

# COREAC: SHATTERED LANDS

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A living document for our adventure roleplaying game in the classic dungeon crawling mode. The procedures for classic play will be taught as necessary.

## I. ABILITIES & SKILLS

**Abilities:** Characters are described by five Abilities:

- + Might (strength, stamina, vitality)
- + Agility (coordination, quickness, reflexes, grace)
- + Presence (charisma, charm, leadership)
- + Insight (awareness, observation, vigilance)
- + Discipline (resolve, composure, cohesion)

Each Ability is rated from -1 to +3. The rating indicates the modifier applied to relevant Skills and the number of dice added to relevant Combat rolls. The sum of all Ability modifiers cannot exceed +4.

**Taking Action:** Players narrate their actions. If a possible action has meaningful consequences upon failure *and* is performed under stress, the Referee will either propose a Cost (time, money, risk, reputation, etc.) and ask for a decision, or else call for the character to make a Skill check to determine success.

**Skills:** Throw 2d6 versus Target 8+ (or against an opposing character's result). Apply modifiers to the roll per the relevant Ability. Situational Factors may apply a modifier of up to -2 or +2 (but often only -1 or +1).

## 2. COMBAT

**Combat:** When you attack another character, roll your Combat dice pool and then check the result of each die. Inflict one Hit for each "4" or "5" result in your pool, and three Hits for each "6" result.

**Attacking:** Generate and modify your Combat pool by adding and subtracting the modifiers below *in order*. When unspecified, modifiers indicate  $\pm 1$  die.

**Base Combat Dice:** 2

**Ability Modifier (only one applies):**

- $\pm$  Strength (forceful or shock weapons)
- $\pm$  Agility (quick, precise, or deft weapons)

**Equipment:**

- + Two-Handed Melee Weapon *or* Dual Wielding
- Primitive Weapon (including fists, etc.)
- Armor (-1 per attacker's Helm *and* torso Armor)

**Range Modifiers:**

- Firing (Close *or* Distant, but not Near)
- Thrown Hand Weapon (restricted to Near only)

**Combat Factors:**

- Target in Full Evasion: -2
- Target in Cover: Light -1, Heavy -2
- Called Shot: -2
- + Positioning (flanking, enfilade fire, etc.)

**Range Bands:** Weapon range bands include Close (Hand-to-Hand), Nearby, and Distant.

**Ambushes:** Defenseless, surprised, or otherwise unprepared targets suffer any Hits directly to Harm (bypassing Hit Points).

## 3. HIT POINTS, HARM, HEALING

**Suffering Damage:** When characters suffer Hits (or other damage), first subtract those Hits from the character's Hit Point total, and then apply any remaining points as Harm (which starts at zero and increases as additional damage is suffered).

**Hit Points:** Characters possess zero Hit Points (HP) by default. Armor, Magic, and Advancement can all increase your Hit Points. (Global maximum: 12 HP)

**Resting:** Each character resets to half of their maximum Hit Points (rounded up) when the company dedicates  $\frac{1}{2}$  hour (3 Exploration Turns) to resting and recovery.

**Harm:** At the end of any Round in which you suffer Harm, roll 2d6 equal to or over your current cumulative Harm score to stay in the fight. (A 12+ is always a success.) On failure, you go Down and Out.

**Injury and Death:** When you go Down and Out, you will die unless you receive first aid. If you receive assistance, roll one die (a "Trauma" or "Death" save). On a result of 1-2, you die in spite of the medical care. On 3-5, you gain an Injury that imposes a one point Penalty die/modifier to appropriate actions until you can convalesce (see App. A). On 6, you are back on your feet.

**Recovery:** After a comfortable night's rest, reset your Harm and Strain scores to zero and regain all spent HP and Mana (up to your maximum score). In addition, recover from one Injury after either a week of comfortable rest *or* a full session of play.

## 4. SAVES & SCARS

**Saves:** When a character blunders into a hazard or other mortal peril, they are entitled to a final Save (or “Saving Throw”) to avert their tragic fate.

**Saving Throws:** Throw 2d6, modified by the appropriate Ability. If the character is Saving against the source of a relevant Scar, add +3 to the throw. On 8+, the character only suffers an attenuated effect. On 11+, they avoid the doom entirely. Otherwise, they suffer the worst of it.

**Gaining Scars:** When a character very nearly meets their doom, but then manages to survive, they gain a Scar. Each Scar describes the source or origin of the peril, such as “poison,” “pit traps,” “magical fire,” “paralysis,” “magical fear,” or so forth. Characters may possess up to three Scars at once. When an additional Scar would be gained, the player may choose to replace an existing Scar with the new Scar, if desired.

## 5. LORE

**Mastering Lore:** Characters with the default “(Standard) Human” Heritage may select one Lore for free. All characters may also acquire additional Lore through play, typically via 4-tick Downtime Projects, which cost money and Downtime Actions (\$14), or else 6-tick unguided/experiential self-study Projects.

**Character Knowledge:** If you have a relevant Lore, you are entitled to ask questions of the form: “Based on my knowledge of [Lore], (specific question).” The Referee will respond with abundant esoteric knowledge. If you do *not* have a relevant Lore, you can still ask the specific question, but the Referee will only respond with common knowledge.

## 6. SPELLCASTING & STRAIN

**Spells:** New characters begin with a number of random spells equal to 1+[Discipline] (rolled either from the common spell list or as equally as possible from two Tag lists of your choice). The Spell Tags (families) include: body, mind, conjury, nature, death, knowledge, elemental, and metamagic.

**Gaining New Spells:** To learn or capture a new spell, throw Discipline 10+. Some Feats also grant Spells. (Global maximum: 10 Spells Known)

**Spellcasting:** It takes a full Combat Round to cast a spell. (Spells take effect at the end of the Round.) The target of a spell must be in the casters’ line of sight, and cannot be beyond Distant range. Unwilling targets are always entitled to a Saving Throw to avoid or mitigate a spell’s effects.

**Duration:** Spell effects persist for an hour, or until the Referee rolls a “Spells End” result on the Exploration Die. A repeat casting of an ongoing spell cancels the initial instance of that spell.

**Strain:** Characters incur Strain when using magic:

- **Casting a Spell:** 1 Strain
- **Attacking with a Wand:** 1 Strain
- **Hit While Casting:** 1 Strain per 3 Hits

Strain starts at zero and increases as additional Strain is incurred. At the end of any Round in which you incur Strain, roll 2d6 equal to or over your current cumulative Strain score to avoid a random Spell Catastrophe. (A 12+ is always a success.)

**Spell Catastrophes:** Spell Catastrophes are dangerous magical backlashes that affect the caster and/or other nearby characters (see Appendix A).

## 7. MANA & RITUAL IMPLEMENTS

**Mana:** When characters suffer Strain, first subtract those point(s) from the character’s Mana total, and then apply any remaining points as Strain. Characters begin with [Discipline] Mana, plus any from gear. (Global maximum: 10 Mana)

**Arcane Vestments:** Sorcerers gain +1 Mana for each worn Gear Slot (Helm and/or Torso Armor) that they fill with ceremonial robes, cloaks, hoods, headdresses, circlets, sashes, tattoos, scarring, piercings, or similar ritual attire.

**Orbs:** When a character incurs a Spell Catastrophe while holding an orb in a hand, they may shatter the orb to negate the catastrophe. Rare orbs may also provide other benefits while held in a hand.

**Wands:** While wielding a wand, sorcerers may attack with blasts of energy: Gain one Strain to attack a foe at Close or Nearby range with a Combat Pool equal to [Discipline] dice. All Hits inflicted bypass Hit Points and directly increase the target’s Harm.

**Rods and Staffs:** These implements function as a combined Wand and Orb (in a single hand).

**Monster Organs:** Fresh or preserved monster organs may be eaten to refresh 1d6 Mana or Strain.

**Crafting Costs:** To craft a magical implement, pass a Discipline Skill throw (10+) and pay the cost in ritual materials (failure wastes 50% of the material costs).

- **Arcane Vestments:** 1,000 Coin
- **Wand:** 1,000 Coin
- **Orb:** 2,000 Coin
- **Rod/Staff:** 5k + Orb & Wand to combine

## 8. INVENTORY & GEAR

**Inventory:** Each character may equip gear in their Helm, (Torso) Armor, Main Hand, and Off Hand Gear Slots. In addition, they may carry up to six significant personal items in their Inventory Slots (characters' Inventory Slots are numbered one to six, with lower numbered Slots more readily accessible).

**Armor:** Donned Helms and (Torso) Armor grant +2 maximum HP, but also inflict a -1 Penalty Die to Combat Pools. Carried Shields grant +3 HP.

**Depletion:** After using a consumable or expendable item (anything with a listed Depletion rating, from 1+ to 6+), throw a d6 equal to or higher than that item's Depletion rating to avoid using up the item. ("Save versus Depletion.") On failure, the item is expended. On success, enough of the item remains to be used again, but increase the Depletion rating by one (e.g. from 3+ to 4+). On a six, a usable amount of the item always remains.

**Carrying Treasure:** Cash Treasure, such as coins, gems, jewelry, and bullion, may be carried without limit or penalty. Other Treasure must be carried in Inventory Slots until it can be returned to civilization. This carried Treasure is frequently worth additional Coin (e.g. x4) if sold to a collector or other interested party (usually in a large settlement).

**Retrieving Gear:** When a character tries to retrieve a stowed item while under pressure (e.g. during combat), roll a d6. If the roll equals or exceeds the number of the Inventory Slot number in which the item is carried, the character quickly retrieves the item without spending their action. Otherwise, the character takes their entire turn to retrieve the item.

## 9. PURCHASE LISTS

### Sundries

Group Resources: 10, +10 per point (cumulative)  
Basic Consumable (bundle, if small): 5  
Basic Tool: 10  
Chemicals/Medicines: 50  
Luxuries: 200

### Weapons

Simple Weapon/Ammo Box: 50  
Martial Weapon: 100  
Armor: 200  
Explosives: 100

### Crews and Gangs

Ship/Caravan Crew (~20 men): 5k  
Small Militia, minimal training (~50 men): 10k  
Personal Mercenary Company: 30k

### Animals

Small Livestock: 100  
Large Livestock: 200  
Pack Animal: 150  
Trained Dog or Raptor: 200  
Warhorse: 500  
Exotic Warbeast: 1k

### Vehicles

Wagon: 150  
Small Watercraft: 250  
Sailing Vessel: Small 1k / Large 5k

### Buildings

Buildings: Small 1k, Large 5k, Estate 50k  
Walls: Palisade 1k, Stone Curtain 15k  
Fortifications: Tower House 10k, Frontier Fort 35k  
Castles: Lordly 100k, Royal 250k+

## 10. RETAINERS

**Overview:** The company can hire supporting characters to assist them in their adventures. The Referee roleplays these characters as necessary, but the company otherwise determines their retainers' actions in typical situations (including combat).

**Retainer Abilities:** Retainers have a +0 in all Abilities except their Specialization(s), if any, which are rated +2. Retainers automatically fail Trauma Saves (§3) and do not gain/spend Experience Points, but otherwise follow the normal rules for characters.

**Outfitting Retainers:** All retainers start with gear appropriate for their profession, which will determine their HP, Mana, and Combat Dice. Each also has 3 Slots available for the party's use. The company is responsible for all other outfitting costs.

**Recruitment:** As a Downtime Action (§14), you may spend 1+[Presence] Recruitment Points, along with the listed cost in Coin, to recruit retainers. Some settlements offer special followers for recruitment, but most settlements contain:

(1) **Hireling:** n/a [200 Coin]

(1) **Sage:** 1 Lore [300 Coin]

(2) **Specialist:** One Skill (+2), for example in Stealth, Athletics, Scouting, Crafting, Medicine, or similar. [400 Coin]

(2) **Mercenary:** Combat Specialization (+2). Choose a kit: Archer (4d, 0 HP), Spearman (3d, 5 HP), or Swordsman (4d, 2 HP) [600 Coin]

(4) **Adept:** Wand, 2 Mana (Arcane Vestments), *second sight*, 2 random spells [1,000 Coin]

## II. TIME & ENCOUNTERS

**Time:** The game uses four major timescales:

- + *Downtime:* Weeks spent in camp or town.
- + *Watches:* 4-5 hour blocks during Overland Travel.
- + *Exploration Turns:* The time it takes to explore a typical chamber while dungeon crawling, roughly 10 minutes of activity (or inactivity and delay).
- + *Combat Rounds:* A short, flexible period used during Combat, usually around 20-60 seconds.

**Dungeon Exploration and Encounters:** While exploring a dungeon, the Referee rolls the Encounter Die once per Exploration Turn.

**Disposition and Surprise:** When an Encounter begins, the Referee may call for a group Presence test to check for the others' starting Disposition (1-7 hostile, 8-10 cautious, 11+ friendly). The Referee may also call for an Insight test whether either or both groups are Surprised (skip their first Round).

### *ENCOUNTER DIE*

#### **1: Random Encounter**

Roll on the appropriate Random Encounter table.

#### **2: Omen**

A sign, signal, hint, trace, or similar. May be related to (and thus foreshadow) the Dungeon Key or an entry from the relevant Random Encounter Table.

#### **3-5: Supply Depletion**

In a dungeon, check Depletion (§8) for lanterns (Fuel starts at 2+) and/or carried Torches (start at 3+). During overland travel, check Rations (§13).

#### **6: Spell Exhaustion**

All of the player characters' active spells and ongoing spell-like effects end suddenly.

## 12. OVERLAND TRAVEL & CAMP

**Mapping:** The Referee provides itinerary maps for journeys to known destinations or through explored areas. An unscaled iconographic map will be maintained for the players' reference.

**Watches:** In addition to time spent making and breaking camp, eating, resting, and so forth, the company may take Travel/Camping Actions: once in the morning, and once in the afternoon/evening.

**Overland Travel:** The Encounter Die is rolled once per Watch (twice per day). (See §11.)

**Navigation:** In difficult, rough, or unfamiliar terrain, the group's guide must throw Insight or only make half-speed progress (two days per map node).

### *COMMON TRAVEL/CAMPING ACTIONS*

**Travel:** Move halfway to the next map node. (Each node represents a full day of travel.) This Action is usually taken for both Watches, for a day's travel.

**Forage:** The company is assumed to forage opportunistically while travelling. When a character dedicates a full Watch to foraging, gain one Rations.

**Crafting:** When a character spends a Watch crafting survival gear (like torches, poles, rope, etc.), gain one of the appropriate Resource (e.g. Supplies or Fuel).

**Construction:** The company may undertake basic field construction (e.g. earthworks, a crude palisade, basic structures, or simple machines). The Referee will say how many Camp Actions are necessary to complete a given Project, sometimes with Skill throws (or another Cost) required to make progress.

## 13. EXPEDITION RESOURCES

**Purchasing Group Resources:** Each type may be purchased in town: the first point costs 10 Coin, and each additional point costs +10 Coin, cumulative.

**Spending Fuel:** Fuel is spent to generate light while exploring dark spaces (like a dungeon). In addition, a point of Fuel may be expended to start a fire quickly and/or without the usual combustible materials.

**Spending Rations:** Rations may be spent as barter, to distract wild beasts, and so forth. Whenever the company must "check Rations," roll 1d6: On 1, foraging fails to supplement food supplies; spend two Rations. On 2, spend one Rations to supplement any foraging. Otherwise, regular foraging is sufficient for the group's needs. If the company does not or cannot spend Rations, everyone gains one Exhaustion.

**Spending Climbing Supplies:** Each point represents roughly 40' of rope, along with a handful of spikes, wire loops, and related gear. Spend Climbing Supplies to fix rope lines and so forth.

**Spending Bandages:** Bandages are spent to provide first aid to a character who is Down and Out or to regain an additional +1d3 HP while Resting (§3).

**Spending Sundries and Supplies:** Exploration activities regularly deplete the group's expeditionary Supplies (canvas, iron spikes, basic tools, etc.). In addition, Supplies may be spent to try to add a mundane tool or expendable resource to a character's inventory. Roll 1d6: On 1-3, the item was not packed or is otherwise expended, spoiled, or broken. On 3-6, add the item to a character's inventory.

## 14. DOWNTIME ACTIVITIES

**Downtime Actions:** During each Haven Turn (also called a “Downtime,” “Town,” or “Camp” Turn, roughly a week of time spent in a safe location), characters can safely outfit and resupply the expedition, as well as inquire about local rumors, sightings, adventuring sites, and so forth. In addition, each character may take a single Downtime Action.

**Projects and Clocks:** Many longer-term actions may be completed as Projects. Each Project is broken up into a number of units (the “project clock” or “progress bar”), and one “tick” may be marked off for each Downtime Action dedicated to completing the Project. To progress, some Projects may also require a successful Skill throw and/or monetary expense.

+ *Short Project:* 2-4 ticks, 10-100 Coin.

+ *Typical Project:* 6 ticks, 50-200 Coin.

+ *Long Project:* 8-10+ ticks, 100-500 Coin.

### *COMMON DOWNTIME ACTIONS*

**Recruitment:** Gain 1-4 retainers. (See §10.)

**Study:** 4-tick Project to Gain Lore. 250 Coin per tick.

**Carouse:** Spend 100 Coin and throw a Presence skill test. On success, choose one:

+ *Gambling:* Gain 3d6 x 10 Coin.

+ *Contacts:* Make contact with an underworld, commercial, military, or other authority figure.

**Craft:** Throw 8+ to craft an item (+2 for relevant Lore, -2 for complex or innovative items). Standard goods cost ½ of their Purchase Price to craft. On failure, 80% of the materials are wasted. Complex jobs may be treated as a Project (as above).

## 15. STRONGHOLDS

**Establishing a Stronghold:** Strongholds are developed narratively, by securing land; constructing, seizing, or repairing physical infrastructure; and hiring retainers, staff, and so forth.

**Assets:** Strongholds provide major narrative benefits and open up new options for play. For example, libraries may provide resources for studying Lore; a smithy may provide free crafting; vineyards, orchards, or caravansaries may provide income; town infrastructure may provide additional population, staffing, hirelings, or militiamen; stables may provide access to horses, or kennels to trained dogs; and barracks may provide skilled men at arms.

**Seasons:** Strongholds may use the “Season” for time and recordkeeping-associated game mechanics.

**Economic Assets (Income):** Economic Assets (agricultural, horticultural, and trade facilities, etc.) typically generate 1% of their cost as passive income each session.

**Productive Assets (Production and Discounts):** Productive Assets (stables, kennels, forges, etc.) typically allow relevant gear to be purchased for 25% of its list price, and/or periodically provide free goods (e.g. two horses or four mules per season; one free dog per session; 10 free Rations per season; etc.).

**Upkeep:** Strongholds periodically require upkeep costs (or, occasionally, upkeep-related activities by the player characters). As a rule of thumb, such costs usually equal 10% of the total cost of the Stronghold, and are assessed roughly once per Season (or after adverse events, such as a siege of a fortified camp).

## 16. TREASURE

**Treasure Hordes:** Hordes are measured in Coin, though they may consist of a mix of coinage, jewelry, fine crafts, and so forth. Non-cash hordes must be transported in Inventory Slots—for example, each Slot might carry up to 1k Coin of silks or 3k of spices.

Large Purse: 500 Coin

Minor: 1k

Modest: 3k

Major: 10k

Enormous: 25k

**Artifacts:** Relics and artifacts are priceless magical weapons, armor, arcane devices, tools, and other gear. They typically provide unique powers to provide additional options to characters—some permanently, others in a limited manner—and thus are a primary way that characters increase in power and capability. Artifacts are functionally priceless.

**Shrines:** Shrines are places imbued with magical power. Many grant blessings (or occasionally, curses) to characters who visit or who engage in special rituals or triggers at the shrine. Each shrine is unique; players are encouraged to experiment with, inquire into, or boldly activate newly discovered shrines. Shrines' effects may be temporary or fleeting, but usually involve permanent change or improvement. (Shrine effects may also occasionally be dangerous, especially to lend some risk to shrines that grant powerful improvements.)

**Monster Menu:** Rare monstrosities may be harvested. When a monster is butchered, roll 1-3 times on the “Monster Menu” to determine which cuts are secured (and their benefits). In addition, any cut may be eaten to restore 1d6 Hits or Strain/Mana.

## 17. CHARACTER MANAGEMENT

**Character Creation (Required):** When you create a new character, you must:

1. Assign Abilities (§1).
2. Select Starting Gear (below).
3. Update Hit Points (§7) and Mana (§8).
4. Determine starting Spells, if any (§6).
5. Choose a Heritage Archetype (App. C), or default to “Standard Human” (& gain 1 XP).

**Character Creation (Optional):** You may make the following choices when creating a character or delay until any later time during play:

1. Choose a Core Archetype (§18 and §19).
2. Spend Experience Points on Feats (§19).
3. *(Standard Humans Only)* Gain one Lore (§5).

**Starting Gear:** Spend ten Gear Points to equip new characters. Unspent Gear Points are discarded.

Weapon (2)	Arcane Vestments (2)
Ammo (1)	Common Orb (3)
Helmet or Breastplate (2)	Magic Wand (3)
Shield (3)	Hireling (2)
Mundane Tool (1)	Dog or Falcon (1)

**Character Rosters:** Each player may maintain a roster of multiple characters. At the beginning of each session, players choose to either *activate* one existing character, or else create a new character. All existing characters that have not been activated are assumed to be busy adventuring “off-screen.”

**Retirement:** At the beginning of each session, players may choose to retire one character from their stable. If they do, they create a replacement character who gains +1 bonus XP per each Feat and Scar possessed by the retired character.

## 18. CHARACTER ADVANCEMENT

**Archetypes:** All players may select one Core Archetype for their character (§19). The Archetype may be chosen at any time, but cannot be changed thereafter. If one is available, players may also select a Heritage Archetype (during Character Creation only; App. C). Each Archetype provides access to a list of Feats that can be purchased with Experience Points.

**Specialist Archetypes:** Characters may access a variety of Specialist Archetypes, typically by completing qualifying fictional exploits.

**Feats:** Feats provide special abilities. Each Feat must be purchased with Experience Points (XP), but may be purchased repeatedly to stack the effects or allow multiple resolutions per action, if logically possible. Characters may never possess more than six total points worth of Feats per Archetype at any time.

**Experience Points:** New characters with the “(Standard) Human” Heritage begin play with one Experience Point, and all characters gain 1 xp at the end of each play session. Experience Points may be spent at any time to purchase an Ability Adjustment, gain a Feat from the character's Archetype list(s), or reroll *one* die as part of a Harm check.

+ *Ability Adjustment:* Increase one ability modifier by one and decrease another by one (between -1 to +3).

+ *Resilience Bonus:* When a character Saves vs Harm to avoid going Down and Out, she may spend 1 xp to reroll one of the two dice (after rolling), and may do so continually by spending 1 xp per reroll.

**Sloughing Feats:** Once per session, each active character may “unlearn” (delete) any one Feat.

## 19. CORE ARCHETYPES

### ***CORE ARCHETYPE: WARRIOR***

*Resilient, veteran martial characters who shine in combat and battlefield tactics.*

**Break Anything (1):** You can perform feats of strength like bending bars, crushing stone, lifting huge weights, and so forth.

**Tough as Nails (1):** Gain +1 maximum HP. When you spend an XP to reroll a die during a Harm throw, you may choose to instead reroll both dice.

**Reckless Offense (1):** After you initially roll an attack, you may choose to suffer a Hit in order to reroll one Miss in your Combat Pool.

**Armor Expert (2):** While wearing (Torso) Armor, gain +1 maximum HP. When you make an attack, ignore one Penalty Die imposed by wearing Armor.

**Whirlwind Attack (2):** You may attack all adjacent foes with a single melee attack at a -2 dice penalty.

**Juggernaut (3):** Gain +1 maximum HP. Whenever you make a Harm throw to avoid going Down and Out, add +3 to your roll.

**Martial Expertise (3):** Once per attack, you may discard one die showing a Hit to reroll up to two dice showing Misses.

### ***CORE ARCHETYPE: SORCERER***

*Potent magicians who channel powerful magics and blast their foes with arcane power.*

**Wizard Training (1):** Gain “Second Sight” and “Counterspell” as bonus spells. (They do not count against your maximum spells known limit.)

**Fell Blast (1):** When you use a wand to blast a foe, you may suffer an additional point of Strain to add +2 dice to your Combat Pool.

**Familiar (1):** Gain an otherworldly companion that manifests as a small talking animal. The familiar cannot be permanently killed or destroyed.

**Blood Magic (1):** You may choose to suffer Harm rather than Strain when you cast a spell or attack with a wand.

**Cantrip (2):** With a successful Discipline throw, you may conjure minor magical effects related to any spell that you know (without incurring Strain).

**Orb Seeker (2):** Gain an additional point of maximum Mana for each set of two Orbs that you carry in your hands or inventory.

**Explosive Blast (3):** When you make a wand attack, you may choose to target all creatures in a small nearby area (instead of a single foe). They receive an Agility Save to apply HP to the attack (not Harm).

**Archmage (3):** Increase your Mana maximum and your maximum spells known limit by two each.

### ***CORE ARCHETYPE: EXPLORER***

*Well-rounded characters who specialize in wilderness survival, dungeon delving, and scouting.*

**Peak Performance (1):** You can perform athletic and acrobatic Skills (like climbing, jumping, or balancing) safely, quickly, precisely, and without equipment, even under pressure.

**Superior Senses (1):** Your senses are exceptionally sharp and perceptive. Moreover, when you pass an Insight throw, you may avoid outdoors ambushes.

**Animal Companion (2):** You may capture and train one natural beast (at a time) to be your helper. If your companion is slain, begin the next session with a replacement suitable for the local environment.

**Marksman (2):** When firing a weapon, you ignore penalties from cover, range, and called shots, and you cannot inflict less than one Hit when firing a ranged weapon under typical circumstances.

**Iron Fortitude (2):** You can survive almost indefinitely without rations in any natural environment, and you are immune to most toxins and poisons.

**Agile Defense (2):** Each round, you may choose to subtract two Combat dice from your attack to treat all incoming attacks as if you were protected by light cover (-1 die Penalty).

**Disappear (3):** Throw Agility to disappear into even the lightest cover. On failure, however, you draw additional attention to yourself.

### ***CORE ARCHETYPE: SCOUNDREL***

*Cunning, resourceful rogues who survive on wits, subterfuge, or their urban/underworld connections.*

**Friends in Low Places (1):** In any town, you can always freely make underworld contacts who will traffic in information or black market goods.

**“Friends” in High Places (1):** You can always freely learn a person’s price, as long as they’re in a position of power or authority.

**Breaking and Entering (1):** With a successful Agility throw, you may quickly pick any lock or break into any secured room without leaving a trace. You may also set the lock behind you, if you wish.

**Mimicry (1):** After observing a person for a time, you may disguise yourself to look just like them (given reasonable materials). With a successful Presence throw, you may also expertly mimic their voice and mannerisms for an Exploration Turn.

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

**Flunkys (2):** Whenever you take the “Recruitment” Downtime Action, you may also recruit two unsavory henchmen of questionable intelligence and skill (no Specialization) for free. The two are highly motivated to outdo one another in impressing you.

**Backstab (3):** When you attack someone who isn't expecting it (§2), you may set one die to its "6" face (after rolling the initial Combat Pool). All such damage is dealt directly to Harm.

## APPENDIX A: TABLES

### BUTCHERING MONSTERS

Monster Menu	
Roll*	Cut (Benefit)
1-3	<b>Scraps:</b> No benefit from eating
4-5	<b>Meat:</b> Regain 1d6 HP
6-7	<b>Viscera:</b> Remove any mundane or supernatural affliction affecting a character, e.g. a poison, curse, etc.
8-9	<b>Bones:</b> Gain +1 maximum HP (max 12).
10-12	<b>Rare Organ:</b> Roll d6 on Organ Subtable.
13-14	<b>Heart:</b> Gain 3xp.
15-16	<b>Brain:</b> Learn a random Spell that the monster knew (if none, a random Spell thematically related to the monster).

\*Minor Monster: 1d6 | Major Monster: 1d10 | Ancient Monster: 1d12+4

Monster Menu: Rare Organs (d6)	
Roll	Organ (Benefit)
1	<b>Eyes:</b> Gain a special sense possessed by or thematically related to the monster, such as infrared vision, tremorsense, deathsense, second sight, or poisonsense.
2	<b>Spinal Cord:</b> A measure of the monster's intuitive knowledge passes to you: gain one Lore thematically related to the monster.
3	<b>Tongue:</b> Natively speak a language known by the monster, and in its own voice.
4	<b>Glands:</b> Gain a random beneficial Mutation associated with the monster.
5	<b>Teeth, Claws, or Horn:</b> Incorporate into a new weapon to attack with +1 die.
6	<b>Hide or Scales:</b> Incorporate into a new armor or shield to gain +1 additional HP.

### SPELLS

Rarity (d6)	
Roll	Type
1-4	Common Spell (1d100)
5-6	Rare Spell

By Type (d20)	
Roll	Tag
1-3	Body
4-6	Conjury
7-9	Mind
10-12	Death
13-14	Nature
15-16	Elemental
17-18	Knowledge
19-20	Metamagic

Spell Catastrophes (d6)	
Roll	Effect
1	You go Down and Out.
2	You gain a random Mutation (see table).
3	Everyone nearby must pass a Might Save to stop vomiting blood, pus, insects, etc. (based on the sorcerer's signature). Those affected suffer 1 Harm for each failure.
4	Everyone nearby suffers a 3d psychic attack, and must pass a Discipline Save or also suffer one Strain per Hit taken.
5	A spell that you control immediately takes effect nearby in a hazardous or detrimental way (Referee's choice).
6	Reality tears open and a demon enters the world.

### RANDOM INJURIES

Type of Injury (d6)	
1. Mobility	4. Strength
2. Dexterity	5. Perception
3. Stamina	6. Reasoning

### MUTATIONS

Type of Mutation (d6)	
Roll	Type
1-3	Beastfolk (6x6)
4-5	Body Modification (1d20)
6	Perilous Mutation (1d12)

### HERBS

Common Herbs (d6)		
Roll	Type	Effect
1-3	Nutritious	+1d3 Hits on Rest
4-5	Medicinal	Recover one Injury
6	Toxic or <i>Special</i>	Save or <i>Special</i>

### SAMPLE LORE

Commonly Useful Lore		
Demons	Undead	Bushcraft
Snakemen	Nightmares	History

## APPENDIX B: 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]

### ***SOLAR CHAMPION***

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

[LOCKED]

### ***VOID KNIGHT***

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

[LOCKED]

### ***BRAVO***

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

**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):** For each set of three Misses in your rolled Combat Pool, inflict one Hit.

**Accomplished Duelist (2):** When you engage in a one-on-one contest of swordplay, set one die to a "6" before rolling the remainder of your Combat Pool.

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

**Agile Defense (3):** While you are wearing no armor, gain +4 HP.

*You must defeat a Bravo in a duel in order to unlock this class.*

### ***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 (2):** Gain the spells "Babel" and "Telesthesia." Once per day, you may automatically cast one of them 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 Presence 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 suffers [Presence] penalty dice while undertaking any action except attacking you.

**Master Diplomat (3):** Gain +1 Presence.

### ***DEMON-TOUCHED***

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

**Demon Heart (1):** Throw Insight 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 roll +2 to all actions for the next Exploration Turn. Afterwards, pass a Might Save or suffer 4 Harm.

**Demon Quest (3):** Whenever you consume the fresh-slain heart of a demon, gain +1 HP or +1 Mana (up to once per day, and up to the normal global maximums of 12 HP / 10 Mana).

**Patron (3):** Enter the service of a great demon lord. Throw Presence 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.

### ***FAMILIAR MASTER***

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

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

**Many Tongues (1):** Throw Presence 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 +4 HP\* and a Specialization in Stealth, Athletics, or Melee Combat (or another skill, in consultation with the Referee).

**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, 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 dice 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 -1 die in combat, but all affected enemies 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 5+ Hits with a firearm or energy weapon, the target must pass a Might Save or suffer +2 Hits directly to Harm.

**Fusillade (3):** When you fire an advanced weapon, you may choose to check Depletion twice (sequentially) to attack with +50% dice.

### ***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 Strain to inflict 2d of freezing damage against all other Close creatures. You may extend the effect at the cost of one Strain/Round.

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

- (2) Timberwolf
- (3) Sabertooth tiger
- (3) Yeti
- (4) 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 +2 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.

### ***PSION***

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

**Mindsense (1):** Throw Insight to detect the presence of nearby, unguarded minds and to discern their general state.

**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):** You are immune to fear-based and mind-altering supernatural effects.

**Telekinesis (2):** Throw Discipline 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 -2 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):** Throw Agility to momentarily double your speed, agility, and balance. On failure, suffer 1 Harm.

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

**Telekinesis (2):** Throw Discipline to mentally apply human-like force to a nearby object or creature.

**Pounce (2):** Throw Agility to launch yourself up to 30' with a single leap. On failure, suffer 2 Harm.

**Telekinetic Block (2):** Once per day, reflexively prevent yourself or a nearby ally from suffering 1+[Discipline] Hits from a physical attack.

**Biofeedback (3):** Once per day, you may briefly meditate to recover three Hits.

### ***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 +2 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 [Might].

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

**Cataphract (2):** While you are wearing a Helm and torso Armor and wielding a Shield, gain +2 HP.

**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 ignore [Might] Hits suffered in combat.

### ***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 Insight to detect the presence (but not the exact location) of nearby cash/bullion Treasure.

**Gang of Skitterlings (2):** Permanently recruit three Skitterling hirelings (0 HP, Specialization: Stealth). When the Skitterlings perish, they are replenished (for free) at the beginning of the following session.

**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 Discipline 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 Insight 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 Hit must Save against that poison/toxin's effect(s) with a -1 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 2d attack.

**Purge the Unclean (3):** Roll +1 die when you make a Combat roll 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.

### ***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. Throw Insight to reveal any Nearby invisible spirits.

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

**Greater Familiar (2):** Choose one of your familiars. It either gains a second small animal form that it can transform into at will, *or* it adopts a new, large animal form. The familiar also gains +4 HP\* and a Specialization in Stealth, Athletics, or Melee Combat.

**Medium (2):** Throw Discipline to swap bodies with one of your Nearby familiars. (Keep your own Mana dice, spells, feats, etc., but trade Hit Points, equipment, and physical/biological features.) If the familiar is destroyed, you immediately return to your natural body, but suffer three Harm.

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

## ***WARLORD***

*Elite leaders who surround themselves with a warband composed of loyal, skilled retainers and 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 +1d on ranged attacks. (The benefit may be redistributed outside of combat.)

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

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

**Magicians (3):** When you hire an Adept retainer, they gain either +2 Mana or +1 Spell Known.

**Lieutenant (4):** One of your retainers begins to accumulate XP and may also select Feats from a single, basic Core Archetype of your choice: Warrior, Explorer, Scoundrel, or Sorcerer. If they die or retire, you may designate a new Lieutenant, who begins to accumulate XP (as above).

## ***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, while in combat with a creature abhorrent to your god(s), throw [Might] bonus Combat Dice.

**Inspire Mettle (2):** Immediately before combat, deliver a brief, stirring oration to distribute [Presence] bonus HP to 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.)

## APPENDIX C: HERITAGE ARCHETYPES

### ***HERITAGE ARCHETYPE: BURROWER***

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

[LOCKED]

### ***HERITAGE ARCHETYPE: WHITE APE***

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

[LOCKED]

### ***HERITAGE ARCHETYPE: 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 +1 to a strength-based roll. Regain spent Energy after a comfortable night's rest.

**Augment Speed (2):** Gain one Energy. You may spend one point of Energy to add +1 to an agility, dexterity, or reflex-based roll. Regain spent Energy after a comfortable night's rest.

**Augment Processing (2):** Gain one Energy. You may spend one point of Energy to add +1 to an intelligence, reasoning, memory, or perception-based roll. 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.*

### ***HERITAGE ARCHETYPE: JUNGLE VILLAGER***

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

**Junglecraft (1):** Gain Lore in Junglecraft.

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

**The Wild Hunt (2):** Roll +1 die 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 Feats from this Archetype, but unlock the "Ancestor" Heritage Archetype.

### ***HERITAGE ARCHETYPE: VENUS FLYTRAP-MAN***

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

*Special: 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, set one die to a "6" before rolling your combat pool.

**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 the session following its death or retirement.)

### ***HERITAGE ARCHETYPE: WILDMAN***

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

**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. In addition, add +1 to the company's Rations Consumption roll each day.

**Consummate Naturalist (2):** While you remain buck naked, you gain +2 HP 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 companion is slain, begin the next session with a replacement suitable for the local environment.

**Primitive Weapons Mastery (3):** Ignore the -1 penalty from attacking with primitive weapons. When you attack unencumbered and with only primitive weapons, add +1 die to your Combat Pool.