, it can still power generators and vehicles.
- Winter is harsh for those unaccustomed to life without electricity. While monsters are less active and less visible, their hunger remains.

2 Years After

- Approximately 50% of the canned food became inedible due to cheap, low-quality containers and corrosion. The remaining half will last for a hundred years. At this point, raiding supermarkets still remains a means of survival.

3 Years After

- The battle for Montreal's Downtown has been lost to the monsters. The military is disbanded, and numerous independent military factions emerge from the abandoned military equipment and vehicles.
- A new faction called The Government takes control of the remaining military force and declares governance over the country. However, their limited communication means their influence is quite limited.

5 Years After

- People are living in independent communities, some organized and well-armed, while others are struggling to survive.
- Due to vegetation and snow during the winters, most roads are now impassable for regular vehicles. Consequently, some people travel on foot between communities to trade goods and share news. These individuals are known as "Runners".

- Some groups raid other communities simply to survive. These raiders are just as dangerous as the monsters.

10 Years After

- Some people are rumoured to possess unusual abilities. As a result, they are often ostracized and even exiled from their communities, or worse, killed.

- Moisture causes significant floor rot and crumbling, making wooden buildings hazardous to explore and loot.

15 Years After

- Some individuals with special abilities exploit them for personal gain, resorting to theft and murder. As a result, they are feared and avoided by the general population.

- The Church of Truth is gaining popularity and actively seeking individuals with supernatural abilities like witches. This organization offers hope to many people, as religion is making a comeback and providing a new moral framework.

25 Years After

- Cities like London and Amsterdam are now underwater, and many others struggle with flooding. As a result, small boats are being used to cross parts of the cities, and they're becoming the best way to move heavy merchandise.

- Most glass windows crack and break, letting water and wind in.

- The copper lightning rod system deteriorates on top of tower buildings, causing fires on the highest floors of skyscrapers. These fires have led to the collapse of some skyscrapers.

- A disagreement within the Church of Truth led to a split. This confusion caused some people to question their loyalty. As a result, the Crusaders faction was formed, vowing to hunt monsters, but not under the Church's leadership.

Now, 30 years after

- Survivors have adapted to life in this new world. They obtain food through farming or hunting. Some communities are strengthening their defences against monsters and raiders. Biodiesel provides a renewable energy source for powering machines and purifying water.

- The global population has dwindled to 11 million. Those familiar with the past era are likely around 50 years old or older.

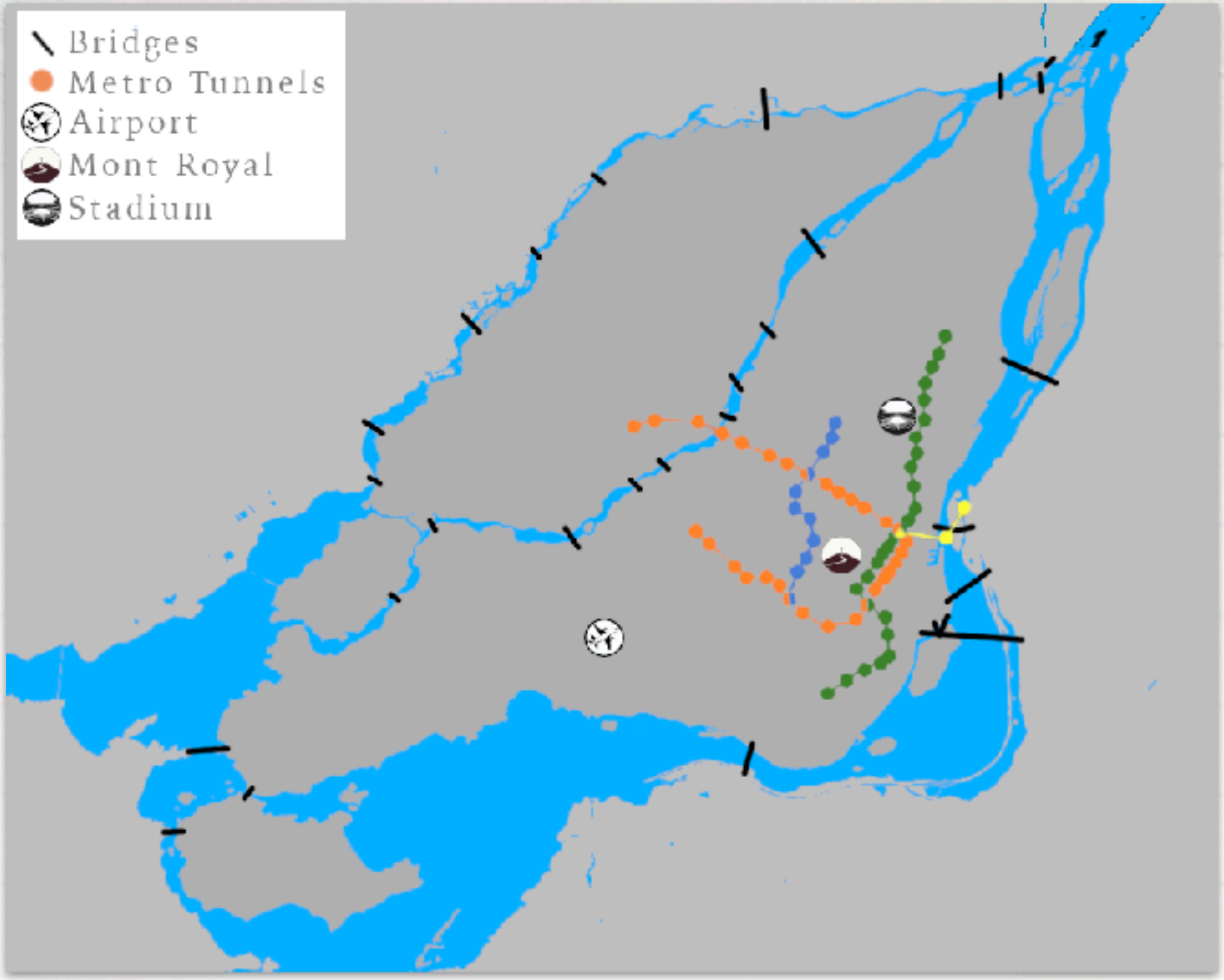
- Many wooden-framed houses are rotting and collapsing.

The New Normal

Determining the exact moment we lost the war is difficult. It wasn't a single decisive battle, but a prolonged and desperate conflict that continues unabated. For so long, humanity held the top position in the food chain, but this shift proved its downfall. While the military fought valiantly against the monstrous creatures and managed to eliminate many, it wasn't enough. Monsters continued to emerge, overwhelming the defences.

Without electricity, running water, and access to food, many people struggled to adapt to this new reality. Survival became a daily struggle, as they were forced to coexist with the monstrous hordes. Communities and fields were fortified with tall walls and armed guards, but security remained a constant challenge. Monsters not only targeted herds but also farmers, posing a significant threat to both. While the larger monsters were formidable, the smaller, more cunning ones often caused greater devastation to communities.

Surviving each day is a constant challenge. Obtaining slugs for a hot meal or shower is a difficult task. Monsters are terrifying, but other humans can be even worse.



Montreal

Country: Canada
Province: Quebec
Region: Montreal

Founded: May 17, 1642
Incorporated: 1832
Constituted: January 1, 2002

Government: The Government (independent faction)
Mayor: Liam Jackson

Highest elevation: 233 m (764 ft)
Lowest elevation: 7 m (20 ft)

Population: 5,000
Language: French, English
Law Enforcement: The Law (independent faction)

Landmarks of Montreal

Biodome

Montreal didn't have a zoo, but it did have a Biodome. It was a fantastic place to see many animals in their natural habitats. The Biodome was a large building divided into several sections. While some parts have crumbled, others remain intact. It housed a few rare species of animals that have survived.

Botanic Garden

The botanical garden was once a lovely place to stroll, surrounded by beautiful vegetation. However, with so much greenery now everywhere, it's not as special as it once was. It's become a haven for ferocious creatures, and people generally avoid it at all costs.

Bridges



Eight bridges connect Montreal, but all are blocked by car wrecks and concrete blocks. A few are controlled by gangs that demand tolls, sometimes even resorting to murder and robbery. While the bridges remain standing, they're all extremely dangerous to cross. Some are plagued by gang activity, others by monstrous creatures, and others simply due to their poor condition.

Chinatown

Montreal's Chinatown is quite small, just a few streets long. As always, it's the place to find things you can't find anywhere else. It's a strange and quirky place, full of oddities.

Downtown

Montreal's downtown boasts many rapidly abandoned skyscrapers, yet they still hold valuable items. A few factions have established themselves and live above ground. There are also numerous subway and underground city access points.

Grand Library

Initially, the Grand Library was safeguarded by the military, but its protection proved challenging. Over the years, it was abandoned and retaken multiple times. Fire, rain, and snow caused significant damage to many books, yet the library remains a remarkable



repository of knowledge. However, raiders stole many valuable books, which were worth a considerable amount of Slugs in various communities.

A group of zealous guardians now resides there, and the library is filled with traps. While most of the books are now stored in secure locations within the library, approaching it is a perilous task.

Great Walls of Montreal

The military had divided the city into zones, separated by the great concrete walls. These walls, built from piled car wrecks and destroyed buildings, are the longest continuous wall in the region. For a time, the military protected the walls, but now most are abandoned. This creates a difficult environment for both monsters and humans, as movement between zones is restricted. Chokepoints and security gates allow passage, but thieves often guard these entrances, demanding Slugs or lives.

Memorial Stadium

The stadium was a great place to watch a match, but it's now a haven for monsters. Getting near it is extremely dangerous and should be avoided at all costs.

Mont Royal

The Mont Royal, a mountain in the city's centre, stands at a mere 234 meters tall and houses only a few buildings. However, its wilder nature attracts many predators. Some groups use a working antenna to communicate with the countryside. Beneath the mountain lie numerous train tunnels, and an old, secret bunker houses the new government, simply known as The Government.

Old Port

This tourist-friendly area boasts numerous restaurants and shops. It's now a popular entry point for boats into the city. With some knowledge of the surrounding area and a boat, you can enter the city without using the bridges, which are often guarded by gangs.

Olympic Stadium

The Olympic Stadium, once a symbol of global unity, has transformed into a modern castle. Surrounding it are parks now repurposed as farms. Within its walls resides The Union, a large community of survivors grappling with internal conflicts.

Parc Jean Drapeau

The park, an island just off the main island of Montreal, was once a popular venue for shows and events. However, it has since become a haven for a very large monster.

Planetarium

The planetarium was a nice public place for tourists and locals. It's abandoned now but keeps its eerie atmosphere.

Port of Montreal

The port was a vital part of Montreal, serving as a central hub for the city's economy and the terminal for all leisure and passenger cruises. Now, it's a desolate landscape of abandoned containers and towering cranes, the base of operations for Grace's





Settlement. A few large ships remain, lifeless and forgotten.

Subway System

The subway system consists of four underground lines converging at the city centre. One line extends outside the island, providing an exit route. While most tunnels remain usable, flooding necessitates boat travel. The tunnels are home to dangerous monsters, making them hazardous.

A few groups inhabit certain tunnels, offering assistance to travellers or resorting to robbery and murder against intruders.

The Airport

The military has attempted to secure the airport for as long as possible. However, monsters have attacked, forcing a hasty evacuation. Many vehicles remain, but the area has become a no-man's-land teeming with monsters. A few runways are still usable, but the noise will likely attract more monsters.

The Basilica of Truth

The basilica now serves as the Church of Truth's base of operations. Access is strictly limited, and only higher-ranking members are allowed into certain areas.

The Oratory

The enormous oratory served as an army base of operations. A few years ago, the main roof collapsed, and the rain and snow are now damaging the architecture. The military evacuated quickly, and some equipment may still be present.

Underground City

The underground city, also known as The City Under the City, is a network of tunnels lined with old shops. It stretches mostly beneath downtown but extends throughout the city. It's a convenient way to navigate Montreal, avoiding the surface hustle and bustle. These tunnels even connect to the metro system, allowing access to almost anywhere in the city. Additionally, they provide shelter from the cold winter.

Unfortunately, monsters have discovered these tunnels and now roam the dark. Some groups and factions have taken refuge there, refusing to relinquish their territory.

Universities

Montreal boasts seven universities, most of which are now abandoned. However, they still hold some fascinating things worth remembering.

Factions

In the world of Antagonists, various factions have emerged as people strive to survive in the new reality. Some factions prioritize their own survival, while others seek to save the world and restore the pre-outbreak status quo. Within each faction, there exists a mix of good and evil, with no faction being entirely virtuous or malevolent.

Leadership

Faction leadership is always changing. The leader presented for each faction should only be a suggestion, not a restriction on the Game Master. If a leader dies, another will take their place. Factions typically have a second-in-command or lieutenant who manages smaller groups. These leaders may have different philosophies than the main leader, so you can use a faction a bit differently than what's presented in this book.

Size of Faction

Factions vary in size. Here are some indications for the size of the faction:

- 1 - 25 Small
- 26 - 50 Medium
- 51 - 200 Large
- 201 - 500 Huge
- 501 - 1000 Massive

Skills of members

People living in a community learn various skills, and some are more privileged depending on the community's nature. Some communities place a high value on knowledge, while others favour violent methods. Ultimately, the skills necessary for survival are universal, though not everyone possesses them. Most members use these skills daily. When creating a character from a faction, you can incorporate these skills into their childhood description. These skills are listed in the faction's description.

Specialization of members

Faction members are often specialized in a particular domain. While not all members are specialists, most are. When a character grows up within a faction (through a Lifepath), they can choose their specialization during character creation.

Artists



This unusual group of isolated artists resides in a region surrounded by monsters. Their unique power lies in crafting these creatures. Interestingly, they're not far from a cult dedicated to monster design.

The core members possess Flesh Crafting abilities, yet they still employ individuals without such powers as servants. The group has struggled with leadership, and numerous coups have occurred in recent years. These conflicts invariably escalate into bloody battles with their creations or result in members being exiled.

- **Type:** Survivalist
- **Political System:** Meritocracy
- **Leadership:** Group of leaders
- **Prosperity:** Medium
- **Location:** Isolated location
- **Motivation:** Searching for knowledge
- **Position against supernatural:** Friendly
- **Size:** Medium (20 to 40 members)
- **Economy:** Some trading
- **Hospitality:** Mistrust
- **Armament and Defence:** High
- **Skills of members:** Knowledge, Technicals, Investigate
- **Specialization of members:** Erudite



Roseline Louis

Nationality: Haitian
Age: 28
Occupation: Leader of the Artists
Background: Roseline, an artist for as long as she could remember, had always enjoyed drawing, painting, and even sculpting. However, in recent years, she discovered a forbidden art—sculpting monsters with newfound powers. This new passion consumed her, making all other forms of art seem dull in comparison to the thrill of manipulating flesh.

After a bloody coup against the old guard, Roseline led the Artists' group. It's rumoured that she used the blood of her predecessors in her creations.

Adventure Hints

This faction is constantly surrounded by monsters, making it difficult to reach them.

Bastion



The Bastion is an organized military faction, well-equipped and still using military vehicles. They possess a vast array of old military gear. The group comprises former military members and ordinary survivors who have scavenged military bases. Military hierarchy governs their communities.

While they have firearms and armoured vehicles, these are noisy and their effectiveness has been diminished by several difficult encounters with large monsters. Internal conflicts have also led to multiple bloodbaths within the community.

- **Type:** Military faction
- **Political System:** Dictatorship (Military)
- **Leadership:** Military ranking
- **Prosperity:** High
- **Location:** Military bases and military camps
- **Motivation:** Keep control over the local population and fight monsters
- **Position against supernatural:** Intolerance
- **Size:** Large (140 to 200 members)
- **Economy:** Scavenging hard-to-get equipment
- **Hospitality:** Mistrust
- **Armament and Defence:** High
- **Skills of members:** Accuracy, Brawn, Quickness
- **Specialization of members:** Tactician



General Henry Martin

Nationality: Canadian
Age: 52
Occupation: Leader of the Bastion
Background: Henry, a well-trained military man, has fought both creatures and humans during rebellions and mutinies. Now the leader of the Bastion faction, he still struggles to maintain control over all his troops.

Adventure Hints

The Bastion is the last big military faction. They have weapons and tanks so they can be involve in big fight against large monsters.

Carpenters



A faction of engineers from a large corporation formed to rebuild structure and technology. They have access to electricity and running water, and their community consists of multiple settlements built in old facilities. They repair and sell technology to other communities. While not well-armed, they use traps for protection against monsters and raiders. They generally move to power plants to generate electricity and sell excess to neighbours. This faction is one of the rare ones with both power and running water.

- **Type:** Scientific
- **Political System:** Technocracy
- **Leadership:** Small group of leaders
- **Prosperity:** Medium
- **Location:** Facilities and power plants
- **Motivation:** Rebuild old cities' infrastructure. Do research and try to save the world with science.
- **Position against supernatural:** Intolerance
- **Size:** Medium (20 to 40 members)
- **Economy:** Selling high-tech devices and electricity
- **Hospitality:** Friendly
- **Armament and Defence:** Medium
- **Skills of members:** Knowledge, Technicals, Investigate
- **Specialization of members:** Erudite



Lucas Anderson

Nationality: Canadian
Age: 46
Occupation: Leader of the Carpenters
Background: Lucas is one of the last true engineers. He lived near a dam with his parents when the outbreak struck. His family hid in the dam and facility, managing to survive. Both his parents were engineers, and Lucas helped them maintain the dam's functionality over the years. He's also a great leader, skilled at defending what he's built.

Adventure Hints

The Carpenters are generally good guys, but their valuable resources make them vulnerable to other factions. Since they lack sufficient weapons for self-defence, they can enlist the protagonists' help in locating old technologies and rebuilding new infrastructure.

Children of the Earth



This faction adapts to the new reality, avoiding technology. They don't use electricity or firearms and generally dislike strangers. They're self-sufficient, living off agriculture. While they engage in some trading, it's primarily to maintain good relations with neighbours. Some describe this faction as a cult that exerts control over its members.

- **Type:** Survivalist
- **Political System:** Mix of Democracy and Oligarchy
- **Leadership:** It's a democracy, but only the most influential one can be a leader or vote.
- **Prosperity:** Low
- **Location:** Farms
- **Motivation:** Survive
- **Position against supernatural:** Tolerance
- **Size:** Large (60 to 100 members)
- **Economy:** Farming
- **Hospitality:** Mistrust to friendly
- **Armament and Defence:** Low
- **Skills of members:** Knowledge, Survival, Technicals
- **Specialization of members:** Survivor



Mary Saint-Mary

Nationality: American
Age: 34
Occupation: Leader of the Children of the Earth
Background: Someone has to resist corruption and evilness. Mary's childhood was difficult, but she chose to do better. As the leader of the Children of the Earth, she wants to live peacefully with her group. However, she's not as naive and defenceless as some might think.

Adventure Hints

This idealistic faction likely holds the last true good values. While they can defend themselves, they still need help. The protagonists could be hired to protect them when raiders spot their settlement.

The faction resides on multiple farms, and some groups have become strange cults with bizarre sacrificial rituals.

Church of Truth



A religious faction that constantly seeks to recruit more followers. They believe the outbreak is the apocalypse, demanding repentance to save humanity. This extreme interpretation has twisted their faith, and they now have followers in various communities.

The Church of Truth sends emissaries to numerous settlements to spy on its members and identify individuals with special powers. If a settlement becomes hostile, they launch a crusade against it, rallying other nearby settlements to join the fight against perceived heretics.

A few years ago, they employed soldiers to enforce their beliefs. However, internal divisions forced the Church to alter its tactics. Instead of resorting to force, they now manipulate others, turning them against those they consider heretics.

The title and the ranking in the faction are the following: Apostle, Pope, Patriarch, Cardinal, Archbishop, Bishop, Elder, Scholar, Preacher, and Deacons. These titles can vary between groups, and not all are present in every one.

- **Type:** Religious Order
- **Political System:** Theocracy
- **Leadership:** Religious hierarchy
- **Prosperity:** High
- **Location:** Churches
- **Motivation:** Convert new members
- **Position against supernatural:** Hostile
- **Size:** Large (100 to 200 members)
- **Economy:** Donations



- **Hospitality:** Friendly
- **Armament and Defence:** Medium
- **Skills of members:** Deception, Knowledge, Insight
- **Specialization of members:** Erudite

Pope Benedict II

Nationality: Spanish
Age: 58
Occupation: Leader of the Children of the Earth
Background:
Pope Benedict is one of the most powerful figures in the region, followed by a large group of devoted disciples. His intelligence and determination make him a formidable opponent for anyone who dares to oppose him.

Adventure Hints

The Church is ubiquitous, constantly attempting to convert people to their faith. While they generally offer assistance to ordinary people, they also engage in witch hunts against those with powers, likely resulting in imprisonment or even death for the protagonists.

Cockroaches



This faction tries to avoid people as much as possible. Their members appear deformed for unknown reasons. Some believe radiation caused the deformations, while others suggest consanguinity. They avoid outsiders but sometimes prey on lone travellers, robbing them. Some even claim the members are cannibals.

- **Type:** Racial Group
- **Political System:** Anarchy
- **Leadership:** No leadership
- **Prosperity:** Low
- **Location:** Isolated places
- **Motivation:** Unknown
- **Position against supernatural:** Friendly
- **Size:** Medium (40 to 50 members)
- **Economy:** Scavenging and raiding
- **Hospitality:** Avoidance to aggressive
- **Armament and Defence:** Low
- **Skills of members:** Athletics, Brawn, Stealth
- **Specialization of members:** Belligerent



The Queen of Cockroaches

Nationality: Unknown
Age: 39
Occupation: Leader of the Cockroaches
Background:
The Queen, leader of the Cockroaches, guides her group of rejects and mutated survivors with limited resources. Though not the strongest or most intelligent, her commands are obeyed by every member. She's also known as a witch, capable of cursing anyone who dares oppose or enter her lair.

Adventure Hints

The cockroaches can be brutal when travellers enter their lairs. The Queen is known to have supernatural powers and grant wishes. The protagonists can be asked by neighbours to enter the cockroaches' lair to ask the Queen for a favour. She will probably not do it for free.

Collectors



The Collectors are a group of traders, scavengers, and thieves specializing in Stained and supernatural objects. They often resort to shady methods to acquire these items, driven by a fascination that can easily become an addiction. Most members are scavengers, constantly searching for new Stained objects to add to their collections. They frequently meet to trade these items, vying for the rarest and most powerful pieces.

The Collectors' reputation is not good, and they often try to remain hidden, keeping their collection a closely guarded secret. Stained objects are generally forbidden within communities due to their potential to attract the Glare and Monsters. These objects are widely feared as a harbinger of the end of civilization. Furthermore, some members resort to thievery to obtain new items, sometimes even robbing other group members.

- **Type:** Trader
- **Political System:** Independent
- **Leadership:** No leadership
- **Prosperity:** Medium
- **Location:** Isolated places
- **Motivation:** Unknown
- **Position against supernatural:** Friendly
- **Size:** Medium (30 to 40 members)
- **Economy:** Scavenging, trading, and thievery
- **Hospitality:** Avoidance to aggressive
- **Armament and Defence:** Low
- **Skills of members:** Investigate, Persuade, Survival
- **Specialization of members:** Survivor



Jakob Kristiansen

Nationality: Norwegian
Age: 68
Occupation: Leader of the Collectors
Background: Jakob is obsessed with supernatural objects, boasting one of the world's largest collections. Some say his obsession has driven him mad, consumed by the strange and dangerous items he possesses. He generally keeps his treasures hidden in his secret vault, but occasionally joins his group to trade a few rare items. Jakob is also acutely aware of the jealousy his possessions might incite among his faction's members, a constant source of fear for his life.

Adventure Hints

Collectors might want to purchase or trade stained objects with the protagonists. Alternatively, they might hire the protagonists to find a particularly difficult-to-obtain item. Sometimes, collectors lack the resources to buy the objects or pay the protagonists, leading them to resort to robbery or even murder.

Convoy



The Convoy is a group of nomadic traders travelling across the continent. The group is formed of hardened truckers who move and sell precious marchandises to communities. They're well-equipped and never stay in one place for long. Their many working vehicles and biodiesel production allow them to travel extensively. This extensive travel gives them access to rare items and news from all over. They also manage a few outposts along highways.

While travelling across America in large, noisy trucks can be dangerous, the Convoy is prepared to defend themselves.

- **Type:** Nomad traders
- **Political System:** Plutocracy
- **Leadership:** The wealthy have power
- **Prosperity:** High
- **Location:** Anywhere
- **Motivation:** Trading
- **Position against supernatural:** Tolerance
- **Size:** Large (50 to 80 members)
- **Economy:** Trading and scavenging
- **Hospitality:** Friendly
- **Armament and Defence:** Medium
- **Skills of members:** Insight, Persuade, Technicals
- **Specialization of members:** Magnate



MacReady

Nationality: American
Age: 51
Occupation: Leader of the Convoy
Background: MacReady, a trucker like his father, is a leader and a mechanic who can fix anything with wheels. He controls the convoy that travels across North America, buying and selling goods. He manages his fleet like a small city, often being the only way to obtain difficult-to-get items. He understands his value.

Adventure Hints

The protagonists can be hired to assist the Convoy on their journeys, offering support with negotiations and protection. This group of travellers can lead to many exciting adventures while the protagonists is escorting the convoy.

Coven



The Covent, primarily composed of women witches, possesses a few unique powers, but most adhere to ancient pagan rituals. Deeply respecting nature, they've adapted to live harmoniously within it. To avoid persecution for their unusual abilities and practices, the group maintains secrecy and resides in various communities, minimizing their presence and avoiding attention. Members are typically healers or cooks. They convene for rituals during significant cosmic events. The group is led by key members with extraordinary powers.

- **Type:** Ritualist Traders
- **Political System:** Authoritarianism
- **Leadership:** Circle of people with powers
- **Prosperity:** Medium
- **Location:** Anywhere
- **Motivation:** Learning rituals
- **Position against supernatural:** Tolerance
- **Size:** Large (50 to 60 members)
- **Economy:** Trading
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium-low
- **Skills of members:** Insight, Knowledge, Persuade
- **Specialization of members:** Magnate



Tabitha Nox

Nationality: American
Age: Unknown
Occupation: Leader of the Coven
Background: Tabitha has become the new leader of the coven. Her predecessor was poisoned, and suspicion fell on Tabitha. Despite this, Tabitha secured the highest position within the group. A few members were even considering a coup. Tabitha wields various forms of magic and rituals, some of which are considered forbidden.

Adventure Hints

Members of this faction often find themselves in trouble due to their powers. They may need the protagonists' help to escape difficult situations. Conversely, the protagonists can seek their assistance, and they'll be happy to lend a hand, but only for a price.

Crows



The Crows are a highly secretive faction, operating as spies and information brokers. Their presence is widespread, and they communicate with other members using obfuscated methods. They possess a unique way to identify each other, though only members know the exact method. Some speculate it's their clothing, the combination of colours, or a secret handshake.

When they acquire information about another faction or a prominent individual, they discreetly relay it to a trusted member. This can involve encoded messages sent by a Runner or cryptic radio transmissions. Their extensive communication network facilitates this process.

The Crows offer their services to anyone willing to pay. For surveillance, they typically dispatch another spy from another community to carry out the task. Furthermore, they leverage the information they gather to profit by buying or selling items at opportune moments.

To maintain their secrecy, the Crows rarely meet in person. However, their communication methods allow them to obtain information from all members without the need for formal meetings.

- **Type:** Spies
- **Political System:** Oligarchy
- **Leadership:** One leader
- **Prosperity:** Medium
- **Location:** Everywhere
- **Motivation:** Profit



- **Position against supernatural:** Welcoming
- **Size:** Medium (40 to 50 members)
- **Economy:** Information broker
- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Charm, Sleight of Hands, Stealth
- **Specialization of members:** Scoundrel

Master of Whispers

Nationality: Unknown
Age: Unknown
Occupation: Leader of the Crows
Background: Her origins remain unknown, but she worked for a secret service before the outbreak. She possessed extensive information on various topics and continues to gather more. Intelligent and elusive, she holds knowledge about nearly every faction leader and manipulates them like a puppeteer.

Adventure Hints

The protagonists might discover a secret message from the Crows. If they know too much, the group will likely want to eliminate them. Alternatively, if one protagonist is a secret member of the Crows, they might use them for covert missions.

The entire group of protagonists can all be members of the Crows and execute missions for the organization.

Crusaders



This small group of military experts and religious fanatics originally belonged to the Church of Truth. Their goal is to destroy the supernatural and the Glare. They're well-organized and employ a medieval hierarchy. Strategists, they don't seek to kill individuals with powers; instead, they're focused on finding the root of the evil.

They're expert weapon smiths, forging their own weapons and armour. Their swords and axes are medieval-style, with small crosses on the guards for differentiation. While they use firearms, they generally add a medieval touch. Those pieces of equipment are strictly prohibited for those outside the faction.

They've made a truce with the Church of Truth but no longer follow its orders.

Here's a list of titles within this faction: Companion/Recruit, Page, Squire, Knight/Dame, Knight Banneret, Knight Lieutenant, Knight Commander, Paladin, Banner Commander. While they have other occupations, their primary focus is training and fighting supernatural forces.

- **Type:** Military and Religious Order
- **Political System:** Theocracy
- **Leadership:** Religious hierarchy
- **Prosperity:** High
- **Location:** Nomads
- **Motivation:** Save and restore the humanity
- **Position against supernatural:** Hostile
- **Size:** Medium (25 to 50 members)



- **Economy:** Scavenging
- **Hospitality:** Mistrust
- **Armament and Defence:** High
- **Skills of members:** Brawn, Knowledge, Nimbleness
- **Specialization of members:** Tactician

Paladin Ferguson

Nationality: American
Age: 46
Occupation: Leader of the Crusaders
Background: Paladin Ferguson, a devout military man, witnessed the group's separation from the Church of Truth. He maintains his unwavering conviction but refuses to follow the Church's guidance.

Adventure Hints

The group actively fights supernatural threats. They can hire the protagonists for dangerous missions, such as slaying a large creature, destroying a monster's nest, or breaching the entrance to the Glare. Eventually, they arrive just in time to save the protagonists from monsters.

Degenerates



This faction is to be feared. They are slavers and killers, having lost their humanity and everything else. Their sole purpose is to revel in fun, control, and power, indifferent to the future. They seize communities, plunder their resources, and enslave the survivors. Often, these slaves become integral to the faction after years of gruelling labour.

- **Type:** Slaver
- **Political System:** Tyranny
- **Leadership:** One leader
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Profit
- **Position against supernatural:** Hostile
- **Size:** Large (60 to 80 members)
- **Economy:** Gladiator combat, slavery, and prostitution
- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Accuracy, Intimidate, Stealth
- **Specialization of members:** Belligerent



Pitbull

Nationality: French
Age: 45
Occupation: Leader of the Degenerates
Background: Pitbull, a former convict with a difficult life, managed to escape prison during the outbreak. However, his life wasn't any easier afterward. He formed a group of survivors, killed the leader, and took their place. He's finally escaped his misery and is now powerful, able to do as he pleases, and intends to live that way until his death.

Adventure Hints

The Degenerates are a formidable group of antagonists. They can ambush the protagonists, robbing or even killing a few of them. As the protagonists retaliate, the Degenerates will seek revenge.

Government



The government, the remnants of the old regime, consists of a privileged group fortunate enough to have access to large shelters, stockpiles of food, and weapons. They seek control over all regional communities but encounter significant resistance. While well-equipped, their small size limits their ability to enforce their laws throughout the region.

- **Type:** Humanists, scientific, and military
- **Political System:** Democracy
- **Leadership:** Elected group of leaders with a president.
- **Prosperity:** High
- **Location:** Large and organized shelters
- **Motivation:** Bringing back law and order
- **Position against supernatural:** Tolerance
- **Size:** Large (325 to 450 members)
- **Economy:** Self-sustainability
- **Hospitality:** Friendly
- **Armament and Defence:** High
- **Skills of members:** Deception, Persuasion, Insight
- **Specialization of members:** Magnate



The President of the Government, William Morin

Nationality: Canadian
Age: 52
Occupation: Leader of the Government
Background: Ambitious is the best word to describe the president. He's successfully seized control of the government's old resources and dreams of uniting all other factions under his reign. He's willing to sacrifice everything to achieve his goal.

Adventure Hints

The government aims to control all communities. They have spies everywhere and virtually unlimited resources. They can hire the protagonists for tasks that further consolidate the government's power. They are not ashamed of using bribery or murder to achieve their goals.

Grace's Settlement



Grace’s Settlement, nestled in the freight port, is a remarkable testament to human resilience. Old boats, containers, train wagons, and cranes serve as makeshift homes, while small gardens and scavenging provide sustenance. This community exemplifies ordinary people who’ve survived the outbreak, managing to maintain their humanity amidst daily struggles with starvation, monsters, raiders, and internal conflicts.

- **Type:** Survivalist
- **Political System:** Democracy
- **Leadership:** Led by a small group of people elected by the majority
- **Prosperity:** Medium
- **Location:** Freight port
- **Motivation:** Survive
- **Position against supernatural:** Mixed
- **Size:** Medium (30 to 40 members)
- **Economy:** Farming and scavenging
- **Hospitality:** Friendly to mistrust
- **Armament and Defence:** Low
- **Skills of members:** Persuade, Knowledge, Survival
- **Specialization of members:** Survivor



Grace Bell

Nationality: Canadian
Age: 47
Occupation: Leader of Grace’s Settlement
Background: Grace is a natural leader, and people always turn to her when things get tough. She struggles to be the anchor for everyone, but life has to go on. She’s built a thriving community that can stand on its own, and now she just wants to avoid problems and retire someday.

Adventure Hints

Grace’s Settlement, a haven for many, faces constant struggles with starvation, monsters, raiders, and internal conflicts. These challenges create fertile ground for captivating stories.

Guardians



This faction originated from an old private security company. When the outbreak occurred, they used the company's armoured vehicles, which they used to transport money between banks. At that time, they also used the vehicles to evacuate the employees' families to the headquarters. Later, they scavenged a lot of gear and food using the vehicles. A community developed around the old headquarters, and many survivors joined the group.

They continue to operate in the security industry, transporting goods and people in their armoured trucks.

- **Type:** Mercenaries
- **Political System:** Plutocracy
- **Leadership:** Managed like a company
- **Prosperity:** Medium
- **Location:** Warehouses
- **Motivation:** Sell security services and protection.
- **Position against supernatural:** Intolerance
- **Size:** Medium (30 to 40 members)
- **Economy:** Sell security services and protection.
- **Hospitality:** Neutral
- **Armament and Defence:** High
- **Skills of members:** Quickness, Investigate, Technicals
- **Specialization of members:** Tactician



Le Duc or Duke

Nationality: Canadian
Age: 55
Occupation: Leader of the Grace's Settlement
Background: Le Duc is more of a businessman than a leader or security agent. He manages his community like a company, treating everything as a business transaction. He believes the community will survive as long as profits are being made.

Adventure Hints

The Guardians are mercenaries who primarily transport valuable objects and people, but they also have other capabilities. The protagonists can be hired by factions as consultants or hired guns.

Hunters



This nomadic group travels the world, hunting monsters. They typically hunt alone or in small groups, seeking the largest monster they can defeat. Their catch is usually sold to alchemists for parts. After a few months of hunting, they'll stop at a random location to rest and refill their equipment. When not hunting for fame or monster parts, they kill smaller monsters for food.

- **Type:** Mercenaries
- **Political System:** Independent
- **Leadership:** There is no leadership
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Hunt monsters.
- **Position against supernatural:** Friendly
- **Size:** Small (10 to 20 members)
- **Economy:** Mercenaries and scavengers
- **Hospitality:** Neutral
- **Armament and Defence:** Low
- **Skills of members:** Accuracy, Athletics, Brawn
- **Specialization of members:** Hunter



Drake

Nationality: American
Age: 45
Occupation: Leader of the Hunters
Background: Drake lost his family to monsters, and now he hunts them for vengeance—but more for the thrill. Since he has nothing to lose, he's exceptionally skilled at his job. While he doesn't contribute much to the faction, his charismatic presence has made him their leader.

Adventure Hints

Hunters are dangerous individuals who hunt monsters. They can be hired to help with a monster or join a hunt. Hunting a large monster is never easy, and good preparation is crucial.

Highwaymen



This well-organized group of thieves travels and robs travellers. They typically travel in groups of five to six members. While they sometimes plan elaborate heists, they rarely stay in one place for long. They wear well-recognizable leather armour.

- **Type:** Thieves and robbers
- **Political System:** Dictatorship
- **Leadership:** Few leaders with captains for smaller groups.
- **Prosperity:** Medium
- **Location:** Nomad with a few headquarters
- **Motivation:** Stealing
- **Position against supernatural:** Neutral
- **Size:** Large (100 members)
- **Economy:** Stealing and robbing
- **Hospitality:** Neutral
- **Armament and Defence:** Low to medium
- **Skills of members:** Accuracy, Deception, Nimbleness
- **Specialization of members:** Scoundrel



Raine

Nationality: Colombian
Age: 27
Occupation: Leader of the Highwaymen
Background: Raine is a ruthless thief and killer. She takes what she wants and is not to be messed with. After killing the previous leader, she led the Highwaymen. She has big ambitions for the group and is recruiting anyone who seems lost. She gives hope to young boys and girls, but that hope often ends in jail or at the end of a rope.

Adventure Hints

The faction can serve as a group of antagonists, ambushing and robbing the protagonists. Alternatively, they could be portrayed as friendly, stealing only to survive. In this case, they might seek the protagonists' help in planning a grand heist.

Imperium



This faction is ruled by a wealthy leader. Before the world collapsed, he was incredibly rich and managed to retain his possessions. Now, he lives in complete luxury, employing people in exchange for food and protection. He has built a thriving trading empire, relying on his employees for their daily sustenance.

- **Type:** Traders
- **Political System:** Plutocracy
- **Leadership:** One leader and a few leaders based on wealth.
- **Prosperity:** High
- **Location:** Luxury hotel
- **Motivation:** Stack up goods
- **Position against supernatural:** Hostile
- **Size:** Large (40 to 80)
- **Economy:** Trading goods and services
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Persuasion, Knowledge, Quickness
- **Specialization of members:** Magnate



Lord O'Sullivan

Nationality: British
Age: 52
Occupation: Leader of the Imperium
Background: Lord Reginald O'Sullivan hails from a wealthy family. He saw the outbreak as a chance to increase his fortune. With everything he needs and people eager to work for him, he generously compensates his employees. His sole ambition is to accumulate even more wealth.

Adventure Hints

This faction attempts to recruit everyone, likely including the protagonists, to complete tasks for them. Their primary concern is money, constantly weighing the cost of paying someone versus the cheaper option of killing them.

Inquest



The Inquest is a faction dedicated to uncovering the truth behind the outbreak and finding a way back to normalcy. They delve into the supernatural, studying monsters and archiving all human knowledge they encounter. Their relationship with the supernatural is complex; they study it to combat it, but for some members, it becomes a disturbing obsession.

Survival is a constant struggle, forcing them to sell their knowledge for food and protection. Some faction members take it further, selling supernatural objects or using their peculiar knowledge to improve their circumstances. Needless to say, spreading the supernatural is strictly forbidden.

- **Type:** Scholars
- **Political System:** Oligarchy
- **Leadership:** Leadership is based on the member's reputation
- **Prosperity:** Medium
- **Location:** Abandoned university and library
- **Motivation:** Knowledge
- **Position against supernatural:** Hostile
- **Size:** Medium (20 to 40)
- **Economy:** Farming
- **Hospitality:** Friendly to mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Accuracy, Knowledge, Technicals
- **Specialization of members:** Erudite



Amelia Meyer

Nationality: German
Age: 71
Occupation: Leader of the Inquest
Background: Amelia has witnessed more strange occurrences than anyone else. After her family and friends were killed by monsters, she vowed to dedicate her life to destroying the supernatural. She was part of a scientific team working for a major pharmaceutical company. When the outbreak struck, she seized all the company's resources for her research. She collected a variety of strange objects and formed a new group of researchers to study them.

Adventure Hints

The Inquest faction can be used to introduce many supernatural adventures. They'll search everywhere for supernatural objects and monsters, and they'll hire the protagonists to help them with these dangerous tasks.

Iron Circle



The Iron Circle is a large mercenary group with substantial resources, operating as multiple smaller units. They're frequently hired for suicide missions, accepting the risk of sacrificing new recruits. Their travels between communities allow them to secure contracts and recruit fresh talent in exchange for a few Slugs. Joining the Iron Circle is perilous, and new recruits are poorly treated until they contribute to the organization. Despite their notorious reputation for heinous acts, they're often employed as escorts for wealthy individuals travelling between communities.

- **Type:** Mercenary faction
- **Political System:** Dictatorship
- **Leadership:** Comity
- **Prosperity:** Medium to High
- **Location:** Office in the major communities
- **Motivation:** Making Slugs
- **Position against supernatural:** Tolerance
- **Size:** Large (200 members)
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium to High
- **Skills of members:** Accuracy, Nimbleness, Quickness
- **Specialization of members:** Belligerent



Bahati

Nationality: Swahili
Age: 31
Occupation: Leader of the Iron Circle
Background: Bahati is a highly effective and unstoppable woman. She faces difficult choices and the loss of lives every day. She understands the demands of her job and the sacrifices she must make. While she's motivated by financial gain, she also provides security where none exists. She's willing to get her hands dirty to achieve her goals.

Adventure Hints

The protagonists could be members of this mercenary group, executing contracts. Alternatively, they could be hired for just a few missions. While the group members have contracts to fulfil, their values often clash with the tasks at hand.

Jailers



When the outbreak began, a prison offered a safe haven. It was secure, had an armoury, food, and people capable of defending themselves. Eventually, an alliance between the guards and prisoners became inevitable. Years later, the group survived, and the distinction between old guards and inmates faded. Everyone was now simply called a jailer. While their reputation wasn't exactly stellar, the rules within the walls were more respected than in other communities. The jailers often used tattoos to identify their members.

The prison's security made it an ideal place to defend against most monsters and raiders. The central yard was repurposed as a large garden, and they even managed to raise livestock. Several small groups reside within the large prison, which comprises multiple wings and sections. They share living quarters, though there's some tension between the groups.

- **Type:** Survivor
- **Political System:** Democracy
- **Leadership:** Comity
- **Prosperity:** Medium
- **Location:** Prison
- **Motivation:** Surviving
- **Position against supernatural:** Tolerance
- **Size:** Large (150 members)
- **Economy:** Trading
- **Hospitality:** Neutral
- **Armament and Defence:** Medium
- **Skills of members:** Accuracy, Brawn, Insight



- **Specialization of members:** Survivor

Clemens

Nationality: American
Age: 46
Occupation: Leader of the Jailers
Background: Clemens, a giant who guards his past closely, is presumed a criminal when the outbreak occurs. He spent nearly his entire life in prison, but now he's a free man. While the monsters outside posed a danger, the coexistence of prisoners and guards proved even more lethal. He learned to fight for his life, understanding the meaning of authority, and ultimately, freedom.

Adventure Hints

Prisoners rarely leave the security of the facility. The protagonists have a better chance of encountering the jailers in their own territory. The prison is extremely dangerous for anyone who disobeys the strict rules.

Keepers



When the military seized control of the bridges and gates separating regions, their primary goal was to regulate movement and prevent monsters from entering certain areas. Years later, the Gate Keepers, or simply Keepers, continue to manage these crossings, but now they impose tolls and sometimes rob those who attempt to cross. Some Keepers have reverted to their former role as thieves, operating in the main streets rather than as guardians. Despite this shift in their reputation, they still ensure the safety of the bridges and main streets from monsters.

Larger groups of Keepers oversee multiple bridges or streets and can dispatch aid to an outpost if one is attacked by raiders or those who refuse to pay tolls. While many Keepers operate independently, they sometimes communicate with each other. In some instances, they even engage in competition to control more locations.

- **Type:** Military faction
- **Political System:** Dictatorship (Military)
- **Leadership:** Military ranking
- **Prosperity:** Medium to Low
- **Location:** On bridges or some street blockade
- **Motivation:** Making Slugs
- **Position against supernatural:** Tolerance
- **Size:** Large (6 to 20 per outpost)
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Accuracy, Insight, Quickness
- **Specialization of members:** Hunter



Oliver Smith

Nationality: Australian
Age: 48
Occupation: Leader of the Keepers
Background:
Oliver Smith was a member of the Bastion but was not recognized for his true value. He eventually joined the Keepers. After several years, his numerous feats earned him the position of leader. The Keepers faced mutinies and multiple outposts vying for independence. To regain control and make an example, Oliver resorted to force against his own brother in arms.

Adventure Hints

The protagonists will likely encounter the Keepers during their travels. They'll be asked to pay a toll to pass through the area. This fee could be in the form of Slugs or a request. Ultimately, how the situation unfolds is up to them.

Librarians



This faction is dedicated to preserving knowledge and books. While many are scribes, some are fighters who will defend knowledge at all costs. They often use traps to protect places of learning. While they're sometimes affiliated with the Inquest, they tend to be more sedentary. In exchange for food and protection, they sell their knowledge to the Crusaders and the Guardians. They also accept mentees from other factions to ensure the survival of their knowledge and forge alliances. Despite their seemingly vulnerable appearance, they're incredibly dangerous within their domains and have a strong network of allies.

- **Type:** Scholars
- **Political System:** Oligarchy
- **Leadership:** Elected leaders among the older members
- **Prosperity:** Low
- **Location:** Place of knowledge like libraries
- **Motivation:** Knowledge
- **Position against supernatural:** Hostile
- **Size:** Large (1 to 30 per location)
- **Economy:** Rarely trade books
- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Knowledge, Survival, Technicals
- **Specialization of members:** Erudite



Nathan Saint-Germain

Nationality: Canadian
Age: 72
Occupation: Leader of the Librarians
Background:
Nathan, an erudite with vast knowledge and wisdom. Even with his twelve mentees, some of his knowledge will be lost upon his passing. Some view him as a divine figure due to his expertise in forgotten science.

Adventure Hints

The protagonists can seek knowledge from the faction, some of which is inexpensive, while other knowledge is vast. Perhaps they'll need to resort to stealing a few books. Their haven is trapped, but they have powerful allies.

Lion Crest



Members of this faction are ordinary people who survived by working together. While some founders were hunters armed with weapons, many were simply people from various professions. When the outbreak began, they fled to a local zoo, releasing most of the animals and hiding in the cages. It was a secure and easily defensible location. They still live there, using the fences for protection. Some members are farmers, hunters, traders, and other scavengers. Now, they've established a community and engage in trade with others.

- **Type:** Farmers and hunters
- **Political System:** Democracy
- **Leadership:** Elected leaders
- **Prosperity:** Medium
- **Location:** A zoo in the outskirts of Montreal
- **Motivation:** Surviving
- **Position against supernatural:** Mistrust
- **Size:** Large (200 members)
- **Economy:** Trading
- **Hospitality:** Friendly
- **Armament and Defence:** Medium to Low
- **Skills of members:** Persuade, Survival, Technicals
- **Specialization of members:** Survivor



Mayor John

Nationality: Canadian
Age: 48
Occupation: Leader of the Lion Crest
Background: Mayor John, a founding member of Lion Crest, is renowned for his remarkable ability to foster collaboration among people. This ordinary man has achieved something truly extraordinary: he has created a community where people are genuinely happy. Unlike followers, he has friends, and this network often proves far more beneficial for a community's survival.

Adventure Hints

This community offers a fantastic setting for adventure. The residents are always in need of help and often hire outsiders to assist them. They face challenges from nearby creatures and raiders, as well as other factions vying for control.

Lost Boys



The group, known as The Lost Boys, is composed of young men and women. They live in settlements and organize burglaries and smuggling across other hideouts and settlements. It's a secret organization that recruits younglings from various settlements and communities.

- **Type:** Smugglers and thieves
- **Political System:** Oligarchy
- **Leadership:** Older members manage the faction
- **Prosperity:** Low
- **Location:** Secretly live in other organizations
- **Motivation:** Survive
- **Position against supernatural:** Friendly
- **Size:** Medium (5 to 10 members depending on the size of the organization they are living in)
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust
- **Armament and Defence:** Low
- **Skills of members:** Acrobatics, Sleight of Hands, Stealth
- **Specialization of members:** Scoundrel



Kim "Raven" Bazzi

Nationality: Lebanese
Age: 24
Occupation: Leader of the Lost Boys
Background: Kim is a bright and dynamic young woman who yearned for more from her life. Living in her community wasn't enough, so she joined the Lost Boys a few years ago to make some extra money. However, she discovered a way to achieve a better life simultaneously. Her skills as a burglar are unmatched, and she's also a great leader for the young people who've lost hope.

Adventure Hints

The protagonists or another character might have been robbed by the group. They'll need to track down the group and negotiate to retrieve their stolen items. Since the group often struggles with the law, they can hire the protagonists to assist with heists or prison escapes.

L'Unique



L'Unique, a travelling theatre company, journeys from community to community, presenting their captivating spectacles. However, beneath the surface lies a complex reality. Most of the band members are thieves and spies, secretly fulfilling shady contracts. While some are talented artists, others possess unique skills to execute these covert missions, all while the audience remains enthralled by the performance.

The company has been plagued by backstabbings and treachery. Aurius, its former founder and leader, was poisoned by his right-hand man, likely to seize power or fulfil a secret contract. A new leader now guides the company, and they continue their travels, bringing their extraordinary spectacles to communities far and wide.

- **Type:** Performers, thieves and spies.
- **Political System:** Dictatorship
- **Leadership:** Leader with a right-hand person
- **Prosperity:** Medium
- **Location:** Nomad
- **Motivation:** Survive
- **Position against supernatural:** Tolerant
- **Size:** Medium (30 members)
- **Economy:** Presenting shows and special contracts
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Charm, Deception, Investigate
- **Specialization of members:** Scoundrel



Relgrephor "Rel"

Nationality: Unknown
Age: 48
Occupation: Leader of the L'Unique
Background: Amidst the betrayals, one member managed to play his cards right and took the group's leadership. After Aurius's sudden death, Emma, the second in command, and a secretive sect gaining power in some communities became prime suspects. Relgrephor, the mastermind behind the operations, successfully led the group to solve the assassination mystery and exact revenge on the sect. However, some still believe Relgrephor orchestrated everything.

Adventure Hints

Protagonists can be members of the L'Unique, the theatre company. They can travel from community to community and execute secretive contracts.

Meat Packers



They've learned to survive by utilizing everything they have, even resorting to strange and sometimes creepy supernatural methods. This faction breeds creatures to harvest unusual resources. At first glance, they appear like any other survivor group, diligently concealing their supernatural harvests.

Initially, they relied on consuming creatures' meat for sustenance, finding it incredibly tasty and realizing the myriad possibilities these monsters offered. Creatures could be harvested for their meat, fur, and other peculiar parts.

They engage in commerce with other factions and traders, but never reveal the true nature of their products. They camouflage their monster-harvested goods as ordinary stew or medical drugs. The group sell food to other communities. They mostly sell animal meat and medical drugs but sometime, they add a few ingredients from monsters to give more taste or supernatural properties.

- **Type:** Survivor Trader
- **Political System:** Democracy
- **Leadership:** Group of elected leaders
- **Prosperity:** Medium
- **Location:** The Meat Market and other communities
- **Motivation:** Survive
- **Position against supernatural:** Tolerant
- **Size:** Large (60 to 70 members)
- **Economy:** Selling food and drugs
- **Hospitality:** Mistrust



- **Armament and Defence:** Medium to low
- **Skills of members:** Brawn, Deception, Knowledge
- **Specialization of members:** Survivor

Cook Juliette

Nationality: Belgian
Age: 54
Occupation: Leader of the Meat Packers
Background: Juliette, a young girl with a dream of becoming a chef, found herself in a dire situation thirty years later. She had to feed her starving family, and she turned to a creature's meat, which was surprisingly good. Eventually, her secret was discovered, and all the community turned against her. Disgusted but starving, they collectively decided to ask Juliette to prepare meals to feed the group. They decided to keep the source of the food a secret from the children and other communities. Years passed, and Juliette remained the cook and became the leader of the group.

Adventure Hints

The Meat Packers will go to great lengths to protect their secrets. Occasionally, they even hire outsiders to eliminate anyone who has learned them.

Masked Cult



This extremely religious cult worships strange beings and embraces the supernatural. Members wear masks representing their deities. While some are peaceful, others can be violent, depending on their chosen deity. The most dangerous are led by intelligent beings who use the members as puppets. The cult worships supernatural beings and sometimes objects from other worlds, and often their masks grant them strange powers. One of their rituals involves consuming the heart of a supernatural being or a person with powers, making them a formidable threat to outsiders. Additionally, this cult is notorious for kidnapping and indoctrinating children.

- **Type:** Religious Order
- **Political System:** Theocracy
- **Leadership:** One leader for every small group. The leader has a few lieutenants.
- **Prosperity:** Low
- **Location:** Abandoned basements
- **Motivation:** Gain powers from strange being. Convert new members.
- **Position against supernatural:** Jealous
- **Size:** Large (10 to 20 members per location)
- **Economy:** Stealing and raiding
- **Hospitality:** Mistrust or veneration for the supernaturals.
- **Armament and Defence:** Low
- **Skills of members:** Brawn, Deception, Knowledge
- **Specialization of members:** Survivor



The Unknown

Nationality: Unknown
Age: Unknown
Occupation: Leader of the Masked Cult
Background: The Unknown, leader of the Masked Cult, remains shrouded in mystery. Their origin, gender, and age are unknown, just as their name is. Regardless, they are a fervent devotee of supernatural creatures and objects from other worlds. Their followers, whom they abuse, are used to obtain strange artifacts or make sacrifices to summon monsters. Some claim their immortality, while others suggest multiple individuals share the same mask.

Adventure Hints

The cult can be used as a great group of antagonists.

Protagonists can be invited to join the cult that will worship them for some time, because they possess powers. Eventually, the cult will attempt to kill them to consume their heart.

New Cross



This faction originated from an old humanitarian group dedicated to helping people. When the outbreak struck, they had a wealth of resources and attempted to assist those in need. However, amidst the chaos, they couldn't share their supplies, so they kept them for themselves. With their extensive medical expertise, they're often welcomed into communities. While they've grown and are known for their welcoming nature, they now face survival challenges and are frequently targeted by other factions. Conversely, some other factions actively support the New Cross, ensuring good relations with doctors and nurses.

- **Type:** Humanists
- **Political System:** Communist
- **Leadership:** Led by a small group of people
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Help people
- **Position against supernatural:** Indifferent
- **Size:** Large (40 to 70 members)
- **Economy:** Donations, sell medicinal services
- **Hospitality:** Friendly
- **Armament and Defence:** Low
- **Skills of members:** Charm, Knowledge, Technicals
- **Specialization of members:** Erudite



Karl "Path" Johnson

Nationality: Lebanese
Age: 35
Occupation: Leader of the Lost Boys
Background: Karl was evacuated and placed in a small exclusion zone with many doctors and humanitarian workers. Growing up with them, he learned how to help others and how to administer medicine. Now considered a great doctor, he also learned that people often resort to stealing when desperate. He's a fighter, skilled in self-defence and protecting his community. Finally, he understands the value of alliances and also the value of his unique knowledge.

Adventure Hints

The group frequently hires mercenaries to safeguard them in hazardous locations. Additionally, they require protection from raiders and robbers who seek their medical supplies.

Orphans Coalition



The Orphans Coalition is a small group of survivors, formed a few years ago. It primarily consists of people without family or those unhappy in their communities. They struggle to survive and often travel in search of a more welcoming place. For them, freedom is their most important goal.

- **Type:** Scavengers
- **Political System:** Democracy
- **Leadership:** One leader
- **Prosperity:** Low
- **Location:** In search of a better place
- **Motivation:** Survive
- **Position against supernatural:** Mistrust
- **Size:** Small (10 to 20 members)
- **Economy:** Trading goods
- **Hospitality:** Welcoming
- **Armament and Defence:** Low
- **Skills of members:** Charm, Insight, Knowledge
- **Specialization of members:** Survivor



Claire Williams

Nationality: Canadian
Age: 52
Occupation: Leader of the Orphans Coalition
Background: Claire, a mature woman with a lifetime of struggles, has witnessed both the best and worst in people. She's often had to leave her community in search of a better place to live. While she despises violence and abuse, she's prepared to do whatever it takes to help her faction members.

Adventure Hints

These small factions travel extensively, searching for a better place to live. The protagonists will likely cross paths with them on the road, and the faction will probably be in a precarious situation, needing their assistance.

Outpost 17



Outpost 17 was a temporary border outpost between Canada and the United States. Many people from both sides sought a better region to survive, but unfortunately, neither side offered much. Trapped in the middle, they managed to survive. Now, the outpost has grown into a community and controls the border. They've managed to expand, and the Outpost 17 is now a significant military base.

The border is long, but they have weapons and patrol it, shooting anyone attempting to cross without going through the outpost. As they say, "Everyone, everyone must pay the toll to cross the border."

- **Type:** Traders
- **Political System:** Dictatorship
- **Leadership:** One leader and a few lieutenants.
- **Prosperity:** Medium
- **Location:** Border between Canada and the United States
- **Motivation:** Trading
- **Position against supernatural:** Hostile
- **Size:** Large (80 to 120 members)
- **Economy:** Trading, Taxes from travellers
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Accuracy, Insight, Persuade
- **Specialization of members:** Magnate



Administrator Ford

Nationality: American
Age: 55
Occupation: Leader of the Outpost 17
Background: Administrator Ford reigns supreme in his domain. He controls the border crossing between Canada and the US, and he demands his share. His power and his kingdom, as he likes to call it, fill him with an overwhelming sense of entitlement. He often presents a friendly facade, but quickly loses his temper and orders his subjects to kill anyone who dares to oppose him.

Adventure Hints

If the protagonists attempt to cross the border between Canada and the US, they'll encounter this faction. They'll pay for passage, but it won't be as simple as a few Slugs. Additionally, the Outpost engages in trading, so they can also meet a small group of traders from the faction.

Plague Doctors



The Plague Doctors are fanatics who seek to destroy anything deemed unnatural. They also hunt for "corrupted humans" with special powers. Their distinctive old plague doctor masks make them easily recognizable and also very scary. Armed with flame throwers and Molotov cocktails, they burn anything from other worlds, acting aggressively and burning everything in their path when unsure.

- **Type:** Religious Order
- **Political System:** Theocracy
- **Leadership:** One leader and lieutenant per group
- **Prosperity:** Low
- **Location:** Abandoned buildings
- **Motivation:** Purge the world of the infected
- **Position against supernatural:** Hostile
- **Size:** Medium (30 to 60 members)
- **Economy:** Scavenging dead bodies
- **Hospitality:** Aggressive
- **Armament and Defence:** Medium
- **Skills of members:** Accuracy, Intimidation, Knowledge
- **Specialization of members:** Belligerent



Hansel

Nationality: German
Age: Unknown
Occupation: Leader of the Outpost 17
Background: Even the members of the Masked Cult have a boogeyman, and his name is Hansel. He's a psychopath, even more deranged than the Degenerate. He despises anything supernatural, yet he secretly enjoys burning people alive. His excessive play with fire leaves him severely burned, and we rarely see him without his creepy mask.

Adventure Hints

The Plague Doctors are incredibly dangerous and make excellent antagonists for the protagonists. Since they hunt anything supernatural, they'll likely track them down eventually.

Raiders



Raiders and looters are everywhere. They're not an organized faction; they're desperate people robbing and killing others to survive a few more days. Sometimes, they were once members of a normal community, but a tragic event forced them to steal others to survive. Other times, they're criminals or exiled people living together.

- **Type:** Thieves and Robbers
- **Political System:** Tyranny
- **Leadership:** One leader and a few lieutenants.
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Survival
- **Position against supernatural:** Tolerance
- **Size:** Large (150 to 200 members)
- **Economy:** Scavenging, robbing, killing and raiding
- **Hospitality:** Aggressive
- **Armament and Defence:** Low
- **Skills of members:** Accuracy, Brawn, Stealth
- **Specialization of members:** Scoundrel



Travis Manson, The King of Beggars

Nationality: American
Age: 33
Occupation: Leader of a group of Raiders
Background:
There are several groups of raiders, but Travis is one of the most well-known leaders. He's a ruthless killer, viewing himself as a Viking conquering territories. Despite his self-promotion, he's a psychopath and a narcissist. His fearless nature allows him to recruit others to join his group, where they can kill and rob.

Adventure Hints

Raiders and looters are everywhere, making them the perfect enemy to ambush protagonists and communities alike.

Rats



A faction adapted to life in the shadows of underground settlements and facilities. They reside in major cities, using metro tunnels to move unseen. They control the underground, demanding tolls from anyone passing through. They are masters in their domain, instilling fear in all who encounter them. Despite their cleverness, they still face challenges, struggling to find food and clean water. Monsters' attacks claim a few members each month.

- **Type:** Smugglers
- **Political System:** Oligarchy
- **Leadership:** Older members manage the faction
- **Prosperity:** Low
- **Location:** Underground and sewers
- **Motivation:** Survive
- **Position against supernatural:** Indifferent
- **Size:** Small (10 to 30 members)
- **Economy:** Smuggling and robbing
- **Hospitality:** Mistrust
- **Armament and Defence:** Low
- **Skills of members:** Acrobatics, Technicals, Stealth
- **Specialization of members:** Survivor



Tom Tom

Nationality: Canadian
Age: 26
Occupation: Leader of the Rats
Background: Tom Tom has spent most of his life in the darkness, navigating the treacherous underground city and earning a reputation for fear in his domain. While his group is lightly armed, darkness remains his most formidable weapon.

Adventure Hints

The protagonists will likely encounter the Rats in an underground tunnel. They'll probably attempt to rob them, but negotiation is always an option.

Red Lotus



The Red Lotus, a secretive organization of assassins, struck from the shadows, eliminating unsuspecting foes. They operated as hired killers. However, power corrupted the organization's leader, who attempted to silence some members after assassinating a high-ranking government official. Rumours suggest the contract wasn't from a client but directly from the council. One of the assassins who killed the politician was then attacked and left for dead. Over the next few years, all the council members were assassinated, one by one.

The organization has changed, now run by a new council. Some believe it's led by the vengeful assassin, while others think they died after fulfilling their vendetta.

Despite this, the faction remains active, accepting assassination contracts. They've shed their fearsome reputation and abandoned their code of honour. They still train their assassins' apprentice at a secret school, where they learn to strike from the shadows and use sniper rifles.

- **Type:** Assassins
- **Political System:** Oligarchy
- **Leadership:** Council
- **Prosperity:** Medium
- **Location:** Abandoned school
- **Motivation:** Survival
- **Position against supernatural:** Indifferent
- **Size:** Small (15 to 20 members)
- **Economy:** Assassination
- **Hospitality:** Aggressive



- **Armament and Defence:** Medium
- **Skills of members:** Accuracy, Nimbleness, Stealth
- **Specialization of members:** Belligerent

Yichen Zhang

Nationality: Chinese
Age: 34
Occupation: Leader of the Red Lotus
Background:
Yichen, once a ruthless assassin, now finds himself badly wounded and less efficient than he was a few years ago. Despite his diminished abilities, he remains the group's leader, wielding his authority with an iron fist. His goal is to restore the group to its former glory, guiding it toward a more honourable path.

Adventure Hints

The protagonists could be part of the faction, carrying out assassination missions. Alternatively, they might be hired to protect someone from an assassin within the same group. Unfortunately, the contract isn't lifted simply because an assassin fails.

Runners



A gang of traders and scavengers, mostly young women and men, venture beyond the settlements. They offer courier services across cities, trading what they find along the way. While organized, they rarely meet in one place. There's no formal initiation; anyone brave enough to accept a delivery job becomes a Runner. A few times a year, they host a party with competitions among members. This is also when they choose a leader and share their community experiences.

- **Type:** Runners
- **Political System:** Oligarchy based on age
- **Leadership:** Older members are leaders
- **Prosperity:** Low
- **Location:** Abandoned apartment building
- **Motivation:** Survival
- **Position against supernatural:** Indifferent
- **Size:** Small (20 to 30 members)
- **Economy:** Trading, scavenging, and courier services
- **Hospitality:** Friendly
- **Armament and Defence:** Low
- **Skills of members:** Acrobatics, Athletics, Stealth
- **Specialization of members:** Traceur



Antoine "Clash" Beaumont

Nationality: French
Age: 26
Occupation: Leader of the Runners
Background: Clash, the most renowned runner and leader of the group, manages the group and all their running routes. He gained fame for his graffiti, which covers difficult-to-reach places throughout the city. His tag is visible from almost anywhere. His charismatic presence and charm are key factors in recruiting new members.

Adventure Hints

Protagonists can join the faction, complete courier missions, and explore new areas. They can also meet the group during their parties and participate in their games and dangerous challenges.

Sanctuary



The sanctuary, a faction or perhaps more accurately a community, began with survivors escaping slavery. After enduring weeks in a desolate no man's land, they faced attacks from their former masters. This resilient group of survivors banded together, determined to overcome the odds. They chose to settle in a sprawling junkyard, using the wreckage as makeshift walls.

Today, the sanctuary welcomes anyone fleeing danger. While they often struggle with food shortages and a difficult existence, their unwavering pride and courage remain steadfast.

- **Type:** Survivors
- **Political System:** Democracy
- **Leadership:** Group of elected leaders
- **Prosperity:** Low
- **Location:** Junkyard
- **Motivation:** Survival
- **Position against supernatural:** Indifferent
- **Size:** Medium (30 to 40 members)
- **Economy:** Farming and trading
- **Hospitality:** Very Friendly
- **Armament and Defence:** Low
- **Skills of members:** Brawn, Charm, Technicals
- **Specialization of members:** Survivor



Havoc

Nationality: South Africans
Age: 31
Occupation: Leader of the Sanctuary
Background: Havoc was a slave before discovering the Sanctuary. She fought her way to freedom and is now a formidable force, determined to never be a captive again. She welcomes fleeing survivors and relentlessly hunts down raiders and slavers. Multiple groups of slavers are after her, hoping to reclaim her as a trophy, but for now, she's killed everyone who's tried to capture her.

Adventure Hints

If the protagonists encounter the Sanctuary, slavers are likely to be involved. The protagonists could be hunted by slavers and then rescued by the Sanctuary.

Scavengers Trading Guild



The Scavengers Trading Guild is a small guild that trades food, water, and lodging for scraps and scavenged items. It operates in many cities, communities, and settlements, and most factions permit its trading within controlled territories. To avoid conflict, the guild abstains from politics.

One of its primary goals is to help people. They often rent lodging at low prices. However, their lack of organization and weaponry makes them reliant on the communities they live in. Despite these challenges, they still make a profit, which they use to protect their members. Some members are travellers who travel between settlements with Scavengers Trading Guild counters to bring supplies and check on the guild's well-being. If they discover that members have been killed or robbed, they hire mercenaries for retribution.

Some believe the guild is searching for something among the remnants of the old world and pays scavengers to do its work.

- **Type:** Humanists
- **Political System:** Communism
- **Leadership:** Small group of leaders and everyone else is equal.
- **Prosperity:** Medium
- **Location:** Many small equipment
- **Motivation:** Acquire goods and help the poor
- **Position against supernatural:** Intolerance
- **Size:** Medium (4 to 5 per outpost)
- **Economy:** Trade food and lodging in exchange for scavenged items.



- **Hospitality:** Friendly
- **Armament and Defence:** Low
- **Skills of members:** Knowledge, Persuade, Technicals
- **Specialization of members:** Magnate

Mister Beautiful

Nationality: South Africans
Age: 42
Occupation: Leader of the Scavengers Trading Guild
Background: Mister Beautiful, a man of extravagant tastes, hides a surprisingly wise negotiator behind his unusual appearance. As the leader of the Scavengers Trading Guild, he commands significant profits. While the Guild also functions as a humanitarian organization, providing Slugs to those in need in exchange for scavenging old items, its profitability stems from occasionally discovering rare and valuable artifacts.

Adventure Hints

Protagonists can be members of the Scavengers Trading Guild, travelling between communities with counters. This is a great way to gain travel experience and introduce players to different communities.

Shroomers



The Shroomers are a community of farmers who cultivate a rare type of hallucinogenic mushrooms. They consume many of them but also sell them for profit. While not well-organized, they manage to survive because the mushrooms are highly valuable. The faction is also known for its great parties.

- **Type:** Ideologist
- **Political System:** Chaos
- **Leadership:** Led by the most charismatic
- **Prosperity:** Low to medium
- **Location:** Nomad community
- **Motivation:** Surviving
- **Position against supernatural:** Tolerance
- **Size:** Medium (30 to 40)
- **Economy:** Farming and trading
- **Hospitality:** Mistrust to friendly
- **Armament and Defence:** Low
- **Skills of members:** Insight, Persuade, Sleight of Hands
- **Specialization of members:** Survivor



Eddy

Nationality: Canadian
Age: 32
Occupation: Leader of the Shroomers
Background: Eddy, a scientist, struggles with drug addiction. He creates powerful hallucinogens, often used recreationally, that are highly sought after on the black market. His unique products are incredibly valuable, but Eddy's poor money management leads to frequent trouble.

Adventure Hints

The Shroomers are farmers but also traders. They often need sellers or protection for their sellers.

Seven Nation Army



This group, formed by a diverse group of young people with innovative ideas, faces challenges in sustaining itself due to internal ideological conflicts. Their goal is to rebuild a better world for everyone, spreading hope and unity. However, they sometimes resort to force and violence to achieve their objectives. To survive, they engage in agriculture, scavenging, and trading.

- **Type:** Ideologist
- **Political System:** Democracy
- **Leadership:** Led by an elected council.
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Saving the world
- **Position against supernatural:** Tolerance
- **Size:** Medium (30 to 40)
- **Economy:** Farming, scavenging, and trading
- **Hospitality:** Mistrust to friendly
- **Armament and Defence:** Low
- **Skills of members:** Insight, Persuade, Sleight of Hands
- **Specialization of members:** Survivor



Sandra Radcliffe

Nationality: English
Age: 30
Occupation: Leader of the Seven Nation Army
Background: Sandra, an idealist, aimed to rebuild a better society. However, things didn't unfold as planned. She was prepared to do whatever was necessary to ensure the group's survival, but many members weren't. Ultimately, she gained the upper hand, but many others left. Her group survived, yet she detested what she had done and become. She clung to the hope that her actions were driven by the right reasons.

Adventure Hints

The Seven Nation Army is a group of idealistic individuals who can hire the protagonists to assist them in their missions to rebuild the world. Their primary goal is to oppose the existing power structure. They mainly conduct sabotage missions against other factions that oppose their values.

Steel Gang



The Steel Gang, a group of criminals and bikers, are nomads who move from settlement to settlement, stealing and killing. Each murder is marked by tattoos, making them intimidating and preventing trade with other communities, but also discouraging defection. The gang organizes combat against monsters to entertain members and eliminate those captured from raided settlements. Trial by combat is also used for initiates and challengers of the leader.

- **Type:** Nomads
- **Political System:** Anarchy
- **Leadership:** A leader and a few lieutenants
- **Prosperity:** Low
- **Location:** Temporary settlements
- **Motivation:** Live free or die
- **Position against supernatural:** Tolerance
- **Size:** Medium (30 to 50 members)
- **Economy:** Stealing, raiding, and scavenging
- **Hospitality:** Aggressive
- **Armament and Defence:** Medium
- **Skills of members:** Athletics, Brawn, Technicals
- **Specialization of members:** Belligerent



Wreck

Nationality: Canadian
Age: 40
Occupation: Leader of the Steel Gang
Background: Wreck is a truly monstrous figure. Gigantic, strong, and devoid of mercy, he ascends to the leadership of the Steel Gang by eliminating the previous leader. He organizes combat for entertainment, both for his gang members and his own gratification. Sometimes, simply watching the fights isn't enough; he participates himself to satisfy his insatiable thirst for killing.

Adventure Hints

The Steel Gang is primarily an antagonistic faction. The protagonists can be attacked by the group, then captured and forced to fight in organized combat to the death.

The Family



The faction's origins are unclear. Some believe they were connected to organized crime, while others see them as mere bandits and killers. Regardless of their background, they operate like organized crime, buying and selling whatever they can to make a profit. They're not afraid to kill for a few bucks. Faction members often live in communities, providing goods on the black market. While some remain hidden in smaller communities, others are not afraid to show themselves in larger ones.

- **Type:** Criminels
- **Political System:** Oligarchy
- **Leadership:** One leader and a few lieutenants chosen by the one in power.
- **Prosperity:** Medium-high
- **Location:** Downtown
- **Motivation:** Profit
- **Position against supernatural:** Hostile except for objects that they can sell
- **Size:** Large (60 to 80 members)
- **Economy:** Trading, smuggling, and black market
- **Hospitality:** Variable
- **Armament and Defence:** Mediums
- **Skills of members:** Athletics, Intimidate, Quickness
- **Specialization of members:** Magnate



Mother

Nationality: Unknown
Age: 37
Occupation: Leader of The Family
Background: Mother, who was the mother of three children who were killed by looters, sought vengeance by creating a criminal organization. Now, she leads the family, dealing in all things illegal. She stockpiles weapons and resources, hoping to find the looters and make them suffer for their crimes.

Adventure Hints

The Family is a criminal organization that can offer shady contracts to the protagonists or work against them. It's a great faction if the protagonists aren't truly good guys.

The Forgotten



When the outbreak struck, a small group sought refuge in a facility. They survived, and the group evolved into a cult, with the leader forbidding anyone from venturing outside. Over the years, two generations were born, expanding the group's size. Since the facility couldn't accommodate everyone, the group splintered into smaller factions.

These factions still reside in hidden locations, mastering traps and contraptions to protect themselves from monsters and other humans. While living in small groups, they inexplicably maintain a strong sense of connection. They rarely leave their settlements, except for raids on other communities.

Life among the Forgotten is brutal, with a short life expectancy. They're accustomed to the darkness and rarely venture outside during the day.

- **Type:** Raiders
- **Political System:** Totalitarianism
- **Leadership:** One leader per group
- **Prosperity:** Low
- **Location:** Abandoned and isolated locations
- **Motivation:** Stack up goods
- **Position against supernatural:** Friendly
- **Size:** Large (60 to 80 members)
- **Economy:** Robbing and raiding
- **Hospitality:** Avoidance to aggressive
- **Armament and Defence:** Low
- **Skills of members:** Athletics, Brawn, Stealth
- **Specialization of members:** Belligerent



Seraphim

Nationality: Canadian
Age: 55
Occupation: Leader of the Forgotten
Background: Seraphim, with a twisted mind and a talent for manipulation, fled the outside world to hide in a dark facility with the rest of the group. Despite this, he embraced his new life. He derives pleasure from seeing others suffer and has developed a system of punishment to maintain control over his disciples.

Adventure Hints

This faction is twisted by a despicable leader, making it ideal for dark stories exploring psychological and physical torture.

The Law



A faction of former police officers offers security services to those who can afford them. Unfortunately, some of them prioritize profit over genuine protection, operating more like a protection racket than a legitimate security force. Their headquarters are located in old police stations, providing them with access to firearms, bulletproof vests, and a few armoured trucks. These locations are also easily defensible against monsters and intruders.

- **Type:** Police Organization
- **Political System:** Plutocracy
- **Leadership:** Managed like a police district
- **Prosperity:** Medium
- **Location:** Old police stations
- **Motivation:** To protect and to serve as they can say. Unfortunately, some twist this guideline.
- **Position against supernatural:** Intolerance
- **Size:** Medium (30 to 40 members)
- **Economy:** Sell security services and protection
- **Hospitality:** Neutral
- **Armament and Defence:** Medium
- **Skills of members:** Quickness, Investigate, Insight
- **Specialization of members:** Hunter



Chief J. McDonald

Nationality: Canadian
Age: 49
Occupation: Leader of The Law
Background: Joseph's mother, a police officer, brought him to the station when the outbreak occurred. For a long time, he tried to help the public as much as he could, but he had to turn a blind eye to some of his colleagues' actions. The hardest function of his leadership is to endure the misconduct of certain members to maintain his position.

Adventure Hints

The Law can recruit the protagonists when their effectiveness wanes. Additionally, the faction can introduce stories exploring corruption and the abuse of power.

The Militia



A faction of armed survivalists, though not well-organized, possesses a significant arsenal. Composed of ordinary civilians who refuse to wait for help, they've endured multiple internal conflicts. Despite these challenges, they've managed to resist attacks from monsters and raiders. When ordinary people were struggling to survive, this group stepped in to offer assistance.

- **Type:** Militia
- **Political System:** Dictatorship (Military)
- **Leadership:** Governed by a selected family
- **Prosperity:** Low
- **Location:** Anywhere
- **Motivation:** Protect each other and rebuild the civilization.
- **Position against supernatural:** Hostile
- **Size:** Large (60 to 100 members)
- **Economy:** Trading, raiding, and self-subsistent
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Accuracy, Knowledge, Survival
- **Specialization of members:** Hunter



Mason Turner

Nationality: American
Age: 56
Occupation: Leader of The Militia
Background: Mason was accustomed to hunting with his uncle before the outbreak. Having been raised outdoors, he was already skilled in hunting, fishing, and surviving in the wild. This natural aptitude made him well-suited to the challenges of the post-apocalyptic world. While he may not be a natural leader, his practical knowledge of survival strategies earned him the respect and loyalty of those around him.

Adventure Hints

This faction prioritizes survival, helping others, building shelters, foraging for food, and defending against monster attacks. Stories featuring this faction can also explore internal conflicts.

The Orphanage



This establishment, home to many orphaned children these days, is run by a few teachers who live on-site to care for them. Despite its lack of proper security and limited protection against monsters, the school remains standing.

Stumbling upon the orphanage is rare, but meeting missionaries from the school is more common. These small groups of teachers visit local communities, searching for orphaned children. They offer to take in these children, promising food and shelter at the school.

However, a few children have escaped the orphanage. They've all lost their memories of the time at the school, yet they experience horrific dreams and flashbacks.

- **Type:** School
- **Political System:** Dictatorship
- **Leadership:** School Principal
- **Prosperity:** Medium
- **Location:** The Orphanage
- **Motivation:** Survive and learn
- **Position against supernatural:** Tolerance
- **Size:** Large (80 members)
- **Economy:** None
- **Hospitality:** Mistrust
- **Armament and Defence:** Low
- **Skills of members:** Insight, Knowledge, Stealth
- **Specialization of members:** Erudite



Madame Turcotte

Nationality: Unknown
Age: Unknown
Occupation: Leader of the Orphanage
Background: Madame Turcotte has managed the orphanage since the events. She's very mysterious, greeting visitors with a cold, unwelcoming face. Despite everything, she always remains calm and unfazed.

Adventure Hints

The orphanage is a truly horrific place, haunted by dark secrets. Those who've escaped often have few memories of it, but they're plagued by horrific dreams and flashbacks. A protagonist can be one of them.

Missionaries from the school search for children and sometimes offer gifts in exchange. They'll even kidnap children to bring them to the orphanage.

The Yellow Kid



The Yellow Kid is a press company equipped with working printers capable of printing news and articles on newspapers. Unable to defend itself, the faction seeks protection from other communities in exchange for news. Chroniclers share valuable knowledge in newspaper pages, providing communities with practical information like how to repair things and manage gardens. Some newspapers even feature articles on politics and opinions about other factions, sometimes making them enemies with certain individuals and groups. However, journalists and editorialists often face censorship from the communities that host them.

- **Type:** Journalist and Press
- **Political System:** Autocracy
- **Leadership:** Small group of editors
- **Prosperity:** Medium to Low
- **Location:** Inside other communities in old printing companies
- **Motivation:** Share news and knowledge
- **Position against supernatural:** Tolerance
- **Size:** Medium (30 to 40 members)
- **Economy:** Selling newspapers
- **Hospitality:** Welcoming
- **Armament and Defence:** Medium to Low
- **Skills of members:** Investigate, Knowledge, Technicals
- **Specialization of members:** Erudite



Sarah-Michelle Potter

Nationality: Dutch
Age: 38
Occupation: Leader of The Yellow Kid
Background: Sarah-Michelle is a journalist and investigator. Her mission is to expose conspiracies and deliver powerful revelations. While she detests censorship, she's adept at avoiding making dangerous enemies.

Adventure Hints

Newspaper articles can be a valuable source of information for protagonists. Journalists often put their lives on the line to break news, and they frequently need assistance with investigations. Therefore, they may seek help from the protagonists.

The Tribe



The Tribe is a highly selective faction, choosing only members capable of transforming into half-man, half-beast. Founded by veterans, they train new recruits to become soldiers. This small, brutal group is unwelcome anywhere, even among other shapeshifters, who still fear them. Their rigorous training and shapeshifting abilities make them one of the most dangerous groups. As nomads, they're always searching for a place to call home and new recruits.

- **Type:** Soldier
- **Political System:** Dictatorship (Military)
- **Leadership:** Military ranking
- **Prosperity:** Medium
- **Location:** Nomad
- **Motivation:** Survive
- **Position against supernatural:** Tolerance
- **Size:** Medium (30 to 40 members)
- **Economy:** Trading goods, military services
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium to High
- **Skills of members:** Accuracy, Brawn, Nimbleness
- **Specialization of members:** Survivor



Maksym Shevchenko

Nationality: Ukrainian
Age: 48
Occupation: Leader of The Tribe
Background: Maksym, a young criminal from before the apocalypse, attempted to continue his criminal life for survival, but it proved futile. He was beaten and exiled to the wilderness, starving and thirsty. A savage attack by a mysterious beast transformed him into a shapeshifter. Driven by this newfound ability, he seeks other shapeshifters to form a small army.

Adventure Hints

This faction can serve as an antagonistic group or a fantastic way to incorporate shapeshifters into the stories. Their brutality makes them a formidable force, even when they're not the main antagonists.

Third Estate



During the outbreak, some people were better prepared to survive than others. This group managed to endure without assistance from the army or police. They consisted of armed, independent survivalists and scavengers. Their history is troubled, but they remain strong despite internal divisions among their main leaders.

- **Type:** Survivalist
- **Political System:** Democracy
- **Leadership:** Governed by a small group of people elected by the community. Another group is the opposition and struggles for power.
- **Prosperity:** Low
- **Location:** Farms
- **Motivation:** Rebuild the civilization.
- **Position against supernatural:** Hostile
- **Size:** Large (80 to 100 members)
- **Economy:** Trading and self-subsistent
- **Hospitality:** Mistrust
- **Armament and Defence:** Low
- **Skills of members:** Accuracy, Knowledge, Survival
- **Specialization of members:** Survivor



Amy Fisher

Nationality: American
Age: 36
Occupation: Leader of The Third Estate
Background: Amy is a true leader. She remains calm under pressure, even when everyone else is panicking. Unfortunately, she struggles with managing her temper and makes impulsive decisions when she's angry at someone. Boxing helps her control herself, but it's not always effective.

Adventure Hints

The Third Estate is a fascinating middle-sized faction. They face challenges like survival, monster attacks, and competition from other factions vying for dominance. Internal conflicts further fuel the potential for engaging stories.

Union



When the apocalypse began, the population was gathered in safe, army-protected locations. For some unknown reason, they assembled at the Olympic Stadium and revolted against the army, ultimately winning. They seized control of the weapons and vehicles, forming a large faction residing in the fortified stadium. This faction consists of farmers, traders, and scavengers. The community is so expansive that it houses numerous smaller factions within its walls.

The Olympic Stadium resembles a fortified castle, surrounded by parks that have been transformed into cultivated fields.

- **Type:** Traders, farmers, scavengers
- **Political System:** Democracy
- **Leadership:** One group of leaders with an opposition party.
- **Prosperity:** Medium
- **Location:** Olympic Stadium
- **Motivation:** Survive
- **Position against supernatural:** Mistrust
- **Size:** Massive (800 to 1000 members)
- **Economy:** Trading goods
- **Hospitality:** Mistrust
- **Armament and Defence:** Medium to High
- **Skills of members:** Accuracy, Brawn, Persuasion
- **Specialization of members:** Survivor



Donnie Bianchi

Nationality: Italian
Age: 56
Occupation: Leader of the Union
Background: When Donnie was young, he resented authority and constantly fought for his rights. He was frequently in trouble with security. Now older, he leads the Union, yet he still resists being told what to do. While his governing style is technically democratic, he acts like a dictator, and his mandate is coming to an end.

Adventure Hints

The Union is one of the largest factions. It has it all but also the chaos coming with it. This faction holds many smaller factions like criminal organizations.

VE2-RST

This group of amateur DJs operate radio studios and antennas, enabling them to broadcast their channels throughout the province and occasionally even internationally. They play a crucial role in society, transmitting news and fostering hope. While anyone with a radio capable of emitting radio waves is welcome to join, those with the necessary equipment to broadcast nationwide are truly valued. Radio stations require power, which isn't free or easy to get. Fortunately, the members' ingenuity keeps the waves alive. These DJs are generally passionate about music and messages of hope and freedom. Some stations are located on mountain tops, while others are more secretive, broadcasting potentially shady messages.

- **Type:** Engineers and music lovers
- **Political System:** Democracy
- **Leadership:** One main radio lead the other groups of radio amateurs.
- **Prosperity:** Low
- **Location:** Radio Stations
- **Motivation:** Broadcasting messages
- **Position against supernatural:** Tolerance
- **Size:** Medium (30 to 40 members)
- **Economy:** Trading messages
- **Hospitality:** Friendly
- **Armament and Defence:** Low
- **Skills of members:** Charm, Knowledge, Technicals
- **Specialization of members:** Magnate



Debra "Deb"

Nationality: Canadian
Age: 25
Occupation: Leader of VE2-RST
Background: Deb loves music, freedom, and hope. A fighter at heart, she uses her wit to combat injustice. Her mother, a beloved station star, was assassinated for her political messages against other factions. Deb's passion fuels her determination to keep the signal alive, no matter the cost. You will probably hear her when her show begins at dusk.

Adventure Hints

Radio channels cover a wide range of topics and can provide information about the region's situations. However, they often need assistance because they lack proper weaponry and face powerful adversaries due to their political messages.

Zon Society



The Zon Society was a group of ultra-rich individuals who paid a hefty fee to gain access to an underground, luxurious bunker. When the outbreak struck, they retreated to the bunker, where they lived for many years, joined by engineers who managed the bunker's systems.

Initially, life was easy, but maintaining order proved challenging. Conflicts arose, leading to the formation of multiple sub-factions. After a bloody revolt, one faction emerged victorious and adopted the name "Zon Society." The community transformed into a cult under the guidance of a divine leader.

Years passed, and the bunker began experiencing problems. Replacing parts became the only option. The Zon Society dispatched spies periodically to acquire the necessary supplies from the outside world. These spies are highly trained individuals with a singular mission: to secure the required items at any cost, while simultaneously safeguarding the bunker's secrecy. Driven by zealotry, these spies would go to great lengths to avoid revealing any information about the Zon Society.

- **Type:** Self-sufficient
- **Political System:** Theocracy-Technocracy
- **Leadership:** Religious hierarchy
- **Prosperity:** Medium to High
- **Location:** Underground bunker
- **Motivation:** Survive
- **Position against supernatural:** Mistrust
- **Size:** Large (100 members)
- **Economy:** None



- **Hospitality:** Mistrust
- **Armament and Defence:** Medium
- **Skills of members:** Charm, Knowledge, Persuasion
- **Specialization of members:** Erudite

Blanche Beauchamp

Nationality: French
Age: 42
Occupation: Leader of the Zon Society
Background: Blanche's memories outside the bunker are sparse. She adapted to life in the community. After the revolt and the loss of friends, her parents took control. She was then declared the divine child destined to save the community. Initially struggling with this title, she eventually understood its necessity for maintaining peace within the bunker.

Adventure Hints

The Zon Society, the most secretive faction, is a legend to those who've heard its name. A few determined agents from the faction are outside, seeking resources to aid those still trapped inside the bunker. The protagonists can encounter them, unaware of their origins.

Activities

Since the Internet is not a thing anymore, some more classic activities have become very popular among the survivors. They generally bet slugs to increase the excitement.

Dart or Knife Throwing

Participants must hit targets with projectiles, typically darts or knives.

- The character must decide how many points they want to earn. Since a character cannot roll more than 5 negative dice, it cannot target a goal that will go over this value. A successful test grants the desired points, while a miss results in no points.
  - 1 point = 1 Disadvantage
  - 2 points = 2 Disadvantages
  - 3 points = 3 Disadvantages
  - 4 points = 4 Disadvantages
  - 5 points = 5 Disadvantages
- Participants take turns throwing a projectile, each getting five throws. The first player is randomly chosen to start.
- The player with the most points at the end wins the game.

Dice Game

- Every player places a base bet.
- Every player rolls 3 dice and hides the result from the other players.
- Every player bets or passes and removes themselves from the round.
- Players can re-roll 1 to 3 of their dice but in front of all the other players. They keep secret the dice they don't re-roll.
- Players can bet one last time.
- The player with the highest sum for the 3 dice wins the round!

Drinking Game

There are no formal rules for drinking alcohol, but here is how to manage drinking a lot of alcohol. Some people bet on the last standing drinker.

- Every round, the participants must drink a shot of alcohol. The last man standing is the winner.
- Every round, the drinker must roll an Athletics test. The difficulty rating to resist the alcohol's strength.
- Every round, a Disadvantage is added to the test.
- A fail means that the character gets the exhausted condition. If the condition is already checked, the character must check the privation condition instead. On another fail, if both conditions are already checked, the character fall unconscious and loses the game.
- If the character passes out during the drinking game, they will have a Disadvantage to all tests during the next day.

Luck Games

Betting games regroup multiple types of games. This way of rolling represents a long game session, and only one can generally be played by day and count as one downtime activity.

- The player must decide on their initial bet. Some places will have a floor and a roof for the bet.
- Luck games do not use a skill test but only a simple test.
- The outcome will vary depending on the difficulty.
  - 1 die = 1x bet
  - 2 dice, choose worst = 2x bet
  - 3 dice, choose worst = 6x bet
  - 4 dice, choose worst = 10x bet
  - 5 dice, choose worst = 15x bet

Unarmed Combats

Martial arts tournaments have strict rules that fighters must respect. People often bet on matches, so rules are crucial, and cheating is severely punished. Here are some combat rules:

Boxing

- Fighters may not hit below the belt, trip, kick, bite, push, or spit on the opponents. No attack to the legs or attack to injure the arms. Only attacks to the following locations are authorized: Body, Thorax, Abdomen, Head.
- Attacks to the head cause the stun condition for one round but can be targeted and wounded multiple times.
- No attack with the head, forearm, or elbows.
- No attack with an open glove, wrist, or backhand, only closed fist punches.
- No attack at the opponent's back, back of the head, neck, or kidneys.
- Fighters cannot hold and use the ropes to gain leverage for a punch.
- When the referee signals for a break, fighters must oblige, take a step back, and refrain from throwing punches.
- No hit to an opponent knocked down.
- A "floored" boxer has 10 seconds to get up before being declared the loser by knockout.
- A fighter knocked down three times loses the match.

Mix Martial Arts

- Fighters may not hit below the belt, bite, or spit on the opponents. Only attacks to the following locations are authorized: Body, Arms, Legs, Thorax, Abdomen, Head.
- No attack at the opponent's back, back of the head, neck, or kidneys.
- Fighters cannot hold and use the cage for leverage.
- When the referee signals for a break, fighters must oblige, take a step back, and refrain from any hit.
- No hit to an opponent knocked down.







Chapter 11

ANTAGONISTS

THE BESTIARY

This section describe a lot of monsters and creature in Antagonists. Players should not read it to not be spoiled with too much information.

Monster List

Combat: An abstract value to determine the level of dangerousness of the monster.

Combat Effectiveness
Harmless
Low
Medium
Dangerous
Severe
Brutal
Deadly
Lethal
Catastrophic
Apocalyptic
Nightmarish
Worldbreaker
Impossible

Level: Level of the monster. A new protagonist is at level 0.
Type: Type of the monster. Monsters considered as "Animal" are noted as Beast. Fiends are generally intelligent creatures. Behemoths are generally the biggest monsters.
Attitude: General attitude of this kind monster. The attitude can still vary depending on the situation or the individual.
Size: Size of the monster. A human is a size of Medium (20). It's also the weight of the monster if the character wants to carry one.

Name	Level	Combat	Type	Attitude	Size
Spifrog	-8	Harmless	Monstrosity	Defensive	Tiny (2)
Bulker	-7	Low	Monstrosity	Defensive	Small (7)
Catcher	-7	Harmless	Beast	Aggressive	Small (6)
Lashworm	-7	Low	Monstrosity	Aggressive	Tiny (4)
Roi des Rats	-7	Harmless	Monstrosity	Aggressive	Small (6)
Chamelerat	-6	Harmless	Monstrosity	Defensive	Tiny (2)
Firebee, Swarm	-6	Low	Monstrosity	Defensive	Small (6)
Flying Mantis	-6	Low	Monstrosity	Defensive	Tiny (1)
Ghost Monkey	-6	Harmless	Beast	Fearful	Small (10)
Jerboa, Phasing	-6	Harmless	Beast	Fearful	Tiny (2)

Name	Level	Combat	Type	Attitude	Size
Jumper	-6	Low	Beast	Aggressive	Small (6)
Leaf Lizard	-6	Harmless	Beast	Defensive	Small (6)
Lostling	-6	Low	Monstrosity	Defensive	Medium-Small (12)
Rat	-6	Harmless	Beast	Fearful	Tiny (2)
Slimy Gecko	-6	Harmless	Monstrosity	Defensive	Tiny (2)
Spore Chub	-6	Low	Monstrosity	Defensive	Medium-Small (14)
Animated Corpse	-5	Low	Monstrosity	Aggressive	Medium (20)
Belästigung, Fire Imp	-5	Low	Monstrosity	Aggressive	Medium-Small (15)
Bloater	-5	Low	Monstrosity	Aggressive	Medium-Small (14)
Blue Tail	-5	Low	Beast	Defensive	Small (5)
Glare Butterfly	-5	Harmless	Monstrosity	Defensive	Tiny (1)
Leg Eater	-5	Low	Monstrosity	Aggressive	Small (10)
Merger	-5	Low	Monstrosity	Aggressive	Medium (20)
Ravager Dog	-5	Low	Monstrosity	Aggressive	Medium-Small (15)
Shrew, Worker	-5	Low	Monstrosity	Defensive	Small (10)
Slime Creature	-5	Low	Monstrosity	Aggressive	Medium-Small (15)
Angry Joe	-4	Low	Monstrosity	Aggressive	Tiny (2)
Belästigend, Fire Lizard	-4	Medium	Monstrosity	Aggressive	Medium (18)
Cat	-4	Low	Beast	Fearful	Small (5)
Electric Snake	-4	Dangerous	Monstrosity	Defensive	Medium-Small (15)
Faun	-4	Low	Monstrosity	Defensive	Medium-Small (15)
Pangolin	-4	Dangerous	Monstrosity	Defensive	Medium (25)
Shrew, Scout	-4	Low	Monstrosity	Defensive	Small (10)
Skulk	-4	Low	Monstrosity	Aggressive	Medium-Small (15)
Ashen Minion	-3	Dangerous	Monstrosity	Aggressive	Small (10)
Boggit	-3	Low	Monstrosity	Defensive	Small (10)
Dog, Guard	-3	Low	Beast	Defensive	Medium-Small (15)
Eagle	-3	Harmless	Beast	Defensive	Tiny (3)
Living Spider Hive	-3	Low	Fiend	Defensive	Medium (20)
Pincher	-3	Dangerous	Monstrosity	Aggressive	Medium (40)

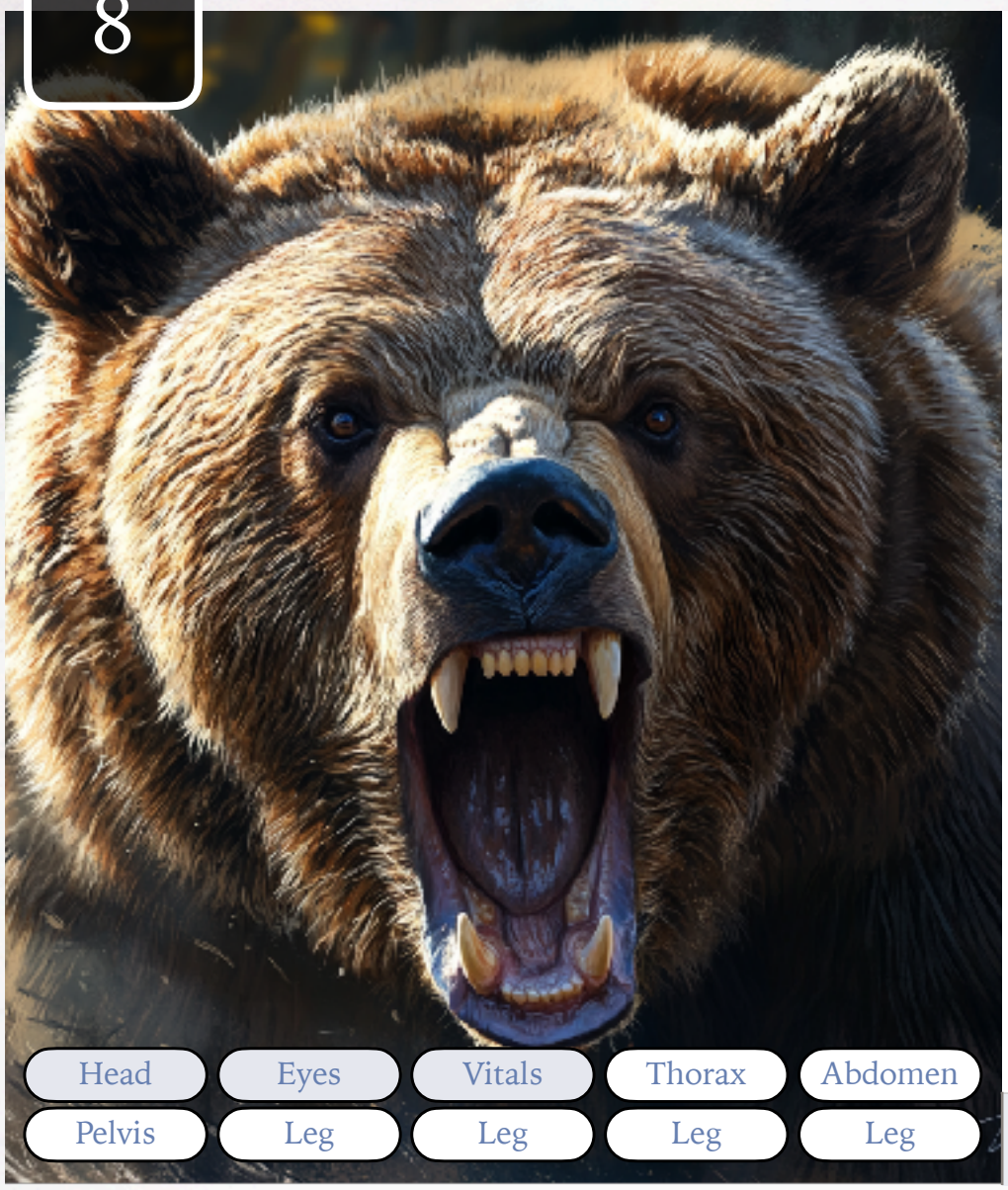
Name	Level	Combat	Type	Attitude	Size
Red Vine	-3	Dangerous	Fiend	Defensive	Medium (30)
Shrew, Soldier	-3	Low	Monstrosity	Aggressive	Medium (16)
Bone Head	-2	Dangerous	Monstrosity	Defensive	Large (75)
Ceiling Catcher	-2	Dangerous	Monstrosity	Aggressive	Medium (45)
Chupacabra	-2	Low	Fiend	Defensive	Medium-Small (12)
Ermibat	-2	Low	Beast	Fearful	Tiny (4)
Jackalope	-2	Low	Fiend	Fearful	Small (6)
Royal Jellyfish	-2	Severe	Beast	Aggressive	Large (60)
Scav	-2	Low	Monstrosity	Fearful	Small (6)
Spider, Giant Venomous	-2	Low	Monstrosity	Aggressive	Small (5)
Spikecupine	-2	Dangerous	Monstrosity	Defensive	Medium-Small (15)
Spitter	-2	Dangerous	Monstrosity	Aggressive	Medium (25)
Spore Thrower	-2	Low	Monstrosity	Aggressive	Medium (25)
Abomination	-1	Dangerous	Monstrosity	Defensive	Medium (35)
Quillfox	-1	Dangerous	Beast	Defensive	Medium-Small (12)
Ashen	1	Dangerous	Monstrosity	Aggressive	Medium-Small (15)
Doppelganger, Lost Child	1	Low	Fiend	Defensive	Medium (20)
Doppelganger, Mimic	1	Low	Fiend	Aggressive	Medium (20)
Glare Sundew	1	Dangerous	Plant	Aggressive	Small (10)
Ravager Soldier	1	Dangerous	Monstrosity	Aggressive	Medium-Small (15)
Glare Charger	2	Severe	Monstrosity	Aggressive	Medium-Small (15)
Sandman	2	Dangerous	Fiend	Defensive	Medium (20)
Wolf	2	Dangerous	Beast	Aggressive	Medium (20)
Ashen Beast	3	Severe	Monstrosity	Aggressive	Large (125)
Goo Horror	3	Low	Monstrosity	Aggressive	Medium (40)
Spider, Giant Vorpal	3	Dangerous	Monstrosity	Defensive	Small (6)
Goliath	4	Brutal	Monstrosity	Aggressive	Large (60)
Snatcher	4	Severe	Monstrosity	Aggressive	Medium (30)
Blinker	6	Severe	Monstrosity	Aggressive	Medium-Small (15)
Bruiser	6	Deadly	Monstrosity	Defensive	Large (75)

Name	Level	Combat	Type	Attitude	Size
Horse	6	Brutal	Beast	Fearful	Large (80)
Spider, Giant Tarantula	6	Severe	Monstrosity	Aggressive	Medium (30)
Creeper Soldier	8	Brutal	Monstrosity	Aggressive	Medium (30)
Ravager Charger	8	Brutal	Monstrosity	Aggressive	Massive (1000)
Bear, Brown	9	Brutal	Beast	Defensive	Large (125)
Wolf, Direwolf	9	Brutal	Monstrosity	Aggressive	Large (60)
Flare Lizard	10	Deadly	Monstrosity	Aggressive	Massive (500)
Ravager Beast	10	Brutal	Monstrosity	Aggressive	Large (80)
Tunnel Hunter	12	Deadly	Monstrosity	Aggressive	Large (135)
Electric Floater	13	Severe	Monstrosity	Aggressive	Medium (20)
Ravager King	13	Deadly	Monstrosity	Defensive	Large (100)
Scarecrow	14	Low	Fiend	Defensive	Medium (20)
Spider, Giant Wolf	15	Lethal	Monstrosity	Aggressive	Massive (1000)
Glare Fiend	16	Deadly	Monstrosity	Aggressive	Large (250)
Engulfer	18	Catastrophic	Monstrosity	Aggressive	Colossal (1200)
Floating Whale	19	Lethal	Monstrosity	Fearful	Colossal (1500)
Widower	25	Brutal	Fiend	Defensive	Medium (20)
Venomtail	27	Nightmarish	Monstrosity	Aggressive	Colossal (1280)
Avatar of Gaia	28	Dangerous	Fiend	Defensive	Medium (20)
Forgotten King	30	Nightmarish	Behemoth	Defensive	Gigantic (20000)
Prime Being	35	Catastrophic	Fiend	Defensive	Colossal (1200)
World Destroyer	37	Impossible	Behemoth	Aggressive	Gargantuan (200000)

Beasts

Bear, Brown

8



Type: Large (125) Defensive Beast
Habitat: Forest and mountains
Active Time: Crepuscular

Brown bears live in forests and mountains. They generally try to hide from bigger predators. They eat fish, berries, and small animals and insects.

-2	Initiative	
9	Jaws	
7	Claws	
-2	None	
3	Dodge	
5	Resistance | Armor	5
6	Health	

STR	4	CON	5	AGI	3	REF	1	INT	1	PER	2

Acrobatics	0	3	**Brawn**	2	8	**Quickness**	0	-2	**Investigate**	0	-2
Athletics	0	5	**Nimbleness**	0	4	**Stealth**	0	1	**Survival**	1	5

Edges

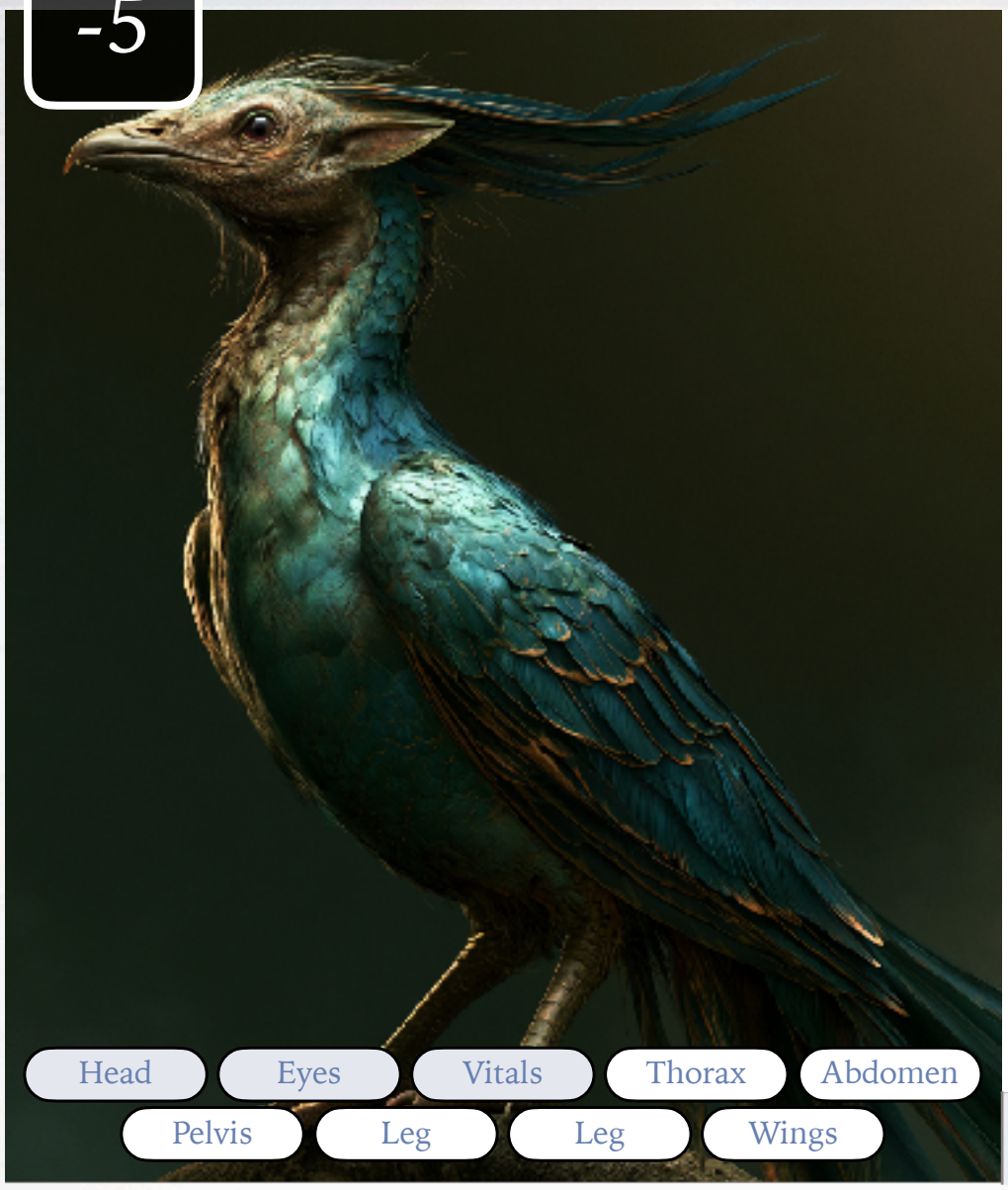
- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +3 to Nimbleness.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Climber:** Allows climbing at normal speed.
- **Fur, Thick (Major):** Provides an advantage against frost and low temperatures. It also procures 1 point of armour.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Blue Tail

-5



Type: Small (5) Fearful Beast
Habitat: Forest
Active Time: Nocturnal

The Blue Tail is a large, fast bird. Its large tail makes a shrieking noise when it dives to catch prey. The echoing sound makes it impossible to locate, but the sound is terrifying.

2	Initiative	
2	Beak	
-2	Paws	
2	None	
3	Dodge	
2	Resistance | Armor	2
3	Health	

STR	1	CON	2	AGI	2	REF	2	INT	0	PER	1

Acrobatics	2	3	**Brawn**	1	1	**Quickness**	2	2	**Investigate**	3	1
Athletics	1	2	**Nimbleness**	0	-2	**Stealth**	0	-3	**Survival**	1	1

Edges

- **Beak:** This large beak use brawn to attack with a bonus of +1 to attacks.
- **Aerodynamic Shape:** This gives an advantage to in any athletics test when speed is involved.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Noisy:** The creature makes a lot of noise when moving fast.

Bone Head

-2



Type: Large (75) Defensive Beast
Habitat: Fields
Active Time: Diurnal

The Bone Head resembles a dinosaur covered in fur. This incredibly strong creature can carry heavy loads. Its large head, protected by bone plating, enables it to charge its prey.

-4	Initiative	
3	Bite	
-2	Paws	
-4	None	
2	Dodge	
5	Resistance | Armor	5
6	Health	

STR	1		CON	3		AGI	2		REF	1		INT	0		PER	0	
Acrobatics	1	2	**Brawn**	2	3	**Quickness**	0	-4	**Investigate**	0	-5						
Athletics	3	5	**Nimbleness**	0	-2	**Stealth**	0	-3	**Survival**	2	2						

Edges

- **Trample:** The creature can trample an enemy in its path when doing a power move. This movement is also considered an attack.
- **Mount:** The creature can be used as a mount by a smaller being and doubles its lift capacity.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.

Cat

-4



Type: Small (5) Fearful Beast
Habitat: Anywhere
Active Time: Crepuscular

A lot of cats were abandoned and became feral after the outbreak. Only a few cats are still living with humans in communities. The vast majority of the cats live in the wild and know how to survive and avoid monsters and humans.

3	Initiative	
-5	Bite	
1	Paws	
3	None	
1	Dodge	
1	Resistance | Armor	1
2	Health	

STR	0	CON	0	AGI	4	REF	3	INT	1	PER	2

Acrobatics	1	1	**Brawn**	0	-5	**Quickness**	1	3	**Investigate**	0	-2
Athletics	0	1	**Nimbleness**	0	1	**Stealth**	1	3	**Survival**	0	-3

Edges

- **Climber:** Allows climbing at normal speed.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Skittish (Major):** The creature is easily scared and fears loud noises and sudden movements.

Catcher

-7



Type: Small (6) Aggressive Beast
Habitat: Dark Water
Active Time: Diurnal

Catchers are very aggressive fish. They can jump out of the water to make a victim fall into the water to let the other catchers eat them.

-2	Initiative	
-2	Bite	
-2	Body Attack	
-2	None	
-2	Dodge	
-2	Resistance | Armor	-2
3	Health	

STR	0	CON	1	AGI	2	REF	1	INT	0	PER	2

Acrobatics	1	-2	**Brawn**	1	-3	**Quickness**	0	-2	**Investigate**	1	-2
Athletics	0	-2	**Nimbleness**	1	-2	**Stealth**	1	-2	**Survival**	1	1

Aquatic: This creature can't survive long outside water. If it's out of water, use the rules for holding breath. The creature doesn't suffer a disadvantage when performing actions underwater.

Edges

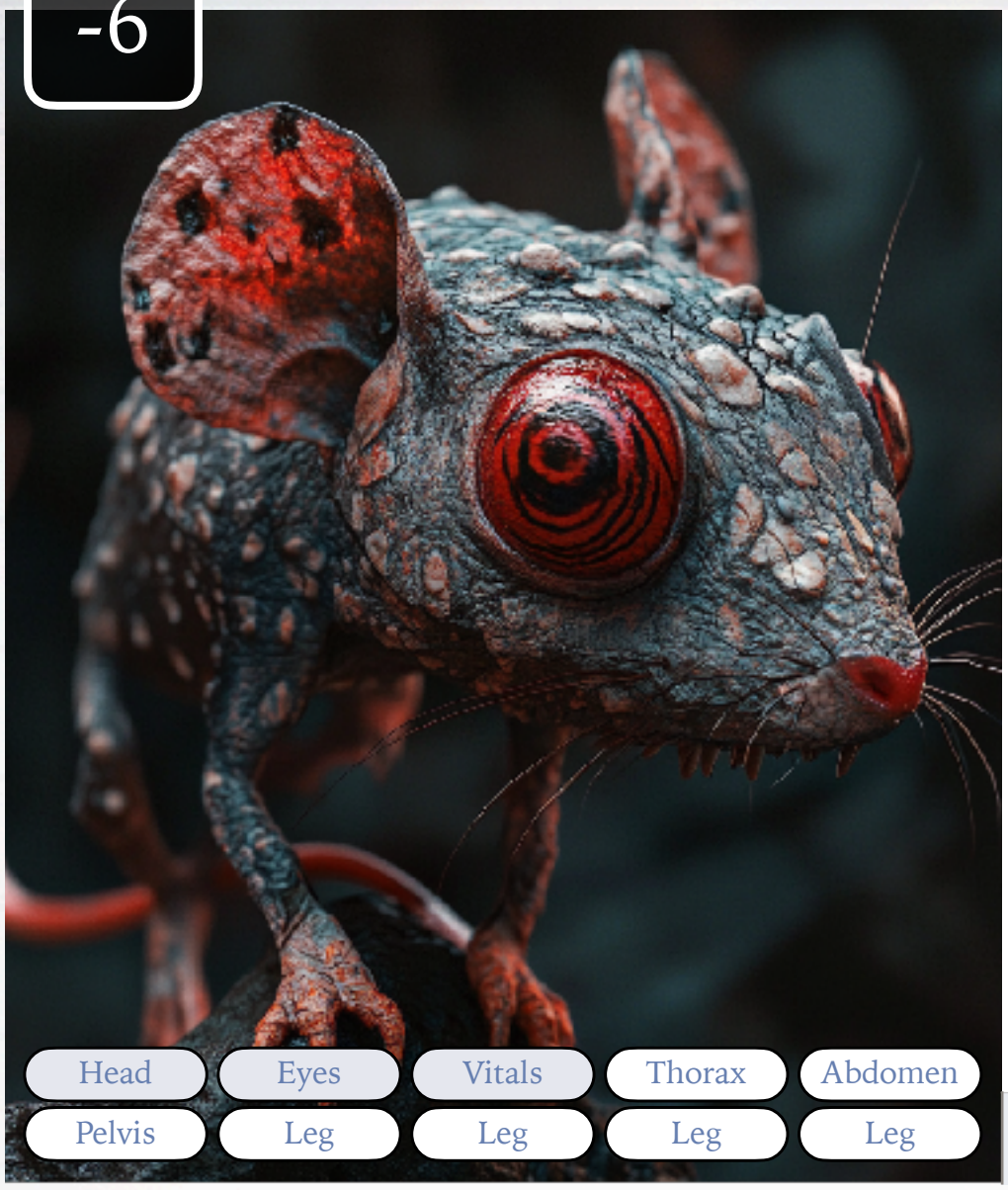
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.

Chamelerat

-6



Type: Tiny (2) Fearful Beast
Habitat: Forest
Active Time: Nocturnal

The Chamelerat is a small mouse. The mouse is able to change its skin colour to mimic the background.

1	Initiative
-5	Bite
-3	Paws
1	None
-3	Dodge
-2	Resistance | Armor -2
2	Health

STR	0	CON	0	AGI	2	REF	1	INT	2	PER	1

Acrobatics	1	-3	**Brawn**	0	-5	**Quickness**	2	1	**Investigate**	2	2
Athletics	1	-2	**Nimbleness**	0	-3	**Stealth**	2	3	**Survival**	1	-3

Edges

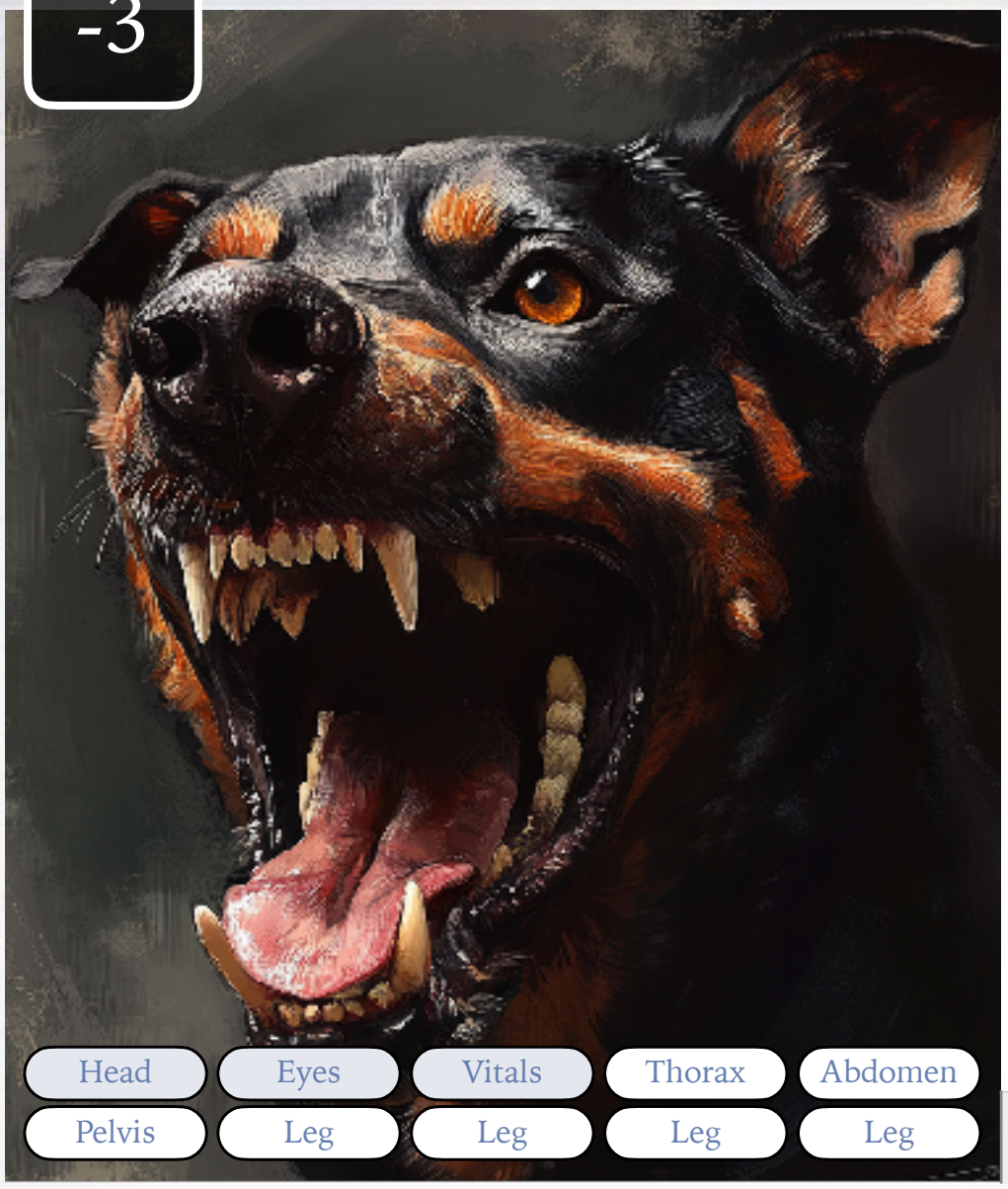
- **Climber:** Allows climbing at normal speed.
- **Chameleon (Major):** When standing still, it can change its colors to reflect the background and stay hidden when no one is investigating.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Dog, Guard

-3



Type: Medium-Small (15) Defensive Beast
Habitat: Anywhere
Active Time: Diurnal

Dogs are still man's best friend. They are used as a warning signal and as guards. It's also common to encounter wild dogs that live in small packs.

1	Initiative
3	Jaws
2	Paws
1	None
1	Dodge
1	Resistance | Armor 1
4	Health

STR	2	CON	2	AGI	2	REF	2	INT	1	PER	2

Acrobatics	0	1	**Brawn**	1	2	**Quickness**	0	1	**Investigate**	2	2
Athletics	0	1	**Nimbleness**	1	2	**Stealth**	0	-2	**Survival**	0	1

Edges

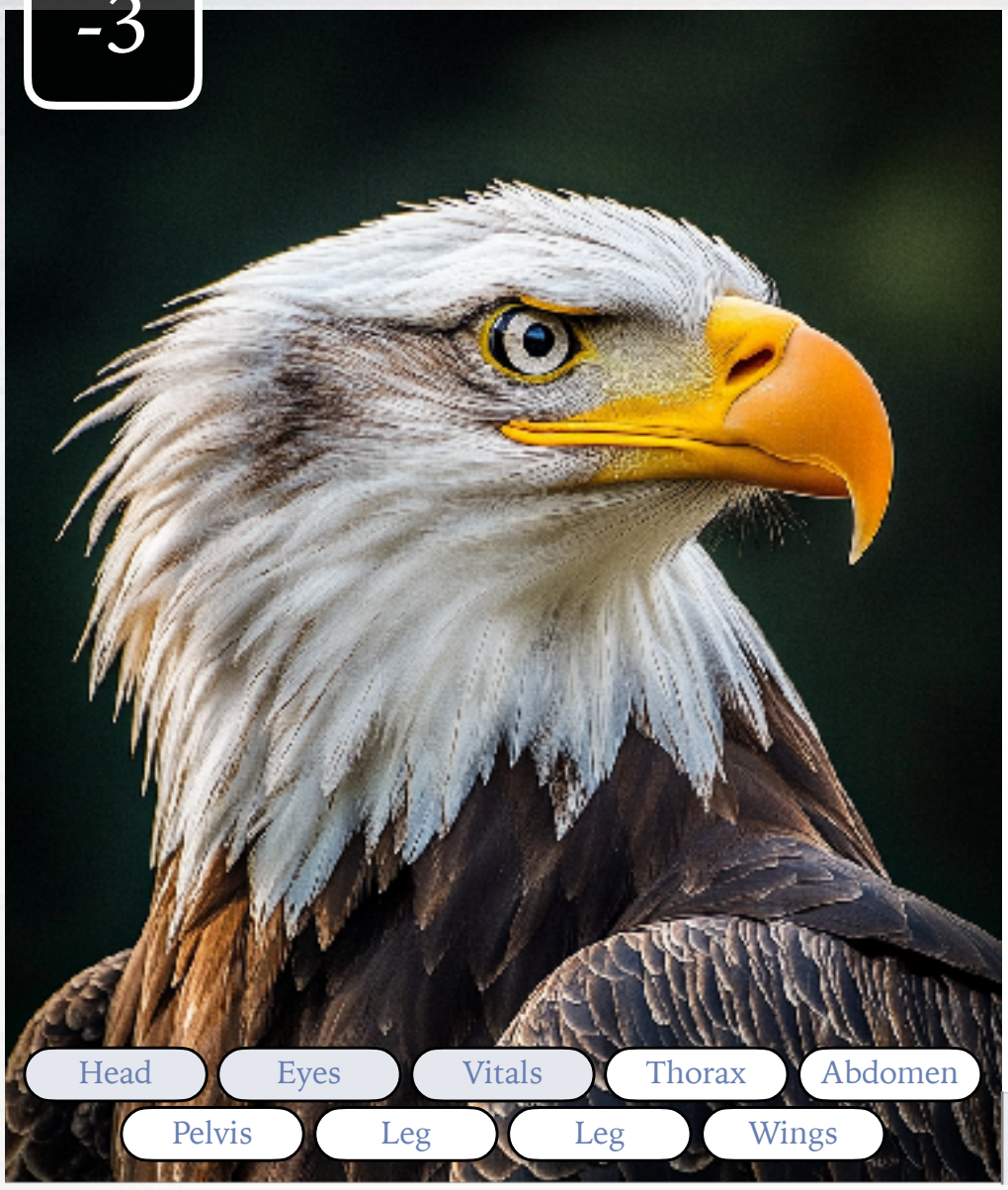
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Eagle

-3



Type: Tiny (4) Defensive Beast
Habitat: Forest
Active Time: Nocturnal

Eagles are large birds of prey. The eagle was one of the biggest predators in the sky, but it's not the case anymore. It still manages to survive but should now account for bigger predators.

2	Initiative	
2	Beak	
3	Beak	
1	Paws	
-3	Dodge	
-2	Resistance | Armor	-2
2	Health	

STR	1	CON	1	AGI	2	REF	1	INT	1	PER	4

Acrobatics	0	-3	**Brawn**	1	-2	**Quickness**	0	2	**Investigate**	2	4
Athletics	0	-2	**Nimbleness**	1	1	**Stealth**	0	-2	**Survival**	1	3

Edges

Beak, Powerful (Major): This large beak can be used with the brawn or nimbleness skill to attack with a bonus of +2 to attacks.

Aerodynamic Shape: This gives an advantage to in any athletics test when speed is involved.

Wings (Major): The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.

Improve Vision: Advantage for investigate tests when sight is involved.

Hindrances

Pyrophobia: The creature will try to stay away from fire.

Only two limbs (Major): The creature only has two limbs.

Electric Snake

-4



Type: Medium-Small (15) Defensive Monstrosity
Habitat: Forest
Active Time: Nocturnal

The Electric Snake is a new species of snake that has a defensive mechanism like eels.

-4	Initiative	
2	Bite, constrictor	
1	Body Attack, constrictor	
-4	None	
2	Dodge	
3	Resistance | Armor	3
5	Health	

STR	2	CON	2	AGI	2	REF	1	INT	0	PER	0

Acrobatics	2	2	**Brawn**	1	2	**Quickness**	0	-4	**Investigate**	0	-5
Athletics	2	3	**Nimbleness**	0	1	**Stealth**	1	-2	**Survival**	0	-3

Edges

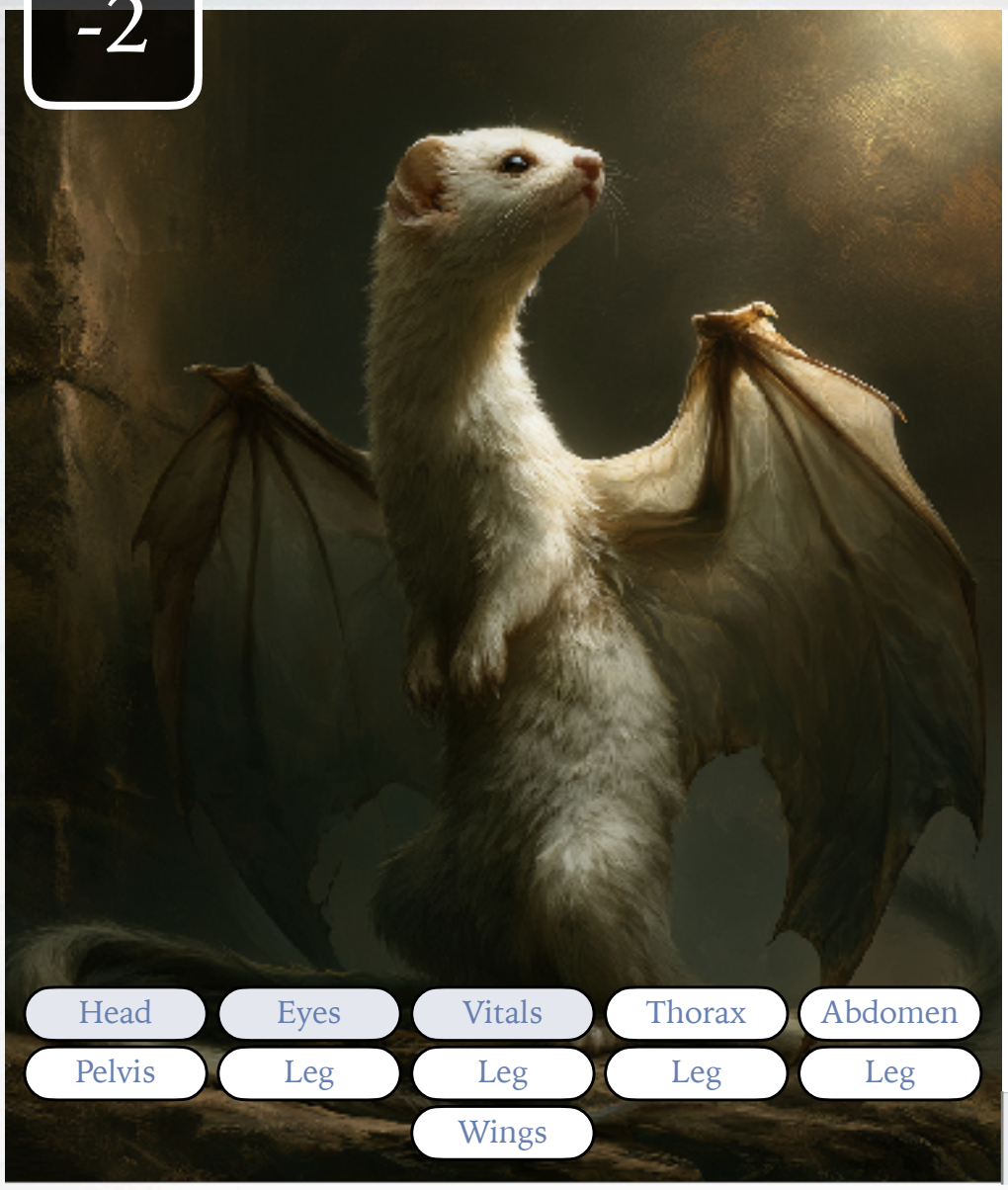
- **Constrictor:** The creature has a way to grapple an opponent and do damage at the same time.
- **Electrified (Major):** Stuns an opponent with an exceptional effect when grappling. It also stuns an attacker who does an unarmed attack or uses a metallic weapon.
- **Simple Body:** The creature has a simple body. The body can be hit multiple times, counting as multiple wounds.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Pyrophobia:** The creature will try to stay away from fire.

Ermibat

-2



Type: Tiny (4) Fearful Beast
Habitat: Forest
Active Time: Nocturnal

This cute animal has weird bat-like red wings and a long tail. Some rare specimens have two tails.

3	Initiative
-5	Bite
1	Paws
3	None
1	Dodge
1	Resistance | Armor 1
2	Health

STR	0	CON	0	AGI	4	REF	2	INT	2	PER	2

Acrobatics	2	1	**Brawn**	0	-5	**Quickness**	2	3	**Investigate**	1	2
Athletics	0	1	**Nimbleness**	0	1	**Stealth**	1	4	**Survival**	1	-2

Edges

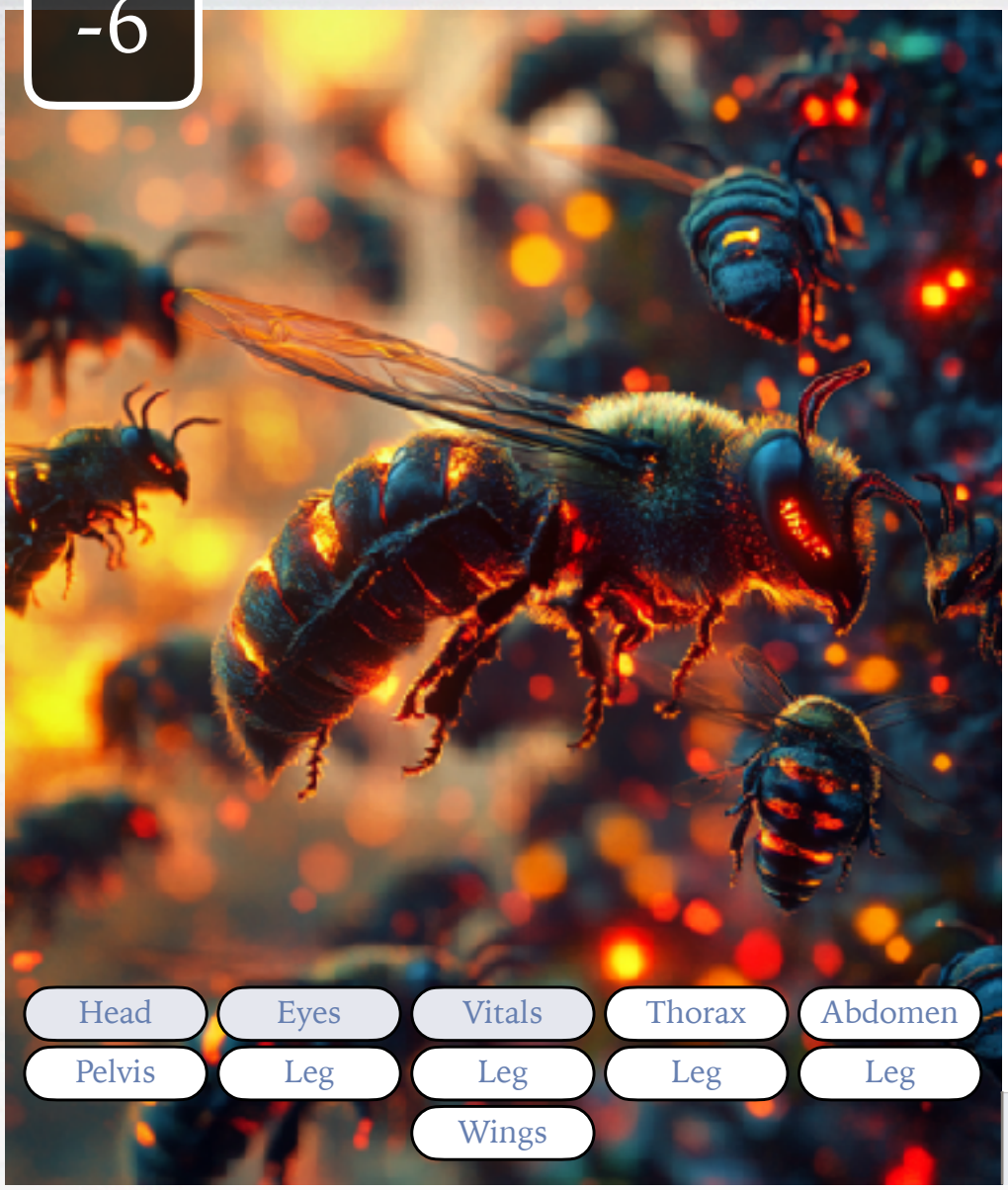
- **Silent:** The creature is very silent, gaining an advantage to Stealth check against creatures trying to hear it.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Improve Vision:** Advantage for investigate tests when sight is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Skittish (Major):** The creature is easily scared and fears loud noises and sudden movements.

Firebees, Swarm

-6



Type: Small (6) Defensive Beast
Habitat: Forest
Active Time: Nocturnal

Firebees are a kind of small bees that produce light when they are angry. They live in swarms, and all the statistics below are for the complete swarm.

2	Initiative	
-5	Bite	
2	Paws	
2	None	
1	Dodge	
-2	Resistance | Armor	-2
3	Health	

STR	0	CON	0	AGI	2	REF	2	INT	0	PER	1

Acrobatics	2	1	**Brawn**	0	-5	**Quickness**	2	2	**Investigate**	2	-2
Athletics	1	-2	**Nimbleness**	3	2	**Stealth**	0	-3	**Survival**	1	-3

Edges

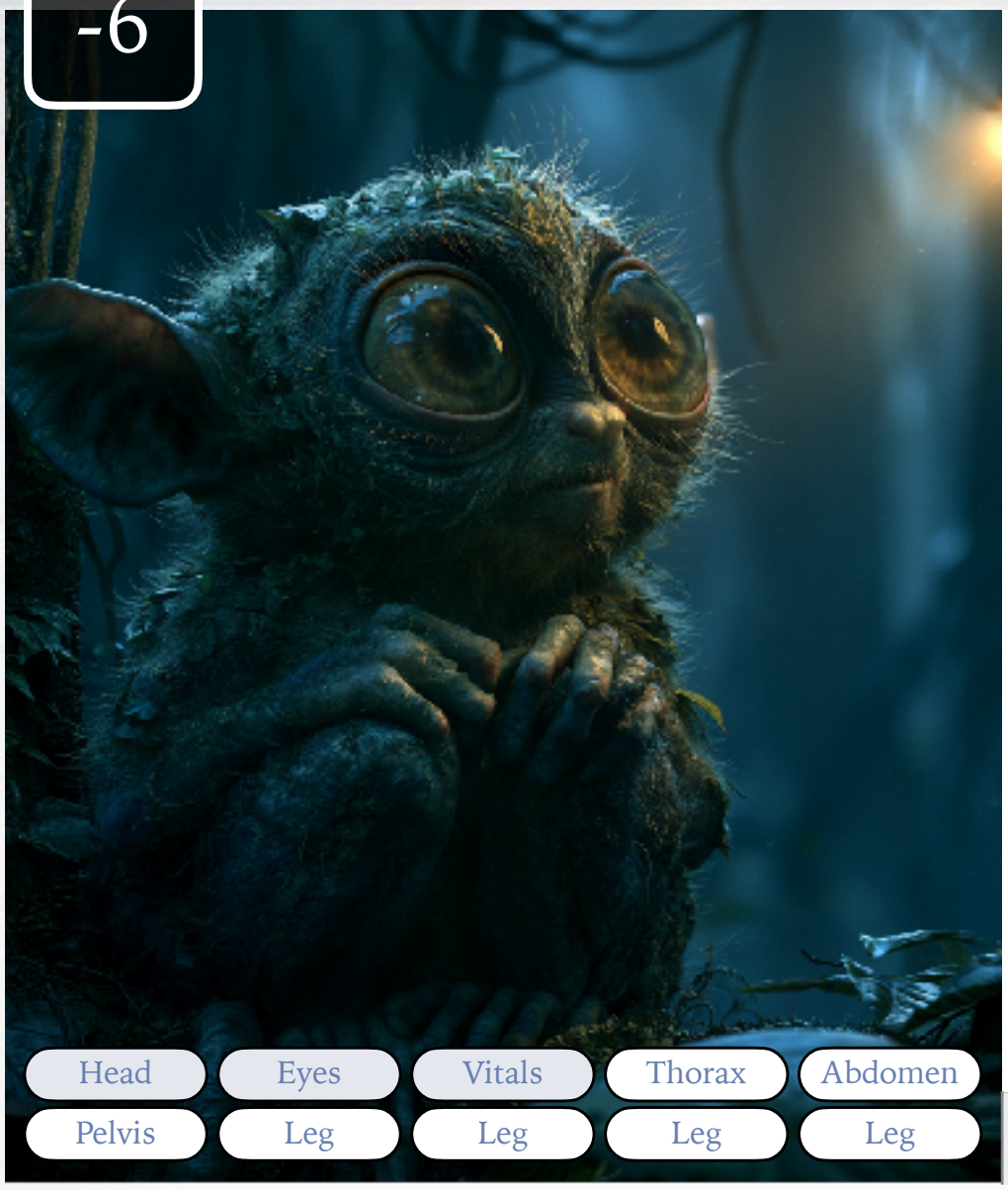
- **Group of Individuals (Major):** The group cannot be harmed by weapons without the area or zone feature.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.
- **Flare Skin:** The skin of the monster can emit a bright, colourful light. When the skin is bright in the darkness, a disadvantage should be applied to attacks against the monster.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Swarm (Major):** The creature is a group of monsters instead of only one monster. Every wound reduces the number of individuals and all their tests by 1 instead of causing different effects depending on the location.

Ghost Monkey

-6



Type: Small (10) Fearful Beast
Habitat: Forest
Active Time: Nocturnal

The Ghost Monkey, a small monkey with enormous eyes, possesses incredible night vision. However, it's afraid of light. Its name "ghost" comes from its difficulty in being spotted, as it hides during the day and can detect predators from afar at night.

1	Initiative	
-4	Bite	
-3	Paws	
1	None	
-2	Dodge	
1	Resistance | Armor	1
3	Health	

STR	0	CON	1	AGI	2	REF	1	INT	2	PER	1

Acrobatics	1	-2	**Brawn**	0	-4	**Quickness**	2	1	**Investigate**	2	2
Athletics	1	1	**Nimbleness**	0	-3	**Stealth**	2	3	**Survival**	0	-3

Edges

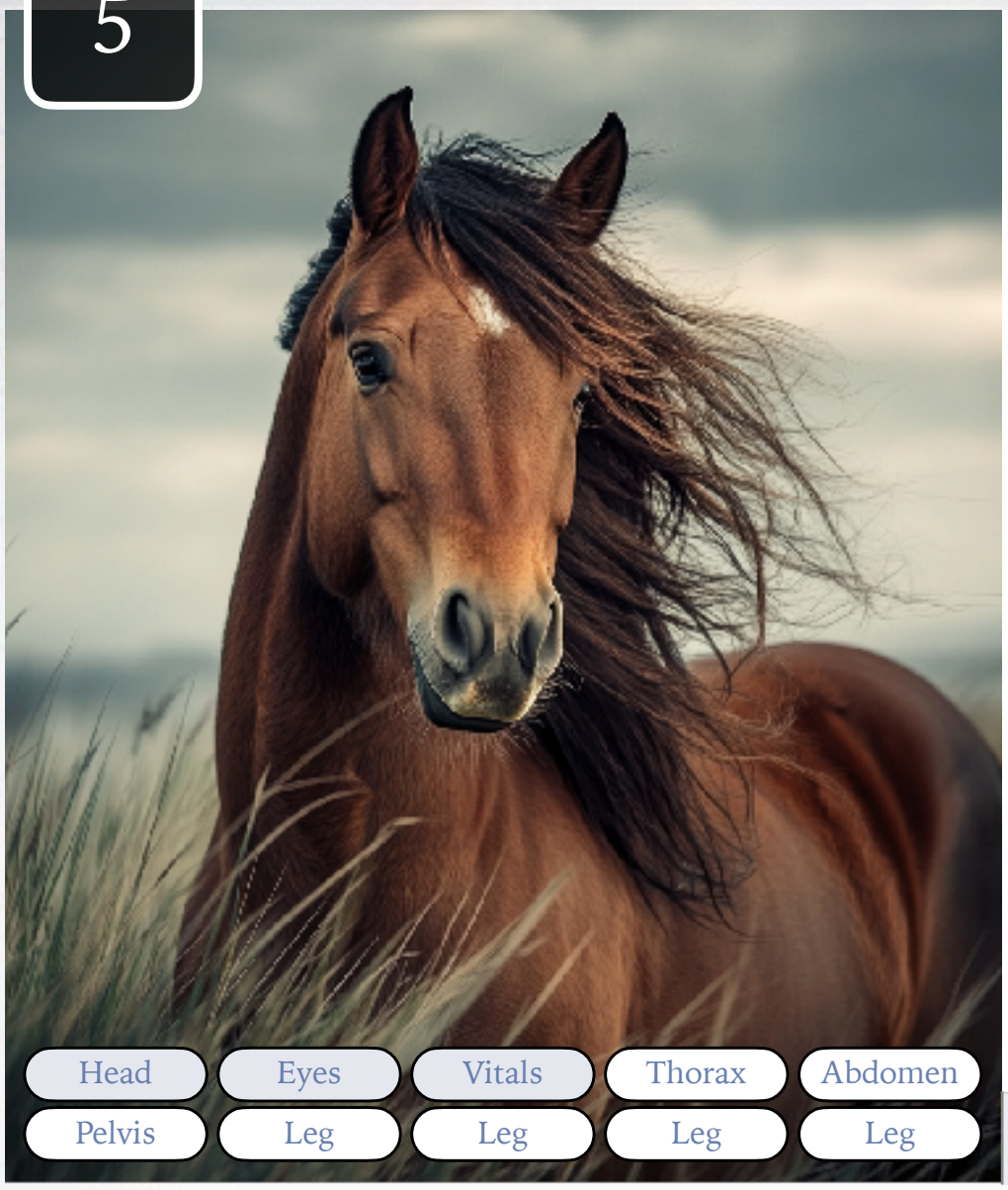
- **Climber:** Allows climbing at normal speed.
- **Improve Vision:** Advantage for investigate tests when sight is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.

Horse

5



Type: Large (80) Fearful Beast
Habitat: Anywhere
Active Time: Diurnal

Horses are now rare and very expensive. A few live in the wild, but most of them live with humans in communities. They are very useful to carry heavy loads and to help with travel.

-2	Initiative
6	Attack Brawn
4	Attack Nimbleness
-2	Attack Quickness
4	Dodge
9	Resistance | Armor 9
6	Health

STR	4	CON	5	AGI	3	REF	2	INT	1	PER	1

Acrobatics	0	4	**Brawn**	0	6	**Quickness**	0	-2	**Investigate**	0	-3
Athletics	4	9	**Nimbleness**	0	4	**Stealth**	0	1	**Survival**	0	3

Edges

Mount: The creature can be used as a mount by a smaller being and doubles its lift capacity.

Hindrances

Pyrophobia: The creature will try to stay away from fire.

Jerboa, Phasing

-6



Type: Tiny (2) Fearful Beast
Habitat: Anywhere
Active Time: Nocturnal

This strange kind of jerboa appeared a few years ago. They are almost inoffensive but can teleport themselves over short distances.

3	Initiative	
-5	Bite	
-4	Paws	
3	None	
1	Dodge	
-4	Resistance | Armor	-4
2	Health	

STR	0	CON	0	AGI	1	REF	2	INT	2	PER	2

Acrobatics	2	1	**Brawn**	0	-5	**Quickness**	2	3	**Investigate**	2	3
Athletics	0	-4	**Nimbleness**	0	-4	**Stealth**	1	1	**Survival**	1	-2

Edges

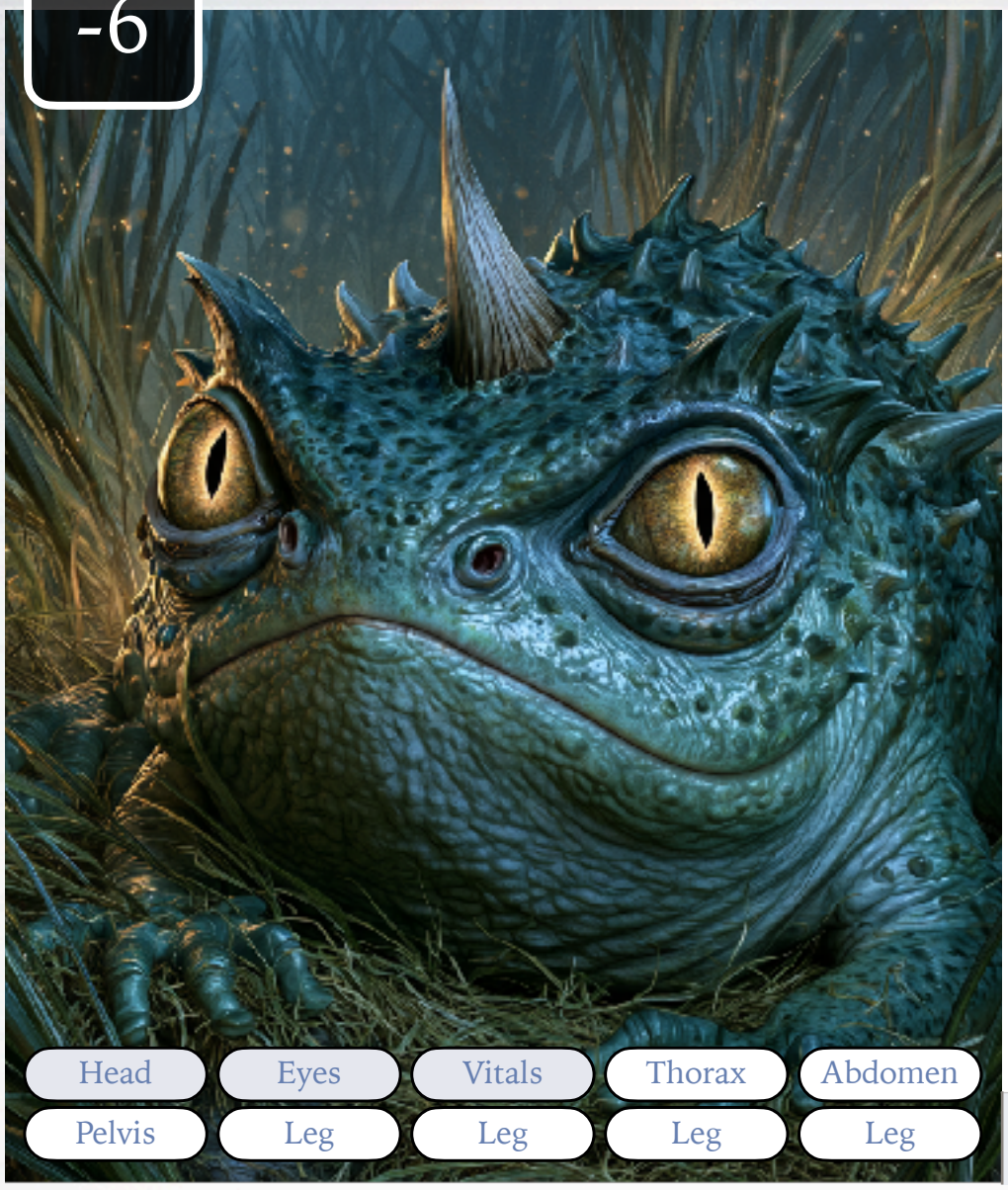
- **Teleport (Major):** The creature can use a quick action to teleport itself as far as a quick action can move, but without restriction for wounds or terrain.
- **Magnetic Interference:** The monster causes electric devices to not work properly around it. Flashlights are highly susceptible to this effect.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Jumper

-6



Type: Small (6) Aggressive Beast
Habitat: Plains and forests
Active Time: Crepuscular

Jumpers are small, frog-like creatures that leap onto their prey. While solitary, they pose little threat, but in large groups, they become quite dangerous.

-3	Initiative
4	Horn, pounce
-2	Paws
-3	None
2	Dodge
2	Resistance | Armor 2
3	Health

STR	2	CON	2	AGI	1	REF	2	INT	0	PER	0

Acrobatics	1	2	**Brawn**	2	3	**Quickness**	0	-3	**Investigate**	0	-5
Athletics	2	2	**Nimbleness**	0	-2	**Stealth**	0	-4	**Survival**	1	-2

Edges

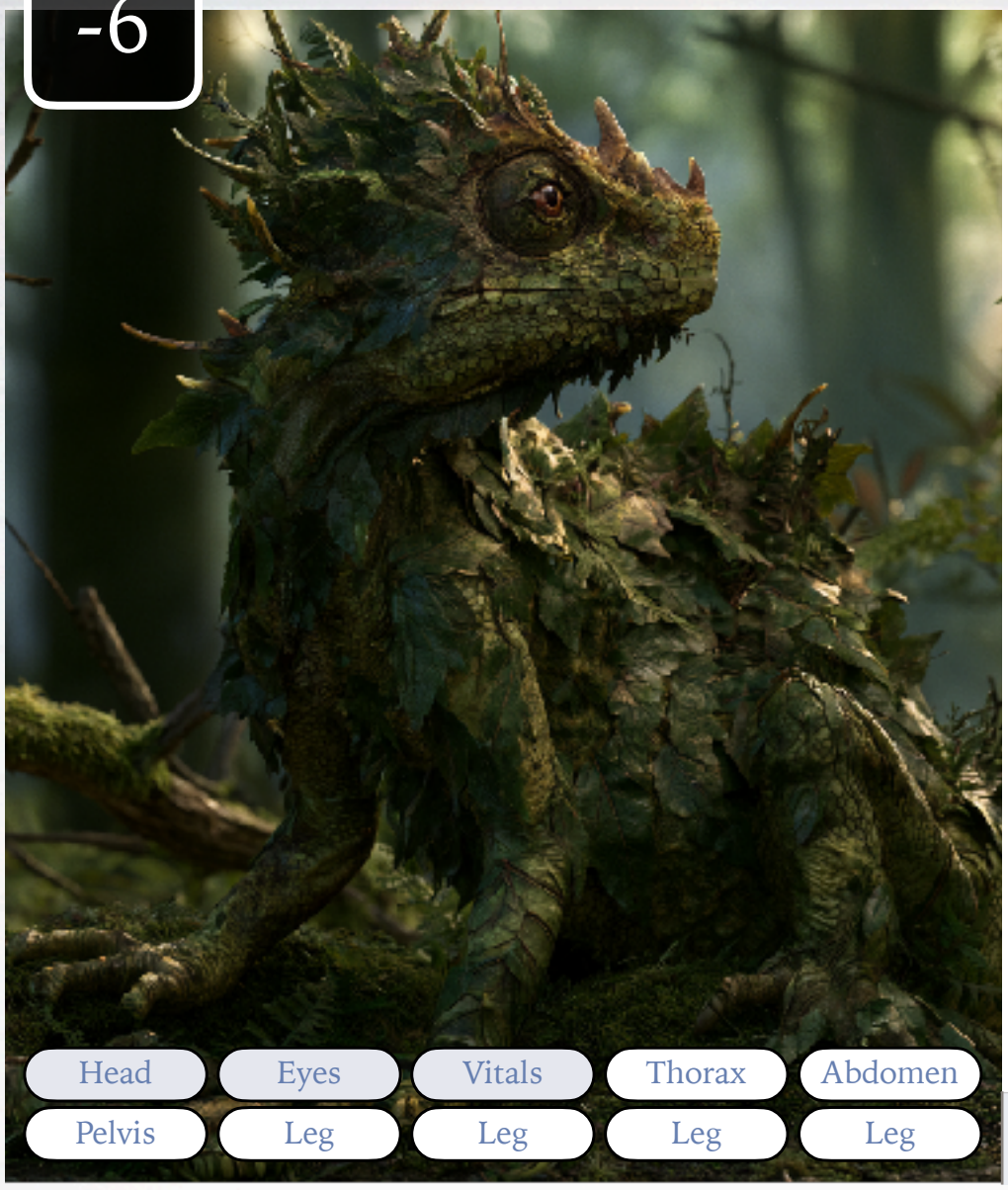
- **Horn:** The creature has a horn or horns and can use it to attack enemies. It does +1 brawn damage and causes the prone condition to same-size or smaller victim.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Leaf Lizard

-6



Type: Small (6) Defensive Beast
Habitat: Anywhere
Active Time: Nocturnal

The Leaf Lizard, as big as a cat, uses its incredible camouflage to remain hidden. It comes in various colours, including bright green, dark brown, and even orange, the same colours as leaves.

1	Initiative	
-5	Bite	
1	Paws	
1	None	
-2	Dodge	
-3	Resistance | Armor	-3
3	Health	

STR	0	CON	0	AGI	2	REF	2	INT	2	PER	1

Acrobatics	1	-2	**Brawn**	0	-5	**Quickness**	1	1	**Investigate**	2	2
Athletics	0	-3	**Nimbleness**	2	1	**Stealth**	2	3	**Survival**	1	-3

Edges

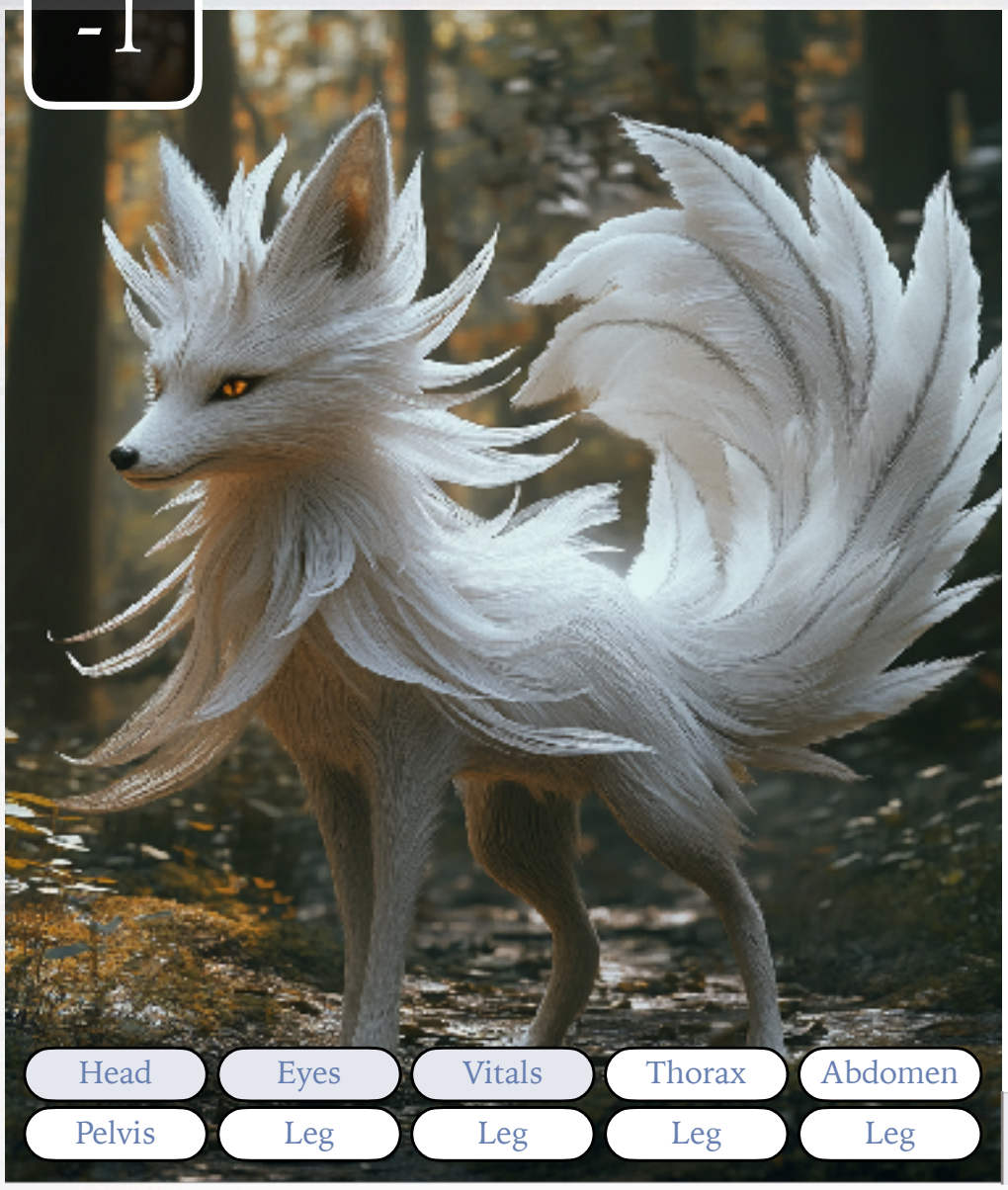
- **Camouflage:** While standing still and in the right environment, it can stay hidden when no one is investigating. The colours of the creature must match the background.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Quillfox

-1



Type: Medium-Small (12) Defensive Beast
Habitat: Forest
Active Time: Diurnal

Quillfoxes are uncommon and beautiful creatures. They are generally peaceful but are territorial.

3	Initiative
-4	Bite
3	Paws
3	None
3	Dodge
3	Resistance | Armor 3
4	Health

STR	0	CON	1	AGI	4	REF	3	INT	2	PER	2

Acrobatics	2	3	**Brawn**	0	-4	**Quickness**	1	3	**Investigate**	1	2
Athletics	1	3	**Nimbleness**	2	3	**Stealth**	2	5	**Survival**	1	1

Edges

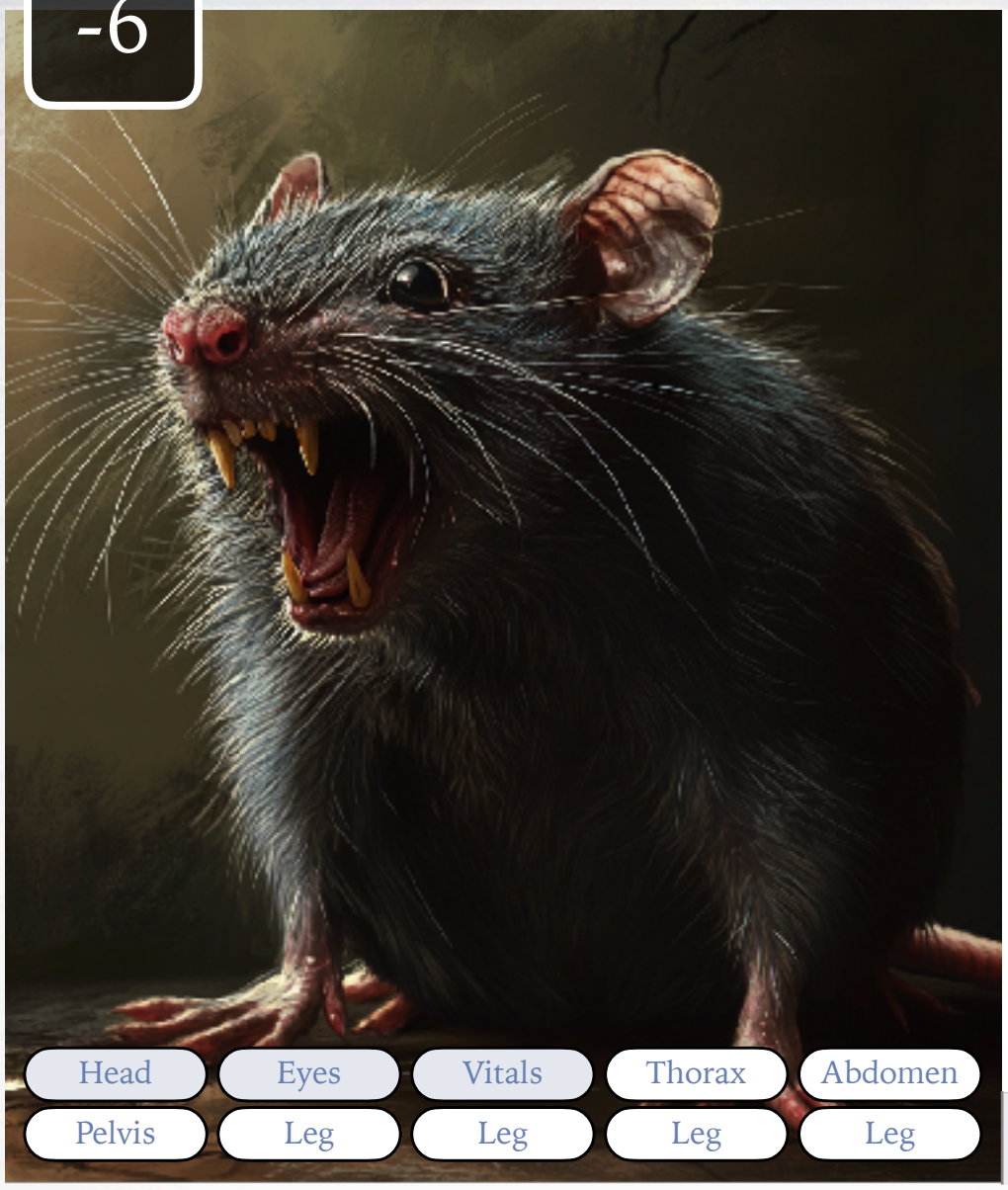
- **Enhanced Hearing:** Advantage for investigate tests when hearing is involved.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Rat

-6



Type: Tiny (2) Fearful Beast
Habitat: Anywhere
Active Time: Nocturnal

Rats are everywhere. They generally live in small communities hidden from sight. They are generally armless when encountered alone or in small groups, but they can be very dangerous in large packs.

1	Initiative
-3	Bite
-2	Paws
1	None
-2	Dodge
-3	Resistance | Armor -3
2	Health

STR	0	CON	0	AGI	2	REF	2	INT	1	PER	2

Acrobatics	1	-2	**Brawn**	2	-3	**Quickness**	0	1	**Investigate**	0	-2
Athletics	0	-3	**Nimbleness**	1	-2	**Stealth**	1	1	**Survival**	1	-2

Edges

- **Infected Fangs:** An Exceptional Effect on a bite cause the Infection condition to the target.
- **Climber:** Allows climbing at normal speed.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Royal Jellyfish

-2



Type: Large (60) Agressive Beast
Habitat: Ocean
Active Time: Circadian

The Royal Jellyfish is a large aquatic creature that uses electrocution as a defence mechanism against predators. Its long tentacles are also used to grasp food.

-5	Initiative	
5	Tentacles	
3	Tentacles	
-5	None	
1	Dodge	
4	Resistance | Armor	4
4	Health	

STR	2		CON	3		AGI	2		REF	0		INT	0		PER	0	
Acrobatics	1	1	**Brawn**	1	3	**Quickness**	0	-5	**Investigate**	0	-5						
Athletics	2	4	**Nimbleness**	0	1	**Stealth**	0	-3	**Survival**	1	1						

Aquatic: This creature can't survive long outside water. If it's out of water, use the rules for holding breath. The creature doesn't suffer a disadvantage when performing actions underwater.

Edges

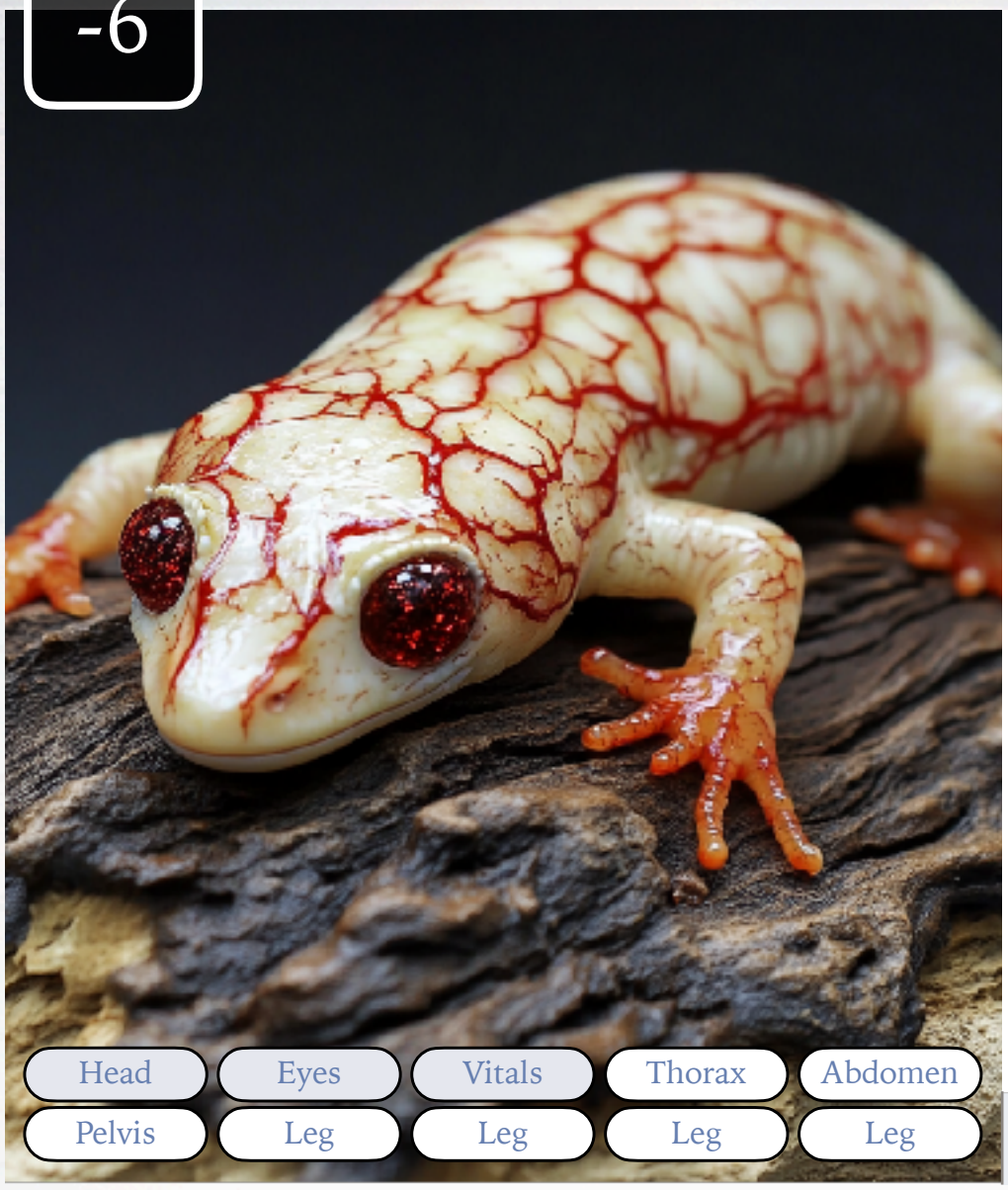
- **Electrified (Major):** Stuns an opponent with an exceptional effect when grappling. It also stuns an attacker who does an unarmed attack or uses a metallic weapon.
- **Tentacles (Major):** The creature has one or multiple tentacles that replace limbs. Tentacles can be used to hit or grapple an opponent at short range with a nimbleness or brawn test with a bonus of +2.
- **Mount:** The creature can be used as a mount by a smaller being and doubles its lift capacity.

Hindrances

- **Huge:** When not actively trying to hide, the creature can generally be detected without any test.
- **Vulnerable (Major):** The creature's health value is reduced by 2.

Slimy Gecko

-6



Type: Tiny (2) Defensive Beast
Habitat: Forest
Active Time: Nocturnal

2	Initiative	
-5	Bite	
-3	Paws	
2	Acid Spit	
2	Dodge	
-3	Resistance | Armor	-3
2	Health	

STR	0	CON	0	AGI	2	REF	2	INT	2	PER	1

Acrobatics	3	2	**Brawn**	0	-5	**Quickness**	2	2	**Investigate**	1	1
Athletics	0	-3	**Nimbleness**	0	-3	**Stealth**	1	2	**Survival**	1	-3

Edges

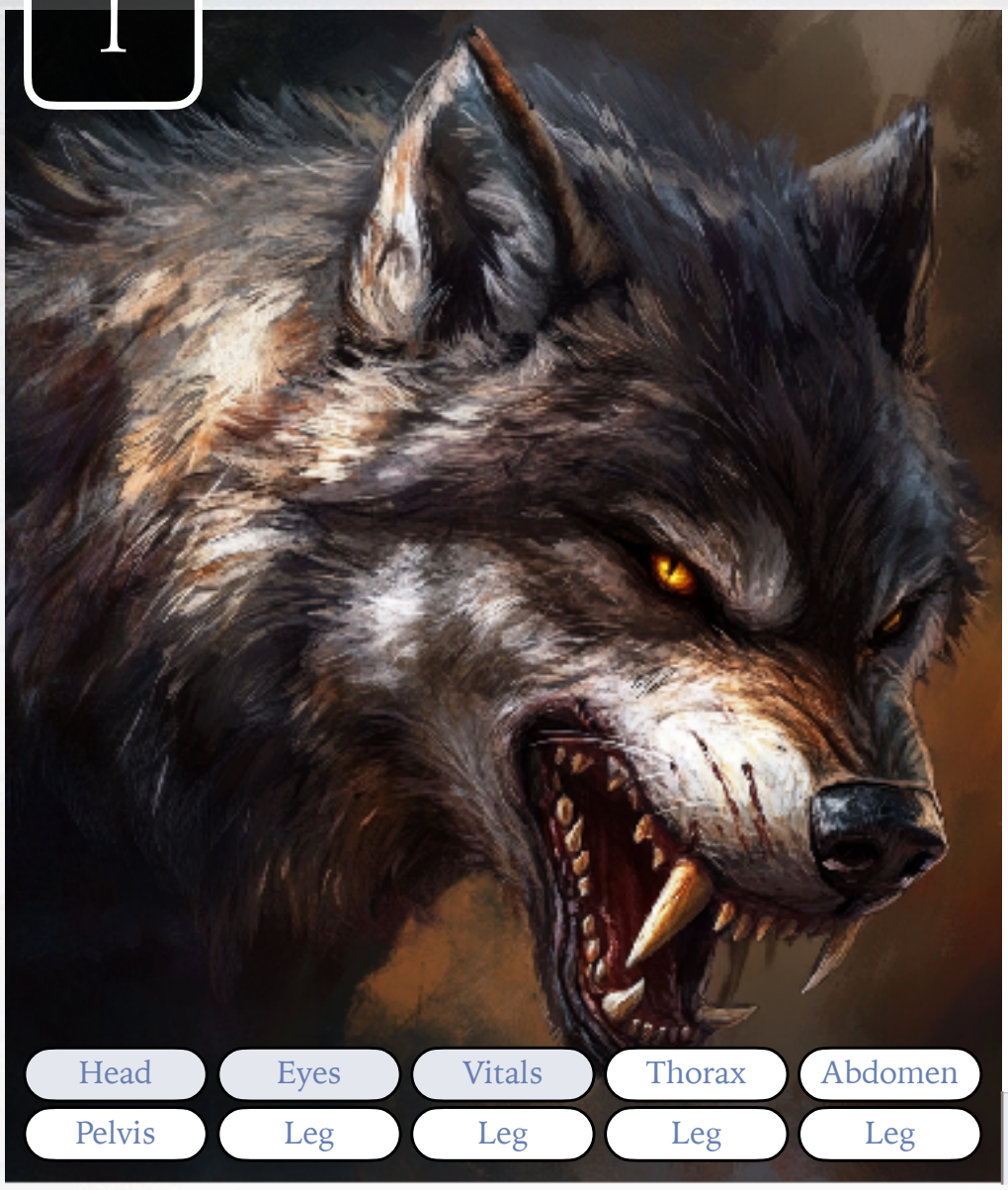
- **Acid Spit:** The creature can spit acid at short range with a quickness test.
- **Poisonous Skin:** The creature has poisonous skin. Touching the skin with the skin cause the Infected condition.
- **Ceiling Climber (Major):** The creature can climb on walls and ceilings at its normal pace and can stick to it.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Cold Blood:** Cause a Disadvantage when resisting to the cold.

Wolf

1



Type: Medium (20) Aggressive Beast
Habitat: Forest
Active Time: Nocturnal

Wolves mostly live in forests. They live in large packs. Since they have to deal with monsters, they have become more aggressive.

2	Initiative	
4	Jaws	
4	Paws	
2	None	
3	Dodge	
4	Resistance | Armor	4
5	Health	

STR	2	CON	2	AGI	3	REF	2	INT	1	PER	2

Acrobatics	2	3	**Brawn**	2	3	**Quickness**	1	2	**Investigate**	2	2
Athletics	2	4	**Nimbleness**	2	4	**Stealth**	1	2	**Survival**	2	3

Edges

- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Howl:** The creature can use a quick action to do a powerful howl to call other creatures of its species.

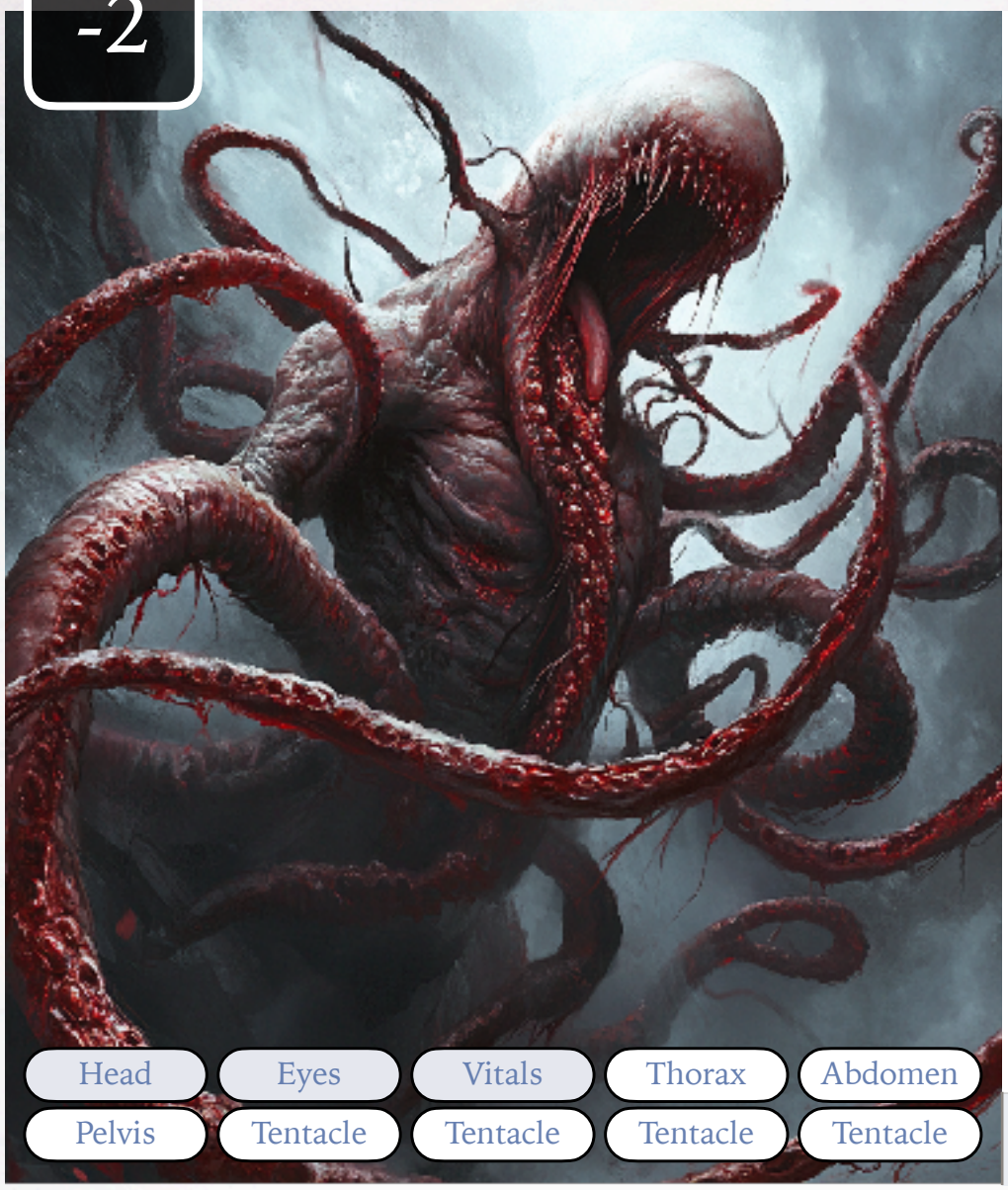
Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Monstrosities

Abomination

-2



Type: Medium (35) Defensive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

The Abomination is a terrific creature with multiple tentacles.

1	Initiative	
6	Tentacles	
7	Tentacles	
1	None	
2	Dodge	
4	Resistance | Armor	4
3	Health	

STR	3	CON	2	AGI	3	REF	2	INT	0	PER	1

Acrobatics	1	2	**Brawn**	2	4	**Quickness**	1	1	**Investigate**	0	-4
Athletics	2	4	**Nimbleness**	2	5	**Stealth**	0	-2	**Survival**	0	-2

Edges

Tentacles (Major): The creature has one or multiple tentacles that replace limbs. Tentacles can be used to hit or grapple an opponent at short range with a nimbleness or brawn test with a bonus of +2.

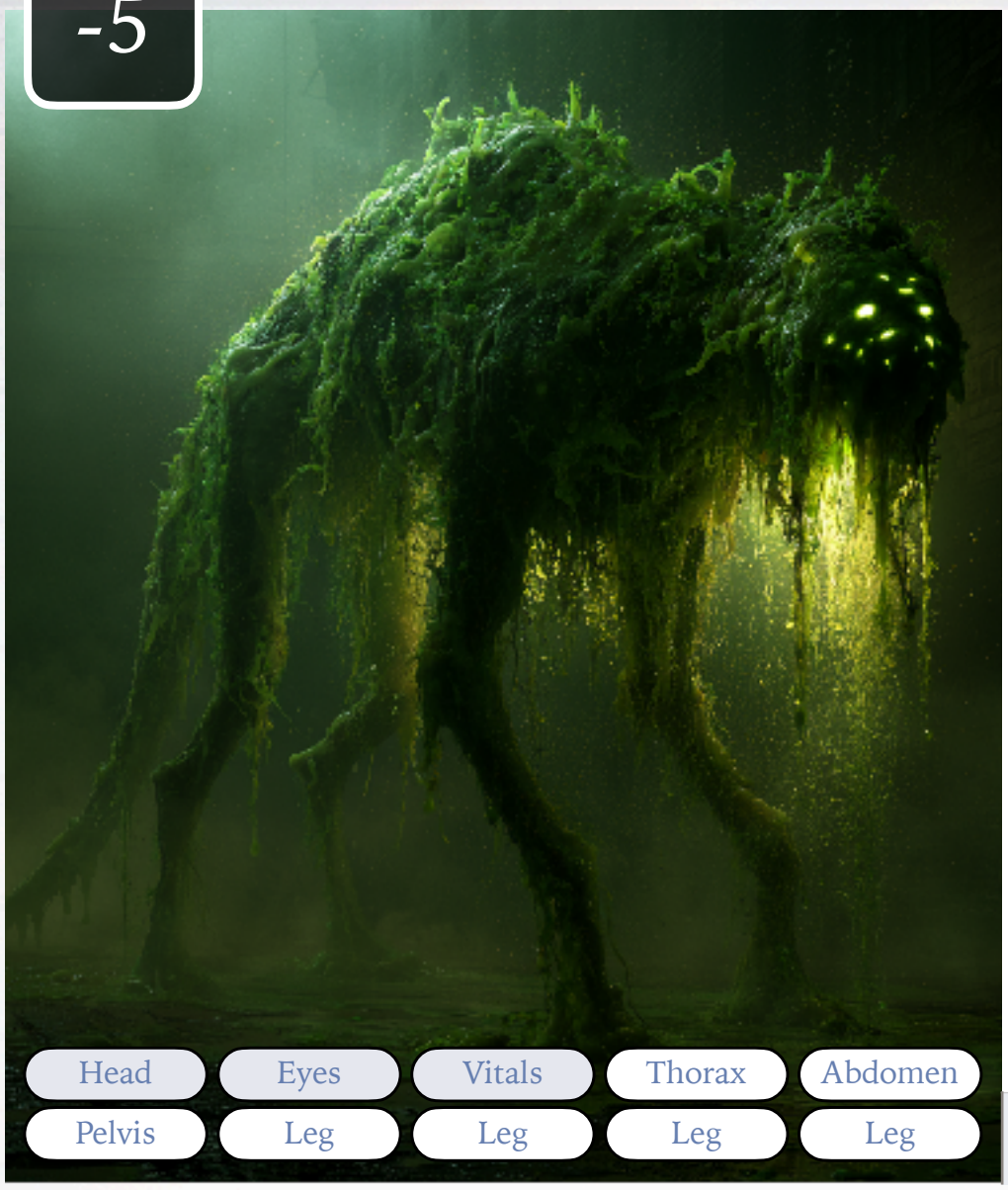
Night Vision: The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

Vulnerable (Major): The creature's health value is reduced by 2.

Acid Mound

-5



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Isolated Places
Active Time: Cathemeral

The Acid Mound is a bizarre, four-legged monstrosity. Its blood is acidic, and its smell is awful. Fortunately, the creature advances slowly, but the creature is relentless, regenerating its fragile body.

-4	Initiative
4	Attack Brawn
1	Attack Nimbleness
-4	Attack Quickness
-2	Dodge
3	Resistance | Armor 3
3	Health

STR	2	CON	2	AGI	2	REF	0	INT	0	PER	1

Acrobatics	1	-2	**Brawn**	3	4	**Quickness**	0	-4	**Investigate**	0	-4
Athletics	2	3	**Nimbleness**	0	1	**Stealth**	1	-2	**Survival**	2	2

Edges

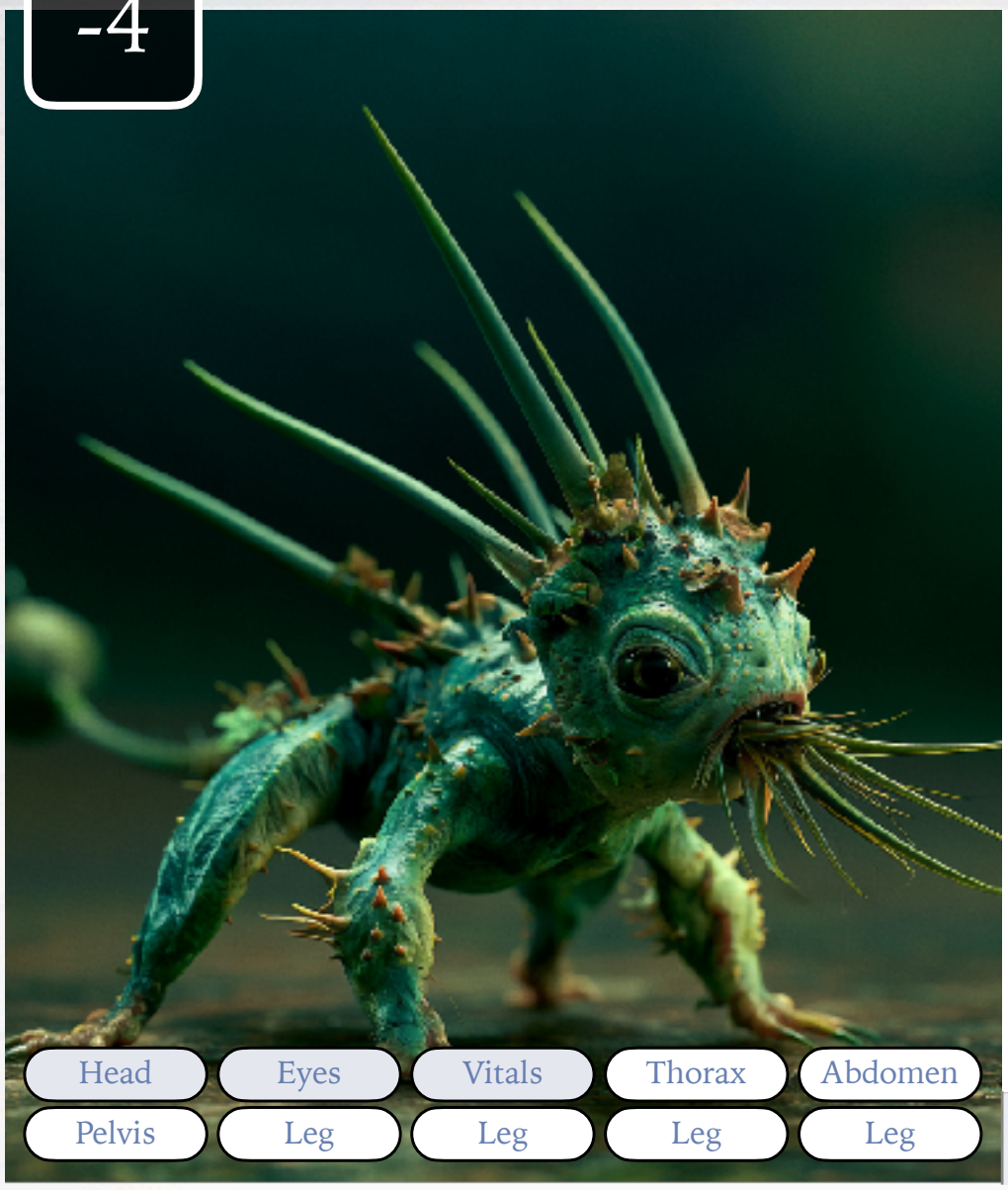
- **Acid Blood:** Acid blood splash when the monster is wounded causing a damage of 3 to everything in the spaces around. Acid blood can also damage weapons when the monster is hit. The monster's blood can be used as an acid (3 dice). A glass vial must be used to harvest the acid.
- **Regenerate (Major):** Using a quick action, the creature can heal one wound if it was not wounded that round.

Hindrances

- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.
- **Poor Sense of Smell:** The creature has a very bad sense of smell. It can be used as a descriptor and cause a disadvantage on investigation tests when smell is involved.

Angry Joe

-4



Type: Tiny (2) Agressive Monstrosity
Habitat: Forest and wood
Active Time: Nocturnal

This small but aggressive lizard poses a much greater threat than it appears. It can fire venomous spikes from its mouth while hidden in the dark. Its small size also makes it hard to see.

5	Initiative	
-4	Bite	
-4	Paws	
7	Throw Spikes, venomous	
2	Dodge	
-2	Resistance | Armor	-2
2	Health	

STR	0	CON	1	AGI	1	REF	2	INT	2	PER	3

Acrobatics	2	2	**Brawn**	0	-4	**Quickness**	3	5	**Investigate**	1	3
Athletics	1	-2	**Nimbleness**	0	-4	**Stealth**	2	2	**Survival**	0	1

Edges

- **Throw Spikes:** The creature can throw spikes. Those spikes are thrown at short range with a bonus of +2 to a quickness test.
- **Venomous (Major):** A venomous bite, spike or sting causes the infected condition on all successful attacks.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.

Animated Corpse

-5



Type: Medium (20) Aggressive Monstrosity
Habitat: Abandoned Building
Active Time: Nocturnal

Sometimes, someone dies but their corpse continues to move. Those are not very fast but can still be dangerous.

-3	Initiative	
3	Bite	
1	Fist	
-3	None	
-3	Dodge	
-3	Resistance | Armor	-3
5	Health	

STR	3	CON	1	AGI	1	REF	1	INT	0	PER	1

Acrobatics	0	-3	**Brawn**	2	3	**Quickness**	0	-3	**Investigate**	0	-4
Athletics	0	-3	**Nimbleness**	0	1	**Stealth**	0	-4	**Survival**	0	-3

Edges

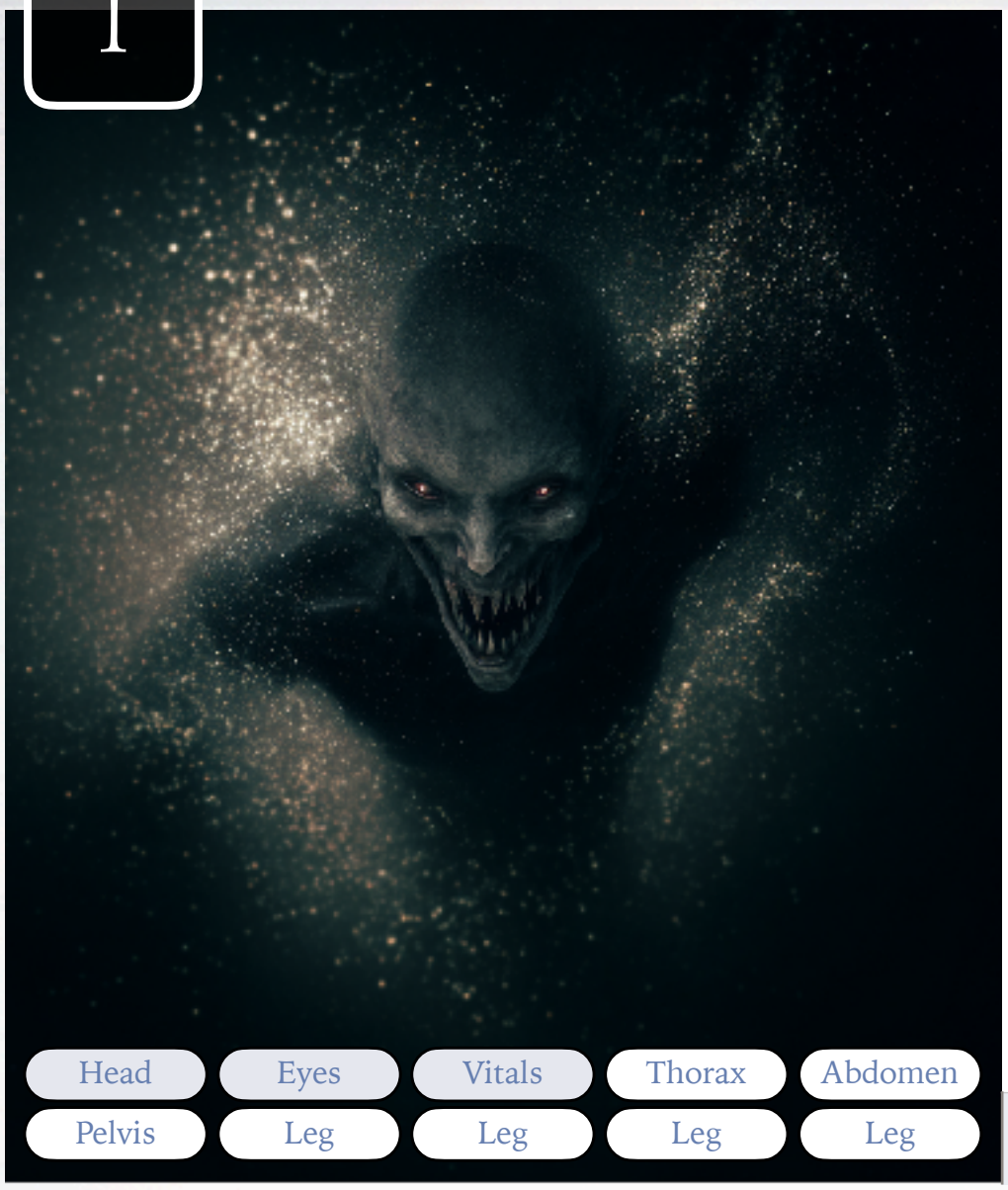
- **Regenerate (Major):** Using a quick action, the creature can heal one wound if it was not wounded that round.

Hindrances

- **Small Mouth:** The creature has a disadvantage when biting an unrestrained victim.

Ashen

1



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Ashen are creatures made of ashes. When they die, they leave a pile of ashes behind them. They attack in groups and are not very courageous alone. Ashen are only seen at night or in dark places.

2	Initiative
-2	Bite
5	Claws
2	None
2	Dodge
4	Resistance | Armor 4
4	Health

STR	1	CON	2	AGI	4	REF	2	INT	2	PER	1

Acrobatics	1	2	**Brawn**	0	-2	**Quickness**	2	2	**Investigate**	1	1
Athletics	1	4	**Nimbleness**	2	4	**Stealth**	2	5	**Survival**	1	1

Edges

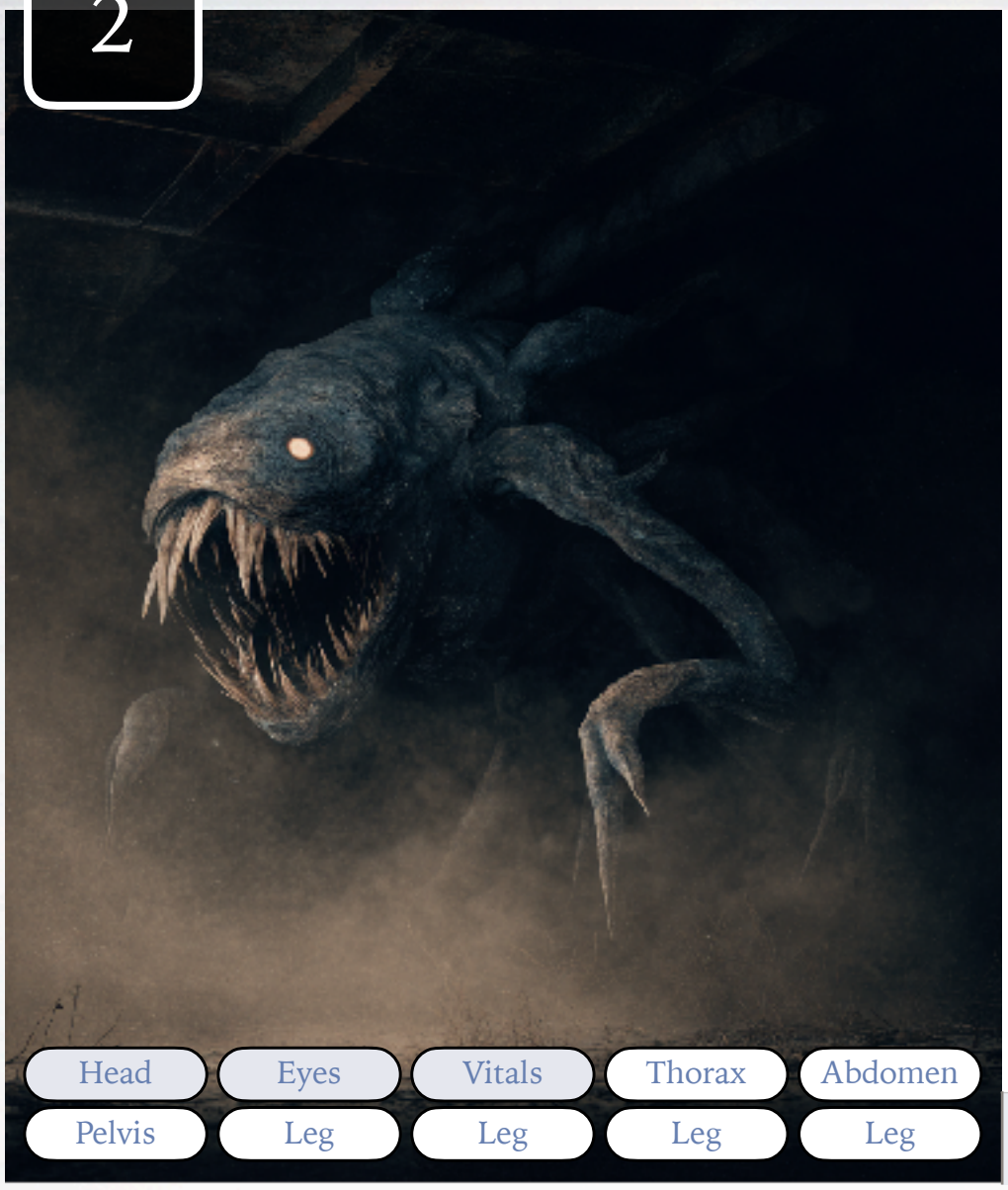
- **Claws:** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +1 to Nimbleness.
- **Teleport Other to Darkness (Major):** The creature can use a quick action while attacking an opponent to teleport the wounded victim to a dark place it can normally reach with a quick action, but without restriction for wounds or terrain.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Teleport to Darkness:** The creature can use a quick action to teleport itself to a dark place it can normally reach with a quick action can but without restriction for wounds or terrain.
- **No Blood:** The creature has no blood, so it cannot suffer from the Bleed condition.
- **Heat Vision:** Allows seeing objects and living beings based on their temperature.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of its kind.
- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.

Ashen Beast

2



Type: Large (125) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Ashen Beasts are large creatures that lived in the darkness. They are made of ashes and only attack by night. They generally serve Ashen.

1	Initiative	
6	Jaws	
2	Paws	
1	None	
3	Dodge	
3	Resistance | Armor	3
6	Health	

STR	3	CON	3	AGI	1	REF	2	INT	0	PER	1

Acrobatics	1	3	**Brawn**	3	6	**Quickness**	1	1	**Investigate**	1	-3
Athletics	2	3	**Nimbleness**	1	2	**Stealth**	1	-3	**Survival**	0	1

Edges

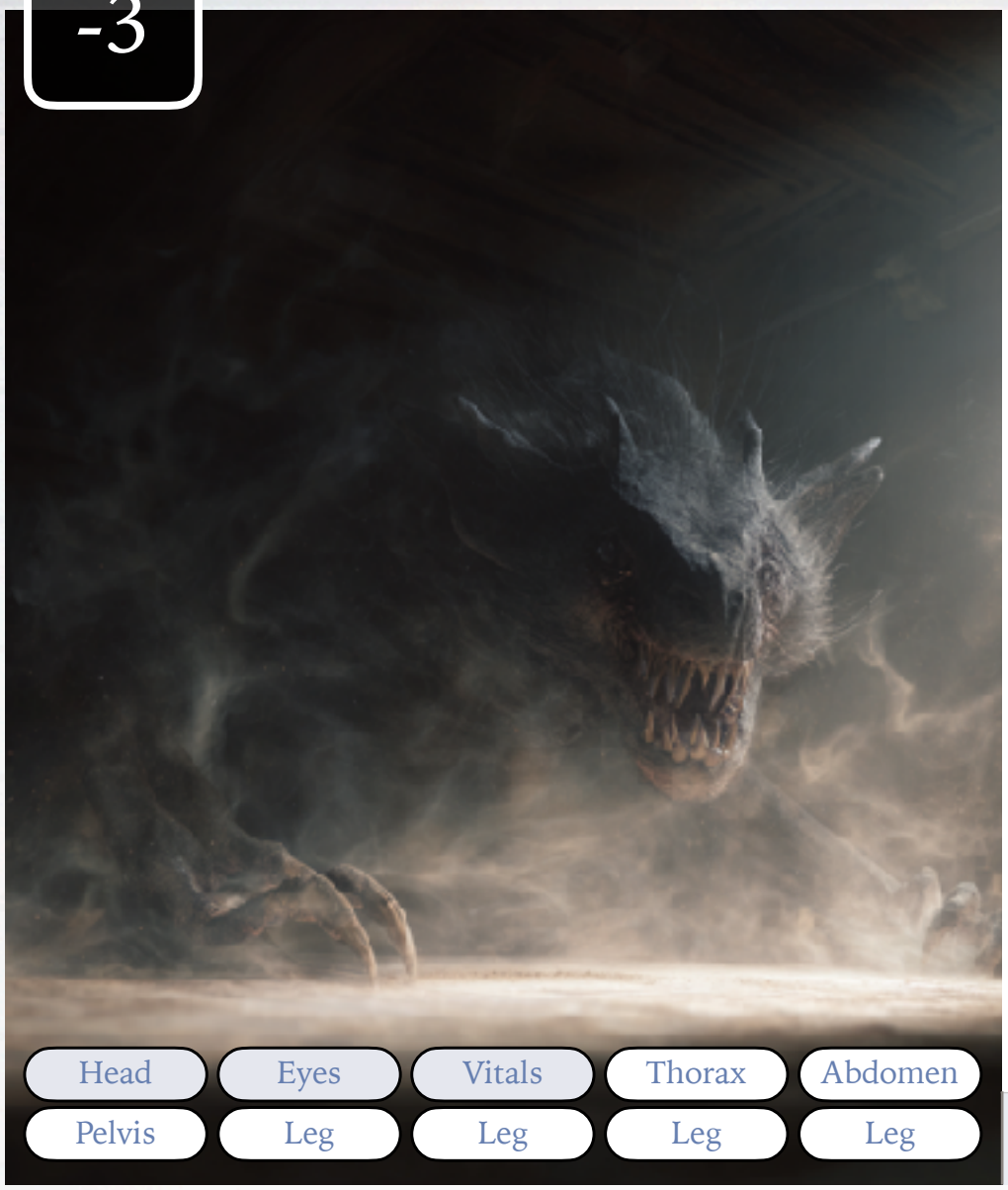
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Teleport Other to Darkness (Major):** The creature can use a quick action while attacking an opponent to teleport the wounded victim to a dark place it can normally reach with a quick action, but without restriction for wounds or terrain.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Teleport to Darkness:** The creature can use a quick action to teleport itself to a dark place it can normally reach with a quick action can but without restriction for wounds or terrain.
- **No Blood:** The creature has no blood, so it cannot suffer from the Bleed condition.
- **Heat Vision:** Allows seeing objects and living beings based on their temperature.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of its kind.
- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.

Ashen Minion

-3



Type: Small (10) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Ashen Minions are small creatures that live in the darkness. They are made of ashes and only attack by night. They generally serve Ashen.

1	Initiative	
3	Jaws	
3	Paws	
1	None	
2	Dodge	
3	Resistance | Armor	3
3	Health	

STR	2	CON	2	AGI	3	REF	2	INT	0	PER	1

Acrobatics	1	2	**Brawn**	1	2	**Quickness**	1	1	**Investigate**	1	-3
Athletics	1	3	**Nimbleness**	1	3	**Stealth**	1	1	**Survival**	0	-2

Edges

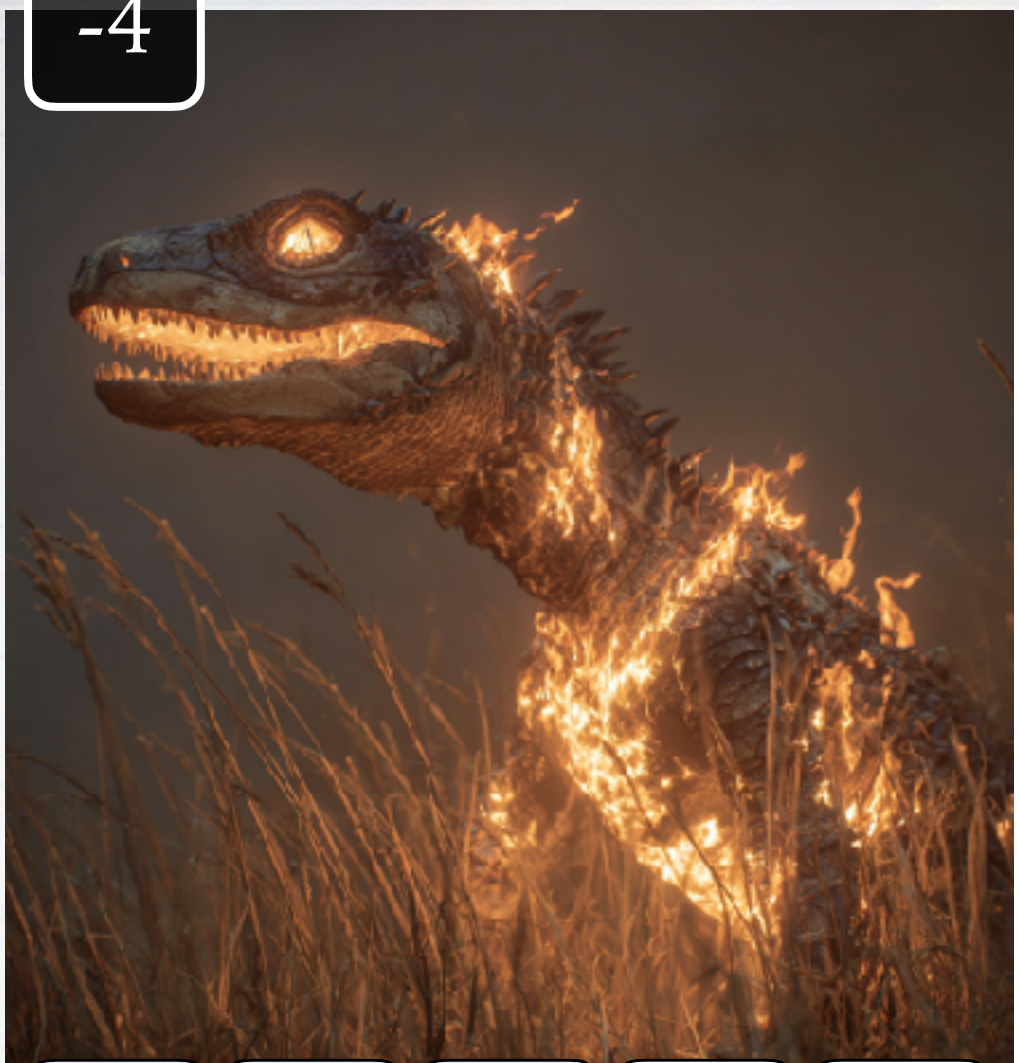
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Teleport Other to Darkness (Major):** The creature can use a quick action while attacking an opponent to teleport the wounded victim to a dark place it can normally reach with a quick action, but without restriction for wounds or terrain.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Teleport to Darkness:** The creature can use a quick action to teleport itself to a dark place it can normally reach with a quick action can but without restriction for wounds or terrain.
- **No Blood:** The creature has no blood, so it cannot suffer from the Bleed condition.
- **Heat Vision:** Allows seeing objects and living beings based on their temperature.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of its kind.
- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.

Belästigend, Fire Lizard

-4



Type: Medium (18) Aggressive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

The Belästigung is a large lizard-like creature that can cover its own skin with fire. The creature is used as a mount by the Belästigung.

-2	Initiative	
2	Bite	
-2	Paws	
-2	None	
2	Dodge	
3	Resistance | Armor	3
5	Health	

STR	2		CON	2		AGI	1		REF	1		INT	0		PER	1	
Acrobatics	2	2	Brawn	1	2	Quickness	1	-2	Investigate	1	-3						
Athletics	3	3	Nimbleness	0	-2	Stealth	0	-4	Survival	2	2						

Edges

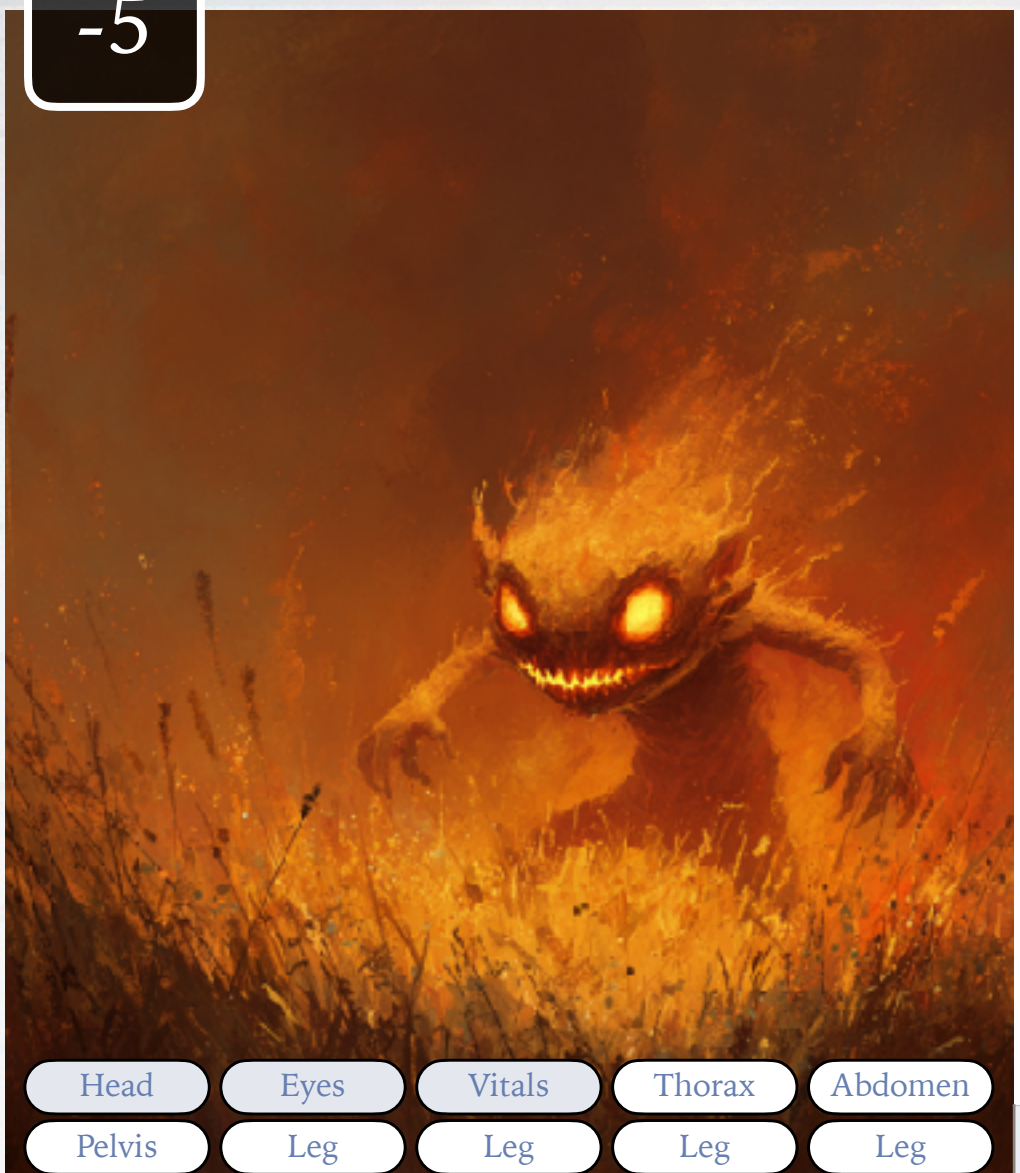
- **Immolate (Major):** The creature can cause itself to be in fire for the duration of an encounter. The creature is immune to fire. Enemies suffer the burn effect when grappled or when doing an unarmed attack against the creature. An exceptional effect done by the creature causes the burn effect to the adversary but also the ground and everything around.
- **Mount:** The creature can be used as a mount by a smaller being and doubles its lift capacity.

Hindrances

- **Aquaphobia:** The creature has a fear of water.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Belästigung, Fire Imp

-5



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

The Beläst or Belästigung is a small creature that can cover its own skin with fire. It makes the creature very dangerous and a fire hazard for everything around it.

3	Initiative
-4	Bite
-3	Paws
3	Paws, fast attack
2	Dodge
1	Resistance | Armor 1
4	Health

STR	0	CON	1	AGI	2	REF	2	INT	1	PER	2

Acrobatics	2	2	**Brawn**	0	-4	**Quickness**	2	3	**Investigate**	2	2
Athletics	1	1	**Nimbleness**	0	-3	**Stealth**	0	-2	**Survival**	1	1

Edges

- **Fast Attack (Major):** It can attack with its limbs using its quickness skill. Bonus applied to nimbleness attacks is also applied to quickness attacks.
- **Immolate (Major):** The creature can cause itself to be in fire for the duration of an encounter. The creature is immune to fire. Enemies suffer the burn effect when grappled or when doing an unarmed attack against the creature. An exceptional effect done by the creature causes the burn effect to the adversary but also the ground and everything around.

Hindrances

- **Aquaphobia:** The creature has a fear of water.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Blinker

5



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

The Blinker gets out at night to hunt its prey. It can teleport and easily get behind its prey or move to safety after a lethal attack.

9	Initiative
-3	Bite
5	Claws
10	Claws, fast attack
7	Dodge
1	Resistance | Armor 1
4	Health

STR	1	CON	1	AGI	2	REF	5	INT	2	PER	2

Acrobatics	4	7	**Brawn**	0	-3	**Quickness**	5	9	**Investigate**	1	2
Athletics	1	1	**Nimbleness**	4	4	**Stealth**	2	3	**Survival**	1	1

Edges

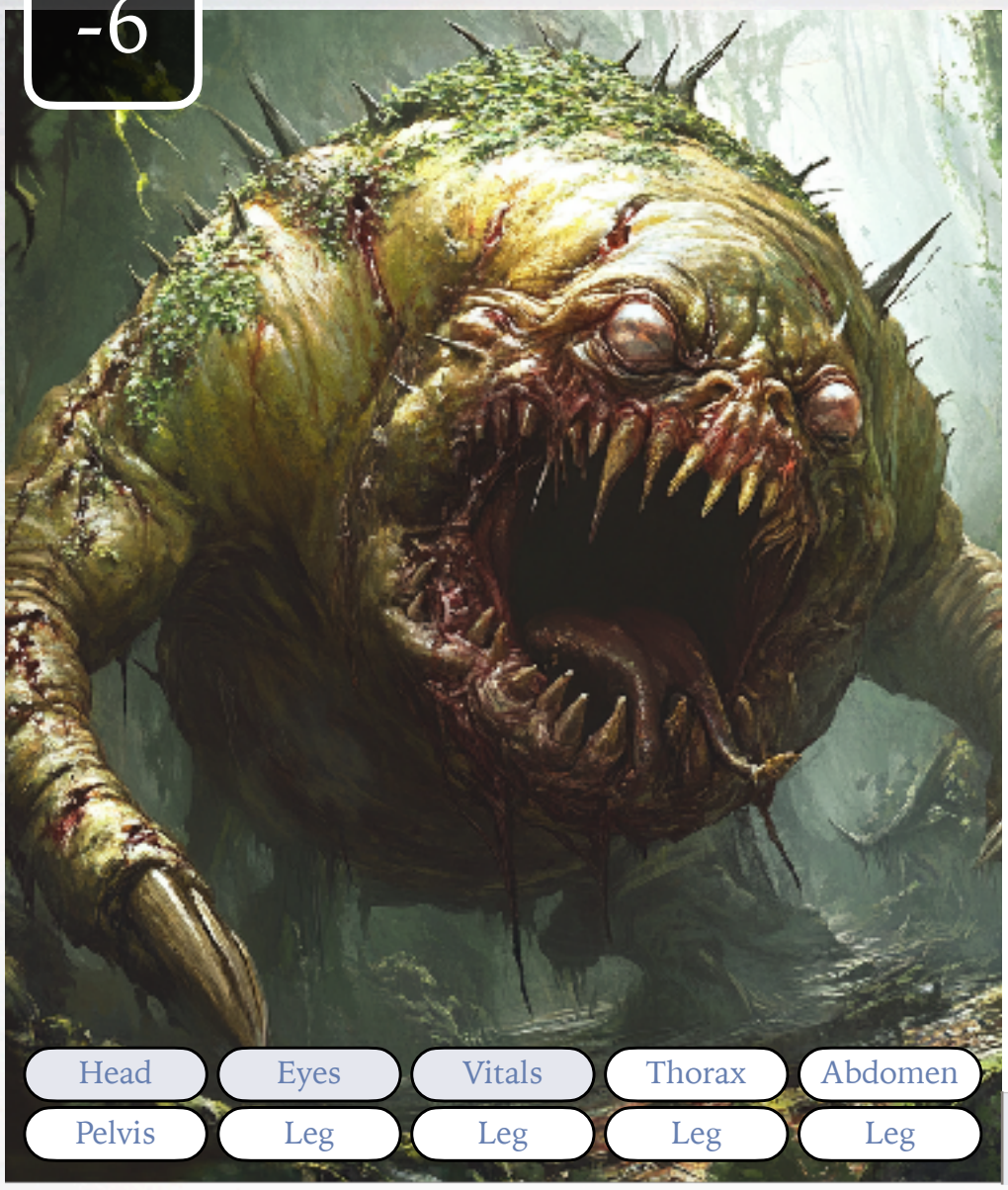
- **Claws:** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +1 to Nimbleness.
- **Fast Attack (Major):** It can attack with its limbs using its quickness skill. Bonus applied to nimbleness attacks is also applied to quickness attacks.
- **Teleport (Major):** The creature can use a quick action to teleport itself as far as a quick action can move, but without restriction for wounds or terrain.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.

Bloater

-6



Type: Medium-Small (14) Aggressive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

Bloaters are stupid monsters. They are not very strong, but they explode on death, so it makes them very dangerous. Their belly is full of unstable gas that explodes when ruptured.

-3	Initiative	
4	Bite	
-2	Paws	
-3	None	
-2	Dodge	
1	Resistance | Armor	1
2	Health	

STR	2	CON	3	AGI	1	REF	0	INT	0	PER	1

Acrobatics	0	-2	**Brawn**	2	4	**Quickness**	1	-3	**Investigate**	0	-4
Athletics	0	1	**Nimbleness**	0	-2	**Stealth**	1	-3	**Survival**	1	2

Edges

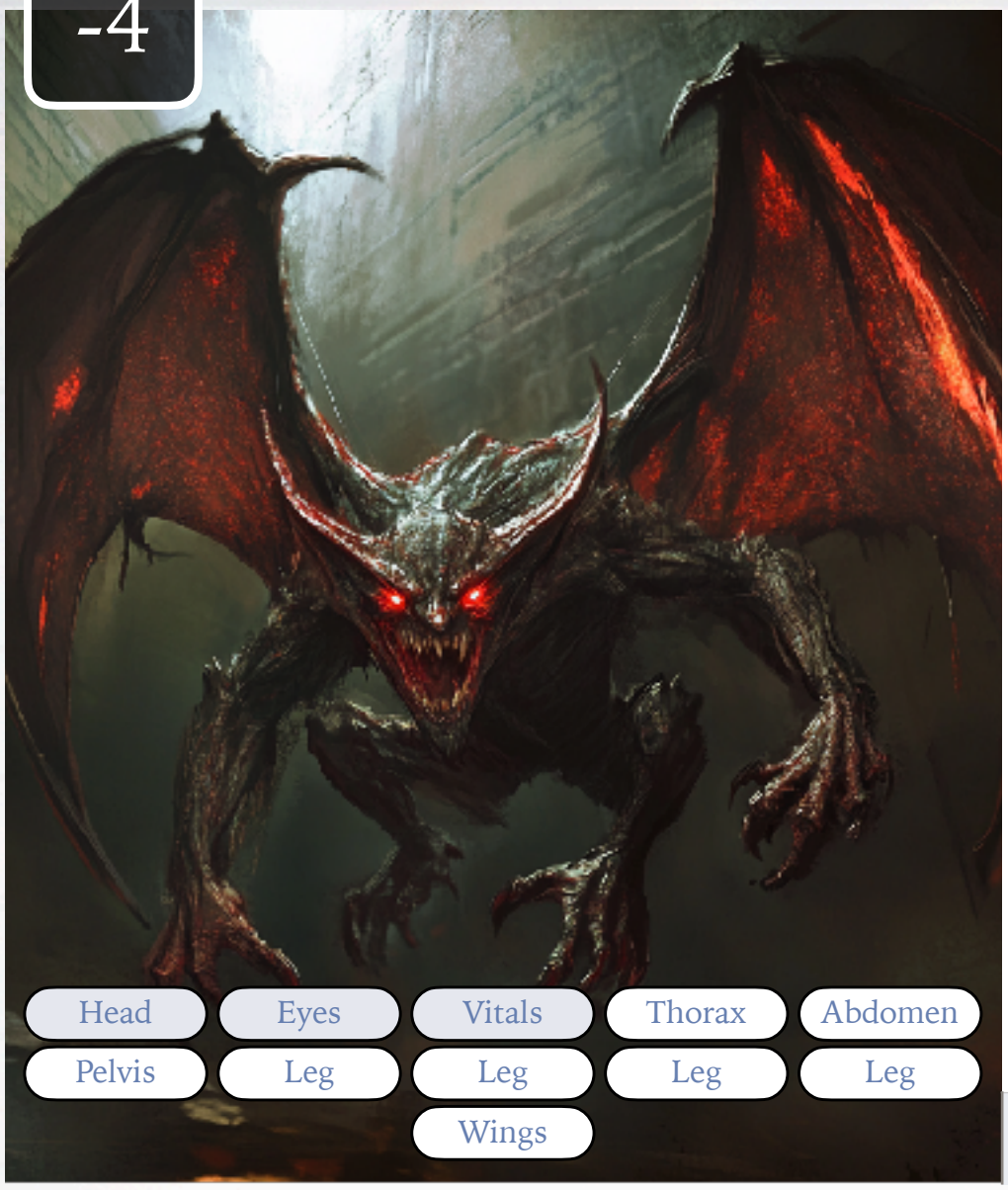
- **Explosive Death (Major):** The creature explodes when killed. The explosion can be resisted with 3 Disadvantages and damage everything around. The explosion has the following features: Area, Blast, Knockdown, Loud, Shove.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.
- **Vulnerable (Major):** The creature's health value is reduced by 2.

Boggit

-4



Type: Small (10) Defensive Monstrosity
Habitat: Dark Placer
Active Time: Nocturnal

1	Initiative	
-5	Bite	
2	Paws	
1	None	
1	Dodge	
2	Resistance | Armor	2
3	Health	

STR	0	CON	0	AGI	4	REF	2	INT	2	PER	2

Acrobatics	2	1	**Brawn**	0	-5	**Quickness**	0	1	**Investigate**	1	2
Athletics	1	2	**Nimbleness**	1	2	**Stealth**	1	4	**Survival**	0	-3

Edges

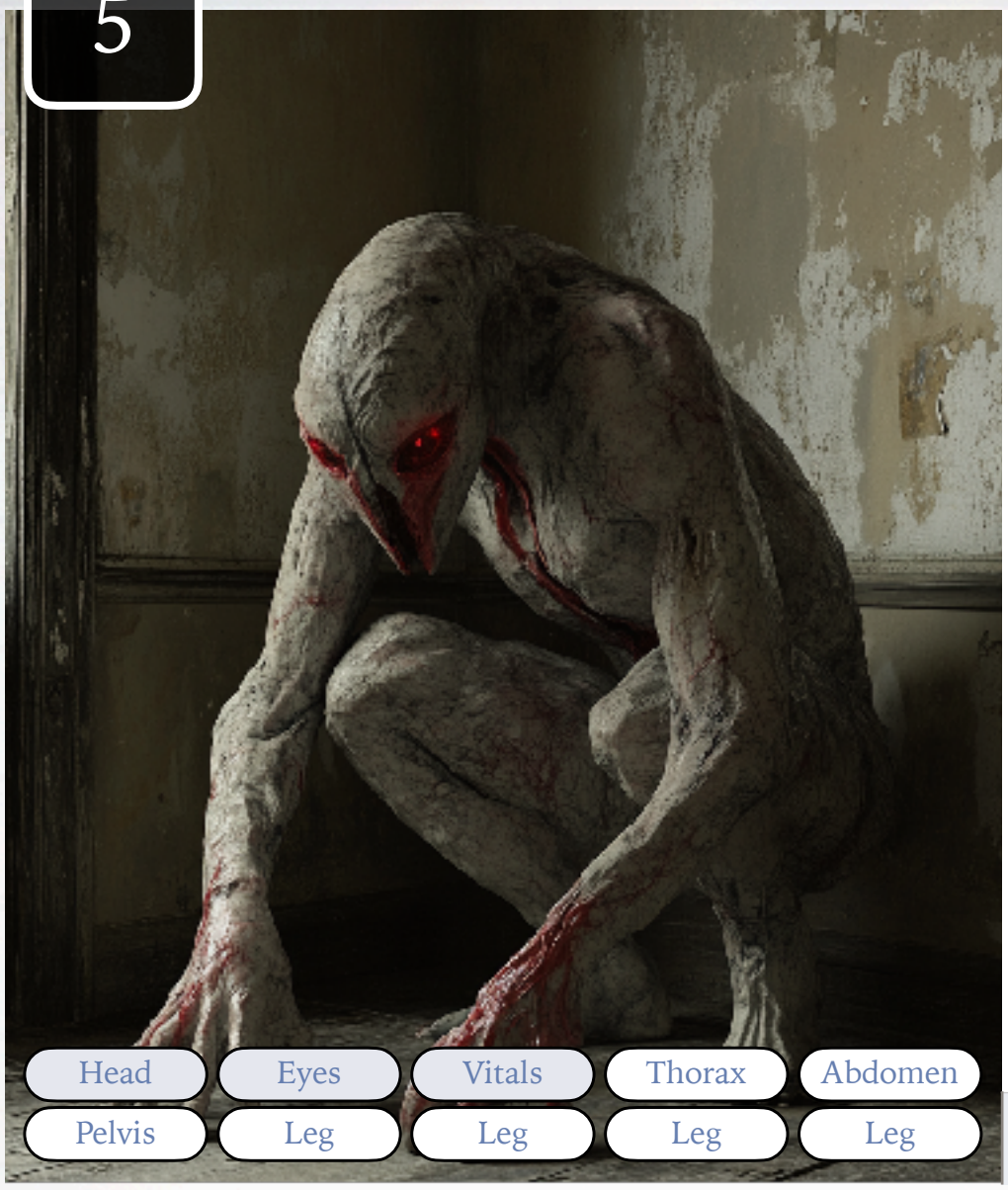
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.
- **Heat Vision:** Allows seeing objects and living beings based on their temperature.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.

Bruiser

5



Type: Large (75) Defensive Monstrosity
Habitat: Forest
Active Time: Diurnal

The Bruiser is a tall, strong, and agile monster that can break its prey into small pieces.

-3	Initiative	
7	Bite	
7	Claws	
-3	None	
4	Dodge	
6	Resistance | Armor	11
6	Health	

STR	4	CON	5	AGI	3	REF	1	INT	0	PER	1

Acrobatics	1	4	**Brawn**	1	7	**Quickness**	0	-3	**Investigate**	0	-4
Athletics	1	6	**Nimbleness**	0	4	**Stealth**	0	-2	**Survival**	1	4

Edges

- **Armored (Major):** Procure 5 points of armor.
- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +3 to Nimbleness.
- **Regenerate (Major):** Using a quick action, the creature can heal one wound if it was not wounded that round.

Hindrances

- **Sensitive to Fire:** When attacked with fire, the creature suffers a disadvantage to resist damage.
- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.

Bulker

-7



Type: Small (7) Defensive Monstrosity
Habitat: Forest
Active Time: Diurnal

The Bulker is a small creature that hides in tall grass and bites any creature that passes near it. The creature is slow but has a terrible bite.

-5	Initiative	
5	Jaws	
-2	Paws	
-5	None	
-2	Dodge	
1	Resistance | Armor	1
3	Health	

STR	2	CON	3	AGI	1	REF	0	INT	0	PER	0

Acrobatics	0	-2	**Brawn**	2	4	**Quickness**	0	-5	**Investigate**	0	-5
Athletics	0	1	**Nimbleness**	0	-2	**Stealth**	1	-3	**Survival**	1	1

Edges

Jaws: It procures a bonus of +1 to brawn when biting.

Hindrances

Slow: The creature is moving slowly and suffers a disadvantage on all tests related to movement.

Ceiling Catcher

-2



Type: Medium (45) Aggressive Monstrosity
Habitat: Buildings
Active Time: Nocturnal

Ceiling Catchers are monsters hiding on ceilings and trying to catch their prey under them. They use their powerful tongue to catch and bring the unfortunate prey into their mouths.

3	Initiative	
4	Jaws	
6	Long Tongue	
3	None	
1	Dodge	
-2	Resistance | Armor	-2
5	Health	

STR	3	CON	1	AGI	2	REF	3	INT	0	PER	1

Acrobatics	0	1	**Brawn**	2	3	**Quickness**	2	3	**Investigate**	0	-4
Athletics	0	-2	**Nimbleness**	2	4	**Stealth**	2	1	**Survival**	0	-3

Edges

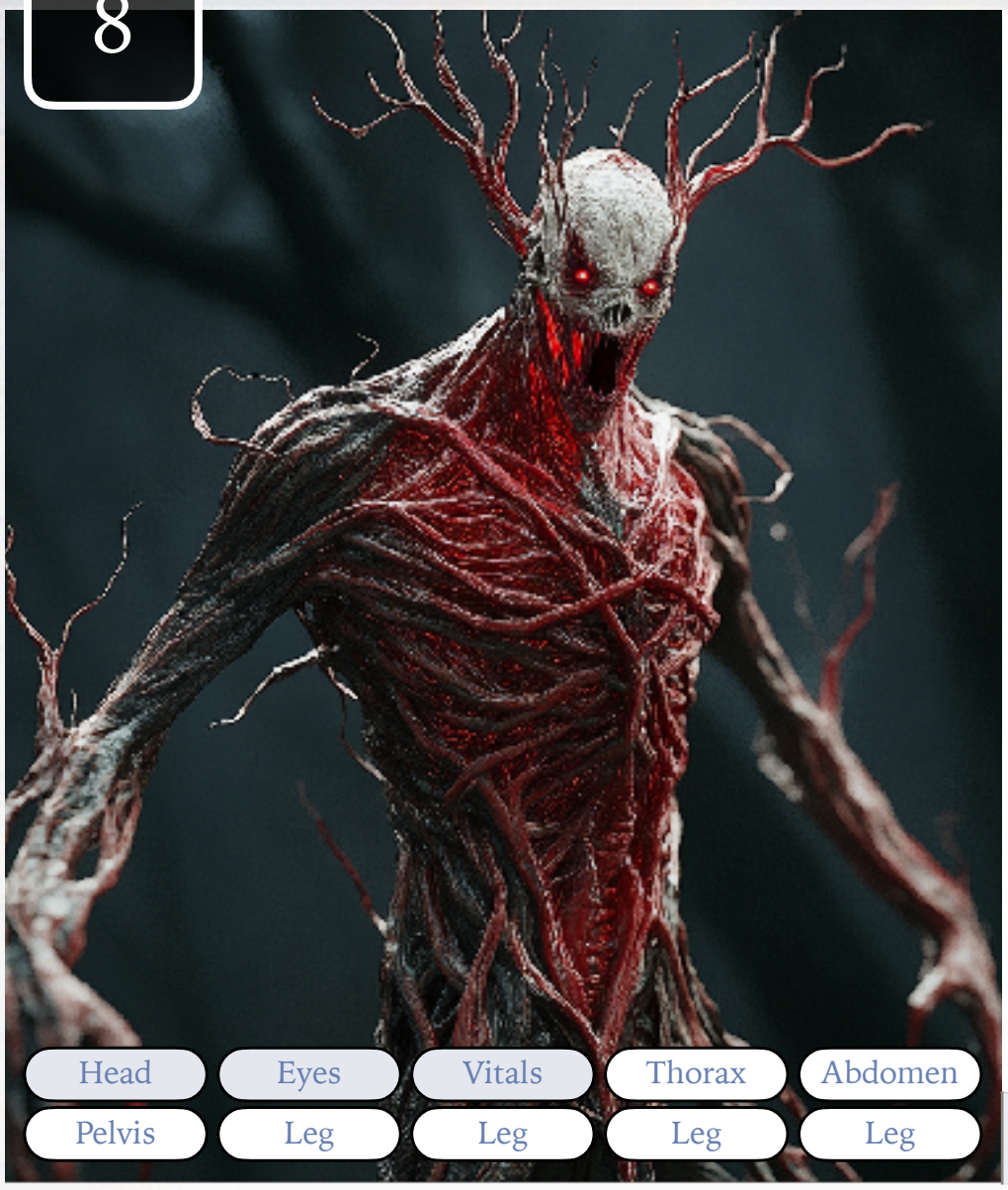
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Long Tongue:** The creature has a long tongue that can be used to hit or grapple an opponent at short range with a nimbleness test with a bonus of +2.

Hindrances

- **Immobile (Major):** The creature cannot move or only about a metre per round. It has a disadvantage to dodge tests.
- **Simple Body:** The creature has a simple body. The body can be hit multiple times, counting as multiple wounds.

Creeper Soldier

8



Type: Medium (30) Aggressive Monstrosity
Habitat: Forest
Active Time: Nocturnal

The Creeper Soldier is a creature made of red vines.

2	Initiative	
7	Red Vines	
8	Red Vines	
3	Claws	
4	Dodge	
6	Resistance | Armor	6
5	Health	

STR	3	CON	3	AGI	4	REF	2	INT	1	PER	1

Acrobatics	2	4	**Brawn**	2	5	**Quickness**	2	2	**Investigate**	2	1
Athletics	2	6	**Nimbleness**	2	6	**Stealth**	2	4	**Survival**	3	4

Edges

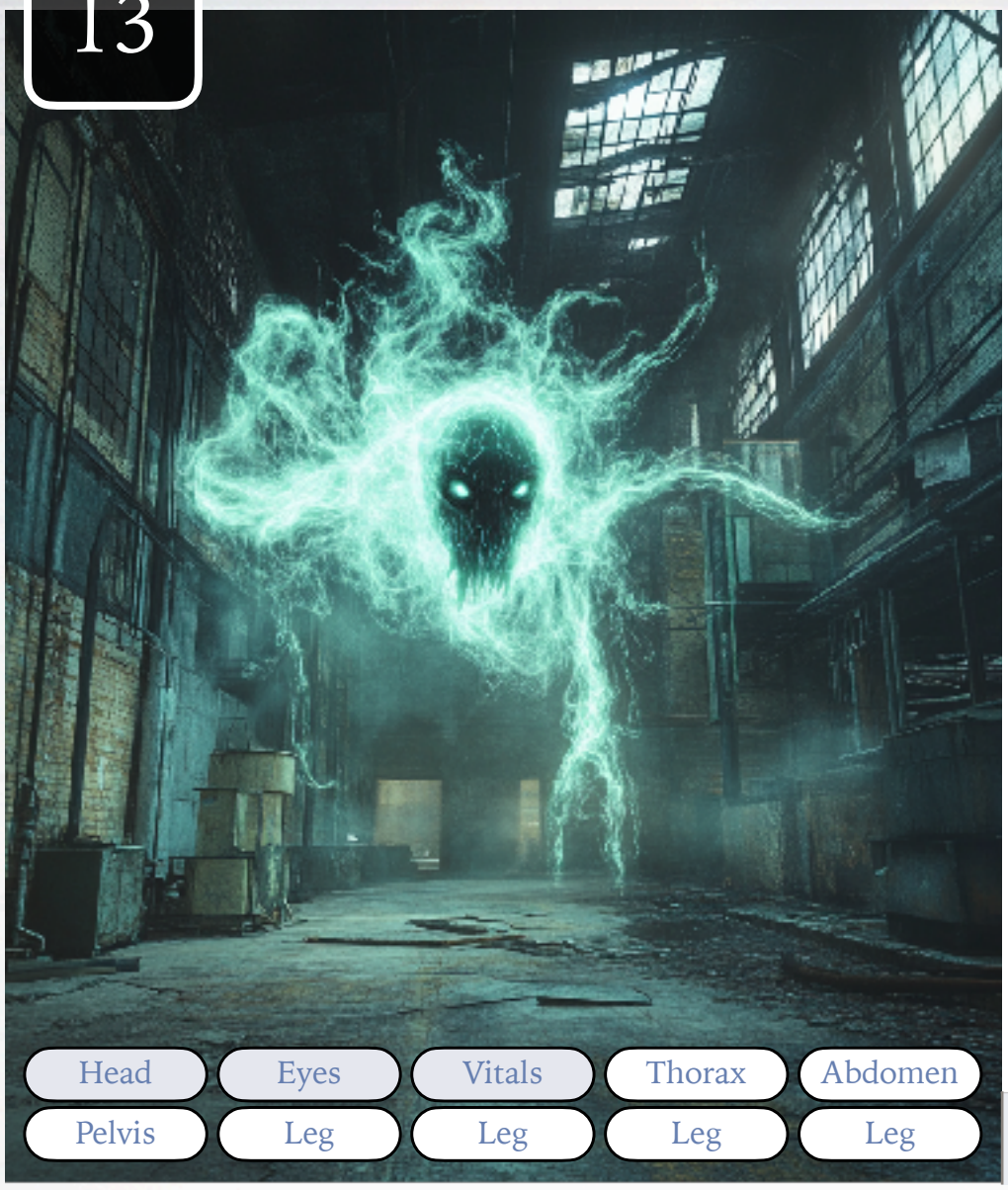
- **Claws:** Allows climbing trees or soft surfaces without any hold. It confers +1 to Nimbleness.
- **Red Vines (Major):** The creature can use tentacle-like vines to attack at short range with nimbleness or brawn, with a bonus of +2. Exceptional effects infect the victim with the sap.
- **Regenerate (Major):** Using a quick action, the creature can heal one wound if it was not wounded that round.
- **No Blood:** The creature has no blood, so it cannot suffer from the Bleed condition.
- **Heat Vision:** Allows seeing objects and living beings based on their temperature.

Hindrances

- **Sensitive to Fire:** When attacked with fire, the creature suffers a disadvantage to resist damage.

Electric Floater

13



Type: Medium (20) Aggressive Monstrosity
Habitat: Abandoned location
Active Time: Nocturnal

The Electric Floater is a creature made of electricity or some kind of energy. It's able to discharge an electric arc that is very dangerous.

5	Initiative	
-3	None	
3	None	
5	Electric Lash	
7	Dodge	
3	Resistance | Armor	3
5	Health	

STR	1	CON	1	AGI	4	REF	5	INT	2	PER	2

Acrobatics	4	7	**Brawn**	0	-3	**Quickness**	1	5	**Investigate**	1	2
Athletics	1	3	**Nimbleness**	1	3	**Stealth**	0	3	**Survival**	1	1

Edges

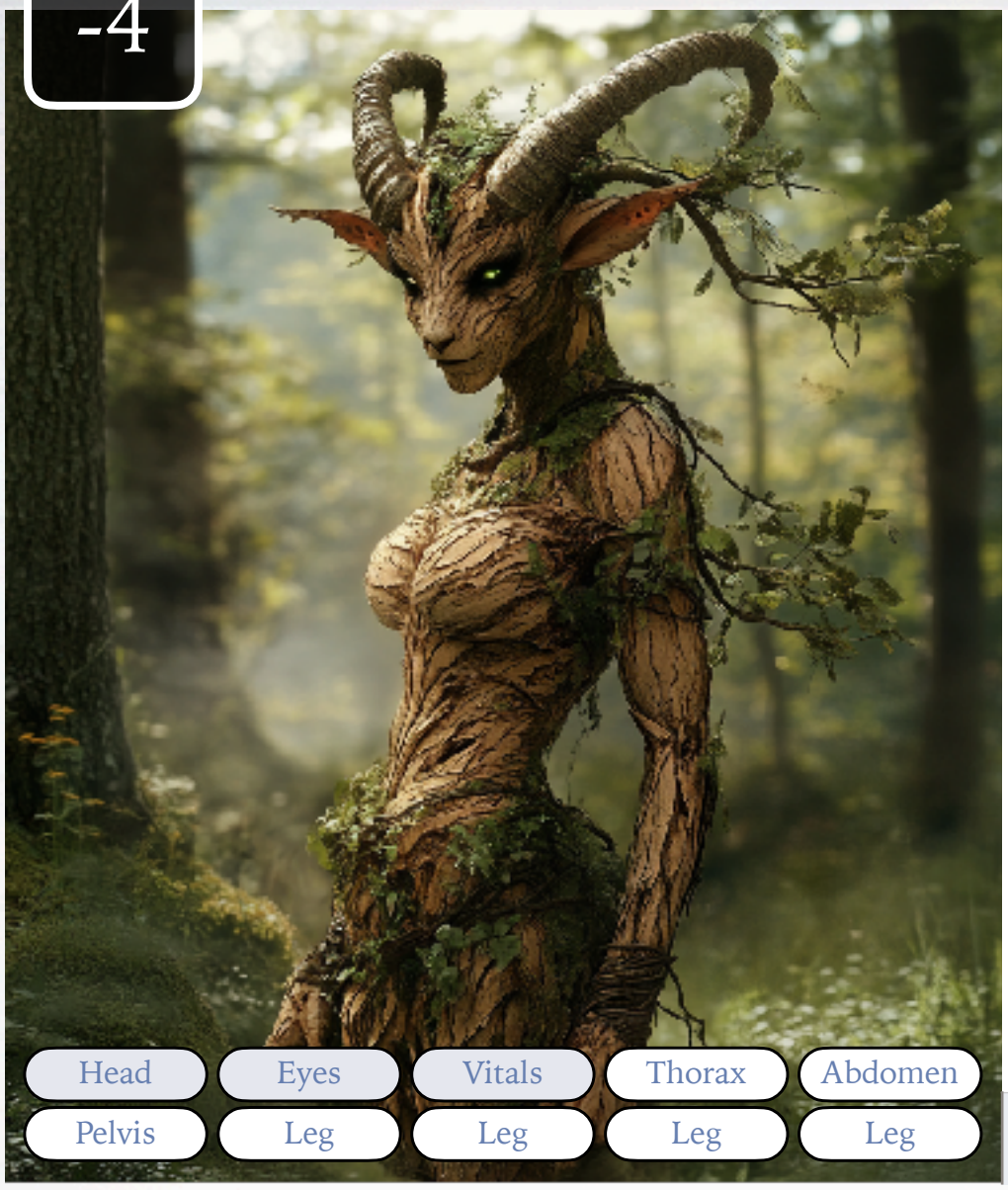
- **Electric Lash (Major)**: Can attack at short range with a quickness test, doing electric damage with a bonus of +2. Electricity is resisted, not dodged.
- **Electrified (Major):** Stuns an opponent with an exceptional effect when grappling. It also stuns an attacker who does an unarmed attack or uses a metallic weapon.
- **Hover (Major):** The creature floats over the ground.
- **Formless (Major):** The creature is formless and can only be wounded to the body and a vital location. The body can be hit multiple times, counting as multiple wounds.
- **No Blood:** The creature has no blood, so it cannot suffer from the Bleed condition.
- **Feel Vibrations (Major):** Allows to feel the vibrations in the air (or water) of moving objects and beings.

Hindrances

- **No Brawn:** The creature cannot attack with the Brawn skill.
- **No Nimbleness:** The creature cannot attack with the nimbleness skill.

Faun

-4



Type: Medium-Small (15) Defensive Monstrosity
Habitat: Forest
Active Time: Nocturnal

Fauna are creatures living in the forest. They look like creatures from storybooks, so they got their name from there.

2	Initiative
-3	Headbutt
1	Fist
2	None
1	Dodge
-2	Resistance | Armor -2
4	Health

STR	1	CON	1	AGI	2	REF	2	INT	2	PER	2

Acrobatics	1	1	**Brawn**	0	-3	**Quickness**	1	2	**Investigate**	1	2
Athletics	0	-2	**Nimbleness**	1	1	**Stealth**	1	2	**Survival**	1	1

Edges

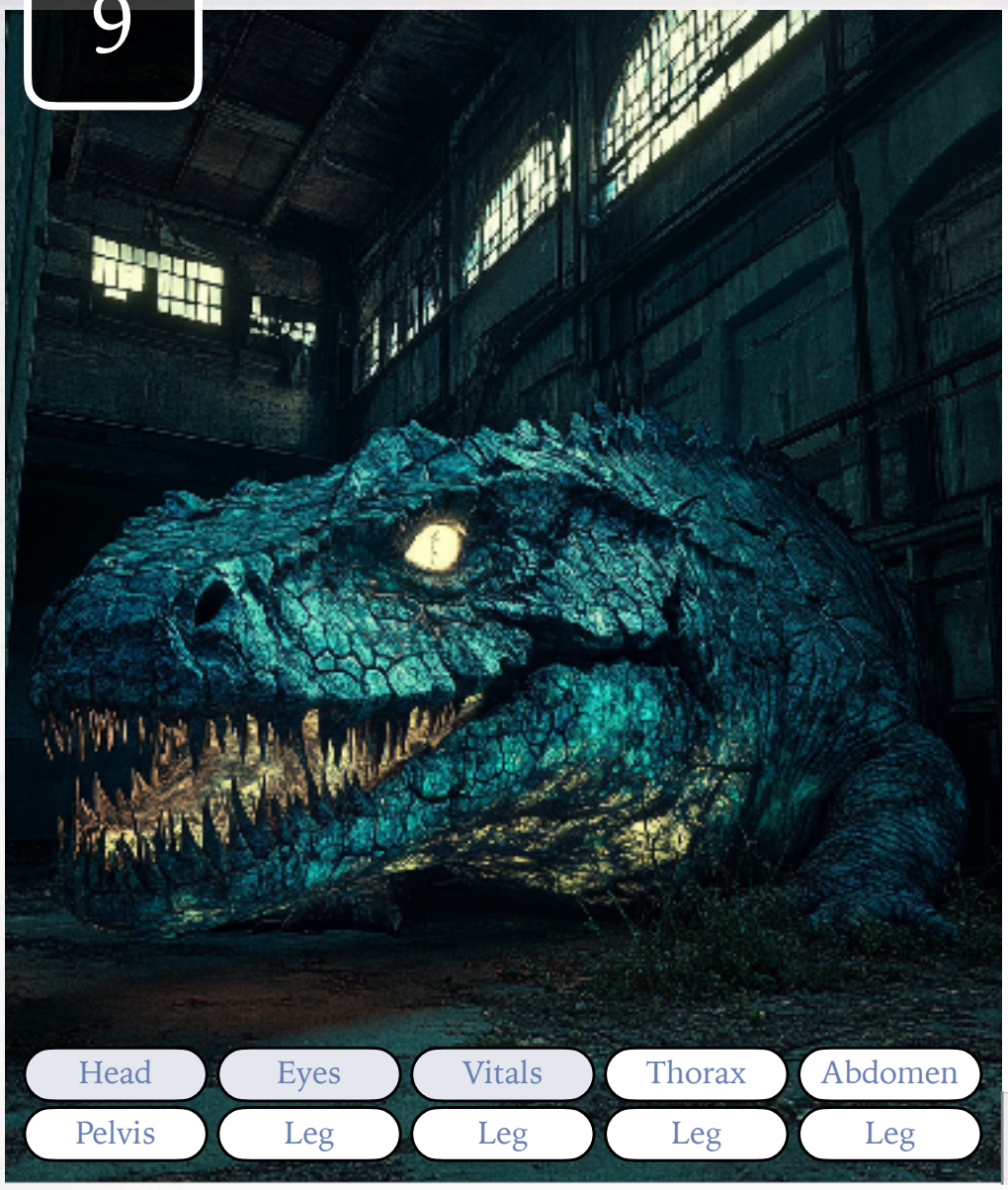
- **Tools (Major):** The creature can use simple tools and weapons.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Flare Lizard

9



Type: Massive (500) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

The Flare Lizard is generally of dark colours but emits a bright, colourful light when angry or fighting.

3	Initiative	
9	Attack Brawn	
9	Claws	
3	None	
5	Dodge	
6	Resistance | Armor	8
7	Health	

STR	3	CON	3	AGI	3	REF	2	INT	0	PER	1

Acrobatics	3	5	**Brawn**	3	6	**Quickness**	3	3	**Investigate**	2	-2
Athletics	3	6	**Nimbleness**	3	6	**Stealth**	3	3	**Survival**	2	3

Edges

- **Claws, Powerful (Major):** Claws allow to climb trees or soft surfaces without any hold and to dig the ground. They confers a bonus of +3 to Nimbleness.
- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Protected:** Procure 2 points of Armor.
- **Climber:** Allows climbing at normal speed.
- **Flare Skin:** The skin of the monster can emit a bright, colourful light. When the skin is bright in the darkness, a disadvantage should be applied to attacks against the monster.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.
- **Huge:** When not actively trying to hide, the creature can generally be detected without any test.

Floating Whale

17



Type: Colossal (1500) Fearful Monstrosity
Habitat: Sky
Active Time: Diurnal

Those colossal flying whales slowly fly in the sky. They are full of a very light gas that allows them to float. The gas in them is very unstable and explosive, making them very dangerous when up close. They are generally inoffensive but very intelligent. Floating whales fly around and eat smaller flying creatures like small birds and swarms of insects.

-2	Initiative
12	Bite
5	Tail
-2	None
3	Dodge
8	Resistance | Armor 8
8	Health

STR	5	CON	5	AGI	1	REF	1	INT	5	PER	2

Acrobatics	0	3	**Brawn**	5	12	**Quickness**	0	-2	**Investigate**	5	9
Athletics	5	8	**Nimbleness**	2	5	**Stealth**	0	3	**Survival**	3	7

The Floating Whale hosts Flying Mantis on its back. Those creatures live there and eat parasites on the whale's back. They will aggressively defend their home against any aggression.

Edges

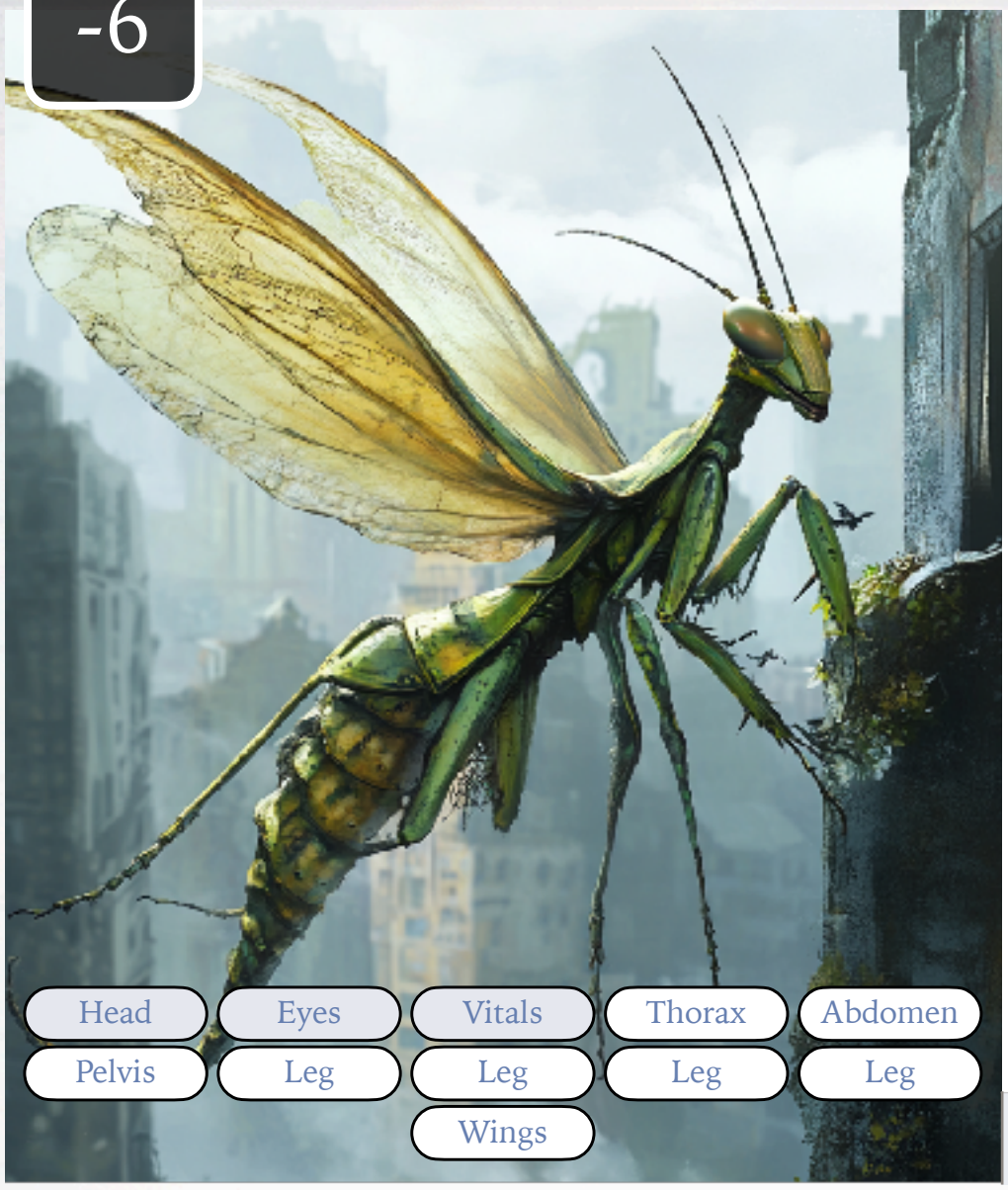
- **Hydrogen Gas:** The monster is full of hydrogen and is highly susceptible to fire but allows to slowly fly. If the creature catches fire, it explodes with 3 disadvantages to resist and damage everything around. The explosion has the following features: Area, Blast, Knockdown, Loud, Shove.
- **Host:** The monster is so big that some smaller monsters live on that monster.
- **Echolocation (Major):** The creature can use ultrasound to locate objects. It works at up to 10 metres in the air. Aquatic creatures can use it to a distance up to 500 metres.
- **Telepathy:** The creature can talk using telepathy. The power is generally limited to a few metres.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large.
- **Highly Flammable (Major):** The monster is highly susceptible to fire. Fire kills the monster and can spread fire nearby.
- **Unresistant (Major):** Suffer 2 disadvantages to athletics test when resisting damage.

Flying Mantis

-6



Type: Tiny (1) Defensive Monstrosity
Habitat: Forest or on Flying Whale
Active Time: Crepuscular

Flying Mantises are big but rapid insects. One individual can be very dangerous, so swarms are devastating.

2	Initiative	
-5	Bite	
-3	Paws	
2	Paws	
1	Dodge	
-3	Resistance | Armor	-3
2	Health	

STR	0	CON	0	AGI	2	REF	3	INT	1	PER	1

Acrobatics	1	1	**Brawn**	0	-5	**Quickness**	1	2	**Investigate**	0	-3
Athletics	0	-3	**Nimbleness**	0	-3	**Stealth**	1	1	**Survival**	0	-4

Edges

- **Fast Attack (Major):** It can attack with its limbs using its quickness skill. Bonus applied to nimbleness attacks is also applied to quickness attacks.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.

Goliath

3



Type: Large (60) Aggressive Monstrosity
Habitat: Quiet Place
Active Time: Crepuscular

This large monster looks like a disgusting bear. It walks on two or four legs.

-3	Initiative	
9	Jaws	
6	Long Tongue	
7	Claws	
2	Dodge	
4	Resistance | Armor	4
6	Health	

STR	4	CON	4	AGI	1	REF	1	INT	1	PER	1

Acrobatics	0	2	**Brawn**	3	8	**Quickness**	0	-3	**Investigate**	0	-3
Athletics	2	4	**Nimbleness**	2	4	**Stealth**	0	-3	**Survival**	1	3

Edges

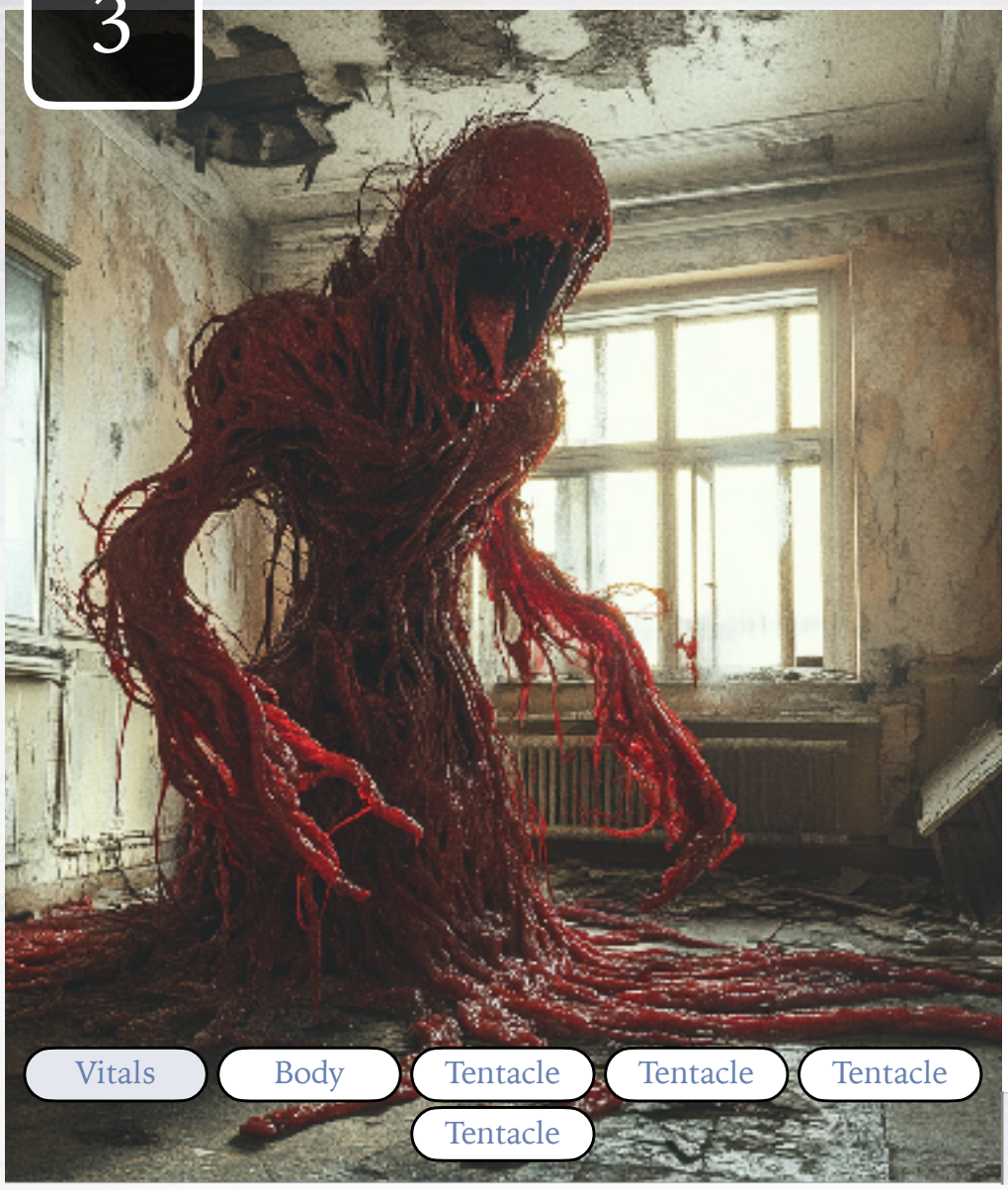
- **Claws, Powerful (Major):** Claws allow them to climb trees or soft surfaces without any hold. It confers +3 to Nimbleness.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Long Tongue:** The creature has a long tongue that can be used to hit or grapple an opponent at short range with a nimbleness test with a bonus of +2.

Hindrances

- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Goo Horror

3



Type: Medium (40) Aggressive Monstrosity
Habitat: Quiet Place
Active Time: Nocturnal

This large and horrific monster is made of a goo-like substance. When wounded enough, it splits into two smaller entities.

-2	Initiative
4	Tentacles
3	Tentacles
-2	None
-2	Dodge
-2	Resistance | Armor -2
5	Health

STR	2	CON	2	AGI	1	REF	1	INT	0	PER	1

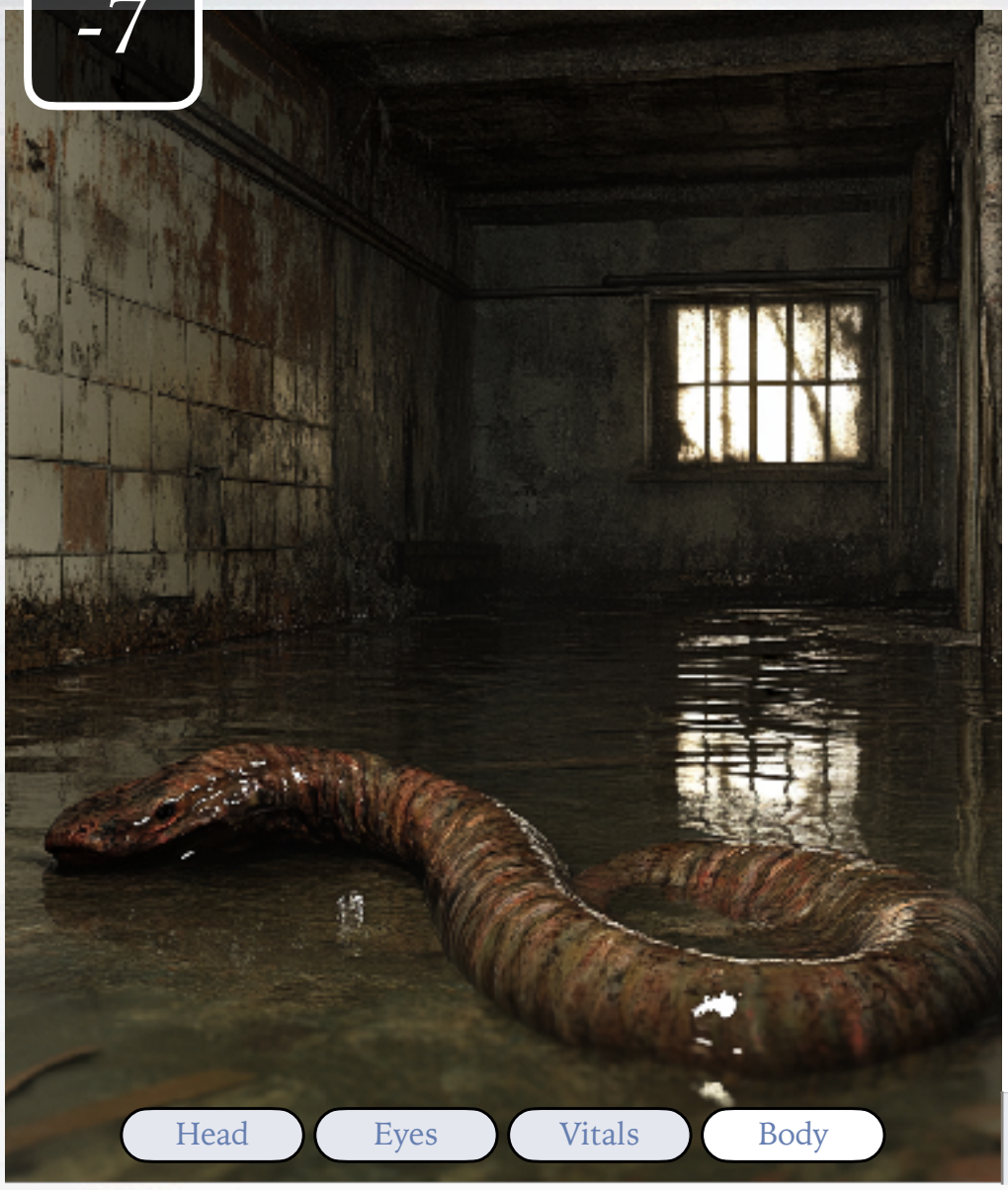
Acrobatics	0	-2	**Brawn**	1	2	**Quickness**	1	-2	**Investigate**	0	-4
Athletics	0	-2	**Nimbleness**	1	1	**Stealth**	1	-3	**Survival**	1	1

Edges

- **Tentacles (Major):** The creature has one or multiple tentacles that replace limbs. Tentacles can be used to hit or grapple an opponent at short range with a nimbleness or brawn test with a bonus of +2.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Duplicate (Major):** The creature duplicates itself when it fails its health test. It creates two almost identical but smaller creatures. Those creatures are smaller, and every test is reduced by 1. The health value of both creatures is reduced by 1, but all wounds are healed. When the health value is reduced to 1, it cannot duplicate anymore.
- **Limited Body:** The creature does not have internal organs; it only has a body, a vital location, and four limbs. The body can be hit multiple times, counting as multiple wounds.
- **Feel Vibrations (Major):** Allows to feel the vibrations in the air (or water) of moving objects and beings.

Lashworm

-7



Type: Small (8) Aggressive Monstrosity
Habitat: Dark Water
Active Time: Nocturnal

The sucker worms are large worms the size of a cat. They live in dark, stagnant water, often in flooded basements. They can also get out of the water and crawl on walls.

-4	Initiative	
2	Bite, blood sucker, constrictor	
-2	Body Attack, constrictor	
-4	None	
-3	Dodge	
-3	Resistance | Armor	-3
3	Health	

STR	3	CON	1	AGI	0	REF	1	INT	0	PER	0

Acrobatics	0	-3	**Brawn**	1	2	**Quickness**	0	-4	**Investigate**	0	-5
Athletics	1	-3	**Nimbleness**	0	-2	**Stealth**	1	-4	**Survival**	1	-3

Edges

- **Blood Sucker:** After a successful bite, the monster attaches itself to the victim. If the monster is hit, it detaches itself from the victim. During its round, when attached to a victim, the monster does not need to attack the target anymore and automatically causes a wound every round.
- **Constrictor:** The creature has a way to grapple an opponent and do damage at the same time.
- **Climber:** Allows climbing at normal speed.
- **Swim:** Creatures with the swim capacity do not have a disadvantage when doing underwater actions. The creature can swim underwater at its normal speed.
- **Simple Body:** The creature has a simple body. The body can be hit multiple times, counting as multiple wounds.

Hindrances

- **Photophobia (Major):** The creature is afraid of any source of light and will try to avoid it.
- **Highly Flammable (Major):** The monster is highly susceptible to fire. Fire kills the monster and can spread fire nearby.
- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Leg Eater

-5



Type: Small (10) Aggressive Monstrosity
Habitat: Underground
Active Time: Nocturnal

The Leg Eater is a small octopus monster that lives in shallow waters. It moves underwater and tries to grab and bite the leg of its victim.

1	Initiative	
2	Jaws	
1	Tentacles	
1	Tentacles	
1	Dodge	
-3	Resistance | Armor	-3
3	Health	

STR	1	CON	1	AGI	1	REF	2	INT	0	PER	1

Acrobatics	1	1	**Brawn**	0	-3	**Quickness**	1	1	**Investigate**	0	-4
Athletics	0	-3	**Nimbleness**	0	-3	**Stealth**	1	-3	**Survival**	1	-2

Edges

- **Jaws, Powerful (Major):** It procure a bonus of +3 to Brawn.
- **Tentacles (Major):** The creature has one or multiple tentacles that replace limbs. Tentacles can be used to hit or grapple an opponent at short range with a nimbleness or brawn test with a bonus of +2.
- **Swim:** Creatures with the swim capacity do not have a disadvantage when doing underwater actions. The creature can swim underwater at its normal speed.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.

Living Spider Hive

-3



Type: Medium (20) Defensive Fiend
Habitat: Dark Places
Active Time: Diurnal

The Living Spider Hive is a body filled with spiders. It can still walk, move, and do some basic actions. When it reaches its destination, it crumbles to let thousands of spiders out. It can be a human body or any other body.

1	Initiative
-3	Attack Brawn
1	Attack Nimbleness
1	None
-2	Dodge
1	Resistance | Armor 1
X	Health

STR	1	CON	1	AGI	2	REF	1	INT	2	PER	2

Acrobatics	1	-2	**Brawn**	0	-3	**Quickness**	1	1	**Investigate**	1	2
Athletics	1	1	**Nimbleness**	1	1	**Stealth**	2	3	**Survival**	2	2

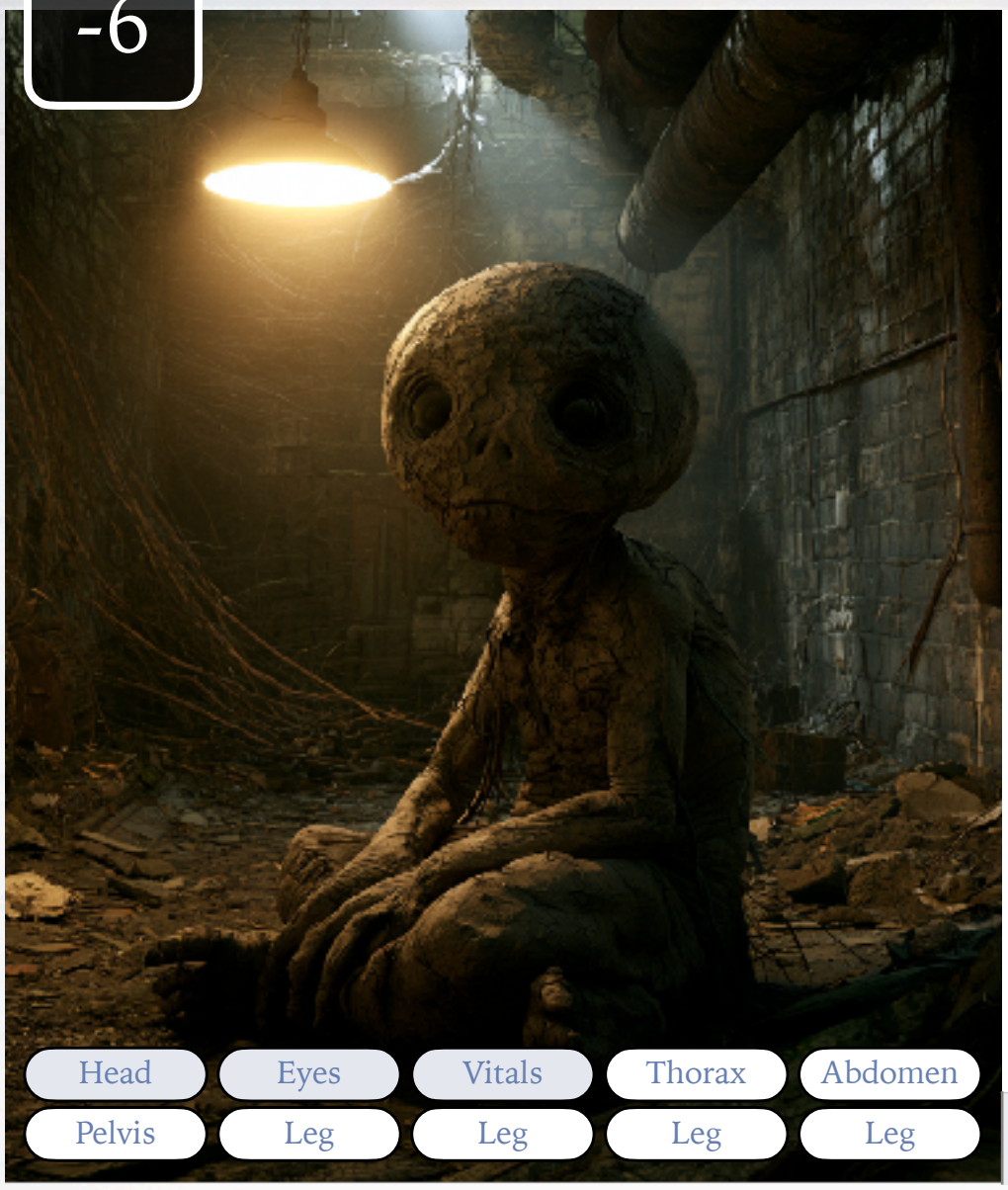
The Living Spider Hive release thousand of spiders when it reaches their destination or upon death.

Edges

- **Spider Hive (Major):** The creature's body is full of living spiders. Three of them are venomous spiders.

Lostling

-6



Type: Medium (12) Defensive Monstrosity
Habitat: Dark places
Active Time: Nocturnal

Lostlings are small creatures that resemble children. They inhabit dark, isolated locations and primarily feed on small rodents. However, when mistaken for children, they can lure humans into consuming them.

-4	Initiative	
2	Bite	
1	Paws	
-4	None	
1	Dodge	
2	Resistance | Armor	2
4	Health	

STR	2	CON	2	AGI	1	REF	1	INT	0	PER	0

Acrobatics	1	1	**Brawn**	1	2	**Quickness**	0	-4	**Investigate**	0	-5
Athletics	2	2	**Nimbleness**	1	1	**Stealth**	0	-4	**Survival**	0	-3

Edges

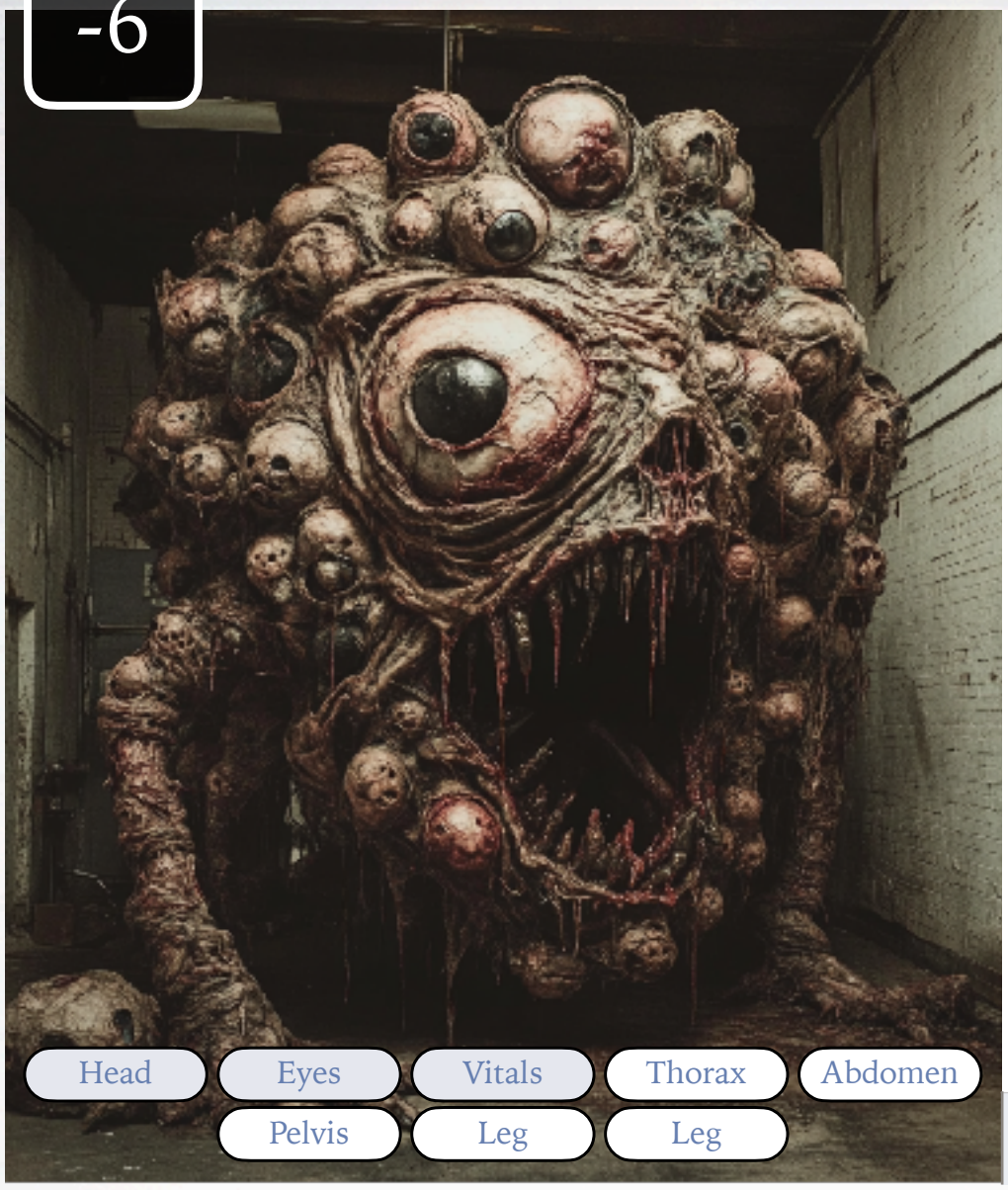
- **Infecting:** An exceptional effect on attack causes the infected condition to the victim.
- **Regenerate (Major):** Using a quick action, the creature can heal one wound if it was not wounded that round.

Hindrances

- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Merger

-6



Type: Medium (20) Aggressive Monstrosity
Habitat: Underground
Active Time: Nocturnal

The Merger is an odd creature that can become bigger as two monsters of its kind merge together. In some reclusive places, the merger has become extremely big and powerful.

-3	Initiative	
3	Bite	
1	Paws	
-3	None	
-2	Dodge	
1	Resistance | Armor	1
4	Health	

STR	2	CON	2	AGI	1	REF	1	INT	1	PER	1

Acrobatics	0	-2	**Brawn**	2	3	**Quickness**	0	-3	**Investigate**	0	-3
Athletics	1	1	**Nimbleness**	1	1	**Stealth**	1	-2	**Survival**	1	1

Edges

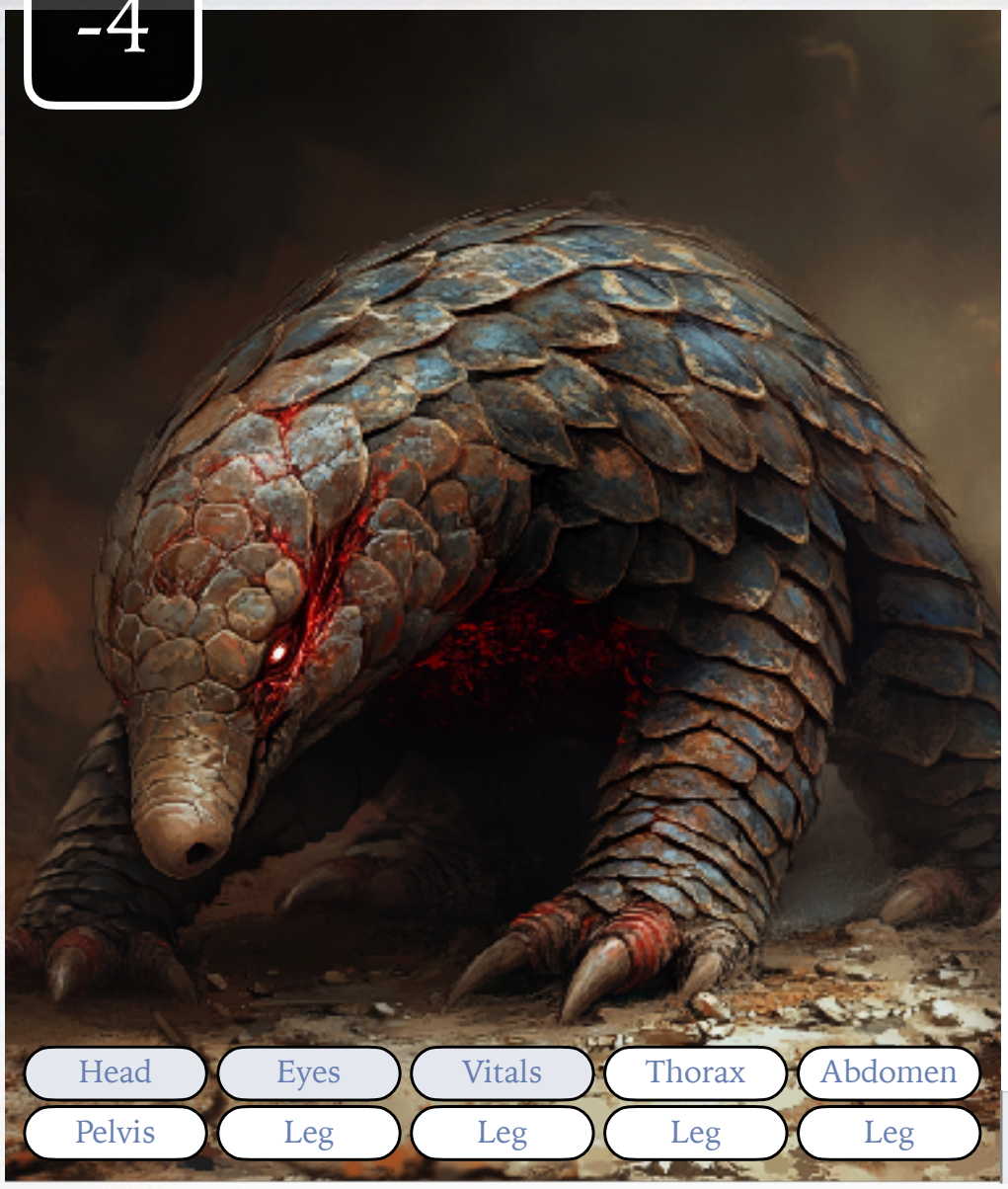
- **Merger (Major):** This creature can merge with monsters of their kind and size. When doing so, the creature will be able to work as one big entity. The merge is grotesque and the resultant even more. This transformation takes one round and allows the many small creatures to face greater danger. In game mechanics, when two creatures of the same size are joining, the resultant creature gains one point in every skill, increases its size by 1, and gains one Health. The merge takes one action. A creature that has merged that way can unmerge following the inverted process.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Only two limbs (Major):** The creature only has two limbs.

Pangolin

-4



Type: Medium (25) Defensive Monstrosity
Habitat: Grassland
Active Time: Nocturnal

The Pangolin is a very resistant creature with its natural armor. It's slow but dangerous.

-4	Initiative	
3	Bite	
1	Paws	
-4	None	
1	Dodge	
8	Resistance | Armor	8
5	Health	

STR	2	CON	2	AGI	1	REF	1	INT	0	PER	0

Acrobatics	1	1	**Brawn**	2	3	**Quickness**	0	-4	**Investigate**	0	-5
Athletics	3	3	**Nimbleness**	1	1	**Stealth**	0	-4	**Survival**	2	1

Edges

- **Armored (Major):** Procure 5 points of armor.
- **Regenerate (Major):** Using a quick action, the creature can heal one wound if it was not wounded that round.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Slow:** The creature is moving slowly and suffers a disadvantage on all tests related to movement.

Pincher

-3



Type: Medium (40) Aggressive Monstrosity
Habitat: Near water
Active Time: Nocturnal

This larger-than-human, crab-like creature is armoured with a solid armour. It has two large pincers capable of squashing solid objects or opponents. While not amphibians, they generally inhabit near water.

-4	Initiative	
6	Pincer	
1	Paws	
-4	None	
2	Dodge	
3	Resistance | Armor	5
5	Health	

STR	2	CON	3	AGI	2	REF	1	INT	0	PER	0

Acrobatics	1	2	**Brawn**	1	3	**Quickness**	0	-4	**Investigate**	0	-5
Athletics	1	3	**Nimbleness**	0	1	**Stealth**	0	-3	**Survival**	0	-2

Edges

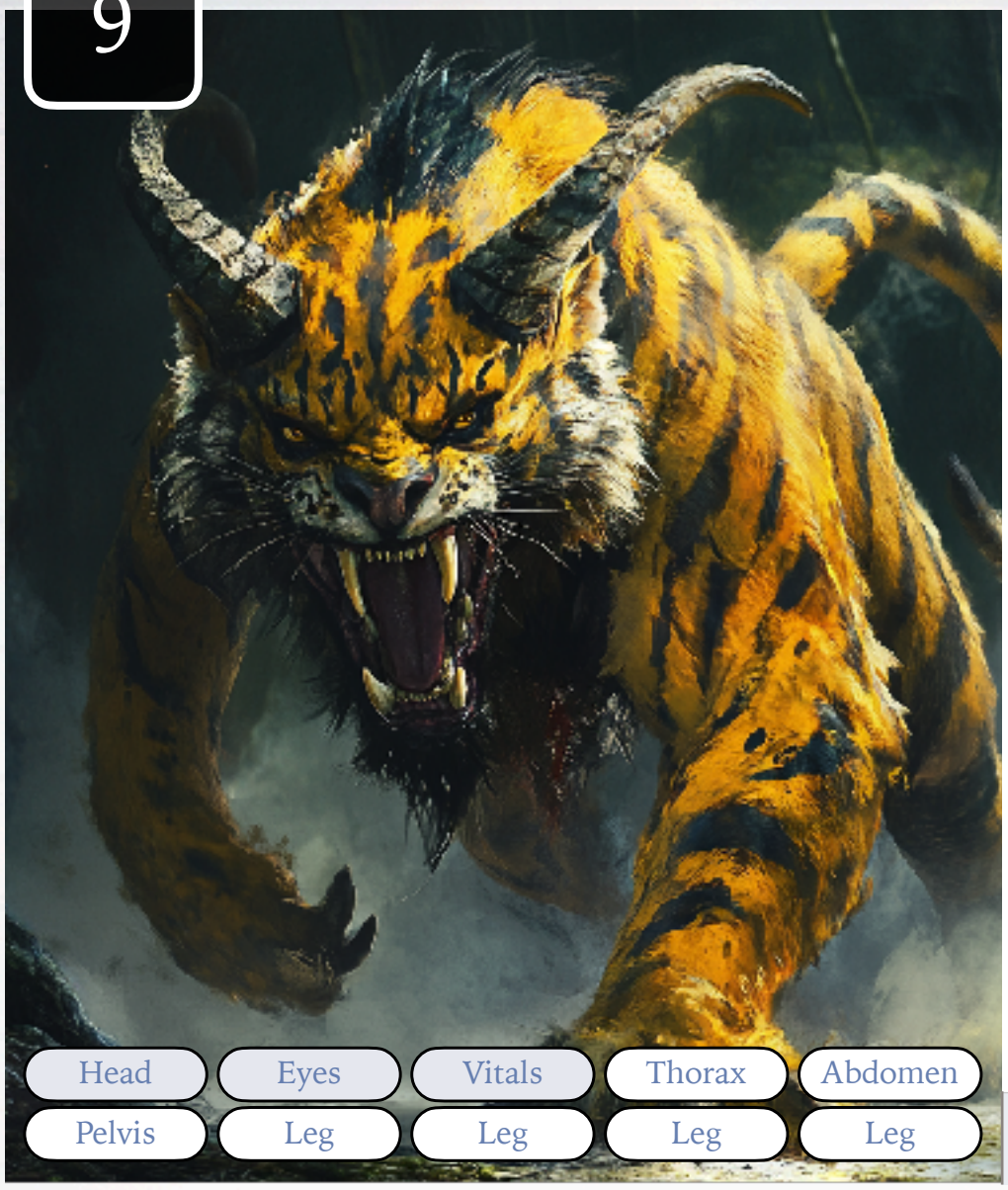
- **Pincers, Powerful (Major):** The creature gains an advantage when trying to grapple an opponent with the pincers. It also confers a bonus of +3 to attacks. Pincers use the brawn skill.
- **Protected:** Procure 2 points of Armor.
- **Arachnid or Octopus:** The creature has four additional legs.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Ravager Beast

9



Type: Large (80) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

3	Initiative	
9	Jaws	
9	Claws	
3	None	
4	Dodge	
5	Resistance | Armor	5
6	Health	

STR	3	CON	3	AGI	3	REF	2	INT	1	PER	2

Acrobatics	2	4	**Brawn**	3	6	**Quickness**	2	3	**Investigate**	3	3
Athletics	2	5	**Nimbleness**	3	6	**Stealth**	2	3	**Survival**	1	3

Edges

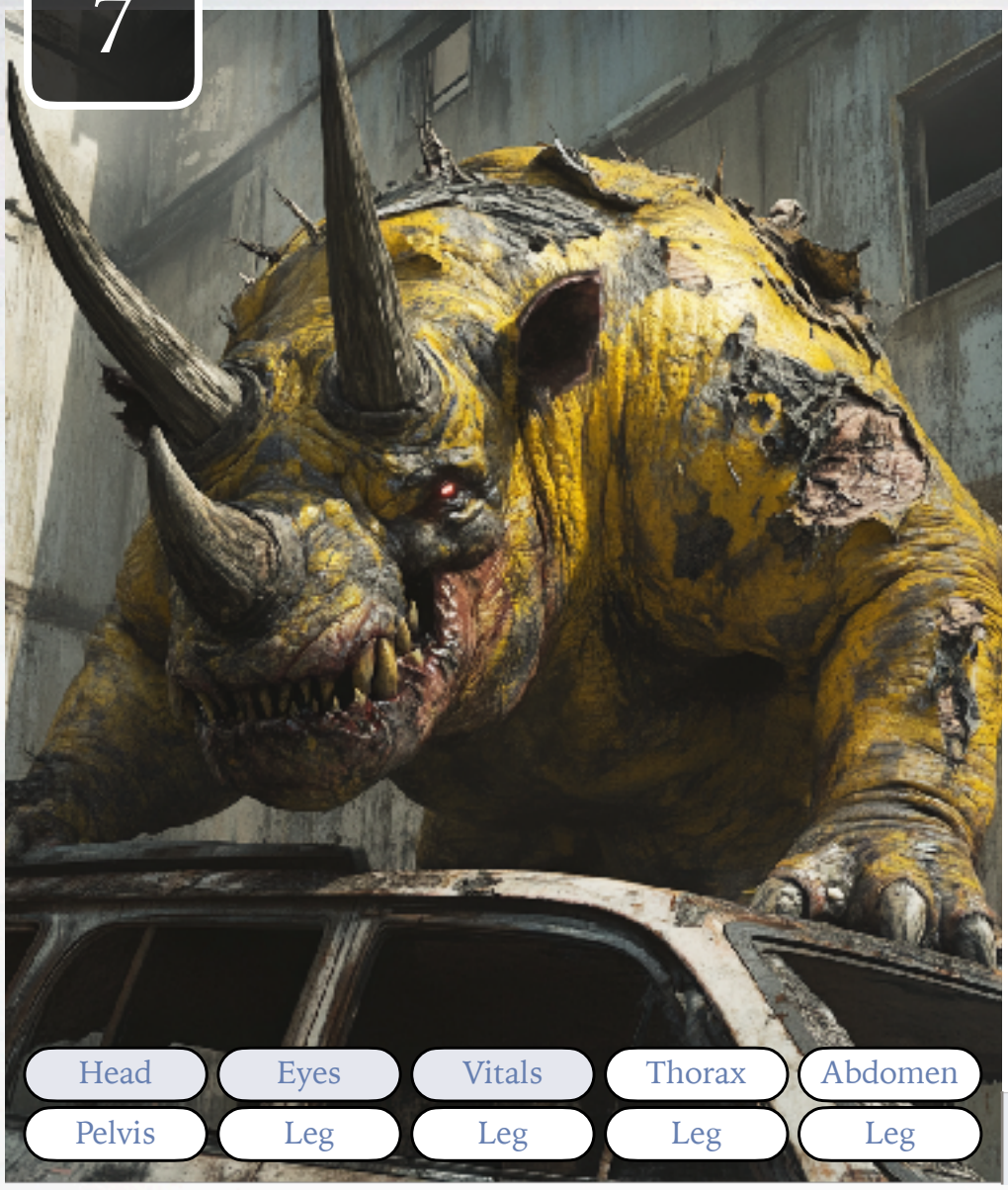
- **Claws, Powerful (Major):** Claws allow them to climb trees or soft surfaces without any hold. It confers +3 to Nimbleness.
- **Jaws, Powerful (Major):** It procure a bonus of +3 to Brawn.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell**: Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Ravager Charger

7



Type: Massive (1000) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

This kind of Ravager looks like a dog with yellow fur. They are aggressive and used by the Ravagers to find their prey.

-4	Initiative	
12	Horn, (can trample)	
2	Paws	
-4	None	
2	Dodge	
4	Resistance | Armor	4
7	Health	

STR	5	CON	5	AGI	0	REF	0	INT	0	PER	1

Acrobatics	0	2	**Brawn**	2	9	**Quickness**	0	-4	**Investigate**	0	-4
Athletics	2	4	**Nimbleness**	0	2	**Stealth**	0	-5	**Survival**	1	4

Edges

- **Horn, powerful (Major):** The creature has a horn or horns and can use it to attack enemies. It does +3 brawn damage and causes the prone condition to same-size or smaller victim. Exceptional effects pushes the victim 3 metres away.
- **Trample:** The creature can trample an enemy in its path when doing a power move. This movement is also considered an attack.
- **Mount:** The creature can be used as a mount by a smaller being and doubles its lift capacity.

Ravager Dog

-6



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

This kind of Ravager looks like a dog with yellow fur. They are aggressive and used by the Ravagers to find their prey.

-3	Initiative	
3	Jaws	
1	Paws	
-3	None	
-2	Dodge	
-2	Resistance | Armor	-2
4	Health	

STR	1	CON	2	AGI	1	REF	1	INT	1	PER	1

Acrobatics	0	-2	**Brawn**	2	2	**Quickness**	0	-3	**Investigate**	2	1
Athletics	0	-2	**Nimbleness**	2	1	**Stealth**	0	-3	**Survival**	0	-2

Edges

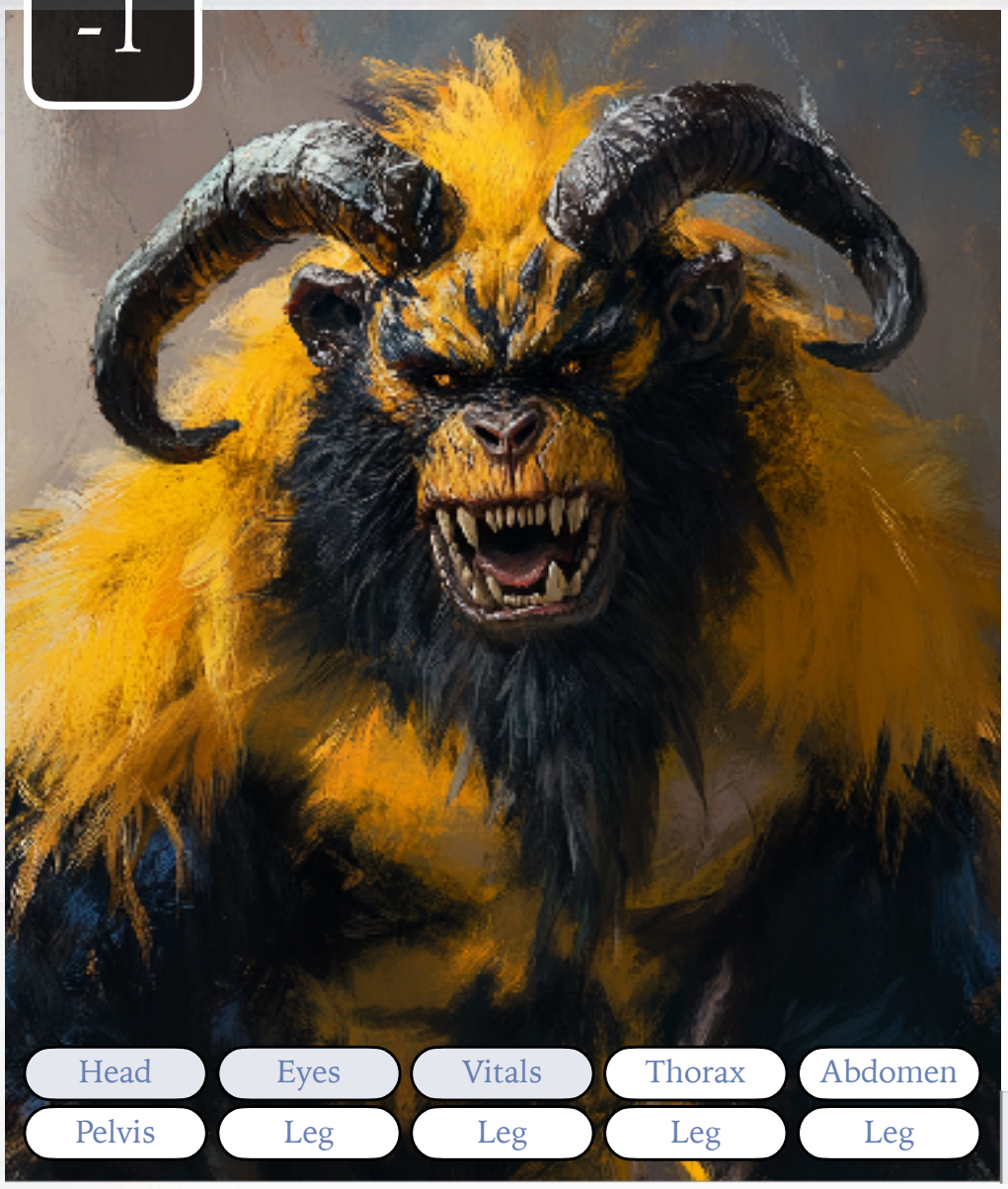
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Ravager Soldier

-1



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Abandoned Place
Active Time: Nocturnal

Ravagers are creatures a little bit smaller than humans but generally stronger. They are good at climbing and can communicate between each other using a very basic language.

1	Initiative	
5	Claws	
6	Jaws	
1	None	
3	Dodge	
4	Resistance | Armor	4
4	Health	

STR	3	CON	3	AGI	3	REF	2	INT	1	PER	1

Acrobatics	1	3	**Brawn**	1	4	**Quickness**	1	1	**Investigate**	0	-3
Athletics	1	4	**Nimbleness**	2	5	**Stealth**	1	2	**Survival**	0	1

Edges

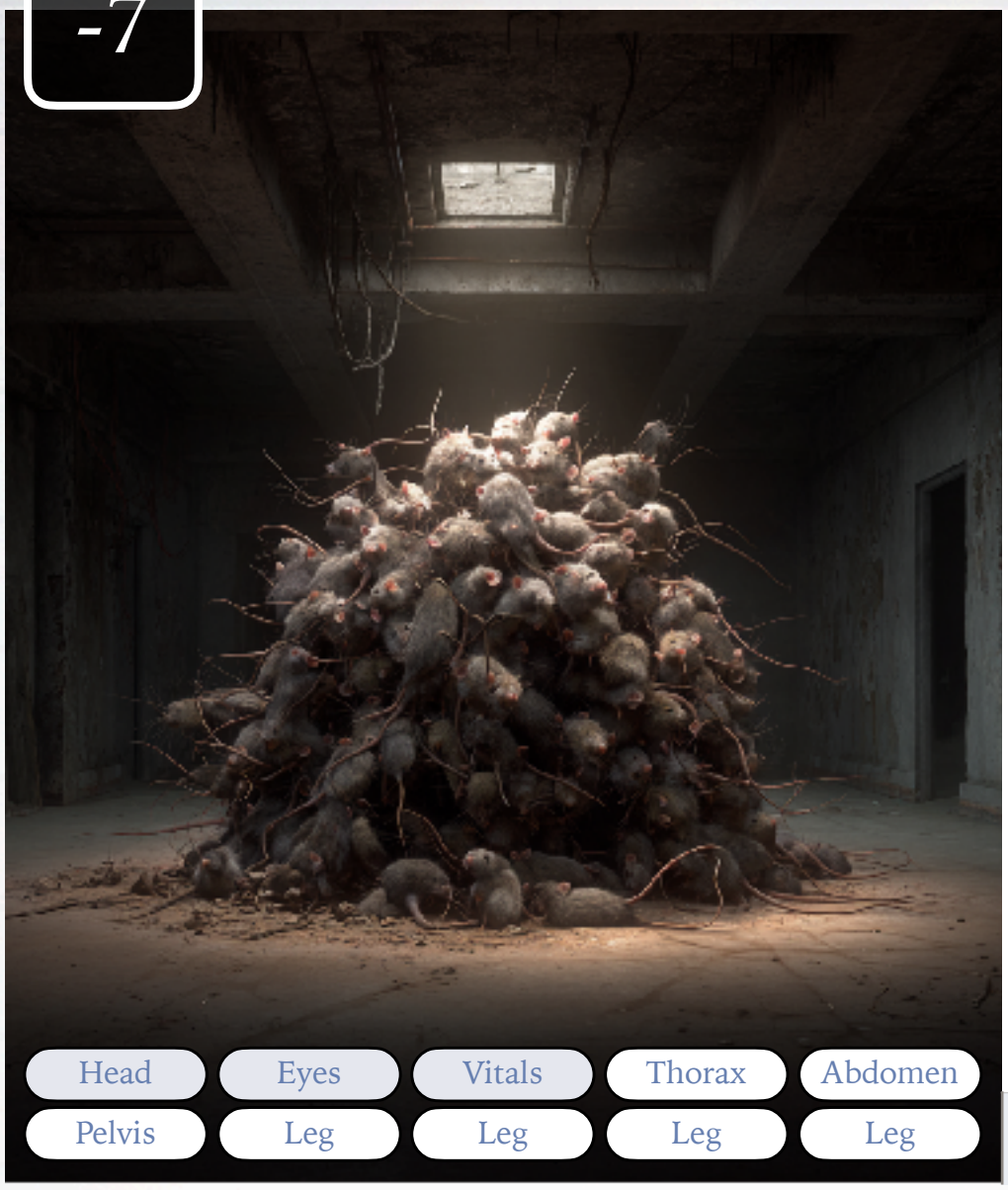
- **Claws:** Allows climbing trees or soft surfaces without any hold. It confers +1 to Nimbleness.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of its kind.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Roi des Rats

-7



Type: Small (6) Aggressive Monstrosity
Habitat: Abandoned Locations
Active Time: Nocturnal

The Roi des Rats is a supernatural entity that is able to control rats, a lot of rats. The entity is able to take control of one of the rats and then has a group of rats under its control. When the Roi des Rats dies, the group generally disperses.

-3	Initiative	
1	Bite, infecting	
-3	Paws, infecting	
-3	None	
1	Dodge	
1	Resistance | Armor	1
3	Health	

STR	1	CON	2	AGI	1	REF	1	INT	0	PER	0

Acrobatics	1	1	**Brawn**	1	1	**Quickness**	1	-3	**Investigate**	0	-5
Athletics	1	1	**Nimbleness**	0	-3	**Stealth**	0	-4	**Survival**	0	-3

Edges

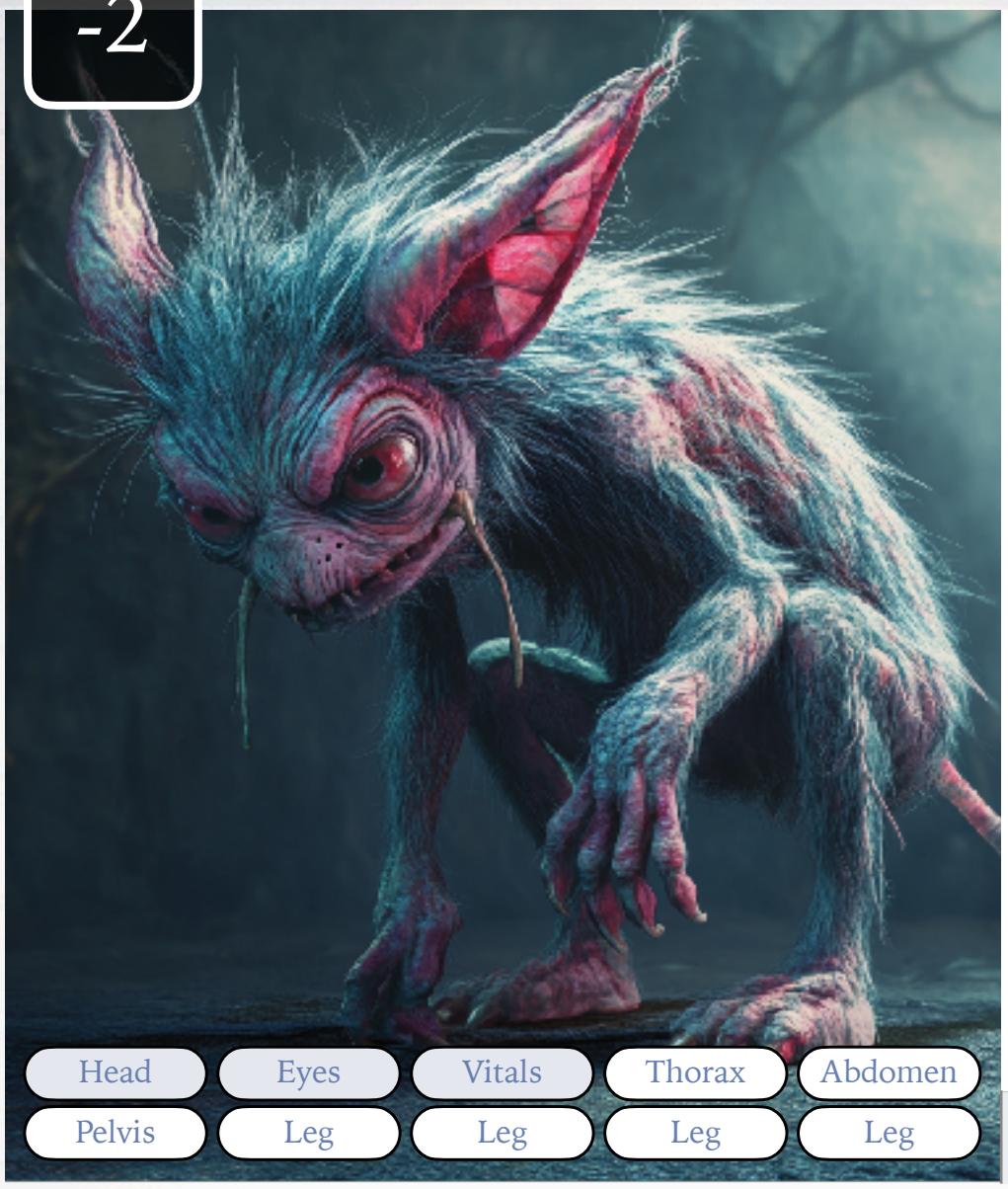
- **Infecting:** An exceptional effect on attack causes the infected condition to the victim.
- **Merger (Major):** This creature can merge with monsters of their kind and size. When doing so, the creature will be able to work as one big entity. The merge is grotesque and the resultant even more. This transformation takes one round and allows the many small creatures to face greater danger. In game mechanics, when two creatures of the same size are joining, the resultant creature gains one point in every skill, increases its size by 1, and gains one Health. The merge takes one action. A creature that has merged that way can unmerge following the inverted process.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Scav

-2



Type: Small (6) Fearful Monstrosity
Habitat: Abandoned locations
Active Time: Crepuscular

Those small creatures are scavengers. They are normally fearful but attack in groups. They often steal food and avoid confrontation.

4	Initiative
-3	Bite
2	Paws
4	Throw Stone
2	Dodge
-2	Resistance | Armor -2
4	Health

STR	1	CON	1	AGI	2	REF	3	INT	2	PER	2

Acrobatics	1	2	**Brawn**	0	-3	**Quickness**	2	4	**Investigate**	2	3
Athletics	0	-2	**Nimbleness**	2	2	**Stealth**	2	3	**Survival**	1	1

Edges

- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Tools (Major):** The creature can use simple tools and weapons.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of its kind.

Shrew, Scout

-6



Type: Small (10) Defensive Monstrosity
Habitat: Underground
Active Time: Nocturnal

Shrews live underground in large tunnel networks. They use a caste system with smaller shrew working as workers and diggers and larger ones as scouts or soldiers.

Scout Shrews get outside by night to find and lure prey in the tunnels.

1	Initiative
-4	Bite
3	Claws
1	None
1	Dodge
1	Resistance | Armor 1
3	Health

STR	1	CON	0	AGI	3	REF	1	INT	2	PER	2

Acrobatics	3	1	**Brawn**	0	-4	**Quickness**	1	1	**Investigate**	2	3
Athletics	1	1	**Nimbleness**	1	2	**Stealth**	2	4	**Survival**	1	-2

Edges

- **Claws:** Allows climbing trees or soft surfaces without any hold. It confers +1 to Nimbleness.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of its kind.
- **Pyrophobia:** The creature will try to stay away from fire.

Shrew, Soldier

-3



Type: Medium-Small (15)) Aggressive Monstrosity
Habitat: Underground
Active Time: Nocturnal

Shrews live underground in large tunnel networks. They use a caste system with smaller shrew working as workers, scouts, and diggers, and larger ones as soldiers.

Shrew soldiers hunt prey to feed the pack.

-3	Initiative
2	Bite
6	Claws
-3	None
3	Dodge
4	Resistance | Armor 5
4	Health

STR	2	CON	3	AGI	2	REF	1	INT	0	PER	1

Acrobatics	2	3	**Brawn**	0	2	**Quickness**	0	-3	**Investigate**	0	-4
Athletics	2	4	**Nimbleness**	2	3	**Stealth**	0	-3	**Survival**	2	3

Edges

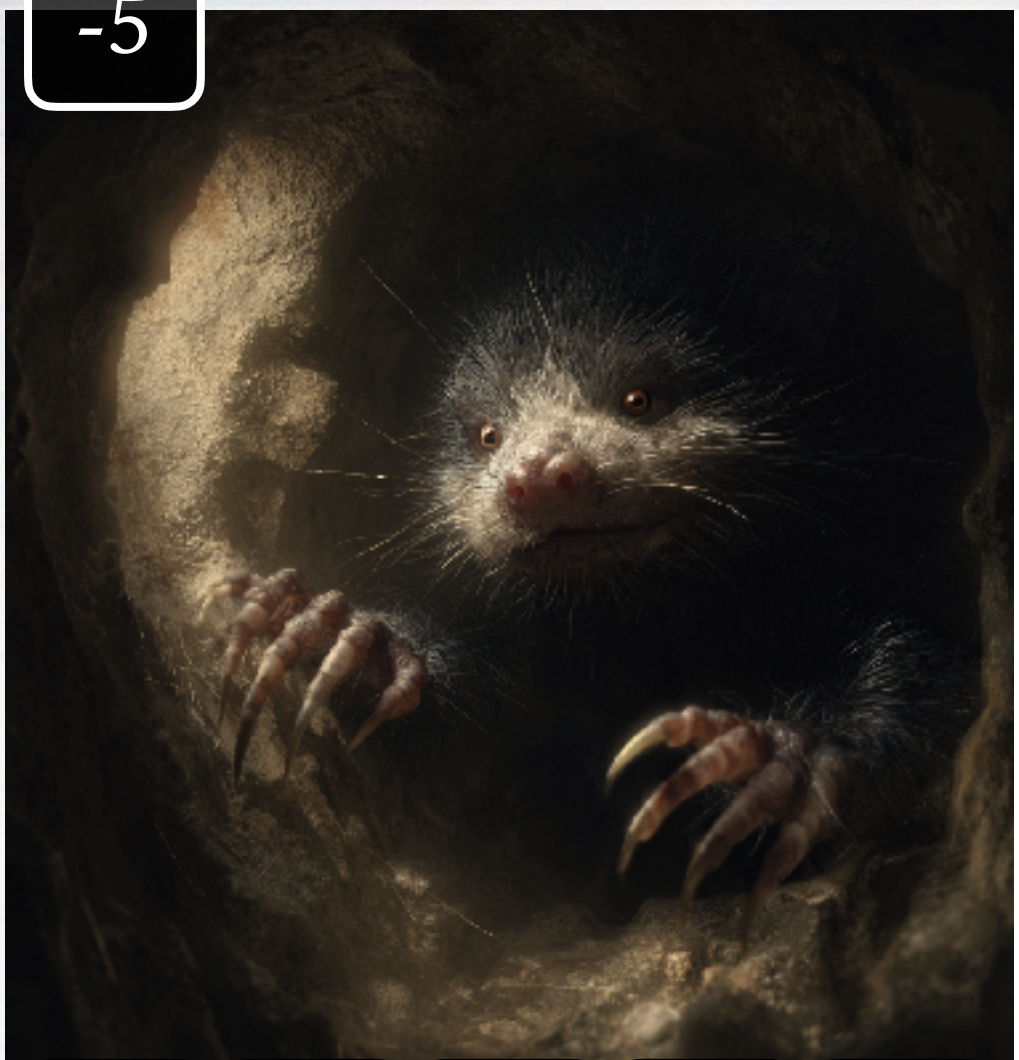
- **Claws, Powerful (Major):** Claws allow them to climb trees or soft surfaces without any hold. It confers +3 to Nimbleness.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Fur, Thick (Major):** Provides an advantage against frost and low temperatures. It also procures 1 point of armour.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.

Shrew, Worker

-5



Type: Small (6) Defensive Monstrosity
Habitat: Underground
Active Time: Nocturnal

Shrews live underground in large tunnel networks. They use a caste system with smaller shrew working as workers, scouts, and diggers, and larger ones as soldiers.

Shrew workers build tunnels for the group.

1	Initiative
-3	Bite
2	Paws
1	None
1	Dodge
1	Resistance | Armor 1
3	Health

STR	2	CON	0	AGI	2	REF	2	INT	1	PER	1

Acrobatics	2	1	**Brawn**	0	-3	**Quickness**	1	1	**Investigate**	1	-2
Athletics	2	1	**Nimbleness**	1	2	**Stealth**	2	2	**Survival**	2	-2

Edges

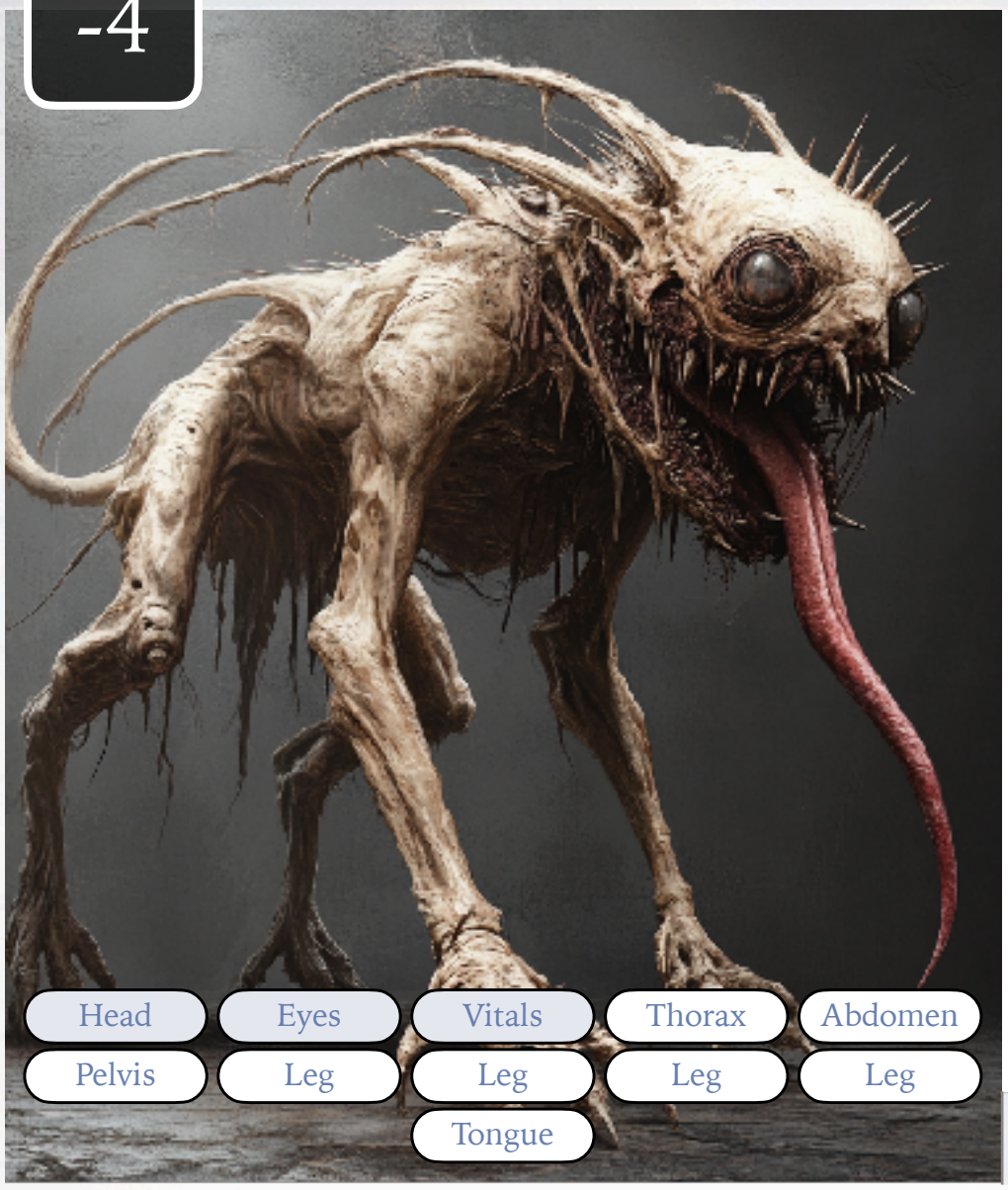
- **Digger:** The creature can dig soft ground and move around at reduced speed.
- **Squeeze:** Can squeeze itself to go through small passages and be considered as one size smaller.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Strong Digestive System:** The creature can eat older and hard-to-digest food.

Hindrances

- **Blind (Major):** The creature cannot see.

Skulk

-4



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

This deformed creature is skeleton-looking and approximately the size of a dog. It's still fast and always hungry.

2	Initiative	
-2	Bite, smelly bite	
3	Long Tongue	
1	Paws	
1	Dodge	
-2	Resistance | Armor	-2
4	Health	

STR	1	CON	1	AGI	2	REF	2	INT	1	PER	2

Acrobatics	1	1	**Brawn**	1	-2	**Quickness**	1	2	**Investigate**	1	1
Athletics	0	-2	**Nimbleness**	1	1	**Stealth**	0	-2	**Survival**	1	1

Edges

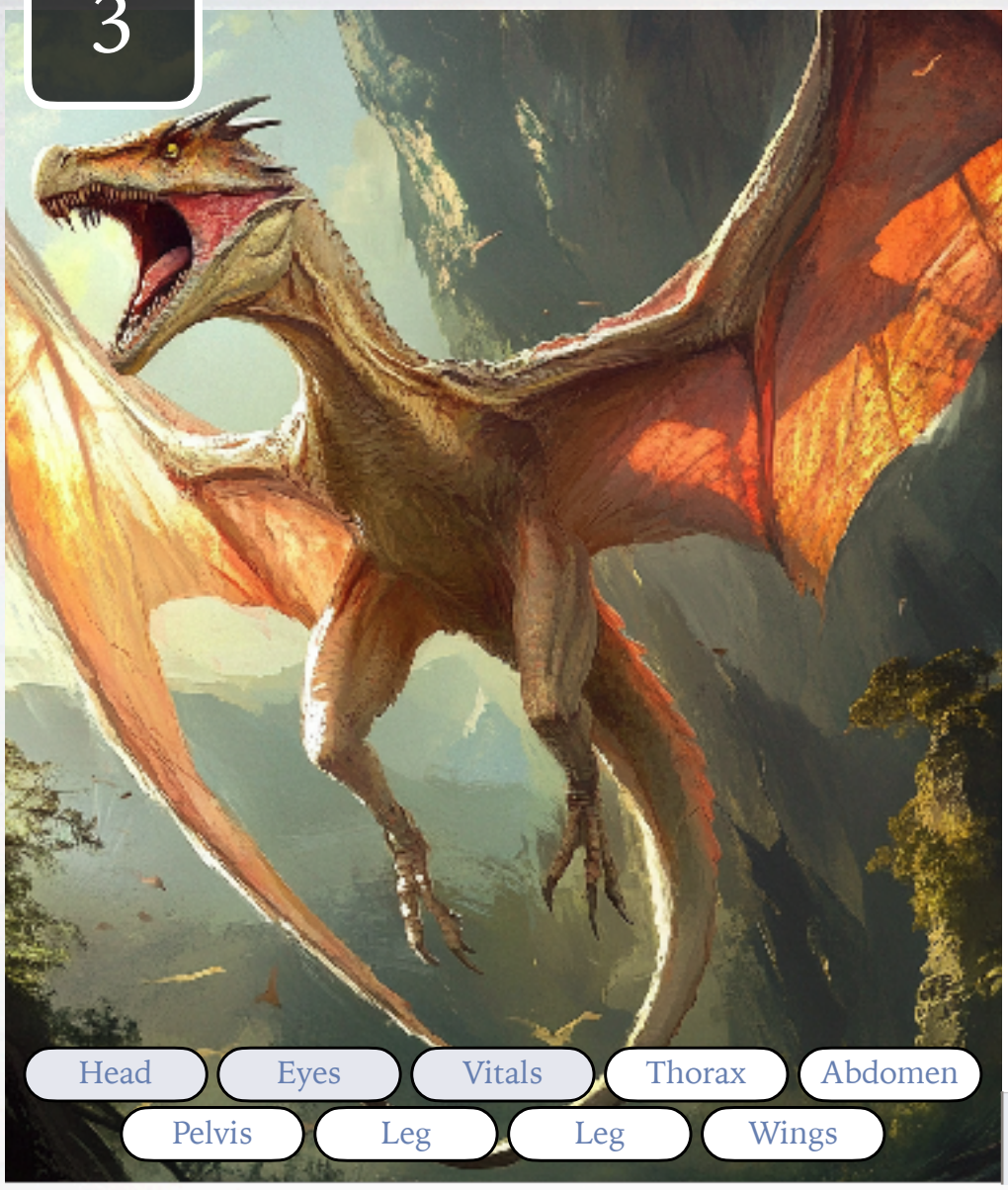
- **Long Tongue:** The creature has a long tongue that can be used to hit or grapple an opponent at short range with a nimbleness test with a bonus of +2.
- **Smelly Bite:** The bite wound emits a scent that alerts all members of the species. This monster can detect and track the scent from over a kilometre away.
- **Climber:** Allows climbing at normal speed.
- **Howl:** The creature can use a quick action to do a powerful howl to call other creatures of its species.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Noisy:** The creature makes a lot of noise when moving fast.
- **Smelly:** The creature is very smelly and can be detected without any test at a few dozen meters away.

Snatcher

3



Type: Medium (30) Aggressive Monstrosity
Habitat: Mountains
Active Time: Diurnal

Snatchers are large flying beasts that snatch their prey from above.

3	Initiative	
5	Jaws	
3	Paws	
3	None	
6	Dodge	
5	Resistance | Armor	5
5	Health	

STR	2	CON	4	AGI	3	REF	2	INT	1	PER	2

Acrobatics	3	6	**Brawn**	1	4	**Quickness**	2	3	**Investigate**	3	3
Athletics	1	5	**Nimbleness**	1	3	**Stealth**	2	3	**Survival**	2	5

Edges

- **Catch and Drop:** This flying monster can grab a smaller victim and make it fall. The first round, the monster tries to grab the victim with a successful nimbleness test and fly up. At this height, it causes a fall with no disadvantage to resist the damage. Every round it flies up, three disadvantages are added. When in a group, they can join together to lift a larger victim.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Wings (Major):** The creature has wings. His body is still pretty heavy for his wings so no speed performance can be achieve. The creature can fly at his normal speed. Creature with wings can be wounded to one or multiple wings.

Hindrances

- **Only two limbs (Major):** The creature only has two limbs.

Spider, Giant Wolf

15



Type: Massive (1000) Defensive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Giant Wolf Spiders are giant spiders from another world.

3	Initiative	
10	Jaws, venomous	
7	Paws	
3	Razor-Sharp Web	
8	Dodge	
7	Resistance | Armor	9
7	Health	

STR	3	CON	4	AGI	4	REF	3	INT	1	PER	1

Acrobatics	4	8	**Brawn**	3	7	**Quickness**	2	3	**Investigate**	1	-2
Athletics	2	7	**Nimbleness**	3	7	**Stealth**	3	5	**Survival**	2	4

Edges

- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Protected:** Procure 2 points of Armor.
- **Razor-Sharp Web (Major):** The creature can create razor-sharp web with an action, and it rapidly fills a zone. A target's movement is slowed in the zone. Doing an action or quick actions in the zone causes damage that can be resisted with a disadvantage. A catastrophic effect causes the bleed effect. See the Destroying Structures section for more information. The creature is immune to the web.
- **Venomous (Major):** The monster has venom. It can be with a poisonous sting or pincer that cause the infected condition on all the attacks. Venom must be injected.
- **Climber:** Allows climbing at normal speed.
- **Arachnid or Octopus:** The creature has four additional legs.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.
- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large.

Spider, Giant Venomous

-2



Type: Small (5) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Giant Venomous spiders are cat-size spiders. They are disgusting and territorial.

1	Initiative	
2	Bite, venormous	
1	Paws	
1	None	
2	Dodge	
2	Resistance | Armor	2
3	Health	

STR	1	CON	1	AGI	3	REF	2	INT	1	PER	1

Acrobatics	2	2	**Brawn**	3	2	**Quickness**	1	1	**Investigate**	1	-2
Athletics	1	2	**Nimbleness**	0	1	**Stealth**	2	3	**Survival**	1	-2

Edges

- **Venomous (Major):** A venomous bite, spike or sting causes the infected condition on all successful attacks.
- **Climber:** Allows climbing at normal speed.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.
- **Arachnid or Octopus:** The creature has four additional legs.
- **Camouflage:** While standing still and in the right environment, it can stay hidden when no one is investigating. The colours of the creature must match the background.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Spider, Giant Vorpal

3



Type: Small (6) Defensive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Vorpal Spiders are almost translucent creatures. They are from another world and the size of a cat.

2	Initiative	
1	Bite, infecting	
4	Paws, infecting	
2	Spiderweb	
5	Dodge	
3	Resistance | Armor	3
3	Health	

STR	2	CON	2	AGI	4	REF	3	INT	1	PER	1

Acrobatics	3	5	**Brawn**	0	1	**Quickness**	1	2	**Investigate**	0	-3
Athletics	0	3	**Nimbleness**	1	4	**Stealth**	1	3	**Survival**	1	1

Edges

- **Infecting:** An exceptional effect on attack causes the infected condition to the victim.
- **Spiderweb (Major):** A successful quickness attack immobilize a victim. It takes an action to get unstuck from the web. An area full of web slows movements. The creature can walk on its own web without getting stuck. It requires one action to destroy 1 meter cube of web but fire destroy it completely.
- **Climber:** Allows climbing at normal speed.
- **Arachnid or Octopus:** The creature has four additional legs.
- **Flare Skin:** The skin of the monster can emit a bright, colourful light. When the skin is bright in the darkness, a disadvantage should be applied to attacks against the monster.
- **Glare Shift (Major):** The creature can enter or exit the Glare at will. It takes one action.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Spider, Giant Tarantula

6



Type: Medium (30) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

Giant Tarantula from another world.

2	Initiative	
5	Bite, Venomous	
2	Paws	
2	Spiderweb	
5	Dodge	
4	Resistance | Armor	4
5	Health	

STR	2	CON	3	AGI	3	REF	2	INT	1	PER	2

Acrobatics	3	5	**Brawn**	2	4	**Quickness**	1	2	**Investigate**	1	1
Athletics	1	4	**Nimbleness**	0	2	**Stealth**	1	2	**Survival**	1	3

Edges

- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Spiderweb (Major):** A successful quickness attack immobilize a victim. It takes an action to get unstuck from the web. An area full of web slows movements. The creature can walk on its own web without getting stuck. It requires one action to destroy 1 meter cube of web but fire destroy it completely.
- **Venomous (Major):** A venomous bite, spike or sting causes the infected condition on all successful attacks.
- **Climber:** Allows climbing at normal speed.
- **Digger:** The creature can dig soft ground and move around at reduced speed.
- **Arachnid or Octopus:** The creature has four additional legs.
- **Mount:** The creature can be used as a mount by a smaller being and doubles its lift capacity.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Spifrog

-8



Type: Tiny (2) Defensive Monstrosity
Habitat: All
Active Time: Nocturnal

This tiny creature is generally inoffensive but can still be dangerous in a group. They can climb almost anywhere and can attack with their pointy legs.

1	Initiative	
-5	Bite	
-4	Paws	
1	None	
-2	Dodge	
-3	Resistance | Armor	-3
2	Health	

STR	0	CON	0	AGI	1	REF	1	INT	1	PER	1

Acrobatics	2	-2	**Brawn**	0	-5	**Quickness**	2	1	**Investigate**	1	-2
Athletics	1	-3	**Nimbleness**	0	-4	**Stealth**	2	1	**Survival**	2	-2

Edges

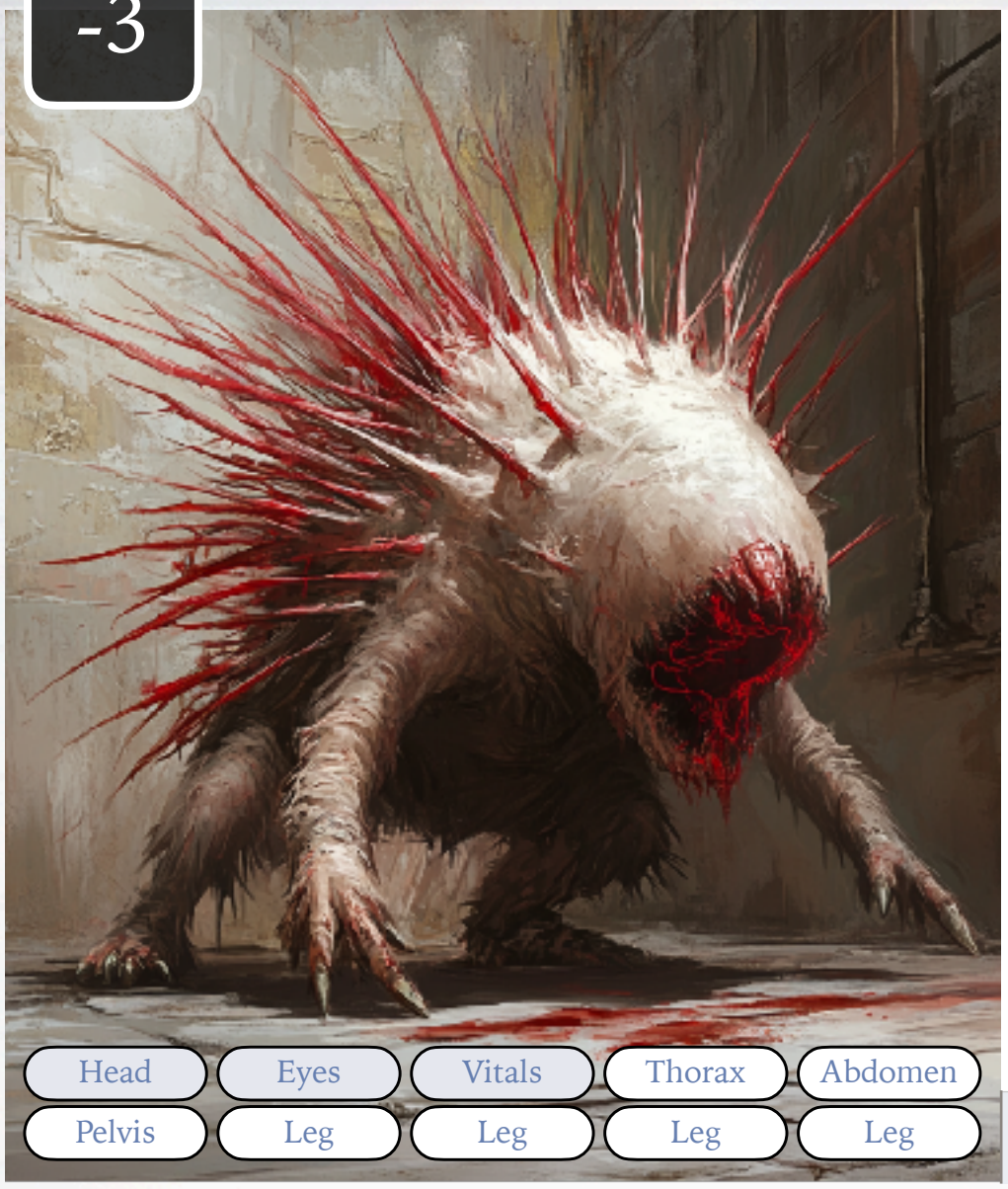
- **Climber:** Allows climbing at normal speed.
- **Arachnid or Octopus:** The creature has four additional legs.

Hindrances

- **Can't Swim:** The creature can't swim and will rapidly drown.

Spikecupine

-3



Type: Medium-Small (15) Defensive Monstrosity
Habitat: Abandoned Place
Active Time: Diurnal

The Spikecupine is like a large rat covered with spikes. Fortunately for its prey, the creature is almost blind.

3	Initiative
6	Jaws
-2	Paws
5	Throw Spikes
4	Dodge
1	Resistance | Armor 1
4	Health

STR	2	CON	3	AGI	1	REF	3	INT	1	PER	2

Acrobatics	1	4	**Brawn**	3	5	**Quickness**	1	3	**Investigate**	0	-2
Athletics	0	1	**Nimbleness**	0	-2	**Stealth**	0	-3	**Survival**	0	2

Edges

- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Spiked:** Enemies suffer a wound when grappled. It also causes a wound when an opponent executes a grapple, does any unarmed attack, or bites. The spikes have a rating of +2 to brawn.
- **Throw Spikes:** The creature can throw spikes. Those spikes are thrown at short range with a bonus of +2 to a quickness test.

Hindrances

- **Slow:** The creature is moving slowly and suffers a disadvantage on all tests related to movement.
- **Poor Vision:** Disadvantage to investigate tests when sight is involved.

Spitter

-2



Type: Medium (25) Aggressive Monstrosity
Habitat: Forest
Active Time: Nocturnal

The flying lizard is able to fly. It can spit acid from above to its prey, and they finish its victim with its large mouth.

6	Initiative
2	Bite
-2	Paws
6	Acid Spit
3	Dodge
3	Resistance | Armor 3
5	Health

STR	1	CON	2	AGI	2	REF	3	INT	0	PER	3

Acrobatics	1	3	**Brawn**	2	2	**Quickness**	3	6	**Investigate**	0	-2
Athletics	2	3	**Nimbleness**	0	-2	**Stealth**	0	-3	**Survival**	2	4

Edges

- **Acid Spit:** The creature can spit acid at short range with a quickness test.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.

Hindrances

- **Cold Blood:** Cause a Disadvantage when resisting to the cold.

Spore Chub

-6



Type: Medium-Small (15) Defensive Monstrosity
Habitat: Deserted Area
Active Time: Nocturnal

The Spore Chub is a tricky monster that releases spores when hit. It's always safe to attack the monster from a safe distance to avoid being caught in the cloud of spores.

-2	Initiative	
-3	Bite	
3	Claws	
-2	None	
-2	Dodge	
-2	Resistance | Armor	-2
4	Health	

STR	1	CON	1	AGI	2	REF	2	INT	1	PER	1

Acrobatics	0	-2	**Brawn**	0	-3	**Quickness**	0	-2	**Investigate**	0	-3
Athletics	0	-2	**Nimbleness**	0	-2	**Stealth**	0	-2	**Survival**	0	-3

Edges

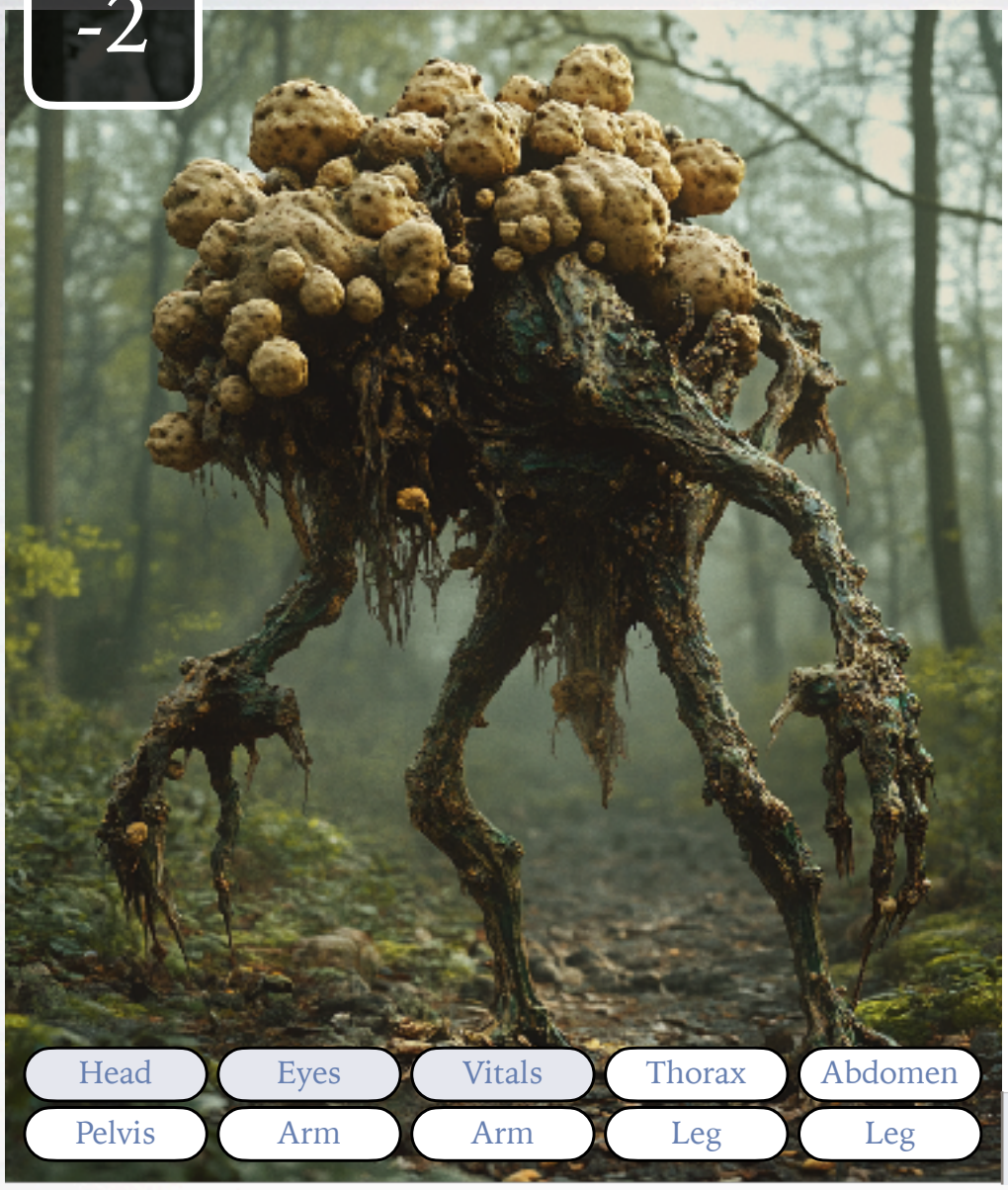
- **Claws (Major):** Allows climbing soft surfaces without any hold. It confers +3 to nimbleness attacks.
- **Gas Spore:** The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at close range, causing the exhausted condition or the privation condition if already checked. The creature is immune to the gas.

Hindrances

- **Noisy:** The creature makes a lot of noise when moving fast.

Spore Thrower

-2



Type: Medium-Small (15) Aggressive Monstrosity
Habitat: Deserted Area
Active Time: Nocturnal

The Spore Thrower is a cousin version of the Spore Chub. The monster walks on two legs so it's able to grab and throw some of the spores that grow on its body.

1	Initiative	
-3	Bite	
-2	Paws	
3	Gas Ball	
-2	Dodge	
-2	Resistance | Armor	-2
5	Health	

STR	1	CON	1	AGI	2	REF	2	INT	1	PER	1

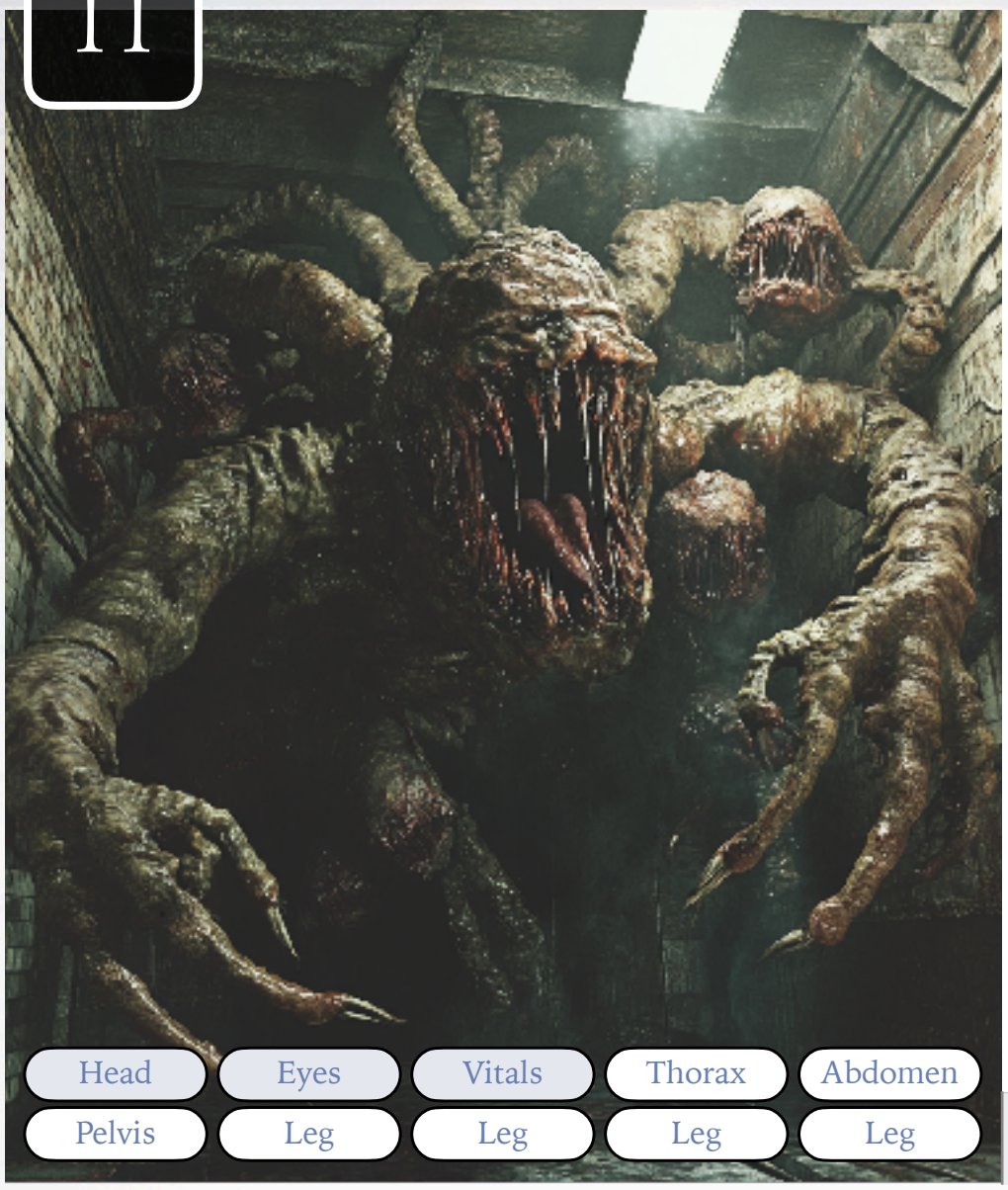
Acrobatics	0	-2	**Brawn**	0	-3	**Quickness**	1	1	**Investigate**	0	-3
Athletics	0	-2	**Nimbleness**	0	-2	**Stealth**	0	-2	**Survival**	1	-2

Edges

- **Gas Ball (Major):** The creature can throw balls of gas with a +2 quickness test. When it hits the target, it explodes and causes the Exhausted condition and the Privation condition if already checked to everyone in close range of the impact. The creature is immune to the gas.
- **Gas Spore:** The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at close range, causing the exhausted condition or the privation condition if already checked. The creature is immune to the gas.
- **Tools (Major):** The creature can use simple tools and weapons.

Tunnel Hunter

11



Type: Large (135) Aggressive Monstrosity
Habitat: Underground
Active Time: Nocturnal

The Tunnel Hunter is a monstrous creature that lurks in dark places. The creature is very powerful but fears light and fire.

3	Initiative	
14	Jaws	
12	Claws	
3	None	
5	Dodge	
8	Resistance | Armor	8
6	Health	

STR	5	CON	4	AGI	3	REF	1	INT	0	PER	2

Acrobatics	3	5	**Brawn**	5	11	**Quickness**	3	3	**Investigate**	2	1
Athletics	4	8	**Nimbleness**	4	9	**Stealth**	3	3	**Survival**	3	6

Edges

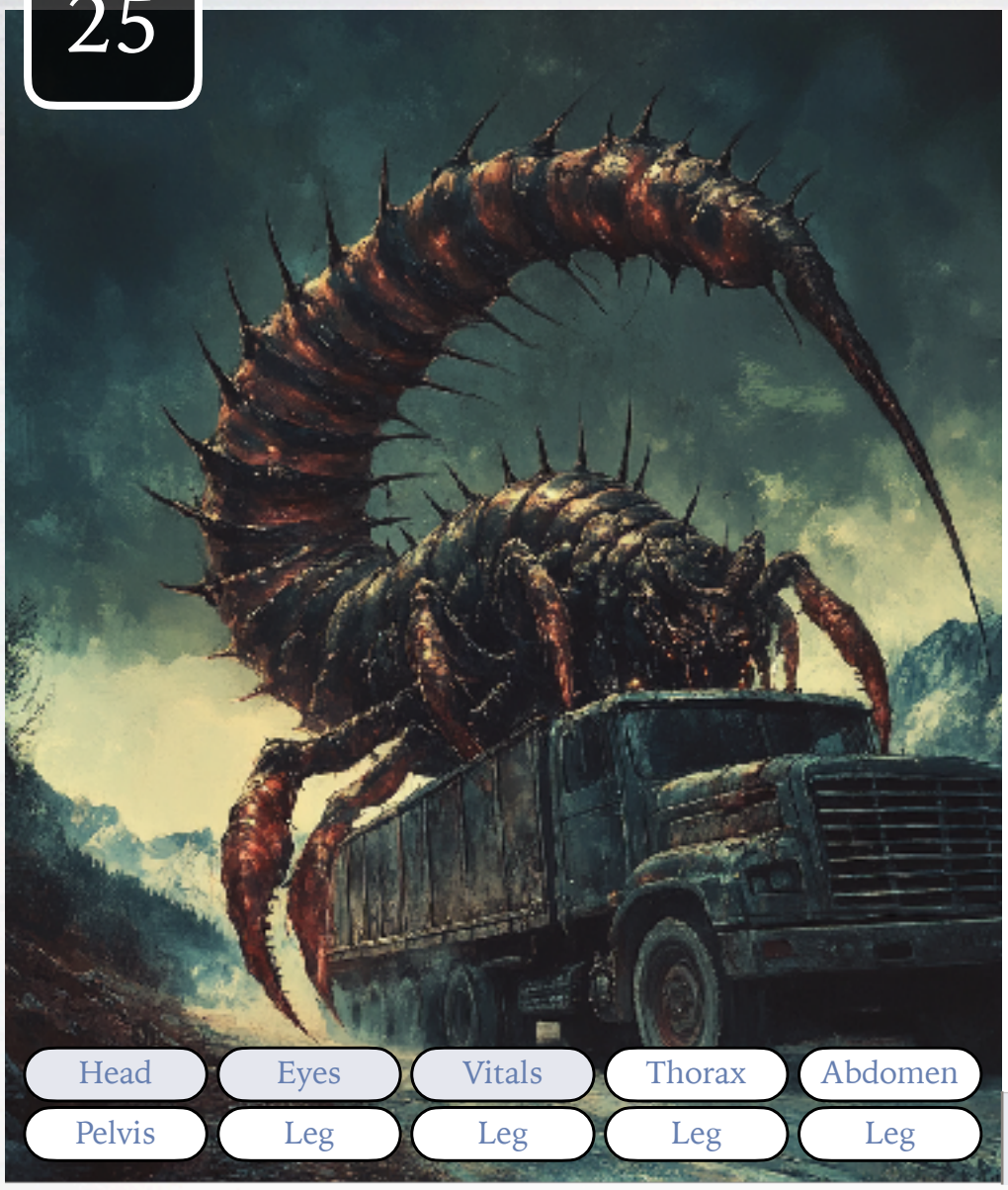
- **Claws, Powerful (Major):** Allows climbing soft surfaces without any hold. It confers +3 to nimbleness attacks.
- **Jaws, Powerful (Major):** When biting, the jaws procure a bonus of +3 to Brawn
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Hindrances

- **Sensitive to Fire:** When attacked with fire, the creature suffers a disadvantage to resist damage.
- **Sensitive to Light:** Disadvantage to all tests in daylight or in a well lit room.

Venomtail

25



Type: Colossal (1280) Aggressive Monstrosity
Habitat: Dark Places
Active Time: Nocturnal

This monstrosity looks like a giant centipede with a lot of legs. If that was not enough, the creature has a tail with a sting at the end.

4	Initiative	
14	Jaws, Venomous	
12	Paws	
4	Stinger, Venomous	
9	Dodge	
8	Resistance | Armor	13
8	Health	

STR	5	CON	4	AGI	5	REF	4	INT	1	PER	1

Acrobatics	4	9	**Brawn**	5	11	**Quickness**	2	4	**Investigate**	4	3
Athletics	2	8	**Nimbleness**	5	12	**Stealth**	3	6	**Survival**	3	5

Edges

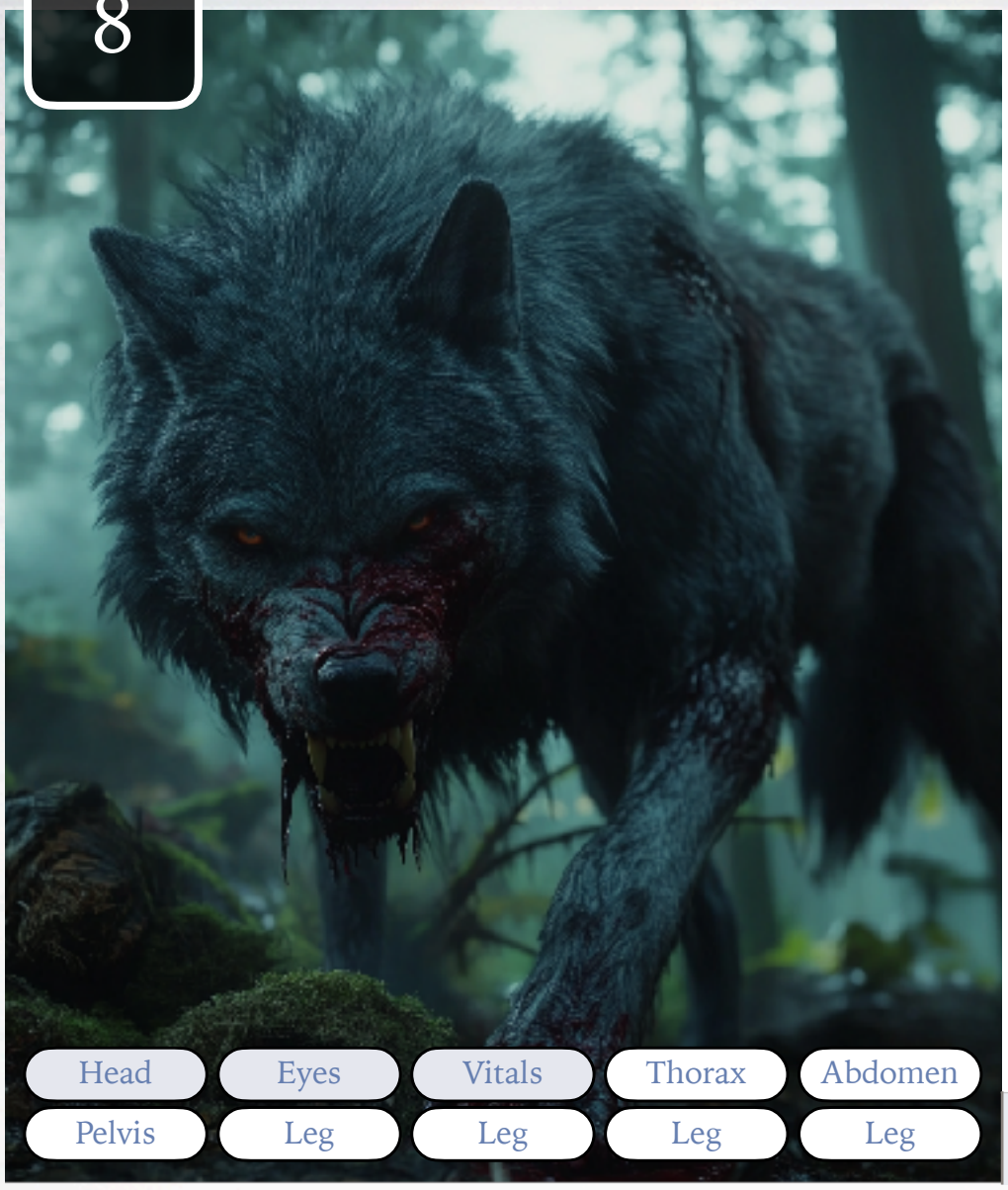
- **Armored (Major):** Procure 5 points of armor.
- **Jaws, Powerful (Major):** It procures a bonus of +3 to brawn when biting.
- **Stinger:** Allows to do a quickness attack and procures a bonus of +2.
- **Venomous (Major):** A venomous bite, spike or sting causes the infected condition on all successful attacks.
- **Climber:** Allows climbing at normal speed.
- **Arachnid or Octopus:** The creature has four additional legs.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large.

Wolf, Direwolf

8



Type: Large (60) Aggressive Beast
Habitat: Forest
Active Time: Nocturnal

Direwolves are wolves from another world. They are bigger and stronger than our normal wolves. They often join a pack of wolves and become the alpha.

3	Initiative
6	Jaws
7	Paws
3	None
6	Dodge
8	Resistance | Armor 8
6	Health

STR	3	CON	4	AGI	4	REF	2	INT	1	PER	2

Acrobatics	3	6	**Brawn**	2	6	**Quickness**	2	3	**Investigate**	2	2
Athletics	3	8	**Nimbleness**	3	7	**Stealth**	2	4	**Survival**	2	5

Edges

- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Howl:** The creature can use a quick action to do a powerful howl to call other creatures of its species.

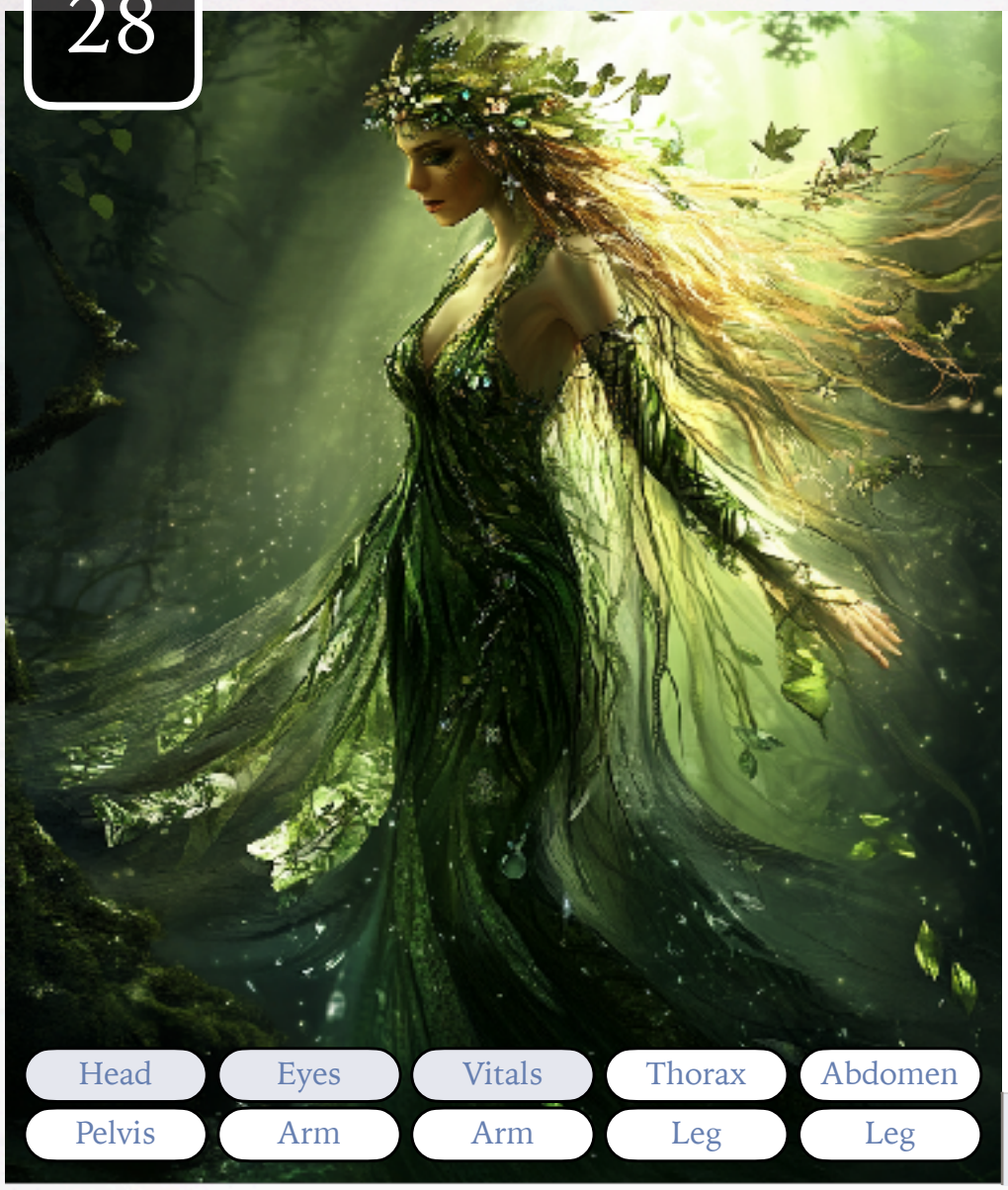
Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Fiends

Avatar of Gaia

28



Type: Medium (20) Defensive Fiend
Habitat: Natural locations
Active Time: Diurnal

The chupacabra looks like a coyote with skin and fur problems. They generally only attack in packs.

5	Initiative	
-3	Headbutt	
4	Fist	
5	None	
5	Dodge	
3	Resistance | Armor	3
5	Health	

STR	1	CON	1	AGI	2	REF	2	INT	3	PER	2

Acrobatics	5	5	**Brawn**	0	-3	**Quickness**	4	5	**Investigate**	5	7
Athletics	3	3	**Nimbleness**	4	4	**Stealth**	5	7	**Survival**	5	5

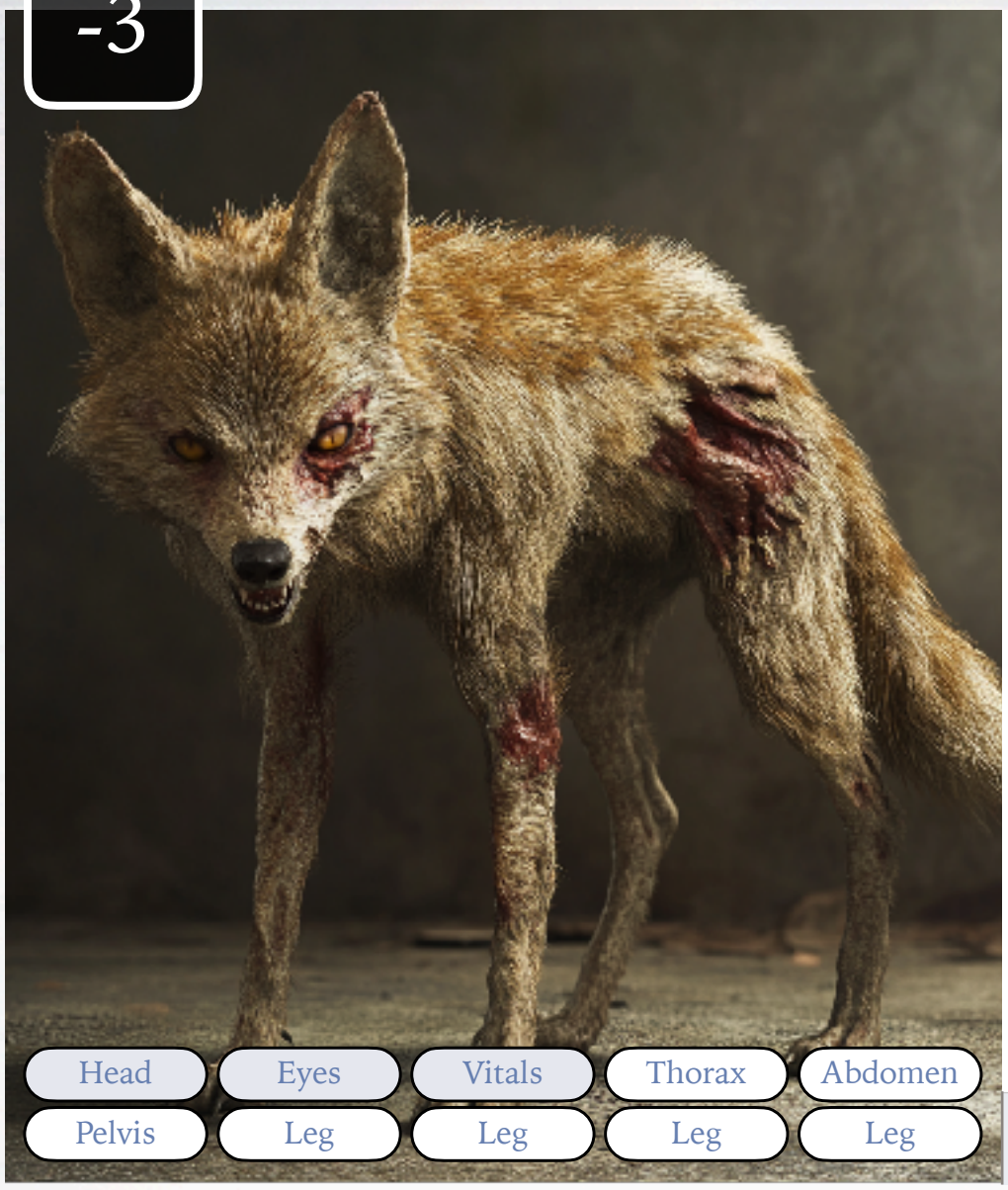
The Avatar of Gaia possess all the Elementalist and Storm Chaser powers.

Edges

- **Teleport (Major):** The creature can use a quick action to teleport itself as far as a quick action can move, but without restriction for wounds or terrain.
- **Tools (Major):** The creature can use simple tools and weapons.
- **Mastery (Major):** The creature has access to powers from a mastery.
- **Mastery (Major):** The creature has access to powers from a mastery.
- **Enhanced Smell:** Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.
- **Night Vision:** The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.
- **Speak:** The creature can speak human language.

Chupacabra

-3



Type: Medium-Small (12) Defensive Fiend
Habitat: Abandoned locations
Active Time: Nocturnal

The chupacabra looks like a coyote with skin and fur problems. They generally only attack in packs.

3	Initiative	
1	Bite	
1	Paws	
3	None	
3	Dodge	
4	Resistance | Armor	4
4	Health	

STR	1	CON	2	AGI	2	REF	2	INT	1	PER	2

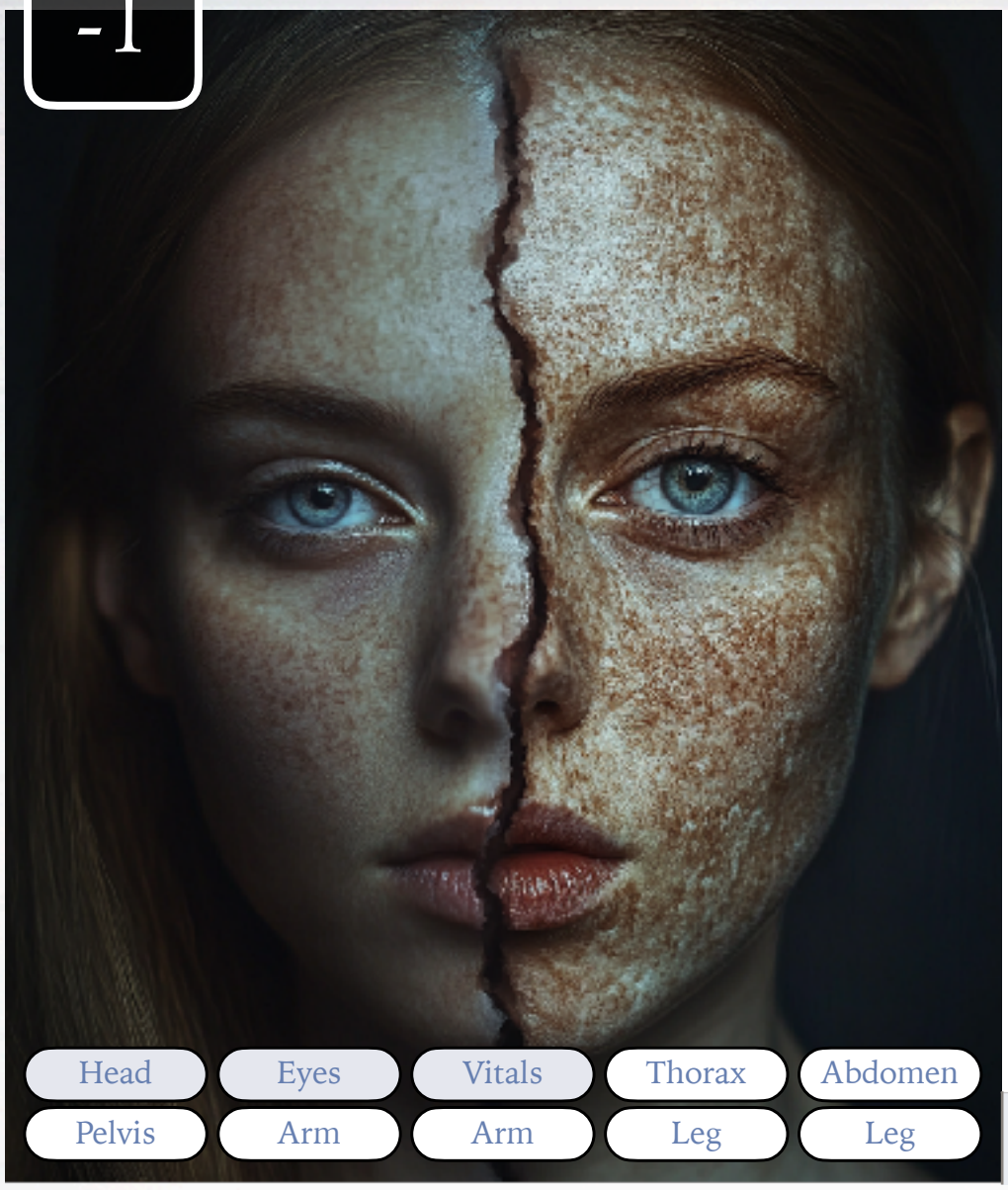
Acrobatics	2	3	**Brawn**	1	1	**Quickness**	2	3	**Investigate**	2	2
Athletics	3	4	**Nimbleness**	1	1	**Stealth**	2	2	**Survival**	1	2

Edges

- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Enhanced Smell**: Advantage for investigate test when smelling is involved. It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.

Doppelgängers, Lost Child

-1



Type: Medium (20) Defensive Fiend
Habitat: Anywhere
Active Time: Diurnal

A Lost Child is a creature that can mimic the appearance of other creatures of the same size. They often mimic humans to blend in with a community. They are less powerful than Mimics and are often hunted by them.

2	Initiative
-3	Headbutt
-2	Fist
2	None
1	Dodge
1	Resistance | Armor 1
5	Health

STR	1	CON	1	AGI	2	REF	2	INT	2	PER	2

Acrobatics	1	1	**Brawn**	0	-3	**Quickness**	1	2	**Investigate**	1	2
Athletics	1	1	**Nimbleness**	0	-2	**Stealth**	1	2	**Survival**	0	-2

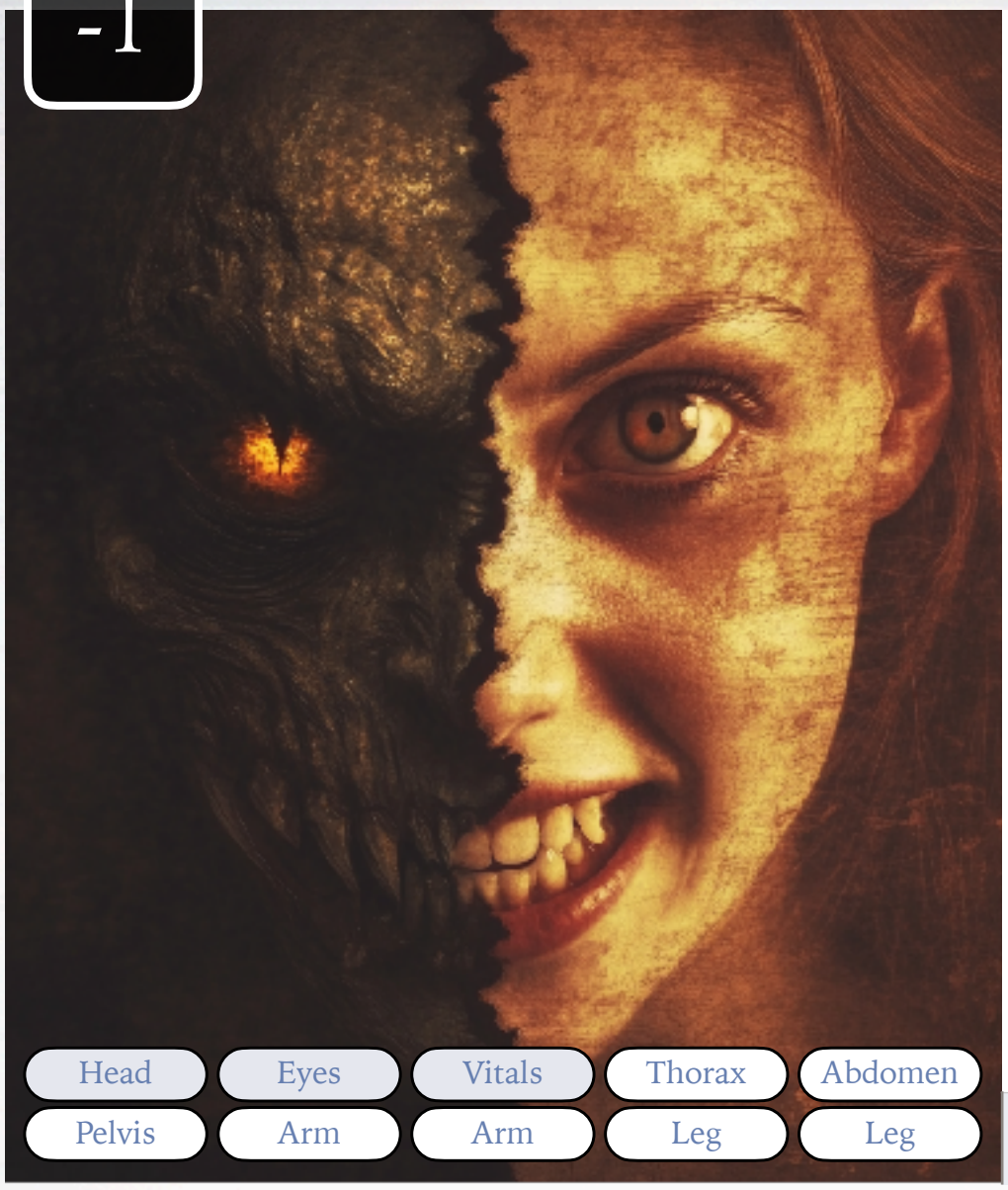
Lost Child generally prefer to avoid conflict and will transform into key people to stay hidden in plain sight.

Edges

- **Doppelgänger (Major):** The creature can use an action to change its appearance. The size remains the same.
- **Tools (Major):** The creature can use simple tools and weapons.
- **Speak:** The creature can speak human language.

Doppelgängers, Mimic

-1



Type: Medium (20) Defensive Fiend
Habitat: Anywhere
Active Time: Diurnal

Mimics are powerful Doppelgängers that have mastered the art of transformation into other creatures of their size. They generally take the appearance of a human that they have previously killed.

1	Initiative	
2	Headbutt	
3	First	
1	None	
-2	Dodge	
1	Resistance | Armor	1
5	Health	

STR	2	CON	1	AGI	2	REF	1	INT	1	PER	2

Acrobatics	1	-2	**Brawn**	2	2	**Quickness**	1	1	**Investigate**	1	1
Athletics	1	1	**Nimbleness**	2	3	**Stealth**	1	1	**Survival**	1	1

Mimic like to confuse their enemies and will often try to confuse them by transforming themself into their allies.

Edges

- **Doppelgänger (Major):** The creature can use an action to change its appearance. The size remains the same.
- **Tools (Major):** The creature can use simple tools and weapons.
- **Speak:** The creature can speak human language.

Jackalope

-3



Type: Small (6) Fearful Beast
Habitat: Plains and forests
Active Time: Crepuscular

Jackalopes are fearful creatures that give good luck when you see one. Killing one gives 7 years of bad luck. They live in plains and forests and are relatively far from humans. Jackalopes are very intelligent creatures that probably know more than what they can communicate.

3	Initiative	
1	Antlers, pounce	
1	Paws	
3	None	
3	Dodge	
3	Resistance | Armor	3
3	Health	

STR	1	CON	2	AGI	2	REF	2	INT	3	PER	2

Acrobatics	2	3	**Brawn**	0	-2	**Quickness**	2	3	**Investigate**	2	4
Athletics	2	3	**Nimbleness**	1	1	**Stealth**	2	4	**Survival**	1	2

Edges

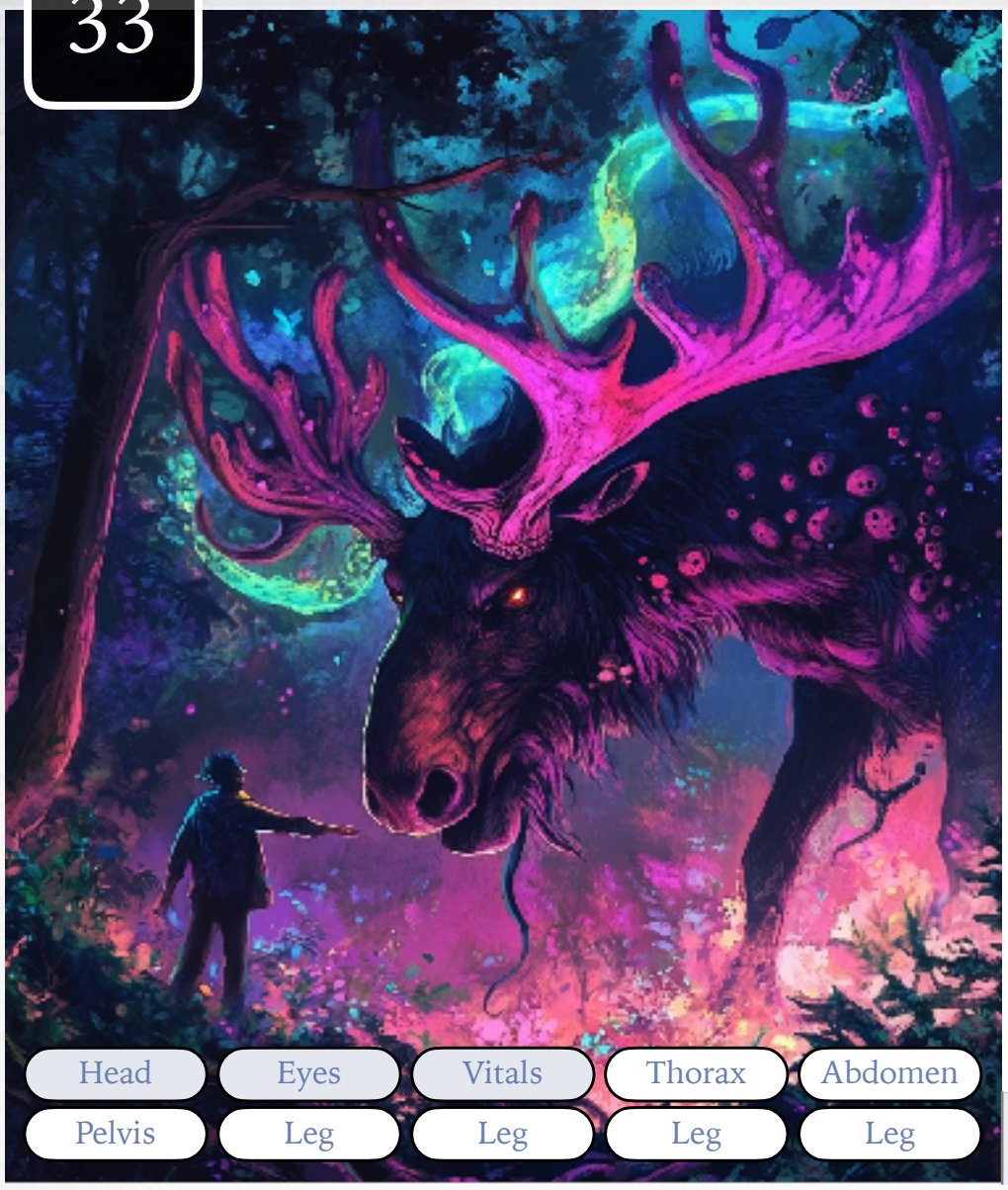
- **Antlers:** Can be used to attack with a bonus of +1 to brawn and pushes a same-size or smaller victim 3 metres away.
- **Pounce (Major):** Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.

Prime Being

33



Type: Massive (1200) Defensive Fiend
Habitat: Glade and Forest
Active Time: Cathemeral

This powerful being is able to communicate with animals and humans as well. It can give parts of its powers to another being.

6	Initiative	
14	Antlers (can Trample)	
8	Hoofs	
6	None	
6	Dodge	
10	Resistance | Armor	10
8	Health	

STR	4	CON	5	AGI	3	REF	2	INT	5	PER	5

Acrobatics	2	6	**Brawn**	5	11	**Quickness**	2	6	**Investigate**	5	12
Athletics	5	10	**Nimbleness**	4	8	**Stealth**	4	9	**Survival**	5	12

The Prime Being possess all the powers of the Animalism mastery.

Edges

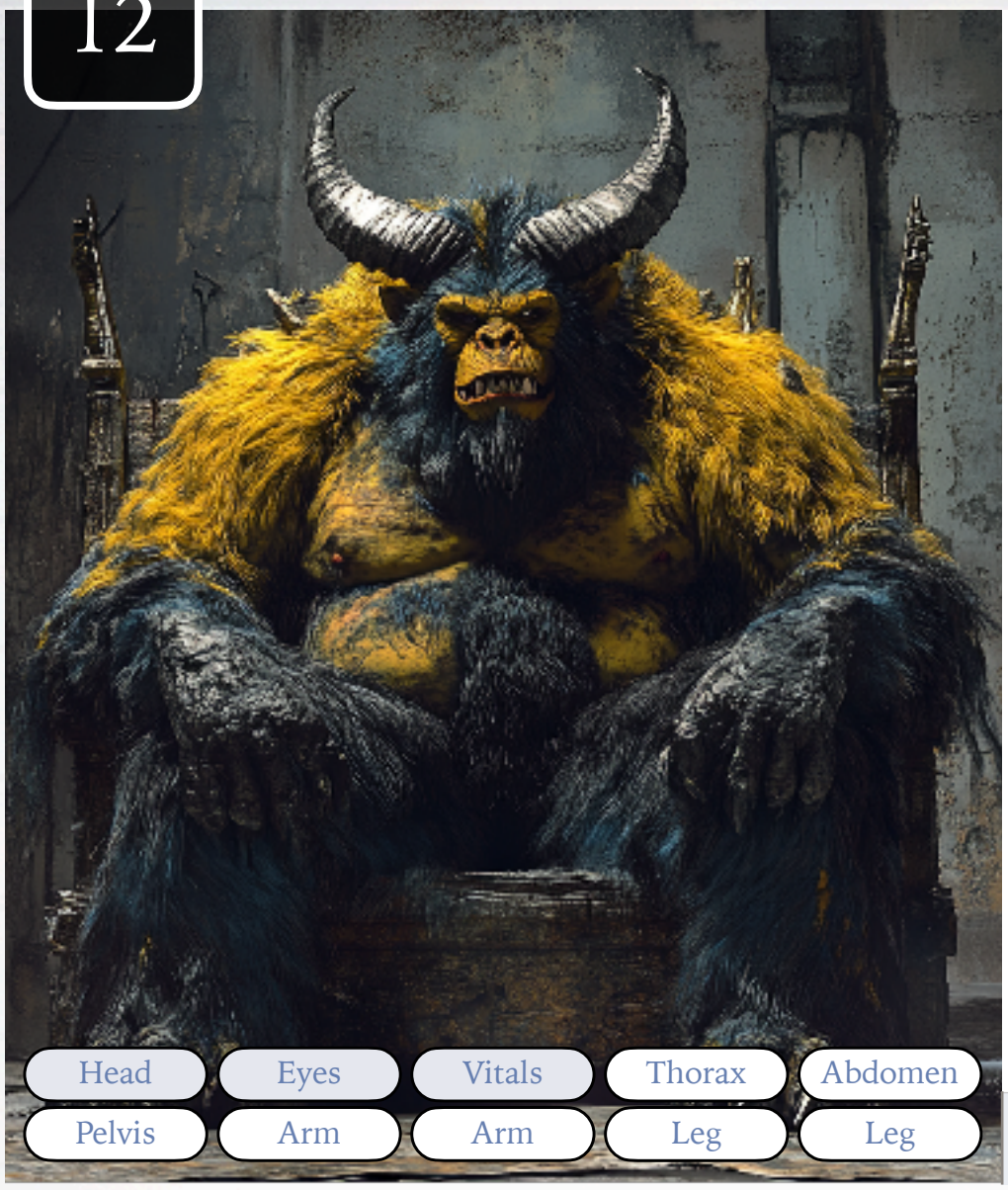
- **Antlers, Powerful (Major):** Can be used to attack with a bonus of +3 to brawn and pushes a same-size or smaller victim 3 metres away. An exceptional effect causes the prone condition.
- **Trample:** The creature can trample an enemy in its path when doing a power move. This movement is also considered an attack.
- **Mastery (Major):** The creature has access to powers from a mastery.
- **Speak:** The creature can speak human language.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large.

Ravager King

12



Type: Large (100) Defensive Fiend
Habitat: Abandoned Place
Active Time: Nocturnal

A Ravager King is the biggest and strongest of the Ravagers. When a Ravager becomes king, they are fed more and become a lot larger.

2	Initiative	
15	Jaws	
8	Claws	
2	None	
3	Dodge	
6	Resistance | Armor	6
6	Health	

STR	5	CON	5	AGI	1	REF	1	INT	2	PER	1

Acrobatics	0	3	**Brawn**	5	12	**Quickness**	3	2	**Investigate**	3	3
Athletics	3	6	**Nimbleness**	2	5	**Stealth**	1	1	**Survival**	1	4

Edges

- **Claws, Powerful (Major):** Claws allow them to climb trees or soft surfaces without any hold. It confers +3 to Nimbleness.
- **Jaws, Powerful (Major):** It procure a bonus of +3 to Brawn.
- **Fur:** Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.
- **Speak:** The creature can speak human language.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

- **Pack Member:** The creature will flee any danger when not with individuals of its kind.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Red Vine

-4



Type: Medium (30) Defensive Fiend Plant
Habitat: Anywhere
Active Time: All

The Red Vines are a plant that grows almost everywhere. It traverses the Glare and grows underground. The sap is toxic and very dangerous.

-3	Initiative
4	Red Vines
2	Red Vines
-3	None
1	Dodge
1	Resistance | Armor 1
5	Health

STR	2	CON	3	AGI	1	REF	1	INT	1	PER	1

Acrobatics	0	1	**Brawn**	0	2	**Quickness**	0	-3	**Investigate**	0	-3
Athletics	0	1	**Nimbleness**	0	-2	**Stealth**	0	-3	**Survival**	0	1

Other Vines can spawn from the ground behind their opponents when attacked.

Edges

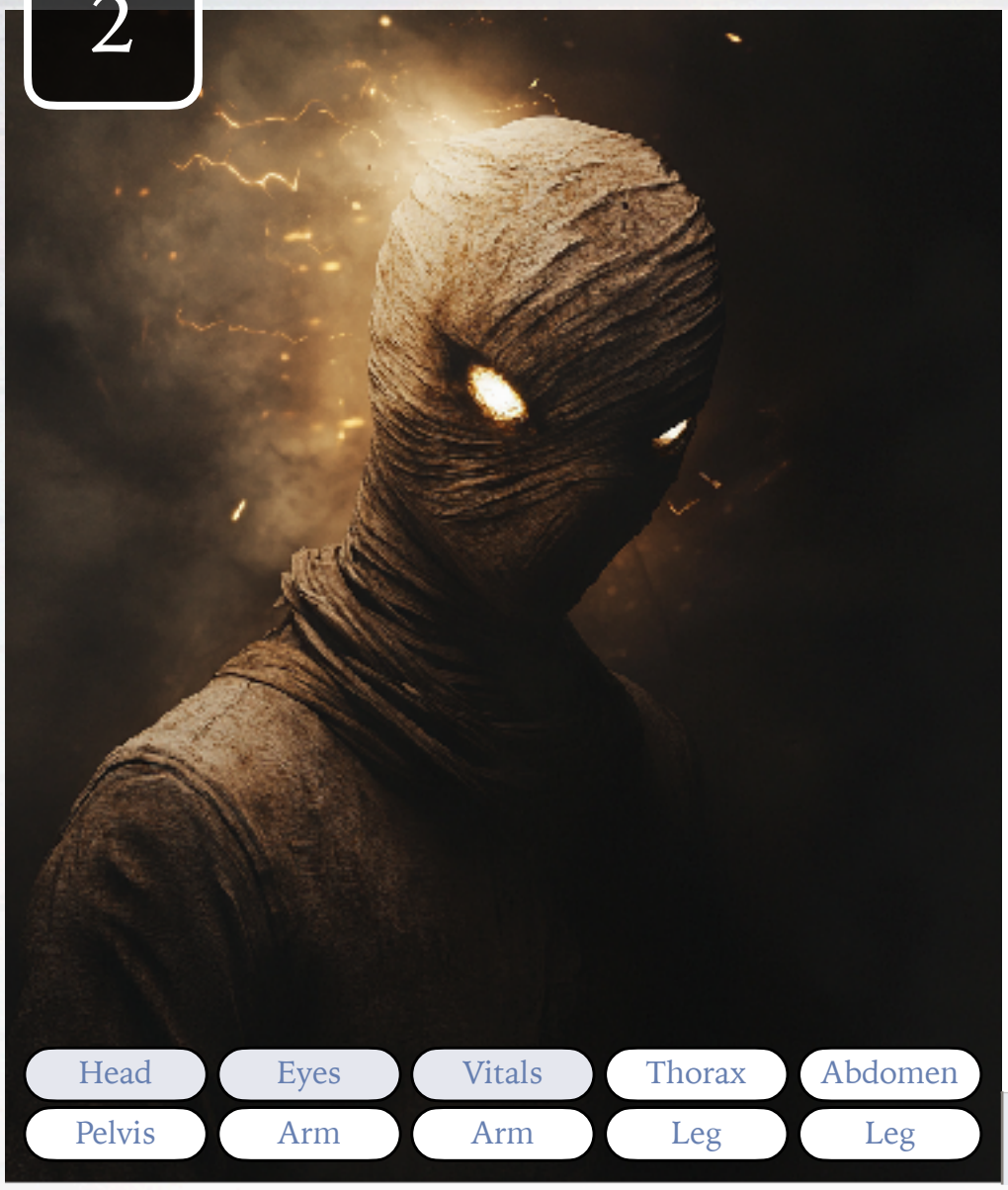
- **Red Vines (Major):** The creature can use tentacle-like vines to attack at short range with nimbleness or brawn, with a bonus of +2. Exceptional effects infect the victim with the **sap**.
- **No Blood:** The creature has no blood, so it cannot suffer from the Bleed condition.
- **Unbreakable (Major):** The creature is very hard to break and attacks that cannot cause a cut suffer a Disadvantage.
- **Formless (Major):** The creature is formless and can only be wounded to the body and a vital location. The body can be hit multiple times, counting as multiple wounds.
- **Feel Vibrations (Major):** Allows to feel the vibrations in the air (or water) of moving objects and beings.

Hindrances

- **Slow:** The creature is moving slowly and suffers a disadvantage on all tests related to movement.
- **Sensitive to Fire:** When attacked with fire, the creature suffers a disadvantage to resist damage.

Sandman

2



Type: Medium (20) Defensive Fiend
Habitat: Anywhere
Active Time: Nocturnal

A Sandman is a creature of dreams. They live in the physical world but try to trap their prey in their dreams, where they are a lot more powerful.

5	Initiative	
-3	Bite	
2	Punch	
5	Throw Sand	
3	Dodge	
1	Resistance | Armor	1
5	Health	

STR	1	CON	1	AGI	2	REF	3	INT	3	PER	2

Acrobatics	2	3	**Brawn**	0	-3	**Quickness**	3	5	**Investigate**	1	3
Athletics	1	1	**Nimbleness**	2	2	**Stealth**	3	5	**Survival**	1	1

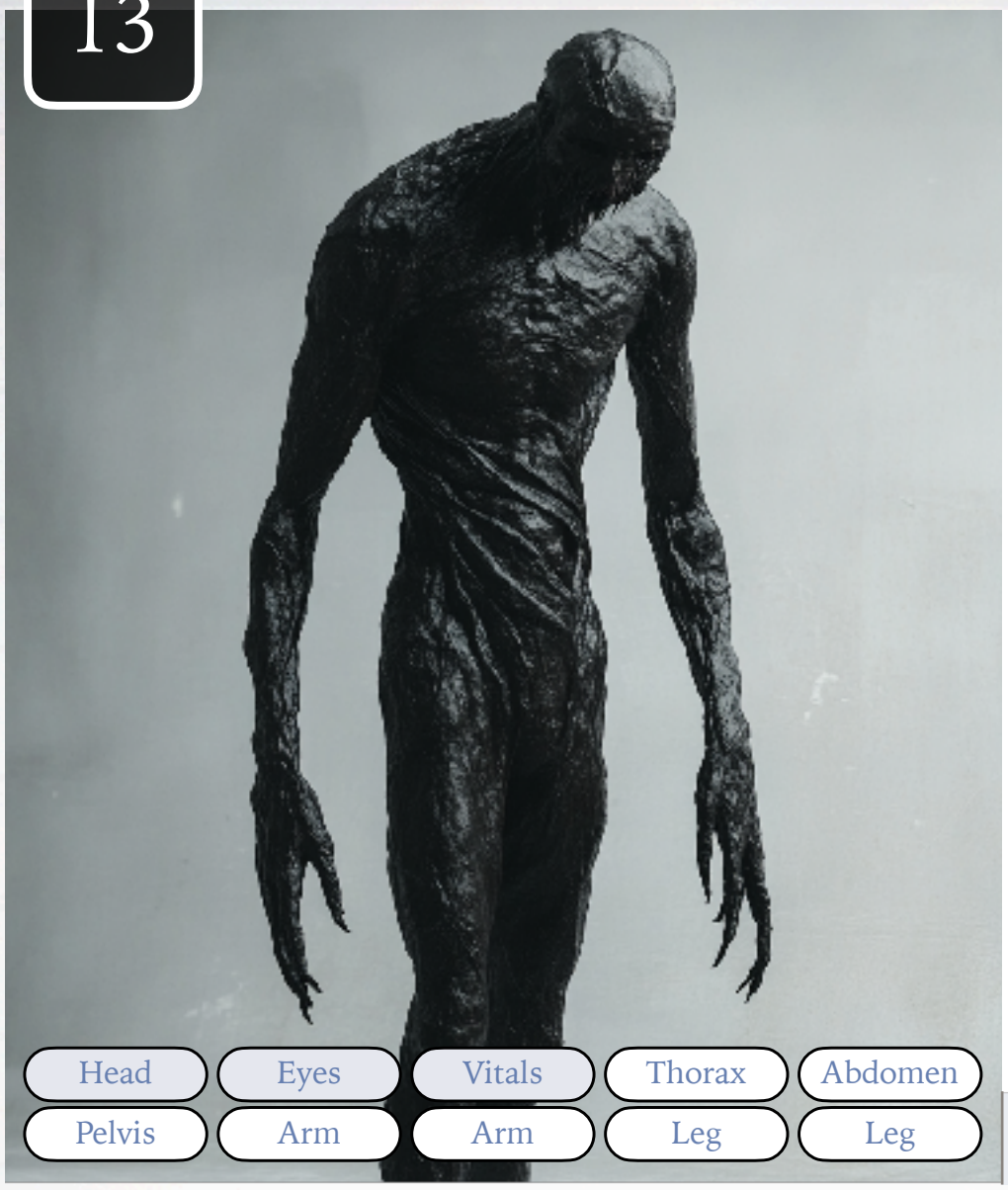
The Sandman is formed of sand that it can throw to make its victims fall asleep. They can then enter a sleep-like trance to join one or many victims in proximity. A Sandman has an advantage on all their tests in a dream. See the Dream Weaver for more information.

Edges

- **Throw Dream Sand (Major):** It can throw dream sand to a victim using the quickness skill. A success causes the exhausted condition. If the victim is already exhausted, it falls asleep. It can then be awoken by another character with a quick action but cannot wake itself until the end of the encounter.
- **Tools (Major):** The creature can use simple tools and weapons.
- **Telepathy (Major):** The creature can talk using telepathy. The power is generally limited to a few metres.

Scarecrow

13



Type: Medium (20) Defensive Fiend
Habitat: Anywhere
Active Time: Nocturnal

Scarecrows are creatures from nightmares. They make pacts with humans that they use as pawns. They often trade powers in exchange for services.

3	Initiative
-2	Headbutt
2	Claws
3	None
-2	Dodge
-2	Resistance | Armor -2
5	Health

STR	1	CON	1	AGI	2	REF	2	INT	4	PER	3

Acrobatics	0	-2	**Brawn**	1	-2	**Quickness**	1	3	**Investigate**	1	5
Athletics	0	-2	**Nimbleness**	1	1	**Stealth**	2	5	**Survival**	1	2

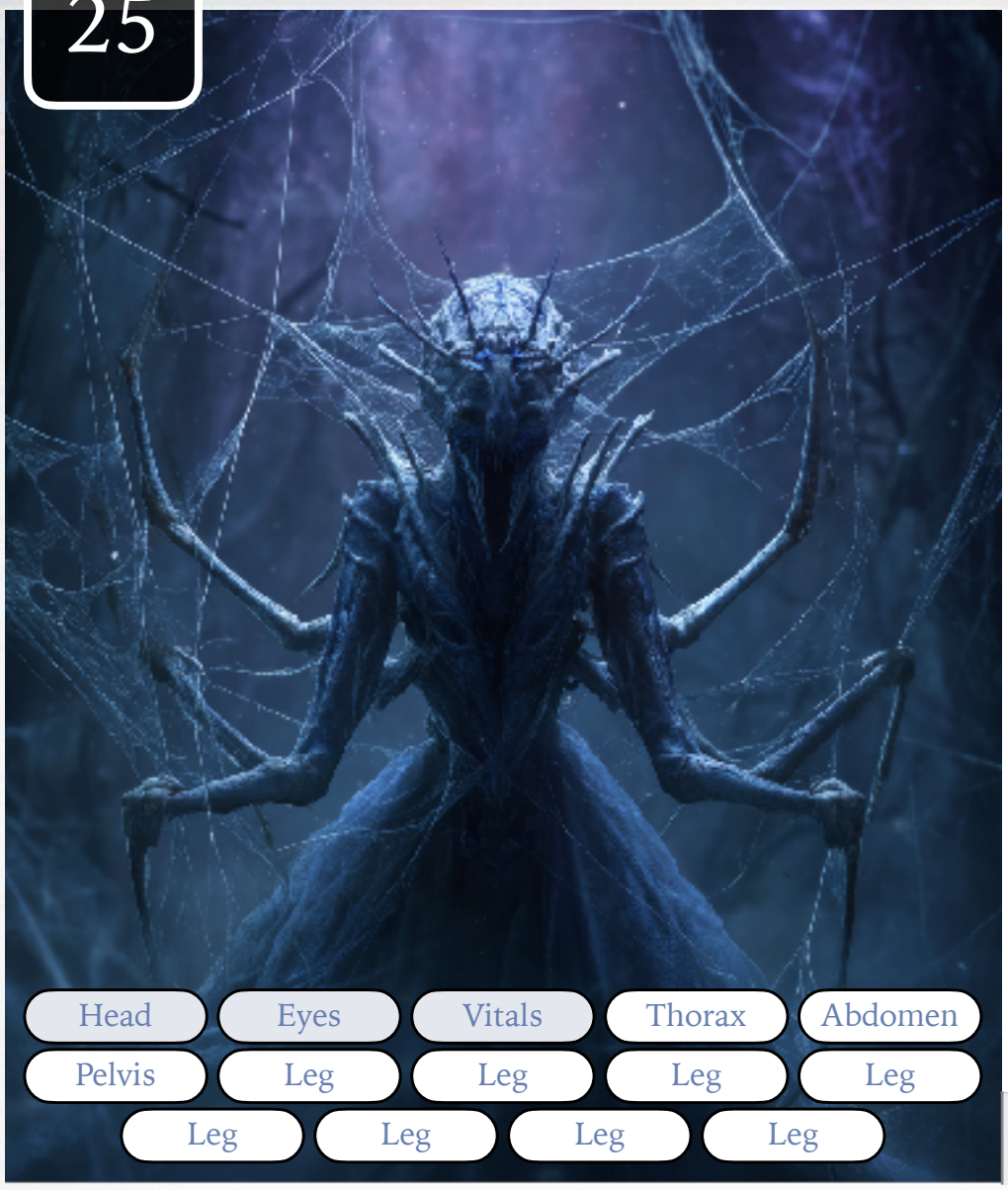
The Scarecrow possess all the powers of the Mind Control mastery.

Edges

- **Claws:** Allows climbing trees or soft surfaces without any hold. It confers +1 to Nimbleness.
- **Tools (Major):** The creature can use simple tools and weapons.
- **Mastery (Major):** The creature has access to powers from a mastery.
- **Speak:** The creature can speak human language.
- **Telepathy (Major):** The creature can talk using telepathy. The power is generally limited to a few metres.

Widower

25



Type: Medium (20) Defensive Fiend
Habitat: Dark Places
Active Time: Nocturnal

The Widower is an avatar of the intelligent Spiders coming from other worlds. It has an appearance near the human one to be able to communicate with humans with more ease.

5	Initiative
-2	Bite, Venomous
5	Leg
5	Spiderweb
7	Dodge
5	Resistance | Armor 7
5	Health

STR	1	CON	2	AGI	4	REF	3	INT	3	PER	2

Acrobatics	5	7	**Brawn**	0	-2	**Quickness**	3	5	**Investigate**	2	4
Athletics	2	5	**Nimbleness**	3	5	**Stealth**	4	8	**Survival**	2	3

The Widower possess all the powers of the Animalism mastery but can only use them on spiders.

Edges

- **Protected:** Procure 2 points of Armor.
- **Spiderweb (Major):** A successful quickness attack immobilize a victim. It takes an action to get unstuck from the web. An area full of web slows movements. The creature can walk on its own web without getting stuck. It requires one action to destroy 1 meter cube of web but fire destroy it completely.
- **Venomous (Major):** A venomous bite, spike or sting causes the infected condition on all successful attacks.
- **Climber:** Allows climbing at normal speed.
- **Digger:** The creature can dig soft ground and move around at reduced speed.
- **Arachnid or Octopus:** The creature has four additional legs.
- **Mastery (Major):** The creature has access to powers from a mastery..
- **Speak:** The creature can speak human language.
- **Telepathy (Major):** The creature can talk using telepathy. The power is generally limited to a few metres.

Hindrances

- **Pyrophobia:** The creature will try to stay away from fire.
- **Can't Swim:** The creature can't swim and will rapidly drown.

Glare Inhabitants

Engulfer

16



Type: Colossal (1200) Aggressive Glare Fiend
Habitat: Glare
Active Time: Diurnal

2	Initiative	
12	Jaws	
8	Claws	
2	None	
6	Dodge	
10	Resistance | Armor	10
8	Health	

STR	4	CON	5	AGI	3	REF	1	INT	1	PER	1

Acrobatics	3	6	**Brawn**	5	11	**Quickness**	3	2	**Investigate**	4	3
Athletics	5	10	**Nimbleness**	3	7	**Stealth**	1	2	**Survival**	2	5

The Engulfer live in the Glare but often get out to hunt. When bitten by the Engulfer, the prey is banished to the Glare. After catching a few preys, the engulfer return to the Glare to finish its trapped victims.

Edges

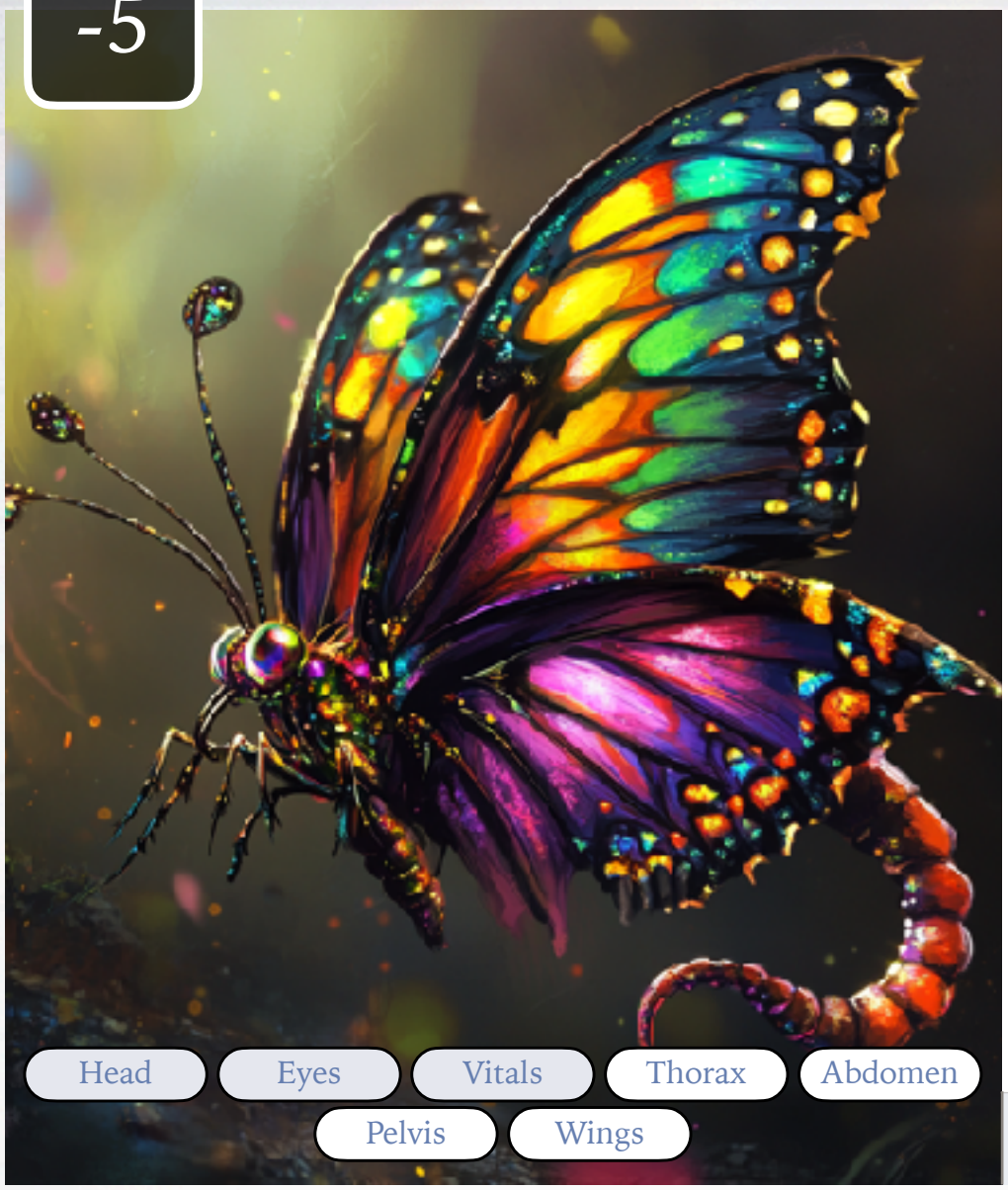
- **Banish (Major):** A successful attack can banish an opponent to the Glare. The victim will return to our world at the end of the next encounter.
- **Claws:** Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.
- **Jaws:** It procures a bonus of +1 to brawn when biting.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **Glare Shift (Major):** The creature can enter or exit the Glare at will. It takes one action.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large.

Glare Butterfly

-5



Type: Tiny (1) Defensive Glare Beast
Habitat: Glare
Active Time: Diurnal

It's a beautiful and large butterfly that lives in the Glare. Armed with a poisonous sting, it can rapidly become very lethal.

3	Initiative	
-5	None	
-3	Paws	
5	Stinger	
-3	Dodge	
-3	Resistance | Armor	-3
2	Health	

STR	0	CON	0	AGI	2	REF	2	INT	1	PER	1

Acrobatics	0	-3	**Brawn**	0	-5	**Quickness**	3	3	**Investigate**	0	-3
Athletics	0	-3	**Nimbleness**	0	-3	**Stealth**	1	1	**Survival**	1	-3

Edges

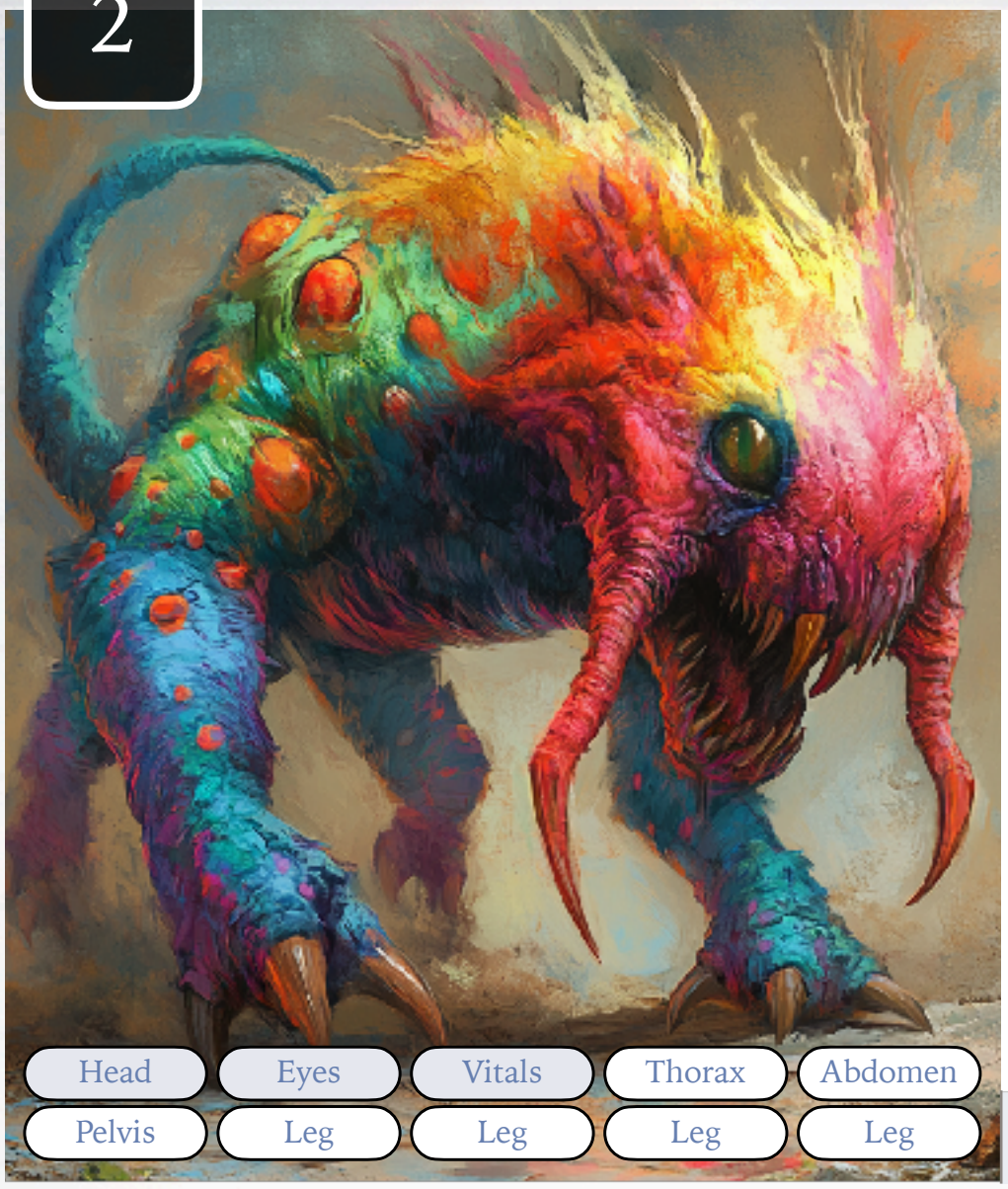
- **Infecting:** An exceptional effect on attack causes the infected condition to the victim.
- **Stinger:** Allows to do a quickness attack and procures a bonus of +2.
- **Wings (Major):** The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.
- **Limbless:** The creature do not have limbs and cannot be impaired by wounds to the limbs.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.

Hindrances

- **No Brawn:** The creature cannot attack with the brawn skill.

Glare Charger

2



Type: Medium-Small (15) Aggressive Glare Monstrosity
Habitat: Glare
Active Time: Nocturnal

This creature lives and hunts in the Glare. They are very territorial and live in small groups.

-3	Initiative	
8	Jaws	
2	Claws	
-3	None	
3	Dodge	
3	Resistance | Armor	3
4	Health	

STR	4	CON	5	AGI	1	REF	1	INT	1	PER	1

Acrobatics	0	3	**Brawn**	2	8	**Quickness**	0	-3	**Investigate**	0	-3
Athletics	0	3	**Nimbleness**	0	2	**Stealth**	0	-3	**Survival**	0	3

Edges

Claws: Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.

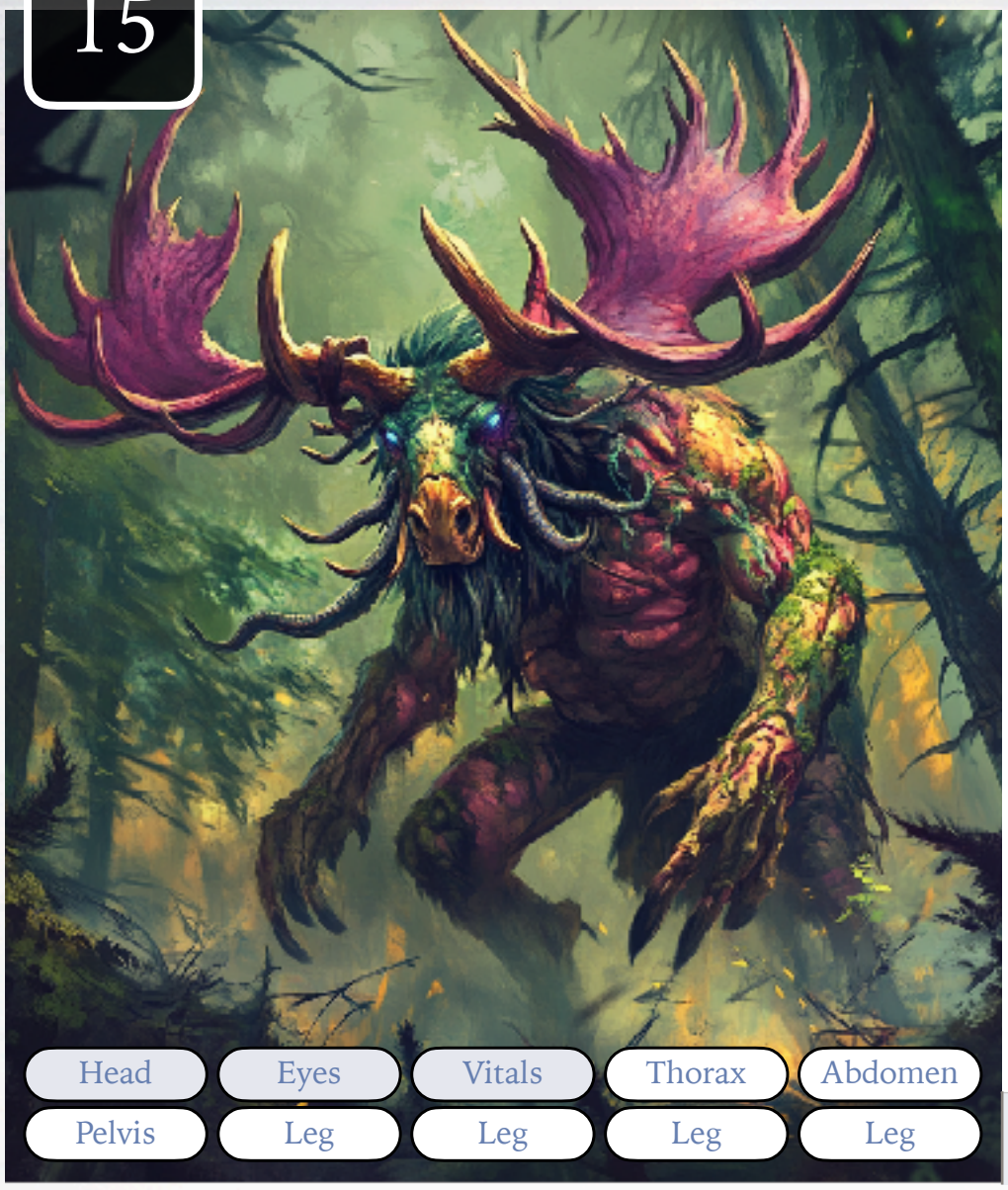
Jaws: It procures a bonus of +1 to brawn when biting.

Glare Creature: The creature is originating from the Glare and can stay in the Glare for as long as it wants.

Hindrances

Glare Fiend

15



Type: Large (250) Aggressive Monstrosity
Habitat: Glare and Forest
Active Time: Crepuscular

This enormous creature originates from the Glare but also lives in our world. It can shift from one side or the other.

3	Initiative	
11	Antlers, Powerful (can Trample)	
10	Claws, Powerful	
3	None	
5	Dodge	
9	Resistance | Armor	9
6	Health	

STR	3	CON	4	AGI	3	REF	2	INT	2	PER	3

Acrobatics	2	5	**Brawn**	4	8	**Quickness**	1	3	**Investigate**	4	6
Athletics	5	9	**Nimbleness**	4	7	**Stealth**	3	5	**Survival**	3	7

Edges

- **Antlers, Powerful (Major):** Can be used to attack with a bonus of +3 to brawn and pushes a same-size or smaller victim 3 metres away. An exceptional effect causes the prone condition.
- **Claws, Powerful (Major):** Allows climbing soft surfaces without any hold. It confers +3 to nimbleness attacks.
- **Trample:** The creature can trample an enemy in its path when doing a power move. This movement is also considered an attack.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **Glare Shift (Major):** The creature can enter or exit the Glare at will. It takes one action.

Hindrances

- **Huge:** When not actively trying to hide, the creature can generally be detected without any test.

Glare Sundew

1



Type: Small (10) Aggressive Glare Plant
Habitat: Glare
Active Time: Always

This very dangerous carnivorous plant generally blends with the other plants in the Glare. The plant grows long tentacles under the Glare's ground to catch its prey. Often, multiple plants of this kind are joined together to form a bigger one with more tentacles.

-3	Initiative
-2	Tentacles, Constrictor
1	Tentacles, Constrictor
-3	None
-4	Dodge
-3	Resistance | Armor -3
3	Health

STR	1	CON	0	AGI	2	REF	1	INT	1	PER	0

Acrobatics	0	-4	**Brawn**	2	-2	**Quickness**	1	-3	**Investigate**	0	-4
Athletics	0	-3	**Nimbleness**	1	1	**Stealth**	3	3	**Survival**	2	-3

Edges

- **Constrictor:** The creature has a way to grapple an opponent and do damage at the same time.
- **Gas Spore:** The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at close range, causing the exhausted condition or the privation condition if already checked. The creature is immune to the gas.
- **No Blood:** The creature has no blood, so it cannot suffer from the Bleed condition.
- **Tentacles (Major):** The creature has one or multiple tentacles that replace limbs. Tentacles can be used to hit or grapple an opponent at short range with a nimbleness or brawn test with a bonus of +2.
- **Limited Body:** The creature does not have internal organs; it only has a body, a vital location, and four limbs. The body can be hit multiple times, counting as multiple wounds.
- **Glare Creature:** The creature is originating from the Glare and can stay in the Glare for as long as it wants.
- **Feel Vibrations (Major):** Allows to feel the vibrations in the air (or water) of moving objects and beings.

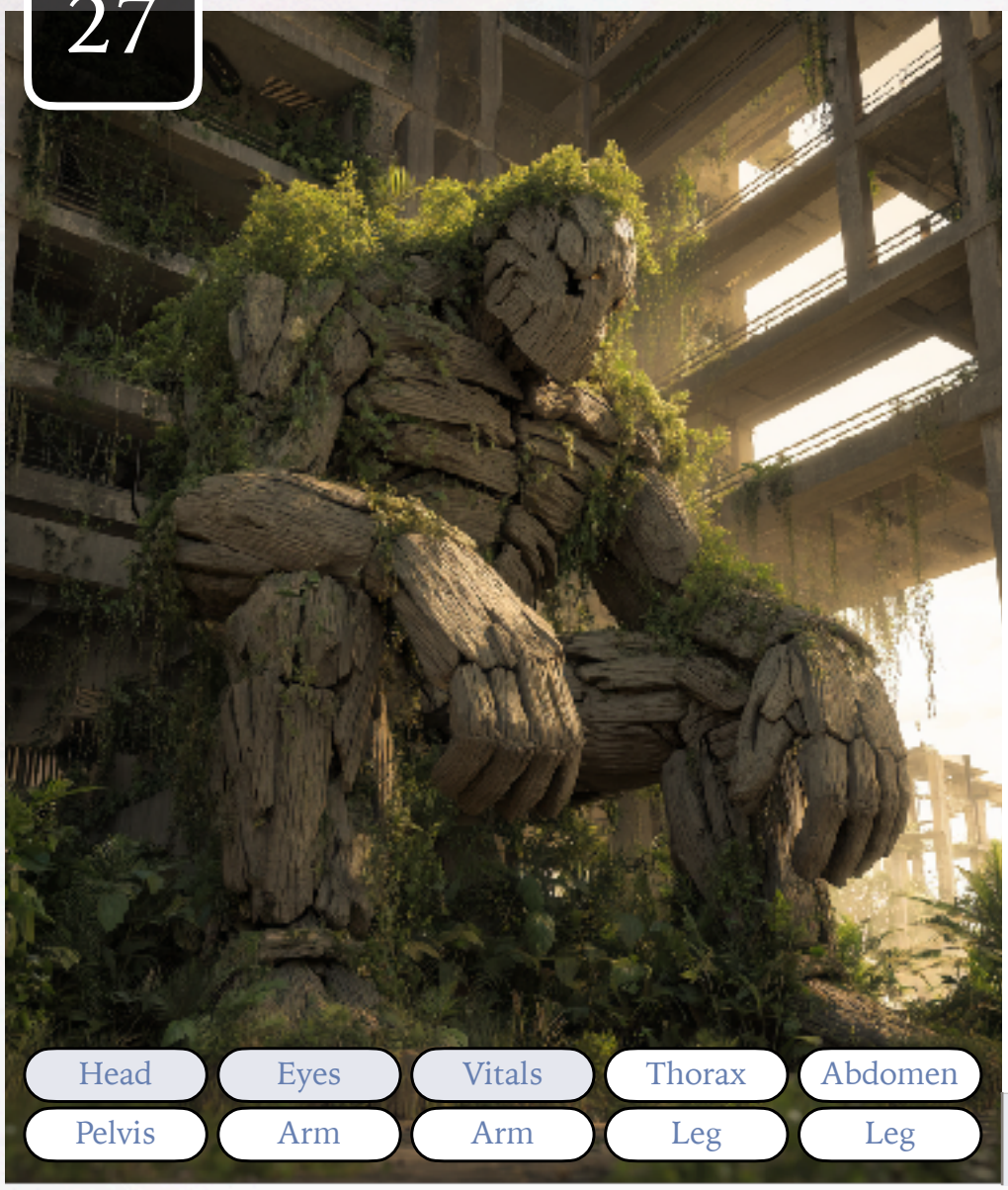
Hindrances

- **Slow:** The creature is moving slowly and suffers a disadvantage on all tests related to movement.

Behemoths

Forgotten King

27



Type: Gigantic (20000) Defensive Behemoth
Habitat: Anywhere
Active Time: Diurnal

3	Initiative	
12	Kick, Gigantic Attack, Solid Hit	
8	Fist	
3	None	
3	Dodge	
11	Resistance | Armor	16
9	Health	

STR	5	CON	5	AGI	4	REF	1	INT	3	PER	2

Acrobatics	0	3	**Brawn**	5	12	**Quickness**	3	3	**Investigate**	4	6
Athletics	5	11	**Nimbleness**	2	8	**Stealth**	2	6	**Survival**	4	8

Edges

- **Armored (Major):** Procure 5 points of armor.
- **Gigantic Attack (Major):** Brawn attacks have the Area effect.
- **Solid Hit (Major):** A successful brawn test causes the target to be pushed 10 metres away and become prone. The attack also have the Blast effect.
- **Tall (Major):** The creature is so tall that it's immune to melee nimbleness attacks done to its legs.
- **Tools (Major):** The creature can use simple tools and weapons.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large.

World Destroyer

36



Type: Gargantuan (200,000) Aggressive Behemoth
Habitat: Anywhere
Active Time: Diurnal

World Destroyers are massive monsters. They need a very large quantity of food, so they often live in our world for a few months or years and then get back to their original world.

-3	Initiative
18	Enormous Mouth
17	Tentacles, Gigantic Attack, Solid Hit
10	Tentacles
3	Dodge
9	Resistance | Armor 9
10	Health

STR	7	CON	6	AGI	1	REF	0	INT	1	PER	2

Acrobatics	0	3	**Brawn**	5	15	**Quickness**	0	-3	**Investigate**	3	3
Athletics	5	9	**Nimbleness**	3	8	**Stealth**	0	-3	**Survival**	3	8

Edges

- **Enormous Mouth (Major):** The creature have an enormous mouth that can swallow a smaller creature whole with a successful brawn test with a +3 bonus. The creature is then digested suffering from 1 unresistable acid wound every round. Any successful attacks made from inside the creature cause a wound to the vitals. This wound can be repeated to reduce the health value.
- **Gigantic Attack (Major):** Brawn attacks have the Area effect.
- **Solid Hit (Major):** A successful brawn test causes the target to be pushed 10 metres away and become prone. The attack also have the Blast effect.
- **Tentacles (Major):** The creature has one or multiple tentacles that replace limbs. Tentacles can be used to hit or grapple an opponent at short range with a nimbleness or brawn test with a bonus of +2.
- **Centipede and Decapod (Major):** The creature have 6 or more additional legs.
- **Tall (Major):** The creature is so tall that it's immune to melee nimbleness attacks done to its legs.

Hindrances

- **Colossal (Major):** When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large.

Creating a Creature

The Flesh Crafter can create monsters to use with their powers. It's the same rules that the Gamer Master can use to create new monsters, but the Game Master doesn't have any limits.

When drawing the maquette of a new monster, the Flesh Crafter must start with a basic template for the monster. The general information can be decided by the Flesh Crafter. There is no restriction on the habitat and the active time of the monster. The monster can be terrestrial or aquatic, but not both without choosing the right edge.

The attributes start at level 0. They can then be modified following a few rules. Monsters don't have the Charisma attributes.

STR	CON	AGI	REF	INT	PER
0	0	0	0	0	0

Level 1 (Level -6 Monster)

+48 Bonus Experience Points

- Attributes must be between 0 and 2.
- A maximum of 1 hindrance points.

Level 2 (Level -5 Monster)

+58 Bonus Experience Points

- Attributes must be between 0 and 2.
- A maximum of 2 hindrance points.

Level 3 (Level -4 Monster)

+68 Bonus Experience Points

- Attributes must be between 0 and 3.
- A maximum of 2 hindrance points.

Level 4 (Level -3 Monster)

+78 Bonus Experience Points

- Attributes must be between 0 and 3.
- A maximum of 3 hindrance points.

Level 5 (Level -2 Monster)

+88 Bonus Experience Points

- Attributes must be between 0 and 4.
- A maximum of 3 hindrance points.

Size

Monsters created start at the tiny size, but the size can be improved following the chart below. The bigger the creature, the more XP it costs. The size determines the Health of the monster, making bigger monsters more resistant to wounds.

Improve Size		
Size	**Health**	**Cost (XP)**
Tiny	2	0
Small	3	4
Medium-Small	4	12
Medium	5	24
Large	6	40
Massive	7	60

Health Schema

By default, the creature is a quadruped or an aquatic creature. The health schema indicates the possible wound locations for the creature. A quadruped has a health schema like the one of a human but with four legs instead of two arms and two legs. Edges chosen during the following steps can modify the health schema.

Quirks

Creatures can have Edges and Hindrances like the protagonists. The Flesh Crafter can choose any Edges for their creature except a few. Those prohibited include the one that provides powers from a source. Those powers can only be given by powerful entities, and Flesh Crafters are not at this level.

An hindrance allows for a free Edge, but the number of hindrances is limited depending on the Flesh Crafter's level. A major edge or hindrance is worth 2 normal ones.

New Edge	
Desired number of edges over the number of hindrances	Total Cost
0	0
1	2
2	6
3	12
4	20
5	30
6	42

Attributes

The creature can be customized with improved attributes.

Improve Attribute	
Attributes	Total Cost
0	0
1	3
2	9
3	18
4	30
5	45
6	63
7	84
8	108
9	135

Skills

The level of the skills can also be raised using experience points. Monsters have fewer skills than humans; here is the list:

- Acrobatics
- Athletics
- Brawn
- Nimbleness
- Quickness
- Stealth
- Investigate
- Survival

Improve Skill	
Skill Level	Total Cost
0	0
1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45

Use the following tables to calculate the Skill Rating based on the total of the two attributes and the skill level.

2 Attributes + Skill Level	Skill Rating
0	-5
1	-4
2	-3
3	-2
4	1
5	2
6	3
7	4

Monsters' Basics

Statistics

Type of Creature

Beast: Beasts are animals from our world or another. They're generally intelligent but have limitations. Some, like tigers, are aggressive, while others, like cows, are passive. Often, they can be tamed in certain ways.

Behemoth: Behemoths are very large monstrosities.

Fiend: Fiends are intelligent creatures from other worlds. They have emotions and goals.

Glare Inhabitant: The creature is a creature originating from the Glare. Those can be of multiple categories.

Human: Humans can be one of the more terrifying types of monsters.

Monstrosity: Monstrosities are creatures with limited intelligence but with strength, and powers.

Plant: The creature is a plant but not less dangerous.

Creature's Level

A creature's level is relative to a starting character. A creature of level 0 should be as powerful as a new protagonist. However, some monsters are designed for combat and can be more dangerous than an experienced protagonist. Creatures gain a level for every 10 XP used to create them.

Attitude

Aggressive: The creature attacks without too much warning.

Defensive: The creature does not want to fight but will stay vigilant. It will fight or flee depending on the situation.

Inoffensive: The creature does not want to fight and will try to flee if attacked.

Fearful: The creature always tries to flee if it senses danger.

Active Time

Cathemeral: Live and hunt at irregular times according to prevailing circumstances.

Circadian: Live on a twenty-four-hour cycle, even in the absence of light fluctuations.

Crepuscular: Live and hunt at dawn or dusk.

Diurnal: Live and hunt during the day.

Nocturnal: Live and hunt during the night.

Size Descriptors

The size of a creature is a mix of height and weight to keep things simpler. You can use the square root of the size or use the following chart that will help you create a creature.

Descriptor	Size	Health	Example
Tiny	1 to 5	2	Bird, Rat
Small	6 to 10	3	Cat
Medium-Small	11 to 15	4	Dog
Medium	16 to 50	5	Boar, Dolphin, Human Adult, Lion
Large	51 to 250	6	Bear, Horse, Tiger
Massive	251 to 1000	7	Car
Colossal	1001 to 5000	8	Elephant, Truck
Gigantic	5001 to 20000	9	Airplane
Enormous	20001 to 50000	10	Whale
Gargantuan	50001 to 200000	11	Airliner
Tremendous	200001 and more	12	Cargo Ship

Special

Aquatic: This creature can't survive long outside water. If it's out of water, use the rules for holding breath. The creature doesn't suffer a disadvantage when performing actions underwater.

Health schemas

Creatures have a health schema that determines the location of wounds. This schema dictates the creature's physical form, offering benefits while also imposing limitations. Edges can modify and add more wound locations.

Quadruped

Head	Eyes	Vitals	Thorax
Abdomen	Pelvis	Leg	Leg
	Leg	Leg	

Aquatic Body

Aquatic creatures do not have a thorax but have fins and a tail. They can breath underwater but not above.

Head	Eyes	Vitals	Abdomen
Pelvis	Fin	Fin	Tail

Other health schemas exist but require the proper edges.

Edges

Combat Edges



Acid Blood: Acid blood splash when the monster is wounded causing a damage of 3 to everything in the spaces around. Acid blood can also damage weapons when the monster is hit. The monster's blood can be used as an acid (3 dice). A glass vial must be used to harvest the acid.

Acid Spit: The creature can spit acid at short range with a quickness test. The monster's blood can be used as an acid (3 dice). A glass vial must be used to harvest the acid.

Acid Web (Major): The monster can create and throw acid web at short range. The acid web can cut through skin and armour with ease. The monster can also fill rooms with its web. Movements in the room are slowed. It takes at least one action per room to safely remove the web with an object. The monster is alerted when the web is touched by something. The monster's blood can be used as an acid (3 dice). A glass vial must be used to harvest the acid.

Antlers: Can be used to attack with a bonus of +1 to brawn and pushes a same-size or smaller victim 3 metres away.

Antlers, Powerful (Major): Can be used to attack with a bonus of +3 to brawn and pushes a same-size or smaller victim 3 metres away. An exceptional effect causes the prone condition.

Armored (Major): Procure 5 points of armor.

Banish (Major): A successful attack can banish an opponent to the Glare. The victim will return to our world at the end of the next encounter.

Beak: This large beak use brawn to attack with a bonus of +1 to attacks.

Beak, Powerful (Major): This large beak can be used with the brawn or nimbleness skill to attack with a bonus of +2 to attacks.

Blood Sucker: After a successful bite, the monster attaches itself to the victim. If the monster is hit, it detaches itself from the victim. During its round, when attached to a victim, the monster does not need to attack the target anymore and automatically causes a wound every round.

Catch and Drop: This flying monster can grab a smaller victim and make it fall. The first round, the monster tries to grab the victim with a successful nimbleness test and fly up. At this height, it causes a fall with no disadvantage to resist the damage. Every round it flies up, three disadvantages are added. When in a group, they can join together to lift a larger victim.

Claws: Allows climbing soft surfaces without any hold. It confers +1 to nimbleness attacks.

Claws, Powerful (Major): Allows climbing soft surfaces without any hold. It confers +3 to nimbleness attacks.

Constrictor: The creature has a way to grapple an opponent and do damage at the same time.

Drain Energy: A quick action combined with an attack causes the victim to become hungry and dehydrated. Every use of this power causes the same effect as a day without food and water.

Dual Presence: The creature lives and sees in the Glare and in our world at the same time. Sometimes, a path can only be accessible in one world, but the creature can squeeze itself to move in the

unobstructed place. The creature has a physical presence in both worlds.

Electric Lash (Major): Can attack at short range with a quickness test, doing electric damage with a bonus of +2. Electricity is resisted, not dodged.

Electrified (Major): Stuns an opponent with an exceptional effect when grappling. It also stuns an attacker who does an unarmed attack or uses a metallic weapon.

Enormous Mouth (Major): The creature have an enormous mouth that can swallow a smaller creature whole with a successful brawn test with a +3 bonus. The creature is then digested suffering from 1 unresistable acid wound every round. Any successful attacks made from inside the creature cause a wound to the vitals. This wound can be repeated to reduce the health value. This attack cannot be modified by other edges.

Explosive Death (Major): The creature explodes when killed. The explosion can be resisted with 3 Disadvantages and damage everything around. The explosion has the following features: Area, Blast, Knockdown, Loud, Shove.

Gas Ball (Major): The creature can throw balls of gas with a +2 quickness test. When it hits the target, it explodes and causes the exhausted condition and the privation condition if already checked to everyone in close range of the impact. The creature is immune to the gas.

Gas Spore: The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at close range, causing the exhausted condition or the privation condition if already checked. The creature is immune to the gas.

Gigantic Attack (Major): Brawn attacks have the Area effect. *This feature is for Gigantic creatures or larger ones.*

Group Attack: Those monsters attack in groups. Execute only one attack per group. Use the rules for swarm.

Group of Individuals (Major): The group cannot be harmed by weapons without the area or zone feature. *This edge can only be assigned to a group of tiny monsters. The health value and size of the creatures represent the size of the group.*

Horn: The creature has a horn or horns and can use it to attack enemies. It does +1 brawn damage and causes the prone condition to same-size or smaller victim.

Horn, powerful (Major): The creature has a horn or horns and can use it to attack enemies. It does +3 brawn damage and causes the prone condition to same-size or smaller victim. Exceptional effects pushes the victim 3 metres away.

Immolate (Major): The creature can cause itself to be in fire for the duration of an encounter. The creature is immune to fire. Enemies suffer the burn effect when grappled or when doing an unarmed attack against the creature. An exceptional effect done by the creature causes the burn effect to the adversary but also the ground and everything around.

Infecting: An exceptional effect on attack causes the infected condition to the victim.

Jaws: It procures a bonus of +1 to brawn when biting.

Jaws, Powerful (Major): It procures a bonus of +3 to brawn when biting.

Long Tongue: The creature has a long tongue that can be used to hit or grapple an opponent at short range with a nimbleness test with a bonus of +2.

Tongue

Massive Attack: The creature is so large that when attacking a target, it also hit everything around it at close range. *This feature is for massive creature or larger one.*

Pincers: The creature gains an advantage when trying to grapple an opponent with the pincers. Pincers use the brawn skill with a bonus of +1.

Pincers, Powerful (Major): The creature gains an advantage when trying to grapple an opponent with the pincers. It also confers a bonus of +3 to attacks. Pincers use the brawn skill.

Poisonous Skin: The creature has poisonous skin. Unarmed attack against the creature causes the infected condition.

Poisonous Spore: The creature has gas spores on its body that explode when the creature is hit. It affects all the creatures at close range, causing the infected condition. The creature is immune to its own poison.

Protected: Procure 2 points of armor.

Sleeping Saliva (Major): Causes the exhaustion condition with a bite attack. If the condition is already checked, it causes the privation condition. The victim falls asleep if bitten while suffering the privation condition. If the victim is hit or shaken while sleeping, they will wake up with the exhaustion and privation conditions.

Fast Attack (Major): It can attack with its limbs using its quickness skill. Bonus applied to nimbleness attacks is also applied to quickness attacks.

Solid Hit (Major): A successful brawn test causes the target to be pushed 10 metres away and become prone. The attack also have the Blast effect. *This feature is for massive creature or larger one.*

Stinger: Allows to do a quickness attack and procures a bonus of +2.

Tail, Long: Advantage to acrobatics tests when balance is involved.

Tail, Long powerful: The creature has a tail that it can use to hit an opponent with a nimbleness attack and a +2 bonus. It also provides an advantage for acrobatics tests when balance is involved. Do not apply the bonus to dodges.

Razor-Sharp Web (Major): The creature can create razor-sharp web with an action, and it rapidly fills a zone. A target's movement is slowed in the zone. Doing an action or quick actions in the zone causes damage that can be resisted with a disadvantage. A catastrophic effect causes the bleed effect. See the Destroying Structures section for more information. The creature is immune to the web.

Red Vines (Major): The creature can use tentacle-like vines to attack at short range with nimbleness or brawn, with a bonus of +2. Exceptional effects infect the victim with the sap. *This power only applies to vine creatures.*

Regenerate (Major): Using a quick action, the creature can heal one wound if it was not wounded that round.

Scream (Major): As an action, the creature can scream, causing the deafened and stunned status to all the creatures of other species at short range. The creature can only do this action one time per encounter.

Smelly Bite: The bite wound emits a scent that alerts all members of the species. This monster can detect and track the scent from over a kilometre away. *Washing the wound with water is sufficient to eliminate the unpleasant odour.*

Spiderweb (Major): A successful quickness attack immobilize a victim. It takes an action to get unstuck from the web. An area full of web slows movements. The creature can walk on its own web without getting stuck. It requires one action to destroy 1 meter cube of web but fire destroy it completely.

Spiked: Enemies suffer a wound when grappled. It also causes a wound when an opponent executes a grapple, does any unarmed attack, or bites. The spikes have a rating of +2 to brawn.

Spit Ink: The creature can spit ink as an attack. A successful quickness attack cause the blind status to the target. An action is required to recover.

Teleport Other to Darkness (Major): The creature can use a quick action while attacking an opponent to teleport the wounded victim to a dark place it can normally reach with a quick action, but without restriction for wounds or terrain.

Tentacles (Major): The creature has one or multiple tentacles that replace limbs. Tentacles can be used to hit or grapple an opponent at short range with a nimbleness or brawn test with a bonus of +2.

Tentacle replace Limb

Throw Dream Sand (Major): It can throw dream sand to a victim using the quickness skill. A success causes the exhausted condition. If the victim is already exhausted, it falls asleep. It can then be awoken by another character with a quick action but cannot wake itself until the end of the encounter.

Throw Spikes: The creature can throw spikes. Those spikes are thrown at short range with a bonus of +2 to a quickness test.

Tusks: Tusks use brawn with a bonus of +1.

Tusks, Powerful (Major): Tusks use brawn with a bonus of +3.

Ungrabbable: An advantage can be applied to resist a grappling action.

Venomous (Major): A venomous bite, spike or sting causes the infected condition on all successful attacks. *Venom must be injected.*

Movement Edges



Aerodynamic Shape: This gives an advantage to in any athletics test when speed is involved.

Ceiling Climber (Major): The creature can climb on walls and ceilings at its normal pace and can stick to it.

Climber: Allows climbing at normal speed.

Digger: The creature can dig soft ground and move around at **reduced speed**.

Enhanced Speed: Using four limbs to run procures an advantage to athletics tests.

Fins: Advantage on athletics and acrobatics tests when swimming.

Fin Fin

Hover (Major): The creature floats over the ground.

Hydrogen Gas: The monster is full of hydrogen and is highly susceptible to fire but allows to slowly fly. If the creature catches fire, it explodes with 3 disadvantages to resist and damage everything around. The explosion has the following features: Area, Blast, Knockdown, Loud, Shove.

Pounce (Major): Pouncing allows you to double the length and height of a jump. It also procure a combat advantage when pouncing on an opponent.

Powerful Legs: The creature has powerful legs that allow it to jump farther. The creature can double its normal jump length and height.

Silent: The creature is very silent, gaining an advantage to Stealth check against creatures trying to hear it.

Squeeze: Can squeeze itself to go through small passages and be considered as one size smaller.

Swim: Creatures with the swim capacity do not have a disadvantage when doing underwater actions. The creature can swim underwater at its normal speed.

Teleport (Major): The creature can use a quick action to teleport itself as far as a quick action can move, but without restriction for wounds or terrain.

Teleport to Darkness: The creature can use a quick action to teleport itself to a dark place it can normally reach with a quick action can but without restriction for wounds or terrain.

Tentacle Limbs: The limbs of the creature are replaced by tentacles and can be used for movement.

Tireless Walker: Travelling and forced marches do not cause the exhausted condition.

Trample: The creature can trample an enemy in its path when doing a power move. This movement is also considered an attack.

Wings (Major): The creature has wings. Their body is still pretty heavy for their wings, so no speed performance can be achieved. The creature can fly at its normal speed. Wings can be wounded and only represent one wound for both wings, so when the wings are wounded, flying becomes impossible.

Wings

Physical Edges



Antennas: Antennas are used as powerful olfactory receptors that can be used to communicate with other creatures of the same species.

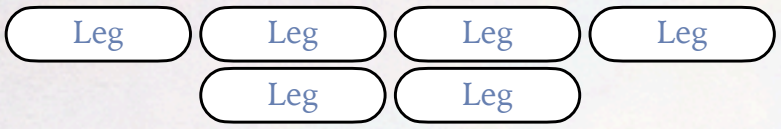
Antennas

Amphibious: Breathe air and survive underwater and does not suffer the underwater disadvantage.

Arachnid or Octopus: The creature has four additional legs. *Movements for a creature are slowed down when half of the legs are wounded. The prone status happens when half of the limbs are wounded.*

Leg Leg Leg Leg

Centipede and Decapod (Major): The creature have 6 or more additional legs. *Those creatures have so many legs that they cannot be wounded enough to be unable to move or even have reduced speed.*



Camouflage: While standing still and in the right environment, it can stay hidden when no one is investigating. The colours of the creature must match the background.

Chameleon (Major): When standing still, it can change its colours to reflect the background and stay hidden when no one is investigating.

Drink Salt Water: Can drink salt water.

Tall (Major): The creature is so tall that it's immune to melee nimbleness attacks done to its legs. *If the creature falls to the ground or climbing on the creature can allow it to avoid this feature. For creatures with size over 1000.*

Doppelgänger (Major): The creature can use an action to change its appearance. The size remains the same.

Duplicate (Major): The creature duplicates itself when it fails its health test. It creates two almost identical but smaller creatures. Those creatures are smaller, and every test is reduced by 1 level. The health value of both creatures is reduced by 1, but all wounds are healed. When the health value is reduced to 1, it cannot duplicate anymore.

Eye Protection: The creature is not affected by blindness.

Flare Skin: The skin of the monster can emit a bright, colourful light. When the skin is bright in the darkness, a disadvantage should be applied to attacks against the monster.

Formless (Major): The creature is formless and can only be wounded to the body and a vital location. The body can be hit multiple times, counting as multiple wounds. *Since the creature has no head and eyes, it cannot see without the appropriate edge.*



Fur: Gives an advantage against frost and low temperatures or can simply be used as a descriptor. Fur burns well, so it causes a disadvantage against fire.

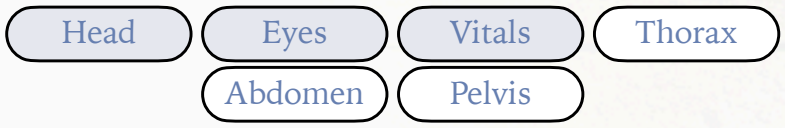
Fur, Thick (Major): Provides an advantage against frost and low temperatures. It also procures 1 point of armour.

Hears Protection: The creature is not affected by loud noise.

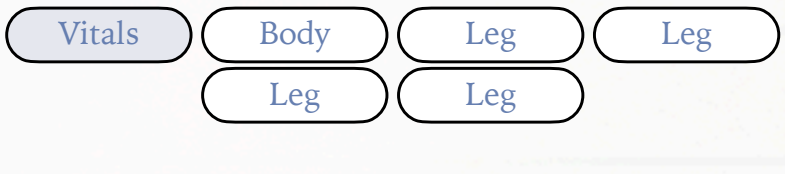
Host: The monster is so big that some smaller monsters live on that monster.

Lay Eggs: The monster can lay eggs in the body of a dying prey so the baby spider can feed on it before hatching. The monster may lay hundreds of eggs.

Limbless:: The creature do not have limbs and cannot be impaired by wounds to the limbs.



Limited Body: The creature does not have internal organs; it only has a body, a vital location, and four limbs. The body can be hit multiple times, counting as multiple wounds. *The creature has no head and cannot see or hear.*



Merger (Major): This creature can merge with monsters of their kind and size. When doing so, the creature will be able to work as one big entity. The merge is grotesque and the resultant even more. This transformation takes one round and allows the many small creatures to face greater danger. In game mechanics, when two creatures of the same size are joining, the resultant creature gains one point in every skill, increases its size by 1, and gains one Health. The merge takes one action. A creature that has merged that way can unmerge following the inverted process.

Mount: The creature can be used as a mount by a smaller being and doubles its lift capacity.

No Blood: The creature has no blood, so it cannot suffer from the Bleed condition.

Slimy (Major): The creature has a coating of slime over its skin. It's a lot harder to grab the creature, so a disadvantage must be applied. The creature is also less susceptible to fire. An advantage can be applied when confronted with fire.

Simple Body: The creature has a simple body. The body can be hit multiple times, counting as multiple wounds.

Head | Eyes | Vitals | Body

Spider Hive (Major): The creature's body is full of living spiders. Three of them are venomous spiders.

Strong Digestive System: The creature can eat older and hard-to-digest food.

Tools (Major): The creature can use simple tools and weapons.

Arm | Arm | Leg | Leg replace

Translucent: The creature gains an advantage to Stealth tests against other creatures trying to find it using vision.

Unbreakable (Major): The creature is very hard to break, and attacks doing bludgeoning damage suffer a disadvantage. *The creature cannot be Unbreakable and Uncuttable at the same time.*

Uncuttable (Major): The creature is very hard to cut, and attacks doing slashing damage suffer a disadvantage. *The creature cannot be Unbreakable and Uncuttable at the same time.*

Power Edges



Glare Creature: The creature is originating from the Glare and can stay in the Glare for as long as it wants.

Glare Shift (Major): The creature can enter or exit the Glare at will. It takes one action.

Magnetic Interference: The monster causes electric devices to not work properly around it. Flashlights are highly susceptible to this effect.

Mastery (Major): The creature has access to powers from a mastery. *Every power must be bought separately using the same cost and rules as a protagonist. A monster cannot be a Flesh Crafter.*

Senses Edges



Additional Eyes: The creature has additional eyes and cannot suffer from the blinded status in most cases.

Eyes

Echolocation (Major): The creature can use ultrasound to locate objects. It works at up to 10 metres in the air. Aquatic creatures can use it to a distance up to 500 metres.

Enhanced Hearing: Advantage for investigate tests when hearing is involved.

Enhanced Smell: Advantage for investigate test when smelling is involved. *It's possible to smell the fear in the transpiration, the blood on a wounded person or even a woman menstruate or pregnant.*

Enhanced Taste: Allows tasting subtle flavours in food and drink.

Feel Vibrations (Major): Allows to feel the vibrations in the air (or water) of moving objects and beings.

Heat Vision: Allows seeing objects and living beings based on their temperature.

Howl: The creature can use a quick action to do a powerful howl to call other creatures of its species.

Improve Vision: Advantage for investigate tests when sight is involved.

Magnetic Hunting: Allows detection of prey underground, in snow, or through thick grass.

Night Vision: The creature has good sight in the dark but not in pitch black or smoke. It ignores the disadvantage for darkness.

Speak: The creature can speak human language.

Telepathy (Major): The creature can talk using telepathy. The power is generally limited to a few metres.

Underwater Voice: Allows you to talk underwater. *Only applies to talking creatures.*

Hindrances

Behavior Hindrances



Aquaphobia: The creature has a fear of water.

Attracted to Light: The creature lives in the dark but is attracted to any source of light.

Pack Member: The creature will flee any danger when not with individuals of its kind.

Photophobia (Major): The creature is afraid of any source of light and will try to avoid it.

Pyrophobia: The creature will try to stay away from fire. *Aquatic creatures cannot have this edge.*

Skittish (Major): The creature is easily scared and fears loud noises and sudden movements.

Combat Hindrances



No Nimbleness: The creature cannot attack with the nimbleness skill.

No Brawn: The creature cannot attack with the brawn skill.

Small Mouth: The creature has a disadvantage when biting an unrestrained victim.

Movement Hindrances



Can't Swim: The creature can't swim and will rapidly drown.

Immobile (Major): The creature cannot move or only about a metre per round. It has a disadvantage to dodge tests.

Noisy: The creature makes a lot of noise when moving fast.

Slow: The creature is moving slowly and suffers a disadvantage on all tests related to movement.

Physical Hindrances



Cold Blood: Causes a disadvantage when resisting the cold.

Colossal (Major): When not actively trying to hide, the creature can generally be detected without any test. The creature suffers a disadvantage to dodge and resistance test when attacked since it's very large. *For creatures with size over 1000.*

Explosive: The creature is unstable and will explode if wounded. The explosion can be resisted with a disadvantage and damage everything around. The

explosion has the following features: Area, Blast, Knockdown, Loud, Shove.

Highly Flammable (Major): The monster is highly susceptible to fire. Fire kills the monster and can spread fire nearby.

Huge: When not actively trying to hide, the creature can generally be detected without any test. *For creature with a size over 100.*

Only two limbs (Major): The creature only has two limbs. *Can only be associated with monsters with 3 Health or more.*

Sensitive: The creature's health is reduced by 1.

Sensitive to Darkness: Suffer a disadvantage to all tests in darkness.

Sensitive to Fire: When attacked with fire, the creature suffers a disadvantage to resist damage.

Sensitive to Light: Suffer a disadvantage to all tests in daylight or in a well-lit room.

Sensitive to Silver: When attacked with silver, the creature suffers a disadvantage to resist damage.

Smelly: The creature is very smelly and can be detected without any test at a few dozen meters away.

Swarm (Major): The creature is a group of monsters instead of only one monster. Every wound reduces the number of individuals and all their tests by 1 instead of causing different effects depending on the location. *Remove all wound locations and only use one that can be hit multiple times. The health value of the creature represents the size of the swarm, not the size of every individual.*

Swarm

Unprotected: Suffer a disadvantage to athletics test when resisting damage.

Unresistant (Major): Suffer 2 disadvantages to athletics test when resisting damage.

Vulnerable (Major): The creature's health value is reduced by 2.

Vulnerable to Darkness (Major): The skin of the creature is very sensitive to darkness and will catch fire if not always in contact with direct light.

Vulnerable to Water: Water has the same effect as acid on this monster.

Vulnerable to Fire (Major): The effect of fire and burning is doubled when in contact with the creature.

Vulnerable to Light (Major): The skin of the creature is very sensitive to natural or ultraviolet light and will catch fire if exposed for a few seconds.

Vulnerable to Silver (Major): When attacked with silver, the creature suffers the burn effect.

Senses Hindrances



Blind (Major): The creature cannot see.

Deaf: The creature cannot hear anything.

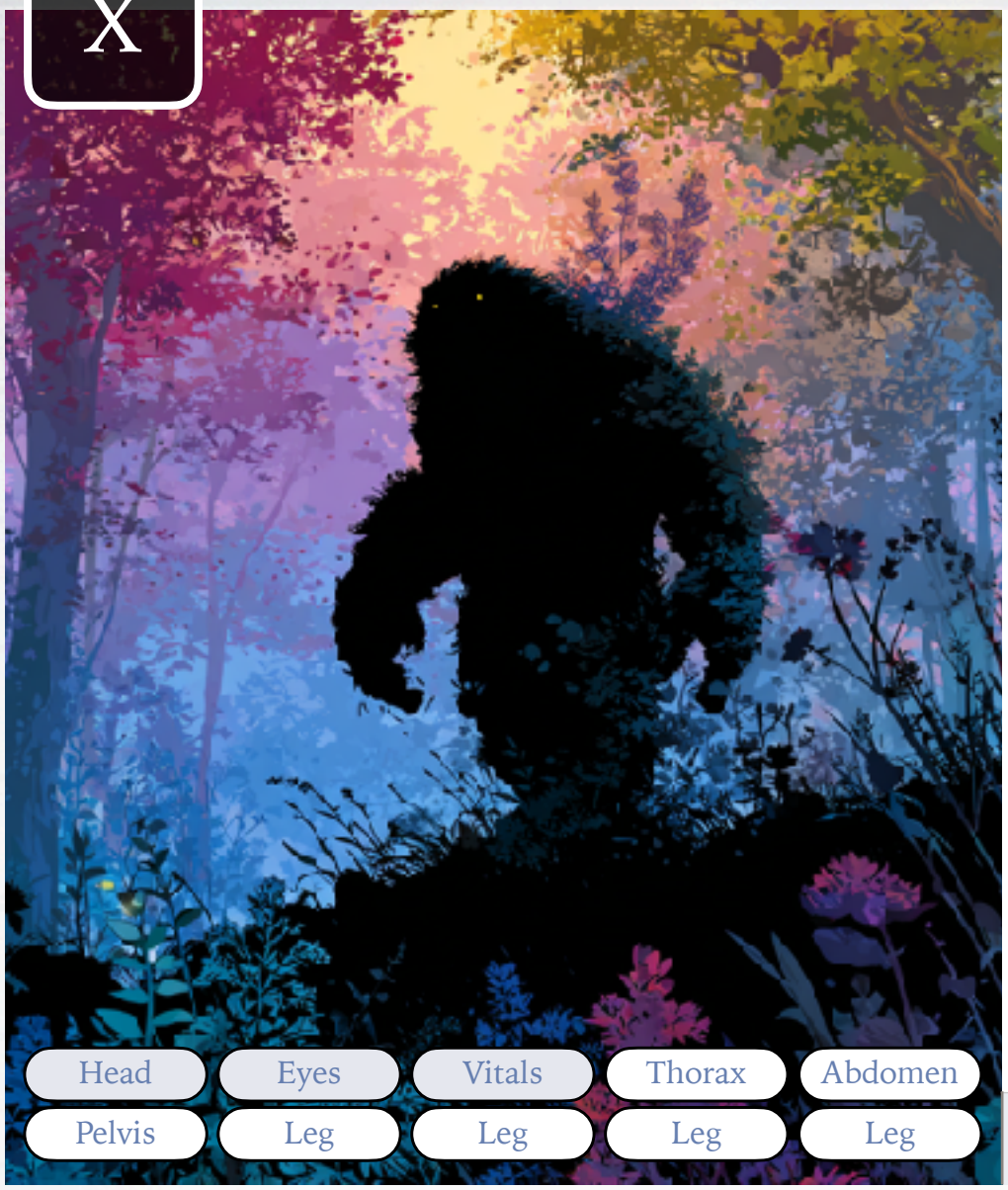
Poor Vision: Disadvantage to investigate tests when sight is involved.

Poor Sense of Smell: The creature has a very bad sense of smell. It can be used as a descriptor and cause a disadvantage on investigation tests when smell is involved.

Sight based on movement: The creature can only see what's moving.

Creature Template

X



Type: Size, Attitude, Category
Habitat:
Active Time:

Description

-5	Initiative	
-5	Attack Brawn	
-5	Attack Nimbleness	
-5	Attack Quickness	
-5	Dodge	
-5	Resistance | Armor	-5
X	Health	

STR	0	CON	0	AGI	0	REF	0	INT	0	PER	0

Acrobatics	0	-5	**Brawn**	0	-5	**Quickness**	0	-5	**Investigate**	0	-5
Athletics	0	-5	**Nimbleness**	0	-5	**Stealth**	0	-5	**Survival**	0	-5

Additional description and combat tactics.

Edges

- Behavior Edges
- Combat Edges
- Movement Edges
- Physical Edges
- Power Edges
- Senses Edges

Hindrances

- Behavior Hindrances
- Combat Hindrances
- Movement Hindrances
- Physical Hindrances
- Power Hindrances
- Senses Hindrances

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