

COREAC D100 — APPENDIX

ARCHETYPES

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HERITAGE ARCHETYPES

(Standard) Human

Starting Benefit: Gain 2 xp and 1 Lore of your choice.

Multiclass (3 xp): Select a new Core Archetype. You can no longer gain Features from your previous Core Archetype, but you can now gain Features from the new Core Archetype. Previously purchased Features are never lost.

Burrower

Mole-like burrowing miners, thoroughly adapted to a mutant's claustrophobic life in the underworld.

[LOCKED]

White Ape

Human-sized white gorillas with advanced animal intelligence and supernatural growth abilities.

[LOCKED]

Harmony

A symbiotic partnership formed through stable tension between Light and Void.

Note: "Tandem Features" must be purchased and used simultaneously by both members of the dyad for the effect to occur.

Note: Some effects can only be activated while the bonded members are "merged" into their singular form.

Note: While in the unitary form, attacks against the dyad affect both members, but both members act independently (e.g. making physical attacks or casting spells). Furthermore, Adventuring Skill tests and Saves are shared, and are based on the better of the members' statistics.

Note: This Heritage Archetype replaces any existing Heritage Archetype. (Keep any features purchased from the previous Heritage Archetype!)

Harmonic Offense (1): While you are merged in the Harmony, inflict +1 Hit in combat. (Max +4 Hits)

Harmonic Toughness (1): While you are merged in the Harmony, gain Defense 1. (Max 3)

Quantum Endurance [Tandem] (1): Each Round, you may shift up to two HP from one bonded character to the other.

Harmonic Resonance (2): While you are merged in the Harmony, when you cast a spell, add a free d6 Mana die to the spell's effect (or upgrade a d6 Mana die to a d10).

Complementary Action [Tandem] (2): When a merged Harmony attacks in combat and simultaneously casts a spell, both parties add +10% to their tests. (Max +20%)

Unitary Duality [Tandem] (3): While merged in the Harmony, the unitary being may make an additional (third) action each Round. (The ability may be based on either member's abilities.) (Max 1 bonus action)

Jungle Ancestor

A transformed, enhanced humanoid who returns to help the village after the death of a villager in the Jungle.

Hive Mind (1): You are intuitively aware of the general status and activity of other Ancestors in the area, and you may communicate wordlessly with any intelligences similar to you.

Null Mind (1): You are immune to mind-affecting supernatural abilities and do not register as presenting consciousness. Gain one Energy.

Assimilate Biology (2): Incorporate a fresh limb or organ into your body. It maintains its full, normal function.

Augment Strength (2): Gain one Energy. You may spend one point of Energy to add +20% to a strength-based test. Regain spent Energy after a comfortable night's rest.

Augment Speed (2): Gain one Energy. You may spend one point of Energy to add +20% to an agility, dexterity, or reflex-based test. Regain spent Energy after a comfortable night's rest.

Augment Processing (2): Gain one Energy. You may spend one point of Energy to add +20% to an intelligence, reasoning, memory, or perception-based test. Regain spent Energy after a comfortable night's rest.

*Note: Energy may be spent to improve a test **after** the dice are rolled for a provisional result.*

Jungle Villager

Members of a close-knit band of human exiles who live in the Endless Jungle alongside their mysterious Ancestors.

Starting Benefit: Gain 1xp.

Junglecraft (1): Gain Lore in Junglecraft.

Intuit the Way (1): When traveling through the Jungle, add +20% to tests to find the fastest way, avoid getting lost, and avoid travel hazards.

The Wild Hunt (2): Inflict +2 Hits in combat against giant reptiles.

Intuitive Magic (2): Gain two random Nature spells.

Rite of the Ancestors (4): When you die, if your remains are deposited in the Jungle, return to a second life as an Ancestor: you cannot gain any more Features from this Archetype, but unlock the “Jungle Ancestor” Heritage Archetype.

Venus Flytrap-man

An animated plant-person with a venus flytrap for a head.

Starting Benefit: When rooted in natural light, you restore 1 HP per Round and all HP when you rest.

Plantspeech (1): You can wordlessly communicate with plants.

Natural Ambusher (1): When you attack an unexpected target, the target's Endurance Save (against incapacitation) is penalized by -20%.

Digest Memories (2): When you consume a creature's brain (or analogous organ), you gain access to their knowledge and memories for 24 hours.

Adaptive Digestion (2): When you consume a creature's heart or other major organs, you gain a temporary mutation typical of that creature's type (for 24 hours).

Sprout (3): Gain a Mutant Venus Flytrap Companion. (As with other Companions, it independently gains XP and may be replaced as a Downtime Action following its death or retirement.)

Wildman

A member of the civilization-renunciate community that lives close to nature, deep in the forest of Helwan.

Starting Benefit: Whenever you successfully hunt or forage for Rations, gain +1 Ration.

Wildstride (1): While moving unencumbered in a natural setting, throw Agility to avoid all (even supernatural) detection.

Guide (1): You (and any small group you guide) automatically avoid environmental hazards and cannot become lost in the wilderness.

Consummate Naturalist (2): While you remain buck naked, you gain Defense 1 and are immune to all ill-effects from cold, heat, damp, and similar environmental effects.

Channel Nature's Avatar (2): Gain the spell "Avatar of Nature." You may automatically cast it once per day for free.

Animal Companion (2): You may capture and train one natural beast (at a time) to be your helper. If your animal Companion is slain, you may Recruit a replacement suitable for the local environment (as a Downtime Action).

Primitive Weapons Mastery (3): Ignore the -1 Hit penalty from attacking with primitive weapons. When you attack unencumbered by Armor and with only primitive weapons, inflict +1 Hit.

SPECIALIST ARCHETYPES

Muscle Wizard

Mages who channel their supernatural powers through vigorous physical enhancement and training, not spells.

[LOCKED]

Mutant

Hybrid beastfolk and other mutants who seek to enhance their abilities by nurturing further mutation.

[LOCKED]

Necromancer

Dread sorcerers and dark adepts who specialize in the fell magics of life, death, and undeath.

[LOCKED]

Shield Master

Supernatural champions of offensive shield use.

[LOCKED]

Bravo

Cocky, exceptionally skilled duelists specializing in swordplay, acrobatics, and braggadocio.

SPECIAL: You must defeat a Bravo in a duel in order to unlock this archetype.

Flourish (1): Once per day, before you engage in combat, your display of fencing prowess forces intelligent mortal enemies to make a Morale Save. (If failed, they will flee or surrender.)

Feint (1): Once per day, when you successfully attack an opponent, inflict Hits equal to the 10s die result (rather than the 1s die).

Accomplished Duelist (2): When you engage in a one-on-one contest of swordplay, inflict +2 Hits.

Swashbuckle (2): When you use the environment to make an acrobatic melee attack, inflict +1 Hit.

Agile Defense (3): While you are wearing no Armor, gain +1 Defense (max 1).

Diplomat

Master communicators and negotiators who specialize in using the power of words to achieve their aims.

First Contact (1): When you first meet new people (who don't know of you), add +2 to any Disposition check. (This makes "Hostile" results *much* less likely, or even impossible, while greatly increasing the incidence of "Friendly" results.)

Open Communication (1): Gain the spell "Babel" or "Telesthesia." Once per day, you may automatically cast it for free.

Aggressive Negotiations (2): Gain the spell "Bewitch," "Hypnosis," or "Befuddle." Once per day, you may automatically cast it for free.

Silver Tongue (2): As long as you keep up rapid palaver, a typical interlocutor will treat whatever you say as credible. (Make an opposed throw against skeptical marks.)

Vile Speech (2): Gain the spells "Black Speech" and "Unholy Rebuke."

Heaping Scorn (2): In lieu of attacking in combat, you may aggressively berate (or otherwise get under the skin of) an opponent: during this Combat Round, that foe inflicts -1 Hits while undertaking any action except attacking you.

Demon-Touched

Those corrupted by the demonic forces of Hell, who use their twisted powers for good or ill.

Demon Heart (1): Test Vigilance to discern the presence of nearby demons, diabolical magic, or demonic artifacts.

Diabolist (1): Gain one of the following spells: Bewitch, Black Speech, Cripple, Curse, Demonic Blessing, Miasma, Rot, or Swarm.

Coin for Charon (1): Destroy 100 Coin per traveler to travel to Hell at the next stroke of midnight.

Demonic Ally (2): Gain the spell “Summoning” (demons only). You may cast it once per day for free.

Unholy Addiction (2): You may consume either demonic essence (e.g. demon blood) or pure, concentrated pain to add +20% to all actions for the next Exploration Turn. Afterwards, pass an Endurance Save or suffer 5 Hits.

Demon Quest (3): Whenever you consume the fresh-slain heart of a demon, gain either +1 HP or one d6 Mana die (up to once per day, and up to the normal global maximums of 30 HP and ten Mana dice).

Patron (3): Enter the service of a great demon lord. Throw Charisma to entreat your master for information, guidance, or material assistance (up to one successful request per day). Your patron will demand that all support be repaid in kind.

Faith Healer

Those who dedicate themselves to healing others, whether through belief, skill, or divine favor.

Miracle Cure (1): Once per day, grant an ally a fresh Endurance Save against toxins or disease—with a +20% bonus.

Assume the Burden (1): With a successful Medicine test, your blessing transfers a toxin, disease, injury, or similar affliction from the target to yourself.

Lay on Hands (2): With a touch and intense focus, you may greatly accelerate another's natural healing: the target regains up to three Hit Points from your available "Healing Pool," which begins at five points. Whenever you select this feat, increase your Healing Pool by five points and the number of HP that you can restore at once by two points. Your Healing Pool replenishes after a comfortable night's rest.

Familiar Master

Sorcerers with several spirit familiars who seek to develop their familiars' powers beyond the typical limits.

Many Eyes (1): Meditate and pass a Reveal test to look through one of your familiar's eyes. While you do so, you may telepathically communicate with the familiar.

Many Tongues (1): Throw Produce to speak to any animal related to a type that one of your familiars mimics. When you do so, the creature's initial Disposition is no worse than neutral.

Many Forms (1): At will, any of your familiars can shapeshift into the basic animal form of any other, or else one of your familiars gains a second basic animal form that it can transform into.

Many Sizes (2): Gain the spell "Maximize" or "Shrink." You can automatically cast it for free on one of your familiars once per day.

Greater Familiar (2): Choose one of your familiars. It adopts a new, large animal form. The familiar also gains 5 hp and Defense 2, and it improves one Skill to 75% and a second Skill to 60%. (The familiar's other statistics and game-mechanical rules remain the same.)

Elemental Familiar (3): Your familiars may shapeshift into an elemental version of their base animals. (Choose one elemental form whenever you choose this Feat, e.g. fire, ice, lightning, stone, wood, thorns, bone, acid, and so forth.)

Gunslinger

Marksmen and lethal experts in the use of advanced firearms and energy weapons.

Deadeye (1): While firing an advanced weapon, you may ignore penalty Hits imposed by cover or firing into melee.

Quick Draw (1): You may fire an advanced weapon even when you would otherwise be prohibited from acting due to losing the initiative (e.g. when surprised or ambushed), and whenever it matters, you always fire first.

Suppression Fire (1): While firing an advanced weapon, you may choose to pin down all enemies in an area into which you are firing. If you do, roll -30% in combat, but all enemies in the area must pass an Agility Save to maneuver freely this Round.

Preternatural Efficiency (2): Whenever you roll a Depletion check for a firearm or energy weapon, add +1 to the roll (making the weapon likely to function for longer).

Crippling Shot (3): When you deal 6+ Hits with a firearm or energy weapon, the target must pass an Endurance Save or become incapacitated.

Fusillade (3): When you fire an advanced weapon, you may choose to check Depletion twice (sequentially) to make a second attack at -20%.

Ice-Touched

Those warped by the frigid dimensional energies of a spiritual realm of snow and ice.

Hoar Shrike (1): Gain a small, vicious, hawk-like familiar made entirely of ice. The Shrike does not speak, but understands you perfectly.

Hibernate (1): You may reduce your metabolism to a near-death state (or return to normal) at will.

Heatsense (2): Gain the spell *thermal vision*. You may cast it once per day for free.

Glacial Aura (2): Once per day, suffer 2 Hits to inflict 1d3 Hits of freezing cold damage against all other creatures close by. You may extend the effect at the cost of one hp/Round.

Arctic Companion (var.): Gain an animal Companion:

(3) Timberwolf *or* Sabertooth Tiger

(4) Yeti *or* Polar Bear

Juicer

Frequent users of Rainbow Potions who have learned to minimize the potions' side-effects and maximize benefits.

Rainbow Chemist (1): You can brew colored rainbow potions as a Downtime Action. Spend 200 Coin to brew 1d3 potions, +1 for each additional 200 Coin spent.

Tolerance (1): Add +20% to Saves against the hangover effects of colored rainbow potions.

Adaptation (2): Double the beneficial effects or duration of colored rainbow potions.

Black and White (3): Gain the permanent effects of a black or white potion, even if you've already drank those potions.

Martial Artist

Combat masters who have honed their very bodies into lethal weapons through rigorous training and discipline.

Coiled Serpent Strike (1): During your first attack in a combat, inflict +2 Hits.

Heavenly Binding Technique (1): When you deal 7+ Hits in combat, you may choose to automatically grapple and pin the target.

Luminous Wind Technique (1): Double your speed and agility for a short time. Whenever you use this technique in combat, or whenever you use it multiple times in a short period, suffer two Hits.

Seven-Sided Dragon Strike (2): While attacking unarmed or with primitive weapons, you may suffer one Hit to roll +20% against a single enemy.

Mist-Dance Slip Form (2): While you are not wearing armor or encumbering clothing, gain +1 Defense (max +2).

Ancestral Ur-Beast Technique (3): You may transform into an ancestral totem beast like a giant snake, giant crocodile, medium-sized dinosaur, or flightless feathered bird. In addition to other narrative effects, your increased size grants +1 Defense and +2 Hits in combat. Suffer one Hit for each Turn that you remain transformed.

Psion

Mentalists, mind-wizards, mystics, and those who have unlocked the immense power of the human mind.

Mindsense (1): You can detect the presence of nearby, unguarded minds and discern their general state. Throw Concentration to penetrate the shroud of psychically shielded minds.

Mentalist (1): Gain one "Mind" spell of your choice.

Mind Spike (1): Gain the spell "Mind Spike." You may automatically cast it once per day for free.

Bastion of Will (1): Your mind is psychically shielded, and you are immune to fear-based and mind-altering supernatural effects.

Telekinesis (2): Gain the Skill "Telekinesis" at 60%. Throw Telekinesis to mentally apply human-like force to a nearby object or creature.

Mind Master (3): Choose one "Mind" spell that you know. Targets of the spell Save with a -20% penalty, and you may automatically cast the spell once per day for free.

Psychic Warrior

Psionic warriors who use preternatural willpower to push their bodies and minds beyond their limits.

Boost (1): You can momentarily double your speed, agility, and balance. When you do, throw Agility: on failure, suffer 2 Hits.

Accelerated Reflexes (1): In combat, you cannot be surprised or ambushed.

Telekinesis (2): Gain the Skill “Telekinesis” at 60%. Throw Telekinesis to mentally apply human-like force to a nearby object or creature.

Pounce (2): You can launch yourself up to 30' with a single leap. When you do, throw Agility: on failure, suffer 3 Hits.

Telekinetic Block (2): Once per day, reflexively prevent yourself or a nearby ally from suffering 3 Hits from a physical attack.

Biofeedback (3): Once per day, you may briefly meditate to recover 6 HP.

Scholar

Bookish sages and magicians who delve into esoteric lore, forgotten mysteries, and obtuse magical texts.

Breadth (1): Gain a new Lore.

Depth (1): Choose one Lore that you know. When you investigate or interact with the object of that Lore, add a +20% bonus modifier.

Book Magic (2): Gain one "Knowledge" spell.

Material Sorcery (3): Gain one "Body" spell.

Sentinel

The most implacable elite warriors, who stand steadfast in the face of great peril to protect their allies and friends.

Bulwark (1): When you intercede to protect an adjacent ally from physical attack, you may redirect twice as many Hits to yourself as usual, up to twice your Defense score.

Unmovable (1): You are immune to being pushed, pulled, tripped, or similarly moved against your will.

Cataphract (2): While you are wielding a shield and wearing at least a helm and torso armor, gain +1 Defense (max 4).

Carapace (3): Gain the spell “Carapace.” You may automatically cast it once per day for free.

Dreadnaught (3): You may elect to destroy your shield to Block 2 Hits suffered in combat, even if you have already “used” the shield to Block Hits today.

Skitterlord

Lord of an infestation of small rodentfolk who has developed a supernatural murine connection.

Ratspeech (1): You may speak with rodents. Once per day, when you call out a summons, 2d6 small rodents or 1d3 large rodents respond to your call within an Exploration Turn.

Avarice (1): Throw Vigilance to detect the presence (but not the exact location) of nearby cash/bullion Treasure.

Gang of Skitterlings (2): Recruit three Skitterling Followers (5 HP, Stealth 75%). When the Skitterlings perish, they are replenished when you make a “Recruitment” Downtime Action.

Skitterling Ablation (2): Whenever you would suffer a Hit, you may instead sacrifice a Skitterling to cancel that Hit. (You may sacrifice multiple Skitterlings at once, if desired.)

Ratkin (3): Throw Transform to transform yourself into a skitterling (or back).

Slayer

Fierce defenders of civilization and settled folk; foes of forces bestial and demonic who seek victory by any means.

Hunter's Intuition (1): Throw Concentration to detect demons, nightmares, or the living dead within distant range.

Poisoned Weapon (1): At the beginning of each conflict, declare one poison or toxin in your carried Inventory: the first foe that you successfully attack must Save against that poison/toxin's effect(s) with a -10% penalty. (Do not check for Depletion.)

The Devil's Own Tools (1): Gain one of the following spells of your choice: "Black Speech," "Cripple," or "Demonic Blessing."

Sacrament of Blood (2): When you suffer Hit(s) inflicted by a demon, nightmare, or the living dead, suffer an additional Hit to retaliate with a free attack.

Purge the Unclean (3): Inflict +2 Hits against monstrous beasts, demons, nightmares, or the living dead.

Dark Arts (3): Gain a spell of your choice with the "Death" tag. You may automatically cast it once per day for free.

Solar Champion

Chosen champions of an elder solar deity who are sworn to contest the enemies of the faith wherever they may be.

Vow of Enmity (1): In combat, inflict +1 Hit against demons and the living dead.

Radiance (1): Once per day, you may cast strong daylight in a wide area around your radiant body.

Cleansing Fire (2): Gain the spell *solar ray* or *sunfire*.

Avatar of Light (3): Once per day, your form becomes a burning instrument of vengeance: your corona inflicts two Hits per Round to enemies with whom you are engaged in combat, foes who behold you must pass a Morale Save, and you can dash through the air in brief spurts of flight. (Duration: 1 Turn)

NEW SPELLS

Solar Ray (Ruin): Fire a narrow beam of plasma in a long line. In combat, the beam inflicts [sum] Hits, bypassing Armor and Defense.

Sunfire (Produce): A column of solar fire incinerates its way down from the sky. In combat, the column inflicts [highest] Hits to all in a small area.

Spiritwalker

Shamans who have bound themselves to the Dreamlands and are blessed with a coterie of familiar spirits.

Sixth Sense (1): A vague supernatural sense alerts you to the presence of any nearby spirits or nightmares.

Pierce the Veil (1): At a site with strong spiritual resonance (a cemetery, shrine, beloved statue, sublime natural feature, etc.), spend a Mana die to safely transport yourself and any willing companions into the Dreamlands (or back).

Greater Familiar (2): Choose one of your familiars. It gains either a second small animal form that it can transform into at will, *or* it adopts a new, large animal form. The familiar also gains 5 hp and Defense 2, and it improves one Skill to 75% and a second Skill to 60%. (The familiar's other statistics and game-mechanical rules remain the same.)

Medium (2): Meditate for a Turn to swap bodies with one of your nearby familiars. (Keep your own spells, Defense, Features, Mana dice, etc., but trade Hit Points, Armor, equipment, and physical/biological features.) If the familiar is destroyed, you immediately return to your natural body, but become incapacitated.

Druidcraft (3): Gain a spell of your choice with the "Nature" or "Elemental" tag.

Void Knight

Adherents of an ancient path of mystical secrets, hidden power, and latent possibilities within spacetime itself.

Vow of Mercy (1): When you spare a defeated foe and extend merciful compassion to them, choose one benefit:

- An ally regains 2 HP or recovers from the "incapacitated" status.
- You can speak fluently in the foe's native tongue.
- You take on the foe's appearance and mannerisms for the rest of the day.

Gloom (1): Once per day, you may impose deep shadows in a wide area centered all around your inky form.

Shadow's Embrace (2): Gain the spell *shadow step* or *isolation*.

Avatar of Void (3): Once per day, your form becomes insubstantial (Defense 3, inflict -1 Hit), your touch induces magical slumber, and you can slowly ascend and descend by walking on thin air (Duration: 1 Turn).

NEW SPELLS

Shadow Step (Transform): [Dice] times over the next hour, you may step into shadows and reappear in distant shadows that you can see or know of.

Isolation (Ruin): A nearby creature is struck deaf and blind for [highest] Rounds.

Warlord

Elite leaders who surround themselves with loyal, skilled retainers (Companions and/or Followers).

Toughs (1): Two of your nearby retainers gain +2 HP. (The benefit may be redistributed outside of combat.)

Loyalty (1): Your retainers automatically pass all Morale tests while in your presence or operating under your explicit orders, and they will always willingly undertake any task you assign them, no matter how dangerous.

Marksman (2): One of your nearby retainers rolls +1 Hit on successful ranged attacks. (The benefit may be redistributed outside of combat.)

Sages (2): Whenever you hire or acquire a retainer, they gain a Lore of your choice.

Veterans (3): Two of your nearby retainers inflict +1 Hit on successful hand-to-hand Combat rolls. (The benefit may be redistributed outside of combat.)

Magicians (3): When you hire or acquire a spellcasting retainer (Adept or Sorcerer), they begin with +2 random Spells.

Lieutenant (3): Gain a Companion (with a Core Archetype of your choice). That character also gains +10% Command.

Zealot

Holy warriors who rely on charismatic leadership and divine ritual to stand against the enemies of their gods.

Unholy Rebuke (2): Gain the spell "Unholy Rebuke." You may automatically cast it once per day for free.

Smite the Wicked (2): Once per day, when you have successfully attacked a creature abhorrent to your god(s), treat your throw as a Critical (thus inflicting double damage).

Inspire Mettle (2): Immediately before combat, deliver a brief, stirring oration to distribute 4 bonus HP among nearby allies.

Orison (4): You may beseech (one of) your god(s) for intercession. Throw a die: On 1, your god(s) are offended, and you must make amends. On 2-4, your prayers go unanswered. On 5+, your god(s) respond favorably. If you eschew offerings, roll -1. If you provide lavish offerings, roll +1. (All offerings must be commensurate to the favor requested.)