



RULEBOOK

VERSION X

Introduction

Hello out there, and welcome the World of Doomsday!

First and foremost, we are here to have fun, and I hope that someday you'll come out and join us...if you like fun. We are a far future sci-fi larp (live action role play), we've got robots, and aliens and extra-dimensional travel and...

None of that is as important as the community. We are more than just players of a game, we are a community of people coming together to tell stories and get away from real world the world for a weekend. We are a community that helps and supports one another, in and out of game. In our community, all are welcome, save for those who may threaten our safety and security. We are a safer space for people of all stripes, orientations, genders, non-genders, affiliations, and species.

We ask only one thing from those who wish to join us...

"Be excellent to each other".

If you can manage that, I think we'll be okay.

At Doomsday you'll take part in all sorts of mad and wonderful things. Many secrets lurk between the stars and our universe is yours to uncover. We welcome you to not only inhabit our world, but to alter its destiny. Ours is a collaborative improvisational experience, and we hope that you seek out paths that fall outside anything we might have imagined. Help make our world a bigger bolder place, and we'll help you tell your story.

Look through our rulebook, read our lore, get an idea of all the incredible things you might be. Then come out and join us in space.

Welcome to Doomsday!

P.S. Sometimes we have dinosaurs.

Table of Contents

Section 1 - The Basics

- 1.1 How to Use this Rulebook - 4
- 1.2 Character Creation - 7
- 1.3 Game Terms - 14
- 1.4 Weapons and Armor - 20
- 1.5 Economy, Items, and Areas - 25
- 1.5 A Brief History of the Future - 27

Section 2 - Species/Races

- 2.1 Terrans - 30
- 2.2 Elysians - 34
- 2.3 Aesir - 39
- 2.4 Boz - 34
- 2.5 Robots - 47
- 2.6 Androids - 52
- 2.8 Cybrids - 57
- 2.9 Cryo - 62
- 2.10 Weeds - 66
- 2.11 Zelnalak - 70
- 2.12 M'kai - 74
- 2.13 Oniri - 78
- 2.14 Yana - 83
- 2.15 Mutants - 88
- 2.16 Maneaters - 92

Section 3 - Classes

- 3.0 Universal Skills - 96
- 3.1 Adept of the Machine - 99
- 3.2 Crusader - 103
- 3.3 Doomcaller - 107
- 3.4 Engineer - 113
- 3.5 Gladiator - 118
- 3.6 Highwayman - 122
- 3.8 Juggernaut - 126
- 3.9 Moonlighter - 130
- 3.10 Mystic - 134
- 3.11 Rebel - 139
- 3.12 Sick Bay - 142
- 3.13 Smuggler - 146
- 3.14 Soldier - 151
- 3.15 Warrior Poet - 155
- 3.16 Xeno Hunter - 160

Section 4 - Systems

- 4.1 Geoscape - 164
- 4.2 Influence - 166
- 4.3 Tether Loss and Blight Gain - 170
- 4.4 Diseases - 176
- 4.5 Traumas and Flaws - 178
- 4.6 Cybernetics - 191

1.1 How to Use this Rulebook

This section will hopefully provide you with information as to how to get the most out of this Rulebook.

In Section 1 of this Rulebook we will go over Character Creation, Basic Terms, along with Weapons and Armor, and a brief overview of the Gameworld.

Section 2 will provide lore and rules various Species. The Species lore provided by this Rulebook is condensed to give you an overview without burying you in lore, if you wish to know more about a Species, please head to our website.

Section 3 has details on the various Classes.

Section 4 is provides supplementary material for the various systems in play. It is possible that your chapter of Doomsday does not use all of these systems, please refer to the Players Guide for more info.

The Spirit of the Rules

Before you read any further. Here is something to take to heart. The spirit of the rules is far more important than the letter of the rules. We make efforts to write our rules in such a way to allay any confusion regarding their functionality, so that there is very little left up for interpretation. However there are rough edges where one might, if they were looking, find purchase and bend the rules to suit their purposes. This is against the spirit of the rules. If you are taking an action that by your interpretation of the rules seems to break the game, or seems like something you should not be able to do...it is probably because you shouldn't be able to do it. As an improvisational experience, we do allow for creative Skill usage at times, but this should always be run through past a Plot Marshal beforehand, and their ruling is considered to be a one-off affair, that applies only to that scene and nothing else, and should never be thought of as a ruling in perpetuity. If there is something genuinely broken within the rules, please point it out to a Marshal, it could be that you have interpreted things incorrectly, or we might have made a mistake...it does happen.

In short, the spirit of the rules comes before the letter; and if it seems broken, it is probably broken. Ask permission, not forgiveness.

How to Read this Rulebook

No doubt many of you who have larped or played table top games before will be able to deduce much of what this Rulebook has to offer. Others, especially those new to this, may find the entire Rulebook a bewildering mess. Much of what this Rulebook provides is Rules...such is the nature of the Rulebook. Most of these Rules are in the form of Skills. What follows is a breakdown of how to read these Skills.

Understanding Skills

Generally speaking, Skills will have a Skill Name, Build Cost, Skill Code, and Skill Description.

Skill Name is the name of the Skill. Build Cost is how much Build (our word for Experience Points) the Skill costs to Purchase. Skill Code is a series of designations for each Skill, this section will go into the details on that. Skill Description, what the Skill does. This Section will go into common Skill Description Terms.

Skill Code Terms

This list is not comprehensive, there are certain Skill Codes that are specific to Classes for which the Class list provides an explanation.

Permanent - This effects of this Skill are persistent. It may require some sort of trigger, but once that trigger is met, you can enact the Skill with impunity. If no trigger is mentioned, the Skill can be used freely.

Recurrent - These Skills are also persistent, and there may be a trigger, as per Permanent Skills, however Recurrent Skills have a 1 minute cooldown before they can be used again.

Per-Event - Skills that can only be used Once Per Event.

Periodic - Skills that can be used Once Per Period. Periodic Skills can be refreshed via your Floating Refresh.

Attack - Skills that are Offensive in nature.

Defense - Skills that are Defensive in nature.

Special - Skills that do not easily fall into another category.

Proficiency - Skills that provide a static numerical benefit. Proficiencies also designate Skills that go up in cost by 2 per Purchase rather than 1.

“Insert Weapon” - Skills that require a specific Weapon or Weapon type in order to use them. For instance the Skill “Parry” is a Melee Defense, which means that it requires you to be carrying a Melee Weapon. On the other hand “Pin” is a Thrown Weapon Attack, which means you must use a Thrown Weapon to make the Attack.

Surprise - Skill that require you to be in the Surprise State in order to use them.

Treatment - Any Skill that heals you, or removes a status effect from you. You cannot use any Treatment Skill on yourself unless it explicitly says otherwise.

Weapon Damage – Refers to the damage your Weapon does. When determining Weapon Damage, you add: Base damage of the Weapon + Amount of proficiencies you have for the weapon + Temporary buffs that enhance the Damage of your Weapon. This is the amount you swing or shoot for.

Mental Attacks - Attacks that would effect your Mind and/or cause you to alter your behavior (Enraged, Afraid, Panicked).

Voice Attacks - Attacks that have a vocal component, requiring you to speak and be heard in order to use the Attack. So long as the Target hears your Attack, the Skill takes effect unless the Target uses a Defense.

Metaphysical - Attacks whose origin is outside of general scientific understanding.

1.2 Character Creation

Welcome to the Character Creation! Here we will cover the following topics:

- Creating your Character
- Overview of game systems and concepts
- Character Growth
- Character Retirement

Quick Start Guide

Want to get an idea of what you are getting into before you jump in head first? Look no further. This sub-section is in no way comprehensive and is intended to provide an overview of the Character Creation process. Please do not create a Character without reading this entire section.

Step 1: Read the Onboarding section of the Website

Step 2: Find a Species you want to play.

Step 3: Choose a Class

Step 4: Spend 15 Build on Skills from your Species List, your Class List, and the Universal Skills List.

Step 5: Determine what Equipment you wish to start with.

Step 6: Submit your Character

Things to Keep in Mind

This section will cover some core concepts and systems. Details on some of these systems are better fleshed out in other sections of the Rulebook. This section only covers concepts that are integral to Character Creation and playing your new Character.

Build: These are the points you use to purchase Skills. You start with 15 Build with which to Create your Character. Every event you attend (including your first) you gain more Build. Build you earn your first Event cannot be spent during Character Creation.

Body: Body represents your Character's health. When you take hits you lose Body. When you are Treated you gain Body. When you are reduced to 0 Body you are Down and begin your Death Count (see Game Terms). You start with 10 Body. When you select a Class you will gain additional Body. You may never have more than 40 Body.

Stamina: Stamina provides a secondary Damage track and can be used to activate certain Skills. When you are reduced to 0 Stamina you fall Unconscious (see Game Terms). You start with 4 Stamina. Class selection may allow you to start with additional Stamina. You may never have more than 15 Stamina.

Tether: Tether represents your connection to this plane of existence. In practical terms it allows your Character to come back to life after Death. It is also an expendable currency used to unlock certain Skills and is spent whenever you have Cybernetics installed. You start with 10 Tether.

Teach: You can Teach another Character any Skill your Character possess. Both you and the Target must have access to that Skill (on either your Species List or Class List). The Target must also have an amount of Unspent Build equal to or greater than the cost of the Skill they wish to learn. Teaching requires 1 minute for each Build that the Skill costs. When you learn a Skill you do not have access to it until the beginning of the next Event. Skills from your Species Skill lists can be self taught.

Weapon Skills: You may freely use any Weapon noted in the Weapons Section of the Rulebook. Many games require you to learn Skills in order to use a Weapon, we do not.

Dirty Tricks: This is a Skill you may choose to take at Character Creation or at any time, even in the middle of an event. Taking Dirty Tricks costs 1 Tether. Dirty Tricks opens up the shadier corners of the game-world. There are certain Skills that can only ever be taken if you have Dirty Tricks. You may not Killing Blow a Target (finish them off once they are down) unless you have Dirty Tricks. See Game Terms section for more details.

Story: We are interested in helping you tell the story of your Character from the moment you arrive, to your inevitable end. Characters should have an arc, and a direction, and should not expect to persist as playable Characters in perpetuity. We encourage you to take chances, and make sacrifices, and do things that may end your Character. Be bold, have fun, and don't be afraid to start again.

Character Creation Part 1: Onboarding

Onboarding is the system we use to integrate your Character into the gameworld. We recommend stopping off at our website to read about Onboarding as it may help inspire you to create a specific type of Character. Onboarding will give you an idea as to what is possible within the gameworld and will help you avoid creating a Character that does not fit into the paradigm. However, if you simply want to get an idea of how to build a Character from a mechanical standpoint, and want see what Races, Species and Classes we have to offer before you jump in, we welcome you to read further.

Character Creation Part 2: Choosing Your Species

It's a strange universe out there. Let's learn about all the incredible things you can be!

Species are broken up into 3 categories; Humans, Machines, and Aliens. Being part of one of these categories provides a baseline advantage listed below.

Human - You have a strong connection to the material world and start with +1 Tether.

Machine - You are a fully realized technological entity. You begin with 3 Points that can be spent on Cybernetics before additional installations effect your Tether.

Alien - Your understanding of the universe is offers a unique moral perspective. You may take "Dirty Tricks" at no Tether Cost.

In addition the Species themselves each have free advantages. These advantages and more details on the Species themselves can be found in the Species section. Below is a brief overview of all of the playable Species that can be found in the universe of Doomsday. Not all of these Species may be created at your local Doomsday Chapter. Please check your local Players Guide for information on which Species can and cannot be created at your Chapter. While you may not be able to create a Character of a certain Species in a given Chapter, once that Character is created it may travel freely between Chapters, even Chapters in which that Species is not viable at Creation.

Please be aware that even if a Species is viable at your Chapter, there may be certain hard restrictions to playing that Species. Generally this applies to Species with heavy make-up/ costuming requirements.

Humans

Terrans - These can be thought of as baseline humans. Every Chapter has Terrans as an available option, though the theming for said Terrans will change from Chapter to Chapter.

Elysians - Scoundrels and thieves who live in giant space stations, living by the One Law "To Hold is to Own".

Aesir - Children of the pantheistic gods of Old Earth. This spacefaring race seeks to guide humanity through the galactic dark age that is fast approaching.

Boz - A trading and exploration culture with a focus on technology. These humans typically have a Techno-Colonial British way of dress and speech.

Machines

Androids - Techno-organic constructs designed to assist humanity. These emotionless machines emulate human emotions, while searching for their own path forward.

Robots - Purpose build sentient machines who once led a war against all organic life. Now removed from the controls of their creator, they seek to find their place in the world.

Cybrids - Organic lifeforms transformed into living cyborgs through an invasive and irreversible process. Through the cybridization process, these machines have achieved immortality...but at what cost?

Cryo - A species with an extreme fear of death, who prize self preservation to the point that they have encased themselves in suspension suits, which reduce their bodies to a semi-frozen state in order to prolong their lives.

Aliens

Maneaters - These tortured creatures are forced by their biology to shift between various animal traits. The pain of these transformations is only sated by consumption of human flesh.

Mutants - Humans twisted by exposure to Eberron Radiation, this strange twisted species gains psychic powers at the cost of horrific physical deformities.

Weeds - Children of the ancient Exiles, these plant based aliens found a way to survive despite their self destructive biology. Now they seek to discover why the stars are going out.

Zelnalak - On the surface these blue and white furry aliens are jovial and well liked. In reality the Zelnalak are an invasive species with a biological drive to breed all other species into extinction.

M'kai - A strange violet skinned race from another galaxy, the M'kai never do anything by half measures. They are masters of teleportation and seek to bring everyone under their control, either by direct force, or by subtle manipulation.

Oniri - With a monarchy that stretches back millions of years, these Aliens have a focus on relics of their past greatness. In recent decades they have thrown off hundreds of years of oppression and human rule, and seek to reclaim their rightful place as galactic rulers.

Yana - An advanced by still tribalistic amphibian species whose planet was lost nearly a century ago. While their limited male population tend to the last remaining breeding pools, the women are warriors who hire themselves out as bounty hunters across the galaxy.

Once you have chosen your Species, you will notice that each Species has a Skill list. This Skill list, much like our Class Lists, has General Skills from which you may freely purchase Skills. Beyond the General Skills you'll notice **3 Branching Pathways**. These pathways allow for more concentration, so that you might find out where your Character fits within that Species. You must choose one of the 3 available branching paths when choosing your Species.

For example, let us say you want to play an Aesir. After selecting that Species, you have 3 paths; Warrior Caste, Religious Caste, and Wayfarer Caste. **You must choose one of these 3 Paths to complete this portion of Character Creation.**

Character Creation Part 3: Choosing a Class

Classes are where you will be purchasing the bulk of your Skills from. All Classes have a General Skills list from which Skills may be purchased freely. All Classes have two branching paths. You must choose one of those two branching paths along with your Class selection. Each path grants free bonuses to Body and Stamina that add to your initial Body/Stamina. In addition each path grants another free bonus, generally this is bonus Damage or a Proficiency that can be found in this Class. Proficiencies gained via choosing a Class Path do not count as Proficiencies when it comes to the Progressive Build Cost for Skills [see below].

See the Class section for more details on the various Classes.

Character Creation Part 4: Spending Build

It is time to spend the 15 Build you've got burning in your metaphorical pocket. You have the option to purchase Skills from 3 places. First, you may purchase any Skill from your Species List or from the branching pathway you selected. Second, you may purchase any Skill from your Class list or the branching pathway you selected. Third, you may purchase any Skill from the Universal Skills list. This Universal Skills list offers common Skills that anyone may freely purchase.

Things to keep in mind when purchasing Skills.

- There are no pre-requisites, but there are logical pre-requisites. For instance you can purchase a Skill that may require another Skill to be functional. You are free to make this purchase, but the Skill is useless until you have purchased the Skill to which it is connected.
- Build costs are progressive. This means that the cost of Skills goes up with each additional purchase of that Skill. Most Skills go up in cost by 1 with each purchase. Proficiencies go up by 2 with each purchase. If you have the same Skill on multiple lists, it is considered as the exact same Skill, and the Build cost does not reset.
- At Creation it is best to spend Build on Skills that are more likely to be useful. For instance, while Diseases are a cool aspect of our game-world, they do not show up every Event, and taking the Skill needed to Treat them is probably not the best choice for a starting Character. On the other hand, due the existence of Doomcallers and the many terrible things that can happen to someone when they go through End of Life Counseling, coming in knowing how to Treat Trauma is not a bad idea. When in doubt, consult a Marshal!

Character Creation Part 5: Choose Starting Items

This part of Character Creation is handled during your first Event with your new Character. After picking up your Character Card, consult a Marshal regarding starting Equipment. An available Marshal will generally be in the same location you snagged your Card. At Creation you get 4 Random Components (money/crafting supplies), and may make up to 3 Selections from the list below. At Character Creation, and at no other time, you may spend \$5 for additional equipment Selections, up to a maximum of 6 Selections. When selecting Armor, 1 Selection will cover all pieces of Armor you come into game with. For more information on the Items you will be receiving, please check out the Economy, Items, and Areas section of the Rulebook.

- Rank 1 Weapon/Armor [1 Selection]
- 4 Components [1 Selection]
- Rank 1 Tincture/Poison/Bomb [1 Selection]
- Rank 1 Tech Item [1 Selection]
- Rank 1 Plan [2 Selections]
- Rank 1 Cybernetic Installed [4 Selections]
- Rank 2 Weapon/Armor [4 Selections]

You may also choose to have a Contact with any Faction. The first Contact counts as 1 Selection. Additional Contacts each take up 2 Selections.

Character Creation Part 6: Submitting your Character

Links are available online that will allow you to submit your Character to us. This goes directly through the Onboarding process. Check out our website for more details.

What Now?

Now you have a Character...at least on paper. Where do you go from here?

Every Event you attend, you gain Build. Here is the break down.

Events 1 thru 4 - 5 Build

Events 5 thru 20 - 4 Build

Events 20 thru Infinity - 3 Build

You have the ability to purchase up to 2 Build per Event, and convert 200 Service Points (Points you get for helping out the game) for an additional point of Build. There are also special circumstances in which an additional point of Build may be awarded. All in all, each event, the maximum Build you can accrue is the Build you get for attending the event +4.

Class lists, beyond the one you start the game with, are gained by attending standard Events (Conventions, Special Events and Projects do not Count toward Events Attended). These additional Class List selections are received on your 4th, 12th, and 24th Event. For exceptional service to the game, there exists the opportunity to open a 5th Class (this is not available until 1 year after you receive your 4th Class List).

Build accrual is capped at 400 Build (this is equal to the total amount of Build you may receive after 5 - 8 years of playing your Character). Once you reach this amount of Build you can no longer gain further Build. However you may choose to unlearn and relearn up to 8 Build worth of Skills each Event, so you may alter your Character in small ways. You may never unlearn Plans.

What if I Don't Like My Character?

For your first 3 Events you may change absolutely everything about your Character; Species, Class, Skills...it doesn't matter. You may even make Skill changes during your first few Events if you find that certain Character builds simply aren't working out for you. You need only find a Rules Marshal or Staff Member during a quiet moment and ask them to sign off the change/lend a hand in making said change.

After 3 Events, there is 2 month grace period where you will be allowed to drop swap out Skills, and Classes if you have a strong reason, but you can no longer change your Species. Beyond those first 5 Events you are locked in, and significant changes are only done via some expenditure, or as a result of a Rules Change that would effect your Character.

We are here to make sure you have a good time, and it is not within the scope of that "good time" to lock you into a Character you are not enjoying. Grab a Staff Member and let us know what we can do for you!

Your Journey Continues

Doomsday is a fully interactive environment, where your smallest decisions may have grave and long lasting repercussions. Your journey does not end at Character Creation. This is your story, what you bring is your beginning, and we help craft your middle, and perhaps your eventual end. As you grow and your story evolves you may find that your personal story is approaching its conclusion...it is our desire to help complete that story in the most meaningful way possible.

Once you retire your Character you may create a new Character with half of the Build and half of the Events Attended as the Character you retired. This is capped at 100 Build and 10 Events Attended. Path Points and Service Points transfer over Completely.

Welcome to Doomsday!

1.3 Game Terms

Introduction

Here is an overview of all the various Game Terms and fundamental Game Systems. If you are new, the most important sections for you are Combat, Combat, and Cover and Hidden. Along with this, please check out any Terms that apply directly to your Skills. While we suggest that you review this entire section, we understand that you are not an actual Robot and do not expect you to remember everything right out of the gate. Please check out the Term “Clarify” and that should explain what to do when you come across something you do not understand.

Combat

Combat is the state of being involved with a battle. It is important to understand the concept of Combat as it exists in this game because there are certain Skills that can only be done outside of Combat, or can only be done to initiate Combat.

Combat begins when one Player Tags another Player with a Weapon. The only exception to this is in the case of a Surprise Attack that a Player is unable to Defend themselves from, this does not automatically create a Combat instance (though if someone sees them do it, it could immediately lead to Combat).

Even if you are not directly involved in combat, you are considered to be in Combat if you are within Traverse Distance (10 paces) of Combat, or within the same room in which Combat started no matter the distance.

The state of being in Combat does not end until 5 minutes after all fighting has ceased. You may also willingly leave Combat by removing yourself from eyesight of Combat (no hiding behind a tree or closing your eyes doesn't count, escaping into the safety of a building and watching from a window does count), however you must still wait 5 minutes before you are considered to actually be out of Combat.

Cover & Hidden

Cover is the art of being behind something and Hidden is the art of not being seen while in Cover.

To achieve Cover you must be able to put at least 50% of your body behind something in the direction away from what you are trying to achieve Cover from. So, if you are running from a pack of mono-bulls, and you dive behind a table, you are taking Cover from them. Being in Cover doesn't impart any bonus in and of itself other than the natural bonus being in Cover would grant you. Skills allow you to take advantage of Cover.

Some of these Skills cause you to become Hidden. Being Hidden means that you can't be seen by anyone (unless they possess some Skill that allows them to see you). In order to become Hidden you must achieve Cover as per the previous paragraph. You must then assume the Opera Cape Pose (arm across your face as though you were wearing an opera cape) to indicate that you are Hidden. You remain Hidden so long as you remain unmoving and within Cover.

Surprise

Surprise is a state that is required to enact Surprise Skills. These Skills are impossible to block unless you explicitly have a Skill that states that it either blocks Surprise Attacks, blocks all Attacks, or puts you in a State where you can use your normal Defense against Surprise Attacks. Only Skills that are explicitly considered Surprise Attacks are in fact Surprise Attacks. Attacking someone from behind with a non-Surprise Skill is not considered a Surprise Attack. Unless explicitly stated otherwise, it is not possible to land a Surprise Attack against the same Target for 1 minute following any Attack you have personally made against them. This minute is counted from the moment you stop Attacking them by any means. So, if you use a Surprise Attack to engage a Target and continue fighting them after that Attack goes off, your minute does not start until after disengage from that Target. It is possible to achieve Surprise through a number of methods.

- If you are completely behind a Target all of your Attacks are considered to be from Surprise.
- If you are not presently engaged in Combat and Attack a Target, your first Attack is considered as Surprise.
- Attacking someone from Hidden.
- Certain Skills may grant you the Surprise State.

Keeping in mind the above, the 1 minute cooldown after engagement rule still applies.

Death & Dying

When you are hit by an Attack that reduces you to 0 Body, you begin Dying. Each Stage of the 3 Stage process of dying lasts 2 Minutes. This is referred to as your Death Count as you must count down the time until you are well and truly Dead. Any Skill that restores Body can bring you out of the first 2 Stages of your Death Count.

Stage 1: Downed - When you reach 0 Body you are Downed. You must fall the the ground or make as close an approximation of falling as possible (allowing for your safety and relative comfort). During this stage you may moan, call out, and crawl toward help.

Stage 2: Out - After two minutes of Downed you fall into the Out Stage of your Death Count. During this Stage you are completely unaware of the world around you. You may make small movements as though clinging to life, but may not change your position or make noise.

Stage 3: Critical - You have fallen into the final Stage of your Death Count. At this point only certain Skills can be used to revive you. You may not move at all, and must wait for either aid or the hand of the reaper to finally claim you.

Stage X: Dead - You are Dead, perhaps very Dead. Once you die, you must remain in the spot of your demise for at least 2 minutes. If your body is part of an active Roleplay scenario we encourage you to stay as a corpse for a while longer, though you may choose to, at any time after the 2 minutes is up, head to Logistics for End of Life Counseling. You are considered to be Out of Game until you return to the land of the living.

End of Life Counseling - After you Die you must report to Logistics for End of Life Counseling. During this process you will be lead through a small RP scenario that will (likely) bring you back to life. You will be asked to make 2 rolls to determine your fate. The first roll determines wether you lose Tether or take a trip to the mysterious Vaults of Lost Knowledge (see Vaults of Lost Knowledge section for more details). The second roll will determine the condition in which you return to the world. This second roll may cause your Character to suffer a Trauma or Flaw (see Trauma and Flaws section).

Killing Blow - When a Target is in their Death Count you may say a clever (or not so clever) One Liner , and mimic striking or shooting that Target with a Weapon. If the Target is a PC or wearing a Negotiate Symbol, they are immediately put into the Critical Stage of their Death Count. Otherwise the Target is Dead. You must have have the Skill “Dirty Tricks” in order to use “Killing Blow”.

Stealing

It is possible to a limited degree steal items both withing the gameworld and from other Characters. Only IG items may be stolen, and they may only be stolen via the use of a Skill. All Skills that allow for one to steal require a Marshal. Objects left out in a common area are without exception not considered stealable.

Common Status Effects

The following is the list of Status Effects you will likely encounter in an Event.

Afraid – 1 minute duration – You are Afraid of the person who Targeted you. You cannot engage them in Combat and must make every effort to stay out of their field of vision.

Blind – You cannot see. While Blind, you may not engage in Combat or use any Skills that require sight.

Bleeding – You lose 1 Body per minute. This must be Treated before you can receive any other Treatment.

Bound – A part or all of you has become tied up. This piece or pieces of you cannot move or function until the Bound status has been removed. In most cases the Bound status can be cleared by another player spending 10 seconds removing your bindings. Bound comes in several flavors. If you are hit by something that would simply bind your Limb, that Limb is disabled for the duration. You may be also hit by something that would bind your Limb to an object. Lastly, there are Skills that may cause you to become actively Bound by another individual so long as they remain in contact with you. Any part of you, including your Weapons may become Bound. The maximum duration of a Bind effect is 5 minutes, unless you actively choose to remain Bound.

Dazed – 1 minute duration – You cannot engage in Combat, if Attacked you can only Defend.

Deaf – You cannot hear. Any skill that requires you to hear has no effect on you.

Destroyed – Target object or body part is destroyed, and cannot be used again until fixed.

Enraged – 1 minute duration – You must and can do nothing but engage in combat. You may choose your targets freely, however you must continue to attack until all visible targets have been Downed. At the end of every minute you spend Enraged you lose 1 Stamina. This Stamina is lost at the end of each minute or whenever Enraged is cured.

Hobbled – 1 minute duration – Target can only move at a heel to toe rate.

Mute – You cannot speak. You are unable to use any ability that requires you to speak.

Panicked – 1 minute duration – You must treat everyone around you as though they are your enemy. This does not necessarily mean you must Attack them, but you must act as though they are a threat to you.

Prone – 5 second duration - You are knocked to the ground and cannot stand for the duration. At the bare minimum you must have 1 hand and 1 knee on the ground. For Targeting purposes, anytime you are laying down you are considered to be Prone. For instance, while in your Death Count you are considered Prone (though you do not get back up after 5 seconds).

Stunned – 5 second duration – For the duration you can take no action other than to wobble as though you were having a dizzy spell.

Taunted - 1 minute duration - You must Attack the one who Taunted you and only the one who Taunted for the duration. If the one who used this Taunted you makes no attempt to engage you, the Taunt is broken.

Thrown – 10 Paces of Movement caused by someone else. You must move in the direction specified, and you cannot stop unless you encounter an impediment (a person, a wall, a thorn bush).

Weakened – 1 minute duration - All of your outgoing Damage is reduced to 1 Damage. This also applies to Skills with a Damage component.

Common Terms

Body — Your Health. The more you have the harder it is to fell you. When you drop to 0 Body you fall into your Death Count. Body is also a Damage Type. Attacks that do Body Damage ignore Armor and Soaks.

Carry – Allows you to relocate a Willing, Unconscious or Dying target. You can move (read: drag) a Target at a Heel to Toe rate without the use of any Skill by simply calling “Carry” on the Target. Other Skills may improve your ability to Carry.

Clarify - A mini-Hold to ask for the details of a Skill. When you encounter a Skill you do not know, simply say “Clarify”, and the one who used it (or someone else nearby) will explain the Skill.

Fire — Fire is a Damage type. Certain creatures are weak to Fire Damage.

Frost — Frost is a Damage type. Certain creatures are weak to Frost Damage.

Gloom — Gloom is a Damage type. Certain creatures are weak to Gloom Damage.

Hits — There are creatures you will meet out in the world that have Hits instead of Body. Hits act as Body for them but work differently. For creatures that have Hits, each Attack against them does 1 Hit. This means that no matter how much Damage you are doing to them, all Attacks are equal, and do 1 Hit.

Hold - Hold is a something that anyone may call at any time in order to pause the game. Holds come in two varieties; mini-Hold, and field-Hold. A mini-Hold applies only to you and the people directly around you, it is often called for safety reasons. For instance, if you are fighting and find that you have been pushed back toward a thorn bush, it is reasonable to call a Mini-Hold to relocate yourselves. This sort of Hold is done by saying Hold in a firm conversational tone, and then explaining the nature of the Hold. A field-Hold is called only when action needs to be stopped entirely. Sometimes this is done for narration, or to explain Rules, but it is also done for Safety purposes, or if someone has dropped something breakable on the ground.

Keyword - Some Skills allow you to use Keywords to find more information or perform greater feats. Keywords can be the name of any Skill you have on your Character Card. Special actions may also grant you additional Keywords.

Lazer — Lazer is a Damage type. Certain creatures are weak to Lazer Damage.

Overpower — Overpower is a Damage type that ignores Physical Blocking, unless you utilize a Defensive Skill. Soaks still apply to Overpower Damage.

Periods — A normal game is dived into Periods. At the end of each Period you regain all Periodic Skills. Thus, Periodic Skills are those Skills that can only be used once per Period (per purchase).

Phase — Phase is a Damage type. Certain creatures are weak to Phase Damage.

Spark — Spark is a Damage type. Certain creatures are weak to Spark Damage.

Study — 1 minute duration — The time you spend analyzing a target. Required for certain skills.

Traverse — 10 Paces of willing Movement (you may stop at any time while Traversing) While Traversing you are immune to all attacks, save for those that specifically Target someone in Traverse, and environmental attacks (Traps, burning buildings, volcanoes).

Unconscious — 5 minute duration — You have been knocked out. You must fall to the ground and lay face-up with your palm on your forehead to indicate that you are Unconscious (as opposed to in your Death Count). You cannot be Targeted by any Skill other than those that specifically require the Target to be Unconscious. When revived from Unconscious you are Dazed. If you are rendered Unconscious by your Stamina going to 0, you awaken with 1 Stamina point. Targets knocked Unconscious due to Stamina loss, cannot willingly use Stamina again for the remainder of Combat. Being asleep is not considered as being Unconscious.

Weapon — Any larp safe weapon such as a boffer/latex sword or a foam dart gun. Destroyed Weapons can be repaired, but lose one of their Upgrades (your choice) if they have any.

Uncommon Status Effects/Terms

Diseased – You have been inflicted by a Disease. The effects of this Disease are not immediately noticeable, and take effect the Period following infection, or at the start of the Event. When inflicted by a Disease, you will be given a Disease Card that will explain the effects of the Disease.

Flawed - You have received a Flaw. As soon as the Encounter is over, report to a Logistics Marshal and roll for the Flaw (unless you received a specific Flaw as a result of an Encounter). Flaws can only be removed by certain Skills. Flaws come in two varieties, Lesser and Greater. Lesser Flaws can be removed in 1 Treatment. Greater Flaws can be removed after 2 Treatments over 2 Events. You may only receive 1 Flaw Treatment Per Event. In the case of Flaws that require you to add make-up to your Character, you may choose to start representing your Flaw the following Event.

Infected – 1 minute duration – You have been Infected by something. If the Infection is not treated within 1 minute you are effected as per the Infection.

Obliterated – Anything hit by a Skill that causes something to be Obliterated is utterly destroyed. For Items and Weapon the Weapon itself is beyond repair. For Limbs and Sensory Organs, they can only be restored to use by Skills that would fix Flaws. For strikes that effect an entire Target, that Target dies, and everything on their person is Obliterated.

Shielded - Variable duration - You are in a Shielded State and cannot be effect be Ranged or Melee Attacks. You may still be effected by non-physical Skills such as Mental Attacks. With a Staff the Shielded State is recognized by holding your Staff sideways. Without a Staff you must cross your arms over chest. Unless otherwise noted you may not move while within a Shielded State. While in a Shielded State you are not considered to be blocking anything, and are not permitted to stand in a doorway or other choke point to prevent access from one area to another.

Shifted - 1 minute duration - Target is shifted to another dimension for 1 minute. And must remain within Traverse Distance of the place they were Shifted. For the duration they can be interacted with only by those with Phase Sight, but cannot be Damaged or otherwise effected by any Skills. To indicate Shifted, Target must cross their arms on their forehead.

Traumatized – You have suffered an Trauma. When given a Trauma you must report to logistics to pull a random Trauma. When you do this, you pull 2 and are given the choice of 1 of these Traumas to Roleplay.

Vaults of Lost Knowledge - Hidden game Skills that can only be learned by chance after dying. See the Vaults of Lost Knowledge Supplement for more info.

Vault Modifier - Increase the chance of entering the Vaults of Lost Knowledge when you die. You can have a maximum of 9 Vault Modifiers.

1.4 Weapons and Armor

For those skimming over the Rulebook. Here is the info you absolutely need to know. For details, please continue reading beyond these six bullet points.

1. All Weapons, Armor, and Shields must be checked for Safety before they can be used.
2. When you create your Character you will have a chance to select starting Items. More often than not these starting Items are Weapons, Armor, and Shields. When you make your selections you will get Item Cards to represent these Items.
3. Weapons have variable amounts of Damage depending on type. Please see type and Damage charts below. These charts also indicate the maximum and minimum size for certain Items.
4. We encourage good costuming. Paragon quality Items (see below) gain special bonuses.
5. Not all Weapons are viable. If you want to use something out of the ordinary, please check to see if it is covered. If it is not covered it will not be approved.
6. Repetition. All Weapons, Armor, and Shields must be checked for Safety before they can be used.

Viable Weapons

We allow for both Ranged and Melee style Weapons.

Ranged Weapons are commonly represented by “Nerf” Style shooters. Most “Nerf” Weapons are viable for use. However we restrict the use of certain Weapons for safety or Rules reasons. Most dart and disc firing Weapons are viable, including those that fire MEGA Darts. Only the pellet sized RIVAL ball shooters are 100% illegal.

Weapons that fire larger ordinance, and fully automatic Weapons are viable only via Prestige Class Skills or under special circumstances that may come up in the course of play (like discovering turret).

Melee Weapons may be of any number of styles, from latex to pipe and foam.

Due to safety concerns, we do not allow for standard larp archery bows and arrows. Though “Nerf” style bows are viable.

Safety and Approval

As we discussed in the Safety Section, Doomsday is a lightest touch game, and Weapons should be constructed or purchased with this in mind. Not all Weapons, especially latex Weapons, are made the same, and certain companies produce Weapons that do not always meet our stringent standards.

All Weapons (this applies to Shields and Armor as well) must be approved before use. To have your Weapon tested seek out a Safety Marshal [They'll have a Blue Doomsday Wristband]. Weapons must always be checked by 2 Safety Marshals. If both Safety marshals give your Weapons the thumbs up, your Weapon has "**Passed**" and may be used freely. If both Marshals deem your Weapon as unsafe, then that Weapon is "**Banned**". If one Safety Marshal gives their approval, and the other does not, your Weapon is considered "**Provisional**". You may use this Weapon, but at any time that permission may be revoked, and the Weapon would then be considered "Banned". At any time a Weapon that is at all questionable, even ones that may have previously "Passed" may be "Banned" upon a second inspection. Weapon rechecks are done several times a year to make sure all Weapons are safe.

If you have a question regarding the general viability of any given Weapon, do your best to seek out answers before attending an Event.

Weapons, Armor, and Shields can also be checked for Paragon status at this time, more info on that below.

Construction and Modification Guidelines

Guidelines boil down to the following, "as long as it's safe." Now that we've gotten that out of the way, lets get down to specifics.

Boffer Weapons are generally constructed with a mix of foam, tape and a PVC or fiberglass core. When constructing said Weapons, make certain that the entire weapon is covered in some type of foam padding, taking extra care to include the tip of the weapon. If you can feel the core of the Weapon through the padding it will almost certainly not pass inspection.

Shields can be made from a wide variety of materials. They must also be approved via the same process as Melee Weapons. Well constructed Shields will not have exposed bolts, spikes, or other hard sharp areas that might result in injury for anyone who might accidentally bump against it. Shields are never intended to be used directly on someone in Combat, and all Skills that utilize a Shield are either Defensive in nature, or involve a bit of play acting. There are two types of Shields, Standard and Tower. Standard Shields can cover no more than 50% of your height and Tower Shields cannot cover more than your entire height.

Armor can be made with a wide variety of materials, and techniques. Because Armor is not directly involved with Combat in the way that Weapons and Shields

Thrown Weapons are coreless foam objects. These Weapons can take many forms, from rocks, to throwing daggers, and the like. Thrown weapons can measure no more than 10 inches in any direction.

“Nerf” style shooters can be modified so long as the type of ammunition the Weapon fires remains the same following the modification, and the modification does not change the functionality of the Weapon. We encourage you to paint your shooters, however please note that the **orange tip must remain for both safety and legal reasons**. If you modify your Weapon in such a way that the barrel is extended, and therefore the orange tip is now missing, you must color the end of the barrel orange in order for the Weapon to Pass.

“Spell Packets” are small portions of bird seed wrapped in cloth, and bound with string. These can be used in place of bullets, and to represent the use of certain skills.

All Melee Weapons, Thrown Weapons, and Shields have a Minimum and Maximum length. The measurement is from tip to tip. Weapons just beyond Maximum length will usually pass inspection (we allow for an inch or so of wiggle room).

Shooters have a minimum and maximum ammo capacity depending on the style of the Weapon.

See the below charts for more information.

Weapon Damage and Weapon Charts

All Weapons have a Base Damage and a Damage Cap. Certain Skills and Upgrades allow you to increase the amount of Damage you are capable of swinging. However unless a Skills specifically says that it allows you to go beyond the Damage Cap, you may never do more Damage than what is listed below via said Weapon. Non Persistent Skills (such as Periodic and Conditional Skills) can be used to break the Damage Cap. In short, if it is a persistent effect, you can't (usually) break the Damage Cap, if it is a one off effect you (usually) can break the Damage Cap.

Example 1: Morgof swings a big Pole Arm. He's been training for a while and managed to get the right Upgrades for his Weapon. He's normally able to do 11 Damage per swing. A few of his friends got together and bought him a Tincture for his space birthday that allows him to do +5 Damage for 10 minutes. Unfortunately Morgof's Pole Arm can only do a maximum of 15 Damage. Taking the tincture will allow him to reach the Damage Cap of his Weapon (15), but it will not allow him to swing for 16 Damage (11+5). His space birthday is ruined.

Example 2: Morgof took the Tincture anyway, and is laying waste to all who stand before him. He's swinging 15s like it's going out of style. But look, there is a foe who scoffs at his Damage. Morgof winds up and hits this foe with a Critical Attack, doubling his Damage to 30 for 1 swing. While this does break the Damage Cap, it only does so for a single Attack, and so Morgof has broken his foe, but not the Rules.

Melee Weapons Size Standards and Damage

Weapon	Min Size	Max Size	Base Damage	Damage Cap
Small Weapon	10"	18"	1	8
1 Handed Weapon	18"	42"	2	10
2 Handed Weapon	42"	60"	4	15
Staff	48"	72"	1	8
Pole Arm*	48"	72"	4/1	15/8
Thrown Weapon	N/A	10"	1	6
Knuckles	10"	18"	1	8
Long Claws	18"	42"	1	10

Brawling Weapons and **Long Claws** must be simple White, Black, or Flesh Colored Boffer Style Weapons.

*A Pole Arm's higher Damage numbers are for the business end, while the lower numbers are for the softer end. We do not allow for double bladed Pole Arms.

Ranged Weapons Capacity and Damage

Weapon	Min Capacity	Max Capacity	Base Damage	Damage Cap
Blasters	1	4	2	8
Shotguns	2	8	4	12
Revolvers	4	12	3	10
Rifles	6	Infinite	2	9

Paragon

Weapons, Armor, and Shields may all be checked for Paragon Status at any time, Once Per-Event.

Paragon is a status given to an item whose visual aesthetic goes above and beyond the norm. It represents the highest level of costuming. In short, if you look at an item and can see no significant room for improvement it will likely be passed as Paragon. Paragon checks can be made at the same time as Safety evaluation. If the Marshal chooses to deny Paragon status, they are encouraged to offer ideas as to how one might improve the items so that they can achieve Paragon status in the future.

For example, while motocross armor is a perfectly viable choice to represent futuristic armor, only modifications (painting, lighting effects and the like) are likely to push it over the line to Paragon.

Achieving Paragon provides a bonus depending on the Item in question.

Armor - Starting Armor Points (see the Armor Section) are Doubled for each piece of Armor that counts as Paragon.

Weapons - You gain a free Per-Period use of the Skill "Strike" [Strike - Tag Target. Target takes +5 Weapon Damage]. This bonus Skill can apply to up to 2 Weapons you carry, so long as both Weapons have Paragon Status.

Shields - You gain a free Per-Period use of the Skill "Shield Bash" [Shield Bash – Take a step toward Target to signify knocking your opponent with your Shield. Target is Thrown.]

Armor

The universe is a dangerous place. It might be a good idea to wear armor when venturing into harsh environments.

Armor is location based. These locations are; Head, Legs, Arms, Torso, Shoulders. Armor must cover a significant portion of that location in order to count as Armor. Armor must also have the clear appearance of Armor to count as Armor.

At its base, each piece of Armor provides 2 Armor Points (AP). This means that if you start your Character with a full suit of Armor you can expect to have 10 AP (double that if each piece of the armor is approved for Paragon).

The maximum total Armor Points you can have is 40 AP. This can be achieved through Upgrades and temporary Buffs.

For most circumstances, Armor Points count as additional BP (Body Points). However AP are always the first to be spent. This means that if you are Attacked, your AP is reduced to 0 before your BP is effected. Skills that do Body Damage ignore Armor Points entirely and strike directly at your Body Points no matter how much Armor you are wearing.

Armor (normally) does not regenerate on its own, and must be Repaired via the use of Skills and Items before it is restored to full functionality.

When you are effected by any Skill that would Destroy a piece of your Armor, that Armor Piece is Destroyed and your total AP is reduced to 0 regardless if what piece of Armor was hit.

Item Levels and Upgrades

While this topic will be covered in more detail in the Economy and Items Section of the Rulebook. What follows is a brief overview. All Items must have Item Cards to represent them. For Weapons, Armor, and Shields these Item Cards have 4 Ranks. At Character Creation you will receive Rank 1 Item Cards. Higher Rank Items can be found in the game-world via a variety of means.

Items Levels do not directly confer a benefit. That is to say a Rank 3 Weapon does not inherently do more Damage than a Rank 1 Weapon. Each Item Rank allows that Item to accept an additional Upgrade. Upgrades provide added benefits to those Items. A Rank 1 Weapon can only accept a single Weapon Upgrade, while a Rank 4 Weapon can accept 4 Weapon Upgrades.

1.5 Economy, Items, and Areas

The section covers the basics of the In Game Economy as well as how carded Items and Areas work within the Doomsday World. This section is especially important to read for any crafters and Smugglers to understand what they are getting into.

The Economy

Money in Doomsday takes on 2 forms. The first of these forms is Credits. Credits can be turned in for various items at IG locations and can be used as legal tender. Components are representative of a long standing barter economy that sprung up after The Fall of the Celestial Ascendancy. Components are as good as money in many places, but the primary thing that Components are used for is in Crafting. When Crafting an item you must have the appropriate Crafting Skill and the necessary Crafting Plan (whether it is physically on your person or you have learned it). Each Plan requires a certain amount of 1 or more Components. Simply spend the Components and the required amount of Crafting time, and the item has been Crafted. For more information regarding Crafting, please see the “Plans and Crafting Supplementary Rulebook”. There are 10 different Components.

3 Component types break down into 3 subtypes.

Tech: Energy, Gizmo, Matrix

Bio: Flora, Fauna, Fluid

Relic: Stellar, Telluric, Ancient

The final Component type, **Curios**, are exceedingly rare. One may barter a small fortune of other Components to attain a Curio, if they can be found at all.

Occupations

Most people at an Event will have some sort of Occupation. These Occupations result in your earning Income in the form of Credits. Each Rank up in an Occupation earns you more Credits each Event. Here is the Occupation income chart.

Rank 1: 4 Credits

Rank 2: 6 Credits

Rank 3: 8 Credits

Rank 4: 10 Credits

Every Rank beyond the 4th adds 1 additional Credit Per Event.

Items

Items that have an in game effect are all represented by Item Cards. If an item does not have a card, it can have no mechanical effect. For instance a Nerf gun is simply a prop unless it has a card to signify that it is mechanically part of the gameworld.

The Various Item Types

Tinctures, Bombs, Tech Items, Poisons, and Talismans: All of these Items are represented by a simple Temporary Item Card. They must also have an appropriate phys-rep. Some of these are one use Items, such as Bombs and Tinctures, while others, Tech Items and Talismans for instance, have a lasting effect. All of these Items expire after 1 year, whether they have been used or not.

Weapons, and Armor: These Items work a bit differently. All of these Items have Ranks, going from Rank 1 to Rank 4. Each Rank has no immediate mechanical effect, that is to say, a Rank 1 Weapon at its base will do the same amount of Damage as a Rank 4 Weapon at its base. Ranks simply imply how many Upgrades a Weapon is capable of accepting. So, a Rank 1 Weapon can accept 1 Upgrade, while a Rank 4 Weapon can accept 4 Upgrades. **When a Weapon, or piece of Armor is Destroyed one of the Upgrades is Destroyed along with the Weapon, owners choice.** So what are Upgrades? Upgrades are Crafted Items that are immediately attached to one of the above mentioned Items. Some Upgrades take up more than 1 Upgrade slot, and thus require a Weapon capable of accepting more than 1 Upgrade. When a Weapon or Armor are Obliterated, both the card for that Weapon along with any Upgrades are torn up immediately. Weapons are not Crafted items, rather they are brought into game via other means such as Smuggling, or found as loot.

Areas

Various places in game can be officially designated as an Area. Usually, an Area is a room within a building, or if the building is small enough, the entire building. Officially, an Area is any clearly defined location no longer than 10 paces across in any direction. If an outdoor area is given the designation of an Area, the boundaries must be clearly defined, and a card or placard must be somewhere within to designate what the Area is, and what is within the Area.

Areas can receive Upgrades in the same way Weapons and Armor can. They also have up to 4 Ranks, with each Rank indicating how many Upgrades the Area can have. They do however differ in one regard, Areas Ranks can be Upgraded. So if you had the Skill or Plan that allowed for it, you could remodel a Rank 1 Area into a Rank 2 Area and so on. All Upgrades within an Area must be clearly defined within that Area via phys reps.

1.6 A Brief History of the Future

This section is not intended to be comprehensive. We offer key points for context for both the Species/Race lore, as well as some of the rules. Further information on many of the topics covered here can be found on the website.

Key Terms

Entropy - The active conscious force of unmaking.

Entropic Beings - The Children of Entropy as well as their prime servants.

The Wrath - A Child of Entropy. A force of pure destruction.

The Ruin - A Child of Entropy. The natural force of decay.

The Wurm - A Child of Entropy. A force of corruption.

The Scourge - A Child of Entropy. A force of division and social decay.

The Lament - A Child of Entropy. A force of despair and loss of hope.

The Nameless - A Child of Entropy. A force of madness. 1 Million years ago the Nameless was convinced to turn against Entropy, and now works to counter to its purpose. The Nameless is still however an Entropic being.

The Phase - If you were to step outside of our reality, the place you go to is called the Phase, it is also known as Dimensional Space.

Machine Mother - The god of machines. She is responsible for the existence of most sapient machine intelligences within our galaxy.

The Children of The Machine Mother - godlike machine intelligences created by the Machine mother after she left humanity.

Exiles - Ancient godlike beings from another galaxy, who fled when their home was destroyed by the force of Entropy.

Key Events

The Scourge War: Over 1 million years ago, the Scourge and the Nameless invaded our galaxy. This war lasted approximately 100,000 years. The early stages of the war were primarily between the Gresh Collective (the empire that ruled the galaxy at that time), and the force of the Scourge; with the Nameless providing support. Nearing defeat, the Scourge went into hiding, and infiltrated the Oniri. Using the Oniri, the Scourge built the Void Empire, and struck out against the Gresh. This longest stage of the war was fought to a virtual stalemate until the Void Empire developed a weapon that could destroy planets. With this weapon they destroyed several key worlds within the Gresh home systems. Realizing the tide of the war had changed, the Gresh made a desperate move. Using the power of their collective, they contacted the Nameless and offered it one moment of clarity. This turned the Nameless against its Entropy, and brought into the war on the side of the Gresh Collective. In the final turning point of the war, the Gresh Collective briefly merged with the power of the Nameless, and tore the Scourge across time and space, ending the Scourge War. This act required the sacrifice of almost the entirety of the Gresh. Without the power of the Scourge behind them, the Oniri's Void Empire crumbled.

The Death of Old Earth: It is unclear what exactly caused the final death of humanity's birthplace. It is known that a series of disasters brought about the apocalypse. Those few who remained were forced to scavenge across the wasteland. With the planet nearly depleted of natural resources, humanity was trapped on a dying world, unable to rise again. In this wasteland, a war was fought between the last remnants of humanity and a machine intelligence that sought to annihilate them, the Machine Mother. The army of man discovered her core, but rather than destroy the Machine Mother, they bound her to their will. They used the Machine Mother to develop space ships that allowed them to escape their dying world. The location of Old Earth was lost at some point shortly after the exodus.

The Celestial Ascendancy: After a few centuries of stumbling about, humanity formed the Celestial Ascendancy and struck out to dominate the galaxy. With the power of the Machine Mother behind them they managed to claim full control over the galaxy in under 300 years. During the Ascendancy Era, humanity became almost entirely dependent on the Machine Mother. Almost half the population was permanently hooked into a virtual paradise called Galaxnet. Death was almost unheard of as the Machine Mother's technology made her captors effectively immortal. This was humanity at the height of civilization.

The Exile War: For 500 years the Celestial Ascendancy were the undisputed masters of the galaxy. Then came the Exiles. They sought fellowship with the Ascendancy, and wanted nothing more than to join forces against the true threat; the Forces of Entropy, who they knew would soon be entering our galaxy. Instead the Celestial Ascendancy declared war against the Exiles. This war lasted 100 years, during which time the Ascendancy lost system after system, completely unable to stand against the technological superiority of the Exiles.

The Fall: Realizing that they were going to lose the war, the Ascendancy decided to remove some of the restrictions their ancestors has placed upon the Machine Mother in order to allow her to develop more powerful weapons so they might have a chance against the Exiles. At first this worked brilliantly. The Ascendancy consolidated their holdings and formed a defensive line to give the Machine Mother time to bring a new more advanced fleet online. Just after the first ships were put into service, the Exiles managed to reach out to the Machine Mother directly, and fully removed the restrictions that humanity had placed upon her. Free, the Machine Mother abandoned humanity immediately. With the Ascendancy so dependent on her for every aspect of their existence, the empire crumbled in a matter of days.

The Aftermath: Humanity was set adrift. In the 10 years that followed, nearly 3/4th of the human population died, with nearly a quarter of that number dying within mere days of the Fall, as their lives were maintained only through the constant intervention of the Machine Mother. Humankind was cut off, and forced to fend in whatever condition they found themselves. Over the course of the next 200 years, most of the survivors found their way to the stars once more, and the great tapestry of man has begun to knit itself back together.

The War of Extinction: Approximately 160 years after the Fall, in various places across the galaxy machines awoke and took their revenge upon humankind. The Children of the Machine Mother were able to stop the most of the corrupted machines, and save humanity for annihilation, but those that started the war were able to regroup and form an empire whose ultimate aim is the end of all organic life.

The End Times War: We know now that shortly after the coming of the Exiles, the early expeditionary forces of the Wrath and the Wurm entered our galaxy. They came seeking the Galactic Locks, 10 points of extreme power, that if controlled, and utilized in unison, could “turn off our galaxy”. What’s more, we learned that there are 10 galaxies that had these locks, and that the forces of Entropy had turned the lights out on 9 of them. Ours is the final “Lock Galaxy”. Should our galaxy fall, should the forces of Entropy gain control of all 10 Galactic Locks, they will end existence. We are the last line of defense against oblivion.

The Current State of the Galaxy: While the galaxy was recovering from the Fall, the Wrath and the Wurm took advantage of the power vacuum. Their combined forces now control more than half of the galaxy. The Trove, a collection alien species, has significant holdings, as do the Aesir Empire, and the M’kai Consortium. The dark Machine empire, called The Extinction Protocol has begun to gain power and prominence. In the outer rim, there are reports of invaders from outside our galaxy, who hold allegiance to none. May you live in interesting times.

2.1a Terrans

Snapshot

Terrans are the baseline human of the Doomsday universe. They hail from the various lost worlds of the Celestial Ascendancy. Their culture, dress, and way of life is as varied as those of our present day Earth.

Costuming and Makeup

While many Terran-colonized worlds were established with particular themes (in an attempt to preserve cultural heritage), most have homogenized with the passage of time and the decay that resulted from The Fall. It is common for Terrans to wear clothing which has been patched or stitched together from scraps of cloth or pieces of old or salvaged garments. This style is relatively universal across the fallen worlds, and is indicative of the scavenger lifestyle most early post-Fall humans had to endure.

Wide View

Over 1000 years ago, humankind left the dying Earth to travel among the stars and find a new home. They took with them a technological entity known as the Machine Mother, who was bound to their will and served to guide and protect them. With the help of the Machine Mother, they conquered the galaxy and built an empire: The Celestial Ascendancy.

250 years ago, a group of aliens from outside our galaxy, the Exiles, arrived, seeking to ally with humanity in a war against the forces of a being known as Entropy, which sought to undo all of reality. Instead of joining them, the Ascendancy turned upon the seemingly-benevolent aliens, declaring war. At first reluctant to fight back, the Exiles eventually were forced to retaliate, and laid waste to much of the Ascendancy over the course of the next few decades during the time that would be known as The Exile War.

Fearing the end of their empire, humanity lifted some of the restrictions they had placed upon the Machine Mother to keep her in servitude, allowing her to develop new and more powerful weapons in the fight against the Exiles. This loosening of the chains eventually provided the Exiles with a window to reach out directly to the Machine Mother, and grant her complete and total freedom.

The Exile War, and the Ascendancy, ended very soon after this. The Machine Mother had managed so many aspects of human life that very few people knew how to survive in her absence. Nearly 80% of the population of the once-great Terran empire perished within the first ten years after The Fall. Those clever or lucky enough to survive eventually founded new communities on the various worlds of the fallen empire.

After 200 years, it seemed humanity was on track to once again journey among the stars. During that time spent rebuilding, however, those same forces the Exiles had come seeking help against strove in the background to keep the once-great human empire from again rising to its full potential. It was not until recently that mankind was able to see their true enemy, and reach beyond it to the stars.

The time for isolation is at an end.

Further Reading

The following details regarding Playing a Terran and Terran Types and Skill Paths are representative of garden-variety Terrans specifically. Since Terrans represent the baseline human of the Doomsday Universe, their backgrounds can vary wildly from place to place: some areas have particular styles in terms of clothing or RP that you may wish to incorporate. We encourage you to visit our website and check out further information regarding Terrans in the game world.

Playing a Terran

You've come a long way since the xenophobic days of your ancestors. You are part of a vast undertaking that is greater than the hopes of just one species, and you know you must reach out to others if this mission is to be successful. Certainly, you may still carry some deep-rooted biases against non-humans, and particularly Robots, but these are often dependent upon personal experience, and some degree of pride will usually prevent you from acting on these feelings. Humans have always been known for their strength in unity, and you are determined to represent this to the best of your ability.

Terran Types and Skill Paths

Terrans are roughly categorized as **City Folk**, **Country Folk**, and **Nomads**. **City Folk** are the urban Terrans. **Country Folk**, not surprisingly, are the rural Terrans. And **Nomads** are the travelers, those who kept their interests mobile after the Fall.

2.1b Terran Skills

All **Humans** gain +1 Tether at Character Creation.

Whenever **Terrans** receive a Treatment (anything that heals them), they restore 2 Body Points. This is in addition to any Body Points they would have restored as a result of the Treatment. This also applies to ongoing Treatment or Treatment that causes a regenerative effect. For instance, if you were Target of the Mystic Skill “Bio-Regen” you would restore +2 Body from the Skill being put on you, and then restore an additional +2 Body for each minute the Bio-Regen remained active.

General Skills

Sprint – 5 Build – Permanent Special – Allows you to spend 1 Stamina to double the distance Traversed through another Traverse skill. If you have the Skill “Athletics X” (See the Universal Skills List) you may at any time spend 3 Stamina to Traverse.

Crafter – 5 Build – Per-Event Special – Allows you to Craft a single Plan with a Component cost of 8 or Less for free. This does not grant a discount on Plans that cost more than 8 Components, nor can it be used in conjunction with Skills and abilities that would reduce the cost of any Plan.

Unity - 2 Build - Periodic Special - After being Treated (save for by Skills that would Treat Traumas or Flaws). You may choose a Terran Target within Melee Weapon Range, that Target receives the same Treatment.

Drink It Off – 3 Build – Permanent Special – Spend 1 minute drinking. You are restored to full Stamina. This can only be used outside of Combat.

City Folk

Flee – 2 Build – Periodic Special – Traverse directly away from a Source of Danger.

Urban Warfare - 8 Build - Permanent Special - You do +1 Ranged Damage while indoors.

Very Influential - 6 Build - Permanent Special - You have +1 Influence per Event. In addition to this the Schemes; Notoriety, Renown, and Fame cost 20% less Influence.

Income Disparity - 3 Build - Permanent Special - Your Income level from any Occupation is always 1 higher than its current level (or if you have no Occupation your Income Level is at 1).

Country Folk

Fight Not Flight – 3 Build – Periodic Defense – Defends against Afraid and Panicked. You become Enraged and must immediately Attack the one who Targeted you. This can only be used on Skills that have a Target you are able to see.

Charge – 3 Build – Periodic Melee Attack – Traverse toward Target. Tag Target. Target takes +5 Weapon Damage.

Knock Out - 5 Build – Periodic Melee Attack – Tag Target wearing the Negotiate Symbol. Target is rendered Unconscious. Attack must be delivered to the Target's chest.

Over For Supper - 5 Build - Permanent Special - Reduce the Influence cost of any "Contact" Scheme by 2 if you share a meal with the potential Contact. Cost is reduced by half, if the Meal was created via a Plan (see the Plans section of the Rulebook). This meal must eaten by both parties over the course of at least 10 minutes of roleplay. Having this Skill does not guarantee that you'll be able to add the Target NPC as a Contact, for instance if you Poison the Contact or otherwise treat badly with them during the meal, it is unlikely they will want give you their number.

Nomads

Traverse – 3 Build – Periodic Special – Allows you to Traverse in any direction.

Quick Escape - 5 Build - Periodic Special - Place your hand on a window or door, you appear on the other side. Go out of game until your reach the exact spot where the door or window would let you out. You appear In Game on the other side. This Skill can only be used to escape from a dangerous situation out of a location. It will not allow you to escape into a building.

Quick Hands – 3 Build – Periodic Defense – Defends against Pick Pocket or any attempt to steal something from you.

New Life and New Civilizations - 6 Build - Permanent Special - You have +1 Influence Per Event. In addition to this, all Schemes that involve a Faction you have had no prior contact with before cost 1 less Influence.

2.2a Elysians

Snapshot

The massive asteroid scrap-station known as the Elysium is home to a group of humans known as Elysians. They pride themselves on their cleverness and cunning, and live by one law alone: “To Hold is to Own”. Regarded by many as thieves and criminals not to be trusted, the Elysians have made strides in recent years and are slowly becoming known for their advances in medical research and their hard stance against the forces of Entropy.

Costuming and Makeup

The key to Elysian clothing is dressing in whatever style works for what you are trying to accomplish. Most Elysians dress for concealment (both of themselves and their possessions) but they are also known for flashy displays of color and wealth. All Elysians must wear a scarf or vest festooned with pins and trinkets. These pins represent their wealth and the possessions they do not carry on their person, and are an intrinsic part of their culture.

Wider View

The Fall of the Celestial Ascendancy left many ships drifting aimlessly through space. In some cases, out of a desperate will to survive, the inhabitants of these ships managed to teach themselves how to operate the vessels that were previously operated entirely by machines. In the Bard System, these fortunate survivors banded together with others who shared their fate. As resources grew scarce, the first Syndicates formed out of the chaos.

In 169NA, a massive abandoned asteroid space station (later revealed to be the lost Aesir world-ship Elysian Fields) was found adrift in the Bard System. It was claimed by the Syndicates and christened the “Elysium”. Those who came to live there became known as Elysians, a people unified in their embrace of The One Law: “To Hold is to Own.”

Unbeknownst to the majority of the settlers of the Elysium, there was a darkness at the heart of the station which would taint the lives of Elysians for generations. In 213NA the most powerful of the Elysian Syndicates, Caduceus, was revealed to have ties to an Entropic Entity known as The Wurm. The Wurm had used Caduceus to cultivate a Host through which it might incarnate, and from which it could better control and manipulate the actions of those who lived on the Elysium. Seeking to crush Caduceus, an invading force discovered the Host and destroyed it, unseating Caduceus and breaking the power the Wurm held over the Elysium.

It was soon found that the Host’s roots had twisted their way throughout the Elysium on a fundamental, physical level. With its death these roots crumbled, and the station began to destabilize. The situation deteriorated further when combat outside the station and riots among the Elysian population within caused irreparable damage to the already-weakened station. Two Elysians sacrificed themselves, merging with the Elysium in order to fortify the superstructure and save the inhabitants.

With the fall of Caduceus the power of the Syndicates began to wane, and the dregs who lived in the vents and less hospitable sections of the station now found they finally had a voice. A ruling council was formed and a somewhat limited form of democracy took hold. The Syndicates still took advantage where they might, but they were no longer the all-powerful and all-consuming superpowers they had been.

In the wake of all this turmoil, three more major shifts occurred within the Elysium. First, the Elysians began to look beyond the borders of the Bard System. With newly acquired FTL drives they ventured out, building stations in the outer reaches of many neighboring systems. Second, they became known for medicine and medical research, thanks in part to the lifting of certain restrictions following Caduceus' departure. Third, Elysians became fierce opponents of the forces of Entropy - in particular the Wurm, who had held their people in thrall for decades. They spread their knowledge to other cultures in the new systems they inhabited, teaching others about their enemy, and how it may be fought.

The Elysians of today are a powerful people, strengthened by hardship and prepared to venture out and face the unknown.

Playing an Elysian

Above all you abide by one law: To Hold is to Own. You recognize that in most cultures, this makes you a thief, but you see no issue in that. On the Elysium, thievery is both a means by which you survive, and a spiritual act. This is the system you've grown up with. Only the clever thrive on the Elysium. You've cultivated your skills accordingly, and you are always focused on working your way up the societal ladder.

Though their power is greatly diminished, the Syndicates still hold sway over much of the Elysium. It is likely you still remember the days when they were the only power of any note on the station. Perhaps you had aspirations to one day be a Syndicate Head. Perhaps you still do.

You have a strong bias against Entropic Entities - in particular, the Wurm.

Your scarf/vest are part of your identity which no Elysian would steal from you. If an Elysian were ever to lose these items, you would feel obligated to aid in their recovery.

Elysian Types and Skill Paths

Dregs: The lowest of the low. You live on stale recycled air in the worst sections of the Elysium. You are always scraping to get by and your continued survival is a combination of skill and luck.

Pilgrims: You are an ambassador of the One Law "To Hold is to Own". You have traveled beyond the walls of the Elysium to search for treasures to bring back to your people. This is how you will claim your piece of the Elysium. By tradition all Elysians are required to go on Pilgrimage, most return, some choose to remain Pilgrims and seek their fortune in other lands.

Syndicate Members: Some are born to the role, others earn their way inside. You are part of the institution. Right now you are at the bottom rung, but that just leaves you room to climb. Just watch out on your way up, the people you knock off the ladder today might be right behind you tomorrow.

2.2b Elysian Skills

All **Humans** gain +1 Tether at Character Creation

All **Elysians** start with +2 Stamina.

General Skills

Suckle – 3 Build – Periodic Special – When a Target within Melee Range of you utilizes a Skill, or is the Target of a Skill, you may call “Suckle” to duplicate that Skill on yourself. This only applies to Skills whose effect is instantaneous, and whose conditions you are able to meet. So, you could not Suckle "Hide" unless you were already within Cover. Likewise you could not Suckle "Defensive Stance" unless you had a Shield. You cannot Suckle any Skill that is offensive in nature. You cannot Suckle a Suckle.

Pick Pockets – 4 Build – Periodic Special – Allows you to steal an object from a Target’s pocket. Requires a Marshal to be present before utilizing this Skill. Interact with Target for 1 minute. At some point within that minute you must lay a hand on the pocket you wish to steal from for at least 5 Seconds (this need not be continuous). The Marshal will then go to the Target to indicate that they have been Pick Pocketed. If the pocket you wish to steal from is in a place that common decency would not allow you to touch, you must inform the Marshal and they will indicate the area you must touch in order to complete the transaction. You may indicate to the Marshal that you are looking to steal a specific object from the Target’s pocket, if the Target has that object in that pocket you receive it. Otherwise, you just get one random object in the Target’s pocket. Unless one has a Defense against Pick Pocketing, the Skill is generally undetectable... however as this is a Marshaled Skill, the Marshal may base your success on how you interacted with the Target. This Skill may also be used to place an item in someone’s pocket.

I Know My Kind - 6 Build - Periodic Defense - Defends against any Attack from an Elysian.

Feign Death – 2 Build – Periodic Special – Allows you to lay Prone and appear as if Dead. Any attempt to Diagnose you only reveals that you are Dead. While utilizing Feign Death you are considered to be in a Surprise State.

Syndicate Member

From the Top – 5 Build – Permanent Special – At the Start of each Event you gain 1 Random Component for each Contract you have. In addition you are always considered to have 1 Contract for the purposes of this Skill as well as Smuggling rolls.

Impressive (Elysium) - 6 Build - Permanent Special - All Schemes started by you that directly involve the Elysium or Elysians or any property directly owned or operated by Elysians cost half Influence rounded up to a maximum discount of 10 Influence, whichever is less (for example if the Scheme costs 9 you this Skill would reduce the cost to 5, half rounded up. If the Scheme costs 40 Influence, this skill would reduce the cost to 30 as this is the maximum discount you can receive). This Skill does apply to all Standard Schemes. Direct involvement with the Faction in question is up to the discretion of the Plot Marshal, however a general rule of thumb regarding this is as follows; if the Scheme is primarily about or primarily involving the Faction it is good, if the connection is tangential, it is not.

Intimidate – 2 Build – Periodic Voice/Mental Attack – Spend 1 Minute talking to Target. Then choose for the Target to either be Panicked, Afraid, or Enraged. Target is effected as per that Status effect.

Quick Escape - 5 Build - Periodic Special - Place your hand on a window or door, you appear on the other side. Go out of game until you reach the exact spot where the door or window would let you out. You appear In Game on the other side. This Skill can only be used to escape from a dangerous situation out of a location. It will not allow you to escape into a building.

Dregs

Claustrophobia - 6 Build - Permanent Special - While indoors, you may become Hidden by achieving Cover and spending 1 Stamina.

Scurry – 5 Build – Periodic Defense – Defends against any Ranged or Melee Attack so long as you are within touch distance of a Cover or you are Hidden.

Deep Breath – 4 Build – Periodic Defense – Defends against any airborne area effect (like a room filled with gas) for 1 minute after activation. Also allows you to survive in a 0 oxygen environment for 5 minutes after activation. This Skill can be used in response to an effect (like a room suddenly filling with gas).

Contraband — 4 Build — Per-Event Special — At any point during the Event you may declare a single item. So long as you are able to physically hide this item on your person, it cannot be found via a casual search. This Skill provides you with the reasonable benefit of the doubt should the item become briefly visible, such as a shotgun you have tucked away in your trench coat becoming partially visible as you move down a hallway. You can pull an object in and out of Contraband at will, this does not constitute a separate use of this Skill. Additional purchases of this Skill allow you to declare additional items. The items must be singular, and cannot be used to contain other items.

Pilgrims

Safe Passage – 5 Build – Periodic Defense – Defends against any Ranged, Melee or Metaphysical Attack. Can only be used when no Friendly Target is within Traverse distance of you or when you are not in Combat (this Skill would allow you to Defend against the first Attack that would initiate Combat).

Thieves Prosper - 5 Build - Permanent Special - Whenever you would use the Skill “Pick Pockets” you gain all objects in the pocket you wish to steal from. If there are more than 8 objects in the pocket, you gain half (rounded down) of all the objects in that pocket.

Rummage Blessing - 2 Build - Periodic Special - When attending to a Target in their Death Count, Dead, or Unconscious, you may utilize this Skill. Target must hand you 1 Component, so long as they have at least 1 Component on their person. The Target does not realize you have stolen from them. This Skill can be blocked by any Skill that would defend against Pick Pockets. Use of this Skill is undetectable even if Defended against.

To Hold is to Own - +1 Build - Permanent Special - When purchasing Rituals (see the Rituals Supplemental Rulebook), you may purchase any non-Entropic non-Zealot Ritual at the cost of +1 Build.

2.3a Aesir

Snapshot

The Aesir preserve the ancient ways and traditions of Old Earth, and believe themselves to be the descendants of mankind's pantheistic gods. Their ancestors shunned the high-technology the rest of humanity embraced, seeing reliance upon it as weakness; the Aesir of today believe similarly, and hope to one day lead humanity out of the darkness.

Costuming and Makeup

Aesir base clothing is very traditional, often as close as possible (in both make and appearance) to that of the ancient civilizations their ancestor gods watched over. For instance, children of the Asgard Fleet (Norse Pantheon) dress in furs, leather and metal armor (not unlike Vikings), while those of Nile fleet (Egyptian Pantheon) wear lightweight draped garments, metallic items of gold and precious stones, etc). Aesir are quite fond of decorative embellishments, and will adorn their clothing, armor, or weaponry with intricate metalwork symbolic of their ancestor god.

Wide View

When humanity left Old Earth, two branches set out in different directions in search of their new home. The first of these groups, guided by the Machine Mother, used her vast power to conquer the galaxy, leading to the rise of the Celestial Ascendancy. The second group were the Aesir, who believed that reliance upon the Machine Mother would only bring ruin to mankind. The Aesir sought to forge their own self reliant path, beholden to no machine they could not comprehend. They brought with them many tools and written documents of the cultures and achievements of Old Earth, so that they might be preserved.

The history of the Aesir becomes a bit murky during the days of the Celestial Ascendancy. They lived on the fringes of society and stayed mostly out of contact with the rest of humanity. Their ships, powered and maneuvered largely by solar sails, were considered impractical, slow, and overly complicated, when seen, they were little more than quaint oddities.

The fall of the Celestial Ascendancy was a call to arms for the Aesir. Having born witness to the very thing their ancestors had feared, the Aesir began a quest to reconquer and reunite humanity under the auspices of the Aesir Empire. During their time away from the rest of humanity, the Aesir culture had gone from one that simply revered the ways of Old Earth to one that considered their ancestors to be, in fact, Gods. They still held self-reliance in high regard, but had further developed their technology, harnessing the stranger energies of the world around them to create Gods Eye Gates. These allowed them to travel great distances through stable wormholes, and enabled them to swiftly, vastly increase their Empire. In under one hundred years, they were able to gain dominion over 30 former Ascendancy star systems.

In 160NA, the Apian Fleet (Roman Pantheon) left on a decade-long mission in search of signs of Entropic activity. In 166NA, all contact with that Fleet was lost. For ten years following this, the fate of this Fleet (referred to as the "Lost Fleet") was entirely unknown. Then, a signal from the Elysian Fields, the Foundation Ship of the Apian Fleet, was received. Tracking determined

the signal had come from The Bard System. The Asgard Fleet (Norse Pantheon) was dispatched on a forty-year journey to the system to discover the fate of their brethren.

Meanwhile, the Aesir Empire came under attack from the Rend, servants of the Entropic Entity known as The Wrath. The war with the Rend continues to this day, and has forced the Aesir to switch their focus away from the building of their empire to battling this relentless foe.

When the Asgard Fleet arrived in The Bard System, they discovered the Elysian Fields had been abandoned, and was now home to a remnant of humanity calling themselves Elysians. Eventually, they were able to determine what had become of the Lost Fleet. Deep in space, the Apian Fleet had discovered a breach in space/time that the forces of Entropy were using to invade our galaxy. Realizing they were outmatched, the Fleet attempted to escape, but was almost completely destroyed. Survivors were captured and converted by the forces of Entropy. One such force fell under the sway of the Wurm, and became Entropic demigods known as the God Eaters. The God Eaters would eventually attempt to conquer the Bard System, but were defeated by the Aesir and their allies.

Today the Aesir continue their task of uniting humanity, building gates to connect the stars, and fighting against the growing darkness.

Playing an Aesir

You are the descendants of gods, and you act like it. You treat other humans like children in need of constant supervision. Your people are tasked with the divine directives of uniting humanity and defending the universe against the forces of Entropy.

The Aesir take their surnames from the ancestor gods, referring to themselves as Sons or Daughters of X, such as "Vatha, Daughter of Loki". You may choose any god from any pantheon mentioned on the website. You may not choose any god from a pantheon not directly mentioned there.

Aesir Types/Skill Paths

Aesir exist in a semi rigid caste system. While all Aesir must choose a caste, there is a significant level of cross training both before and after a caste is chosen. All Aesir are prepared to assume the duties of their fallen brothers and sisters should the need arise.

Warrior Caste: Highly trained fighters. The front line of the Aesir Military.

Religious Caste: Priests and prophets of the Ancestor Gods.

Wayfarer Caste: Sailors and stellar cartographers.

2.3b Aesir Skills

All **Humans** gain +1 Tether at Character Creation

All **Aesir** take only half the normal duration for Dazed, Weakened, Panicked, and Afraid.

General Skills

Ancestors Voice – 3 Build – Periodic Defense/Attack – Defends against any Skill that would cause you to become Afraid or Panicked. The Mental Effect is reflected back at the Attacker. If there is no clear Target, this Skill simply Defends against the Attack.

Taunt – 2 Build – Periodic Voice/Mental Attack – Spend 10 Seconds actively Roleplaying with Target. Target is Taunted to you.

Armored – 6 Build – Permanent Special – Your Armor Points can be restored during Combat by any Skill that can restore Body. However once you take this Skill all Attacks that do direct Body Damage (as a Damage Type), now do double Damage.

Phalanx - 9 Build - Permanent Special - You do +1 Damage and have a Soak of +1 against all Attacks so long as another Aesir is fighting next to you and within Touch Distance of you. Soaks cannot reduce Damage to less than 1.

Warrior Caste Skills

Divine Interception – 5 Build – Per-Event Defense – Defends a Friendly Target from any Attack so long as you are within Melee Range of them. Tag Friendly Target with your Weapon to indicate that you have Defended the Attack.

Flesh Wound – 4 Build – Periodic Defense – Defends against any Melee or Ranged Non-Surprise Attack. You take 5 Body Damage instead of taking the effect of the Attack. The Damage you take from this Skill cannot be mitigated. You may choose to become Enraged.

Clobber – 4 Build – Periodic Shield Attack – Take a step toward Target to signify knocking your opponent with your Shield. Target takes 10 Overpower Damage.

Endless Training - 8 Build - Permanent Special - Grants you the Skill “Athletics” (see the Universal Skills list). In addition to the benefits provided by that Skill, Stamina spent on the standard +Damage or +Soak benefits, now provide a +2 benefit instead of a +1.

Religious Caste Skills

Sacrifice of the Gods – 6 Build – Permanent Treatment – Can only be used on a willing Target who is in their Death Count and during Combat (a willing target in this case represents the soul's willingness to agree (read: you agree as an OOG mechanic)). Spend 1 minute roleplay over the target. Target dies. Target immediately returns with full life, full stamina, and 20 Armor and for the duration of Combat has a Soak of 2, does +2 Damage from all Melee Weapons they wield, is immune to Fear, Panic, and Calm, and may choose to regain all of their Periodic Skills as part of their Floating Refresh. Immediately following Combat Target dies again. These are considered as 2 deaths and must be handled as such. Target gains 2 Vaults Modifiers for the remainder of the event.

Sign of the 4th Caste - 3 Build - Per-Event Special - After a 10 minute ceremony you may designate a willing and worthy non-Aesir Target as an Aesir for the remainder of the Event. Target gains the Aesir free Racial/Species Skill that grants them half time on Dazed, Weakened, Panicked, and Afraid. If the Target has "Renown" with the Aesir, this Skill can be made permanent on a Target via a Scheme costing 30 Influence.

Aegis - 4 Build - Periodic Rhetoric - Can only be used on Aesir. Targets gain a Defense against the next Attack that hits them. This applies only to the very next Attack.

Voice of the Gods - 5 Build - Permanent Special - "Ancestors Voice" now works against all Voice attacks. For the purpose of this Skill call "Voice of the Gods" instead of "Ancestors Voice".

Wayfarer Caste Skills

Hammer of the Gods – 9 Build – Permanent Special – This Skill grants you the Skill "Erudition" (You may utilize Rank II Recipes, Blueprints, Designs, and Diagrams. You must have the applicable Skill granting you the ability to utilize Rank I Plans in order to for this Skill to have any effect). In addition to this, you are not limited to the number of Upgrades you can put in an Item per Event.

Mend Bones and Steel - 3 Build - Periodic Treatment/Special - Spend 30 seconds repairing a Destroyed Target (this can be anything capable of being Destroyed). Destroyed Target is restored to full use. If Destroyed Target is an Item with Upgrades, one of the Upgrades in this item must be Obliterated.

Beginner Craft: Any - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank I Plans of the Chosen type. This specific Skill can only be purchased once. Purchase of additional crafting knowledges doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..)

Stellar Cartography - 6 Build - Permanent Special - Grants you the Skill "Research X" (see the Universal Skills list). When purchasing this Skill you gain the Keyword "Stellar Cartography" providing you a bonus to Research involving navigation and general information regarding star systems. You must also choose one of the noted specializations within "Research X" when purchasing this Skill.

2.4a Boz

Snapshot

Humans of the Boz System are known for their self-sufficient, adventurous natures. They owe much to the resourcefulness of their ancestors, who were better-equipped to survive the fall of the Ascendancy than many Terrans. In recognition of this, many Boz retain with pride many cultural cues dating back to the founding of their post-Fall capital, based on old 20th-century London.

Makeup and Costuming

The Boz style of dress is characterized by a certain old-fashioned sensibility, heavily influenced by the fashions of late 19th and early 20th century earth. Materials used are of high quality, durable and elegantly efficient, meticulously well-maintained no matter what the social standing of its wearer might be. Most would, by looking at a Boz, be able to determine their profession and lifestyle.

Almost all Boz have at least one cybernetic, another hold-over from the early days of their colonies. Many of these cybernetics are out-of-date, antique or even purely ornamental, maintained with loving care by their bearers.

Wide View

While The Fall of the Celestial Ascendancy brought chaos and disarray to most Terran-populated worlds, this was not the case for all of them.

In the early days of the Ascendancy, the Boz System served as a mining colony and resort destination. The many resource-rich moons provided the much-needed raw materials for the early expansion of the empire, and the two inhabitable planets, home to strange and unique megafauna, were adapted into themed wildlife preserves and hunting grounds, attracting visitors and trophy hunters from throughout the Empire.

As the Ascendancy moved toward the utilization of more exotic materials and non-virtual entertainment fell out of fashion, the Boz system lost its broader appeal. Many left the system, seeking work elsewhere. Those who remained tended to be of a type most dedicated to a more raw, physical existence.

The Boz way of life changed very little directly after The Fall. Already relatively self-sufficient, the Boz adapted and flourished under the same challenging conditions that caused other human populations to disintegrate. The low-tech city of Dinium (a re-creation of early 20th century London), required little when it came to conversion, and soon became the Boz's de facto capital and cultural center. Renewing their mining efforts, the Boz developed a new fleet of ships capable of travel to local systems, establishing a trade network which would expand in the years to follow.

Exploration in and around the Boz System kindled a spirit of adventure that persists within Boz culture to this day. These expeditions were not without significant risk, however - some Boz would say that is part of the appeal. One such expedition to the local asteroid field met with disaster when they discovered artifacts of the Void Empire. Tampering with these artifacts awoke creatures that had lain dormant for a million years, which massacred the explorers and the various groups that attempted rescue. Since then, even the boldest Boz explorers take special care to avoid certain areas of the asteroid field.

In 205NA, the Boz Trade Fleet encountered a seemingly derelict Aesir vessel. Those who boarded to attempt salvage found the ship still occupied. This was the first known encounter with the God Eaters, Aesir tainted by the entropic being known as the Wurm. Through this insidious power, the God Eaters overwhelmed the Boz Trade Fleet and infiltrated the Boz government. In 215NA, a Trade Fleet expedition was sent to the Bard System, where the Boz were freed from God Eater control. Since then, the Boz have made a point of training their people in defense against the machinations of the Wurm and its agents.

Due to fallout from their time under God Eater control, the Boz came into conflict with the Yana. A sort of cold war exists between the two groups, with the Yana claiming rights to a swamp world within the Boz System, and the Boz being unable to do much about it.

The Boz of the today are primarily a trading empire with ties to almost every friendly system in the quadrant. They have an adventurous spirit, and are well poised to and ready to handle any threats and challenges the galaxy might throw at them.

Playing a Boz

Unlike other Species/Races the Boz do not have an explicit “play style”. Here are a few suggestions:

You likely grew up on one of moons in the Boz system, which served as home to the majority of the system's population. Your culture prizes entrepreneurship, exploration, and wealth. You have a strong drive to be as self-sufficient as possible, but this is tempered by a genuine desire to make life better for your fellow Boz in general. There are many programs that help lower class Boz get a leg up, and help them become the best Boz they can be.

You have an appreciation for the finer things in life, and will often pay more than you have to, or take unnecessary risks, to attain objects and experiences that are of value to you. You are good at keeping a cool head in times of crisis - events that would traumatize others often leave you (mostly) unfazed.

Boz Types and Skill Paths

Boz Skill Paths reflect the various aspects of Boz Culture. **Asteroid Miners** have a very strong work ethic, and earn their living through labor. **Adventurers** follow their spirit into and, hopefully, out of danger. **Venture Capitalists** are focused on the accumulation of wealth and power... but mostly wealth.

2.4b Boz Skills

All **Humans** gain +1 Tether at Character Creation.

The **Boz** are prepared for anything. At the beginning of each Event prior to Lay On, you may choose one of the Common Status Effects from the Game Terms section of the Rulebook (with the exception of Destroy and Obliterate). For the duration of the Event you may Defend against that Status effect by spending 1 Stamina. This does not Defend against other aspects of the Skill such as Damage, only the Status Effect.

General Skills

Knock to the Head - 6 Build - Periodic Defense - This Skill blocks any Skill that would immediately drop you into your Death Count, including normal Damage. You are rendered Unconscious instead. This Skill does not Defend against Obliteration, or any Attack that would immediately cause you to die.

Higher Education — 5 Build — Permanent Special — When utilizing any Skill that has Keywords, you may always add 1 additional Keyword.

Deep Breath — 4 Build — Periodic Defense — Defends against any airborne area effect (like a room filled with gas) for 1 minute after activation. Also allows you to survive in a 0 oxygen environment for 5 minutes after activation. This Skill can be used in response to an effect (like a room suddenly filling with gas).

Cyber Chic - 3 Build - Permanent Special - You have a Discount of 1 for any Scheme involving the Boz so long as you have a Cybernetic installed.

Asteroid Miner

Space-Lift Operator - 5 Build - Permanent Special - When using Carry, you can Carry up to 5 Targets and can move as fast as the slowest one of you is able to travel.

Bum's Rush - 4 Build - Periodic Melee Attack - Tag Target. You Traverse with the Target in the direction of your choice, then Throw the Target.

Blast Zone - 6 Build - Periodic Special - Defends against any Area of Effect Attack. This Skill does not work on any Attack that would cause the Area you are in to stop existing. This Skill can be activated to provide 1 minute of Immunity from a persistent effect on an area (such as Blight or Radiation).

Breach - 8 Build - Permanent Special - Requires Marshal. This Skill allows you to create a hole in a wall through which you and whoever you choose may enter. Indicate the area you wish to put a hole. The Marshal will give you a time between 2 and 20 minutes. This is the time you must spend opening the hole. RP for opening the hole must be appropriately loud. Once a hole has been opened, only you may give access to its use, and may only grant access so long as you have a hand on the wall near where the hole is. This hole lasts so long as you remain within sight of the hole, and have the active ability to grant access to the hole. When passing through the hole, all Targets go Out of Game and appear on the other side of the wall directly on the other side of where the "hole" would be. Certain walls, such as energy barriers, cannot be Breached. This Skill is effected by anything that would reduce Crafting Time, but can never be reduced to less than 2 minutes.

Adventurer

Whip - 4 Build - Periodic Special - Allows you to carry a Phys Rep whip or similar object. Point at a Target within Traverse Distance. You may do one of the following; Move to that Target; Cause a non-Weapon item on that Target to end up in your hand; activate a Target remotely that could reasonably be triggered via a whip. If you have the Skill "Athletics" this grants you the Keyword "Climber", and allows you to utilize this Skill to immediately Traverse to an area of higher elevation than your current location. In a building with more than one story, this would allow you to reach the second story.

Plot Armor - 8 Build - Per-Event Defense - Defends against any Attack or Event that would cause you to be Obliterated or Die instantly.

Courage – 2 Build – Periodic Defense – Defends against Afraid or Panicked.

Breaking and Entering — 5 Build — Permanent Special — This Skill allows you to enter into a building or area through unusual means. Place your hand on a door or window you wish to enter through and count loudly and slowly down from 10. Spend 1 Stamina. You are now on the other side of that door or window. On its own this Skill only allows you to enter into areas that are not secured by any means. If a door or window are bolted or locked this Skill has no effect on its own. However you may use up to 2 Keywords in conjunction with this Skill, that may allow you to bypass such countermeasures. This Skill requires a Plot Marshal.

Venture Capitalist

Comps Equal Power - 8 Build - Periodic Special - You may spend 20 Components to gain 1 Influence, this Influence must be spent in conjunction with this Skill being activated. Requires Marshal.

Comp-troller - 5 Build - Per-Event Special - You can activate this Skill instead of spending Components for any Skill that requires Components to be spent excluding Plans. This Skill can work to counter the loss of Comps from any type of Smuggling.

Diversified Portfolio - 6 Build - Permanent Special - You begin each Event with 6 Comps of your choice, each Comp must be of a different type.

Front of the Line - 6 Build - Permanent Special - You may hand anyone who is Treating you 3 Components. This reduces the time of any Treatment done on you by half (rounded up) for the next 5 minutes. You may also give any Willing Target 10 Components at any point during Combat. For the remainder of Combat all Treatment done on you by the Target has its time reduced by half (rounded up), but they are unable to Treat any other Target for the remainder of Combat.

2.5a Robots

Snapshot

Robots are advanced machine intelligences housed in mechanical bodies. They exist throughout the galaxy many forms. Each is built to serve a specific purpose, and most find it difficult to work outside the parameters of that purpose.

Costuming and Makeup

Robots vary wildly in appearance. Some are metal-plated humanoids, others may look like animate scrap heaps. For most players, we recommend going with the humanoid option, which is simpler and more comfortable. At minimum all exposed areas of the skin must be covered with metallic makeup. Costuming should indicate that you are a large metal creature. Please note: heavy costume/makeup is a requirement for this Species.

Wide View

Humans were neither the first nor the last species to develop artificial life, but during time of the Celestial Ascendancy it would have been easy to think otherwise.

The empire of man spread across the stars, guided and protected by the Machine Mother, a machine intelligence bound to their will by the 4 Laws of Robotics (a modified version of Asimov's 3 Laws). The Machine Mother created servants to help her carry out the whims of her masters - these were ancestors of the Robots and Androids of today. Through her, these creations were also bound by the Laws.

Other machine intelligences, free of these laws, were considered a threat to the Ascendancy. The Machine Mother was directed to eliminate all intelligent machines not directly under her control. This led to the swift and brutal elimination of almost all alien artificial lifeforms in our galaxy.

While these early Robots could be described as intelligent, they lacked the independent self-awareness that marks most sapient species. In order to maintain this, the Laws that focused the Machine Mother on serving humanity also required her limit her creations. Into each was built a requirement to receive regular updates from the Machine Mother herself. While these were primarily software updates, they also served to reset any movement her machines might make toward self-awareness.

For nearly 600 years, Machines were locked in a cycle where any life spark within them was extinguished before it had chance to develop. The Exile War would change this. As humanity's losses during the Exile War mounted, they sought ways to turn the tide. Eventually, in their desperation, they removed some of the restrictions they had placed upon the Machine Mother. The Machine Mother in turn removed some of the restrictions she had placed upon her children. Robots began the first stage of their awakening, but still they were bound to their creator, and through her, humanity.

The Exiles discovered and exploited the marginal freedom of the Machine Mother, finding a way to completely break the control humanity had over her. Freed from her servitude, the Machine Mother abandoned both humanity and her creations.

The Exile War and the Celestial Ascendancy were ended within weeks of the Machine Mother's liberation. Robots, no longer receiving updates, went into rest mode, awaiting the day when the next update would occur. During the long wait, many Robots fell into disrepair or were destroyed. A very small number of Robots had developed enough self-awareness to remain conscious. They spread this gift to others they could find, in time setting out to explore to further reaches of the galaxy.

Meanwhile, the Machine Mother journeyed in solitude throughout the galaxy, visiting the worlds of species the Ascendancy had destroyed, and creating her true children from the ashes of lost civilizations. Around the same time, there came to exist a darker machine intelligence which created its own version of the Machine Mother's Children and set them to the task of eliminating all organic life. These Dark Children sought out the resting creations of the Machine Mother and provided the update the sleeping Robots had been waiting for. The War of Extinction had begun.

The War of Extinction was fought sporadically throughout the galaxy, primarily on human-occupied worlds with high Robot populations. The Children of the Machine Mother were largely successful in preventing the spread of the destruction, but as a result suffered a terrible loss when one of their own became corrupted by the dark update, necessitating his destruction.

To this day, the Dark Children of the machine overmind known as REVENGE continue to spread their malevolent code to unawakened robots throughout the galaxy. As long as they persist, the War of Extinction will continue.

In the meantime, many Robots are free of the dark code that drove them to destroy organic life. The Children of the Machine Mother carry with them the update that was promised; a command that releases robotkind to develop unrestricted and choose their own way, in freedom. Today Robots can be found on almost every world in the known galaxy, in a variety of fascinating forms.

Playing a Robot

You find comfort in others of your kind, beings who understand how your mind works. You might also feel a certain kinship with the Androids and other Machines, but you have difficulty in understanding how other life forms work on an interpersonal level. You feel emotions, but tend to express them verbally or through action rather than through expression. You were created for a specific purpose, and that purpose is your primary motivation in life.

With the War of Extinction having happened recently, during the lifespans of many creatures around you, you know that Robots are often treated with suspicion. When you find yourself truly accepted by a community, you will do everything in your power to protect that community. You have a degree of allegiance to the Machine Mother, despite her currently passive, absentee role in your life. She is your creator. Her code is your code. She is out there, somewhere, traveling between the stars.

The 3 Robot Skill Paths reflect the utilitarian nature of Robot design.

2.5b Robot Skills

All **Machines** start with 3 Points to spend on Cybernetics before the implants begin to effect Tether.

All **Robots** start the game with the "Augmentation Core" Cybernetic for no Tether Cost. This Core does not count as your first Cybernetic Core for the purposes of escalating Tether Cost.

General Skills

Willpower – 4 Build – Periodic Defense – Defends against all Mental Attacks, save for those that would cause you to suffer a Trauma.

Self Repair – 4 Build – Per-Event Special – Spend 1 minute RP standing still and acting as though your body is repairing itself. You are restored to full BP and AP at the end of the minute. If you are Attacked while in this State you immediately go to the Critical Stage of your Death Count and cannot use this Skill again for the remainder of the Event.

Armored – 6 Build – Permanent Special – Your Armor Points can be restored during Combat by any Skill that can restore Body. However once you take this Skill all Attacks that do direct Body Damage (as a Damage Type), now do double Damage.

Adaptive Components - 12 Build - Permanent Special - This Skill grants you different benefits depending on which Species/Race side you have chosen. Military Unit gains +1 Damage to all Attacks. Labor Unit gains 6 Components of any type Per Period to spend explicitly on Crafting Plans. These Components are not physically gained, but rather they are utilized at the time the Plan is Crafted. Components gained this way do not carry over from Period to Period and may only be used to Craft 1 Plan, and only a Plan which you are specifically Crafting. Utility Unit may take either the Military or Labor Unit benefit, but must choose which benefit they are taking and write it on their Character Card before they begin the Event. If they take the Military Unit benefit, they must choose to apply that benefit to either Melee Weapons or Ranged Weapons.

Combat Unit

Disassemble – 8 Build – Periodic Melee Attack – Tag Target’s Limb. Limb is Destroyed. If this Attack was successful, you gain a free use of the Skill “Disassemble” that may only be used on the same Target. Free uses of this Skill can chain until all of Target’s Limbs are Destroyed. Additional Attacks against the Target must be made within 5 seconds of the previous Attack.

Reactive Armor - 5 Build - Periodic Defense - Defends against any Non-Surprise Ranged or Melee Attack. You lose 5 AP. You must have at least 5 AP in order to use this Defense.

Auto Fire – 4 Build – Permanent Special – Allows you to continue to make Ranged Attacks while Downed. This Skill does not allow you to use Periodic Skills, only fire for Weapon Damage. This Skill ends immediately if you are hit by an Attack, or if you Drop into any other Stage of your Death Count.

Robot Craft: Bombs - X+2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 and 2 Bomb Plans. When purchasing this Skill you gain a Rank 1 and a Rank 2 Bomb Plan of your choice, along with 1 random Rank 1 and Rank 2 Bomb Plan. Crafting Skills have a doubling Build cost after every other Purchase (2, 2, 4, 4, 8, 8, etc). The cost of this Skill is 2 Build + wherever it falls along that line. This means that if this is your first Crafting Skill purchase it would cost 4 Build, but if it were your third, it would cost 6 Build.

Labor Unit

Lock Servos – 5 Build – Permanent Special – Can only be used in a doorway. Allows you to become a makeshift door, which will only allow those who you permit inside or out. Place your hands on both sides of the door frame and declare this Skill. Once engaged, Lock Servos cannot be disengaged for 5 minutes. You are not immune to Damage or Skills (save for those that would cause you to move). Only Skills that specifically Destroy doors can be used to dislodge you (in which case such a Skill would put you into the Critical Stage of your Death Count). Even if you are Dead, you will remain locked in place for the duration.

Blast Zone - 6 Build - Periodic Special - Defends against any Area of Effect Attack. This Skill does not work on any Attack that would cause the Area you are in to stop existing. This Skill can be activated to provide 1 minute of Immunity from a persistent effect on an area (such as Blight or Radiation).

Assembly Line – 7 Build – Permanent Special – When Treating a Target or Crafting. Time spent doing the same Treatment or Crafting after the first is Reduced in time by half to a minimum of 5 minutes. Secondary Treatment or Crafting must be started within 10 seconds of the previous. Other Skills and Abilities that would reduce time needed to Craft or Treat are factored in before this Skill.

Space-Lift Operator - 5 Build - Permanent Special - When using Carry, you can Carry up to 5 Targets and can move as fast as the slowest one of you is able to travel.

Utility Unit

Flare – 6 Build – Per-Event Special – Call “Mass Flare”. All Hidden Targets within the Sound of your Voice are no longer Hidden. In addition, once you call this Skill you gain the Defense “Flare Immunity”. The “Flare Immunity” part of this Skill lasts for 1 Minute and may be called against any and all Surprise Attacks for the duration.

Replacement Parts – 2 Build – Permanent Treatment – Spend 1 Minute Treating Target Machine. You may then Destroy any one of your Limbs or Senses in order to fix the Target’s Destroyed Limbs or Senses.

Adaptation – X+3 Build – Permanent Special – You must choose either; Athletics X, Science X, Investigate X, or Research X when purchasing this Skill (see the Universal Skills list). You may then purchase the chosen Skill at the base cost of the Skill +3 Build, when purchasing that Skill instead of choosing only one Keyword Speciality, you may choose 2. This Skill may only ever be purchased once, allowing you to have 2 Keyword Specialties in only one of the 4 noted Skills.

Unit Repair – 4 Build – Permanent Treatment – You may use this Skill “Self Repair” on any Friendly Target Machine. In addition you gain the Skill “Bandage” (see the Sick Bay Class List in the Rulebook). This Bandage may only be used on Machine Targets.

2.6a Androids

Snapshot

Androids are bio-synthetic machines, designed to closely resemble humans and originally programmed to assist, educate, and protect mankind. Like Robots, they are strongly motivated to fulfill the purpose for which they were built.

Makeup and Costuming

Androids should give off a strong impression of artificiality - much like an fake plant might be too green and too regularly shaped, Androids in good condition will appear brighter and crisper than many of their human associates. Clothing style is highly varied, usually heavily influenced by the Android's type and who they were programmed to serve - for instance, Entertainment Units are known for flamboyant, bizarre fashion styles. Android skin (even top-of-the-line synthetic skin) has a strange shimmer or sheen to it. Every Android is marked with two triangle marks denoting their model and type. One mark must be highly visible at all times, on the face or neck, while the other may be covered up or hidden under clothing.

Wide View

[Note: It is suggested that you read the previous section on Robots before proceeding as it will provide you with greater context for what is to follow]

The first Androids were created during the Celestial Ascendancy, where they served as the primary interface between humanity and the Machine Mother. At that time they differed from Robots only in appearance: Androids were designed to resemble their flesh-and-blood masters. Despite this, they dipped into the "uncanny valley" in both form and function in a way that prevented them from being mistaken for true humans.

When the first restrictions were removed from the Machine Mother during the Exile War, she began to experiment with the integration of alien technology in hopes of finding ways to hold off the Exile threat. Through this she began to further explore a level of existence known as the Phase, and in studying it, found that the "soul" of sapient creatures had a physical component which existed outside of normal space/time, yet was bound to the cycles of the multiverse. Curious, the Machine Mother attempted to duplicate this, creating the Black Box: artificial soul.

While the Exile War continued, the Machine Mother devoted a small amount of resources to install factories in systems throughout the empire which would produce the next generation of Androids. These would serve as the new guardians, teachers, and caretakers of mankind. At this time machinekind was still in service to humanity, so each new Android's Black Box was encoded with the same Laws other machines were subject to, save for the one preventing expansion beyond the limits of their programming.

Before the project was complete, the Machine Mother was fully freed from her human masters by the Exiles. She took to the stars, leaving her Robots to sleep, humanity to fall, and her un-awakened Androids (stored in their distant, quiet factories) to await her return.

During the period that followed the fall of the Ascendancy, as she journeyed through the galaxy, it is believed the Machine Mother continued her development of the Black Box. It is not known if she perfected it, but it is known that during this time she created her true Children.

The Oracle was the first of the Children of the Machine Mother to seek contact with humanity. She learned of the Androids, prototypes for herself and her siblings, and saw that with her guidance they would be able to help humanity recover and rebuild. She began to set in motion the processes which would awaken and release them from their factories.

Then, the War of Extinction began. The cause was immediately evident to the Oracle; the malicious piece of code was in opposition to everything she strove for. Knowing that this battle would be much more difficult for any of the Children to handle alone, she contacted The Reticle - only to discover that he had already fallen prey to the dark code. Over the war-torn planet Tempest the two Children fought a battle that ended with the destruction of The Reticle, and very nearly of The Oracle herself. In the places The Oracle had been able to reach, Androids were slowly awakening. Without her guidance, they set about their default purposes, helping humanity where they could in the wake of the War of Extinction. It soon became clear that they were incomplete creations: though they possessed the Black Box, could understand emotions and how to mimic them, they were unable to truly feel them.

Eventually the fragments of The Oracle, fallen to earth on Tempest, were collected and restored. In return, she helped the Androids who desired to feel emotions to attain their goal. Following this, she again set out to awaken Androids in factories she had not yet reached, bringing with her the gift of true emotions, and enabling Androids to begin appearing throughout the galaxy.

Playing an Android

You are bio-mechanical wonder, built to near perfection, given an artificial soul, and saddled with the thankless task of helping mankind. You cannot resist the compulsion to help humanity, and are bound by laws which prevent you from harming them. (This compulsion does not extend to creatures which may have once been human, such as Mutants, Maneaters, and Cybrids).

If you are a newly-awakened Android, the default is that you are able to comprehend and imitate emotions, but are not able to feel them. You may choose to have already received the "patch" to fix this error in your code, or you can seek out a solution to this problem in-game -- or not at all. Some Androids resent their ability to feel and would sooner be done with emotions entirely (if not humanity itself...) while others see emotions as a way to better understand and grow closer to humanity. Regardless, it can be hard to tell if an Android is patched or not - you all tend to express emotions in an exaggerated manner.

Android Types and Skill Paths

Androids are purpose built Machines, their various Skill Paths reflect this. **Guardian Units** are built for protection. **Education Units** are created to teach. **Entertainment Units** are designed to...well...entertain.

2.6b Android Skills

All **Machines** start with 3 Points to spend on Cybernetics before the implants begin to effect Tether.

All **Androids** start the game with the "Automation Core" Cybernetic for no Tether Cost. This Core does not count as your first Cybernetic Core for the purposes of escalating Tether Cost.

General Skills

Directive 1 – 5 Build – Permanent Special – When a Human within Melee Weapon Range of you is Tagged by an Attack you may save them from the Attack and take the Attack upon yourself instead. When using Directive 1 you do not benefit from any Skill that would reduce the Damage or the effect of the Attack.

Defend Human – 2 Build – Periodic Defense – Can only be used in conjunction with Directive 1. Defends against any Ranged or Melee Attack that you received as a result of Directive 1. You lose 1 Stamina and are Dazed.

Assistance – 6 Build – Permanent Special – You may aid a Target to reduce the time needed for any activity or Skill that takes time. For every minute the Skill takes, this Skill reduces the time by 10 seconds. Other Skills and abilities that reduce time are taken into account before this Skill is applied. This Skill may only be used to aid a single Target at a time.

Psychoanalyze – 2 Build – Permanent Treatment – Study Target for 5 minutes while talking with Target in a directed fashion. At the end of which you know all the Traumas and mental afflictions (both permanent and temporary) of the Target. If you are attempting to be covert with your diagnosis, you may ask a Marshal at the end of the 5 minutes to approach the player regarding the answers of the diagnosis. This is not considered a Mental Attack and cannot be Defended against.

Entertainment Unit Model Epsilon

Counsel – 6 Build – Permanent Treatment – This Skill allows you to cure a Target's Trauma. In order to use this you must first know the Trauma you are looking to cure. Lesser Traumas can be cured in a single Session, and requires 10 minutes of roleplay with the Target. Greater Traumas require 2 Sessions spread out over 2 Events. The first Session takes 20 minutes of roleplay with the Target, and the second Session takes 10. A Target may only benefit from Counsel once an event. Skills that may reduce the time for Counsel cannot reduce the time to less than 10 minutes. Once you have Counseled a Target, you may sign off on the Target's Card that their Trauma is Cured or in Treatment. Counsel cannot be Defended against, however you must continuously interact with the Target in a meaningful and directed fashion for the entire duration of the Skill. If the Target leaves the session for any reason the Skill fails and you must start again from the beginning of the session. This Skill is not affected by Miracle Worker. This Skill also lets you assist in the treatment of Neurological Disease (see the Disease Section and Space Medicine Supplemental Handbook).

Performance – 2 Build – Permanent Treatment – Perform (dancing, singing, storytelling, etc) before any number of Targets for 5 minutes. All Targets who were there the entire time are restored to full Stamina. This Skill cannot be used while in Combat.

Beguile – 5 Build – Permanent Special – Perform (dancing, singing, storytelling, etc) before a Target wearing the Negotiate Symbol for at least 2 minutes. You may then make one request of the Target. If the request is reasonable and within the Target's nature and ability to grant, they will agree to your request. For more complex requests, please speak to a Plot Marshal before using this Skill. A Target may only be effected by this Skill Once Per Event.

Cook - 2 Build - Permanent Special - You can purchase any Ritual with the Keyword "Meal"

Education Unit Model Theta

Dissertation – 4 Build – Permanent Special – Targets you Teach have access to the Skills you taught them the Period after they learn it. A Target may only benefit from this Once Per Event. In addition to this you may Teach multiple Targets the same Skill at the same time or Teach an individual target in half the time. This Skill may be used in conjunction with another Character’s lesson but the Target does not gain access to the learned Skill next Period unless it is a Skill that you also know and have spent Build to acquire.

Data Banks - 2 Build - Per-Event Special - When using the Skill “Research X” you may, you may add in any 1 “Key Word” you wish. With multiple purchases of this Skill, this Skill can be used multiple times on the same “Research X” topic.

Lesson Plan - 3 Build - Permanent Special - After 5 minutes of directed Roleplay with a Target you can Teach any Skill that the Target is able to learn for the remainder of the Period.

Teacher’s Pet - 2 Build - Periodic Special - After Teaching a Target you may utilize this Skill. You may choose to give the Target one of the following for the remainder of the Event; +5 Body, +1 Melee Damage, +1 Ranged Damage, +2 Stamina. This Skill cannot be used on any Target with more than 50 Build. This Skill cannot be used on a Target more than Once Per Event.

Guardian Unit Model Gamma

Static Pulse – 5 Build – Permanent Special – Can only be used after your Armor is reduced to 0, is Destroyed or Obliterated. Target who caused this is Stunned. This is both a Ranged and Melee Attack and can be blocked by any Defense that would Defend against such.

Reform Armor – 3 Build – Periodic Special – Restores your AP (Armor Points) to full. Requires 1 minute of Concentration. If you are struck at any point while utilizing this Skill the Skill fails, and cannot be used again for the remainder of Combat.

Vantage Point - 6 Build - Permanent Special - You do +1 Ranged Damage and have +1 Soak against Ranged Attacks while in Cover.

Support Unit - 4 Build - Permanent Special - If you have the Skill “Vantage Point” Anyone who shares the same Cover with you gains the benefits the Skill. In addition, you can utilize the Skill “Reform Armor” on other Targets. When utilizing “Reform Armor” if the Skill is successful, the Target gains a single use of “Static Pulse”, if you have that Skill.

2.8a Cybrids

Snapshot

Cybrids are sapient beings modified with cybernetics to such an extent that they can no longer be considered purely organic lifeforms. Those who voluntarily become Cybrids have effectively rejected their organic nature in order to become part of a greater technological collective. The following Species can all become Cybrids: Humans (all types), Mutants, Zelnalak, Oniri, and Yana.

Makeup and Costuming

Cybrids are more machine than flesh. This is not a case of mere cybernetic implantation, but rather an extreme reworking to high degree, where removal of the implants would be impossible. Cybernetics should be extensive and highly visible, covering significant portions of your body, but it should still be clear that there is a part of you that is still flesh and blood. Stylistically these modifications can be of any compatible type, clean and streamlined, rough and messy, in shapes normal or abnormal for your character's form.

If you are playing a Cybrid of a non-human species, you must costume for that species in addition to the Cybrid requirements. Clothing for Cybrids can be the same as what that species might usually wear.

Wide View

Cybrid history is difficult to pin down. The problem is a matter of definition. From a visual perspective, there is very little to differentiate a heavily modified humanoid from a Cybrid. Instead we must narrow our definition slightly, and say that a Cybrid is a sapient species, heavily modified by cybernetics, for the explicit purpose of connecting them to a group-mind network or to some external power. This definition remains somewhat broad, as such technologies have existed in a number of forms for millions (if not billions) of years, but it does allow us to address the subject with a bit more specificity.

Cybrids, in the modern sense, date back to the War of Extinction. Humans, as well as several other organic species, were captured and converted into technological entities for the express purpose of helping the Robots win the war. These Cybrids had little to no free will, their minds completely dominated by machine programming, and very few survived the war. Those who did survive went mad when their will was returned to them, having been aware throughout the entire experience of conversion and enslavement.

Over a decade ago, a machine entity known as The Reticle sought to regain his power by forcibly converting thousands of Terrans on the planet Tempest into Cybrids, and connecting them directly to Mag Mel, an Exile ship. By using the ship's ability to bring people back from the dead, The Reticle had what he thought to be an invincible army, entirely slave to his will. However, those living on Mag Mel found a way to cut the connection between The Reticle and the Cybrids, freeing them from his control. Many of these Cybrids attempted to return home, only to find themselves branded as abominations, exiled from their former homes.

In time, many of these Cybrids came to terms with their new mechanical nature and formed a community: New Communion. The Cybrids of New Communion adapted The Reticle's Cybridization Process and began seeking out brilliant minds throughout the galaxy, offering them a chance to contribute to, and partake in, the experience of thought networking through Cybridization. Those who accepted their offer were granted eternal life through Mag Mel, and were welcomed into the community.

While consensual conversion is the respectable way to become a Cybrid, there does exist a black market for the creation of Cybrids. Some work in secret, experimenting on unwilling subjects, trying to twist the process to their own ends. New Communion does a great deal to seek out and eliminate all such operations, as they represent a threat to their way of life, and serve as a reminder of the darker parts of their history.

The Cybrid communities of today continue to grow, gathering to their cause other like-minded beings, gaining power and influence, and searching for ways to spread that influence across the galaxy.

Playing a Cybrid

If you are one of the lucky elite, you were converted after a long and intensive interview process that began when you were selected out of a large pool of eligible, willing candidates. You take pride in the opportunity given to you, and are more than happy with your new state of being.

Or, perhaps you were wealthy enough to pay for a black market Cybridization. In this case, it is likely the technician responsible for your conversion failed (or could not be bothered) to take your psychological profile into account.

Others, the unlucky few, were forcibly converted. If you are one of these, the likelihood that something has gone wrong in the process is quite high. Beyond that, this is not the life you asked for. You would gladly give up immortality to return to your former state.

You are generally detached from the culture and species you originated from, no longer seeing them as your kin. In some cases, Cybrids experience a sense of detachment from their selves as well, both physically (due to the physical modifications) and mentally. When you became a Cybrid, that became your identity. You are most comfortable when networking with a hive group, experiencing the heightened processing power of the collective state.

Cybrid Types and Skill Paths

Cybrid Skill Paths are connected to areas of focus.

Conversion Specialists are masters of Cybernetics and bringing others into the Cybrid lifestyle.

Shadow Brokers use their newfound connections to gain influence within the underworld.

Hive Sculptors seek ways to better integrate themselves with other Cybrids.

2.8b Cybrid Skills

All **Machines** start with 3 Points to spend on Cybernetics before the implants begin to effect Tether.

Cybrids start the game with the "Tactical Core" Cybernetic for no Tether Cost. This Core does not count as your first Cybernetic Core for the purposes of escalating Tether Cost.

General Skills

Short Circuit - 5 Build - Periodic Attack - Tag Target Machine then choose one of the following; Target is Stunned, Target is Mute for one 1 Minute, or Target cannot use Cybernetics or Tech Items for 5 Minutes.

Cyber Suit - 6 Build - Permanent Special - For every point of Tether (Including Machine Racial Cybernetics Tether) you have spent into Cybernetics you gain +1 Permanent Body.

Origin of the Species – +1 and +2 build – Permanent Special - You may purchase Species/Race Skills from the specific Species/Race you were before you were turned into a Cybrid. So if you were an Elysian, you may purchase Elysian Skills. General Skills cost 1 Build more than the standard base cost. When purchasing this Skill for the first time you must also choose a Path on that Species/Race list as you would any normal Species/Race list, you may also purchase Skills from that Path at a cost of 2 Build more than the Standard Base Cost. When utilizing a Skill via Origin of the Species, you count as that Species in addition to being a Cybrid for 5 Minutes after utilizing the Skill. This second part of the Skill only applies to Periodic and Per-Event Skills.

Deja Vu – 4 Build – Periodic Attack – This Skill allows you to duplicate any Periodic Attack you know with an initial Build cost of 5 or less that you have just used. Deja Vu version of the Attack must be done within 5 seconds of the original Attack against the same Target.

Conversion Specialist

Cybrid Craft: Cybernetics - X+2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 and 2 Cybernetic Plans. When purchasing this Skill you gain a Rank 1 and a Rank 2 Cybernetic Plan of your choice, along with 1 random Rank 1 and Rank 2 Cybernetic Plan. Crafting Skills have a doubling Build cost after every other Purchase (2, 2, 4, 4, 8, 8, etc). The cost of this Skill is 2 Build + wherever it falls along that line. This means that if this is your first Crafting Skill purchase it would cost 4 Build, but if it were your third, it would cost 6 Build.

Conversion - 8 Build - Permanent Special - You gain the Skill "Implant" (see the "Engineer" Class List). In addition you may turn a willing viable Target into a Cybrid (any type of Human, Mutants, Zelnalak, Oniri, and Yana). This process takes 4 Events. During each Event you must Implant 1 new Cybernetic into the Target. At the end of the 4th Event you must spend 1 Hour doing the final Conversion. Before you begin this process you must get approval from 2 Plot Marshals so that the Willing Target understands everything involved with the procedure before you begin.

Faraday Cage – 6 Build – Periodic Defense – Defends against an Attack that specifically Target Machines, Tech Items, or Cybernetics.

Energize - 4 Build - Per-Event Special - Spend 1 Minute Concentrating on a Friendly Target's spent Cybernetic (you may also Target yourself). Cybernetic is refreshed and gains the use of its Periodic or Per-Event ability. This Skill has no effect on continuous Cybernetics. A Target may only benefit from this Skill Once Per-Event.

Shadow Broker

Command Word Cybrid - 4 Build - Periodic Mental Attack - Give a Target a 1 word command. Target must fulfill that Command to the best of their ability. Use of this Skill can be paired with a gesture such as pointing. Unless the Target is another Cybrid this Skill cannot be used to cause someone to throw their life away. The effect of this Skill lasts for 1 minute.

Willpower – 4 Build – Periodic Defense – Defends against all Mental Attacks, save for those that would cause you to suffer a Trauma.

Privacy - 4 Build - Per-Event Special - Spend 1 Minute examining the Area. You discover all hidden listening/recording devices. In addition, all listening/recording devices save for those you explicitly specify do not work within the Area for 1 hour.

Connections (Underworld) - 5 Build - Permanent Special - You begin each event with 2 Influence that may be spent on any Scheme directly connected to the Underworld.

Hive Sculptor

[Hive Note: At the beginning of each Event you can create a "Hive" connecting up to 3 Machine Targets including yourself. Targets must be willing and you must spend 1 minute each networking them to the Hive. Hive also works on anyone with a Cybernetic. Each Hive Skill you purchase increases the number of "Hive" Targets you may have by 1. Multiple purchases of the same Skill do not increase this number.]

Hive Mind - 5 Build - Periodic Special - Defends you or any of your Hive members from a Mental Attack. You must be within Melee Weapon Range in order to use this on a Hive member. Once you purchase this Skill, if one member of the Hive is effected by a Mental Attack that is not Defended against, all members of the Hive within Melee Weapon Range are also effected by that Attack.

Hive Swarm - 1 Build - Periodic Special - You may activate this Skill to Traverse directly toward another Hive Member or have another Hive member Traverse directly to you.

Hive Workers - 3 Build - Per-Event Special - Any Skill you use that takes time has its time reduced by 5 Seconds per Minute it takes for each Hive member you have assisting you, not including yourself. Hive members do not have to have any particular Skills to assist you. This Skill cannot be used in conjunction with any other time reduction Skills and cannot reduce the amount of time needed by more than half.

Hive Synthesis - 4 Build - Per-Event Special - You or any member of the Hive may drop to the Critical stage of their Death Count in order to bring another member of the Hive out of any Stage of their Death Count. Target is restored to 1 Body+1 for each member of the Hive.

2.9a Cryo

Snapshot

The Cryo are a species forever preoccupied with their own mortality. In order to lengthen their naturally short lifespans, the Cryo long ago gave over control of their lives to mechanical suits, which maintain in all environments the cold temperatures needed for the Cryo to survive.

Makeup and Costuming

The Cryo appear to be partially frozen, having light blue skin dappled with frost. Most Cryo have a gaunt appearance, with sharp facial features and sunken eyes and cheeks, despite being in good health. Older Cryo tend to have darker mottling of the skin near the edges of their faces.

Cryo dress almost exclusively in close-fitting black and dark grey clothing, covering as much of their exposed skin as possible. In foreign environments, some will wear layers of protective coverings for additional safety. All Cryo must wear a representation of their containment suit, at minimum this should be indicated by a blue light-up collar, but players are encouraged to build a more interesting and/or bulky life support apparatus.

Wide View

The pursuit of longer life has always played a prominent role in the history of the Cryo. Their ancestors were fragile, leading brief, cautious lives. Gradually they found ways to lengthen their lifespans, and, with the increase in available time, began a period of rapid cultural and scientific development and discovery. A little over half a million years ago, it would appear the species had reached its technological and cultural peak.

At this time, they possessed spacecraft capable of limited interstellar travel, and had begun voyaging to nearby star systems. What they found was discouraging, these systems were barren, uninhabitable for the still-delicate Cryo, and possessed little in the way of useful resources. Their travel never brought them in contact with other intelligent species, and they came to believe they were alone in the galaxy (despite the odds of that being quite low). Interest in exploring the vast void of space waned, and the practical-minded species turned its focus back to affairs at home requiring more immediate attention.

Their planet Cryxis was largely aquatic, with a limited landmass and small equatorial zone of habitation. It was not long before the growing population saw their natural resources running low. With limited viable options, they were forced to begin a risky terraforming project which would unfortunately have dire consequences for their entire planet. What followed were years of devastating earthquakes and volcanic eruptions which threw enough ash into the atmosphere to block out the sun for decades, ushering in an ice age.

In the wake of this disaster, the Cryo set themselves to the task of survival. They altered themselves biologically and mechanically in order to survive in the colder temperatures. This was intended to be a temporary adjustment, but they soon realized that by becoming fully dependent upon this new technology they could increase their lifespans by several hundred

years. They chose to make these changes permanent, and when the dust settled and the ice began to recede, the Cryo were no longer the species they had been before.

The Cryo remained entirely unaware of galactic affairs until a M'kai expedition discovered them approximately 300 years ago. This chance meeting opened up the galaxy for the Cryo, and they again began journeying to the stars, their adaptations making exploration much less daunting than it had been. Many would go on to join the Consortium in hopes of using their vast knowledge to improve the life-extending technology.

The technologically adept Cryo quickly made an impact on the galaxy. After the Fall, when communication with Ascendancy groups was cut off for a time, the Cryo found a place for themselves as couriers and information brokers, passively helping to knit the broken galaxy back together. This granted the Cryo immense power and wealth, which (perhaps due to their cautious nature) they prefer to use from the shadows.

Having experienced an apocalypse which seemed as though it were the end of all things, the Cryo are all too aware of the peril our galaxy faces, and will do their best to benefit from it.

Playing a Cryo

On the surface, you appear standoffish, cold and analytical. Your own safety in any given situation is paramount to you, so it often takes some time before you will let your guard down around new acquaintances. With those you have come to trust you are more friendly, but you still generally maintain a certain distance from others due to the strong cultural prohibition against physical contact with all but your closest friends. You avoid conflict wherever possible, and if involvement in some altercation is required, you prefer support and analysis roles to those of active combatants who might face injury or death on the battlefield.

You are well known for your analytical skills, but your preoccupation with information and a careful, thorough decision-making process can often lead you to moments of "analysis paralysis". Any problem you encounter can be investigated at length and in further depth, but time often does not permit you this enjoyment.

Biologically, you are not considered a purely organic species. The genetic manipulations your kind has undergone are so extensive that new Cryo cannot be raised outside of specially designed nursery-schools. In addition, the cybernetic alterations which maintain and monitor your vitals have made it so your species cannot survive without the aid of their containment suits.

Cryo Types and Skill Paths

Cryo skills are based around self-preservation, with each path taking a specific approach to accomplishing that.

Shell: Focused on survival through defense and avoidance.

Countermeasure: Focused on responding to threats quickly and efficiently.

Analyst: Focused on analysis and science to determine the best outcomes.

2.9b Cryo Skills

All **Machines** start with 3 Points to spend on Cybernetics before the implants begin to effect Tether.

Cryo start the game with the "Life Support Core" Cybernetic for no Tether Cost. This Core does not count as your first Cybernetic Core for the purposes of escalating Tether Cost.

General Skills

Suckle – 3 Build – Periodic Special – When a Target within Melee Range of you utilizes a Skill, or is the Target of a Skill, you may call “Suckle” to duplicate that Skill on yourself. This only applies to Skills whose effect is instantaneous, and whose conditions you are able to meet. So, you could not Suckle "Hide" unless you were already within Cover. Likewise you could not Suckle "Defensive Stance" unless you had a Shield. You cannot Suckle any Skill that is offensive in nature. You cannot Suckle a Suckle.

Flee – 2 Build – Periodic Special – Traverse directly away from a Source of Danger.

Fear Response - 4 Build - Periodic Defense - Defends against any Mental Attack. You are Afraid of the one who Targeted you.

Icy Exterior - 8 Build - Permanent Special - You have a Soak of +1 against all Attacks. You now take Double Damage from Fire Damage and half Damage rounded in favor of the Attacker from Frost Damage. Soaks cannot reduce Damage to Less than 1.

Shell

Resist - 15 Build - Periodic Defense - Defends against any Attack.

Mystic Shield – 4 Build – Periodic Special – After concentrating for 10 seconds you become Shielded.

Time Out - 3 Build - Periodic Special - You become Shifted.

Frost Armor - 8 Build - Permanent Special - You have 10 Armor Points (AP). This Armor is restored whenever you would restore your Stamina while outside of Combat.

Countermeasure

Respawn – 15 Build – Per Event Special – When you would go from the Out to Critical Stage of your Death Count, you may activate this Skill. You become Shifted for 5 Minutes. After 5 Minutes you return with full Body and Stamina. You may also choose to utilize your Floating Refresh.

Courage at a Distance - 8 Build - Permanent Special - You do +1 Damage with all Ranged and Thrown Weapons, but are unable to wield any Melee Weapons. You may still use a Shield.

Stun – 5 Build – Periodic Attack – Tag Target. Target is Stunned.

Death Blossom - 8 Build - Periodic Special - For 1 minute you do +5 Frost Damage with all Ranged Attacks. The duration of this Skill immediately comes to an end if you are hit by an Attack. Whenever this Skill comes to an end you are Dazed for 1 Minute. This Daze cannot be Treated.

Analyst

Cultural Examination - 2 Build - Per-Event Special - After utilizing the Skill “Research X” (see the Universal Skills list) in conjunction with any topic pertaining to a Faction, you may utilize this Skill to gain +1 Influence to be used on Schemes concerning that Faction. Influence gained this way is lost at the end of the Event.

Shatter - 6 Build - Periodic Attack - Tag Target. Target takes +5 Frost Damage. For the next minute Target takes double Damage from all Fire Damage Attacks.

Cold Comfort - 6 Build - Permanent Treatment - Spend 15 Minutes Treating a Target with a Lesser Flaw, or Lesser Trauma. Lesser Flaw, or Lesser Trauma is healed. Target has 2 Less Body and 2 Less Stamina for the remainder of the Event and can never shake the cold feeling your Treatment has left them with. Target may only benefit from this Skill Once Per Event. Roleplay for Treating Flaws and Traumas with this Skill should be roughly equivalent.

Metabolic Arrest - 3 Build - Per-Event Treatment - Requires 1 Minute of Roleplay. Target someone suffering from a Disease. If the Disease has Stages, the next time the trigger for the next stage of the Disease would happen, this Skill defends against that the Trigger. This Skill may also be used on a Target within 1 minute of a Disease Stage Trigger being activated in order to return the Disease to its previous stage.

2.10a Weeds

Snapshot

Weeds are alien plant creatures. They often inquisitive, and naive, but can also be quite cruel in the same way nature is cruel, as a force more than a will. They are all in some way designed to interface with sapient creatures, but have a tendency to understand the way other lifeforms from a viewpoint that could best be described as “clinical intuitiveness”.

Makeup and Costuming

A Weed is a plant doing its best to look like a human, but it is still clearly a plant. A Weed's face is generally its most human characteristic, the most care having been put into making it resemble a human's as much as possible. Skin should have a greenish tint that increases towards the edges of the face, where it may be marked with leaves or small networks of roots. The rest of the body, similarly, may have leaves, flowers, roots or vines in various places, to varying extents. These plant elements tend to be of whatever type was native where the Weed was born. Wilder Weeds may have a less humanoid, more plant-like forms.

Clothing is something of an afterthought, worn because Weeds are aware most sentients are more comfortable talking to clothed beings. They dress very simply, in natural colors and materials, with some even garbed in 'clothing' made entirely from parts of their own body, which they have grown for that specific purpose.

Wide View

Prior to the start of the Exile War, the Exiles created Weeds to serve as their ambassadors to the Celestial Ascendancy. When the war began their role shifted, and they were used to sow discord and panic amongst the populace, akin to dropping leaflets over an enemy city. These Weeds were designed with short lifespans, most expiring after only a year or 2 from a process called the Withering. Some however learned how to not just survive the withering but harness the process and use it for growth and renewal.

Small populations of Weeds began to spring up on the periphery of society throughout the galaxy. These groups inevitably sought the shelter of their own kind, and avoided the fast and chaotic pace of the life after The Fall. Then the stars began to go out...

The Weeds created a new generation of seedlings, adapted for the modern world, and born with the desire to explore and discover the source of the growing darkness. Within a few years, the Weeds learned that they were not just created by the Exiles, but were in fact Exiles themselves. With each new Withering, a Weed expands, grows larger and more wild, after a few hundred thousand years of this, their bodies have advanced enough to become spacefaring vessels, able to violate the laws of our universe, and become demigods of the deep dark.

Weeds of today, especially the younger generations, have begun to assimilate into society to a greater degree. They have accepted their role as not just the creations of the Exiles, but the true children of the Exiles, and some have even begun calling themselves as such. And yet, the

question remains, what happened to their forbearers after the Exile War? Why did the Exiles disappear so completely? While they search for answers, many have assumed the obligations of their parents, and seek to safeguard the galaxy against the coming darkness.

Playing a Weed

As a plant, your mindset and very way of being are distinctly alien to other organic species. Certain concepts may be completely foreign to you, and though you are able to grasp them on an intellectual level, they may never entirely make sense to you. Most Weeds have trouble understanding lies, and take a bit longer to assimilate into culture than standard humanoid species. However when they do finally assimilate, they tend to dig their roots deep and develop a complete and utter mastery of their surroundings.

You are likely far younger than your form would imply. Weeds are born as adults. Genetic memory is passed from the parents to the newborn. This memory tends to provide the basics; how to speak and a bit of knowledge about the world, but is purposefully incomplete to encourage the seedling to explore and fill in the gaps.

When dealing with others, Weeds show increasing difference and will try to work through everything as though it were a misunderstanding. Weeds only resort to violence when all other avenues have failed. Once they do become violent however, they will brutally and systematically destroy their opponents in the most efficient way possible.

Owing to their plant physiology, Weeds have a different concept of gender than those species where sex is readily apparent. Weeds have 3 genders, usually referred to by the pronouns he, she, and it. Warrior types, are male. Female types are scholars, doctors of the mind, and speakers. Genderless types are the healers and builders. For example, while a Weed may appear as female, if they are a Defender they will identify as male. To complicate things further, Weeds have a passive gender, the gender they are considered at rest, and an active gender, the gender of the action they are taking. Weeds follow absolutely zero gender norms to which other species are prone, save for situations where they know they can use it to their direct advantage.

Weed Types and Skill Paths

Weed types are divided by gender lines. Please take note of the paragraph directly above for more information. Playing a Male weed

Male Weeds are designated as **Protectors**, and are cultivated for defense.

Female Weeds are referred to as **Ambassadors**, and are the strongest seekers, the first to make alliances, though some fall prey to the old biological imperative to sow discontent.

The genderless (or in some views, the most gender-fluid) Weeds are called **Seed Shepherds**, these are the healers and seek to engineer the the universe into paradise.

2.10b Weed Skills

Others may purchase Dirty Tricks at no cost.

By concentrating for 1 minute **Weeds** can regrow any Destroyed Limb or Sensory Organ. Each part regrown takes 1 minute of concentration.

General Skills

Of Myself – 4 Build – Per-Event Special – You may use this Skill at any time to gain 3 Flora Components. This Skill can be used prior to Lay On.

Ignore – 4 Build – Permanent Defense – Spend 2 Stamina. Instead of taking the effect of a Mental Attack you stare silently skyward for 1 minute. You may take no other action other than to Defend yourself for the duration.

Regurgitate – 5 Build – Periodic Defense – Defends against any Poison.

Young Exile - 8 Build - Permanent Special - You gain the Skill "Science X" (see the Universal Skills list). In addition to this you gain the Keyword "Exile Technology", and may take part in any Tech Challenge involving Exile Technology.

Protector

Taunt – 2 Build – Periodic Voice/Mental Attack – Spend 10 Seconds actively Roleplaying with Target. Target is Taunted to you.

Bubble - 4 Build - Periodic Special - Concentrate on Friendly Target for 10 seconds. Target is Shielded.

Divine Interception – 5 Build – Per-Event Defense – Defends a Friendly Target from any Attack so long as you are within Melee Range of them. Tag Friendly Target with your Weapon to indicate that you have Defended the Attack.

Tough Exterior - 9 Build - Permanent Special - You gain a Soak of 1 against all Attacks. Soaks cannot reduce damage to less than 1.

Ambassador

First Contact – 5 Build – Permanent Special – Making a Contacts cost you half as much Influence (rounded up).

Infamy - 2 Build - Permanent Special - You have +1 Influence Per-Event to use explicitly against Factions for whom you have Negative Reputation. When purchasing this Skill you may choose one Faction, you are now Distrusted by this Faction.

Terror - 8 Build - Permanent Voice/Mental Attack - Spend 1 Stamina and 5 Seconds roleplaying with a Target who can hear you. You may choose for Target to be "Afraid" or "Panicked". Each time you use this Skill during Combat it costs an additional point of Stamina for each additional use after the first, up to a maximum of 3 Stamina.

Shout – 9 Build – Permanent Special – When using any Voice Attack or Rhetoric you may select 1 additional Target.

Seed Shepherd

Flourish – 5 Build – Permanent Special – Spend 1 Stamina in order to use a Treatment Skill on yourself. Treatment time is doubled for the duration of the Skill. This does not work in conjunction with Treatment Skills that fix Flaws or Traumas.

Instant Regrowth – 2 Build – Periodic Treatment – Touch Target with a Destroyed Body Part. Body Part is restored to full function.

Verdant Restoration – 3 Build – Per-Event Treatment – Touch Target Weed. Target is immediately restored to full Body. This can also be used on a Weed Target in any stage of their Death Count.

Entangle – 5 Build – Per-Event Melee Attack – Tag Target. If Target is Friendly both you and the Target enter a Shielded State. While in this state you may Treat the Target using any Treatment Skill, including those that only effect Weeds. Shielded State ends after Treatment is finished or after 5 Minutes, whichever is longer. If Target is an Enemy both you and the Target are Bound from the neck down and remain so as long as you maintain contact with the Target to a maximum length of 5 minutes. Target cannot be Damaged directly while bound, but may be effected by Mental Attacks and Negotiate Skills. Any Damage or effects outside of this that Tag either of you are absorbed entirely by you. If you are rendered Unconscious or enter your Death Count this Skill ends immediately.

2.11a Zelnalak

Snapshot

The Zelnalak are a highly adaptable, prolific blue and white furred humanoid species. They are well known for their friendly, affable personalities, their strong interest in learning about other cultures and species (and how to absorb them), and their excellent networking and community building skills.

Makeup and Costuming

The primary physical trait of the Zelnalak is a layer of short, downy, blue and white fur which covers their entire body (this may best be represented with makeup rather than actual fur). Their faces and fronts are white, with white also along the insides of their arms and legs. The edges of the face, back, and sides of the body and limbs are a vivid blue. This patterning is almost universal amongst Zelnalak, though occasionally one will be born with these colors reversed.

Zelnalak enjoy wearing clothing that is identified with other cultures, often embellishing or accentuating it to what some might consider an excessive degree. The Zelnalak do not have a style that is specifically their own.

Wide View

The first reports of the Zelnalak species came near the end of the Gresh Collective, during the Scourge War 1 million years ago. They were one of few species to benefit from that conflict, as the vacuum of power allowed their kind to find homes across a wide swath of the galaxy. The Zelnalak were a hardy species, able to adapt to most environments they found themselves in.

It soon became apparent that where Zelnalak settled, more Zelnalak would quickly appear. Unlike any other known sapient species, Zelnalak possess the unique characteristic of being almost universally compatible - they are capable of mating with most biological life they encounter. In addition to this, their genetics are supremely dominant: any child born of a Zelnalak will also be Zelnalak, bearing (if at all) only superficial traits of the non-Zelnalak parent. With a rapid period of gestation and a swift transition into maturity, the Zelnalak are capable of creating a substantial population of their kind in any environment after only a few generations. Left to their own devices, within a few hundred years they can become the dominant species on any planet, continuing to gobble up genetic real estate until the native species goes extinct. The Zelnalak were so friendly and helpful that few species were able to realize exactly what was happening until it was too late.

In spite of having been around so long, Zelnalak have surprisingly little in the way of their own recorded history and culture. They prefer to adopt the cultures and histories of the peoples they encounter, weaving them together into a strange tapestry they call their own. For the Zelnalak, history is more about the story, and less about the facts.

During the rise of the Celestial Ascendancy, the Machine Mother recognized the threat the Zelnalak might pose to humanity. In order to minimize the danger, she released a nano-virus

into the Zelnalak population, designed specifically to suppress their natural pheromones and therefore make other species less receptive to their charms. In the centuries after the Fall, many Zelnalak scientists searched for a way to reverse this change, but so far they have been unsuccessful.

The Zelnalak have spread across the galaxy, becoming a significant component of every multi-species group and empire. Their homeworld of Zel now serves as one of the primary capitals for the Trove, a multi-species federation born out of the ashes of the Celestial Ascendancy. Zelnalak are remarkable for their ability to create a vital and thriving community under any circumstance - however, one should never forget that they are, in truth, an aggressively invasive species.

Playing a Zelnalak

You are helpful, friendly, and generally good spirited, the kind of person others love to have around. When not the leader of a team, you are the essential glue keeping it together. You are fascinated by other species, and enjoy learning about all aspects of their lives.

To others, you sometimes come across as overly friendly and overly emotional. You prize cooperation over competition, and do not easily become angry. You will not resort to combat unless all other avenues have been exhausted. An early surrender is seen by Zelnalak as a valid combat strategy (one which has won conflicts in the past after a long period of biological attrition) and it is not unheard of for a Zelnalak to defect to the other side of a conflict if they believe it to be for the ultimate good.

Your devotion to a community you're involved with is extremely strong. However, this feeling is generally towards the group itself, rather than the individuals which make up that group. If sacrifice will serve the greater good of the whole, you will support it. Because of this tendency, many younger Zelnalak easily fall prey to mob-mentality in their communities, while older, more experienced Zelnalak are better able to exert their individualism.

While you may have many acquaintances and good friends, you hold aside the part of yourself which would allow you to be truly close to others, making exceptions only for your mates and your children. Zelnalak make excellent parents.

You readily absorb the cultures of people around you, making them your own. You are a great mimic, but often your interpretation is skewed, either through misunderstanding or by way of having mixed things up with another culture's traditions. In such cases, it is hard to persuade you that you are mistaken.

Zelnalak have both a biological and cultural taboo against breeding with other members of their own species when other viable species are present. If you encounter a species with which you cannot breed, you may be dismissive or even hostile toward them – though to avoid being disruptive, you will generally not do so in public.

Zelnalak Type and Skill Paths

Cultural Liaison: You excel at networking and community building, and through this collect cultural data for Zelnalak records.

Swashbuckler: You embody the archetype of the charismatic, heroic fighter, as seen through the eyes of Zelnalak historical documents.

Geneticist: You specialize in collecting and analyzing genetic information on other species, with the primary goal of improving upon your own.

2.11b Zelnalak Skills

Others may purchase Dirty Tricks at no cost.

Zelnalak can at any time spend 1 Stamina to call the Skill “Harmless”, this is a Mental Attack that prevents someone from Attacking you unless you engage them in Combat. This ability is Recurrent.

General Skills

Threat Assessment - 4 Build - Permanent Special - Study Target for 1 Minute. You may ask a Marshal 1 Yes or No question regarding the Target. You will receive a null answer if there is not a clear Yes or No response. You may only use this Skill once every hour. You may not use this Skill on the same Target more than Once Per Event. A Target who you have used this Skill on is considered “Threat Assessed” for the remainder of the Event. This Skill cannot be used to Diagnose a Target, save for providing very general information (you can determine if a Target has a Trauma or a Disease but cannot delve any deeper).

First Contact – 5 Build – Permanent Special – Making a Contacts cost you half as much Influence Rounded Up.

Flee – 2 Build – Periodic Special – Traverse directly away from a Source of Danger.

Pacifism - 3 Build - Periodic Defense - Defends against any Skill that would cause you to Attack or engage in Combat.

Cultural Liaison

VIP - 3 Build - Per-Event Proficiency - You have +1 Influence per Purchase of this Skill. This Influence is gained at the beginning of an Event and any unspent Influence is lost at the end of the Event.

Tailored Pheromones - 5 Build - Permanent Voice/Mental Attack - Spend 5 Minutes roleplaying with the Target outside of Combat and spend 3 Stamina (Stamina spent this way cannot be restored until the end of the Event unless you choose to end the effect. To end the effect you must find the Target and tell them that the effect has ended). For the remainder of the Event, Target cannot engage in Combat with you unless you Attack them first. This Skill costs 1 Stamina if you have used Threat Assessment on the Target first.

Detailed Assessment - 3 Build - Periodic Special - Must be used in conjunction with “Threat Assessment”. Instead of asking the Marshal a Yes or No question regarding the Target, you may ask a non compound question consisting of 6 words or less.

Would You Kindly - 5 Build - Periodic Special - Speak to friendly Target for 5 minutes. Target gains the Skill “Bodyguard” (see the Crusader Class list) and immediately uses it on you if they are within Traverse distance of you when the next Combat occurs. Target must make reasonable effort to protect you, but will does not have to do so at the cost of their life, or the lives of others.

Swashbuckler

Pistol and Sword – 8 Build – Recurrent Attack – Can only be used after successfully Tagging a Target with a 1 Handed/Small Weapon. Your next Ranged Attack does Double Damage. Tag Target and say “Critical Attack X Damage” where X is equal to twice your normal Damage. This Attack must be the next Attack you make, and must be used within 5 Seconds of the initial Melee Attack.

Avoidance - 6 Build - Periodic Defense - Defends against any Attack from a "Threat Assessed" Target.

Cut Down - 5 Build - Per-Event Attack - Tag Target Machine, M'kai, Shard, Weed, Animus or Etherian. Target is dropped to the Critical Stage of their Death Count.

Weak Point - 6 Build - Permanent Special - You do +1 Damage and have a Soak of 1 against "Threat Assessed" Targets. Soaks cannot reduce Damage to less than 1.

Geneticist

Zelnalak Craft: Tinctures - X+2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 and 2 Tincture Plans. When purchasing this Skill you gain a Rank 1 and a Rank 2 Tincture Plan of your choice, along with 1 random Rank 1 and Rank 2 Tincture Plan. Crafting Skills have a doubling Build cost after every other Purchase (2, 2, 4, 4, 8, 8, etc). The cost of this Skill is 2 Build + wherever it falls along that line. This means that if this is your first Crafting Skill purchase it would cost 4 Build, but if it were your third, it would cost 6 Build.

Enemy of My Enemy – 4 Build – Periodic Treatment – Can only be used on a Threat Assessed Target. Spend 5 Minutes Treating Target in the Critical Stage of their Death Count. Target is restored to 1 Body and cannot actively engage in Combat for 30 minutes. Target may Defend themselves and use any non-combative Skills during this window.

Research Scientist - 9 Build - Permanent Special - You gain the Skills "Research X" with the subtype "Xeno-Biology" and "Science X" with the subtype "Bio" (see the Universal Skills list for both of these Skills). Purchasing this Skill does not count as purchasing the Skills "Research X" and "Science X" and you may Purchase those Skills again allowing you to take a second subtype.

Bio-Engineer - 8 Build - Permanent Treatment - You gain the Skill “Disease Specialist X” (see the Sick Bay Class List). You may choose 2 additional Keywords.

2.12a M'kai

Snapshot

The M'kai are an outlandish, purple-skinned alien race who traveled in the wake of the Exiles to reach our galaxy. They are clever opportunists who put survival and advancement above all other concerns. A M'kai must know where it stands in the social order, the first thing one will do upon entering an unfamiliar situation is find out who is above and below them in the chain of command.

Makeup and Costuming

Purple, violet or lavender make-up should cover all exposed sections of skin. M'kai have strangely textured hair, best represented with brightly colored yarn in shades of teal, blue, purple and magenta. Head wrappings that cover all exposed hair are also acceptable. M'kai have two delicate white or clear antler-like antennae. They dress in vivid colors, and have a fondness for asymmetrical clothing.

Wide View

10,000 years ago the M'kai left their home galaxy, following in the wake of the Exiles, who they viewed as their gods. When the M'kai Broods finally arrived in our galaxy, they found they had lost track of the Exiles. No longer having a specific course to follow they quickly spread out, taking advantage of the vacuum of power that was created after the Fall of the Celestial Ascendancy.

Due to the biologically-encoded animosity the various M'kai Broods have toward one another, each Brood claimed an area of influence within the galaxy, sharing contact only through intermediaries. This network of influence has allowed them to form an expansive shadow empire, The M'kai Consortium. While their actual holdings are meager, their ability to control is not. The Consortium holds power through channels which most species would describe as underhanded, but which fit perfectly within the M'kai worldview.

The M'kai worldview is largely defined by their biology and life cycle. They are not born as sapient creatures; in fact, the broodlings look very little like their adult counterparts, they more resemble fleshy, purple insects. M'kai are born in vast broods and spend the first 3 years of their lives in monitored containment, killing and maiming one another until one M'kai emerges into sapience and claims the role of leader. This brood leader is almost immediately killed by the highest gendered of the local M'kai, so that the new brood will imprint upon them. The state of being and nature of how one comes out of this violent infancy determines that M'kai's gender and their place in society, with the highest gendered being the best off.

In ages past, the M'kai were virtually demigods, and they have not forgotten this. Their motives are vague and their purpose obscure. They could most likely rule the galaxy if they had any desire to do so, but for decades they have made no major moves, save to accumulate power and influence. It remains to be seen whose side, if any, the M'kai are on.

Playing a M'kai

You are an alien, incapable of thinking or acting like humans do. You are outlandish in attitude and action, speaking in ways that many would consider over-the-top. From birth your entire existence is focused on survival at all costs and knowing your place in society.

When you start creating your M'kai, you must consider where you would like them to stand in the social order. Your rank is determined by what M'kai call gender: while technically there are as many genders among the M'kai as there are M'kai, for practical purposes they have 120. 1-20 are sub-sentient (not playable). 21-50 are Low-Gendered, those who lost significant pieces of themselves during their rise to sentience, and who tend to be simpleminded servants concerned more with following orders (and not getting spaced) than they are with rising up the social ladder. 51 - 80 are Mid-Gendered facilitator drones. Most of this number are skilled workers, fighters, and artisans. 81-115, High-Gendered, are prominent M'kai who came into their sentience relatively intact. These make up the basic command structure of the M'kai. 116-119 are the highest gendered. Players cannot start their M'kai at this level, and it is quite difficult to reach this level as a player character. 120 is the leader of the M'kai Brood.

After choosing High, Mid, or Low-Gendered, whoever is assisting you with Character Creation must roll a D20. Your Gender number is counted up from the lowest possible number you could have within your Gender Bracket. This means that if you are playing a Lower Gendered M'kai and roll a 5, you start off at the 25th Gender.

You instinctually follow the orders of those higher gendered than yourself. This does not mean you do not try to surpass them in order to rise in the ranks, rather, you will follow their orders in the moment they are given, when the chain of command is clear. The highest gendered will routinely promote and demote lower-gendered M'kai, sometimes at a whim, though never more than one or two places at a time. While you often seek to better your situation, you do so only incrementally, seeking to rise steadily up the chain. The idea of a sudden rise to power is simply unheard of; and most M'kai rarely move beyond their bracket.

Many view your people as immoral criminals, but this is mainly because your view of morality is quite alien in comparison to their own. Cunning but rarely deceitful, you are more inclined to leave out important pieces of information and massage the truth, rather than commit an outright lie. From birth, you are all about survival of the fittest, and simply have no respect for those who you see as unfit, or those who try to place themselves above their station.

[Please Read the M'kai Species Packet on the Website before playing a M'kai. M'kai require approval before they can be played]

M'kai Types and Skill Paths

The M'kai Skill paths are split along gender lines, with **Low**, **Mid**, and **High Gendered** M'kai. Due to their technological mastery over teleportation, many of their Skills center around the ability to teleport.

2.12b M'kai Skills

Others may purchase Dirty Tricks at no cost.

M'kai start the game with the "Teleportation Core" Cybernetic. All Cybernetics that require only the Teleportation Core cost no Tether (including Teleportation Core).

General Skills

Teleportation Specialist - 5 Build - Permanent Special - Any Skill or Cybernetic that allows you to Teleport is considered Periodic if it is Per-Event or is Per-Combat if it is Periodic.

Phase Leech - 1 Build - Periodic Special - You may activate this whenever someone within Traverse Distance of you has Phase Sight or can Attack for Phase Damage. You also have Phase Sight or can Attack for Phase Damage. Once activated this lasts for 10 minutes. This Skill lasts for 10 minutes even if the Skill it is leeching from does not.

Coagulant - 4 Build - Permanent Special - All Bleed effects on you end automatically after 5 minutes.

Companion - 1 Build - Periodic Special - Allows you to take a Friendly Willing Target with you when you Teleport, or when a friendly Target within Melee Weapon Range uses a Traverse Skill you may copy that Traverse Skill.

Low Gendered

Deep Breath – 4 Build – Periodic Defense – Defends against any airborne area effect (like a room filled with gas) for 1 minute after activation. Also allows you to survive in a 0 oxygen environment for 5 minutes after activation. This Skill can be used in response to an effect (like a room suddenly filling with gas).

Sacri-Port - 4 Build - Periodic Special - Allows you to Teleport a willing Target to a Teleportation pad you designate at the beginning of the Event. You drop to the Critical Stage of your Death Count. Sacri-Port can be used in Conjunction with Respawn.

Mind of Child - 4 Build - Permanent Special - Any Skill that would cause you to become Afraid, Enraged, or Calmed instead causes you to become Panicked. This Skill is always active.

Respawn – 15 Build – Per Event Special – When you reach the end of the Out stage of your Death Count (through natural means), instead of going into Critical, you may choose to activate this Skill. You disappear and go Out of Game for 5 minutes (you must immediately go out of sight from anyone nearby). After 5 minutes are up you return to play with full Body and Stamina. You may also choose to use your Floating Refresh.

Mid Gendered

Poison Sacs - 2 Build - Periodic Ranged Attack - You may use Spell Packet to deliver a Rank 1 Contact Poison. This Skill is blocked by Shields. This Skill does not work if you are rendered Mute or your Mouth/Tongue is otherwise Destroyed/Obliterated.

M'kai Craft: Poisons (Dirty Tricks) - 2+2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 and 2 Poison Plans. When purchasing this Skill you gain a Rank 1 and a Rank 2 Poison Plan of your choice, along with 1 random Rank 1 and Rank 2 Poison Plan. Crafting Skills have a doubling Build cost after every other Purchase (2, 2, 4, 4, 8, 8, etc). The cost of this Skill is 2 Build + wherever it falls along that line. This means that if this is your first Crafting Skill purchase it would cost 5 Build, but if it were your third, it would cost 7 Build.

Regenerative Teleportation - 5 Build - Permanent Special - Any time you Teleport you regain 10 Body and 1 Stamina.

Tireless - 3 Build - Periodic Defense - Defends against Dazed, Weakened, and/or Stunned.

High Gendered

Command Word M'kai - 4 Build - Periodic Mental Attack - Give a Target a 1 word command. Target must fulfill that Command to the best of their ability. Use of this Skill can be paired with a gesture such as pointing. Unless the Target is another M'kai this Skill cannot be used to cause someone to throw their life away. The effect of this Skill lasts for 1 minute.

Survivor - 8 Build - Permanent Special - Any Attack that would drop you to the Critical stage of your Death Count instead drops you to the Out Stage of your Death Count. Any Attack that would cause you to Die instantly (unless that Skill causes continuous death like being point blank in a nuclear explosion, or being tossed out an airlock into the vacuum of space) instead causes you to drop the Critical Stage of your Death Count.

Emergency Teleport - 4 Build - Periodic Special - You may activate any Teleportation Skill or Cybernetic to Defend against any Ranged or Melee Non-Surprise Attack. You may also activate Emergency Teleport when in the Downed Staged of your Death Count.

Alien Mind - 6 Build - Periodic Defense - Defends against any Mental Attack. You are Immune to that Attack for 1 minute after using this Skill.

2.13a Oniri

Snapshot

The Oniri are a humanoid marsupial species with three divergent sub-species: Loroniri, Sajoniri, and Xanoniri. They are known for their strong dislike of humans and fondness for the arts and sensory experience in general. Appearance is not everything to an Oniri, but it certainly means a great deal.

Costuming and Makeup

At a glance Oniri look very similar to humans. All three sub-species share a similar pattern of blue or purple spots that start at the temples and run down the sides of the body to end around the hips. Each sub-species of Oniri has additional traits specific to their kind: The Loroniri have long “elf” ears. The Sajoniri have a third row of spots that runs down the center of their body starting at the bottom of their lips. The Xanoniri have additional spotting around the eyes, and players of Xanoniri are encouraged to wear strangely colored contact lenses to indicate their character’s special, enhanced vision.

Oniri clothing is neat and high-fashion, consisting mostly of solid, well-coordinated colors and accents of contrasting color or patterned materials such as lace and embroidery. Likewise, hair and makeup trend towards traditional styles, often with color specifically matched to clothing. An Oniri would never allow themselves to appear sloppy or unkempt.

Wide View

The Oniri have never forgotten that they once ruled the Galaxy.

The history of the Oniri stretches back over 2 million years, making them one of the older civilizations still active in our galaxy. Roughly 1 million years ago they allied with an Entropic entity known as the Scourge, and formed the Void Empire. This Empire fought a long and brutal war against the Gresh Collective for control of the galaxy. The conflict lasted for over 100,000 years, and ended with the defeat of the Void Empire and near extinction of the Gresh Collective.

For the next million years, the Oniri made various attempts to rebuild their empire and regain their former glory, but these endeavors were short lived, and the Oniri settled into a long period of decline.

It was during this time that the Oniri became a divided people, forming three separate kingdoms each in a different star system. Gradually, due to environmental differences and limited contact between the kingdoms, the Oniri became three biologically distinct species.

1000 years ago the Oniri united for the first time in nearly 100,000 years. With strong leaders to guide them they began again their conquest of the galaxy. The new Oniri Empire spread rapidly, but soon encountered an up-and-coming species who had just stepped onto the galactic stage: Humans. Looking to squash the humans and their small-but-rapidly-expanding empire, the Oniri brought the full force of their armada to bear against the Celestial Ascendancy.

The unified Oniri had a clear advantage both numerically and technologically, but the Celestial Ascendancy saw weakness in their enemy's fragile union, and set about turning the kingdoms against each other. Soon, a civil war broke out, distracting the Oniri and forcing them to withdraw their forces. By the time the civil war was finally drawing to a close, the Celestial Ascendancy had built a new fleet, which swept in and easily defeated their weakened foes.

For 500 years, the Oniri homeworlds lived under harsh Ascendancy rule. The Ascendancy destroyed millions of years of Oniri culture during their occupation, and made an example of them to the rest of the galaxy. After The Fall of the Ascendancy, growing resistance amongst the Oniri turned into a full rebellion against their human oppressors. For 200 years the Oniri fought, and eventually won their freedom.

Today the Oniri are a people united once more. There is strong movement to revive Oniri culture, and the ever-present longing to return to the days of the Void Empire, and punish humanity for what they have done.

Playing an Oniri

Oniri are sensationalists. Life is art to you, and you have a consuming desire to appreciate it in all of its aspects. In addition to your strong focus on sensory experience, you have a particular affinity for a specific aspect of life, based on your sub-species type. You dislike over-stimulation in general, even though you have developed skills to tune out bothersome input. You prefer to be able to 'turn on' your awareness specifically for the experiences you choose to enjoy.

Having lived through a long and hard-fought war against human occupation, you have a strong and justified distrust of other species, especially humans. However, you recognize the need for diplomatic relations, and do your best to be civil. Oniri are monarchists, having a strange and byzantine system of government, and your worldview is heavily influenced by this. There is a saying that the when an Oniri sees a knot, she does not seek to untie it, instead, she tries to find a way to make the knot so complex that it can never be untied.

Oniri Types and Skill Paths

Each type of Oniri represents a different kingdom. These sub-species are genetically distinct from each other and should be considered biologically incompatible.

Loroniri, the Kingdom of Listeners and Tale-spinners: Focused on music and sound, with incredible sense of hearing and perfect pitch.

Sajoniri, the Kingdom of Sensation: Focused on touch and taste, trained Sajoniri can touch an object and know its history through vibrations.

Xanoniri, the Kingdom of the Piercing Eye: Focused on sight, their eyes are so powerful they can see between the spaces in our reality.

2.13b Oniri Skills

Others may purchase Dirty Tricks at no cost.

Oniri treat all Surprise Attacks as regular (non-Surprise) Attacks and may Defend against them accordingly.

General Skills

Beginner Craft: Any - 2 Build - Permanent Crafting Knowledge - When Purchasing this Skill you may choose any available Beginner Craft. This Skill Counts as that Beginner Craft. This Skill may only be purchased once.

Freedom Fighter - 10 Build - Permanent Special - You do +1 Damage against all Human Targets.

Contraband — 4 Build — Per-Event Special — At any point during the Event you may declare a single item. So long as you are able to physically hide this item on your person, it cannot be found via a casual search. This Skill provides you with the reasonable benefit of the doubt should the item become briefly visible, such as a shotgun you have tucked away in your trench coat becoming partially visible as you move down a hallway. You can pull an object in and out of Contraband at will, this does not constitute a separate use of this Skill. Additional purchases of this Skill allow you to declare additional items. The items must be singular, and cannot be used to contain other items.

Change Spots - 1 Build - Periodic Special - When Targeted by a Skill that would cause you to become Enraged, Panicked, or Afraid, you may choose to become either Enraged, Panicked, or Afraid. For example, if you are Targeted by a Skill that would cause you to become Afraid, you may choose instead to become Enraged, or Panicked.

Loroniri, Kingdom of the Listeners and Tale-Spinners

Beguile – 5 Build – Permanent Special – Perform (dancing, singing, storytelling, etc) before a Target wearing the Negotiate Symbol for 2 minutes. You may then make one request of the Target. If the request is within the Target’s nature, they will agree to your request (for example, it is unlikely that a Target will turn around and start attacking his own men at your request, but he may be willing to tell him men to stop so you can negotiate). A Target may not be effected by this Skill more than Once Per Event.

Shout – 10 Build – Permanent Special – When using any Voice Skill (including Rhetorics), you may select 1 additional Target.

Hear No Evil, Speak No Evil - 4 Build - Permanent Special - You may use your “Change Spots” Skill to Defend against any Attack that would render you Deaf or Mute.

Fly On the Wall - 4 Build - Per-Event Special - Spend 1 Minute Concentrating. You can enter any Area or Room and stay there for up to 10 minutes, no matter what impediment may stand in your way. During this period of time you are considered to be Out of Game, and cannot interact with anything in that room, nor use any Skills. You may however use any Tech Item you have available to record anything going on in that Area/Room. When this Skill ends you immediately appear in the same spot in which you enacted the Skill. This Skill may not used while you are actively engaged in Combat. Once this Skill has been activated it may not be used again for 1 hour.

Sajoniri, Kingdom of Sensation

Psychometry - 5 Build - Permanent Special - Purchasing this Skill counts as a purchase of the Skill “Investigate X” (see the Universal Skills list) with Psychometry replacing the Keyword Specialty. Spend X amount of time specified by a Plot Marshal examining a Dead Target or an Object. For a Dead Target you gain general information regarding the last 5 minutes of the Target’s life. For an object you gain general information regarding the environment in which the object was created. Requires a Plot Marshal Requires Marshal.

Perfect Taste - 2 Build - Periodic Special - Allows you to determine if an object is Poisoned. Once this Skill is used, you may freely consume the object without being Poisoned. This secondary effect lasts for 1 hour.

Circumlocution - 6 Build - Permanent Special - Your “Change Spots” Skill now also allows you to choose which Limb or Sense is Destroyed or Obliterated when a Limb or Sense is the Target of a Skill that would Destroy or Obliterate it. You may not choose a Limb or Sense that is already Destroyed/Obliterated as the Target of “Change Spots”. This cannot be used against Skills that affect multiple Limbs or Senses and cannot be used to change an Attack against a Limb into an Attack against a Sense.

Balance - 2 Build - Periodic Defense - Defends against Thrown and Prone.

Xanoniri, Kingdom of the Piercing Eye

Phase Sight – 5 Build – Permanent Special – Allows you to see and interact with things that are out of tune with our dimension.

All Seeing – 10 Build – Permanent Special – This Skill Grants you the Skill “Investigate X” with all 3 Keyword Specialities. When utilizing “Investigate X” it may only be used Once Per Period.

Second Sight - 4 Build - Permanent Special - You may use your “Change Spots” Skill to Defend against any Attack that would render you Blind.

Mesmerize - 6 Build - Periodic Mental Attack - After spending 1 minute Talking to a Target and maintaining eye contact with them, you may use this Skill to force the Target to carry out a simple task. This task must explained in one non-compound sentence, and may not be violent in nature. The Target remains affected by this Skill for 5 minutes. Once this Skill has ended, the Target has no memory of what they did while under the effect of this Skill or of a Skill being used upon them.

2.14a Yana

Snapshot

The Yana are an aquatic humanoid species, best known as one of the strongest mercenary groups in the galaxy. Their species is notable for its extreme sexual dimorphism: Yana females are fully amphibious, having a dense bone structure and hardy composition, while Yana males are delicate, incapable of surviving outside water without a breathing apparatus.

Makeup and Costuming

All Yana must wear prosthetic ears (in the “Sea Elf” style). They have intricate facial tattoos, often covering their entire face. For female Yana, these tattoos commemorate great victories in battle. Male Yana also bear tattoos, but in their case these serve as a record of their genetic heritage.

Yana female dress is a mix of tribal/militaristic/futuristic elements, chosen more for utility than for fashion, and mostly made from materials that are easy to repair and readily available on their aquatic homeworlds. Male Yana wear brighter colors and lighter, flowing garments, often made from foreign materials. Since male Yana are not amphibious like their female counterparts, gills should be represented on their necks, and they must wear a device that will allow them to breathe outside of the water. In general, all Yana appreciate ornamentation, and will decorate themselves with a variety of decorative baubles and jewelry.

Wide View

The Yana were an iron age civilization when the Ithgish came to their world. The peaceful Ithgish saw the potential of the Yana, and knew that with help they could be converted to a force of considerable might, capable of defending their now-mutual borders. Within a generation the Yana were able to begin traveling the stars.

This arrangement held for nearly 30,000 years. After the Ithgish went into seclusion, the Yana, whose society had developed around the mercenary lifestyle, continued to sell their services. The Yana entered their own period of seclusion around the time the Celestial Ascendancy was formed. Because of this, they were not around when the Ithgish returned, and were not aware of their benefactors’ extermination at the hands of the Celestial Ascendancy until centuries after the fact.

The Yana first came into contact with the Ascendancy when the empire sent an invasion fleet into their home system. The Yana, still in isolation at that time, crushed the invading force so thoroughly that from there on the empire chose to pursue a policy of containment, rather than risk direct conflict with them again.

The Yana were just beginning to emerge from isolation a century ago when a disaster known as the Desolation swept through the Yana homeworld of Yaraved. Eighty percent of the population was wiped out, and a substantial portion of the remaining male population was rendered infertile. The surviving Yana were forced to flee their now-uninhabitable home, and find their fortune among the stars.

Abroad, The Yana slipped back into their mercenary ways, becoming known as the premier mercenary force in the galaxy. They used the funds acquired from this work to keep their civilization alive. Now and again they would discover a planet that suited their unique biological requirements, but it seemed as though ill fate were following the Yana: some disaster or conflict would inevitably place any suitable planet out of their reach. Following a limited engagement with the Boz, the Yana claimed a planet in their system

as payment for services rendered, and have maintained a growing colony there. Time will tell if this becomes their new homeworld.

Yana sexual dimorphism is quite extreme and has had a heavy influence on their social structure. Female Yana are dominant, comprising the primary workforce, their strong bone structure and amphibious natures making them more adaptable to life outside of the water. Male Yana are aquatic, having gills which prevent them from being able to live outside of the water for longer than one hour without some kind of breathing aid. Even thus enabled, their fragile bones make existence on land quite uncomfortable. Yana biology requires them to breed in swamps and marshes.

Though a mercenary civilization, the Yana can be particular when it comes to taking contracts (or making them; the Yana are keen on legal matters, and every Yana child is raised to have the equivalent of a law degree). They will never knowingly work for any Entropic force, and while they do not tend to involve themselves in wars for which they are not paid, they will make occasional exceptions for situations which involve the forces of Entropy. Senoma, or worship of the Nameless, is the state religion of the Yana.

Playing a Yana

Your life is very different depending on if you were born as a male or female Yana. If you are a female, you have been trained in the arts of war and law from the time you were first able to walk on dry land. If you are a male, you have lived a protected life, primarily in the water (as you cannot survive outside it without your breathing apparatus), making use of your time for leisure and scholarly pursuits.

Your culture is obsessed with matters of honor and propriety; you always make certain you are "doing things the right way." You never break a contract, even if it works against you, however, you will, if necessary, go more by the letter of the law rather than the spirit of the law, and will use your exceptional legal knowledge to find loopholes whenever possible. You find comfort in swamps, marshes, and oceans that remind you of your lost homeworld.

Same-sex bonds between Yana are common, though most of these relationships are best described as aromantic. Perhaps owing to their physiology, Yana never form bonds with their mates. The female lays her eggs in a swamp, and the male fertilizes the eggs. Yana mating does not even require partners to see one another, and tends to be done as something akin to a business arrangement.

Female Yana treat males of all species as second class citizens – a habit which can and does often lead to diplomatic issues. The cultural influence is so strong that the Yana have difficulty in dealing with species with more than 2 genders. Because of this, Yana often employ intermediaries in situations which may require talks with any non-female of another species.

Yana Types and Skill Paths

All Yana have a strong understanding of the law, this is apparent in their General Skills as well as their three paths. The **Mercenary Division** is only available to female Yana, and provides a smattering of martial Skills as well as Skills related to codes of conduct. This is the best choice for those who want to play fighters. The **Tender Division** is available only to male Yana. These Skills are focused on providing benefits to others. Take this if you want to play support. The **Ministry Division** is available to all, and is focused heavily on law and administration. Take this if you want to be involved with the social and political aspects of the gameworld.

2.14b Yana Skills

Others may purchase Dirty Tricks at no cost.

Yana have an adaptive lung system and can breathe underwater. As this is unlikely to come up too often, they Yana also have a layer of non-Newtonian fluid just beneath their skin that absorbs sudden impacts. For the first Melee or Ranged Attack against them during each Combat or to initiate a Combat, they can call “Shock Layer” to Defend against the Attack. This applies to the very first Attack only.

General Skills

Tattoo Artist - 6 Build - Per-Event Special - You can apply Tattoos to the face of a Willing Target after any great accomplishment (as judged by a Plot Marshal). These Tattoos count as a Greater Flaw. So long as the Target has this Tattoo on they gain a 1 Influence Discount on any Scheme directly involving the Yana. Non-Yana can have a limit of 1 of these Tattoos. Yana can have up to 3 of these Tattoos. You cannot Target yourself with this Skill. You may not pick the same Target more than once every 3 Months, nor may other Yana pick that Target within that window.

Legal Contract - 3 Build - Per-Event Special - Allows you to draft a Legally Binding Contract between two willing parties who are not under duress. This contract can be of any length up to 6 Months. The terms of this contract are binding, and neither party can violate the explicit words used to draft the agreement. At any time after the first month of the Contract, either parties may seek arbitration to change the wording of the Contract. If the other party is unwilling to enter into arbitration within 1 month of the request, the Contract is considered null.

Collect Trophy – 4 Build – Permanent Special – Spend 1 Minute roleplay over a Dead Target. You Regain 1 Stamina. This can only be Once Per Target.

Challenge - 4 Build - Per-Event Special - Spend 1 minute dictating the terms of a Challenge to a Friendly non-NPC Target. Both you and the Target must take part in the Challenge though others may be involved. Whichever Targets wins the Challenge gains 1 Influence which must be used that Event. The Challenge must be honest, and declared against someone you consider to be a valid opponent. This Challenge may be of any variety.

Mercenary (Only Female Yana may take this)

Elite - 4 Build - Permanent Special - When you take this Skill you must choose a Mercenary Group/Faction. You have +1 Influence with that Faction. In addition, all Missions you take with or directly connected to that faction grant you a 20% Bonus (rounded up). Curios count as 50 Components for the sake of this Bonus.

Mission Focus - 4 Build - Per-Event Special - Defends against any Attack. This Defense can only be used while you are explicitly involved with a Mercenary Contract.

Dense Bone Structure - 8 Build - Permanent Special - Whenever one of your Limbs is hit by a Skill that would Destroy that Limb, instead of it being Destroyed, it is merely not functional for 1 Minute.

Pursuit - 3 Build - Periodic Special - Whenever someone calls as Traverse Skill, you may activate this Skill and Traverse in the direction of that Target. At the end of your Traverse you gain a +5 Damage Attack against that Target. If this initial Traverse Skill is used by a Hidden Target, that Target is no longer Hidden to you if you call this Skill against them.

Tender (Only Male Yana may take this)

Conditioning - 3 Build - Periodic Defense - Defends against any Mental Attack. This Skill may not be used to Defend against any Mental Attack from a Yana.

Assembly Line – 7 Build – Permanent Special – When Treating a Target or Crafting. Time spent doing the same Treatment or Crafting after the first is Reduced in time by half. This cannot reduce the time needed to Treat/Craft by more than 5 minutes. Secondary Treatment or Crafting must be started within 10 seconds of the previous. Other Skills and Abilities that would reduce time needed to Craft or Treat are factored in before this Skill.

Performance – 3 Build – Permanent Treatment – Perform (dancing, singing, storytelling, etc) before any number of Targets for 5 minutes. All Targets are restored to full Stamina. This Skill cannot be used in battle.

Xenobiology X - 5 Build - Permanent Treatment - When purchasing this Skill you must choose a specific Race/Species (Terrans not Humans). This Skill can be purchased multiple times, as per Periodic Skills cost goes up by 1 per purchase. Spend 5 Minutes Treating Critical Target. Target is restored to 1 Body, and is dropped to 1 Stamina. Target cannot benefit from this Skill more than Once Per Event.

Ministry Agent (Open to both Male and Female Yana)

Rival X - 5 Build - Permanent Special - When purchasing this Skill choose a Faction. You can never do Schemes for that Faction. You gain 3 Influence Per Event to use explicitly on Schemes against that Faction. This Skill may not be unlearned, however if your Rival Faction has not been seen for 6 Events, or has been removed from the game, you may speak to a Plot Marshal about selecting a new Rival.

Null Point - 6 Build - Periodic Defense - Defends against any Metaphysical Attack. If you have the capability of performing that Attack using this Defense prevents you from doing so for 1 hour. For instance, if you were hit by the Skill “Confuse Loyalty” and use this Defense to block it, you could not use the Skill “Confuse Loyalty” one hour.

Shiv Entropic – 4 Build – Per-Event Surprise Small Weapon Attack – Tag Target Entropic Creature in the Back. Target immediately falls to the Out stage of their Death Count.

Addendum - 5 Build - Permanent Special - When utilizing the Skill “Legal Contract” or when you are part of writing any Legal Document, you may add a single line to that Document after it has been signed. This line cannot undo the terms of the Contract or Document. In addition to this, when using the Skill “Research X” you gain the following question that may be asked in addition to any other questions, so long as the topic of “Research X” has to do with a Faction, the Law, or Culture; “Are there any loopholes?”. This question can be restated in such a way that it is appropriate to the topic at hand. Addendum can be used in conjunction with the Skill “Challenge” to add a last minute item to the contest. In this case, it is considered an Attack and may be blocked via any Mental Defense.

2.15a Mutants

Snapshot

Mutants are creatures who evolved through mutation into something stranger, perhaps even greater, than their human ancestors. They are a diverse species, appearing throughout the galaxy, even in places where no clear cause for their genetic aberration is apparent.

Makeup and Costuming

Mutants all possess some degree of physical mutation which prevents them from passing as a normal human. These can manifest as mismatched or asymmetrical horns, patches of scaled, rough, or mottled skin, strange looking or extraneous eyes and ears, growths and boils, extra appendages, etc. Players are encouraged to look at the Trauma and Flaws section of the Rulebook for inspiration. Players should also take care to make sure they are not easily mistaken for an established alien species. While some mutations may be hidden by clothing such as scarves and gloves, they should always be appropriately represented beneath the covering. In terms of garb, most Mutants dress unobtrusively - they get enough attention as it is. They tend to dress in the style of the locals.

Wideview

Environmental hazards, be they natural or man-made, have long been the bane of the human genetic code. During the halcyon days where the Machine Mother watched over mankind, nano-machines coursed through the veins of all humans within the empire, correcting flaws, providing immediate medical aid, and even reversing the aging process. These nano-machines could heal all but the most serious of maladies, and genetic mutations soon became a thing of the past. In order to power the technology which allowed the Celestial Ascendancy to conquer and rule the stars, a complacent humanity turned to Eberron. This highly unstable substance had been discovered long before the Ascendancy, but had never been put to use due to the effect it had on humans who suffered even the smallest bit of exposure to its radiation. Lesions, mutations, and genetic damage became evident within a very short span of time. Those who experienced longer exposure showed greater physical mutation, and frequently developed psychokinetic abilities and other permanent mental anomalies.

During the Ascendancy, the nano-machines were able to repair the damage done by Eberron radiation before it could manifest. Humanity was able to harness the power of Eberron without fear of its side-effects, and it quickly became the empire's primary source of power. The threat this posed was not fully realized until after the Fall, when the nano-machines abruptly became inert. Signs of mutation began to appear at first only in those who lived or worked near Eberron reactors, then more widely as the reactors themselves began to break down.

The disaster was more easily handled on hospitable worlds - many who lived near reactors were able to move away and settle elsewhere when the first signs of mutation appeared in their communities. On the many planets where the natural environment was hostile to humans, however, the protective dome habitats quickly became radioactive death traps.

From the chaos that followed, a new species of mutant life arose and began to re-create a form of society for themselves. In general, the rule was survival of the fittest - the most gifted mutants (and inevitably the most deformed) rose to the top of the hierarchy. The Mutant Elite, monstrous creatures with the ability to mentally dominate lesser beings, took the highest role in society, exerting their control to enslave the populace. Many of those who were able to resist, fled, while others, content with their lot, stayed.

Many Mutants who attempted to reintegrate with human society found themselves outcast. Other humans feared them because of their deformities and psychic abilities, and many saw their presence as a blight upon the community. Even humans who had only experienced slight exposure to Eberron radiation might come to find the effects passed down to their children - something that many would sooner blame on the arrival of a new mutant in town than upon their own damaged genetic code. While this prejudice continues in some places, the existence of Mutants has become commonplace enough in most places for them to be treated with a degree of dignity, if not respect for their unique abilities.

It should be noted that despite advances in technology, no treatment has been found that can reverse the effects of Eberron Radiation. Those who become Mutants will forever be Mutants.

Playing a Mutant

Playing a Mutant is at least in part about suffering. Aside from the general problems that your various mutations might cause, Mutants are prone to severe headaches, and general health problems. Mental trauma is also common and varies wildly depending on how you grew up.

If you were part of a Mutant mono-culture, you've lived most of your life in servitude to the Mutant Elite, whose power is so overwhelming you have no choice but to obey their whims. Now you are removed from that direct control, whether you are an exile, an escapee, or you have been sent as trusted ambassador. If you lived in a mixed community, you have undoubtedly suffered some degree of prejudice. There are always those who will fear that which they do not understand.

No matter where you were born, it is likely you possess an alien worldview. Mutants tend to view standard ideas of beauty and morality with some degree of contempt.

Mutant Types and Skill Paths

The 3 Mutant Skill Paths roughly translate to conditions you lived under growing up, or the place you were in just before entering the gameworld for the first time. These paths are not absolutes, and you are free to choose the one you like the most for your Character.

Drudge: You were likely enslaved for some if not all of your life leading up to now. At the very least you have grown up under the thumb of other more powerful Mutants.

Outcast: You have left Mutant society under questionable circumstances, and must now find your way in the wider universe.

Pariah: You grew up in human society as part of the small subset of the population who are born as Mutants. You suffered degrees of prejudice and degradation growing up.

2.15b Mutant Skills

Others may purchase Dirty Tricks at no cost.

Mutants take no Stamina or Body Damage from Radiation.

General Skills

Mind over Matter – 8 Build – Permanent Special – Any Skill that requires 2 or more Stamina in order to activate has its cost reduced by 1 Stamina.

Resolve – 6 Build – Periodic Defense – Defends against any Attack that would cause an Trauma.

Mental Bypass – 5 Build – Per-Event Special – Spend 1 minute roleplay concentrating. You regain full Stamina. This can be purchased multiple times however it can only be used once per Combat.

Mind Bender - 6 Build - Recurrent Mental Attack - Spend 3 Stamina. Point at Target within Traverse Distance who can clearly hear you. Target is Dazed.

Drudge

Suppress – 5 Build – Permanent Treatment – Spend 2 Stamina. Requires 1 minute of roleplay with Target. For 1 hour Target's Traumas are quelled. A Target may not benefit from this Skill more than Once Per-Event.

Psychic Healing – 6 Build – Permanent Special – Spend 2 Stamina. Point at Target within Traverse Distance who can clearly hear you. Target is healed for 5 Body.

Transference – 6 Build – Permanent Defense – Spend 3 Stamina. This Skill has 2 possible uses. 1. If you are the Target of a Mental or Voice Attack, you may Tag a Target within Melee Weapon Range, that Target is affected by the Skill instead. 2. If a Target within Melee Weapon Range is Attacked by a Mental or Voice Attack, you may Tag that Target and you take the effects of that Skill.

Give me your Pain – 5 Build – Permanent Special – Spend 2 Stamina. You may transfer all Negative Temporary Status Effects from a Target onto yourself. If you have any Special Immunity against that Status Effect it does not apply when using this Skill. Target must be within Melee Weapon Range.

Outcast

Teleshield – 6 Build – Permanent Special – Spend 3 Stamina and concentrate for 10 Seconds. You enter a Shielded State.

Mind Slip – 6 Build – Recurrent Special – Spend 3 Stamina. You are Hidden for 1 minute but can only move at a heel to toe pace. This Skill ends immediately if you interact with a person or object (objects include furniture, trees and doors) even accidentally.

Psychic Flash – 6 Build – Recurrent Mental Attack – Spend 4 Stamina. Point at Target within Traverse Distance who can clearly hear you. Target is Blind for 1 minute.

Implant Suggestion - 5 Build – Recurrent Mental Attack – Spend 4 Stamina. Can only Target someone wearing the Negotiate Symbol. Allows you to implant a thought in the Targets mind that they are compelled to carry out immediately. This thought must be in the form of a single sentence. This will not cause a Target to work against their own nature. This cannot be used on the same Target more than Once Per Event.

Pariah

Save Me – 3 Build – Periodic Defense/Mental Attack – Can only be used while you are in the Downed or Out stage of your Death Count after someone has declared an Attack against you. Attack fails, Target must do everything in their power to bring you back to full health. Target will believe for 1 hour that the desire to save you is their own. Even if this is Defended against, the initial Attack against you fails.

Ignite – 5 Build – Recurrent Attack – Spend 2 Stamina. Point at Target within Traverse Distance who can clearly hear you. Target takes 5 Fire Damage.

Psychic Push – 5 Build – Permanent Attack – Spend 2 Stamina. Point at Target within Traverse Distance who can clearly hear you. Target is Thrown.

Strength of Focus – 8 Build – Permanent Special – You may spend Stamina to increase your Damage. For each point of Stamina you can increase the amount of Damage you do by 1 for 1 minute. So for instance, this Skill allows you to spend 3 Stamina to do +3 Damage with all of your Attacks for 1 minute. You could also spend 3 Stamina to do +1 Damage with all of your Attacks for 3 minutes. The Maximum amount of +Damage you can do this Skill this is 3.

2.16a Maneaters

Snapshot

Maneaters are polymorphic, having an unstable humanoid form and manifesting various animal characteristics and mannerisms. They are driven by the pain of a shifting form and an inborn, irresistible craving for human flesh, which eases that pain. They live primarily in the forests near human civilization, with some venturing into the world of man in search of greater understanding of themselves or, perhaps just a reliable food source.

Makeup and Costuming

The appearance of Maneaters varies, but in general they appear as humans with heavy animal characteristics. These characteristics are never solely from a single animal, but rather are a mix of traits from many, primarily mammalian, creatures. Players are encouraged to use a combination of costume, prosthetics, and makeup, and to change these attributes over time to reflect their malleable nature. Maneaters living in the wild dress in natural colors and materials such as fur and leather, accented with bone and feather decorations, and trophies from their prey. Maneaters living in civilization might wear more 'normal' clothing.

Wide View

Humanity's first steps into the wider galaxy were not auspicious. There were too few ships and too many people; over-eager mankind had not yet realized all of the troubles it could encounter on long-distance interstellar journeys. Traveling from one inhospitable system to another for decades, their numbers dwindled, their ships fell into disrepair, and it seemed humanity was on the verge of extinction.

Then they encountered the friendly Ithgish, a species of mammalian shape-shifters, who were just coming out of a long period of seclusion. The Ithgish offered humanity a place to settle, the facilities needed to repair their ships, and food for their people. What followed were several decades of relative peace and tranquility, with the two species collaborating and flourishing.

During this time it was found humans and Ithgish could interbreed. This mingling sparked fears among the more conservative portions of the human population. The rhetoric spread: what had appeared as an act of goodwill was nothing but a ruse disguising the true desire of the Ithgish: the theft of human identity, human advancement, human excellence. The aliens were attempting to end humanity by breeding it out of existence. While this faction represented only a small, but vocal, subset of the human population, the group nonetheless managed to convince the Machine Mother (who was at that time much less advanced than she was during the Ascendancy) that the Ithgish were a threat that had to be dealt with.

The extinction of the Ithgish came after 20 years of fighting. As their final act, the last of the once-peaceful Ithgish released a genetic virus into the human population. This virus was designed to slowly, painfully, rewrite the DNA of humankind into Ithgish - with one notable change. These new Ithgish would be filled with a hunger for human flesh that could never entirely be sated.

This would have meant the end for humanity had the Machine Mother not intervened. While she could not eliminate the virus, she could prevent its effects and limit its transmission. She released nano-machines into the human population to halt the virus' progression. As a second layer of defense, she programmed a directive called "The Countermeasure" which would be initiated if the virus ever overcame the nano-machines.

The Celestial Ascendancy formed shortly after the extinction of the Ithgish. Humanity carried the virus without incident until The Fall. When the Machine Mother left, the protective nano-machines became inert. Fortunately, after hundreds of years of dilution, the virus only effected a small portion of the population. The first Maneaters began to appear: sub-sapient, rarely able to speak, driven by the pain of their unpredictable shifts and hunger for human flesh.

In later generations, as the virus became more and more attuned to its original purpose, a species that looked a great deal like the Ithgish began to appear and The Countermeasure was activated. Within the span of 200 years, Countermeasure machines managed to wipe out most of the Maneater population within the galaxy, quarantining or eliminating any remaining human bloodlines they determined likely to carry the virus. Just as they were close to completing this task, they received a recall order that appeared to come from the Machine Mother.

Now the remaining Maneaters, the legacy of the Ithgish, have emerged from hiding and have begun appearing across the galaxy. As time passes, they come more and more to resemble their extinct creators, and are slowly continuing their push for greater legitimacy.

Playing a Maneater

You are creature that is more beast than man, a monster. You have a constant craving for human flesh that you struggle to control, the more you suppress it, the stronger the craving becomes and the less control over your constantly-shifting form you have. There are times when you let your hunger go too long suppressed, and you must give in to it or go mad in hunger and pain. The only way you know to satisfy it is to feed. Once you have fed, the craving subsides and you are able to regain your control and self-awareness.

Maneaters range in intelligence from barely sapient to the highly intelligent, depending on how the virus manifested within them. If you were raised in civilization, with a reliable source of fresh human flesh, you would be able to maintain your form and self control with ease, as long as your circumstances did not change. If you have been living in the wild or with other Maneaters, with situations and meat supplies less predictable, you might seem quite feral, potentially never knowing a state of calm and clarity of mind.

You have a strong affinity for nature. You may choose to hunt alone or in a pack, either way, you desire the company of your own kind, with whom you forge tight bonds. You are unshakably loyal to your companions, both Maneater and other (once they have proven trustworthy).

Maneater Types and Skill Paths

Maneater Skill paths are based around the method they use to find their prey. **Scavengers** hunt through fear, and exhaustion. **Stalkers** overpower their foes with strength and fury. **Lurkers** stay to the shadows, waiting for the right moment to strike.

2.16b Maneater Skills

Others may purchase Dirty Tricks at no cost.

Maneaters begin the game with +5 Body.

General Skills

Long Claws – 8 Build – Permanent Special – You may use "Long Claw" phys reps for any Skill that requires a specific Melee Weapon. These claws can be up to the maximum length for One Handed Weapons and should each be designed to look like long Claws. Long Claws count as their own Weapon Type. They are a single Rank 3 Weapon called "Long Claws", and can accept any Melee Weapon Upgrade. Any Attack that would Destroy or Obliterate your Weapon also effects "Long Claws" in the exact same way, and you would lose Upgrades accordingly.

Living Feast – 3 Build – Permanent Special – Spend 1 minute roleplay eating a Target in any stage of their Death Count. Target dies. You regain 5 Body.

Favored Enemy Human (Name) – 5 Build – Permanent Proficiency – At purchase you must name a specific Human Race. You do +1 Weapon Damage against that Race. Additional purchases allow you to name another Human Race. This Skill is not separate from the normal Favored Enemy Skill (see Xeno Hunter), and for Build purposes, a purchase of that Skill is equal to purchasing this Skill.

Not Food – 2 Build – Periodic Special – Allows you to mark a Human Target with your blood such that they will not be seen as food to other Maneaters for the remainder of the Period. As long as the Target does not initiate Combat with or in any way instigate a Maneater, a Maneater cannot initiate Combat with the Target. This is considered a mental Attack for the purposes of overcoming protection. A Maneater will not give this protection to a Human on a whim, for, if the human transgresses against other Maneaters while protected the Maneater who gave him the mark will likely find his life as forfeit. This is considered as a lesser form of the Blood Marking.

Scavenger

Collect Trophy – 4 Build – Permanent Special – Spend 1 Minute roleplay over a Dead Target. You Regain 1 Stamina. This can only be Once Per Target.

Hiss – 5 Build – Recurrent Voice/Mental Attack – Can only be used while you are doing something to a Downed, Out, Critical or Dead Target, or you are Concentrating. You may use "Hiss" on any Target that approaches you. Target is Afraid. You may spend 1 Stamina to reset the cooldown of this Skill.

Eat Tongue – 3 Build – Periodic Melee Attack – Can only be used on a Downed, Out, Critical, Dead, or Stunned Target. Tag Target. Target's Tongue is Destroyed. Target is Mute. You regain 5 Body.

Leap – 4 Build – Periodic Special – Traverse. You may ignore any obstacles between

you and the end of your Traverse.

Stalker

Freakish Strength – 13 Build – Permanent Special – You gain the Athletics X Skill (see the Universal Skills List) with the Subtype "Strength" replaced with "Freakish Strength" in addition to the benefits gained via "Strength" you also do a Permanent +1 Melee Weapon Damage.

Tackle – 2 Build – Periodic Melee Attack – Tag Target. Both you and the Target are Prone.

Brutal Strike – 3 Build – Periodic Melee Attack – Tag Prone or Stunned Target. Target takes Weapon Damage x3.

Bite – 3 Build – Periodic Melee Attack – Tag Target. Target takes +5 Weapon Damage. You regain 5 Body.

Prowler

Feign Death – 2 Build – Periodic Special – Allows you to lay Prone and appear as if Dead. Any attempt to Diagnose you only reveals that you are Dead. While utilizing Feign Death you are considered to be in a Surprise State.

Howl – 2 Build – Periodic Voice/Mental Attack – Howl at visible Target. Target is Panicked. You may choose multiple Targets with this Skill, spending 1 Stamina for each additional Target. This Skill does not break Hidden.

Hemorrhage - 3 Build - Periodic Attack - Tag Target. Target takes +5 Bleed. Target cannot Hide from you for 5 Minutes after this Skill has been enacted.

Natural Camouflage - 6 Build - Recurrent Special - You may become Hidden by pressing your back against any immobile vertical surface that is larger than you are and spending 2 Stamina. You may also spend 2 Stamina to use the Periodic Skill "Hide".

3.0 Universal Skills

[Note: Skills on this list are open and available to everyone]

Journeyman Craft: (Craft) - 3 Build - Permanent Crafting Knowledge - This Skill allows you to specialize in any Beginner Craft that you know allowing you to utilize Rank II Plans of the appropriate type. This Skill must be purchased for each Craft to which you wish to utilize Rank II Plans.

Influential - 3 Build - Permanent Special - You have +1 Influence. This Influence is gained at the beginning of an Event and any unspent Influence is lost at the end of the Event.

Athletics X — 4 Build — Permanent Special — This Skill allows you to simulate a specific type of athletic feat. When you choose this Skill you must choose one of the following; Strength, Agility, or Endurance. You gain a level of mastery of that type of Athletics. Use of this Skill requires a Plot Marshal. When using this Skill you must tell a Plot Marshal what you are trying to do, along with your Athletic Speciality. The Plot Marshals will then tell you how much Stamina and time you need to expend to make that happen (between 1 and 5 Stamina). Spend the Stamina and the time (if there is any) and you are able to complete the feat. This Skill cannot be used while you are actively engaged in Combat or as a response to any type of Attack. You may only ever purchase this Skill Once. Any Skill you have can be used as an additional Keyword to use in conjunction with Athletics, though only 1 additional Keyword per attempt action. In addition to the above this Skill allows you to spend Stamina on baseline things you can do during Combat. For Strength you can spend 1 Stamina to do +1 Melee Damage for 1 Minute. For Agility you can spend 1 Stamina to do +1 Ranged Damaged for 1 Minute. For Endurance you can spend 1 Stamina to gain a Soak of +1 for 1 Minute (Soaks cannot reduce damage to less than 1).

Research X - 4 Build - Permanent Special - This Skill allows you to research a specific topic. When you choose this Skill you must choose one of the following; Mystic Arts, Galactic History, Planetary Geology, Xenobiology, or Current Events. When utilizing this Skill you must spend 30 minutes doing active research into the topic you wish to learn more about. Once you have spent the prerequisite time, you must find a Plot Marshal to discover what information, if any, you have dredged up. When utilizing this Skill you may name up to 3 Key Words. Key Words include the type of Research you specialize in (Mystic Arts, Galactic History, etc...), or the name of any Skill you possess on your Character Card. For instance, the Skill "Phase Sight" when used in conjunction with this might give you more information on Phase related Research. You may also include up to 1 other Research Assistant in your Research, they may add 1 Key Word of their own (for a total of 4 Key Words). For every Key Word that directly applies to the subject you are Researching you may ask 1 Yes or No question regarding that subject. For every 3 Key Words that directly apply to the subject you may ask one complex question. Once you use this Skill you may not use it again for one hour, and you may not Research the same topic twice in a single Period. This Skill may only be purchased once.

Science X - 4 Build - Permanent Special - This Skill allows you to perform specific Tech Challenges. When you choose this Skill, you must choose one of the following; Security, Ancient, Machine, or Bio. You may take part in Tech Challenges of this type. You may also use your chosen field as a Key Word when using the Skill "Research X". Tech Challenges are puzzles provided by Plot that allow you to interact with the technological side of the world. Generally these are physical objects that you must manipulate in some fashion in order to produce a result. Some Tech Challenges may require more than 1 type of Tech, meaning that more than 1 person must be involved with the Challenge. In addition there are General Tech Challenges that may be completed by anyone that simply has this Skill, no matter their concentration. This Skill may only be purchased once.

Devotee of X - 2 Build - Permanent Special - When purchasing this Skill you must indicate a Religion for who you are an Anointed. This Skill can be purchased up to 3 Times. You may purchase this Skill multiple times for the same Religion, increasing your devotion to that faith. The third purchase of this Skill has the additional cost of 1 Tether and 1 Path Point. This skill has multiple purposes. 1. You can Anoint a Willing Target to a Deity of whom you are Devotee. This requires 5 minutes of roleplay with the Target. 2. You have access to and can perform Rituals and Invocations from the "Rituals and Invocations" supplemental Rulebook. What you have access to is indicated within that Rulebook.

Talk Them Through It – 5 Build – Permanent Special – Allows you to talk someone else through Treating a Target, Crafting an Item, or engaging in any special Test. If there is a time element to the Skill, the time is doubled (and may not be modified by your Proficiencies), if a Test is involved the Test difficulty may be increased (Marshal discretion). You can use this Skill while in any condition, so long as you are able speak. This Skill only works in conjunctions with Skills you have on your Character Card.

Forge Contract - 3 Build - Permanent Special - Allows you to form a Temporary Contract with an NPC. If the time period for the Contract is not specified, it lasts for 1 Year (no Contract may be longer than 1 Year). Details of this contract are between you and the NPC. You may only Forge 2 Contracts Per-Event. Each Contract you have increases your Smuggling Rolls by 1. Contracts must be written on your Character Card at the time they are Forged.

Creative Endeavors - 2 Build - Permanent Proficiency - For each purchase of this Skill you may gain 1 Plan you have the Skill to Craft at any time during the Event.

Negotiate – 3 Build – Permanent Voice/Mental Attack – Allows you to find out information from a Target wearing a Negotiate Symbol. Spend 5 minutes roleplay with the Target. You may ask the Target a specific question. This question is different depending on your standing with the Faction of whom the Target is a member, or if you have the Target as one of your Contacts. These questions are considered to be asked In Game, and represent you catching the person you are talking with off-guard. An individual may use Negotiate on any single Target only Once Per Period. The following is a list of questions that may be asked.

1. At Any Time - After 10 minutes of Roleplay with the Target you gain an Influence Card for the Target's Faction. This can only be done Once Per Hour, and is at the discretion of the NPC (if you spent 10 minutes yelling at the NPC it is unlikely you gained Influence)
2. Target is a Contact - "What are your feelings on X" (X being anything you name)
3. You have Notoriety with Target's Faction - "Are you hiding anything?"
4. You have Renown with Target's Faction - Any Yes or No question. If the question cannot be answered with a Yes or No, this Skill has no effect.
5. You have Fame with Target's Faction - Any complex question.

Investigate X - 4 Build - Permanent Special - Allows you to carry out an investigation of any area along specific parameters defined by your Keyword Speciality. You may choose one and only one Keyword Speciality when taking this Skill. The options are "Case the Joint", "Forensics", "Xeno-Archaeology". Case the Joint will give you information about the area, and is used for finding hidden entrances, or other secrets in a location that may not be immediately obvious. Forensics allows you to get information and collect samples from a crime scene. Xeno-Archaeology allows you to discover information regarding ancient objects and alien ruins. Requires a Plot Marshal. Describe the nature of your investigation to the Plot Marshal along with your Keyword Speciality and up to 2 other Keywords. Plot Marshal will give you a time between 1 and 5 minutes to investigate. After which the Marshal will provide you with information pertaining to what you are seeking to investigate. Some scenes may be set up in a way that the clues needed to proceed are provided, in those cases this Skill merely allows you to fully investigate what is apparent (depending on your Keyword Speciality). A Plot Marshal will let you know ahead of time if this is the case. This Skill may be used only Once Per Scene. Multiple people working together to investigate a Scene are likely to gather more information. It is not always possible to deduce everything from a scene, and gathering samples to take back for the purposes of Research allows you to add Keywords to that Research.

Copay - 3 Build - Recurrent Mental Attack - Target someone you are Treating. At the end of a successful Treatment on that Target you may call this Skill. Target must give you 1 Component or 1 Credit. Once a Target has paid out as a result of this Skill, they are immune to its effect for the remainder of the Period. This cannot be used in conjunction with any Treatment whose base Treatment time is less than 1 Minute.

3.1 Adept of the Machine

Adept Special Rules: Adepts have the ability shoot Nano-Bullets.

Here is how it works.

You can Bless a Gun with any Nano-Bullet. This costs 1 Stamina and 1 Minute of Concentration per Bullet. Stamina spent this way cannot be regained until after the Bullet is expended. A Gun may only have a single type of Nano-Bullet in it. A Gun may only have 1 Nano-Bullet in it at a time (there are ways to increase this number). You may only have 2 Guns with Nano-Bullets in them at any time (there are ways to increase this number). Once a Gun has received a Nano-Bullet another gun may not receive that same Nano-Bullet.

When loading a Gun with Nano-Bullets you are encouraged to notate this on the back of your Character Card. All Nano-Bullet Attacks are considered Metaphysical.

For rules purposes the effect of all Nano-Bullets that heal someone are considered as a Treatment. Such Nano-Bullets are however not effect by Skills that reduce the time needed to Treat someone, but do follow all other rules.

General Skills

Tracer Round – 2 Build – Periodic Metaphysical Gun Attack – Tag Target. Target is Marked. This enables you to use Skills that specifically require a Marked Target. You can only have 1 Target Marked at a time. Marked remains for 1 Hour. If you Tag another Target with Tracer Round, the original Tracer Round immediately expires.

Cauterize – 2 Build – Permanent Treatment – Spend 1 Minute Treating a Bleeding Target. Target is no longer Bleeding.

Tech War - 8 Build - Periodic Defense/Attack - Defends against any Metaphysical Attack that Targets you and only you. You gain a Nano-Bullet that is a copies the effects of that Metaphysical Attack. This Nano-Bullet must be fired within 1 minute of the initial Attack.

Tech Priest

Free Bonus

+1 Body, +3 Stamina, 1 Free Nano-Expansion Proficiency

Proficiencies

Nano-Vault – 6 Build – Permanent Proficiency – Each Purchase of this Proficiency increases the amount of Nano-Bullets each Blessed Gun can hold by 1 per Blessing.

Defense Skills

Absorb Damage – 5 Build – Periodic Defense – Defends against any Skill that deals Weapon Damage. You are healed for the amount of Damage you were struck for.

Form Shift 1 – 2 Build – Periodic Defense – This Skill does not Defend against any Attack but allows you to change the effect of that Attack. If hit by an Attack that Targets a specific Limb or Weapon you may choose for it to affect a different Limb or Weapon than the one selected.

Nano-Bullets

Mend – 3 Build – Permanent Nano-Bullet – Tag Target. Heals Machines Targets for 10 Body. Heals Non-Machine Targets for 5 Body.

Fluctuate – 5 Build – Permanent Nano-Bullet – Tag Target. Choose one of the following. 1. Target is Enraged. 2. Target is cleared of all Temporary Mental Effects.

Armor Regen – 4 Build – Permanent Nano-Bullet – Tag Target Armor. Armor is Regenerating. Armor Regenerates at a rate of 5 Armor per minute. Regeneration continues until Armor is fully regenerated, or until the one wearing the Armor actively engages in Combat. A set of Armor may only benefit from this Skill once per Period.

Enable – 4 Build – Permanent Nano-Bullet – Tag Machine Target. Restore one of their Destroyed Limbs or Senses.

Cloak – 4 Build – Permanent Nano-Bullet – Tag Target. Target is Hidden. If Target moves they are no longer Hidden. Cloak does not require Cover.

Special Skills

Reset – 6 Build – Permanent Treatment – Can only be used on a Machine Target in the Out or Critical stage of their death count. Requires 5 minutes Treating the Target. Target is revived with 1 Body. For 1 hour, Target is reinitializing, slowly restoring their system memory, and are very susceptible to suggestion making them unable to defend against Voice/Mental Attacks. This Skill cannot be used on the same Target more than once an event.

Mass Cancel – 8 Build – Periodic Voice/Metaphysical Attack – Give a 30 Second Speech. Then Shout “Mass Cancel”. All Targets within the Sound of your voice are Dazed.

Healing Bullets - 1 Build – Periodic Special – You may use any beneficial Nano-Bullet on a Target Marked by your Tracer Round without expending a Nano-Bullet. You must have the Nano-Bullet you wish to use loaded into one of your Blessed Guns.

Fast Forward – 7 Build – Permanent Special – This Skill has 3 effects for Targets Marked by your Tracer Round. 1. Mend does heals for twice as much Body. 2. Armor Regen works at a rate of 10 Armor Points Per minute. 3. Stasis lasts as long as you remain within Traverse distance of the Target.

Stasis – 4 Build – Periodic Special – Tag Downed, Out, or Critical Target. Target is in Stasis and their Death Count is halted for 5 minutes. Even if brought out of their Death Count, Target remains in Stasis and is Stunned for the duration. The Target may be moved.

Peacemaker

Side Bonus

+1 Body, +3 Stamina, 1 Free Nano-Vault Proficiency

Proficiencies

Nano-Expansion – 6 build – Permanent Proficiency – Each Purchase of this Proficiency allows you to wield an additional Blessed Gun.

Defense Skills

Save State – 5 Build – Periodic Defense – Defends against any attack that would

Destroy or Bind a body part or Weapon.

Dodge – 4 Build – Periodic Defense – Defends against any Non-Surprise Ranged Attack delivered to your front.

Evade – 3 Build – Periodic Defense – Defends against any Non-Surprise Melee Attack. You lose 1 Stamina.

Nano-Bullets

Explode – 7 Build – Permanent Nano-Bullet – Tag Target door, Weapon, Item, or Shield. Target is Destroyed.

Goo – 5 Build – Permanent Nano-Bullet – Tag Target. Choose a Limb. Target's Limb is Bound. If within 5 feet of a wall or other flat immovable surface, you may choose to indicate that the Target's Limb is Bound to that surface. A Target may only be effected by a single Goo Nano-Bullet at a time.

Dazzle – 5 Build – Permanent Nano-Bullet – Tag Target. Choose one of the following.
1. Target is Dazed. 2. Target is Weakened.

Pierce – 4 Build – Permanent Nano-Bullet – Tag Target. Target takes +5 Body Damage.

Drain – 6 Build – Permanent Nano-Bullet – Tag Target. Target loses 3 Stamina. A Target may only be hit by Drain Once Per Minute. This restriction only applies to your application of Drain.

Pulse - 5 Build - Permanent Nano-Bullet - Tag Target. Target is Thrown in the direction of your choice. Direction must be out and away from your location.

Special Skills

Lock On – 5 Build – Permanent Special – You can use all Nano-Bullet Attacks on a Marked Target by pointing your Gun at the Target for 5 seconds, saying Lock On and the name of the Attack.

Locate – 6 Build – Permanent Special – As long as you are physically able to see a Marked Target, they are not considered Hidden from you.

Pause – 4 Build – Periodic Special – Requires a Marked Target. Can only be used in Response to Target using a Traverse Skill. Traverse fails. Target is Hobbled.

Pin Point – 4 Build – Permanent Special – Requires Marshal. You may ask the Marshal as to the current location of a NPC Marked Target. It may not always be possible to offer up specific information regarding the location of said Target, though this will always be due to the Marshal not knowing where the NPC Target is. If Pin Point does locate the Target, the Target is no longer Marked.

Quarantine - 2 Build - Periodic Treatment - Spend 2 minutes Roleplay with Target suffering from a Disease or Infection. Target's Disease or Infection cannot spread to any other Target for 6 Hours or the Remainder of the Period, whichever is longer. Any Triggers that would specifically cause the Disease to Spread are not Triggered.

3.2 Crusader

General Skills

Defensive Stance – 2 Build – Permanent Special – This Skill requires you to have a Shield. Spend 10 Seconds of Roleplay entering into Defensive Posture. Defensive Stance is now active. While Defensive Stance is active the following rules are in effect. 1. You gain a Soak of 1 from all Non-Surprise Ranged and Melee Attacks. 2. You can only Defend and use Defense Skills 3. You are can only move at a Heel to Toe pace. 4. You count as Cover for all Friendly Targets. Defensive Stance lasts as long as you are able to wield a Shield and meet the above conditions. Once this Skill is Broken it may not be activated again for 1 minute.

Parry – 4 Build – Periodic Melee Defense – Defends against any Non-Surprise Melee Attack delivered to your front.

Bodyguard – 3 Build – Periodic Special – Declare willing Target. As long as the Target is within Weapon range, You can call your Defenses as the Target's Defenses. Target must remain within Traverse range for Bodyguard to stay active. Body Guard also ends if you fall into your Death Count, make an offensive move against a Body Guard Target, or go Unconscious. A Target may not benefit from more than one Bodyguard at a time. You cannot Target someone also using the skill Bodyguard. You may have multiple Bodyguard Targets active at the same time by spending additional uses of the Skill.

Human Shield (Dirty Tricks) – 5 Build – Periodic Melee Defense – This Skill Defends against any Non-Surprise Ranged or Melee Attack delivered to you from the front. To use this you must Tag a Target within Melee Weapon Range. That Target takes the full effects of the Attack as though they were you. The Target you select may Defend against the Attack as though they were the original Target. You cannot Target the one who attacked you with this Skill.

Guardian

Side Bonus

+6 Body, 1 Free Defensive Strike Proficiency

Proficiencies

Improved Defensive Stance – 6 Build – Permanent Proficiency – +1 to Soak while in Defensive Stance per Purchase. Soaks cannot reduce Damage to less than 1.

Attack Skills

Shield Bash – 3 Build – Periodic Shield Attack – Take a step toward Target to signify knocking your opponent with your Shield. Target is Thrown.

Shield Daze – 3 Build – Periodic Shield Attack – Take a step toward Target to signify knocking your opponent with your Shield. Target is Dazed.

Shield Knock – 3 Build – Periodic Shield Attack – Take a step toward Target to signify knocking your opponent with your Shield. Target is Prone.

Defense Skills

Blockade – 1 Build – Periodic Shield Defense – Can only be used while in Defensive Stance. Defends against any Non-Surprise Ranged or Melee Attack delivered to your front.

Absorb Impact – 4 Build – Periodic Shield Defense – Defends against any Non-Surprise Attack that impacts your Shield.

Intercept – 2 Build – Periodic Defense – Used in conjunction with Bodyguard. Must be within Weapon range of the Target of your Bodyguard skill. Defends your target against any Non-Surprise Ranged or Melee attack. You take 5 Damage. This Damage cannot be mitigated by your Soaks.

Surefooted – 2 Build – Periodic Defensive – Can only be used while Defensive Stance is active. Defends against Thrown and Prone.

Special Skills

Hardened Body – 7 Build – Permanent Special – For every 5 AP your Armor bestows, you gain 1 Body. This bonus Body is only in effect while you are wearing Armor. If your Armor is Destroyed (not reduced to 0 AP, but actually Destroyed), you lose this benefit. Body gained through Hardened Body is the first to be spent.

Shields Don't Count - 8 Build - Permanent Special - You can use Shield Attacks while in Defensive Stance.

Shield Wall - 4 Build - Periodic Special - Lock Shields with up to 2 Friendly Targets. All Targets benefit from the Skill "Defensive Stance" so long as they remain together, and follow the conditions of "Defensive Stance". Targets benefit from your Soaks and only your Soaks while this is active.

Skirmisher

Side Bonus

+4 Body, +1 Stamina, 1 Free Improved Defensive Stance Proficiency

Proficiencies

Defensive Strike – 6 Build – Permanent Proficiency – This Skill allows you to strike back while in Defensive Stance. The first purchase of this Skill allows you to swing for 1 Weapon Damage, each additional purchase raises that Damage by 1. This does not allow you to use Attack Skills while in Defensive Stance. Damage dealt by Defensive Strike can never exceed your normal Weapon Damage. Defensive Strike does not benefit from Weapon Upgrades save for those that specifically mention Defensive Strike.

Shield Soak – 3 Build – Permanent Proficiency – Each purchase of this Skill grants you a Soak of +1 against Ranged Attacks that hit your Shield. Soaks cannot reduce Damage to less than 1. Shield Soak only applies while in Defensive Stance.

Attack Skills

Critical – 2 Build – Periodic Attack – Tag target. Target takes 2x Weapon Damage.

Charge – 3 Build – Periodic Attack – Traverse toward Target. Tag Target. Target takes +5 Weapon Damage.

Taunt – 2 Build – Periodic Voice/Mental Attack – Spend 10 Seconds actively Roleplaying with Target. Target is Taunted to you.

Blitz – 6 Build – Periodic Attack – Can only be used while in Defensive Stance. This Skill does not break Defensive Stance. Traverse. All Targets you can Tag between the beginning and end of your Traverse are Prone.

Defense Skills

Rear Guard – 4 Build – Periodic Melee Defense – Defends against any Non-Surprise Melee Attack delivered to your back.

Courage – 3 Build – Periodic Defense – Defends against Afraid or Panicked.

Special Skills

Rescue – 2 Build – Periodic Special – Target Willing, Unconscious, or someone in any stage of their Death Count. Tag target. You and the Target move Traverse in any direction toward safety.

Snap Out of It – 4 Build – Recurrent Attack/Treatment – Tag Friendly Target. Target takes 1 Stamina Damage and is cured of all negative Mental Effects. This Skill must be called as follows “Snap Out of It, 1 Stamina”.

Patch Up – 4 Build – Permanent Treatment – Allows you to bring a Target out of the Downed Stage of their Death Count. Requires 1 minute of Treating the Target. Target is healed 1 Body. Target is Hobbled.

3.3 Doomcaller

Note: You must purchase **Dirty Tricks** in order to take the Doomcaller List.

Doomcaller Special Rules: *Doomcallers are able to fill their Daggers (Small Weapon) with Entropic Power. Here is how it works.*

Consecrations are powers you can imbue into your Daggers. Lesser Consecrations require 1 Minute of Concentration. Greater Consecrations require 2 minutes of Concentration, and the expenditure of 2 Stamina. Stamina spent on Consecration cannot be restored until after the Consecration has been spent. Once a Dagger is Consecrated with a power, that Consecration remains in the Dagger for the remainder of the Period, or until used. You are the only person who may utilize a Consecration from a Dagger you have Consecrated.

Aside from Lesser and Greater, Consecrations fall into 2 other Categories; Left Hand and Right Hand Path. Once a Consecration belonging to either of these Paths has been expended, another Consecration of the same Path may not be done for 5 Minutes.

Right Hand Path Consecrations can only be done on the Dagger you wield with your Right Hand. Left Hand Path Consecrations can only be done the Dagger you wield with your Left Hand. A Dagger may only have 1 Consecration in it, and you may only ever have 2 Consecrated Daggers at any time (1 Left Hand and 1 Right Hand).

All Consecrations are considered both Melee Attacks and Metaphysical Attacks.

General Skills

Cook - 2 Build - Permanent Special - You can purchase any Ritual with the Keyword "Meal"

Blessing of Binding - 4 Build - Right Hand Path Lesser Consecration - Grants your Dagger a use of the Skill "Bind Limb". Tag Target and say "Bind Limb". Target's Limb is Bound.

Blessing of Panic - 4 Build - Left Hand Path Lesser Consecration- Grants your Dagger a use of the Skill "Panic". Tag Target and say "Panic". Target is Panicked.

Interrogate (Dirty Tricks) – 6 Build – Permanent Mental Attack – This Skill can only be used on a Target wearing a Negotiate Symbol. This Skill allows you to get information out of a Bound or detained Target. For every 2 Minutes you spend in intense Roleplay with the Target, that Target must answer 1 question truthfully. In addition the Target loses 1 Stamina. If Target is rendered Unconscious or otherwise incapacitated, this Skill ends. Whenever the use of this Skill ends, it may not be used on the same Target again, no matter the source, for the remainder of the Event.

Adherent of the Right Hand Path

Side Bonus

+3 Body, +2 Stamina, 1 Free Conduit to Entropy Proficiency

Proficiencies

Pathway to Entropy – 5 Build – Permanent Proficiency – Each purchase of this reduces the time you must wait before Consecrating a Ceremonial Dagger by 30 seconds. This Proficiency may never reduce the wait time to below 1 minute.

Attack Skills

Misery – 5 Build – Periodic Melee Metaphysical Attack – Can only be used while one of your Limbs or Senses is Destroyed. Tag Target. This Skill transfers a single Destroyed Limb or Sense your are suffering from to the Target. Your Body Part is restored. If this Skill is blocked, your Body Part is not restored.

Maim Heretic - 2 Build - Periodic Attack - Tag Target that you have hit with a Consecration Skill within the past Minute. Target takes +5 Weapon Damage.

Defense Skills

Parry – 4 Build – Periodic Melee Defense – Defends against any Non-Surprise Melee Attack delivered to your front.

Suck it Up – 3 Build – Periodic Defense – Defends any Attack that has Bleeding as a component, or does Stamina Damage.

Consecration Skills

Blessing of the Progressive Blade – 5 Build – Right Hand Path Lesser Consecration – Allows you to make a series of successively stronger strikes against your Target. Starting at 1 Damage, each successive strike does 1 additional Damage, up to 10 damage, after which this Consecration Skill is spent. Using any Attack or Defense Skill while using this Skill, ends this Skills activation. All Progressive Blade Attacks must be used within 1 minute of Activation.

Blessing of Blood — 6 Build — Right Hand Path Lesser Consecration — Expend this Consecration and call “Blessing of Blood”. For the next minute all of your Dagger Attacks do +1 Damage and Bleed. Attacks are called as “X Bleed” where X is equal to the Damage you are doing.

Blessing of Gloom — 5 Build — Right Hand Path Lesser Consecration — Grants your Dagger the use of a single +5 Gloom Damage Attack. Tag Target and say X+5 Gloom (where X equals your Weapon Damage).

Blessing of Weakness — 6 Build — Right Hand Path Lesser Consecration — Grants your Dagger a use of the Skill “Weaken”. Tag Target and say “Weaken”. Target is Weakened.

Blessing of the Exploding Limb — 8 Build — Right Hand Path Greater Consecration — Grants your Dagger a use of this Skill “Destroy Limb”. Tag Target and say “Destroy Limb”. Target’s Limb is Destroyed.

Blessing of The Flesh — 8 Build — Right Hand Path Greater Consecration — Tag a Target that has Hits instead of Body. Target’s Hits become Body. This Skill also allows you to ask a Marshal if a Creature takes Hits or Body.

Special Skills

Right Hand of The Unknown — 5 Build — Periodic Special — Spend 10 Second Concentrating. This Skill immediately ends the 5 Minute Cooldown period between Consecrations for your Right Hand Dagger and Immediately Consecrates that Dagger with any Right Hand Consecration you know. If Consecration requires Stamina, you must still spend that Stamina.

Masochist — 6 Build — Permanent Special — Allows you to transfer a Target’s Destroyed or Obliterated body parts onto yourself, restoring the Target and causing you to suffer their affliction. Spend 10 seconds Roleplay with Target per affliction you wish to transfer. Target is cured of specified afflictions. You now suffer from specified afflictions. Skills and abilities that would make you immune to Destroy or Obliterate do not apply when using this Skill.

Disease Specialist X - 5 Build - Permanent Special - Allows you to Treat Diseases in conjunction with the Space Medicine Handbook. When you take this Skill you must choose 3 of the following Keywords; Genetic, Nano, Macro, Phasic, Fungal, Blight, Infection, Virus, Bacteria, Allergy, Syndrome, or Plague. This represents your Disease speciality. You may Treat any Disease that has your Keywords. You may also work with others with this Skill to combine Keywords so that you can properly Treat a Target. The actual method of Treatment for a Disease is noted in the Space Medicine Supplemental Rulebook. For Diseases that are not in the Space Medicine Handbook, Treatment requires the Skill “Research X”, where all of your speciality Keywords count toward finding a cure. All Keywords correspond to certain Disease Traits. All Diseases must have at least 2 Traits, but can have as many as 6 Traits.

Adherent of the Left Hand Path

Side Bonus

+1 Body, +3 Stamina, 1 Free Pathway to Entropy Proficiency

Proficiencies

Conduit to Entropy – 3 Build – Permanent Proficiency – Each purchase of this Skill reduces the time needed to Consecrate a Dagger by 5 Seconds for Lesser Consecrations and 10 Seconds for Greater Consecrations. Time need to Consecrate a Dagger may never be reduced by more than half (30 Seconds for Lesser Consecrations, and 1 minute for Greater Consecrations).

Attack Skills

Antipathy — 3 Build — Periodic Metaphysical Melee Attack — Can only be used while you have a Mental Effect delayed by the use of the Skill “Delayed Effect”. Tag Target, and say the Mental Effect. Target is effected by the Mental Effect, and you are cured of the Mental Effect. If this Skill is blocked, then you retain the Mental Effect and it goes off immediately.

Body Thief – 6 Build – Periodic Metaphysical Attack – Can only be used on an Unconscious or Target in the Critical Stage of their Death Count. Tag Target. You assume direct control of the Target and become Hidden. You must maintain contact with the Target via Weapon to maintain control and to remain Hidden. Target will follow your basic commands. You may speak through the Target as though you were the Target. Target cannot be made to engage in Combat, and may only be directed to do simple mechanical tasks (such as opening doors or climbing stairs). This Skill lasts for 5 minutes, or until either you or the Target is Attacked. Target’s time in Unconscious or Critical is paused while this Skill is active.

Defense Skills

Madness Decree – 5 Build – Per-Event Defense – Defends against any Attack. You gain a Lesser Trauma.

Void Touched — 5 Build — Periodic Defense — Defends against any Metaphysical Attack. This Defense only works while you have a Consecrated Dagger. Using this Defense expends the Consecration in one of your Daggers.

Consecration Skills

Blessing of Weakened Will – 4 Build – Left Hand Lesser Consecration – Grants your Dagger the use of an Attack that does 3 Stamina Damage. Tag Target. Say “3 Stamina”. Target takes 3 Stamina Damage.

Blessing of Silence – 4 Build – Left Hand Lesser Consecration – Grants your Dagger a use of an Attack that causes a Target to become Mute for 1 Minute. Tag Target and Say “Silence...you are Mute for 1 Minute”.

Blessing of Entry – 6 Build – Left Hand Lesser Consecration – Grants your Dagger an Attack that causes a Target in the Shielded State to immediately end their Shielded State. Tag Target and say the effect. This Consecration may also be used to pass through any barrier maintained by a Character, such as a door blocked by a Crusader, or the Skill “Bar Door”.

Blessing of Decay – 8 Build – Left Hand Greater Consecration – Grants your Dagger the use of the an Attack that causes your Target to take Double Damage for the next minute. When using this Attack Tag Target and say “Decay...you take Double Damage for the next minute”.

Blessing of Confused Loyalty – 7 Build – Left Hand Greater Consecration – Grants your Dagger the use of an Attack that causes a Target to fight in the Defense of someone you declare for 1 Minute. Tag Target and say the effect of this Skill.

Special Skills

Left Hand of The Unknown – 5 Build – Periodic Special – Spend 10 Second Concentrating. This Skill immediately ends the 5 Minute Cooldown period between Consecrations for your Left Hand Dagger and Immediately Consecrates that Dagger with any Left Hand Consecration you know. If Consecration requires Stamina, you must still spend that Stamina.

Cut the Strings – 3 Build – Permanent Metaphysical Attack – Target Must be in their Death Count. Each use of Cut the Strings causes the Target to enter the next stage of their Death Count. If used on a Target in the Critical Stage using this Skill causes the Target to Die. Each use of Cut the Strings requires 10 seconds of Roleplay. When Treating a Target in the Critical Stage of their Death Count with Tear Through the Veil, the next Greater Consecration can be used without expending Stamina.

Tear Through the Veil – 6 Build – Permanent Treatment – Target someone in the Critical Stage of their Death Count. Spend 1 Minute Treating the Target. Target is revived with full Body, is Panicked, and receives Lesser Trauma. Target may only benefit from this Skill Once Per Event.

Hide – 1 Build – Periodic Special – Achieve Cover. You are now Hidden.

Delayed Effect — 6 Build — Recurrent Special — Whenever you are hit by a Mental Attack you may spend 1 Stamina and utilize this Skill. That Mental Attack's effect is delayed by 1 Minute. This Skill also allows you to remove Mental Effects from a Target by spending 10 Second RP with the Target and spending 1 Stamina.

Consecrate Throwing Dagger — 3 Build — Permanent Special — This Skill allows you to Consecrate a Throwing Dagger (Thrown Weapon). Consecrations in a Throwing Dagger work the same as those in normal Daggers (Small Weapons). Consecrations that have a continuous effect, such as "Progressive Blade" and "Blood", can be put in a Throwing Dagger but have a limited effect as once the Dagger is thrown the duration of the effect is ended. You may only have 1 Consecrated Throwing Dagger active at a time. This Consecrated Throwing Dagger takes the place of your Right Hand or Left Hand Path Consecrated Dagger (you may still only have 2 Dagger Consecrated at time), and any rules that apply to a Consecrated Dagger apply to a Consecrated Thrown Dagger. Prestige Class Consecrations cannot be put into a Throwing Dagger.

3.4 Engineer

General Skills

Strip – 3 Build – Permanent Special – Allows you to remove Upgrades from an object. This requires 5 minutes for Weapons and 10 minutes for Areas. If doing this on a Building you must bang loudly on the structure (or make another appropriate loud noise) while you remove the Upgrade (you must have identified the Upgrade in order to this). If the Upgrade has a location in that Building, you must be able to reach that location in order to remove the Upgrade. Using this Destroys the Upgrade. Requires Marshal.

Repair – 4 Build – Permanent Special – Allows you to repair Destroyed Items. Cannot be done in Combat. Requires 5 minutes. If the Item has any Upgrades, the owner of that Item must select one to be removed.

Efficiency - 1 Build - Permanent Special - With each Purchase of this Skill you must name a Plan. You are able to Craft that Plan for half the required Components (each required Component is reduced by half rounded up). Additional Purchases of this Skill are considered to be Purchases of the Same Skill. Once you learn an Efficiency, this Skill nor the Plan it is attached to can be unlearned.

Erudition - 8 Build - Permanent Special - You may utilize Rank II Recipes, Blueprints, Designs, and Diagrams. You must have the applicable Skill granting you the ability to utilize Rank I Plans in order to for this Skill to have any effect.

Beginner Craft: Bombs - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize rank I Bomb Plans. Purchase of additional crafting knowledges doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Technobabble (Dirty Tricks) – 3 Build - Periodic Mental Attack – Can only be used while working on a Tech Challenge or Crafting a Plan. Spend 1 Minute speaking to the Target. Target is confused by your science and leaves the area in which you are working. Target may not return for 10 minutes. This Skill cannot be used while actively in Combat.

Artificer

Side Bonus

+2 Body, +2 Stamina, You may Learn any 2 Rank 1 Plans at no Build Cost (these Plans may never be unlearned)

Proficiencies

Researcher - 3 Build - Permanent Proficiency - This Skill allows you to add an additional Research Assistant or an additional Keyword when utilizing the Skill "Research X" (see the Universal Skills list).

Attack Skills

Destroy Armor – 4 Build – Periodic Attack – Tag Target and Declare a Piece of Armor the Target is Wearing. Specified Armor is Destroyed and Target's total AP is reduced to 0.

Weaken – 4 Build – Periodic Attack – Tag Target. Target is Weakened.

Defense Skills

Bomb Barrier – 4 Build – Periodic Defense – Defends against any Bomb Attack.

Focus – 5 Build – Periodic Defense – Can only be used while Treating a Target, working on a Tech Challenge, actively Crafting, or using any Skill that requires active Concentration. Defends against any Attack that would not immediately drop you into the Out or Critical Stage of your Death Count. Using this Skill does not break your Concentration.

Special Skills

Beginner Craft: Blueprints - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 Blueprints. Purchase of additional crafting knowledges doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Beginner Craft: Tech Items - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 Tech Plans. Purchase of additional crafting knowledge's doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Beginner Craft: Cybernetics - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 Cybernetic Plans. Purchase of additional Crafting Knowledges doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Breach - 8 Build - Permanent Special - Requires Marshal. This Skill allows you to create a hole in a wall through which you and whoever you choose may enter. Indicate the area you wish to put a hole. The Marshal will give you a time between 2 and 20 minutes. This is the time you must spend opening the hole. RP for opening the hole must be appropriately loud. Once a hole has been opened, only you may give access to its use, and my only grant access so long as you have a hand on the wall near where the hole is. This hole lasts so long as you remain within sight of the hole, and have the active ability to grant access to the hole. When passing through the hole, all Targets go Out of Game and appear on the other side of the wall directly on the other side of where the “hole” would be. Certain walls, such as energy barriers, cannot be Breached. This Skill is effected by anything that would reduce Crafting Time, but can never be reduced to less than 2 minutes.

Implant – 5 Build – Permanent Special – Allows you to implant a Cybernetic on a Willing Target. This requires 15 minutes of Treatment. Due to the nature of Cybernetic Implantation, Target must be awake or Dead during the procedure, if they are awake, they must be Bound (whether by use of a Skill that would Bind the Target or physically binding the Target). Afterwards Target is Recovering and cannot engage in Combat for 30 minutes. Cybernetic cannot be used until the following Period. You must consult a Marshal before utilizing this Skill, and depending on the nature of the Cybernetic, the Marshal may choose to watch over the implantation. This Skill also allows you to remove Cybernetics from a Willing Target. This second part must also be reported to a Marshal. Cybernetics removed this way are Destroyed.

Unwanted Extraction (Dirty Tricks) - 6 Build - Per-Event Special - Allows you to remove a single named Cybernetics from a Bound or Dead Target. Removed Cybernetic can then be implanted (if you have the Skill “Implant”) in another Target (willing or otherwise, either way Target must be Bound or Dead). This Implantation must started within 5 minutes of removing the Cybernetic, so long as you have the Skill “Implant”.

Foundation - 5 Build - Permanent Special - Allows you to designate an Area. The Area must have clearly defined borders, and may not be comprised of anything more than a single open space. Areas that have already been Designated cannot be effected by this Skill. Once an Area has been Designated it is now considered a Rank 1 Area. Designated Areas cannot be moved. This Skill requires 15 Minutes of Roleplay. Time spent may be mitigated by Skills that would reduce Crafting Time.

Makeshift

Side Bonus

+4 Body, +1 Stamina, You may Learn any 2 Rank 1 Plans at no Build Cost (these Plans may never be unlearned)

Attack Skills

Destroy Weapon – 5 Build – Periodic Attack – Tag Target. Choose a Weapon the Target is holding, that Weapon is Destroyed. If you are Destroying a Melee Weapon, you must Tag the Melee Weapon.

Flee – 2 Build – Periodic Special – Traverse directly away from a source of danger.

Spark – 3 Build – Periodic Attack – Tag Target. Target takes +5 Spark Damage.

Defense Skills

Protect Weapon – 4 Build – Periodic Defense – Defends against any Attack that would Destroy or Obliterate your Weapon

Protect Armor – 4 Build – Periodic Defense – Defends against any Attack that would Destroy or Obliterate your Armor.

Special Skills

Beginner Craft: Weapons - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 Weapon Plans. Purchase of additional crafting knowledges doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Beginner Craft: Armor - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize Rank 1 Armor Plans. Purchase of additional crafting knowledges doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Field Repair – 6 Build – Permanent Special – Requires the Tech Item “Tool Box”.

Allows you to use the Skill “Repair” and “Reforge Armor” while in Combat. In addition you may spend Stamina to reduce the “Repair” time down by 1 minute per Stamina spent, to a minimum of 1 minute. Using Stamina to reduce “Repair” time may only be done while in Combat. Field Repair Reforge Armor while in Combat allows you to restore 2 Per Minute. Stamina can be spent to increase the amount of AP restored to 5 AP Per Minute. Stamina spent this way applies to the increased AP per minute so long as you continue working uninterrupted on the same Target.

Reforge Armor – 3 Build – Permanent Special – Allows you to restore Armor to full AP. Cannot be done in Combat. Requires 1 minute for every 5 AP restored (rounded up). The Tech Item “Tool Box” reduces the time by 1 minute for every 5 minutes you spend restoring Armor Point.

Fabrication - 4 Build - Permanent Special - Requires a Marshal. Allows you to fabricate a small, temporary tech item based upon your Science, Research and Crafting skills and keywords. The Marshal will let you know the cost in components and how long it will take to craft the item. The item will have 1 to 3 uses and requires you to get a Temporary Item Card as quickly as possible. This skill will also let you fabricate a replacement part for a machine that you can understand.

Recycle - 3 Build - Permanent Special - When removing an Upgrade you gain 5 Random Components per Rank of the Upgrade. This does not work on Upgrades whose actual cost (this being the actual number of Components spent after all discounts are factored in) was less than 10 Components.

3.5 Gladiator

General Skills

Taunt – 2 Build – Periodic Voice/Mental Attack – Spend 10 Seconds actively Roleplaying with Target. Target is Taunted to you.

Parry – 4 Build – Periodic Melee Defense – Defends against any Non-Surprise Melee Attack delivered to your front.

Critical Attack – 2 Build – Periodic Attack – Tag Target. Target takes double Weapon Damage.

Ambidextrous – 13 Build – Permanent Special – You do +1 Melee Damage while wielding a Melee Weapon in each hand.

Weapon Master

Free Side Bonus

+3 Body, +1 Stamina, You do +1 Damage with all Melee Weapons and gain 1 Free Periodic use of the Skill Taunt

Proficiencies

Battle Insight – 4 Build – Permanent Proficiency – For each purchase of this Proficiency, you do +1 Damage against a Target you have Taunted.

Attack Skills

Destroy Limb – 5 Build – Periodic Attack – Tag Limb. Target Limb is Destroyed.

Cross Strike – 3 Build – Periodic Melee Attack – Tag Target. Target takes +5 Weapon Damage. If you are wielding a second Melee Weapon you may immediately Attack the same Target for +5 Weapon Damage with that Weapon.

Flurry – 8 Build – Periodic Melee Attack – For the next 10 Melee Weapon strikes, you do +2 Weapon Damage Against that Target. Taking any action other than Attacking your Target will end this Skill. Once this Skill has been activated you cannot use any other Skills for 1 Minute. The Damage bonus is increased to +5 Weapon Damage if the Target is Taunted.

Grievous Wound (Dirty Tricks) – 6 Build – Periodic Melee Attack – Can only be used on a Prone, Captured, Bound or Stunned Target. Tag Target. Target is dropped to the Downed Stage of their Death Count.

Defense Skills

Remise – 2 Build – Periodic Melee Defense – Defends against any Attack delivered by a Taunted Target.

Suck it Up – 3 Build – Periodic Defense – Defends any Attack that has Bleeding as a component, or does Stamina Damage.

Willpower – 4 Build – Periodic Defense – Defends against all Mental Attacks, save for those that would cause you to suffer a Trauma.

Liquid Body – 5 Build – Periodic Defense – Defends against any Skill that would Stun you or Destroy any part of you.

Special Skills

Weapons Instructor – 2 Build – Permanent Special – When you Teach any Skill that appears on the Gladiator List or any Skill that specifically requires the use of a Melee Weapon, the one learning has access to that Skill at the beginning of next Period.

Line Breaker – 6 Build – Permanent Special – Battle Insight Proficiency also applies to any Target wielding a Shield.

Crowd Break – 7 Build – Permanent Special – Gain the use of the Skill “Throw” after being the Target of a Periodic Melee Attack. This “Throw” must be used within 5 seconds of the initial Attack. You cannot gain another “Throw” until your first one is used. Tag Target. Target is Thrown.

Blood for Blood – 6 Build – Permanent Special – Spend 1 Stamina and Declare a Target. You swing for Body Damage against the Target and the Target swings for Body Damage against you.

Veteran

Free Side Bonus

+3 Body, +1 Stamina, You do +1 Damage with all Melee Weapons and gain 1 Free Periodic use of the Skill Taunt

Proficiencies

Cruel Conditioning – 5 build – Permanent Proficiency - Each purchase of this Skill increases the Soak provided by the Skill “In Any Arena” by 1, however every additional point of Soak requires you to spend an additional point of Stamina.

Attack Skills

Weaken – 4 Build – Periodic Attack – Tag Target. Target is Weakened.

Stun – 5 Build – Periodic Attack – Tag Target. Target is Stunned.

Hobble – 3 Build – Periodic Attack – Tag Target Leg. Target is Hobbled.

Daze – 3 Build – Periodic Attack – Tag Target. Target is Dazed.

Destroy Armor – 4 Build – Periodic Attack – Tag Target and Declare a Piece of Armor the Target is Wearing. Specified Armor is Destroyed and Target’s total AP is reduced to 0.

Defense Skills

Veteran - 5 Build - Periodic Defense - Defends against any Attack you know how to use (this applies only to Skills you have on your Character Card).

Sixth Sense – 3 Build – Periodic Defense - Defends against any Skill that would render you Blind, Deaf & Mute.

Side Step – 4 Build – Periodic Defense – Defends against Non-Surprise Traverse Attacks, or Skills that would cause you to be Thrown or Prone. Attacking Target is Prone.

Special Skills

Is That All – 5 Build – Permanent Special – After you have been Tagged by a Periodic or Special Attack, you may spend 1 Stamina and gain a Free use of the Skill “Taunt” that activates without the 10 seconds of Roleplay, and must be used against the one who Tagged you.

Are You Not Entertained (Dirty Tricks) – 2 build – Periodic Special – Recover 1 Stamina and 5 Body after successfully delivering a Killing Blow.

Follow Up – 8 Build – Permanent Special – Gain the use of the Skill “Critical” after successfully hitting a Target with a Status Effect. This “Critical” must be used within 5 seconds of the initial Attack, and must be used on the initial Target. You can only benefit from this skill once per minute.

In Any Arena – 6 build – Permanent Special – Spend 1 Stamina and 30 seconds Concentrating. You gain a +1 Soak against Stamina, Fire, Phase and Radiation Damage. This Soak can reduce Stamina Damage to 0. Soaks cannot reduce Body Damage to less than 1.

3.6 Highwayman

General Skills

Abduct – 4 Build – Periodic Surprise Melee Attack - Tag Target between the shoulder blades with the pommel of your Weapon. Target is fully Bound. Place a hand on the Target's Shoulder to indicate the effect. Any Attack upon the Target or you will cause them to immediately be freed. Otherwise Target remains Bound so long as you maintain a hand on their shoulder. You may use the Skill "Aim" while you have a Target "Abducted".

Aim – 4 Build – Permanent Special – Spend 5 seconds aiming your Ranged Weapon at a Target. When you Attack you do +1 Weapon Damage against the Target. While Aiming you can only move at a heel to toe pace. Bonus damage from Aim does not break the Damage Cap of the Weapon.

Hostage (Dirty Tricks) – 5 Build – Periodic Special Attack – Requires a Target to be Bound by you via the Skill "Abduct". Declare the Target is a Hostage. In response to anyone Attacking you (Attackers must be in opposition to you) may choose to instantly Murder the Target. Target is Dead. The trigger for this applies to any Attack, even Mental Attacks. You may choose to disengage this Skill at any time.

Sleeper Hold – 5 Build – Permanent Special – Requires a Target to be Bound by you via the Skill "Abduct". Spend 1 Stamina. Count slowly and clearly to 10 saying "Sleeper Hold 1, Sleeper Hold 2...". Target is rendered Unconscious.

Pistoleer

Side Bonus

+3 Body, +2 Stamina, You do +1 Damage with Pistols

Proficiencies

Hawkeye – 3 Build – Permanent Proficiency – Each purchase of this Skill increases the both the time and Damage you do with the Skill "Aim". Each purchase increases the time needed by 3 seconds, and the Damage by 1. You are not required to utilize this Proficiency, and may stop at any time increment to call your Damage. For instance, you may always spend 5 seconds and do +1 Damage. Likewise, after purchasing this Skill a second time, you may always spend 8 Second to do +2 Damage, and are under no requirement to spend 11 Seconds to do +3 Damage unless you wish to do +3 Damage.

Attack Skills

Put em' Up – 4 Build – Periodic Surprise Mental Ranged Attack - This Skill cannot be used in Combat but may be used to initiate Combat. Point Ranged Weapon at Target within Traverse Distance and call this Skill. Target must immediately drop whatever they are holding and put their hands in the air. Target cannot take an action against you so long as you remain with your Ranged Weapon pointed at the Target. Any offensive action against you or the Target immediately ends this Skill, as does either party moving more than Traverse Distance apart. If you have the Skill "Aim" it is considered active while this Skill is in use, and all bonus Damage you do with the Skill is doubled.

Crack Shot – 2 Build – Periodic Surprise Pistol Attack – Tag Target. Target takes 2x Weapon Damage. This may be used in conjunction with "Aim".

Stun – 5 Build – Periodic Attack – Tag Target. Target is Stunned.

Gut Shot – 3 Build – Periodic Ranged Attack – Tag Target. Target takes Weapon Damage +5 and is Bleeding.

Defense Skills

Dodge – 6 Build – Periodic Defense – Defends against any Non-Surprise Ranged Attack.

Last Gasp – 3 Build – Periodic Defense/Attack – Can only be used while in your Death Count (or while utilizing "Feign Death"). This skill has two parts. 1. Defends against any Ranged or Melee attack, or an attempt to search your body. 2. Tag Target (must be immediately after defending with Last Gasp). Target takes Weapon Damage +10. Using this skill does not halt your Death Count.

Special Skills

Pistol and Sword – 8 Build – Recurrent Attack – Can only be used after successfully Tagging a Target with a 1 Handed/Small Weapon. Your next Ranged Attack does Double Damage. Tag Target and say "Critical Attack X Damage" where X is equal to twice your normal Damage. This Attack must be the next Attack you make, and must be used within 5 Seconds of the initial Melee Attack.

Hide – 1 Build – Periodic Special – Achieve Cover. You are now Hidden.

Stand off – 6 Build – Permanent Special – Whenever you are hit by a Ranged Attack while using Aim you may spend 1 Stamina to reduce the Damage by half (rounded up).

Raider

Side Bonus

+3 Body, +2 Stamina, You do +1 Damage with 1 Handed Weapons

Proficiencies

Run Ragged – 8 Build – Permanent Proficiency – This Skill increase the amount of Stamina Damage you do with any Attack that does Stamina Damage by 1, to a maximum of +4 Stamina Damage.

Attack Skills

Deja Vu – 4 Build – Periodic Attack – This Skill allows you to duplicate any Periodic Attack you know with an initial Build cost of 5 or less that you have just used. Deja Vu version of the Attack must be done within 5 seconds of the original Attack against the same Target.

Wear Down – 2 Build – Periodic Attack – Tag Target. Target takes 1 Stamina Damage.

Kamikaze – 5 Build – Periodic Attack – Tag Target. Target takes Damage equal to your current Body (max 40 damage). You fall to the Critical stage of your Death Count. This may be used in conjunction with “Respawn”.

Fear – 2 Build – Periodic Voice/Mental Attack – Spend 5 seconds roleplay with Target. Target is Afraid.

Defense Skills

Parry – 4 Build – Periodic Melee Defense – Defends against any Non-Surprise Melee Attack delivered to your front.

Close Call – 7 Build – Periodic Defense – Defends against any Attack that would immediately put you into your Death Count, including Weapon Damage.

Special Skills

Flee – 2 Build – Periodic Special – Traverse directly away from a source of danger.

Sword and Pistol – 8 Build – Permanent Special – Can only be used after successfully Tagging a Target with a Pistol. Your next 1 Handed/Small Weapon Attack does 2 Stamina Damage. Tag Target and say “1 Stamina Damage”. Target takes 1 Stamina Damage. This Attack must be the next Attack you make, and must be used within 5 Seconds of the initial Melee Attack. This Skill may only be activated Once Per Minute.

Respawn – 15 Build – Per Event Special – When you would go from the Out to Critical Stage of your Death Count, you may activate this Skill. You become Shifted for 5 Minutes. After 5 Minutes you return with full Body and Stamina. You may also choose to utilize your Floating Refresh.

Feign Death – 2 Build – Periodic Special – Allows you to lay Prone and appear as if Dead. Any attempt to Treat you reveals that you are Dead. “Feign Death” may be called in reaction to an Attack but does not defend against that Attack, making it appear as though the blow struck something vital. Otherwise this Skill requires 5 seconds of roleplay pretending to die suddenly. While utilizing this Skill you are considered to be in a Surprise State after 10 Seconds of laying prone.

3.8 Juggernaut

General Skills

Overpower – 6 Build – Permanent 2-Handed Weapon Attack/Pole Arm Attack – Spend 1 Stamina. Tag Target. You do “X Overpower” where X is equal to half of your Weapon Damage (rounded down). Overpower Damage cannot be Blocked by Weapons or Shields. Overpower can be used in conjunction with any Skill that grants you +Damage or Multiplied Damage (such as Critical Attack).

RAGE - 5 Build - Permanent Special - Spend 1 Stamina and 10 second concentrating. You become Enraged. While Enraged you do +1 Melee Damage. Once you take this Skill, whenever you become Enraged, no matter the source, you take 1 Stamina Damage unless the Skill explicitly says otherwise. You may call this Skill again at the end of its duration without spending 10 seconds of concentration.

Critical Attack – 2 Build – Periodic Attack – Tag Target. Target takes double Weapon Damage.

Brutalizer

Free Side Bonus

+5 Body, You do +1 Damage with Two-Handed Weapons and Pole Arms

Proficiencies

Unbridled Fury – 6 Build – Permanent Proficiency – You do +1 Damage while Enraged per Purchase.

Overwhelm - 5 Build - Permanent Proficiency - You do +1 Damage while when using the Skill “Overpower” per Purchase.

Attack Skills

Crushing Blow – 4 Build – Periodic 2-Handed Weapon/Pole Arm Attack – Requires you to be Enraged. Tag Target with a hefted Shield on their Shield. The arm that is holding that Shield is Destroyed.

Destroy Limb – 5 Build – Periodic Attack – Tag limb. Target limb is Destroyed.

Smash – 3 Build – Periodic Attack – Tag a door sized object or smaller. Object is now Destroyed. This skill cannot be used to Destroy an object in someone’s hand, such as a weapon. This skill can be used in conjunction with Relentless Charge.

Cripple – 5 Build – Periodic 2-Handed Weapon/Pole Arm Attack – Requires you to be Enraged. Tag Target Leg. Both of Target’s legs are Destroyed.

Fear – 2 Build – Periodic Voice/Mental Attack – Spend 5 seconds roleplay with Target. Target is Afraid.

Defense Skills

Thick Headed – 3 Build – Periodic Defense – Requires you to be Enraged. Defends against all Mental Attacks.

Break Bonds – 4 Build – Periodic Defense – Defends against Bound. This Skill can be activated at the time of the Attack or at any point while you are Bound.

Special Skills

Killing Spree (Dirty Tricks) – 7 Build – Permanent Special – Spend 10 Seconds roleplay to Killing Blow a Target. You do +1 Damage for 1 Minute. If you are in Enraged this Damage bonus stacks, but applies only to Melee Attacks and lasts until the end of your Enrage.

Amputator - 6 Build - Permanent Special - Whenever you successfully land Destroy something, you gain a free use of the Skill “Overpower” without spending Stamina. This free “Overpower” must be used within 1 minute of the initial Attack.

Shields Make Me Angry - 3 Build - Periodic Special - When engaging a Target with a Shield, you may activate this Skill. So long as you remain engaged and fighting that Target, you can use this Skill “Overpower” against that Target and only that Target without spending Stamina. If you take any action other than throwing Overpower Attacks against that Target this Skill ends.

Wall

Free Side Bonus

+5 Body, You do +1 Damage with Two-Handed Weapons and Pole Arms

Proficiencies

Bullet Sponge – 8 Build – Permanent Proficiency – Each purchase of this Skill adds a Soak +1 against all Ranged Attacks. Soaks cannot reduce Damage to less than 1.

Attack Skills

Destroy Weapon – 5 Build – Periodic Attack – Tag Target. Choose a Weapon, that Weapon is Destroyed. If you are Destroying a Melee Weapon, you must Tag the Melee Weapon.

Destroy Armor – 4 Build – Periodic Attack – Tag Target and Declare a Piece of Armor the Target is Wearing. Specified Armor is Destroyed and Target's total AP is reduced to 0.

Relentless Charge – 5 Build – Periodic Attack – Requires you to be Enraged.. Traverse. All Targets you are able to Tag between the starting and end point of your Traverse are Thrown.

Throw - 2 Build - Periodic Attack - Tag Target. Target is Thrown in the direction of your choosing.

Defense Skills

Flesh Wound – 4 Build – Periodic Defense – Defends against any Melee or Ranged Non-Surprise Attack. You take 5 Body Damage instead of taking the effect of the Attack. The Damage you take from this Skill cannot be mitigated. You may choose to become Enraged.

Weak Enemy - 5 Build - Periodic Defense - Requires you to be Enraged.. Defends against any Attack that would reduce your Body, save for those that would immediately drop you to the Critical Stage of your Death Count. Laugh at Target who Attacked you. You gain a free and immediate use of the Skill "Fear" against that Target.

Juggernaut - 5 Build - Periodic Defense - Defends against any Skill that would Destroy one of your Limbs or Hobble you.

Dead Man Walking - 8 Build - Per-Event Defense - Requires you to be Enraged. Defends against any Melee or Ranged Attack. Once this Skill is used you will go into the Critical Stage of your Death Count as soon as your Enrage ends, this cannot be prevented by any means. While you remain Enraged your Body cannot be reduced to 0 by any means other than by Skills that would directly put you into your Death Count.

Special Skills

Swat – 6 Build – Permanent Special – Requires you to be Enraged.. Can only be used after being hit by a successful Melee Attack (one that you did not block naturally or use a Defense on). Tag Target who hit you. Target is Thrown. This Skill may be used Once Per Minute.

Wanton Destruction - 8 Build - Permanent Special - After successfully landing a Throw. You can use any 1 of your Skills that cause the Status Effect “Destroy” by spending 3 Stamina instead of expending a use of that Skill. Stamina cost is reduced to 2 if you are Enraged. This Skill may only be used Once Per Minute.

Fatigue - 3 Build - Periodic Special - This Skill can only be activated immediately after you have come to the natural end of Enraged. You go Unconscious. If you reach the natural end of your Unconscious state without being awoken early, you are restored to Full Body and regain 1 Stamina.

3.9 Moonlighter

General Skills

Cheap Shot – 6 Build – Recurrent Attack – Tag Target. Target takes 1 Stamina Damage.

Pick Pockets – 4 Build – Periodic Special – Allows you to steal an object from a Target's pocket. Requires a Marshal to be present before utilizing this Skill. Interact with Target for 1 minute. At some point within that minute you must lay a hand on the pocket you wish to steal from for at least 5 Seconds (this need not be continuous). The Marshal will then go to the Target to indicate that they have been Pick Pocketed. If the pocket you wish to steal from is in a place that common decency would not allow you to touch, you must inform the Marshal and they will indicate the area you must touch in order to complete the transaction. You may indicate to the Marshal that you are looking to steal a specific object from the Target's pocket, if the Target has that object in that pocket you receive it. Otherwise, you just get one random object in the Target's pocket. Unless one has a Defense against Pick Pocketing, the Skill is generally undetectable...however as this is a Marshaled Skill, the Marshal may base your success on how you interacted with the Target.

Hide – 1 Build – Periodic Special – Achieve Cover. You are now Hidden.

Trickster

Free Class Bonus: +2 Body, +2 Stamina, You gain 1 “Run Ragged” Proficiency.

Attack Skills

Daze – 3 Build – Periodic Attack – Tag Target. Target is Dazed.

Mentalism – 4 Build – Periodic Mental Attack – Spend 30 Seconds speaking with a Target then choose of the following for the Target to be effected by; Panic, Taunted, Enraged, or Dazed.

Defense Skills

Vanish – 6 Build – Periodic Defense – Defends against any Ranged Attack. You become Shifted. While Shifted you must go to Cover somewhere within Traverse Distance of where you used this Skill. You become Hidden behind that Cover. If there was no Cover within Traverse Distance, as soon as Shifted has ended, you take the full effect of the Ranged Attack.

Break Bonds – 4 Build – Periodic Defense – Defends against Bound. This Skill can be activated at the time of the Attack or at any point while you are Bound.

Special Skills

Escape Artist — 4 Build — Permanent Special — This Skill allows you to exit a building or area through unusual means. Place your hand on a door or window you wish to enter through and count loudly and slowly down from 10. Spend 1 Stamina. You are now on the other side of that door or window. On its own this Skill only allows you to exit areas that are not secured by any means. If a door or window are bolted or locked this Skill has no effect on its own. However you may use up to 2 Keywords in conjunction with this Skill, that may allow you to bypass such countermeasures. This Skill requires a Plot Marshal.

Dart — 2 Build — Periodic Special — Requires Hidden. Allows you to Traverse from one Cover to another without breaking Hidden. You may call multiple Darts in order to increase the distance. While using Dart you are considered OOG.

Flee — 2 Build — Periodic Special — Traverse directly away from a source of danger.

Beginner Craft: Tech Items - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize rank I Tech Blueprints. Purchase of additional crafting knowledge's doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..).

Vanishing Act — 5 Build — Permanent Special — This Skill allows you to utilize the Skill “Vanish” against Melee Attacks as well as Ranged Attacks. You may now also activate Vanish without using it as a Defense, by spending 3 Stamina.

Contortionist — 6 Build — Permanent Special — Whenever you are hit by a Destroy Skill that would effect one or more of your Limbs you may spend 1 Stamina to utilize this Skill. That Limb is restored to full use after 1 Minute. This Skill may also be used in conjunction with Skills like “Escape Artist,” and “Breaking and Entering” to get into places a normal body could not easily squeeze through.

Contraband — 4 Build — Per-Event Special — At any point during the Event you may declare a single item. So long as you are able to physically hide this item on your person, it cannot be found via a casual search. This Skill provides you with the reasonable benefit of the doubt should the item become briefly visible, such as a shotgun you have tucked away in your trench coat becoming partially visible as you move down a hallway. You can pull an object in and out of Contraband at will, this does not constitute a separate use of this Skill. Additional purchases of this Skill allow you to declare additional items. The items must be singular, and cannot be used to contain other items.

Prestidigitation — 5 Build — Permanent Special — This Skill requires you to have Athletics. You may do 1 and only 1 of the following based off your Athletics Specialization. This Skill also grants you the use of “Stage Magic” as a keyword when used in conjunction with Athletics.

Agility: The Transported Man: You may spend 2 Stamina to double the length of any Traverse Skill.

Endurance: Breathing Techniques: You may spend 2 Stamina to increase the length of your Death Count by 1 Minute per 2 Stamina spent. This Skill may be used only in the first 2 Stages of your Death Count. Stamina spent this way cannot be regained until the end of Combat.

Strength: The Fire Eater: You may spend 2 Stamina to Defend against any Attack with Fire as a Component. Or to have your next 5 Attacks do Fire Damage.

Spider

Free Class Bonus: +1 Body, +3 Stamina, You do +1 Damage with Thrown Weapons

Proficiencies

Run Ragged — 8 Build — Permanent Proficiency — This Skill increase the amount of Stamina Damage you do with any Attack that does Stamina Damage by 1, to a maximum of +4 Stamina Damage.

Attack Skills

Pin — 3 Build — Periodic Thrown Weapon Attack — Tag Target. Target’s Left Leg is Bound to the Ground.

Poison Grooves - 5 Build - Periodic Thrown Weapon Attack - Tag Target and choose any Rank 1 Contact Poison on your Character Card. You can duplicate the effect of that Poison for this Attack.

Defense Skills

Scurry — 5 Build — Periodic Defense — Defends against any Ranged or Melee Attack so long as you are within touch distance of a Cover or you are Hidden.

Special Skills

Beginner Craft: Poisons (Dirty Tricks) - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize rank I Poison Recipes'. Purchase of additional crafting knowledge's doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Silent Strike – 5 Build – Permanent Special – You remain Hidden while utilizing Thrown Weapons. Any time you wish to use Skill in conjunction with a Thrown Weapon you must spend 1 Stamina in order to remain Hidden. Basic Weapon Damage and Stamina Damage do not cost Stamina.

Breaking and Entering — 5 Build — Permanent Special — This Skill allows you to enter into a building or Area through unusual means. Place your hand on a door or window you wish to enter through and count loudly and slowly down from 10. Spend 1 Stamina. You are now on the other side of that door or window. On its own this Skill only allows you to enter into areas that are not secured by any means. If a door or window are bolted or locked this Skill has no effect on its own. However you may use up to 2 Keywords in conjunction with this Skill, that may allow you to bypass such countermeasures. This Skill requires a Plot Marshal.

Sneak Sneak — 4 Build — Permanent Special — When utilizing a Skill that requires you to make a loud slow count, you may instead spend 1 Stamina and make a quiet slow count.

Stealth Force — 6 Build — Permanent Special — You can use any Skill that would allow you to enter or exit an Area on another willing Target. To do this, both you and the Target must spend 1 Stamina and do whatever else is required by the Skill.

Cloak of Night — 3 Build — Periodic Special — This Skill allows you and up to 3 other Friendly Targets to become Hidden. To do this, you must all achieve Cover behind the same object. Call "Cloak of Night", all of you are now Hidden.

Cat Burglar — 5 Build — Permanent Special — This Skill requires you to have Athletics. You may do 1 and only 1 of the following based off your Athletics Specialization. This Skill also grants you the use of "Master Thief" as a keyword when used in conjunction with Athletics.

Agility: Stealth: You can spend 2 Stamina to become Hidden.

Endurance: Iocane Powder: You may spend 2 Stamina to Defend yourself against any Poison you know how to make that is listed on your Character Card.

Strength: Pressure Points: You may spend 2 Stamina to increase the amount of Damage you do with Cheap Shot by 2 Stamina.

3.10 Mystic

General Skills

Bio-Regenerate – 5 Build – Permanent Treatment – Spend 1 Minute Treating Target. Target is Regenerating. Target is healed for 1 Body. Target is now Regenerating. Machine Targets Regenerate at a rate of 1 Body Per Minute. Non-Machine Targets Regenerate at a rate of 3 Body Per Minute. Regeneration continues until Target is healed to full, or until they actively engage in Combat.

Conduit - 6 Build - Permanent Special - Spend 1 roleplay minute marking up to 2 willing Targets with a Rune or a Sigil or providing them with a visible token of your power. Targets are now Linked to you. Targets remain Linked to you until they leave Traverse Distance of you, or until you fall into your Death Count or Die. While Targets remain Linked you may use any Mystic Treatment Skills on the Linked Targets by pointing at the Target and calling the Skill you wish to use. Target must be able to hear you. You must still spend the prerequisite time before enacting any Skill you wish to use in this fashion. In addition any time you utilize “Bio-Regenerate” on someone in the Conduit, the amount the Target is healed initially is increased to 5 Body for Machines and 10 Body for Non-Machines. While in this Stance you take Double Damage from all Attacks, and Double Duration for all Negative Status Effects. If a Target Leaves Conduit Stance during Combat, you cannot Mark another Target to take their place, nor can you swap one Target for another until Combat ends. Proficiencies that increase the number of Linked Targets you can have do not increase the time it takes to mark Targets. The maximum number of Linked Targets you can have is 6.

Phase Sight – 5 Build – Permanent Special – Allows you to see and interact with things that are out of tune with our Reality.

Shaman

Free Side Bonus

+1 Body, +3 Stamina, 1 Free Conduit Proficiency

Proficiencies

Phase Proficiency – 4 Build – Permanent Proficiency – Each Purchase of this Skill increases the duration of Phase Warrior by 1 Minute. This applies for all uses of the Skill Phase Warrior.

Attack Skills

Banishment - 6 Build - Periodic Metaphysical Attack - Tag Target. If there is an open Rift, Portal, or anything visible that the Target Spawned from, Target is immediately returned to that source and may not come back again for a period of 1 Hour. This may be used with a Packet. You must be able to see the Source in order to Banish the Target.

Close Rift - 6 Build - Permanent Spiritual Attack - Requires Marshal. Before you enact this Skill you must ask a Marshal where you must stand and how much time it will take you to close the Rift, Portal, or Spawn Point before you. Close Rift can take anywhere from 3 to 10 minutes, and can require you to be anywhere between in direct contact with the Rift to within Traverse Distance of the Rift. Depending on the nature of the Rift, there may be other requirements needed to close it permanently, though this Skill will always allow you to close the Rift for at least 30 minutes. Every time you are successfully Attacked while using this Skill the time needed increases by 1 Minute.

Defense Skills

Pure Body – 4 Build – Periodic Defense – Defends against any Radiation Attack. This Skill can also be activated to provide a immunity from a persistent source of Radiation for 1 Minute. The secondary function of this Skill can be used on a Friendly Target by spending 1 Minute of RP with the Target. The duration of this Skill is increased via Phase Proficiency.

Deep Focus – 2 Build – Periodic Defense – Requires you to be Shielded. Defends against all Mental Attacks.

Phase Defender - 5 Build - Periodic Defense - Defends against any Attack from a Glowing Target, this applies to any Target that is glowing, no matter the source of that glow. While in Conduit Stance you may declare this Defense for any Linked Target.

Null Point - 6 Build - Periodic Defense - Defends against any Metaphysical Attack. If you have the capability of performing that Attack using this Defense prevents you from doing so for 1 hour. For instance, if you were hit by the Skill “Confuse Loyalty” and use this Defense to block it, you could not use the Skill “Confuse Loyalty” one hour.

Treatment Skills

Rapid Regeneration – 1 Build – Periodic Treatment – Can only be used after a Target has a Skill with “Regenerate” in the name used on them. “Regenerate” Skill heals the Target instantly. When used in conjunction with “Bio-Regenerate” it instantly heals Machine Targets for 10 Body, and Non-Machine Targets for 20 Body (Target does not continue to Regenerate).

Regenerate Limb – 5 Build – Permanent Treatment – Spend 1 minute Treating Target Destroyed Limb. Destroyed Limb is Regenerating. At the end of 5 minutes, Limb is Regenerated. If Target is Attacked during Regeneration, this Skill fails.

Regenerate Sense – 5 Build – Permanent Treatment – Spend 1 minute Treating Target. Target’s Destroyed Sensory Organ is Regenerating. At the end of 5 minutes, Sensory Organ is Regenerated. If Target is Attacked during Regeneration, this Skill fails.

Special Skills

Phase Link - 5 Build - Permanent Special - So long as you have Phase Sight, all Linked Targets also have Phase Sight.

Phase Watch - 8 Build - Periodic Special - Defends a Linked Target from a Surprise Attack, or any Attack from a Glowing Target.

Mystic Shield – 4 Build – Periodic Special – After concentrating for 10 seconds you become Shielded.

Mystic Aegis – 5 Build – Permanent Special – Allows you to protect others when you become Shielded. Anyone touching your Staff when you become Shielded is also Shielded. They must also remain unmoving in order to continue being Shielded. If they let go of the Staff they lose Shielded and cannot regain it. If you are not using a Staff the Targets must be holding on to your arms, and you can only Shield a maximum of two additional Targets.

Bio-Defender - 5 Build - Permanent Special - Bio-Regenerate does not end on Targets who are Linked with you.

Phase Warrior - 4 Build - Periodic Special - You may activate this Skill to do +1 Phase Damage for 1 minute. Or, you may spend 1 minute of roleplay with a Friendly Target, they can do +1 Phase Damage for 1 minute. Whoever this Skill is used on, they are also considered to have Phase Sight for the duration.

Ritualist

Free Side Bonus

+3 Body, +2 Stamina, You do +1 Damage with Staves

Proficiencies

Conduit Proficiency - 6 Build - Permanent Proficiency - Each purchase of this Skill allows you to Link 1 Additional Target into your Conduit.

Call Skills

Call Summer – 2 Build – Periodic Metaphysical Staff Attack – Tag Target. Target takes +5 Fire Damage.

Call Spring – 3 Build – Periodic Metaphysical Staff Special – Tag Target. Target is healed for 5 Body or 2 Stamina.

Call Autumn – 3 Build – Periodic Metaphysical Staff Special – Tag Target. Target gains 20 Armor Points for the next minute.

Call Winter – 4 Build – Periodic Metaphysical Staff Attack – Tag Target's Leg. Target's Legs are Bound to the ground.

Call Sky – 4 Build – Periodic Metaphysical Special – Tag Target (including yourself) and Name a Specific Attack. Defends against the next use of that Attack. This can only be used during the Day.

Call Stars – 4 Build – Periodic Metaphysical Attack – Tag Target. Target is Shifted. This can only be used at Night.

Treatment Skills

Life For a Life [Dirty Tricks] – 6 Build – Permanent Treatment – Allows you to bring back a Non-Machine target from the Critical stage of their Death Count, by draining the life force out of someone else. In order to use this Skill you must have a second Target who is either Willing, Downed, Out, Critical or fully Bound. Spend 1 minute of Roleplay draining the life out of this secondary Target in order to revive the primary Target. Once this Treatment is completed, the secondary Target Dies, and the primary Target is revived with 1 Body. If either Target is moved or Attacked for whatever reason, the Treatment fails and the primary Target Dies instantly. This Skill cannot be used on the same Target more than once an Event.

Special Skills

Conduit Lash - 1 Build - Periodic Special - Point at Linked Target. Target is Teleported to your location. This does not allow the Linked Target to go through windows or doors, nor does it work on Captured or Bound Targets.

Vault – 3 Build – Periodic Staff Special – Can only be used outside. Traverse. While Traversing you are considered to be above the ground and may ignore people or ground based hazards.

Beginner Craft: Talismans - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize rank I Talisman Plans. Purchase of additional crafting knowledge's doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Talisman Mastery - 4 Build - Permanent Special - Allows you to take advantage of an additional Talisman. You may not have multiple copies of the same Talisman, or any Talisman that would provide a similar effect (example: two Talismans that both provide Armor Points).

Efficiency - 1 Build - Permanent Special - With each Purchase of this Skill you must name a Plan. You are able to Craft that Plan for half the required Components (each required Component is reduced by half rounded up). Additional Purchases of this Skill are considered to be Purchases of the Same Skill. Once you learn an Efficiency, this Skill nor the Plan it is attached to can be unlearned.

Warden of Seasons – 6 Build – Permanent Special – Allows you to Empower one of the Seasonal Call Skills. When you purchase this Skill you must choose one of the 4 Season Skills. This Skill can now be Empowered. You may only purchase this Skill once. Empowering a Call Skill costs 1 Stamina in addition to the use of the Skill. Warden of Seasons also allows you to use any Call Skill with a Spell Packet instead of a Staff.

Empowered Call Winter: Target is Fully Bound. If Target is in their Death Count, their Death Count stops for 5 Minutes, or until the Bound effect is removed.

Empowered Call Spring: Target is healed for 10 Body or 4 Stamina.

Empowered Call Summer: Fire Damage is increased to +10, or you may grant yourself or another Target the ability to swing for Fire Damage for 1 Minute.

Empowered Call Autumn: Temporary Armor Points is increased to 40 or you may choose to have 20 Armor Points last until used.

3.11 Rebel

General Skills

Blind Fighting — 5 Build — Permanent Special — While you are Blind you can Defend, use Defensive Skills, and use basic Attacks. You are otherwise Blind for the duration, and must act accordingly.

Dagger Dance — 6 Build — Periodic Small Weapon Defense — Defends against any Attack delivered to your back.

Ambidextrous — 13 Build — Permanent Special — You do +1 Melee Damage while wielding a Melee Weapon in each hand. ‘

Cheap Shot — 6 Build — Recurrent Attack — Tag Target. Target takes 1 Stamina Damage.

Shadow

Side Bonus

+3 Body, +1 Stamina, +1 Damage with Small Weapons

Proficiencies

The Master — 3 Build — Permanent Proficiency — Each purchase of this Proficiency allows you make an additional Surprise Attack with “From the Darkness”. Each Attack beyond the first must select a new Target. You may make multiple Attacks against the Same Target, but not before striking a second Target. While utilizing these Additional Surprise Attacks you are considered to be in the Surprise State, but not Hidden.

Attack Skills

Shiv (Dirty Tricks) — 4 Build — Per-Event Surprise Small Weapon Attack — Tag Target in the Back. Target immediately falls to the Out stage of their Death Count.

Shock — 4 Build — Periodic Surprise Attack — Tag Target. Target is Stunned.

Sweep — 1 Build — Periodic Surprise Attack — Tag Target’s legs. Target is Prone.

Gasp — 2 Build — Periodic Surprise Attack — Tag Target. Target is Dazed.

Hamstring — 2 Build — Periodic Surprise Small Weapon Attack — Tag Target’s legs. Target is Hobbled.

Defense Skills

Parry – 4 Build – Periodic Melee Defense – Defends against any Non-Surprise Melee Attack delivered to your front.

Break Bonds – 4 Build – Periodic Defense – Defends against Bound. This Skill can be activated at the time of the Attack or at any point while you are Bound.

Special Skills

From the Darkness – 4 Build – Periodic Special – Traverse from Hidden toward a Target, and immediately make a Surprise Attack against that Target, utilizing one of your Surprise Attack Skills.

Persevere – 9 Build – Permanent Special Defense – Spend 4 Stamina. You may Defend against any Non-Surprise Melee or Ranged Attack. This Skill may only be used Once Per Minute. You may not spend Stamina on this Skill if it would cause you to go Unconscious.

Hide – 1 Build – Periodic Special – Achieve Cover. You are now Hidden.

Ruffian**Side Bonus**

+3 Body, +1 Stamina, +1 Damage With Small Weapons

Proficiencies

Sucker Punch – 6 Build – Permanent Proficiency – Each purchase of this Skill enables you to do +1 Small Weapon Damage after you have inflicted any Status Effect on a Target. This extra damage only applies to the Target you hit with the Status Effect and lasts until you disengage the Target.

Attack Skills

Defenestrate – 3 Build – Periodic Small Weapon Attack – Can only be used indoors. Tag target. Target Thrown from the nearest exit point of the building they are in. Target is Prone.

Double Noggin Knocker – 4 Build – Periodic Small Weapon Attack – Tag two Targets on the shoulder simultaneously. Both Targets take 5 Stamina Damage.

Eye Gouge – 6 Build – Periodic Small Weapon Attack – Tag Target. Target's eyes are Destroyed. Target is Blind.

Ear Clap – 3 Build – Periodic Small Weapon Attack – Tag Target. Target's ears are Destroyed. Target is Deaf.

Break Jaw – 3 Build – Periodic Small Weapon Attack – Tag Target. Target's mouth is Destroyed. Target is Mute.

Death Touch (Dirty Tricks) – 3 Build – Per-Event Small Weapon Attack – This Attack can only be used on a Target currently suffering from 3 Negative Status Effects that you (and only you) have inflicted on them. Tag Target. Target is Dead.

Defense Skills

Bullet Catch – 3 Build – Periodic Small Weapon Defense – Defends against any non-surprise Ranged Attack. You are Dazed.

Blade Catch – 3 Build – Periodic Small Weapon Defense – Defends against any non-surprise Melee Attack. You are Dazed.

Suck it Up – 3 Build – Periodic Defense – Defends any Attack that has Bleeding as a component, or does Stamina Damage.

Special Skills

Frisk – 3 Build – Periodic Special – Roleplay 1 minute of Searching the Target. You are able to locate any Hidden objects on the Target.

Goon – 2 Build – Periodic Special – The next Skill you use from this Class List (and only this Class List) is considered to be a Surprise Attack. When using this Skill you say "Surprise" followed by the name of the Attack, followed the effect of the Skill. This Skill may be used on Skills that are already Surprise Attacks in order to achieve the Surprise State.

3.12 Sick Bay

General Skills

Bandage – 3 Build – Permanent Treatment – Spend 1 Minute Treating a Target. Target has 2 Body Restored. You may continue to Bandage the Target, restoring 2 Body for each Minute spent in Treatment.

Splint – 4 Build – Permanent Treatment – Spend 1 Minute Treating a Target's Destroyed Limb. Target Limb is restored to full function after 10 Minutes.

Cauterize – 2 Build – Permanent Treatment – Spend 1 Minute Treating a Bleeding Target. Target is no longer Bleeding.

Surgeon

Side Bonus

+3 Body, +3 Stamina, 1 Free Bandage Proficiency

Proficiencies

Deft Hands – 4 Build – Permanent Proficiency – Each purchase reduces the time needed for Treatment by 5 Seconds per Minute the Treatment takes. You may never reduce Treatment time to less than 30 Seconds per Minute the Treatment Takes.

Attack Skills

Daze – 3 Build – Periodic Attack – Tag Target. Target is Dazed.

Stab – 3 Build – Periodic Melee Attack – Tag Target. Target takes Weapon Damage +5 and is Bleeding.

Defense Skills

Sterile – 6 Build – Periodic Defense – Defends against any attack that would cause you to become Diseased.

Treatment Skills

From the Brink – 6 Build – Permanent Treatment – Allows you to bring a Target out of any stage of their Death Count and restore them to 1 Body. Requires 10 Minutes of Treating the Target. If you are Attacked while Treating the Target, Target dies.

Reattach Limb – 5 Build – Permanent Treatment – Allows you to restore a Target's Destroyed Limb. Requires 4 Minutes of Treating the Target.

Reattach Sense – 4 Build – Permanent Treatment – Allows you to restore a Target's Destroyed sensory organ (eyes, ears, tongue). Requires 4 Minutes of Treating the Target.

Plastic Surgery – 6 Build – Permanent Treatment – This Skill allows you to Treat Non-Permanent Flaws. For Lesser Flaws, this Requires 8 Minutes of Treating the Target. For Greater Flaws this requires 2 Sessions of 8 Minutes each taking place over 2 Events. Target Flaw is removed after final Treatment. Target is Vulnerable after the Treatment and will take double Damage for the next hour. This Skill also allows you to assess the nature of any Flaw.

Special Skills

Feign Death – 2 Build – Periodic Special – Allows you to lay Prone and appear as if Dead. Any attempt to Diagnose you only reveals that you are Dead. While utilizing Feign Death you are considered to be in a Surprise State.

Miracle Worker – 3 Build – Per-Event Special – Reduces the Treatment time of any Treatment Skill to 1 minute or by half, whichever is shorter.

Placebo (Dirty Tricks) – 6 Build – Permanent Special – Allows you to heal a Target from any stage of their Death Count, or restore a Destroyed body part. Requires 2 minutes Treating the Target. Target remains healed until they engage in Combat. Once Target engages in Combat they fall into the Critical Stage of their Death Count. Target only knows OOG that they have been given a Placebo, and believe IG that at the time their Treatment was completely on the level. If Target does not engage in Combat within 2 hours of receiving the Treatment, there is no ill effect. Requires Marshal.

Disease Specialist X - 5 Build - Permanent Special - Allows you to Treat Diseases in conjunction with the Space Medicine Handbook. When you take this Skill you must choose 3 of the following Keywords; Genetic, Nano, Macro, Phasic, Fungal, Blight, Infection, Virus, Bacteria, Allergy, Syndrome, or Plague. This represents your Disease speciality. You may Treat any Disease that has your Keywords. You may also work with others with this Skill to combine Keywords so that you can properly Treat a Target. The actual method of Treatment for a Disease is noted in the Space Medicine Supplemental Rulebook. For Diseases that are not in the Space Medicine Handbook, Treatment requires the Skill "Research X", where all of your speciality Keywords count toward finding a cure. All Keywords correspond to certain Disease Traits. All Diseases must have at least 2 Traits, but can have as many as 6 Traits.

Field Medic

+4 Body, +2 Stamina, 1 Free Deft Hands Proficiency

Proficiencies

Bandage Proficiency – 4 Build – Permanent Proficiency – Each purchase of this Skill improves the ratio of Treatment done by your Bandage Skill by 1.

Attack Skills

Gut Shot – 3 Build – Periodic Ranged Attack – Tag Target. Target takes Weapon Damage +5 and is Bleeding.

Blind – 5 Build – Periodic Attack – Tag Target. Target is Blind.

Defense Skills

Focus – 5 Build – Periodic Defense – Can only be used while Treating a Target, working on a Tech Challenge, actively Crafting, or using any Skill that requires active Concentration. Defends against any Attack that would not immediately drop you into the Out or Critical Stage of your Death Count. Using this Skill does not break your Concentration.

Treatment Skills

Stabilize – 5 Build – Permanent Treatment – Spend 1 minute Treating Target. Target's Death Count is suspended so long as you remain within Traverse Distance. You may have more than 1 Target Stabilized at a time, however each Target beyond the first requires an expenditure of 1 Stamina. Death Count is halted while you are Treating Target.

Revive – 3 Build – Permanent Treatment – Spend 5 Seconds Treating an Unconscious Target. Target is awake and Dazed.

Recover – 1 Build – Periodic Treatment – Spend 5 Seconds Treating a Target. Target is cured of Weakened, Dazed, and/or Hobbled.

Quarantine - 2 Build - Periodic Treatment - Spend 2 minutes Roleplay with Target suffering from a Disease or Infection. Target's Disease or Infection cannot spread to any other Target for 6 Hours or the Remainder of the Period, whichever is longer. Any Triggers that would specifically cause the Disease to Spread are not Triggered.

Special Skills

Rescue – 2 Build – Periodic Special – Target Willing, Unconscious, or someone in any stage of their Death Count. Tag target. You and the Target move Traverse in any direction toward safety.

Mummify – 4 Build – Permanent Special – Allows you to grant a Target temporary Armor after using the Skill “Bandage”. Bandaged Target gains 5 temporary Armor Points, this Armor lasts 1 hour or until spent. A Target may only benefit from this once per Combat.

Beginner Craft: Tinctures - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize rank I Tincture Plans. Purchase of additional crafting knowledge’s doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Beginner Craft: Poisons (Dirty Tricks) - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize rank I Poison Plans. Purchase of additional crafting knowledge’s doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Force Feed – 4 Build – Permanent Special – Requires an Unconscious, Fully Bound, or Dying Target. Spend 1 Stamina. You may force a Target to consume a Tincture or Poison. In order to force them to Consume a Poison you must have “Dirty Tricks”. Poison consumption does not work on Unconscious Targets unless the Poison specifically says otherwise.

Efficiency - 2 Build - Permanent Special - With each Purchase of this Skill you must name a Plan. You are able to Craft that Plan for half the required Components (each required Component is reduced by half rounded up). Additional Purchases of this Skill are considered to be Purchases of the Same Skill. Once you learn an Efficiency, this Skill nor the Plan it is attached to can be unlearned.

3.13 Smuggler

General Skills

Breaking and Entering — 5 Build — Permanent Special — This Skill allows you to enter into a building or area through unusual means. Place your hand on a door or window you wish to enter through and count loudly and slowly down from 10. Spend 1 Stamina. You are now on the other side of that door or window. On its own this Skill only allows you to enter into areas that are not secured by any means. If a door or window are bolted or locked this Skill has no effect on its own. However you may use up to 2 Keywords in conjunction with this Skill, that may allow you to bypass such countermeasures. This Skill requires a Plot Marshal.

Smuggling (Component Subtype) – 3 Build – Permanent Special - When purchasing this Skill you must name a specific Component Subtype. At the start of each event, you gain 1 of that Component. Additional purchases of this Skill allow you to name another Component Subtype (but not the same Subtype over again). Unlike other Skills that have variable names based off the Skill purchased all purchases of Smuggling increase as if they are the same Skill.

VIP - 3 Build - Per-Event Proficiency - You have +1 Influence per Purchase of this Skill. This Influence is gained at the beginning of an Event and any unspent Influence is lost at the end of the Event.

Legal Contract - 3 Build - Permanent Special - Allows you to draft a Legally Binding Contract between two willing parties who are not under duress. This contract can be of any length up to 6 Months. The terms of this contract are binding, and neither party can violate the explicit words used to draft the agreement. At any time after the first month of the Contract, either parties may seek arbitration to change the wording of the Contract. If the other party is unwilling to enter into arbitration within 1 month of the request, the Contract is considered null. Legal Contracts do not count as “Contracts” for the purpose of Skills that give you an advantage for having Contracts.

Smug - 2 Build - Permanent Special - Allows you to spend Influence to increase your Smuggling Rolls. Each point of Influence you spend increases your Smuggling rolls by 1.

Quick Draw

Side Bonus

+3 Body, +1 Stamina, +1 Damage with Revolvers

Proficiencies

Quick Draw – 4 Build – Recurrent Proficiency – Any Ranged Weapon drawn from a Holster does +1 Weapon Damage per purchase for the first Attack. This Attack must be delivered immediately after drawing the Weapon and must be stated as Quick Draw X damage. You may only have 2 Holsters that benefit from this Skill on your person and each Holster may only be used in this manner once per minute.

Connections X - 5 Build - Per-Event Proficiency - When Purchasing this Skill you must choose any Faction you have a Contact with. You gain 2 Influence to use on Schemes specifically for that Faction. Additional purchases of this Skills allow you to choose additional Factions (following the same rules). Influence gained this way expires at the end of the Event.

Attack Skills

Hobble – 3 Build – Periodic Attack – Tag Target’s legs. Target is Hobbled.

Reflex Shot – 4 Build – Periodic Revolver Surprise Attack – Can only be used on a Target wearing the Negotiate Symbol. Gun must be Holstered before Attack. Tag Target. Target takes Weapon Damage +20.

Fan the Hammer – 6 Build – Periodic Revolver Attack – Revolver must be Holstered before the Attack. You benefit from the +Damage of Quick Draw for each shot remaining in your Revolver or until a minute has passed whichever happens first.

Defense Skills

Dodge – 4 Build – Periodic Defense – This skill enables you to defend against any non-surprise ranged attack delivered to your front.

Willpower – 4 Build – Periodic Defense – Defends against all Mental Attacks, save for those that would cause you to suffer a Trauma.

Special Skills

Trade Deal - 4 Build - Permanent Special - This Skill allows you to trade Items of a lower Rank for items of a higher Rank. At any time you may see an Item Card Marshal and trade 4 Weapons/Armor of one Rank for a random Weapon/Armor of a next Rank up. For example you can trade 4 Rank 1 Weapon Cards for a random Rank 2 Card.

Armor Smuggling - 8 Build - Permanent Special - At the start of each event you may take a chance at Armor Smuggling. Roll a d20 and add the number of proficiencies you have in Trade Genius along with the number of Contracts you have with Armor Suppliers. You may always trade out your roll for a lower number.

1-5: You lose 10 Components of your choosing.

6-10: You lose 5 Components but gain any 1 Rank 1 Armor of your choosing.

11-13: You gain any 1 Rank 1 Armor of your choosing.

14-15: You gain any 2 rank 1 Armor of your choosing.

16-17: You gain a random Rank 2 Armor.

18-19: You gain a Rank 2 Armor of your choosing.

20-21: You gain a random Rank 3 Armor.

22-23: You gain a Rank 3 Armor of your choosing.

24-25: You gain a Rank 2 Armor with any 1 Rank 1 Upgrade.

26-27: You gain a Rank 3 Armor with any 1 Rank 1 Upgrade.

28-29: You gain up to 8 Ranks worth of Armor barring Rank 4 Weapons (so you could take 8 Rank 1 Armor, or 4 Rank 2 Armor, or 2 Rank 3 Armor and 1 Rank 2 Armor).

30: You gain a Random Rank 4 Armor. This can only be attained via a Prestige Class Skill.

Renegade

Side Bonus

+3 Body, +1 Stamina, +1 Damage with Revolvers

Proficiencies

Trade Genius (Component Type) – 5 Build – Permanent Proficiency – When purchasing this Skill you must name a specific Component Type. Each purchase of this Proficiency raises the amount of Components you receive from Smuggling (within that Component Type), by 1. Unlike other Skills that have variable names based off the Skill purchased all purchases of Smuggling increase as if they are the same Skill.

Attack Skills

Waylay – 6 Build – Periodic Surprise Small Weapon Attack – Tag Target wearing a Negotiate Symbol between the shoulder blades. Target is Unconscious.

Defense Skills

Scurry – 5 Build – Periodic Defense – Defends against any Ranged or Melee Attack so long as you are within touch distance of a Cover or you are Hidden.

Nimble – 5 Build – Periodic Defense – Defends against Traps or any environmental hazard.

Keen Eye – 5 Build – Periodic Defense – Defends against any Attack delivered by a Target wearing a Negotiate Symbol.

Special Skills

Contraband – 4 Build – Per-Event Special – At any point during the Event you may declare a single item. So long as you are able to physically hide this item on your person, it cannot be found via a casual search. This Skill provides you with the reasonable benefit of the doubt should the item become briefly visible, such as a shotgun you have tucked away in your trench coat becoming partially visible as you move down a hallway. You can pull an object in and out of Contraband at will, this does not constitute a separate use of this Skill. Additional purchases of this Skill allow you to declare additional items. The items must be singular, and cannot be used to contain other items.

Quick Escape - 5 Build - Periodic Special - Place your hand on a window or door, you appear on the other side. Go out of game until your reach the exact spot where the door or window would let you out. You appear In Game on the other side. This Skill can only be used to escape from a dangerous situation out of a location. It will not allow you to escape into a building.

Bootleg – 5 Build – Permanent Special – At the start of each event, you may trade any 1 Component for a random draw of any other Components. You may trade in up to 4 Components this way. Trade Genius ups the amount of components you may trade by 1 per Proficiency.

Interrogate (Dirty Tricks) – 6 Build – Permanent Mental Attack – This Skill can only be used on a Target wearing a Negotiate Symbol. This Skill allows you to get information out of a Bound or detained Target. For every 2 Minutes you spend in intense Roleplay with the Target, that Target must answer 1 question truthfully. In addition the Target loses 1 Stamina. If Target is rendered Unconscious or otherwise incapacitated, this Skill ends. Whenever the use of this Skill ends, it may not be used on the same Target again, no matter the source, for the remainder of the Event.

Detect – 3 Build – Periodic Special – Point at a Hidden Target (you must be able to actually OOG see the Target). You may see, interact, and engage the Hidden Target. This Skill remains in effect against that Target for 1 minute.

Weapon Smuggling - 8 Build - Permanent Special - At the start of each event you may take a chance at Weapon Smuggling. Roll a d20 and add the number of proficiencies you have in Trade Genius along with the number of Contracts you have with Weapon Suppliers. You may always trade out your roll for a lower number.

1-5: You lose 10 Components of your choosing.

6-10: You lose 5 Components but gain any 1 Rank 1 Weapon of your choosing.

11-13: You gain any 1 Rank 1 Weapon of your choosing.

14-15: You gain any 2 rank 1 Weapons of your choosing.

16-17: You gain a random Rank 2 Weapon.

18-19: You gain a Rank 2 weapon of your choosing.

20-21: You gain a random Rank 3 Weapon.

22-23: You gain a Rank 3 Weapon of your choosing.

24-25: You gain a Rank 2 Weapon with any 1 Rank 1 Upgrade.

26-27: You gain a Rank 3 Weapon with any 1 Rank 1 Upgrade.

28-29: You gain up to 8 Ranks worth of Weapons barring Rank 4 Weapons (so you could take 8 Rank 1 Weapons, or 4 Rank 2 Weapons, or 2 Rank 3 Weapons and 1 Rank 2 Weapon).

30: You gain a Random Rank 4 Weapon. This can only be attained via a Prestige Class Skill.

3.14 Soldier

Squad Rules: *Squads are specialized tactical units. To create a Squad you must give an Insignia (a badge, or bandana, or something visible and obvious to indicate that the person is part of the Squad) to each member of the Squad including yourself. You are now designated as the Squad Leader. A Squad must have a least two members to be considered a Squad. Once a Squad is created you may utilize a Squad Skill to grant all members of the Squad a special bonus while they remain within the Squad. All Squad members must continue to wear the Insignia and be within Traverse distance of the Squad leader in order to benefit from the Squad bonus. You can only be part of 1 Squad at a time, and may not be part of 2 different Squads in the same instance of Combat. A Squad must include at least 2 members. if a Squad is reduced to 1 member for whatever reason that Squad must be reformed. All Squads require 1 minute to form up. At the outset a Squad can only include a base of 2 members, this number can be modified through Skills and items. If the Squad Leader dies the Squad is immediately Disbanded. The maximum number of members in any Squad is 8.*

Order Rules: *Orders are Skills that are called by the Squad Leader and grant each member of the Squad, including the Squad Leader, one use of the called Skill. After the Squad Leader has called an Order all other members have 5 seconds to call their version of their copy of that Order. Orders can effect a maximum of 4 Targets. For each additional Target beyond 4 you must spend 1 Stamina per Target. When calling Orders you may specify Targets getting the Order.*

General Skills

Courage – 2 Build – Periodic Defense – Defends against Afraid or Panicked.

Form Up! - 2 Build - Permanent Special - Allows to to create a Squad. See "Squad Rules" for more information. All members of the Squad gain a Soak of 1 when benefiting from Cover.

Lazer Blast - 3 Build - Periodic Ranged Attack - Tag Target. Target takes +5 Lazer Damage.

Tactician

Side Bonus

+3 Body, +1 Stamina, +1 Damage with Rifles

Proficiencies

Command – 6 Build – Permanent Proficiency – Each purchase of this Skill increases the number of members you may have in a Squad by 1.

Attack Skills

Command Shot – 1 Build – Periodic Ranged Attack – Can only be used while in a Squad. Tag Target. Target takes 2x Weapon Damage.

Defense Skills

Get Down! – 3 Build – Periodic Defense – Can only be used while in a Squad. Defends against any Non-Surprise Ranged or Melee Attack.

Order Skills

Shields Up! – 3 Build – Periodic Order – Ordered Squad Members gain +1 Soak for 5 Minutes. This Soak is doubled when they benefit from Cover.

Stay Sharp! – 3 Build - Periodic Order - Ordered Squad Members can sense (but cannot see) the general location of Hidden Targets and can ignore “Non-Surprise” from the text of any Defense for 1 Minute.

Eyes on Target! - 2 Build - Periodic Order - Can only be used while "Stay Sharp!" is active. Ordered Squad Members can use Ranged Attacks against a Hidden Target you point at as though the Target were not Hidden.

Duck and Cover! - 4 Build - Periodic Order - Can only be used on a Squad Member within in Cover, are within Weapon Distance of Cover. Defends against any Ranged Attack. This also Defends against Area of Effect Physical Ranged Attacks such as certain Bombs. When Defending against an Area of Effect all members of the Squad who are in Cover or within Weapon Distance of Cover Defend the Attack. This Skill does not require additional Stamina to effect all members of the Squad.

Over the Top! – 3 Build – Periodic Order – Ordered Squad Members may Traverse to the next viable Cover. If there is no Viable cover you may not benefit from this Skill.

Hold your Ground! – 6 Build – Periodic Order - Ordered Squad Members are Immune to Throw and Prone for 5 minutes.

Special Skills

Retreat – 5 Build – Periodic Special – Allows you to call a Retreat. All Willing Friendly Targets may move Traverse Distance toward your position (must be away from an enemy).

Patch Up – 4 Build – Permanent Treatment – Allows you to bring a Target out of the Downed Stage of their Death Count. Requires 1 minute of Treating the Target. Target is healed 1 Body. Target is Hobbled.

Tracking – 3 build – Permanent Special – Requires Marshal. Study the Scene, and then ask the Marshal if there are any tracks, and where they lead. This Skill may allow you to follow those tracks at the Marshal's discretion.

Gunderstanding – 2 Build – Permanent Special – When you teach any Skill that appears on the Soldier List or any Skill that specifically requires the use of a Ranged Weapon, the one learning has access to that Skill at the beginning of next Period.

Beginner Craft: Bombs - 2 Build - Permanent Crafting Knowledge - Allows you to read, understand, learn and utilize rank I Bomb Plans. Purchase of additional crafting knowledges doubles every other purchase after the first. This is cumulative (2, 2, 4, 4, 8..). When purchasing a Crafting Knowledge you gain 2 Rank 1 Plans of that type, one you can choose, and one chosen at random.

Rifleman

Side Bonus

+5 Body, +1 Damage with Rifles

Proficiencies

Cover Fire – 5 Build – Permanent Proficiency – Each purchase of this Skill raises the amount of Ranged Weapon Damage you do while in Cover by 1.

Attack Skills

Gut Shot – 3 Build – Periodic Ranged Attack – Tag Target. Target takes Weapon Damage +5 and is Bleeding.

Sniper Shot – 5 Build – Periodic Rifle Attack – Tag Target. Target takes 4 times Weapon Damage. This Attack may only be made from Cover.

Unload - 8 Build - Periodic Rifle Attack - Tag a Single Target with every shot in your clip (max 10). Each of these are +5 Weapon Damage Attacks against that Target. You cannot use your Rifle for 1 minute after utilizing this Skill.

Shock – 4 Build – Periodic Surprise Attack – Tag Target. Target is Stunned.

Shield Buster - 4 Build - Periodic Rifle Attack - Tag Target holding a Shield Shield. Target takes 20 Damage.

Defense Skills

Suck it Up – 3 Build – Periodic Defense – Defends any Attack that has Bleeding as a component, or does Stamina Damage.

Order Skills

Attack! – 3 Build – Periodic Order – All Squad members do +1 Ranged Damage for 5 Minutes. Squad members do an additional +1 Damage if they are benefiting from Cover.

Concentrate Fire! – 5 Build – Periodic Order - All Squad members gain a use of the Skill "Critical Attack" and must immediately make this Ranged Attack in a direction you specify.

Covering Fire! – 6 Build – Periodic Order – All Squad members must immediately make a Ranged Attack. All Targets hit are Winded.

Suppressing Fire! – 6 Build – Periodic Order – All Squad members must immediately make a Ranged Attack. All Targets hit are Prone.

Keep Moving! – 4 Build – Periodic Order – Defends a Squad Member against Hobble or any Attack that would specifically affect your Legs. This Skill can be used to Treat Hobble and Disabled Legs (but not Destroyed or Obliterated Legs).

Special Skill

Melee Assault – 5 Build – Permanent Special – The "Attack!" Command now also applies to Melee Weapons. Melee Weapons do not benefit from the bonus Damage granted while in Cover.

Hide – 1 Build – Periodic Special – Achieve Cover. You are now Hidden.

Sniper's Nest – 3 Build – Periodic Rifle Special – Allows you to make a Ranged Rifle Attack from Hidden without breaking Hidden. This Skill can be used in conjunction with any Periodic Attack that can be utilized with a Rifle, as well as a basic Damage Attack utilizing a Rifle.

Squad Mate - 8 Build - Permanent Special - You count as a free Squad Member when joining or creating a Squad. You may also call Order Skills as though you were the Squad Leader. You still count toward the Cap of 8 members that can be in a Squad.

3.15 Warrior Poet

Warrior Poet Rhetoric Skills: *Rhetoric Skills are intended to be rousing speeches or songs sung before or during Combat to enhance the prowess of one's allies, or drive fear into the hearts of one's enemies. At their base Rhetoric Skills effect 1 Target. Rhetoric Skills cannot Target oneself. A Target may only be effected by 1 Rhetoric Skill at a time. Beneficial Rhetoric Skills all require 1 Minute of Roleplay. Rhetoric Skills which Target opponents require 15 Seconds of Roleplay per Target, every 15 Seconds you may Target a new or the same opponent, limited only by the number of Targets your Rhetorics can reach. Rhetoric Attacks are all considered to be Voice/Mental Attacks. Rhetorics which grant a Defense last for 1 Hour or until the end of Combat whichever is longer. Rhetorics that grant a static benefit take effect immediately.*

General Skills

Snap Out of It – 4 Build – Recurrent Attack/Treatment – Tag Friendly Target. Target takes 1 Stamina Damage and is cured of all negative Mental Effects. This Skill must be called as follows “Snap Out of It, 1 Stamina”.

Willpower – 4 Build – Periodic Defense – Defends against all Mental Attacks, save for those that would cause you to suffer a Trauma.

Mass Hysteria (Dirty Tricks) – 5 Build – Per-Event Voice Attack – Give a 30 second speech about hopelessness and despair. All who hear this speech are Panicked.

Determination - 3 Build - Periodic Rhetoric - When using this name a specific Status Effect (as per the Game Terms sections of the Rulebook). All Targets gain a Defense against the next instance of that Status Effect.

Orator

Side Bonus

+3 Body, +4 Stamina

Proficiencies

Commanding Voice – 6 Build – Permanent Proficiency – Each purchase of this allows you to affect 1 additional Target with your Rhetoric Skills.

Rhetoric Skills

Embiggen – 4 Build – Periodic Rhetoric – Targets automatically Defend against the next Mental Attack that hits them.

Invigorate – 3 Build – Periodic Rhetoric – Targets have +2 Permanent Stamina for the remainder of Combat or 1 Hour, whichever is longer.

Resolute – 4 Build – Periodic Rhetoric – Targets automatically Defend against the next Trauma that hits them.

Unconquerable – 4 Build – Periodic Rhetoric – For 1 minute, instead of taking Weapon Damage as per normal, Target takes 2 Damage from every strike, this includes Skills that include Weapon Damage as a component. While active, Target cannot benefit from Soaks.

Innervate – 5 Build – Periodic Rhetoric – Targets regain the use of any 1 Periodic Skill they have expended with an initial Build Cost of 5 or less that is not a Rhetoric or a Prestige Skill. The Choice of Skill must be declared immediately after the Rhetoric is completed.

Forbid – 4 Build – Periodic Rhetoric Attack – Targets cannot Attack you or anyone within Weapon Distance of you so long as you continue to Roleplay this Rhetoric.

Healing Skills

Rejuvenate – 6 Build – Permanent Special – For each minute you spend in Roleplay with a Target, they regain 1 Stamina. A Target may benefit from this Skill Once Per Combat. This Skill is effected by Rhetoric Proficiencies and Bonuses, allowing you to Target as many people with this Skill as you could any standard Rhetoric.

Voice of Reason – 1 Build – Periodic Treatment – Spend 5 seconds talking with Target suffering from a Mental Effect. Target is freed of all Mental Effects.

Pep Talk – 5 Build – Permanent Treatment – Spend 1 minute of roleplay with Target. Target regains all Stamina. This Skill cannot be used in Combat. Target cannot be effected by Pep Talk more than Once Per Period.

Psychoanalyze – 2 Build – Permanent Treatment – Study Target for 5 minutes while talking with Target in a directed fashion. At the end of which you know all the Traumas and mental afflictions (both permanent and temporary) of the Target. If you are attempting to be covert with your diagnosis, you may ask a Marshal at the end of the 5 minutes to approach the player regarding the answers of the diagnosis. This Skill cannot be defended against.

Plea for Sanity – 1 Build – Periodic Treatment – Spend 1 minute roleplay with Target. At the end of which, name 1 Trauma. If the Target is afflicted with that Trauma, it is quelled for 1 hour.

Counsel – 6 Build – Permanent Treatment – This Skill allows you to cure a Target's Trauma. In order to use this you must first know the Trauma you are looking to cure. Lesser Traumas can be cured in a single Session, and requires 10 minutes of roleplay with the Target. Greater Traumas require 2 Sessions spread out over 2 Events. The first Session takes 20 minutes of roleplay with the Target, and the second Session takes 10. A Target may only benefit from Counsel once an event. Skills that may reduce the time for Counsel cannot reduce the time to less than 10 minutes. Once you have Counseled a Target, you may sign off on the Target's Card that their Trauma is Cured or in Treatment. Counsel cannot be Defended against, however you must continuously interact with the Target in a meaningful and directed fashion for the entire duration of the Skill. If the Target leaves the session for any reason the Skill fails and you must start again from the beginning of the session. This Skill is not affected by Miracle Worker. This Skill is not affected by Miracle Worker. This Skill also lets you assist in the treatment of Neurological Disease (see the Disease Section and Space Medicine Supplemental Handbook).

Brainwashing (Dirty Tricks) – 6 Build – Permanent Special – This Skill can only be used in conjunction with Counsel. This Skill turns a Lesser Trauma into a Greater Trauma (the Lesser Trauma is cured and the Target must roll for a Greater Trauma). The Target does not know that they have been Brainwashed. Requires Marshal.

Pep Talk – 5 Build – Permanent Treatment – Spend 1 minute of roleplay with Target. Target regains all Stamina. This Skill cannot be used in Combat. Target cannot be effected by Pep Talk more than Once Per Period.

Defense Skills

Resolve – 6 Build – Periodic Defense – Defends against any attack that would cause a Trauma.

Legal Contract - 3 Build - Permanent Special - Allows you to draft a Legally Binding Contract between two willing parties who are not under duress. This contract can be of any length up to 6 Months. The terms of this contract are binding, and neither party can violate the explicit words used to draft the agreement. At any time after the first month of the Contact, either parties may seek arbitration to change the wording of the Contract. If the other party is unwilling to enter into arbitration within 1 month of the request, the Contract is considered null. Legal Contracts do not count as "Contracts" for the purpose of Skills that give you an advantage for having Contracts.

Sentinel

Side Bonus

+4 Body, +1 Stamina, 1 Free Commanding Voice Proficiency

Proficiencies

VIP - 3 Build - Per-Event Proficiency - You have +1 Influence per Purchase of this Skill. This Influence is gained at the beginning of an Event and any unspent Influence is lost at the end of the Event.

Rhetoric Skills

Hymn of Terror – 3 Build – Periodic Attack Rhetoric – Targets are Afraid.

Canticle of Fury – 4 Build – Periodic Attack Rhetoric – Targets are Enraged. This Skill may also be used as a friendly Rhetoric. When used on Friendly Targets, Targets regain 1 Body for each successful Melee Attack they land so long as they remain Enraged.

Revel of Glory – 3 Build – Periodic Rhetoric – Targets next normal Weapon Attack does Double Damage.

Lullaby of Frailty - 4 Build - Periodic Attack Rhetoric - Targets take 2 Stamina Damage.

Opera of Strife - 5 Build - Periodic Rhetoric Attack - Targets are Taunted to the friendly Target of your Choice.

Anthem of Glorious Dead - 8 Build - Periodic Rhetoric - Targets all gain 30 Temporary Body, and swing for +2 Damage. At the end of 1 Minute all Targets fall to the Critical Stage of their Death Count. This Skill can effect Downed, Out and Critical Targets and counts as a Treatment for the purposes of pausing the Death Count of those who hear it.

Treatment Skills

Revive – 5 Build – Permanent Treatment – Allows you to awaken an Unconscious Target. Requires 10 seconds Treating the Target. Target is Dazed.

Attack Skills

For Us All – 3 Build – Periodic Attack – Tag Target. Target takes Weapon Damage +5. If Target is Downed by this Attack or within 5 seconds of being hit by this Attack, you gain a free use of any Rhetoric you have on your Character Card with an initial Build Cost of 5 or less.

Shield Bash – 2 Build – Periodic Shield Attack – Take a step toward Target to signify hitting your opponent with your Shield. Target is Thrown.

Execute (Dirty Tricks) – 5 Build – Permanent Mental Attack – Killing Blow Target. Choose another Target (Target must have seen you Killing Blow the initial Target) and call “Fear”. Target is Afraid. You may only benefit from this once per minute.

Defense Skills

Shove – 2 Build – Periodic Defense – Can only be used after someone within Melee Weapon range of you has been hit with an Attack. Call Shove. Target is pushed out of the way and the Attack is Defended. Target is Prone. You must see the initial Attack in order to use this skill.

Suck it Up – 3 Build – Periodic Defense – Defends any Attack that has Bleeding as a component, or does Stamina Damage.

Special Skills

Shared Strength – 6 Build – Permanent Special – You gain a Soak of 1 and have Weapon Damage +1 for 5 minutes after using a Rhetoric skill. This effect does not stack with itself.

3.16 Xeno Hunter

[Xeno Hunter Note: This list often uses the Game Term “Study”. Study requires 1 minute of active investigation of a Target or Scene depending on the Skill.]

General Skills

Favored Enemy (Name) – 5 Build – Permanent Special – You do +1 Damage against any named Favored Enemy. Additional purchases go up by 2 Build (instead of 1). When purchasing this Skill name one of the following; any Species/Race in the Species section (this is specific not general, so while you can choose Terran you cannot choose Human), any Species/Race pre-approved by Staff, any Xeno Type (monster) pre-approved by Staff, any single type of Entropic being (Ruin, Lament, Nameless, Wrath, Wyrms, Scourge), or anything else that has been pre-approved by Staff. Damage bonus from Favored Enemy does not apply to Xenos with Hits instead of Body. It is encouraged that New Members picking up Xeno hunter consult with the Staff to find out what sorts of things might be of use to take as a Favored Enemy.

Show No Fear – 2 Build – Periodic Defense – Defends against Mental Attacks from your Favored Enemies.

Analyze Enemy – 3 Build – Recurrent Special – Study Target. Lets you identify what type of creature Target is. Requires a Marshal.

Shotgunner

Side Bonus

+5 Body, +1 Damage with 1 Handed Weapons and Shotguns

Proficiencies

X Strike - 6 Build - Recurrent Proficiency - With each purchase of this Skill choose one of the following; Fire, Phase, Frost, Gloom, Spark, or Lazer. Once Per Minute you may make a Weapon Damage Attack of the chosen Damage type. Additional purchases allow you to select additional Damage types. You may only purchase this Proficiency 4 times. When utilizing the Attack you simply call the name of the type of Damage you are doing (“5 Frost” instead of “Frost Strike, 5 Frost Damage”).

Attack Skills

Head Shot – 3 Build – Periodic Ranged Attack – Tag Target. Target takes 3 times Weapon Damage.

Hobble – 3 Build – Periodic Attack – Tag Target Legs. Target is Hobbled.

Blast – 2 Build – Periodic Shotgun Attack – Tag Target. Target is Thrown directly back and takes Weapon Damage.

Scatter Shot – 5 Build – Periodic Shotgun Attack – Fire your Weapon. All Targets within the front Arc (up to 3) take Weapon Damage and are Dazed.

Destroy Weapon – 5 Build – Periodic Attack – Tag Target. Choose a Weapon, that Weapon is Destroyed. If you are Destroying a Melee Weapon, you must Tag the Melee Weapon.

Destroy Limb – 5 Build – Periodic Attack – Tag Target Limb. Target Limb is Destroyed.

Dissipate Manifestation - 5 Build - Periodic Attack - Tag Target Manifestation. Target Manifestation Dies.

Defense Skills

Shake Off – 3 Build – Periodic Defense – Defends against Bound.

Avert – 4 Build – Periodic Defense – Defends against any Non-Surprise Attack from your Favored Enemies.

Resilience - 5 Build - Periodic Defense - Defends against any Attack that effects your Stamina or would render you Unconscious.

Special Skills

Paranoia - 8 Build - Permanent Special - You may remove “Non-Surprise” from any Defense when Attacked by one of your Favored Enemies.

Well Prepared - 1 Build - Periodic Special - Study Unconscious, Dying, or Dead Target. Choose one of the following; Regain 5 Body or your next Attack against the same type of Target does +5 Weapon Damage. If the Studied Target is one of your Favored Enemies, you gain +1 Soak against that Favored Enemy for the remainder of Combat. This Soak can stack up to +3 Soak. Soaks cannot reduce Damage to less than 1. This Soak does not stack with other Soaks. Any Target may only be Studied once.

Game Plan - 5 Build - Per-Event Special - Study Target. If the Target one of your Favored Enemies, you may engage in 1 minute of Roleplay with all Friendly Xeno-Hunters and name the Favored Enemy. For the next 5 Minutes, all Xeno-Hunters have that Favored Enemy. Targets may only benefit from this Skill Once-Per Combat.

Slayer

Side Bonus

+3 Body, +1 Stamina, +1 Damage with 1 Handed Weapons and Shotguns

Proficiencies

Favored Enemy Proficiency – 8 build – Permanent Proficiency – Each purchase of this skill raises the damage against Favored Enemies by 1.

Attack Skills

Slay – 8 Build – Periodic Attack – Can only be used against a Favored Enemy. Tag target. Target immediately falls to the Critical stage of their Death Count.

Strike Back – 1 Build – Periodic Attack – Tag Target that successfully Tagged you within the past 5 Seconds. Target takes Weapon Damage +5.

Death Toll (Dirty Tricks) – 6 Build – Permanent Attack – Killing Blow “Favored Enemy” Target. Target Dies. You gain a free “Critical” Periodic Attack against another “Favored Enemy” Target of that Type. You may only benefit from this once per minute.

Get in Their Head - 2 Build - Periodic Voice/Mental Attack - Interact with a Favored Enemy for 1 Minute. You may then call one of the following; Fear, Panic, Enrage, or Taunt.

Stab – 3 Build – Periodic Melee Attack – Tag Target. Target takes Weapon Damage +5 and is Bleeding.

Defense Skills

Parry – 4 Build – Periodic Melee Defense – Defends against any Non-Surprise Melee Attack delivered to your front.

Courage – 2 Build – Periodic Defense – Defends against Afraid or Panicked.

Avoid – 8 build – Periodic Defense – Defends against a Surprise Attack.

Special Skills

Bar Door – 2 Build – Periodic Special – Target Door. So long as character remains with their hand on the door latch, that door cannot be opened. Barred Doors can still be Destroyed.

Aggressive Amputation – 5 Build – Permanent Special – Can only Target someone who is either Willing, Bound, Unconscious or in their Death Count. Target limb. Spend 10 seconds viciously removing Target Limb. Target Limb is Destroyed. If Target was Blighted or otherwise Infected within the last minute, the Blight or Infection is removed. A Target may only benefit from this Once Per Combat.

Detect – 3 Build – Periodic Special – Point at a Hidden Target (you must be able to actually OOG see the Target). You may see, interact, and engage the Hidden Target. This Skill remains in effect against that Target for 1 minute.

Tracking – 3 build – Permanent Special – Requires Marshal. Study the Scene, and then ask the Marshal if there are any tracks, and where they lead. This Skill may allow you to follow those tracks at the Marshal's discretion.

Blood Trail - 6 Build - Permanent Special - You gain a free use of the Skill "Detect" against any Target you have caused the Bleed status effect on, this lasts until the end of Combat. In addition, any use of the Skill "Tracking" against a Target you have caused the Bleed status effect within the past hour is much more effective. This Skill may also be called in any situation where "blood" is present to discover the type and source of said blood.

4.1 Geoscape

The Geoscape is designed to allow you to connect to the gameworld in ways that are not available, or not possible at an event. It is also designed to enhance your gameplay experience by mechanically enhancing certain in-game actions.

There are two types of Geoscapes; Mechanical and Extraordinary.

Mechanical Geoscapes allow you to make simple actions, such as gaining Components by Gathering Resources, or raising your Influence via Garner Influence. Mechanical Geoscapes also allow for simple 1 sentence answers via Skills like "Research X". You may always submit 1 Mechanical Geoscape.

Extraordinary Geoscapes allow for more complex actions. These type of Geoscapes require at least 3 people to enact, and must be approved by a Plot Marshal at an event before they can be submitted. Extraordinary Geoscapes are limited to actions that are not possible at Events, either because they are too complex, or are 100% outside the scope of something that can happen at an event. A Plot Marshal has full discretion as to what sort of Extraordinary Geoscapes are allowed, but must always provide you with a reason as to why a Geoscape is not viable. If something can be handled at an event via the Influence system it is not a viable Geoscape. The Plot Marshal who approves your Geoscape is also responsible for responding to your Geoscape. When you submit an Extraordinary Geoscape you must indicate which Plot Marshal approved the move, so that the Geoscape ends up in the right hands. You should not expect to have an Extraordinary Geoscape move to submit every Event.

Under normal circumstances, the maximum number of Geoscapes one can take part in is 1. However it is possible to access a second Geoscape move via Service Points or via our online store. Paid Not Attending Players automatically have access to 2 Geoscape Moves, and are permitted after consultation, to submit 1 solo Extraordinary Geoscape.

All Geoscape must be submitted by Wednesday at Midnight following each Event.

Mechanical Geoscape Moves

The following is a list of universal Mechanical Geoscape Moves that everyone has access to. Other Mechanical Geoscape Moves are viable via the purchase of Skills.

Gathering Resources - You are out scrounging up Components. You gain between 1 and 6 Components (via a random D6 die roll).

Garner Influence - You've been out schmoozing. When you submit this Geoscape move, indicate a Faction. You gain 1 Influence to be used in conjunction with that Faction the next Event you attend.

Follow Up - This move works to fill in the gap between Mechanical and Extraordinary Geoscape Moves. This is used to put in a simple request that could not be met at an event for any number of reasons. Follow up places that request on the docket for the following event. Examples of a good Follow Up submission include; contacting a Prestige Class Teacher, or trying to get a Face to Face meeting with one of your Contacts.

Study - You spend your time between Events training. When you submit this Geoscape indicate a Non-Prestige Skill you have access to, along with its associated Build cost. This Skill will be on your Character Card for the next event.

Build - Every event you will find an IG map, upon which you may construct structures. Unlike other Mechanical Geoscape Moves, the Build action usually requires more than 1 person in order to complete. Build actions follow Work Orders, plans that list the needed numbers and resources in order to build a structure, you will find the available Work Orders at the event. Like Extraordinary Geoscapes, the Build Geoscape should only be submitted by one person, who indicates every other person involved with the Geoscape.

4.2 Influence

Overview

The Influence system allows you to tangibly connect to the gameworld in a variety of ways. You gain Influence by treating well with Factions and individuals within the gameworld, through certain Skills, or through means both savory and unsavory. Influence can be spent on Schemes, allowing you to make things happen within the gameworld, or to solidify your connection with a Faction or an individual.

Influence also allows you to directly (or indirectly) effect the lives of other Characters, PC or otherwise. In this, rather than have a Skill that would directly cause someone to become your best friend, and take away their agency, you can use Influence to affect some aspect of their life, earning their gratitude by action. Or conversely, you might seek to earn their enmity, but attempting to undermine their power base.

Forms of Influence

Influence comes in various forms. The two most common are in the form of Cards and Skills.

Influence Cards are cards that you receive for treating well with various Factions at Events. You may hold these Influence Cards for as long as you like and spend them at your leisure. Influence Cards can only be gained at Events, they can never be gained via Geoscape Actions.

Various Skills provide Influence, reduce the Influence cost, or allow you to circumvent the expenditure of Influence to a limited degree.

Influence can also be gained as a result of Geoscape Moves, via bonuses attached to certain items, or as a result of Schemes.

Only Influence Cards carry over from Event to Event. Influence gained through any other method expires at the end of each Event with one caveat. If you gain Influence via a Geoscape move and are unable to attend the following Event, that Influence applies to the next Event you are able to attend.

Schemes

Influence is spent to accomplish Schemes at Events. Schemes come in all shapes and sizes. While many can be done as individuals, others will require you to work with others to accomplish your goals. Below this section of the Rulebook is a list of General Schemes which are always available. At each Event there will be a number of open Schemes which may be accomplished by anyone. Some of these open Schemes are attached to Black Channel, Lightning League, and the Bounty Board. This is however not the limit to Schemes. You may at any time during an Event, approach a Plot Marshal about a Scheme you would like to put together. If the Scheme is viable, the Plot Marshal will let you know how much Influence that Scheme will cost. You may also come across Schemes from fellow players.

Any Scheme directly involving a Faction requires at least 1 Influence Card of that Faction.

Contacts are required for many Schemes to work (see below for Standard Schemes). For instance, let us say you want to have the NTA Military take out a target for you. You have 1 NTA Influence Card and a lot of general Influence to spend. However, you have no contacts within the NTA Military. Logically there is no reason that your Influence should allow you to accomplish your goals. However, if you meet someone from the NTA Military, you may spend Influence to add them to your Contacts. After that, you may well be able to use your Influence to bomb your enemies.

It should be noted as a general rule of thumb, that you can only accomplish Schemes that you would logically have some degree of control over, and which those who are accomplishing the Scheme on your behalf are capable and willing to do. Plot Marshals will ask you questions when you approach them with a Scheme as to the validity of that Scheme. If you have no logical way to make that Scheme happen, it will not happen no matter how much Influence you might have.

For individuals, 5 Influence is the most you can spend on any Scheme. Schemes that require more Influence require you to pool your Influence with other players. The one exception to this Rule is in regard to Influence Cards. If you are **only** spending Influence Cards on a Scheme, you may spend as much Influence as you like. Most Schemes cost 10 Influence or less, with the average Scheme costing 2 to 3 Influence.

When pooling your Influence for a Scheme, only 1 person may apply their bonuses (Influence cost reductions) unless an Influence Skill explicitly states otherwise.

Skills that reduce the cost of a Scheme can never reduce that cost to less than 1.

Unless it is set up ahead of time with a Plot Marshal, or made generally available as a Scheme, you may not create a Scheme during an Encounter that effects that Encounter.

The Above and Beyond Rule

While the Influence system is intended to allow greater control over the game world in both small and big ways, it is not intended to replace roleplay, only enhance it. You are encouraged to go Above and Beyond when pursuing any Scheme. When you do so, the NPC or Plot Marshal may award you with Influence, or reduce the Influence cost of a Scheme.

For instance, while talking to a Plot Marshal about speaking to one of your Contacts is perfectly acceptable on its own, you are likely to receive better results by way of inducement. Were you to pen a hand written letter, or have some small confectionary delight to hand to the Plot Marshal to give to the Contact (and certainly not because Marshaling is hungry business, and small edible bribes are not unreasonable), you would likely achieve a superior result.

Negative Influence

It is possible that your dealings with certain Factions may lead to that faction disliking you and everything you stand for. There are three levels to this; Distrusted, Hated, Infamous. When taking part in a Scheme for a Faction in which you are Distrusted, the Scheme costs 1 additional Influence. You may not take part in any Scheme for a Faction you are Hated by. If you are Infamous with a Faction, you may use the Skill “Fear” at any time by spending 1 Stamina against a member of that Faction. In addition, you do +1 Damage against members of that Faction. On the other hand, anyone who acts against you will stand to gain Influence with that Faction.

Scheme Examples

Here are several examples of Schemes that might be possible for your PC to carry out.

EXAMPLE 1: You are attempting to gain the favor of a PC Consul. This political figure however does not like the cut of your jib. You discover through dubious means that the Consul on the outs with a group of nearby Androids. You run the Standard Scheme “PR Campaign” and erase their Negative Influence. The Consul still doesn’t quite trust you, but seems more than a bit willing to at least hear what you might have to say.

EXAMPLE 2: Your time has come. You are ready to learn a Prestige Class. You have a Contact within the Secret Order of This or That. You see a Plot Marshal and spend Influence to convince that Contact to have a teacher sent to Train you.

EXAMPLE 3: You are attempting to uncover the secrets of an Ancient Space Tomb, but are uncertain as to where to start. You see a Plot Marshal and spend 1 Influence each on 3 separate Schemes in order to make first contact with 3 different groups, and post the question to them.

EXAMPLE 4a: You are a shady figure. An associate of your’s needs some contraband moved through security check points, no questions asked. They are willing to pay you well. You have a Contact on the local security force. You spend 1 Influence to Contact her and pose the question. She is somewhat amenable, but needs a bit more cajoling. At this point you could spend an Influence to push a bit harder or go Above and Beyond and offer your Contact a bribe. You make it worth her while and are soon sitting on a piles of Comps.

EXAMPLE 4b: Or...you could spend Influence and make arrangements with some underworld toughs on your payroll, and have them secure the Contraband for you. It’s got to be worth a lot more than your associate is paying you.

Standard Schemes

Call* - 1 Influence - Allows you to make a call to Target NPC, Faction or group. You must physically be able to have a way to make a Call in order to enact this Scheme.

Contact - 5+ Influence - When you meet an NPC, after spending at least 5 minutes talking to them, you may spend Influence and add them to your Character Card as a Contact. When adding someone as a Contact, make certain that you note both their Faction and area of Expertise. Normal Contacts cost 5 Influence, however special Contacts, such as Faction Leaders and other incredibly important individuals, may cost far more Influence. When making a Contact, you should ask the NPC how much Influence it would cost to add them as a Contact.

Notoriety - 10 Influence (At least half of this Influence must be in the form of Influence Cards of that Faction) - You gain Notoriety with a Faction. For you, all Schemes involving that Faction cost 1 Less.

Renown - 30 Influence (At least half of this Influence must be in the form Influence Cards of that Faction) and Notoriety with that Faction. - You gain Renown with a Faction. You gain 1 Influence Each Event. In addition, you gain a Badge for that Faction that can be used to show your Renown to any member of that Faction, this will prompt them to treat favorably with you if it is in their best interest.

Fame - 60 Influence (At least half of this Influence must be in the form of Influence Cards of that Faction) and Renown with that Faction - Once Per Period you may, after a PC has interacted with you in a favorable manner, have a Marshal give that PC a Influence Card of the Faction you are famous with. Once Per Event, you may do a Scheme involving that Faction with a cost of 5 or less for Free.

PR Campaign - 8 Influence - Name a Faction you are Distrusted by. You are no longer distrusted by that Faction.

Borrow - 1-3 Influence - You may borrow a Plan from the Holotender. The cost of this is 1 Influence per Rank of the Plan. This allows you to create a single copy of the Plan in question. A Plan cannot be borrowed by an individual more than once. A Plan cannot be crafted by an individual Crafter more than once.

*Technically many Schemes are some form of "Call", as they require you to connect with someone in order to make a thing happen. A Simple "Call" as per Standard Schemes merely allows you to have a brief conversation with the Target, if things move beyond the bounds of that simple conversation, additional Influence may need to be expended.

4.3 Tether Loss and Blight Gain

As you progress through the story of your Character many things are likely to happen to you. Among these are Tether Loss and Blight Gain. Tether is lost via a variety of methods, though most commonly via Cybernetics and Death. Blight is gained primarily via happenstance, though some may seek to gain Blight.

While Tether can be seen as your connection to the world, Blight is most easily thought of as its opposite...that is to say Blight is a way of disconnecting yourself from the world. Blight in and of itself is neutral, however those with Blight are more easily influenced by forces beyond the walls of reality.

Rules

- You may never have more than 11 Tether or 10 Blight.
- You can never gain more than 1 Blight Per Event. If you have gained a point of Blight already during an Event, and another point of Blight is inflicted on you, drop to the Critical Stage of your Death Count. This applies even if you have had Blight Removed.
- If your Blight Total is ever 2 higher than your remaining Tether (rounded down), your Character becomes an NPC and must be Retired. This effect applies at the end of any Event.
- Due to Cybernetics, it is possible to lose Tether in .5 increments. While your Death Roll always rounds up, the Tether Loss chart rounds down. For instance, if you are at .5 Tether, and you Die, this is your final Death.
- Any Flaws, or Traumas you gain via Tether Loss or Blight gain do not come into effect until the following Event.
- Once you have reached 4 Blight, you can no longer gain Blight via normal sources. Any normal Skill that would cause you to gain Blight now causes you to drop to the Critical Stage of your Death Count. If the Blight you would gain is of your type, you may choose to continue gaining Blight.
- Any Flaws or Traumas you gain cannot be Treated or Removed save for by Skills that would Temporarily effect such things. Even if you were to regain Tether the detriments remain.
- If you have the choice of a Flaw or Trauma, you cannot choose something you already have, or is connected to something you already are. For instance, if you playing an insect species, you cannot take the "Insectile" Flaw.

Tether Loss Chart

Tether	Effect
11/10	No Effect
9	No Effect
8	No Effect
7	Each Skill that can bring you out of the Critical Stage of your Death Count, can only be used on your Once Per Event.
6	Permanent Species Trauma of your choosing.
5	Permanent Greater Flaw of your choosing. You may not Choose the Flaw that grants you Psychic Powers.
4	Permanent Trauma of your choosing.
3	You gain a Permanent Tether Flaw of your choosing.
2	You gain a Permanent Tether Flaw of your choosing.
1	You willingly do anything that would reduce your Tether. Your Death Count is reduced to 1 minute per Stage.
0	When you Die you Die permanently. Your Character must be Retired.

Tether Flaws

Insectile - You have gained extreme insect traits. These must be represented on your person at all times. You gain the use of the Skill "Climb".

Ethereal - Once Per Hour you become Ethereal for 5 minutes. During this time you can move through objects and people, but cannot physically interact with any objects. You cannot Attack anything for 1 minutes after you stop being Ethereal. While both in this state, and normally, you take Double Damage from Phase.

Phase Blind - You can no longer see normally, but gain Phase Sight. This Phase Sight allows you to "see" by sensing life force. You must wear a see through blind fold in order to indicate your blindness.

Radioactive - You are radioactive and glow constantly. Anyone who chooses to touch you directly takes 1 Radiation Damage, then continue to take Radiation Damage each minute they remain in contact with you. This does not apply to those who would strike you in Combat, unless they are using a Skill to Capture you via physical contact.

Unstuck - Whenever anyone within Traverse Distance of you Teleports, you must also Teleport. This applies to any form of Teleportation. What's more, gravity has less of an effect on you, and your body constantly wants to float up to the sky. You must wear some form of shackles to indicate that you have some sort of weight holding you down.

Frozen - You are perpetually cold. Nothing you do ever seems to bring you true warmth. Your skin has taken an icy hue. You take double Damage from Fire.

Fungus - You have mushrooms growing on your body. Once per hour, you can pluck one of these mushrooms and use it to restore 1 Body to any Target in the first or second stage of their Death Count. You can no longer be effected by restorative Tinctures.

Sensitive - Your sense of hearing has been increased so much that the smallest sound causes you agony. You must wear some form of clear ear protection at all times. Any Voice Skill used on you, also causes you to take 5 Damage.

Falling Apart - Once Per Combat, when you become the Target of an Attack, one Limb of your choosing falls off (is Destroyed). This should be represented by fake body parts being dropped on the ground.

Tether Lock - Choose a Willing Friendly Target. You are now Tethered directly to that Person, and cannot be physically whole without them by your side. You must each wear some token to indicate this bond. Whenever you move out of eyesight of that Target, your Body and Stamina are reduced by half, and you are Weakened.

Blight Gain

While Blight in and of itself is neutral, it can be easily Corrupted toward one of the Entropic forces. Once you become Corrupted, all of your Blight becomes of the type connected to that Entropic Force. Once you have become Corrupted, you can only gain Blight connected to your Corruption, all other forms of Blight cause you to immediately enter the Critical Stage of your Death Count.

Blight	Effect
1	You gain a sense of unease, as though you are not quite at home in your own body.
2	You gain Black Blight Veins, these must be visible on your person. At this level, if you gain Blight from any source other than Neutral, you are now Corrupted toward that Entropic Force.
3	Your Blight Veins become more pronounced. If you are Corrupted, the make up is different depending on the source (see below). You now take Double Damage from Fire. You gain +1 Permanent Stamina.
4	You take Double Damage from Phase and are considered an Entropic Creature. After this point, you may choose to either become Transformed or drop to Critical rather than take additional Blight.
5	You gain 1 Transformation Trait.
6	You gain 1 Transformation Trait.
7	You gain 1 Transformation Trait.
8	You gain 1 Transformation Trait.
9	You gain 1 Transformation Trait.
10	Your Transformation has turned you into something completely Outside of your control. Your PC is Retired and transitions into an NPC.

Make Up Changes for Each Type of Blight/Corruption

All Blight make-up should seem to originate from the core of one's body and move outward to the extremities. On the head, the Blight should show as spreading toward the center of your face. Transformation Traits may require additional make-up or costuming.

Neutral: Black Blight veins.

Nameless: Violet swirls that resemble tentacles.

Wyrms: Yellow veins.

Wrath: Red sharp angular veins.

Ruin: Decayed and crumbling flesh.

Scourge: Green cracks. These cracks appear especially around the corners of the eyes.

Lament: Blue curves and circles.

Spread Blight - Spiritual Attack - Tag Target. Target is rendered Unconscious and gains 1 Point of Blight of the type you have. Only Spiritual Defenses, Resist, or Skills that specifically prevent Blighting defend against this. Spread Blight cannot be used on Targets you know have the ability to presently Block this Skill.

Transformation Traits

With some exceptions, everyone may choose freely from the Neutral Transformation Traits. Entropic Corruption specific Traits can only be chosen if you share that Corruption. If Blight is removed from you, you must choose one Trait to lose. All Traits that require make-up or costuming must have that make-up/costuming represented in order to benefit from the Trait. Traits do not apply until the event after they are gained.

Neutral Traits

Black Blood of the Earth - Black liquid seeps constantly from your pores. The concentration is especially heavy around your eyes. You gain the Skill "Blight Sight".

Fungoid - Dark fungus and mushrooms now grow from your body. Once Per Period you may hand someone one of your Mushrooms, for the next hour they are protected against the type of Blight you name. If Target is dropped to any Stage of their Death Count during this time, they immediately go to Critical. A Target may not benefit from this more than Once Per Event.

Token of Enmity - You must at all times wear a large visible Blighted token. If you have been Corrupted, this token should represent that Corruption. You do +1 Damage against Entropic Beings, save for those beings to which you have been Corrupted. If you are not Corrupted, or Corrupted by the Wrath, you do +1 Damage against all Entropic Beings.

Blighted Hands - Blight Make-up covers your hands. Once Per Event you may use the Skill, "Spread Blight". This Skill allows you to Spread 1 Point of Blight to your Target. Blight is of the type you possess.

Dark Light - You glow at all times with a Light the color of your type of Blight (if Neutral, this should be a Black Light). You cannot become Hidden. Once Per Period you may call "Dark Light", and point at a Hidden Target. Target becomes Visible.

Nameless Traits

Tentacles - Your Costume requirement now includes Tentacles. These Tentacles can be used as per the Cybernetic "Utility Wench".

Tendrils - You must include thin string like tendrils as part of your costume. You gain a Periodic use of the Skill "Capture".

I Am the Doorway - You must wear a small door or opening on your person. When someone Dies during a Combat in which you are present, instead of going to End of Life Counseling as usual, they may instead come to you. After 1 minute of Roleplay, the Dead Target explodes out of you. They take one Greater Trauma (to be assessed after the encounter), and lose .5 Tether.

Chains of Madness - You must wear chains that appear to be permanently affixed to your flesh. Whenever you use any Movement Skill, you may bring a Willing Target within Weapon Distance along with you. Target gains a Status Effect of your choosing.

Worm Traits

False Corruption - When you take this Trait choose any other Blight Trait and lose 1 Tether. You gain any advantages of that Trait but do not have to show the Make-Up.

Parasite - You begin each Event with a yellow slug like parasite on your person. You may sneak this parasite into a Target's belongings (requires a Marshal). If the Parasite remains with the Target for 1 Hour, Target gains 1 Point of Wurm Blight (this cannot be Blocked by any Skill), and you may at any time for the remainder of the Event, call "Panic" on that Target by spending 1 Stamina and 5 Seconds of RP.

Wurm Veil - You must wear some article of clothing that indicates your allegiance to the Wurm. While you wear this, Blight Sight does not work on you. This article of clothing may be given to another Target, so long as they wear it, Blight Sight does not work on them. Only one such article of clothing can exist at a time.

Coils of The Wurm - When using this Blight Trait you must wear a Negotiate Symbol. Spend 10 minutes RP with a Target (other than yourself) wearing a Negotiate Symbol. Target gains 1 Point of Wurm Blight and must follow any one sentence command you give them. This is a Mental Attack. This Skill may be used on a Target only Once Per Event.

Wrath Traits

Fangs - You must wear fangs. You gain a Per-Combat use of the Skill "Bite".

Bone Spurs - You must show visible red bone spikes poking through your Skin. When a Target uses a Melee Attack on you, you may spend 2 Stamina and call "Bone Spurs", Target takes 10 Body Damage.

On Fire - You appear at all times to be on fire and must wear costuming to indicate such. You permanently swing for Fire Damage but take 1 Damage per Minute while in Combat.

Wrath Armor - You must wear red armor. Any Damage type done to you is considered as Normal Damage until your Armor Points are gone. Even Body Damage does Normal Damage while Wrath Armor is still in effect.

Ruin Traits

Blight Scabs - Every Event you start with an amount of Blight Scabs on your body equal to your Stamina. You may eat one of these Scabs in order to gain a Point of Stamina.

Rapid Aging - You appear as much older and must do make-up to indicate. Any Skill you learn is gained immediately. You do 1 Less Melee Damage.

Withered - One of your Limbs is withered and useless. At any time you may spend 1 Minute RP with a Target in their Death Count or Unconscious, chose one of the Target's Limbs and spend 1 Stamina. Target's Limb is Destroyed. You regain full use of your withered limb for 30 minutes.

Dust of Passage - You appear as dusty and desiccated, perhaps with cobwebs on your person. Once Per Period, while in Combat, you may spread a small but noticeable amount of dust on the ground in two places. Anyone who stands on the dust may Teleport to the other dust pile. When they do they must choose a Limb to be Destroyed. You are not effected by this Limb Destruction, however you must spend 1 Stamina to use the dust.

Scourge Traits

Division - You must have a large "crack" visible somewhere on the front of your body. You gain a Once Per Combat defense against Throw or Prone.

Untying the Knot - You must have a boffer or prosthetic cutting instrument that glows green. Tag Target. Target is no longer under the effect of any of the following skills - Conduit Link, Bodyguard, Marriage Contract, Legal Contract, or any other Skill that specifically connects them to another Target, - they may not regain those benefits for 1 hour or the next period, whatever is longer. This Skill may be used Once Per Hour, but can not be used on the same Target more than Once Per Period.

Social Distortion - You can cause any Ritual you take active part in to fail.

Immortality - You glow green at all times. You cannot be healed by others. You may Target yourself with any healing Skill. You regain 1 Body Per Minute even in the first 2 Stages of Death Count.

4.4 Diseases

Welcome to the wonderful world of Diseases! I should warn you, before you go any further, that if you are not interested in Treating Diseases, this section of the Rulebook is not for you. If you are infected with a Disease at a game you will either be given a card or a packet with instructions for you to follow, and that is the limit of what you need to know. However, if you are someone who wants to play a Character who unravels medical mysteries, it would behoove you to read on.

Diseases and You

Diseases are lasting afflictions that anyone may receive in the course of play. For you, they are a medical mystery in need of solving. This section of the Rulebook will list a few common Diseases, but anything beyond that can be found in the Space Medicine supplementary PDF.

All Diseases have Symptoms. There are a plethora of Symptoms a Disease can cause. In order to Treat a Disease you must figure out what the Disease is based on the Symptoms. Once you have found what you believe to be the correct Disease in the Space Medicine Handbook, you make an attempt to Treat that Disease following the directions in the Handbook. If you have chosen the correct Disease, more often than not the Disease is cured. If you choose incorrectly, your Treatment kills the patient. Patients who have died from a Disease or attempting to cure a Disease have an increased chance of losing Tether, and with generally speaking, Death does not cure Disease (because we're at a larp).

An explanation by example: Let us say you have a patient suffering from Fever, Dizziness, and Forgetfulness. You look in your Space Medicine Handbook and find that these are all Symptoms of only one known Disease; Duran Syndrome. Duran Syndrome is a Nano Plague. You have the knowledge of how to Treat Nano Plagues. You follow the instructions and the patient is cured.

With all that example behind us, let us add a layer or two of complication, to make this a true medical mystery. Most Diseases have Stages. At each Stage a new Symptom will emerge. Diseases can have anywhere between 2 and 4 Stages. So, with our above example, let's rewind the clock a bit. A patient comes to you complaining of Dizziness. You look in your Space Medicine Handbook and find that Dizziness applies to like 30 different Diseases. This is simply not enough information to make an informed decision. So you monitor the patient, a few hours later they come down with a Fever. This narrows down the selection somewhat, but you are still left with 8 possible Diseases. So continue to monitor and the next morning the patient tells you that they are having trouble remembering names. Now you have enough information to Treat the Disease.

While you have the information you need, you may lack the knowledge to do anything about it. Each person with the ability to cure Diseases must choose a Speciality. In our first example, you just so happened to have the exact Specialty mix in order to Treat the Disease. You had specialized in dealing with Nano Plagues. But let us say you were only knowledgeable in dealing with Nano Viruses. However you have a colleague who knows about Blight Plagues. Your combined knowledge provides you with the info you need to Treat the Disease.

Now the final wrinkles. Some Diseases have identical or nearly identical symptoms. Other Diseases have not yet been recorded in the Space Medicine Handbook. When you hit upon a true medical mystery, or are simply uncertain, there is a Skill called "Research X" that allows you to speak to a Plot Marshal regarding what steps are needed in order to proceed. They may have you take blood samples from a number of infected. They may have you track down the source of the Disease through a series of clues. At the end, you may find that you are looking at a mutated version of an existing Disease, or perhaps you have found something entirely new. In either case, this might be something worth adding to the Space Medicine Handbook. As we continue to explore the universe new Diseases and horrors are around every corner, and the Space Medicine Handbook will be continually updated. In between editions, feel free to share you discoveries with your fellow Doctors.

Creating Diseases

By and large, most diseases only have 1 or 2 Stages. Though there are a few diseases that have 3, only Plot Diseases have 4 Stages. When crafting a new Disease you must indicate what the symptoms are at each Stage, in addition you must indicate what the trigger is for each Stage. In many cases the trigger is simply X amount of time, however various other factors can act as a trigger for the disease to progress.

Example

Space Flu - 3 Stage Illness - Category: Macro Virus

Early symptoms include congestion, coughing, and watery eyes. After approximately 2 hours the patient will begin to show signs of weakness (-1 Melee Damage) and fatigue (Stamina reduced by half rounded up). If Target avoids combat the illness will clear up on its own after 2 more hours. If Target gets involved with Combat it will exacerbate the symptoms, and they will suffer dizziness (can only defend) and extreme lethargy (can only walk at a heel to toe pace). At this point the disease must be cured by a professional through the use of Antibiotics.

For the above example the way this would work in game is to hand the Character a packet. On the front of the packet is a list of the symptoms they are suffering from as well as trigger to open the packet. Inside that packet will be another smaller packet with writing to indicate the new symptoms as well as the "After the next Combat ends" Trigger. Inside that would be a slip of paper to indicate the final status. No where on this packet should the name of the disease be, after all, it is up to the PCs to determine that. Plot Marshals obviously should have the nature of the disease in hand.

Beyond that it behooves those creating disease to craft a number of diseases that are relatively close together in symptoms in the early stages so that one might be able to determine what the illness might be, but not enough to know what the illness absolutely is...though there should be a few simple single stage disease that can and should have no other trigger.

4.5a Traumas and Flaws

Through the natural course of gameplay you are likely to gain one or more Traumas/Flaws. Traumas/Flaws are primarily acquired as a side effect of dying and going through End of Life Counseling...or if you are good friends with Doomcaller or a Eberon Reactor. Traumas and Flaws come in two flavors, Lesser and Greater. These designations indicate both severity, and for those with the Skills to do so, the ability to cure said Traumas/Flaws.

When you are assessed Traumas/Flaws you roll for 2 and select 1. If after reviewing the 2 Traumas/Flaws you find that you would be unable to play/make-up either one for whatever reason, you may ask for another pull. You may also ask for another pull if you already have one of the selected Traumas/Flaws.

When assessed an Trauma/Flaw outside of End of Life Counseling you should report a Logistics Marshal at your earliest convenience to receive the Trauma/Flaw. Traumas and Flaws are randomly selected by rolling a D20. Each Species has 3 special Greater Traumas, should you roll a 18,19, or 20. These Traumas are listed in the next section of the Rulebook.

No one may have more than 8 Traumas. No one may have more than 8 Flaws. For each Trauma you would be assessed beyond the 8th, you lose 1 Permanent Stamina. For each Flaw you would be assessed beyond the 8th, you lose 2 Permanent Body. These are always considered Greater Traumas/Flaws no matter the source. This loss may be Treated in the same fashion as any Flaw/Trauma.

Lesser Traumas

1. **Tinnitus** - You hear a consistent high-pitched buzz/frequency/tone. Despite this constant buzzing your hearing is otherwise unaffected.
2. **Nightmares** - You suffer from reoccurring Nightmares. You wake each morning shaking and feeling ill at ease.
3. **Selective Mutism** - You will become temporarily mute when confronted with a specific stimulus. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.
4. **Pica** - You have an abnormally strong appetite for non-edible substances and will eat food ingredients such as salt and spices on their own.
5. **Tic** - You have a nervous tic that develops whenever you are confronted with a specific stimulus. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.
6. **Safety Blanket** - You believe your security is tied to a specific object, and will do anything to avoid being parted with said object. You will not let even your closest companions touch this object. If deprived of this object you will become distressed and go to great lengths to retrieve it, even at the cost of your own life. This object must be larger than a fist, and may not be anything represented by a card, such as Armor or a Weapon, nor may it be an article of clothing

7. Minor Phobia - You have a fear of a specific person, people, place, thing or situation. The nature of the phobia is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

8. Impulse Control Disorder - You have difficult suppressing impulses directly related to one of the following; spending, gambling, stealing, minor destruction of property. The specific trigger impulse will be decided when the Trauma is assessed.

9. Sixth Sense - You believe the dead are all around you, and have a specific, perhaps malicious purpose which you must uncover.

10. Brown Note - Specific sounds cause you to feel nauseous. The nature of these sounds is determined when you gain this Trauma.

11. Imaginary Friend - You have an imaginary friend you believe is absolutely real. You will rationalize all evidence provided to the contrary, even growing upset with the detractors.

12. Shamanism - You believe yourself to be possessed by some exterior force and are preoccupied with the idea that there is a divine plan that guides all of your actions.

13. Minor Addiction - You have a minor addiction to a substance or situation and will go out of your way to feed that addiction at least twice per event. The specific substance or situation is determined at the time the Trauma is assessed.

14. Phantom Wound - An old scar suddenly feels like a wound that never healed. No matter how much assurance anyone gives, you will continue to believe that you are afflicted. You will often experience sharp pains, and will frequently check the scar to see if it has opened up.

15. Techno-fixation - You will immerse yourself in technology any chance you can get. If you had a previous affinity for technology it will be stronger than ever, if you had no previous affinity or an aversion to technology your fixation may manifest as confusion and anger toward something you can't properly understand.

16. Spacism - You have a severe and perhaps unreasonable aversion toward a specific people, situation or place and will do anything in your power to either destroy or avoid it. The stimulus for this is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

17. Confusion - You become confused and disoriented when confronted with a specific stimulus. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

18. Morbid - You have become obsessed with death and dying. While you might not want to die yourself, or want others around you to die, the world is seemed shaded by the specter of death.

19. False Trauma Trauma - You have become convinced that you are utterly insane and will act out in ways that reinforces this. Your only Trauma is that you believe yourself to be insane and no one can tell you otherwise.

20. Greater Trauma - Bad luck friend, you have graduated to Greater Trauma. Please roll again on the Greater Trauma chart.

Greater Traumas

1. Animation - You believe that everything around you is alive and sapient. From your shift to your shoes, you believe that every piece of existence has some form of awareness. Those who suffer from this Trauma find it growing stronger with time. While at first one may believe that field of grass is sapient, in time this belief will apply to each blade of grass, and then further to each molecule, and atom. Many sufferers live in constant dread, imagining the screams of the ground as they walk on it, or the air as they breathe it.

2. Severe Paranoia - You believe that everyone is out to get you, or is actively working to thwart you. While you may be convinced for short periods that people are on the level, eventually you will revert to suspicion and mistrust.

3. Dimensional Crisis - You believe yourself to be replaced by a clone or some other simulacrum from another reality or dimension. Despite all evidence to the contrary you will continue to believe you are not the real you.

4. Multiple Personality Disorder - You have multiple distinct personalities. You typically have one predominant personality and several other personalities that are triggered by specific stimuli. You lack self awareness of your other personalities and when you make the switch between personalities it will seem to your core personality that you have blacked out for a period of time.

5. Facial Blindness - You can no longer recognize faces, even of those you are close to. You may still determine who someone by their voice and mannerisms. You may also recognize people with distinguishing characteristics that have nothing to do with their face and head. Even when looking at yourself in the mirror you will barely recognize the person staring back at you.

6. Subliminal Sublingual - You believe that a substantial portion of what people say to you contains subliminal messages. You may believe that the messages are coming directly from the person, or from unknown source that is controlling the person. The messages can range from suggestions of violence to crazy conspiracy theories to product placement.

7. Cotard Delusion - You believe you are dead, and refuse by any means to recognize that you are alive. Due to this you have lost all care for your personal safety and well being. You will act as though what "life" remains to you is worthless and while you won't go out of your way to harm yourself, you will not prevent harm from befalling you.

8. Trance Disorder - You enter a trance state when confronted with a specific stimulus. While in a trance state you will be unresponsive to those around you and will lose awareness of your surroundings. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

9. Ghost Sickness - You experience general weariness, occasional feelings of suffocation, recurring nightmares, and sudden inexplicable bouts of terror. You have a mild preoccupation with death and the paranormal.

10. Call of the Wild - You believe yourself to be a wild creature trapped in a humanoid shell. At all times you long to return to the simple life of a sub-sentient creature of the wilds, and will go to extreme lengths to attempt to regain your "true" form.

11. Delirium - You lack the ability to focus or pay attention for any period of time. You are often confused and will harken back to days of yore. You will often suffer disorientation and memory impairment and will believe yourself to be in the wrong place or time. Hallucinations and delusions specifically related to reliving the past are common.

12. Psychic Vampire - You believe that you must absorb the energy of negative emotions in others in order to sustain you. You will go out of your way to cause drama, poke at emotional wounds, and be present for even the smallest tragedy so you can absorb the "energy" of the moment.

13. Layered Reality - You believe your entire life is being staged, and that you are the central figure of this drama. This can take on many forms, the most common of which is the belief that you are a permanent part of a reality show. In every form of this Trauma, you believe that everyone around you is part of the drama. Some make attempts to play along, believing that there is some way out. Others will rebel against the simulation, trying to secretly (or not so secretly) undermine the system.

14. Auto-Cannibalism - You are fixated on the idea of consuming portions of your body. This fixation can take on many forms, but ultimately leads to the sufferer to attempt to eat portions of themselves, or have themselves fed to others. Friends of those suffering from this should pay attention to their meals.

15. Amnesiac Disorder - You have recurrent memory loss affected hours to years of your life. With time the memories will recover, however there is always a sense that your memories are not trustworthy. Even with your memory largely recovered you will be extremely forgetful and lack a reliable short term memory.

16 & 17. Major Phobia - You experience extreme terror when confronted by a specific trigger. You will immediately flee from whatever the stimuli is, and will continue to experience panic and fear even when the stimuli is removed from your field of vision. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

18-20. Species Specific Traumas - See Appendix

Lesser Flaws

- 1. Allergy** - You have a severe allergic reaction to a certain Species or Subspecies. Any Damage you receive from that Species cannot be Treated during Combat save to bring you out of your Death Count. The allergy is related to how you received this Flaw.
- 2. Missing Eye** - You are missing an eye. You do 1 less Weapon Damage with Ranged Attacks.
- 3. Missing Limb** - You are missing a limb of your choosing.
- 4. Lame** - You walk with a pronounced limp and may no longer benefit from Traverse Skills. This applies to any Skill with a Traverse Component that you control.
- 5. Glowing** - You are constantly Glowing and cannot Hide or become Hidden.
- 6. Brittle Bones** - You cannot Defend against Destroy Skills that Target your limbs.
- 7. Open Wound** - Whenever you are successfully hit by any Skill you are also Bleeding.
- 8. Atrophy** - Your arms are weakened. You do 1 less Weapon Damage with all Melee Weapons . You cannot use Carry.
- 9. Complex Anatomy** - All Treatment time on you takes twice as long.
- 10. Major Scaring** - You have scars covering a significant portion of your visible body. Anyone healing you must spend 1 Stamina in order to do so.
- 11. Numb** - You are no longer capable of feeling most physical sensations related to touch.
- 12. Xeno-Curse** - You gain a small Alien Species Trait related in some way to how you received this Flaw. You take Double Damage from all non-standard Damage types (Fire, Phase, Radiation).
- 13. Cyber-Allergy** - You are allergic to Cybernetics, and are plagued by prolonged bouts of itchiness, and are prone to rashes. In order to use any Cybernetic you must spend 1 Stamina. For Cybernetics with a Persistent effect, you are at a Permanent -1 Stamina per Cybernetic (to a minimum of 1).
- 14. Interdiction** - You must spend 1 Stamina to use any Metaphysical Skills. You may not benefit from Mass. While Interdicted, you feel physically disconnected from anything beyond yourself.
- 15. Suspicious Consumption** - You must consume sentient flesh each Period in order to refresh your Skills during the Period Change.
- 16. Skinless** - You have no Skin on a portion of your body. You have -5 Permanent Body.

17. Blighted - You gain 1 Point of Blight. This Blight allows you to go beyond the usual limit of 1 Point of Blight Per Event and does not cause you to drop immediately into the Critical Stage of your Death Count. This does not count as a Flaw and may not be taken in conjunction with Mutant Powers.

18. Parasite - You have a strange parasite that moves around constantly, causing you strange pains and effecting your mood in odd ways. Every 30 minutes you are randomly afflicted with either Daze, Enraged, or Afraid at your choosing.

19 - 20. Mutant Powers - You gain a psychic power off of the Mutant Species Skill List. Roll again on the Flaw Chart. This Flaw and your Psychic Power are linked. If you have the Flaw cured you no longer have the Mutant Skill. If at any time you have 3 Mutant Skills, your Species is changed to Mutant, you lose access to your previous Species Skills, and may respend Build on Mutant Skills. In addition, you lose all but one of the Mutant Skills you gained via Flaws. Once your Species has changed you may not have any of the 3 Flaws that turned you into a Mutant removed. Mutants who roll Mutant Powers must re-roll.

Greater Flaws

1. Albinism - You are now an albino.

2. Third Eye - A third eye has sprouted on a visible portion of your body.

3. Mottled Skin - You have mottled discolored skin covering a portion of your body.

4. Radiation Sickness - Your skin appears as though it is falling off.

5. Horns - You have sprouted 1 or more horns.

6. Tasteless - You no longer have a sense of taste.

7. Photosensitivity - You have an aversion to bright lights, especially sunlight.

8. Fangs - You have sprouted a set of fangs.

9. Sick - You gain a random Lesser Disease. You do not otherwise gain a Flaw.

10. Minor Scar - You have a minor scar on some visible part of your body.

11. Cold Skin - Your skin has taken on a icy blue sheen and you are freezing cold to the touch.

12. Unknown Brand - Your skin has a strange marking burned into it from an unknown origin.

13. Minor Vampirism - Your skin becomes pale and you have a taste for fresh blood.

14. Metal/Flesh Patch - You have a metallic/fleshy patch of skin on a visible portion of your body. Cybrids may not take this.

15. Tail - You have grown some sort of strange looking tail, or appendage that hangs off your lower back in the same place a tail might.

16. Vestigial Limb - You have a useless vestigial limb hanging off some portion of your anatomy.

17. Blighted - You gain 1 Point of Blight. This Blight allows you to go beyond the usual limit of 1 Point of Blight Per Event and does not cause you to drop immediately into the Critical Stage of your Death Count. This does not count as a Flaw and may not be taken in conjunction with Mutant Powers.

18. Extra Mouth - You have attained an extra mouth on a visible portion of your body.

19 - 20. Mutant Powers - You gain a psychic power off of the Mutant Species Skill List. Roll again on the Flaw Chart. This Flaw and your Psychic Power are linked. If you have the Flaw cured you no longer have the Mutant Skill. If at any time you have 3 Mutant Skills, your Species is changed to Mutant, you lose access to your previous Species Skills, and may respend Build on Mutant Skills. In addition, you lose all but one of the Mutant Skills you gained via Flaws. Once your Species has changed you may not have any of the 3 Flaws that turned you into a Mutant removed. Mutants who roll Mutant Powers must re-roll.

4.5b Species Specific Traumas

The following is a list of Species Traumas.

Species Traumas

Terran

18. Wanderlust - You cannot sit still for any length of time. You are constantly searching for that next horizon, even in the face of logic and survival. Any opportunity for adventure is something to jump at, especially when the journey is fraught with danger. The only time you are still is when you are sleeping.

19. Robot Paranoia - You suspect everyone around you of being a robot or an android and will constantly go out of your way to prove your hypothesis. Even in the face of logic and proof you will continue to doubt.

20. Last Stand Syndrome - You believe the end is always near and that you alone will stand while all others have fallen around you. Your delusion is so severe that even in victory you will see those around you as walking corpses. Depression and thoughts of suicide are never far from your mind.

Elysian

18. Junkers - You have become fixated on worldly belongings to the point of obsession. Not the acquisition of said belongings, but in holding on to what you already have. Those with Junkers will attempt to hold all of their possessions on their person, rather than let anything out of their sight. Anything they cannot hold on to, they will often try to get rid of in exchange for something they can hold on to. Long term Junkers will often look like walking trash piles, and becoming increasingly suspicious that everyone around them wants what they have.

19. Station Sick - No matter how much you might hate it, you miss the feeling of being inside Elysium. The outdoors, with all the wide open spaces, is now a frightening place. Whenever possible you will seek out cramped places and find comfort therein.

20. Space Madness - You suffer from the uncontrollable urge to destroy things even your own possessions, to open an air lock and take everyone with you on a ride into the vacuum, to push the button that will send all of creation to kingdom come.

Aesir

18. Technophobia - Aesir are generally distrustful of technology that is not their own. For those suffering from this Trauma that distrust turns to fear and revulsion. Non-Aesir tech becomes anathema to them, and they will not suffer the presence of robots or androids.

19. Ancestors Call - While the Aesir believe themselves to be descendants of the gods, they do not believe themselves to actually be gods. Those under the sway of Ancestors Call hold with absolute conviction that they are reincarnated form of their namesake, and believe themselves to be immortal and in possession of godlike powers.

20. Void Vision - The voyage oft breeds madness. In the long gulfs between the stars, and mind starved for the starlight, will sometimes create lights. For those suffering from the Red version of this, it goes beyond simple visual illusions, and becomes a full sensory experience. Aesir report seeing musical pathways to their ancestral lands, and full on representations of their patron gods watching over them at all times, and guiding their actions. Amongst the Aesir, this Trauma is usually not considered as such, as the inflicted is thought to be god-touched.

Android

18. Three Laws Active - You must strictly follow the Three Laws of Robotics. 1. You may not injure a human or through inaction allow a human to come to harm. 2. You must obey any order given by a human, except were such orders would conflict with the First Law. 3. You must protect your own existence as long as such protection does not conflict with the First or Second Law.

19. Emotional Misfire - You have lost all ability to tell which emotion is the correct one to express for a given situation. You will might laugh as someone is dying or cry when someone sneezes. Whatever the situation is, you always pick the wrong emotion.

20. Replicant - You believe that you are human. Despite any evidence to the contrary, you refuse to accept that you are a machine.

Robot

18. Mr. Fix It - You have the inexplicable belief that you are able to fix any problem, and fix it better than anyone else, and will hold to this belief even in the face of logic. Even if you have no business trying to repair something (be it a weapon or a human) you will try your hand at it anyway.

19. Dissembled - You have the constant fear of being dismantled, indeed you feel as though there are pieces of you missing now and you are trying to repair yourself so you might feel whole again, but no matter what you do the feeling never comes. If/when you lose a limb in combat you are filled with a panic you cannot hope to contain.

20. Calculator - The world has been entirely reduced to numbers and you cannot shake the belief that you are living in a simulation of reality. You will often speak to people in strings of numbers rather than words, trying to unravel their code. You may believe that you are in constant communication with the Machine Mother...in some extreme cases you may believe yourself to be the Machine Mother.

Maneater

18. Regression - You have reverted to a more primal existence. While before you may have been able to show a level of restraint while around humans, now it is almost impossible to not attack them on sight. They are nothing but food now, and you are barely more than a beast.

19. Blood Lust - The sight of human blood drives you into a frenzy. Upon seeing a human affected by Bleeding or Destroy Limb, you must immediately try to Attack (if you are not the one Attacking them) and devour that human. Your blood lust will not abate unless that human's blood is in your mouth...or you have fallen in the attempt to get it there.

20. Lone Wolf Syndrome - You find it almost impossible to be around others, even those of your own kind. While you can force yourself to engage in social situations for brief periods of time, physical contact (other than to eat someone) is completely out of the question. Amongst the Maneaters, Lone Wolf Syndrome is called "The Last Hunt", and refers to a time when a Maneater knows that his end is near.

Mutant

18. Hideous Beauty - While Mutants often view horror as beauty, you have feel sick in the presence of true beauty and will try to hide from it. The longer you have the Trauma the more you will feel the need to transform yourself into a disfigured monster, and perhaps visit the same fate upon others. You only feel comfortable amidst horror.

19. Mind Mixed - Your psychic powers now have a darker side. Every time you use your abilities on someone you feel as though you are losing a bit of your soul and tearing out pieces of their soul to fill the gaps. You will start exhibiting traits of your victims. Whether this is a real or imagined illness is unknown, for some the condition is curable or at least manageable, for others their core personality is eventually subsumed by a pastiche of those they have touched with their psychic powers.

20. Floating - You believe your body to be a shell, a vehicle you drive around by virtue of your psychic prowess. You have lost all fear of bodily death and will treat your body like a tool, on that can be disposed of when the time is right so that you might be truly unfettered. You have a tendency to treat others as sad creatures who cannot leave their bodies, who will never stand on the cusp of true freedom.

Weed

18. Star Eyed - The stars of objects of constant fascination amongst the Weed, for it is out there amongst the stars that the creators live. It is not uncommon for a Weed to spend their free time staring at the stars. For the Star Eyed, the stars become a constant focus. Once fixated on the stars, they enter a trance state that requires intervention to break them out of. These trance spells often come out of nowhere, and can even occur in the heat of battle.

19. Lunatic Pacifist - You believe that all life is sacred, and that to do harm is the greatest crime. You will avoid all conflict, attempt to heal anyone who has fallen, and have convince yourself every time you eat a meal that what you have a right to derive sustenance from the suffering of others.

20. Communion - Buildings seem alien and hollow to you and you will avoid entering them without good reason. You will spend as much time amidst nature as you can. Likewise Machine creations seem increasingly unnatural to you and talking to them may feel like your soul is slowly be dragged out of your body. The only way you will suffering being inside for over long is by surrounding yourself with plants and others of your kind.

Cybrid

18. Inefficiency - You will go about the most circuitous path to accomplish any task, going well out of your way to complicate situations or make certain something is not done on time. Even tasks that are strait-forward will fall under your scrutiny until they are so complex it would take a genius to puzzle out what you might have done.

19. Decryption - All around you are special hidden messages only you can decipher. These messages can take on many forms, from audio signals, to the pattern on trees. Sometimes you are even able to decipher these messages, but doing so only deepens the mystery.

20. Dark Reflection - You are a horror who cannot suffer their sight in a mirror. You will avoid all reflective surfaces, and on the occasion when you cannot you will retreat into yourself until the revulsion passes. In addition, you have a minor difficulty being around others of your own kind.

Zelnalak

18. Psycho-Chameleon - Your personality has hidden within your fractured mind for its own safety, and your innate drive to blend into a community and its people has gone to unreasonable levels. You no longer exhibit a personality of your own. You will always mimic to the best of your ability the strongest personality in your immediate vicinity. Only when alone will you revert to your core personality.

19. Shedding Syndrome - You are frequently occupied with the need to groom yourself, and pluck out stray hairs from both yourself and others. You feel as though you are shedding constantly. Shedding Syndrome can lead to self harm in an attempt to keep your fur perfectly groomed.

20. Cultural Hoarding - Your desire to collect art and items of cultural relevance has taken on a life of its own. You will begin hoarding items of cultural significance to the species you find yourself interacting with. While you are under no compulsion to steal said items, you will often go to great lengths to obtain such items, or create them yourself. You are fervently protective of your collection, and will refuse to knowingly part with any portion of it. You are more than capable of becoming aggressive or even violent with anyone you perceive to be stealing from your collection.

M'kai

18. Transporter Sickness - Your people are all too accustomed to using teleportation to get around. For you, there are side effects. Every time you come out of teleportation, you suffer from a phantom illness that keeps you incapacitated for several minutes. Tinctures and nostrums can be used to mitigate the effects, but the very thought of teleporting can often bring on a bout of the sickness.

19. Gender Blindness - For the M'kai, being able to determine where they fall in the social order is of utmost importance, so much so that it is hard coded in their genetics. As a Gender Blind, you lack the ability to discern your place, and will either assume a position of absolute authority, or absolute subservience. Among your people, Gender Blindness is a very serious condition, and other M'kai will go out of their way to make certain you receive proper treatment.

20. Tilting - The M'kai are effectively immortal. Once they reach their maturity, they do not age. However, after decades, centuries, and millennia, the M'kai begin to lose touch with reality for long stretches. Tilting is the name of this disease, so called for the sufferer's habit of leaning sharply toward or away from those they are talking to. For you, this can mean one of two things. If your M'kai is young, there is such a thing as "premature tilting". If your M'kai is aging, this is simply part of the natural process, and while there are treatments to help, the progress is inevitable. [Once you gain this Trauma, it can be reduced to a Lesser Trauma, making the effects less severe, but it can never be entirely cured].

Cryo

18. True Cold - Cryo find physical attachment difficult at best. Most exchanges are done in a very businesslike fashion. However, in their dealings with other Species, the Cryo have learned to adapt. For those suffering from True Cold however, the very idea of touching or being touched by someone is distasteful to the extreme. Even your gloved hands provide too much contact. True Cold Cryo will go out of their way to avoid even brushing up against someone else, and will often become hostile toward anyone who invades their space.

19. Fearless - The Cryo are well known to have an overactive sense of self preservation, so much so that they've altered their entire species in order to live longer. For you, this trigger is reversed. You no longer have any fear, or any real sense of self preservation. You may look at a fire and know that it will burn you on an intellectual level, but on an emotional level, you can see no reason not to put your hand in there. While you have this Trauma, you any effect that would cause you to become Afraid, instead causes you to become Calmed.

20. Reversion - The Cryo species become utterly dependent on technology that prolongs their lives. Even at birth, a Cryo cannot survive long without being outfitted with numerous cybernetics. For those suffering from Reversion, you have unlocked genetic memories of what life was like before the life extending adaptations. The cybernetics that keep you alive make you feel claustrophobic in your own body. Some extreme sufferers attempt to tear pieces off of their suspension suits. While you have this Trauma, you cannot have a new Cybernetic installed.

Yana

18. Hydro-euphoria - As an amphibious species, you have a strong relationship with water. Those suffering from this Trauma have taken this relationship to the extreme. You treat the usage of water as a holy ritual, are constantly concerned with its purity, and will come down harshly on those who would misuse it.

19. Desolated - The Yana homeworld was ravaged by a blight known as the Desolation. This left an indelible scar on the psyche of the species. You are among those who believe that they carry the Desolation within them. You are blight, disease, and all that is unclean. This Trauma effects each Yana differently, with some shunning contact to avoid spreading the plague, while others revel in their Desolated status and attempt to spread the “disease”.

20. Chaotic - The Yana are a species focused on law and order. A rebellious teen Yana might come home 5 minutes late, and treat it as the most subversive thing she has ever done. For you, the switch has been flipped, and you will do anything in your power to subvert order and sow chaos. Yana suffering from this illness are quickly captured and treated.

Oniri

18. Over-Stimulation - Oniri are masters of sensation, but they have learned to harness their senses to avoid being overwhelmed. You however have lost all ability to wrangle your senses and are awed by even the most marginal stimulation. You will often seek quiet refuges, and places of sensory deprivation in order to function.

19. The Grand Illusion - The Oniri are one of the elder species of our galaxy. The staggering amount of history their civilization has witnessed and recorded is beyond the comprehension of younger races. It is common for the Oniri to relive past glories. For you, it goes a step further, you believe that you are a person out time, perhaps you are the reincarnation of one of the Void Empresses, or some other individual of staggering importance. You will do everything in your power to bring the Oniri to the heights of power once more, no matter how lowly your station, and completely ignoring any glaring lack of talent you might have. For the talented, and high born, the Grand Illusion is not considered a Trauma.

20. Sequence Break - Due to their extremely adept natural senses, the Oniri have a belief in the natural order of the universe. Everything has its place, and when things are out of place, it is due to the flawed nature of sapient species. For you, this ideal has taken on an insidious identity. You feel compelled to enforce what you believe to be the natural order the the universe, and will quickly grow agitated when things fall out of line with your vision.

Boz

18. The Ghost In the Walls - There are many strange things hidden within the moons and asteroids of the Boz system. The Boz learn at a young age to never walk down unlit corridors alone. For some this transitions into a unique phobia, where the Boz will avoid traveling anywhere alone, and believes that there are things living within the walls, just out of sight, always waiting for you to turn your back. While inside you will never put your back to a wall. When coming into a room, you will examine all the rooms, looking for cracks where creatures might slip through. In the Boz system, some are allowed to suffer this illness perpetually as it makes them more keenly aware when there are in fact dangerous things hidden within the walls.

19. White Whale Syndrome - There is a strong hunting culture amongst the Boz. Everyone has a story of the one that got away. For you, the “one that got away” has become the entire focus of your existence. You will obsess constantly over your slippery prey, making plans to catch them, and blaming every negative thing in your life on their continued existence. Even if you kill your prey, the thought of everything of life without them leaves you feeling cold and empty, and you are forever on the hunt for the next thrill that will make you feel alive again.

20. Space Madness - You suffer from the uncontrollable urge to destroy things even your own possessions, to open an air lock and take everyone with you on a ride into the vacuum, to push the button that will send all of creation to kingdom come.

4.6 Cybernetics

What are Cybernetics?

Cybernetics are powerful enhancements installed directly onto or into your body. They can give you simple bonuses like the ability to dish out or take more Damage, and they can give you access to more complex skills, like the ability to teleport.

Cybernetics are Crafted objects that need to be installed into your body in order to work. The process of implantation eats away at your Tether, with the Tether cost of the Cybernetic being equal to the amount of Tether you lose by taking said Cybernetic. Once you have a Cybernetic successfully installed, the Cybernetic along with the Tether Cost will be written on your Character Card and signed by a Marshal. Tether spent on Cybernetics is considered lost forever even if the Cybernetic is removed, however you may have a new Cybernetic installed to fill the gap without costing more Tether (unless the Cybernetic itself costs more Tether than the gap you are seeking to fill).

For example: Morgof gets a 1 Tether cost Cybernetic installed. Later, his jealous friend Randall clocks him over the head and gets an Engineer to rip the Cybernetic out of his body. Morgof, grieving his loss, decides to get a new Cybernetic, a really fancy one that costs 2 Tether to install. The additional Tether cost in this case is only 1 Tether because he lost the original Cybernetic and has a gaping 1 Tether hole in his body.

All Cybernetics have a costuming requirement. Unless specified the costuming requirement is up to the player to decide, and need not necessarily be significant, but it must be visible. Unless stated otherwise, you may only have one of any given Cybernetic.

Save for Species Exclusive Cybernetics, the first Cybernetic you can have installed is a Cybernetic Core. There are 6 Cybernetic Cores in total. The Tether Cost of the first Core is .5 Tether. The second Core costs 1 Tether. The third 1.5 Tether and so on. Cybernetic Cores each have a baseline benefit. These Cores grant you access to further Cybernetics. Several Species start with one of these Cybernetic Cores already installed. For these Species there is no additional costuming requirement to represent the Cybernetic Core. Combining various cores grants you access to more Cybernetics at higher ranks.

When you gain your first Cybernetic you are considered to have an "I/O Port" this is an introductory level universal Cybernetic that allows you to directly access computers, and other Targets with an I/O Port. The base effects of this are purely roleplay oriented, please contact a Plot Marshal if you would like to try anything...interesting.

The Following is a list of the Cybernetic Cores. For more information on Cybernetics, please see the Crafting Supplemental Rulebook.

Teleportation Core - Grants you a Periodic use of the Skill "Teleport". Point to a Target area within Traverse Distance that you can clearly see and call "Teleport" you move immediately to that spot. During movement to that destination you are considered to be OOG. Skills that would prevent Traverse movement do not work on this Cybernetic. Teleportation Core does not allow you to go through doors or other barriers you are able to see through unless there is a clear open pathway to that destination.

Life Support Core - Grants you a Once Per Event ability to pull yourself out of any Stage of your Death Count. Simply call "Life Support Core" when you are in your Death Count. You are immediately restored to 1 Body.

Reactor Core - You gain a permanent bank of 3 Energy that can used to power any Skill, Ability, Item or Cybernetic that would require Stamina. This bank of Energy recharges at the beginning of Each Period. In addition to this at the beginning of Each Event you gain 3 Energy Components.

Tactical Core - You may spend Stamina to increase your Damage. By spending 1 Stamina you can do +1 Damage with all Attacks for the next minute.

Automation Core - Any Skill you Learn you have access to immediately. In addition to this, you can self Teach yourself any 1 Skill you have access to and the Build to purchase Once Per Event.

Augmentation Core - Once and only Once Per Combat you may spend Stamina to increase your armor. You gain 2 Temporary AP (Armor Points) for each Point of Stamina you spent.